

Aftermath - rule set ver. 2.5

[without illustrations]

Which game-mode should I choose?

The main mode of *Nemesis: Aftermath* is the **Epilogue Mode**, a short (45-60 min.) 5-turn game, which is played **after** a regular game. At the start of this Epilogue, an unspecified amount of time has passed since the events that occurred in the *Nemesis* base game.

The players use **Aftermath Characters** who enter the *Nemesis* to investigate. The ship bears many scars of its past tribulations, so any leftovers from your previous game will have effects on your Epilogue game.

An Epilogue game is much shorter than a regular *Nemesis* game, but it is more difficult and offers a very dynamic playthrough.

Instead of Objectives, players have to deal with seemingly simple **Personal Requirements**, while trying to cooperate in order to cope with various **Alerts**. In addition, players pursuing more selfish interests might accept the **Lucrative Offer**.

The players also use the additional **Shuttle board**, which represents a new small ship (docked to the *Nemesis*) consisting of additional 4 room slots. The *Nemesis: Aftermath* expansion also adds **4 new Rooms "2"**.

You can play the Epilogue game with less players than the number that actually participated in the regular game.

ADDITIONAL MODES:

Research Mission mode (120 min.) – It is a full-length game that can be played instead of a regular *Nemesis* game. The game lasts 15 turns and the players can only use Aftermath Characters. The players use the Aftermath Shuttle and the base game Objectives. The new Characters, Aftermath Events and Discovery tokens guarantee a different, fresh gaming experience.

Adding Aftermath components to the *Nemesis* base game – When playing a regular *Nemesis* game, the players can substitute any standard *Nemesis* Character and starting cards for the corresponding Aftermath Character with the same Plastic Ring color. However, note that Aftermath Characters are more suited for playing with the *Aftermath* expansion than for the *Nemesis* base game. The 4 new Aftermath Rooms tiles "2" can be added to the base game.

The Epilogue mode can be played after a Research Mission game (or after a regular game using Aftermath Characters), though you cannot keep the same Characters from one game to the other.

NEW CHARACTERS

Nemesis: Aftermath adds five new characters to the game.

They can replace any of their base game counterparts (with the same color: the red Aftermath Character can replace the red *Nemesis* Character, etc.).

All Aftermath Characters have their own special **Trait card** which gives them specific advantages and disadvantages during the game. The Trait card is placed face up next to the Character board, and its rule is in effect for the whole game duration.

Android (Green)

Description: The Android is not human. As an artificial being, it behaves differently than the other "organic" crewmembers.

The Android cannot use green items to Dress or Heal its own Wounds. Until it returns to its manufacturer, it can only repair itself by using specific items that can be found on board, like Tools or Duct Tape.

The Android is self-sufficient and very efficient. A light that burns twice as bright burns half as long. In regular, "long" games, the Android shuts down after 10 rounds (the player is eliminated).

Trait additional explanations:

- Corporate Objectives are only used in regular *Nemesis* games or in Research Mission games. It means that in these modes, the CEO will know ALL the Android's Objectives.

- Keep in mind that the Android can still pick up green Items to trade them with its human crewmates!
- The Android can still use the Clothes card to discard a Slime marker.
- The Android Wounds can only Dressed or Healed by using Tools or Duct Tape items. Other items, Room Actions or Medic don't work.

Items additional explanations:

- The Arm Gun is part of the Android's arm. So, at the start of the game, the Android has 2 free hands.
- The Arm Tablet works like the "Piloting" Pilot Action Card, but it can also be used to check the Engines Status.

Bounty Hunter (Violet)

Description: The Bounty Hunter is on board mainly because of his quarry, the Convict. He is either escorting him back to jail or, if the Convict is not taking part in the game, the Bounty Hunter is en route to get him. If the Convict is present, the Bounty Hunter owns the only set of keys to the Convict's Cuffs, and he might be persuaded to set the criminal free ... if it suits his interests to do so.

The Bounty Hunter's best friend is his dog - Laika. As befit a manhunter's best friend, Laika is heavily cybernetized, allowing her to cooperate with the Bounty Hunter more efficiently.

Trait additional explanations:

- Repositioning works exactly like moving, except that Laika doesn't generate any Noise nor trigger Encounters.
- Before drawing a token from the Intruder bag, the Bounty Hunter must announce if he wants Laika to count as an additional card.

Items additional explanation:

- Keep in mind that you may trade the Cuffs Key with another Character.

CEO (Blue)

Description: The CEO owns not only the Nemesis, but probably all of the crew, too. And half of the business going on back at home.

His presence on board indicates how much this mission matters to him. You can bet he knows why everyone is here. And a lot more than that, too...

The CEO is an old, frail man. If not for his nurse-bot, he would have trouble performing even the most basic actions. In the game, it is translated by having the CEO starting with 1 Body Serious Wound.

The CEO is accompanied by his nurse-bot. The Robot allows the CEO to have more than the standard 10 Action cards in his Action deck. Some of these Actions are specific to the Robot, meaning that the nurse-bot will perform them instead of the CEO himself. All these Actions drain the Robot's Energy – use Ammo/Injury markers to represent the Robot's Energy markers. Some of these Action card can only be used once, and they are removed from the CEO's Action deck after use. Even though the nurse-bot may survive a few close encounters with the Intruders, keep in mind that it will be useless as a pile of scrap metal.



- Robot icon



- Remove icon

Trait additional explanations:

- As long as you have any Energy markers on your Robot card, your Body Serious Wound is treated as Dressed.
- Checking all players **Corporate Objectives** will only work in a Research Mission game or a regular *Nemesis* game, as there are no Corporate Objectives in the Epilogue game mode.

Items additional explanations:

- On board of the Nemesis, the CEO sometimes orders his Robot to execute special tasks that might damage it or drain its battery. Whenever you want to use an Action card bearing the "**Remove this card from the game**" icon ([Remove icon]), you must remove that card from the game after performing the Action printed on it. When the Robot is out of Energy markers, you cannot perform any Actions on Action cards bearing the **Robot** icon ([Robot icon]).
- Both Access Codes Quest Item cards look exactly the same from the other players' point of view, so they won't know which one has been unlocked by the CEO. The CEO player must place the Quest Item card in their Inventory once they have unlocked it.

- One of the Access Codes allows the CEO to either use a secret passage between Rooms or disclose top-secret information about the threat the crew is facing on board.
- The other Access Codes card let the CEO use remotely any explored Room with a Computer. It is especially powerful in the Epilogue game, where all Rooms are already explored.

Convict (Red)

Description: The Convict begins the game handcuffed. One of the other players (the Bounty Hunter if he takes part in the game) has the Cuffs Key that can set him free. The Convict will have to threaten, barter or otherwise persuade the other players let him discard his Cuffs, freeing his hands.

Convict skills shows his years spent in criminal underworld. He is apt fighter and not a stranger to improvisation when faced with overwhelming odds. Only he is brave - or crazy - enough to meet an Intruder armed with just a pipe, freshly torn from some Nemesis' systems.

Trait additional explanation:

- Your Trait allows you to override the effects of the Body Serious Wound. Even with that Wound, your hand size is still 6 and you draw until you have 6 cards at the start of each Player Phase.

Items additional explanation:

- You can't remove your Cuffs or trade them away, but other players can unlock them for you. Use your Actions to blackmail or persuade the others players to set you free, rather than having to deal with your spite!
- If the Bounty Hunter is not in play, any other player in a Room with a working Computer may discard the Cuffs.
- Getting a Pipe on the spaceship is easy. You can get it from any Room. Each time game requires you to discard your Pipe, flip the card over, showing that you can potentially obtain another Pipe. You cannot trade away your Pipe. It is useless for everyone but you.

Psychologist (White)

Description: Even with violence-inhibiting implants, long space trips tend to build lot of tension between crewmen. When gathering the crew for this trip, the CEO took care to include a Psychologist on board.

Playing the Psychologist is a unique experience. She relies heavily on other Characters to do her bidding. The Psychologist knows how to manipulate others - both by using her Action cards and by playing "above the table". She can really be helpful and supportive, but don't cross her ...

Trait additional explanation:

- Make sure you're accompanied when you wander around the ship – your survival depends on it! Ensure you travel with another crewmember when needed.

Items additional explanations:

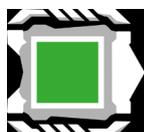
- When the Oculobe Drone is active, you can use the listed Actions from a neighboring Room.
- When using the Eye Scanner, take all the cards in another player's hand, discard and deck, then check all Contamination cards there. Afterward, the player shuffles all their cards and draws back to their previous hand size. You don't have to tell them the results. This way, you might get rid of that pesky Interruption card before you board the last Escape Pod.

ALERT CARDS

The *Nemesis: Aftermath* expansion adds a new deck - the Alerts cards.

Similar to Events and Objectives, Alerts are short mini-quests that the crew must complete. If an Alert is not completed in the assigned time, the game ends with a defeat for all Characters on board. The assigned time for completing an Alert card varies from a game mode to the other, as detailed later.

All Alerts cards have a specific title.



- Stage icon

Alert Stages

Some Alerts are divided in Stages. You must successfully fulfill the first Stage before fulfilling the second (and final) Stage, thus completing the Alert. Alerts with only one Stage are successfully completed when their requirements are met.

When fulfilling the first Stage of an Alert, mark it by placing any marker (like an Ammo/Injury marker) on the Stage icon ([stage icon]) of the Alert card.

[1] Activation Action

Some Alerts require performing the new **Activation** Action.

This new basic Action may only be performed in the Room specified by the Alert. Its cost is always 1.

The Activation Action has no other effect than fulfilling the task described on the given Alert card.

NEW ROOMS

The *Nemesis: Aftermath* expansion adds four new **ADDITIONAL ROOMS “2”**.

They can be added to the Rooms “2” pool of the base game at your convenience.

Along with the four new Rooms, the expansion also introduces three new **Crafted Item cards** (tied to one of the four new Rooms): The Laser Pointer, the Combat Drone, and the Enviro-Suit. These three new Items cannot be crafted outside of the Crafting Room. Note that they require different Components than the ones needed to Craft the items of the base game.

Crafting Room

Craft special item:

When any Character in this Room performs the **Craft Item** Basic Action, they gain access to new Crafted Items:

Energy Charge + yellow Item = Laser Pointer

Energy Charge + Tools = Combat Drone

Chemicals + Clothes = Enviro-Suit

The feature of this Room does not work if there is a Malfunction marker in the Room.

Server Room

[1] Use another Computer:

This Room Action allows you to use the Room Action of any discovered, working Room with a Computer.

Alarm Room

[1] Make noise:

Choose any 1 other Room without any Character in it. Perform a Noise roll there.

It may trigger an Encounter, though there will be no Surprise Attack.

Turret Room

[1] Control turrets:

You can choose any 1 Turret token on the board and change its Status. The changed Status is placed face-down on top of the Status' pile.

Turrets

If you want to use **Turrets** in the *Nemesis* base game, you must add the 3 new Exploration tokens (with a Turret) to your Exploration token pool and place the Turret miniatures, along with their Status tokens, next to the board. Each Turret miniature has 3 Status tokens.

A Turret miniature is placed in the Room where its Exploration token was revealed.

They cannot be placed in the Nest or in a Room covered with Slime.

Their starting Status is selected at random by shuffling the 3 different Status tokens and stacking them face-down next to the Turret. The topmost token indicates the current Status of the Turret. The Turret Status is revealed when entering the Room for the first time.

Turrets can be destroyed with a Demolition Action.

During the Fire Damage step, Intruders always destroy any active Turret in their Room. As it is simultaneous with Turret shooting (see below), it is possible that an Intruder destroys a Turret while being killed in the process.

Any Destroyed Turret is removed from the board.

Turrets' status:

- **INACTIVE** – The Turret is inactive and it can't be destroyed.
- **TARGET: ALL** – The Turret shoots at everything that **enters** the Room this turn (any Intruder spawning in a Room is counted as entering it). Turret shooting is resolved during the Fire Damage step. Characters receives 1 **Light Wound**, Intruders receive 1 **Injury**.
- **TARGET: INTRUDERS** - as TARGET: ALL, but only works on Intruders.

NEW BOARD - SHUTTLE

The Shuttle consists of four Rooms.

The **Main Room** is printed on the board.

For the other three, use randomly chosen Additional Room tiles "2". The Shuttle Rooms do not have any Item Counter. Therefore, no Item may be found with the Search Action here.

The Main Room doesn't have its own Room Action. It is referenced in some of the Alerts, though.

The Shuttle introduces some new movement rules:

- When in the Main Room of the Shuttle, a player may move to any Room of the Nemesis with a Technical Corridors Entrance.
- When in a Room of the Nemesis with a Technical Corridors Entrance, a player may move to any Additional Room "2" of the Shuttle.
- The Nemesis and the Shuttle are considered as one ship for the purpose of any remote Action or rule (affecting another Room, the Engines, etc.).

The Shuttle board has also new Time Track used in Epilogue games. It consists of 5 spaces.

DISCOVERY TOKENS

The Discovery tokens are similar to the Exploration tokens from the base game.

When setting up an Epilogue game or a Research Mission game, place 1 Discovery token in each Room of the **main** board, (including the Cockpit, Engines and Hibernatorium).

When any of the Characters enters a Room with a Discovery token, they reveal it and resolve its contents accordingly:

Lockdown: close all Doors in Corridors connected to this Room, EXCEPT for the Corridor you just used for entering this Room. If you used the Technical Corridors to enter this Room, close ALL Doors in the Corridors connected to this Room.

Danger: as Noise Die Roll result.

Egg: place an Intruder Egg Heavy Object in this Room.

Slimed Room: leave this token on that Room. Each time you enter this Room, you automatically get a Slime marker.

Larva: place a Larva miniature in this Room. This does not trigger an Encounter and you do not roll for Noise.

Fire: as the Fire Exploration token.

Carcass: place an Intruder Carcass Heavy Object in this Room.

Corpse: place a Character Corpse Heavy Object in this Room.

After resolving a Discovery token, discard it (except for the Slimed Room token).

EPILOGUE MODE

GAME SETUP:

0. Before setting up the Epilogue mode, you must play a full regular Nemesis game. Keep in mind that if you used any Aftermath Characters during your regular game, these Characters will not be available in Aftermath game!
1. Remove all Intruders from the board and put the corresponding **Intruder tokens** in the **Intruder bag**. Then, add:
 - In a 2-player game = 1 **Larva token** and 2 **Adult Intruder tokens**.
 - In a 4-player game = 2 **Larva tokens** and 4 **Adult Intruder tokens**.
 - In a 5-player game = 3 **Larva tokens** and 6 **Adult Intruder tokens**.
2. Remove:
 - a. All **Fire** and **Noise markers** from the board.
 - b. Any Items that the players have found or crafted (they are discarded).
3. Leave:
 - a. **Malfunction markers**, **Door tokens** and **Escape Pods** where they were at the end of the regular game.
 - b. Revealed and unrevealed **Intruder Weakness**. Place **Status markers** on the revealed Weaknesses. They are inactive until someone **rediscovers** them. Rediscovering a Weakness uses the same rules as discovering a Weakness - you just have just to discover this Weakness again.
4. Shuffle and place the following decks face down, next to the board: **Intruder Attack**, **Aftermath Event**, **Contamination** and **Serious Wound**. Shuffle also the **Engine tokens**, and then the **Coordinates** to set a new **Destination**.
5. Turn over all **unexplored Rooms** and reveal their **Exploration token** to set up the number of **Items** in these **Rooms**. Ignore any special effects of the **Exploration tokens**.
6. Take the **Discovery tokens**, shuffle them and place 1 random (face down) token on each Room Tile.
7. Place the **Shuttle board** on the table, next to the Nemesis board.
8. Shuffle all remaining **Additional Room tiles "2"**, without looking at their fronts, and randomly place (face up) a Room tile "2" on each of the Room slots marked with a "2" on the Shuttle board. (If there is "Room covered in Slime", remove it and take another Additional Room tile "2").
9. Take as many **Help Cards** as there are players and deal one to each player at random. These cards determine the order of choosing Characters.
10. Each player takes the plastic **Inventory Card holder** with the same number as their Help card.
11. Shuffle all **Aftermath Character draft cards** and deal 1 card to each player.
12. Each player takes the following components: **Character Board**, **Miniature**, **Action cards deck**, **Starting Item card(s)**, **Quest Items** and **Trait card**. The first player also gets the **First Player token**.
13. Each player places the **miniature** of their Character in any Room with a **Technical Corridors Entrance**, in the order determined by their number. After that, reveal and resolve these Rooms and their **Discovery token** (see page X).
14. Shuffle all **Personal Requirement cards** and deal 1 card to each player.
15. Shuffle the **Alert Cards deck** and place them next to the board, face down. Reveal the first **Alert Card**.
16. Place the **Lucrative Offer** card next to the board.
17. Place the Time marker on the **green space** of the **Shuttle Time Track**. Place 1 **Ammo/Injury marker** on space 3 and 5 of the Shuttle Time track.

Alerts in Epilogue game

During this game mode you need to go through 2 Alerts.

You have 2 turns to complete each of them.

Whenever Time marker reaches an **Ammo/Injury token** on the **Shuttle Time Track**, check if you fulfilled the current Alert's requirements. If yes - remove this Alert card. If not - the game ends with a defeat for all Characters. The situation on the Nemesis became too unstable to be handled by your crew.

At the start of **Turn 3**, draw the second Alert Card.

There is no Alert in **Turn 5**, but it's time for the crew to escape!

Intruder Bag Development

This step doesn't occur in the Epilogue mode.

Events in Epilogue game

The Aftermath Events work the same way as in the base game, with one additional rule: they bear the “**Alert**” icon. Whenever you see that icon on the **Event Card**, perform a **Noise roll**.



- Alert icon

Event phase

- 1. Time Track**
Move up the **Time Marker** on the **Shuttle Time Track** by 1 space.
- 2. Alert Check (only in turn 3 and 5)**
Check requirements for completing the Alert.
Afterward, if there is a turn 3, reveal the second Alert card.
- 3. Intruder Attack**
Each Intruder in Combat with a Character attacks them.
- 4. Fire Damage**
- 5. Resolve Event card**
Draw and resolve 1 Event card:
 - Intruder Movement
 - Event Effect
 - Perform a Noise roll (if the card shows an Alert icon)
- 6. End of the Turn**

Victory check:

After Turn 5, the Shuttle leaves the Nemesis and goes back to the mothership regardless of the Characters on the Shuttle board.

In order to win the game in this mode, a player must fulfill the following requirements:

- The players must have **revealed all the Discovery tokens** on the Nemesis.
 - In a 2-player game, up to 3 Discovery tokens may remain unrevealed.

If this condition is not met, the mission is not successful - the players lose.

- The player must **fulfill their Personal Requirement**.
- The player's Character **must be on the Shuttle board when the Shuttle goes back to the mothership** (or Character must leave the ship with an Escape Pod).
- The players must resolve their **Contamination Check** (as in the base game).

OR:

The player may also fulfill the **Lucrative Offer** at any time if they don't want to help their crewmates: they must Send the Signal and escape with an Intruder Egg in an Escape Pod, which give them an automatic victory if they survive the Contamination Check.

RESEARCH MISSION MODE

This game mode is designed for players who want to play a regular *Nemesis* game while using the components of the *Aftermath* expansion.

This mode is a standalone game using the *Aftermath* elements. It is not played as a follow-up of a regular game.

GAME SETUP: STEPS 1-15, BOARD SETUP

1. Place the board on the table, displaying the basic side. Place the Shuttle board next to it.
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 two boards.
3. Then, using the same method, place all **Room tiles "1"** on the Room slots marked with a "1".
4. Reveal the Room tiles on the Shuttle. If you reveal a **Room Covered in Slime**, switch it with another random Room tile "2".
5. Take the **Exploration tokens**, removing the **Doors** and **Danger tokens**, shuffle the rest (without looking at their fronts) and place one token at random (face down) on each **unexplored** Room tile.
6. Take the **Discovery tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on **EACH** Room of the *Nemesis*.
7. Take the **Coordinates cards** and place one randomly (face down) on its space next to the Cockpit.
8. Take the corresponding number of randomly chosen **Escape Pod tokens**:
 - **1-2 players**: 1 Escape Pod.
 - **3-4 players**: 2 Escape Pods.
 - **5 players**: 3 Escape Pods.
9. 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, face down. The top Engine token indicates the true status of the Engine.
Repeat this step for the Engine tokens "2" and "3".
10. Take the **Intruder board**, put it next to the boards and place in the corresponding slots:
 - **3 Egg tokens**
 - 3 random **Weakness cards**.
11. Take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, 4 Larvae, 2 Creeper, 3 Adults, 1 Breeder, 1 Queen.
Then, add 1 additional Adult Intruder token for each player taking part in the game.
The rest of the Intruder tokens are placed next to the boards - they will be used during play.
Place the **Intruder Carcass tokens** next to the boards as well - they will mark killed Intruders.
12. Choose the following Events from the **basic Event deck**: *Lurking, Short Circuit, Hunt (Intruder Move direction: 3), Scent of Prey, Damage, Life Support Failure, Ecllosion, Damaging Fire* and shuffle them with the **Aftermath Event deck** to create the **Research Mission Event deck**.
13. Shuffle and place the following decks face down next to the board: 3 **Item decks** (each with its own color), the **Research Mission Event, Intruder Attack, Contamination** and **Serious Wound** decks.
Place the **Craft Item** deck next to the 3 Item decks.
Place the **Scanner** next to the Contamination deck.
14. Place the other markers, tokens and dice next to the boards :
 - **Fire markers**
 - **Malfunction markers**
 - **Noise markers**
 - **Ammo / Injury markers**
 - **Status markers** (used as Light Wounds / Slime / Signal / Self-Destruct / Time / Destination markers / Alert Stages)
 - **Door tokens**
 - **Red Character Corpse tokens**
 - **2 Combat dice**
 - **2 Noise dice**
 - **First player token**
15. Place 1 Status marker on the **green space** of the Time Track. This is the **Time marker**.

The board setup is now complete! Now, proceed to the crew setup, detailed on next page.

GAME SETUP: STEPS 16-22, CREW SETUP

16. Take as many **Help Cards** as there are players and deal one to each player at random. These cards determine the order of choosing Characters (Step 19). If there are 3 players, take the cards with number 1-3, if there are 4 players, take cards 1-4 etc.
The number shown on the Help Card and Inventory is the Player Number - it's not only important for choosing your Character, but also for some Objectives.
17. Each player gets 1 plastic **Inventory Card holder** with the same number as their Help card. It is used to keep your Item cards hidden during the game.
18. From both **Objective Decks (Corporate and Personal)**, remove 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 the Corporate Objectives deck and 1 card from the Personal Objectives deck. Each player must keep the contents of their Objective cards hidden from the other players!
19. Shuffle all the **Aftermath 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.
Each player controls the Character they have chosen during the draft.
A player controlling the Android discards his Personal Objective (face down) and draws a second Corporate Objective.
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 **Main Room** of the Shuttle.
 - C. The **Action cards deck** of their Character, shuffles it and place it on the left side of their Character board, face down.
 - D. The **Quest Items** of their Character and places them, **horizontal** side up, next to their Character board. These Items are NOT active at the start of the game, but the players can perform mini-quests during the game to unlock them.
 - E. The **Trait card** of their Character (if they chose an Aftermath Character) and places it, **horizontal** side up, next to their Character board.
 - F. The **Starting Item card** of their Character and places it in one of the two Hand slots on their Character board (*the Android's **Arm Gun** and the CEO's **Robot** are placed next to the Quest Items*). Each Starting item receive a number of Ammo markers equal to its capacity, indicated on the card.
 - G. Leave this spot for the Action discard pile - this is where your discarded Action cards (and Contamination cards) will go.
21. The Player 1 gets the **First Player token**.
22. Place the **blue Character Corpse token** in the Hibernatorium.

Events in Research Mission game

Events work the same way as in the Epilogue game, except that the **“Alert”** icon is used to draw Alert cards instead of making a Noise roll.

Alerts in Research Mission game

During a Research Mission game, some Events may trigger various Alerts. Each time you draw an Event card bearing the **“Alert icon”**, instead of making a Noise roll as in the Epilogue mode, draw 1 Alert card and set **Shuttle Time Track** on space 5 (ignore this icon if there is an Alert already going on).

You have 5 turns to complete each Alert.

Whenever the **Shuttle Time Track** reaches the final red space, check if you fulfilled all the Alert's requirements. If not, the game ends and all Characters die.

If there is an Alert still going on when the Nemesis jumps, the ship is destroyed during the jump (as with the Self-Destruct track).

Intruder Bag Development

This step is resolved as in the base game.

Event phase

1. **Time Track**
Move up the **Time marker** on the **Time Track** and **Shuttle Time Track** by 1 space.
2. **Alert Check**
Check the requirements for completing the Alert.
3. **Intruder Attack**
Each Intruder in Combat with a Character attacks them.
4. **Fire Damage**
5. **Resolve Event Card**
Draw and resolve 1 Event card:
 - Intruder Movement
 - Event Effect
6. **Intruder Bag Development**
7. **End of the Turn**

Players goals and end of the game

This step is resolved as in the base game.