

NEMESIS: PURGE

UNOFFICIAL MINI EXPANSION FOR NEMESIS: LOCKDOWN



DESIGNER:

OGEN

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EXPANSION OVERVIEW

Nemesis: Purge is an unofficial mini-expansion for *Nemesis: Lockdown*. It acts as to expand the 'Alert Procedure' mechanic.



With the expansion, the game no longer ends when the Time token leaves the slot containing the Alert Procedure token (see page 11 of *Nemesis: Lockdown* rulebook). Instead, a corporate vanguard arrives at the facility and initiate purge protocols ahead of the main corporate forces...

This expansion was designed with four goals in mind:

1. To differentiate Auto-destruct Sequence from Alert Procedure.
2. To keep the Alert Procedure's role as 'game-ender' intact.
3. To add to escalating tension.
4. To reach these three goals with minimum added rules and components.

COMPONENTS

Use the 'Squad' token provided with *Nemesis: Lockdown* stretch goals (*Untold Stories #3*). For a more thematic experience, feel free to replace the token with miniatures from other games*.

(*As a suggestion, see Weyland-Yutani Commandos from *AVP: The Hunt Begins*)

RULES

When the Time Token leaves the Alert Procedure Token space, instead of proceeding to the Victory Check, place the Squad Token in the Exit Room 001* and continue playing until the Time Token reaches the "S" (red) slot on the Time Track as normal. Leave the Alert Procedure Token on the Time Track. The Alert Procedure cannot be reactivated.

(*Remember that this does not open the Main Gate; the Main Gate is attached to the Bunker and not the Exit Room (see page 7 of *Nemesis: Lockdown* rulebook)).

THE SQUAD

HEALTH

The Squad is invulnerable to any damage and cannot be removed except by the VENT OUT action (see VENT CONTROL ROOM), in which case it is permanently removed from the game.

ATTACK

If at any point Character(s) and/or Intruder(s) is in the same room as the Squad: Kill all Characters and Intruders in that room. The process is automatic and instant (e.g. no Intruder Attack card is drawn). Place Intruder Carcass and Character Corpse tokens equal to the Intruders and Characters killed.

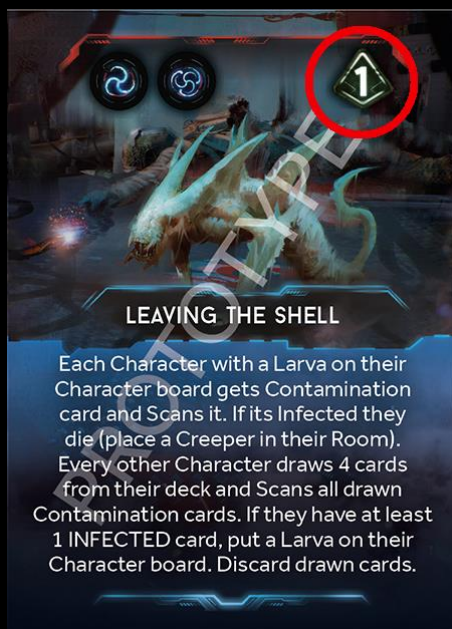
MOVEMENT

During the Event Phase, when resolving the Event Card, after the Intruder Movement step:

Move the Squad equal to the total, combined number on the Event card.

Unlike the Intruders, the Squad moves toward the nearest Character. The combined total number indicates the number of steps the Squad moves. If at any point there is a tie (either because of multiple Characters at equal distance, or, because of multiple routes being equal in distance), the Squad always moves through the lowest numbered corridor.

The Squad never adds or removes Noise Marker(s).



Example 1: Move the Squad 1 step.

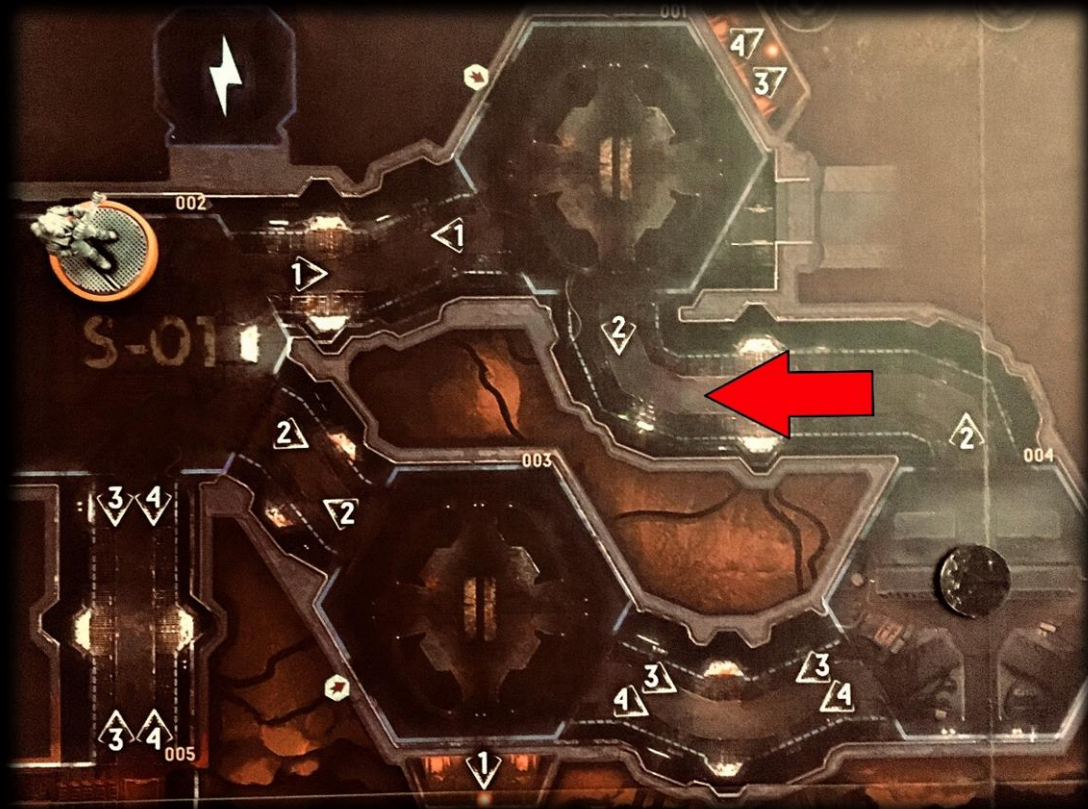
Example 2: Move the Squad 6 steps.

If at any point the Squad has to move through a corridor with a Closed Door: Remove one movement step from the Squad and destroy the Door.

If at any point the Squad enters a room with Intruder(s): Remove one movement step from the Squad (note: the Squad is able to enter a room containing Intruders with its last movement step).

If at any point the Squad enters a room with Character(s): Stop moving the Squad (even if it has movement steps left).

Note: when calculating nearest character to the Squad, include doors and Intruders as they both reduce movement steps for the Squad.



Example: The Squad (black) is in the Repository and the nearest Character is the Janitor (orange) in Elevator Room S-01 (002). The Squad has only one movement step left and moves through the corridor with the lowest number, in this case corridor 2 to the Exit Room (001).

ALTERNATE SIDE OF THE BOARD

The Squad starts on the Crossroad next to the Bunker.

If the Squad stands on a Mars surface Crossroad and a tie for nearest Character and/or route occurs: move the Squad towards the lowest numbered Area connected to a building (note: Area #3 is not connected to any building).

The Rover is able to pass through the Squad.

AFTERMATH

Laika the dog is not considered a Character for the Squad. If the Squad would enter a room with Laika: put Laika on the Bounty Hunter's Character board.