

GAME AND EXPANSION BY:
ADAM KWAPIŃSKI

GAME MANUAL
NEMESIS
CHYTRIDS



rebel

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<<< STRETCH GOALS >>>

GAME INTRODUCTION

Chytrids are a completely new and unique Intruder race you will be able to face. These voracious funghi will 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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20 Carnomorph Event cards

20 Voidseeders Event cards

1 Carnomorph Help card

1 Voidseeder Help card

10 Android Compatibility Action cards

10 Bounty Hunter Compatibility Action cards

2 Aftermath Compatibility Starting Item cards

4 Aftermath Compatibility Quest Item cards

2 Bounty Hunter Objective cards

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«« CHYTRIDS »»

CARDS:



20 Chytrid Event cards



20 Chytrid Attack cards



6 Chytrid Weakness cards

TOKENS:

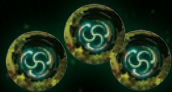


8 Chytrid Stinkhorn tokens

1 Chytrid Blank token



3 Chytrid Deathcap tokens

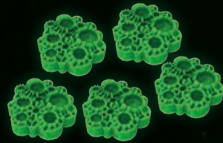


3 Chytrid Queen tokens

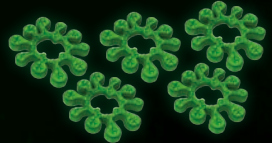
1 Chytrid Laboratory board

1 Chytrid Queen board

MARKERS:



15 Spore markers



8 Mycelium markers

MINIATURES:



5 Green Chytrid Germinators



5 Purple Chytrid Germinators



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 now 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.

In all analyzed encounters, 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...

SETUP

Instead of using Event, Attack and Weakness cards provided with the basic 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 appropriate Room slots as shown in the picture.

- 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 board.

7] Shuffle and place randomly Power tokens - 3 in the Sections slots and 1 on the Elevator token. Tokens numbered from 1 and 2 should be placed blue-side up. It means that corresponding Facility Sections are 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 in the corresponding slots:

5 Egg tokens in the Nest slot,

Place the Chytrid Germinators on the Laboratory board, in the respective colored slots, all showing only 1 protrusion. During the game you will be placing these 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 models on the Queen board in their respective slots (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 the corresponding Chytrid components. 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.

13] 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,
- Character Corpse tokens,
- 2 Combat dice,
- 2 Noise dice,
- 2 Advantage dice,
- First Player token.

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

15] Place a Time token, Inactive (red) side up, on the 15th, green space of the Time Track.

The crew setup does not change.

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 a Room. It works the same way as the 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 the 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 in it, 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 an Exploration token, you still perform a noise roll as normal.



NEST

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

BAG DEVELOPMENT



– Return this token to the bag. Perform a Noise roll in order.



– Return this token to the bag. Perform a Noise roll in order.



– Return this token to the bag. Place a Germinator in each Room neighboring a Room with a 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 bag. If there is at least 1 slain Stinkhorn, place 1 of the slain Stinkhorns on the Queen board.

EVENT PHASE

The Event Phase does not change from the original game. Steps 5-6 and 10 stay the same. All the differences are explained below.

7. FIRE DAMAGE STEP

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

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

8. EVENT CARD

An Event card is resolved in 3 steps instead of 2 known from the basic Nemesis.

1) Step: Intruder Movement and Spreading

Whenever a Chytrid should move or Spread through a Corridor with the Closed Doors, destroy that Doors instead.



If there is gray Germinator symbol on the Event card, it means that all Germinators and Mycelium markers currently on the game board spread the Spores through appropriate Corridors. Place a Spore marker in each neighboring Room connected through a Corridor with a matching number. 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 it is supposed to be moving to contains a Germinator or a Mycelium marker already. 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.



If there is the Queen symbol: Before moving it check, if the Room it is supposed to be moving to contains a Germinator or a Mycelium marker already. 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 two times. Always resolve the effects starting from the leftmost icon.



2) Step: Germinators growth. If there is a Germinator icon, grow all Germinators in the matching color. There are two Germinator icons on some Event cards, then grow those Germinators twice.

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

3) Step: Event Effect - it is the same as in the basic game.

CHYTRID TYPES



SPORE – the smallest Chytrids specimen, those 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 need to place one, place a Germinator instead.

Whenever you should place a Spore 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.

REMOVING A SPORE MARKER

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

- When you should place a second Spore marker in the 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 – those gelatinous cubes are a more advanced form of Chytrid infestation. Fungi growths already cover parts of the Room, but can be removed.

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

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



– this means that all purple Germinators in the Facility grow (increase their level by 1).



– this means that all green Germinators in the Facility grow (increase their level by 1).

Sometimes the above icons are duplicated. It means that all Germinators in that color grow twice.

There are effects which will grow Germinators on the Laboratory board. It means that sometimes you will have a Germinator on 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.

Placing a Germinator is not an Encounter!


The grey Germinator icon 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.

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

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

REMOVING A GERMINATOR

Whenever a Character is in a Room with a Germinator, they can perform a Melee or Shoot Action to try and decrease the level of that Germinator. Being in a Room with a Germinator **DOES NOT** count as a being in Combat. A Germinator **DOES NOT** count as an Intruder for the purposes of Items/Action cards. Germinator are affected by a Fire marker 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 would drop 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.

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 remove.

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 are basically a Germinator that is impossible to remove.

The grey Germinator icon 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 the Spore would spread through a Corridor with Closed Door token, it does not spread, but destroys this Door instead.

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) die and the game ends.

CHYTRID TYPES



STINKHORN – it is the long reaching arm of the Queen, roaming the Facility Rooms and finding the trespassers.

Stinkhorn works like the Adult Intruders of any other race. It is placed in the Rooms, and moves according to the icons on the Event card. 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 to the side of 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 place the appropriate token into the Intruder bag if possible.

If you draw a Stinkhorn token and there are no more Stinkhorns on the Queen board, all Stinkhorns 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 – it is a voracious outgrowth of the Chytrids colony, helping it spread further, and is really 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 a Deathcap icon, before moving, it check if the Room it is supposed to be moving to contains a Germinator or a Mycelium marker already. 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 that 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 their Room is destroyed).

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

MOVING THE QUEEN

Whenever an Event card shows a Queen icon, before moving it, check if the Room it is supposed to be moving to contains a Germinator or a Mycelium marker already. 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 she stays in the same Room.

KILLING THE QUEEN

When you deal an Injury to a 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 it.

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

From this moment on, each time you draw the Queen token from the Bag during an Encounter or Bag Development, grow leftmost Germinator by 1. If it is already at the level 3, grow 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 one from the Queen board, from the space pointed at by the arrow from the Queen space.

Further Stinkhorns placed on the board should be removed 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 those numbers to the current number of Injury markers on the Queen. If the total is higher, the Queen is still alive. Otherwise, it dies.

CHYTRID RULES

KILLING OTHER CHYTRIDS

Whenever a Character is in a Room with a Germinator, they can perform a Melee or a Shoot Action to try and decrease the level of that Germinator. Being in a Room with a Germinator DOES NOT count as a being in Combat.

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 would drop to 0, return it to the appropriate, rightmost slot on the Laboratory board, showing level 1. Missed Melee hits still deal a Contamination card to a Character, but do not deal a Serious Wound.

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

When a Stinkhorn is removed from the game board because it was killed, place it to the side of the game board and place a Carcass token in the Room it was removed from. 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 place the appropriate token into the Intruder bag.

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.

ENCOUNTER



– Place a Stinkhorn in this Room. Put this token aside.



– If you are in a Room with a Germinator or Mycelium, place Deathcap there. 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 (regardless of a Deathcap appearing on the board).



– If you are in the Room with Germinator or Mycelium, place the Queen there. 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 every Corridor connected to that Room. Return the Blank token to the bag.

CONTAMINATION CHECK AND LARVA

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

If you have already 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.

USING CHYTRIDS IN THE ORIGINAL NEMESIS

SETUP

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

Only decks used from the Chytrids are: Events, Chytrid Attack and Weakness.

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”.

«« CHYTRID RULES »»

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

- 5 **Egg tokens**,
- Place the **Chytrid Germinators** on the **Laboratory board**, in the respective colored slots, all showing only 1 protrusion. During the game you will be placing 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.

Place the **Queen board** next to the board. Place the **Chytrid Queen** and **Stinkhorn models** on the Queen board in their respective slots (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 “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 the Nemesis Lockdown game, so some of their effects relate to the Lockdown elements. To adapt some of the Chytrid cards to the base 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 base Nemesis game, the entire ship is considered to be in Darkness and with no Power.

VOID SEEDERS RULES

USING VOID SEEDERS IN THE NEMESIS LOCKDOWN

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

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

SETUP

1] Place the **board** on the table, displaying the basic side.

Note: The basic side of the board is marked by a red arrow icon in its upper left corner.

2] Place the following **Room tiles** on appropriate Room slots.

- Isolation Room**
- Repository**
- 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 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 board.

7] Shuffle and place randomly **Power tokens** - 3 in the Sections slots and 1 on the Elevator token. Tokens numbered from 1 and 2 should be placed blue-side up. It means that corresponding Facility Sections are 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 in 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** per player.

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 their 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 **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 the **Venting token** next to the board. They may be used during the game.

14] Place a **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 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 basic Help cards for Lockdown Void Seeder Help cards (instead of 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 each player 1 of those tokens. 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 rest of the Contingency tokens should be placed in an indicated slot next to the Alert Room - this is called the Neutral Pool.

19] Shuffle all the **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 have chosen 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. The Survivor, Lab Rat and all Characters from Nemesis and Aftermath expansion are considered Nemesis Survivor. Any others are considered as 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 in one of the two Hand slots on their Character board (except Xenobiologist). Afterwards, place a number of **Ammo markers** equal to that Weapon's Ammo capacity on the Weapon card. Some of the Characters (eg. Lab Rat and Survivor) start without any Items!

E) The **Quest Item** of their Character and places them, 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 space 1 on the Knowledge track. Otherwise, place it on space 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 nor leave any Carcass token, therefore Xenobiologist "Probe Arm" card has no effect against them. It can still be used to get a Carcass from a Lair.

GAMEPLAY CHANGES

SLIME

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

REST ACTION

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

CARNOMORPHS RULES

USING CARNOMORPHS IN THE NEMESIS LOCKDOWN

Nemesis Lockdown allows you to use Carnomorphs - the additional race designed for the basic Nemesis game. The Carnomorphs mainly follow their base rules with a few changes listed below.

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

SETUP

1] Place the **board** on the table, displaying the basic side.

Note: The basic side of the board is marked by a red arrow icon in its upper left corner.

2] Place the following **Room tiles** on 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 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 board.

7] Shuffle and place randomly **Power tokens** - 3 in the Sections slots and 1 on the Elevator token. Tokens numbered from 1 and 2 should be placed blue-side up. It means that corresponding Facility Sections are 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 in 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 Buther and place them on their corresponding Adaptations.

Note: In contrast to the 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 Meatgorgers and 2 red Metagorgers.

Then, add 1 additional red **Metagorger token** per player.

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 their 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 **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 the **Venting token** next to the board. They may be used during the game.

14] Place a **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 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 basic Help cards for 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 each player 1 of those tokens. 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 rest of the Contingency tokens should be placed in an indicated slot next to the Alert Room - this is called the Neutral Pool.

19] Shuffle all the **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 have chosen 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. The Survivor, Lab Rat and all Characters from Nemesis and Aftermath expansion are considered Nemesis Survivor. Any others are considered as 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 in one of the two Hand slots on their Character board (except Xenobiologist). Afterwards, place a number of **Ammo markers** equal to that Weapon's Ammo capacity on the Weapon card. Some of the Characters (eg. Lab Rat and Survivor) start without any Items!

E) The **Quest Item** of their Character and places them, 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 space 1 on the Knowledge track. Otherwise, place it on space 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 RULES CARNOMORPH ADAPTATIONS

Carnomorph Adaptation cards replace the Night Stalker Weaknesses. 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 is not applied here. If it should move into the 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 an Aftermath expansion you are able to use the Characters from this game in Nemesis: Lockdown, pitting well-known characters against new threats in new environments of the Martian Facility. Keep in mind that playing those Nemesis Survivors might be more difficult and a team composed of only the Nemesis: Aftermath might face a real challenge. **CHOOSING A CHARACTER**

When the players choose their Character, 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 game Character (the Survivor).

After choosing their Character, each player keeps their selected draft card, preventing any other player from choosing the other 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 in the Isolation Room.

More about their differences is listed in their detailed entries below:

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 Trait card provided with the 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 Game Setup (Crew Setup, more details on page XXX) draw 1 random Bounty Hunter Quest Item.

This is the Bounty Hunter Quest Item for the remainder of the game.

Do not look at the back of this Quest Item. 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 Game Setup (Crew Setup, more details on page XXX) put them aside near the Bounty Hunter Character board. You will need them later.

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

CEO

Use the 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 the Nemesis: Aftermath.

OTHERS

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

Base Nemesis game characters are explained in the Nemesis: Lockdown Rulebook.

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 hers Quest Item card provided with the Nemesis: Lockdown Stretch Goal Box.



