

- PLAYER AID - CHARACTER ATTACKS INTRUDER MELEE ATTACK ACTION If a Character is in a Room with an Intruder, they may perform a Basic Melee Attack Action against that Intruder: 1. Draw 1 Contamination card and add it to your Action discard pile. 2. Choose 1 Intruder you want to Attack. 3. Roll the Combat die:  You miss your target and your Character suffers 1 Serious Wound.  If your target is a Larva or Creeper, deal 1 Injury to your target. If not, you miss and your Character suffers 1 Serious Wound.  If your target is a Larva, Creeper or Adult Intruder, deal 1 Injury to your target. If not, you miss and your Character suffers 1 Serious Wound.  Deal 1 Injury to your target (regardless of the Intruder's type).  Deal 1 Injury (yes, only 1!) to your target (regardless of the Intruder's type). NEMESIS - BASE GAME 	- PLAYER AID - INTRUDER ATTACK Intruder Attacks happen in three cases: - Surprise Attack. - Intruder Attack step in the Event Phase. - Character's Escape. Each Intruder Attack follows the steps below: 1. Choose the Character who is the target of this Attack. The Intruder may only Attack a Character in the same Room. If there is more than one Character in the Room, Intruders always Attack the Character whose player has the fewest Action cards in hand. In the event of a tie, the Character with the First Player token (or the next player in turn order) is Attacked. In case of a Surprise Attack, the Character targeted is the one who triggered the Encounter. In case of an Escape, the Character targeted is the one who is performing the Escape Action. 2. Draw and resolve 1 Intruder Attack card: - If the card displays an Intruder Symbol corresponding to the Attacking Intruder, resolve the Effect on the card. - If not, the Attack misses. After resolving an Intruder Attack card, place it in its discard pile. If you run out of cards in the Intruder Attack deck, take its discard pile and reshuffle it. It becomes the new Intruder Attack deck. NEMESIS - BASE GAME 	- PLAYER AID - INTRUDER BAG Draw 1 Intruder token from the Intruder bag, resolve its effect:  LARVA: remove this token and add 1 Adult Intruder token to the Intruder bag.  CREEPER: remove this token and add 1 Breeder token to the Intruder bag.  ADULT / BREEDER: all players roll for Noise in turn order. If a player's Character is in Combat with an Intruder, this player does not perform a Noise roll. Return the token to the Intruder bag.  QUEEN: if there are any Characters in the Nest Room, place the Queen miniature in that Room and resolve an Encounter. If there are no Characters in the Nest (or its location has not been discovered yet), add an additional Intruder Egg token to the Intruder board. Return the Queen token to the Intruder bag.  BLANK: add 1 Adult Intruder token to the Intruder bag. If there are no Adult Intruder tokens available, nothing happens. Return the Blank token to the Intruder bag. NEMESIS - BASE GAME 
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- PLAYER AID - ENCOUNTER

An Encounter is any instance of an Intruder appearing on board in a Room where a Character is present (after drawing an Intruder token from the Intruder bag). Follow the steps listed below:

1. Discard **all Noise markers** from all the Corridors connected to this Room (including Technical Corridors, if there is a Technical Corridor Entrance).
2. Draw **1 Intruder token** from the Intruder bag.
3. Place an **Intruder miniature** in the Room (the Intruder type must correspond to the Intruder symbol shown on the token).
4. Compare the **number on the Intruder token with the number of cards in hand** (Action and Contamination cards).
 - If the number of Action cards in hand is **lower** than the number on the Intruder token, a **Surprise Attack** occurs.
 - If the number of Action cards is **equal to or higher, nothing happens.**
5. Put the drawn Intruder token **aside** – it may return to the bag if an Intruder of that type hides (by entering the Technical Corridors during the Intruder Movement).



If a player draws the Blank token, place a **Noise marker** in each Corridor connected to the Room in which this Encounter took place. Return the Blank token to the Intruder bag. Encounter ends. Note: an Intruder moving from one Room to another Room containing a Character does not count as an Encounter.

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- PLAYER AID - INTRUDER ATTACK - LARVA

If the Intruder Attack is performed by a Larva, **do not draw any Intruder Attack cards**. Apply the following instead:

- **Remove the Larva miniature** from the board. Then, if the Character being Attacked doesn't have a Larva on their Character board, place one there.
- The targeted player gets **1 Contamination card**.

INTRUDER INJURIES AND DEATH

When any Intruder suffers Injuries, place the corresponding **number of Injury markers** on its base. Then, check the Injury Effect:

- **Larva and Egg: 1 Injury** is enough to kill them. Remove their miniature from the board.
- **Creep or Adult Intruder: draw 1 Intruder Attack card.** If the top left number on the card is equal to or lower than the **current number of Injury markers** on this Intruder, it is killed – remove its miniature and place 1 Intruder Carcass token in the Room where it was slain. If not, the Intruder is still alive.
- **Discard the card**; you will draw another one for the next attack.
- **Breeder or Queen: draw 2 Intruder Attack cards**, add the value of their top left numbers, and compare the total to the **current number of Injury markers** of this Intruder. Resolve the result using the same method as above for the Creep and the Adult Intruder.

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- **Remove the Larva miniature** from the board. Then, if the Character being Attacked doesn't have a Larva on their Character board, place one there.
- The targeted player gets **1 Contamination card**.

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- PLAYER AID - CHARACTER ATTACKS INTRUDER SHOOT ACTION

If a Character is in a Room with an Intruder and has a **Weapon with at least 1 Ammo**, they may perform a **Shoot Basic Action** against that Intruder:

1. Choose a **Weapon** and **1 Intruder** you want to Shoot.
2. Discard **1 Ammo** from that Weapon's card.
3. Roll the **Combat die**:



You miss your target.



If your target is a **Larva or Creep**, deal **1 Injury** to your target. If not, you miss.



If your target is a **Larva, Creep or Adult Intruder**, deal **1 Injury** to your target. If not, you miss.



Deal **1 Injury** to your target (regardless of the Intruder's type).



Deal **2 Injuries** to your target (regardless of the Intruder's type).

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