

# FAN MADE NEMESIS EXTRA RULES

version 1.062

## MINI-EXPANSION - BOOBY TRAPS, SMARTGUN AND MORE!

This is a fan-made mini expansion with some pick-and-choose rules and modules.

This expansion contains:

- Rules for getting slimed twice (double-slimed)
- Rules for maximum non-heavy items a player can carry
- Rules for looting the blue character corpse
- Modified rules for how rooms with slime work
- Modified rules for how the turrets work
- Modified rules for dropping non-heavy items
- Modified rules for picking up non-heavy items and looting dead characters
- Modified rules for the duct tape item
- Adds a smartgun that has to be crafted out of two parts
- Adds booby traps that can be crafted and found
- Adds a chance that an Adult, Breeder, Queen Intruder will retreat when noticing your character has a Intruder growing inside
- Adds two new Co-op/Solo objectives
- Adds a new game mechanic "Deep-hacking" which can be played (optionally) with the use of an app
- Adds experience mechanic for killing intruders
- Adds new components (tokens, cards, player-aid)
- Adds animated card images for the app version of deep-hacking
- Adds soundtrack for the app version of deep-hacking

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Created by "Seb123123" aka "Sebbe Sebbe" over at Boardgamegeek.com's forums

## COMPONENTS VERSIONS:

- The current version of the rulebook is **1.062**.
- The current version of the components files is **1.062**.
- The current version of the deep-hacking-cards is **1.05**.
- The current version of the deep-hacking soundtrack is **1.05**.
- The current version of the player-aid is **1.01**.
- All the files can be downloaded from:




SCAN ME

[https://drive.google.com/drive/folders/1\\_w4OpDIhQBoGS5K9ccTGRrDBbwgXiq7H?usp=sharing](https://drive.google.com/drive/folders/1_w4OpDIhQBoGS5K9ccTGRrDBbwgXiq7H?usp=sharing)

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## DOUBLE-SLIMED:

When double-slimer place a hazard-token on your character board. When you pass for the round, roll one attack die, if you get "1 Hit"-result or "2 Hits"-result you take one minor wound. Otherwise you take no wound. When you remove the slime marker you also remove the hazard-token. You can also take a shower action in the Emergency room and in the Laboratory room for the normal cost of  without scanning your contamination cards.



## MAXIMUM NON-HEAVY ITEM CARDS:

You can have a maximum of 8 non-heavy item cards.



## DROPPING ITEMS CAREFULLY:

Dropped items do not get discarded if you take a drop-carefully action and discard 1 card from your hand. You then place the item card to a designated area for carefully-dropped items and place dropped-item-tokens with the same letter on both the item card and on the room where you dropped it. If you drop a weapon you also place the current amount of (if any) ammo tokens on the card.

**Alternative rule:** carefully dropping items is completely free.



## PICKING UP ITEMS

Picking up non-heavy items has the same cost as picking up a heavy item. The only difference is that you can pick up multiple non-heavy items in one action. A dead character can be looted following the same rules.

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## TURRET DAMAGE:

As in the original rules turrets attack both in the fire damage phase and whenever a status-targeted figure walks into its room. Intruders take one damage and characters roll one attack die. On a "1 Hit"-result you take one minor wound and on a "2 Hits"-result you take two. If a player took a careful movement into the room, only the "2-Hits" result does damage, 2 minor wounds and in addition to the wounds forces a noise roll (do not place a noise token for the careful movement, just for the noise roll)



## TURRET REPAIR:

If a turret gets destroyed flip it to its side. If a player uses a repair action (or similar: discard malfunction token) on the turret, the turret is repaired and working again. When repairing it you may also decide its new status.



## INTRUDER ATTACK ON TURRETS:

In the fire damage phase the intruders do not auto-destroy a turret if they are in the same room. Instead you roll a attack die and if the result is "1-Hit" or "2-Hits" the turret gets destroyed otherwise it remains in the room with the same status.



## MELEE ATTACKING TURRETS

Turrets can take 1 damage before they get destroyed. Melee attacking a turret does not cause wounds or contamination on misses. You deal 1 damage on a "1-Hit" and on a "2-Hits" result.



## TURRET STATUSES IN SEMI CO-OP

When playing in semi Co-op, if a player sets the turret status to red (Attack all), he can choose to have the turret exclude himself from "all". The turret will target everyone except him. If a player does that he places his "player number" token next to the turret to indicate that the turret was set to red by that player.




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## INFECTED WITH A LARVA GROWING

If you have a larva on your character board and are attacked when in combat alone by a lone Adult, Breeder, or Queen: Roll a attack die.

-  : Do not resolve the Intruder attack.  
The intruder retreats (noticing you have an Intruder growing inside you)



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## CRAFTING A BOOBY TRAP

A booby trap can only be crafted in the Crafting room. The parts needed to craft a booby trap are:



A crafted booby trap is represented by a booby trap token. There are three sets of booby trap tokens (gray, silver, black) each set containing the three statuses:

Green: Inactive

Yellow: Only targets intruders

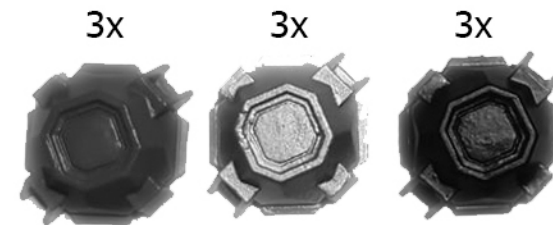
Red: Targets everyone except the player who placed it

When a player has crafted a booby trap that player places a unused set of booby trap tokens on his character board. He also takes the booby trap craft-item card and places it next to his character board.

## USING THE BOOBY TRAP

A player with a booby trap that is not in combat and in a room without other players, can place and arm the booby trap in the room the player is in for its cost (displayed on the craft-item card). That player then places one of the booby trap tokens in that room with the status color hidden. That player keeps the remaining two booby trap tokens on his character sheet. The booby trap craft-item card is kept but flipped face down, it does not count as carrying one non-heavy item anymore.

If another player would pick up the booby trap, the tokens and the craft-item card are given to that player. If the booby trap triggers, all booby traps in that set are placed back in the reserve and the craft-item card is placed back in the craft-item deck.



3x





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## INTERACTING WITH BOOBY TRAPS



### Entering a room with a booby trap:


When entering a room with a booby trap you reveal its status. If the booby trap triggers you follow the same rules as the booby trap craft-item card. If you enter the room with a careful movement and the status of the booby trap is red, you roll a attack die to see if the booby trap triggers.   : The booby trap triggers.

### Disarming a booby trap:

If you enter a room with a booby trap during a careful movement or start your turn in a room with a untriggered booby trap, you can look at its status and spend any type of repairing action for its cost to attempt disarming the booby trap (also applies to inactive booby traps). You do this before you roll to see if it triggers (in the case that the status is red and you just entered the room). Disarming is not without its risks. You roll a attack die:

  : You successfully disarm the booby trap.

  : You fail to disarm the booby trap, it triggers.  
Follow the rules on the booby trap craft-item card.

 : You fail to disarm the booby trap,  
but it does not trigger.

### Picking up a disarmed booby trap:

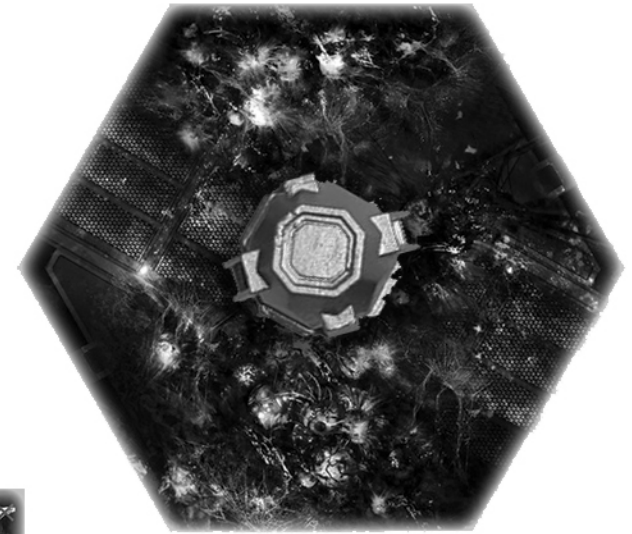
A disarmed booby trap is flipped so that its status symbol is visible to anyone. A disarmed booby trap can be picked up for free during a successful disarm action.

### Destroying a booby trap:

A booby trap is destroyed by one damage and does not trigger when destroyed. It can be destroyed for free without rolling during a successful disarm action.

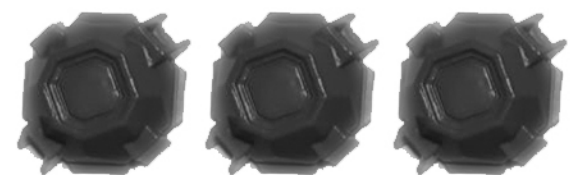
### Using drones to reveal the status:

You can fly in a drone to reveal the status of a booby trap. If the status is red it triggers and the drone is destroyed. Anyone else in the room rolls for damage.



## ROOM WITH BOOBY TRAP

When revealing and entering a room with an exploration token that has a search value of 4, you roll the attack die. If the result is "1-Hit" or "2-Hits" you shuffle a set of booby trap tokens and place one of them in that room. When entering the room you also reveal its status. If the booby trap triggers you follow the same rules as the booby trap craft-item card. The booby trap can also be disarmed and picked up. If you do that you place the set of booby traps and the corresponding craft-item card next to your character board.



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## ROOM WITH SLIME

When entering a room with slime, if there is a fire token in that room you roll the attack die.

If the result is "1-Hit" or "2-Hits" you get slimed otherwise you do not.



1

## LOOT THE BLUE CHARACTER CORPSE

The blue character corpse token in the Hibernatorium or the Surgery at the start of the game can be looted for the cost of 1 action and 1 discarded card. Doing so allows you to draw and keep the top item card from the yellow item deck. The blue character corpse can only be looted once.



## NEW CO-OP/SOLO OBJECTIVE: "DEEP-HACK ALL TERMINALS"

During the game-setup when every player is dealt a Co-op/Solo objective, one player may instead choose the "Deep-Hack all terminals" objective.

1

## DEEP-HACKING TERMINALS

If a room with a terminal symbol is revealed, place a "Deep-hacking available" token in that room. Rooms that you are in that have such a token can be deep-hacked for the cost of 1 action and 1 discarded card.



When you take a deep-hacking action make sure that the "Deep-hacking solutions" card is given to another player. You then ask that player or another, to put a timer on a cellphone according to the chosen difficulty level:

**Normal:** 50 seconds

**Hard:** 35 seconds

**Extreme:** 25 seconds

The first time a player takes a deep-hacking action the group decides together which difficulty level they want. You then draw a Deep-Hack card from the deck and try to find the **word** inside the **box of symbols**. If you find it tell the **row** and **column**. If time ran out before you found it, the deep-hack attempt fails. Else ask another player to check the Deep-Hack Solution card to see if you got it correctly. If you did get it correctly you succeeded. If you succeeded place the "Deep-hacking available" token on your character board.

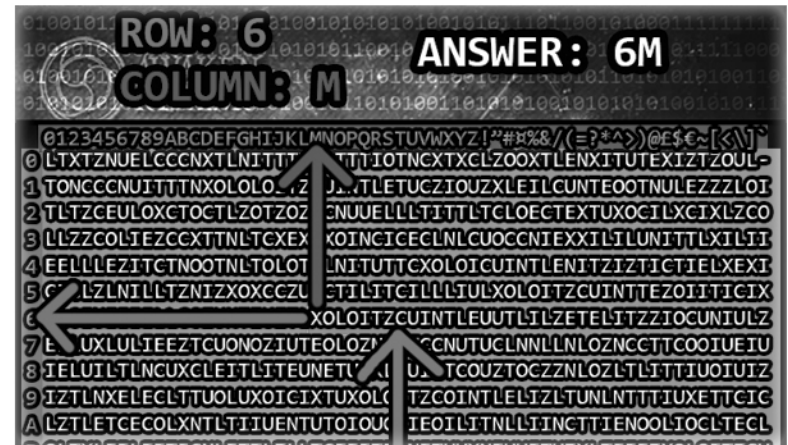


# FAN MADE NEMESIS EXTRA RULES

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## DEEP-HACKING: FINDING THE WORD

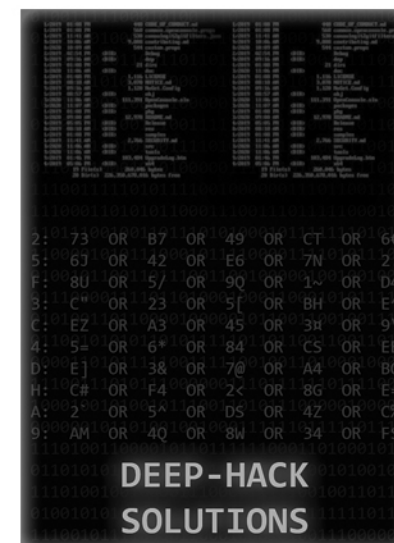
When searching for the word during a deep-hacking action there are few rules that can help you find the word easier. The word is always found written out horizontally, not diagonally and not vertically. The word is always written out from left to right. The word can cross over from one row to another row one level below continuing from the left. When you find the word the solution is the row-column coordinate of the first character in the word.



## CHECKING THE DEEP-HACK SOLUTION

Take the Deep-Hack solutions card and look for the word that the player found during their deep-hack action. You then take note of the symbol next to that word. Thereafter you flip the card to its other side. Now look for the symbol you took note of earlier. Next to the symbol there are 5 solutions. If the player had any of those solutions as theirs, they succeeded, else they failed their deep-hack attempt.

1x



## DEEP-HACKING IN SEMI CO-OP

Following the same rules as in Co-op/Solo but if you succeed you get to place a dropped item marker on any other room with a terminal (computer) printed on it. Choose 2 of the three item decks (red,yellow,green) and take the top card of each chosen item deck without flipping the cards face-up. Stack the cards on top of each other and place them near your character board face-down. Then place the corresponding dropped item marker on top of the stack. Only you can pick up these two item cards in that room for the cost of a pick-up action (1 action and 1 discarded card) unless someone else makes a successful deep-hack attempt and chooses the same room, in which case the cards stay with the player who placed the dropped item marker but both players can pick up the items. First one to pick them up gets them. If there are unused player number tokens these can be used to mark which players are allowed to loot the card stacks.



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## USING ANDROID APP FOR DEEP-HACKING

Instead of using the deep-hack cards you can instead use an Android app called "Random Slideshow (Random photo/picture viewer)". The app can be downloaded for free (contains a ads-banner) at the Play Store for Android. Once you have this app installed on your tablet you can add all the animated deep-hack card images (see link in the title page) into a new image folder on your tablet. You can then add the soundtrack in another folder.

Then follow these instructions:

1. Press the blue button "SELECT IMAGE DIRECTIORES"
2. Select the folder with the animated deep-hack cards
3. Then press "FINISH" in the upper right corner
4. Then scroll down to the "Time Setting" options

5. Set the following values:

- ImageShownTime[SEC] : 57.0
- FadeTime[SEC] : 2.0
- DisableFadeTime: OFF



6. Then scroll down to the "Order" options

7. Set the following values:

- Random: ON
- Prohibit Duplicate: ON
- Repeat: OFF



8. Then scroll down to the "Music" options

9. Press the gray button "SELECT MUSIC FILES"

10. Select the soundtrack file

11. Then press "FINISH" in the upper right corner

12. Make sure that the sound is enabled

13. Then scroll down to the "Timer" options

14. Set the following values:

- Setting Time[min]: 1
- Enable timer: ON
- Show timer: ON

15. Press the blue button "START SLIDESHOW" at the top to start the deep-hack mini-game.

16. Do not press on the screen or zoom in, this will pause or break the timer function. When and if you find the word you can swipe your finger from top to bottom on the screen to exit the mini-game. Once you have done this you commit to your answer and have someone check it for you.

It is recommended that you use a big screen device like a tablet



## Video of setup instructions:

<https://youtu.be/nDqDjDMGb3o>



## Video demonstration of the mini-game:

<https://youtu.be/7vRvvdXuHLE>



17. If the screen shows "ERROR - UNAUTHORIZED ACCESS" the time has run out and you exit the mini-game by swiping your finger from top to bottom on the screen. You will be prompted with a "Close slideshow?" prompt. Press "OK".

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## M56 SMARTGUN

The M56 Smartgun can only be assembled in the Crafting room or in the Armory room. To assemble the M56 smartgun a player first needs to have found and carry the two smartgun parts. A smartgun part can be found in any room with a exploration token that has a malfunction symbol and a search value of 1. When such a exploration token is revealed in conjunction with a player entering the room, you place one of the two smartgun-tokens in that room. To pick up a smartgun token is a free action and it counts as one non-heavy item while you carry it. When a player has found and is carrying both smartgun-tokens, that player can take a "craft special item" action in the Crafting room or in the Armory room for the cost of 1 and assemble the smartgun.



2x



When the smartgun is assembled the two smartgun-tokens are removed from the game. Take the smartgun craft-item card and place it on your character board. The smartgun can only be reloaded in the Armory room, 3 ammo per room action.



## DUCT TAPE TWO GRENADES OR MOLOTOVS:

If you are carrying two grenades or two molotovs, and a duct tape item, you can use the duct tape item to turn two grenades or molotovs into one more powerful. The item still counts as two non-heavy items for the purpose of max items that can be carried. When you use the grenade/molotov you add 1 damage/1 minor wound to the total damage of the two grenade/molotov cards.



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## NEW CO-OP/SOLO OBJECTIVE: "THE HUNTER"

During the game-setup when every player is dealt a Co-op/Solo objective, one player may instead choose the "The Hunter" objective.

1x

## INTRUDER SKULL TOKENS

The Intruder skull tokens can be used to keep count of how many Adult/Breeder/Queen Intruders you have killed. A Adult Intruder is worth 1 Intruder skull token. A Breeder/Queen is worth 2 Intruder skull tokens.

## INTRUDER KILL EXPERIENCE

### When playing Semi Co-op/Solo:

If a player has gathered

- 5 Adult skull tokens:

When attacking an Adult/Breeder/Queen roll one extra attack die, you may choose the ones with the best results then remove one. Lastly apply the dice result of the remaining dice.

- 10 Adult skull tokens:

When attacking an Adult/Breeder/Queen roll two extra attack dice, you may choose the ones with the best results then remove two. Lastly apply the dice result of the remaining dice.

### When playing Co-op:

If the players have gathered a total of

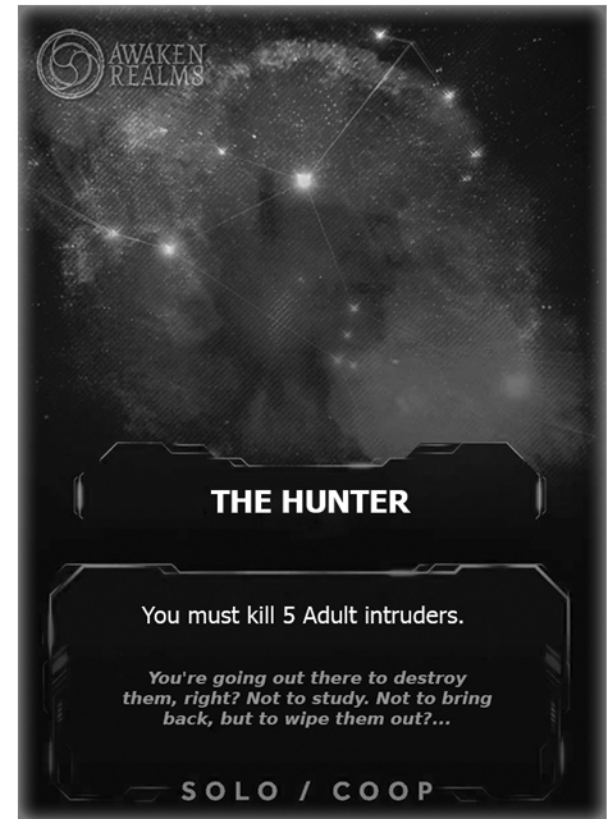
- 8 Adult skull tokens:

When attacking an Adult/Breeder/Queen roll one extra attack die, you may choose the ones with the best results then remove one. Lastly apply the dice result of the remaining dice.

- 15 Adult skull tokens:

When attacking an Adult/Breeder/Queen roll two extra attack dice, you may choose the ones with the best results then remove two. Lastly apply the dice result of the remaining dice.

24x



## ARTWORK:

Rebel Games, Awaken Realms, Z-Man Games  
<https://www.pngwing.com/en/free-png-yausr>  
[https://static.wikia.nocookie.net/avp/images/7/7a/Vasquez%27s\\_Smart\\_Gun.png](https://static.wikia.nocookie.net/avp/images/7/7a/Vasquez%27s_Smart_Gun.png)  
<https://networkencyclopedia.com/wp-content/uploads/2020/04/terminal-retro-green.jpg>  
<https://icon-library.com/icon/tablet-icon-24.html>  
<https://geekhack.org/index.php?action=dlattach;topic=85525.0;attach=152564;image>  
<https://images.fineartamerica.com/images/artworkimages/medium/3/weyland-yutani-corp-evil-company-thanh-nguyen-transparent.png>  
<https://cdnb.artstation.com/p/assets/images/images/040/518/455/medium/miroslav-baev-render-1.jpg?1629117560>  
<https://cdna.artstation.com/p/assets/images/images/038/022/636/large/mark-normington-m56-renders-1.jpg?1621960963>

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## USING ALTERNATIVE ANDROID APP GAME FOR DEEP-HACKING

Instead of using the deep-hack app as explained in page 7, you can instead use an Android Game app called "Hacker Terminal". The app can be downloaded for free at the Play Store for Android. You will also need a timer, it could be any kind of timer that can be set to approximately 120 seconds. I use a sand timer which is not as exact but is easier to setup than digital devices. Once you have the app installed on your tablet follow these instructions:

1. Start the app.
1. Flip the device to horizontal mode.
3. Have the sand timer ready to be turned.
4. Press the Start button in the game menu and turn the sand timer.

## HOW THE ALTERNATIVE APP GAME WORKS

The rules for the alternative app game is explained in the game's menu. You can press the "HELP" button to get the game explained. The game is very similar to the hacking mini-game found in the modern Fallout digital games. It is a game of deduction with a timer of 120 seconds and 4 attempts (the app counts the attempts).

When you start the game the screen will be filled with symbols that do not make sense, and inbetween these symbols there will be words made up of alphabetic characters. One of these words is the correct word and your goal is to guess which one it is before the time (or your attempts) run out. You guess by touching the word and then touching the right side of the screen (to confirm your choice). If you guessed correctly, you win. If you guessed incorrectly you still have 3 attempts left and in addition to this the game will let you know how many characters (counting a same character in the word multiple times if it appears more than once) that are shared between the word you just guessed at and the correct word.



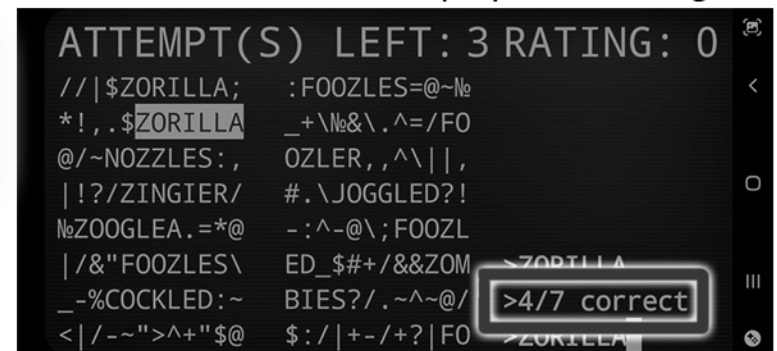
Start of the game



Tap to confirm choice



Result of the choice displayed to the right



The game will display how many attempts you have left but the timer will have to be checked manually by you or another player. The "Rating" can be ignored". If time runs out or you run out of attempts exit the game. The deep-hacking attempt failed. If you succeeded follow the rules for a successful deep-hacking attempt explained in page 5 and 6.

