

N E M E S I S

L O C K D O W N

OFFICIAL GAME FAQ

25.03.2022



ERRATA

- 1) On page 13, step 10: Intruder bag development, the “Queen” result states: “Return the Queen Intruder token to the Intruder bag. If there are any Characters in the Nest, place the Queen miniature there and resolve an Encounter (...).” Since the token is returned, does it mean that the Queen may appear a 2nd time on the board?**

It’s a misprint. This paragraph should state: “Queen – If there are any Characters in the Nest, place the Queen miniature there and resolve an Encounter.

More on Encounter – see page 20.

Otherwise, or if the Nest is undiscovered, add an additional Egg token to the Laboratory board and return the Queen Intruder token to the Intruder bag.”
- 2) Can items like Medkit, Clothes, Fire Blanket, and Research Documents be used on another Character in Lockdown?**

No. We changed the ruling on that when developing Nemesis Lockdown. You have to trade those items to the applicable Character, and they must use them themselves.

Items cannot be used on other Characters unless specified otherwise by the Item.
- 3) The description of the Danger exploration token in Nemesis: Lockdown states that if you use Careful Movement and reveal an exploration token with the Danger result, you still apply the Danger result. This contradicts the previous FAQ ruling, which stated that if you use Careful Movement and reveal an exploration token with Danger result, you apply only the Careful movement effect. Which one is correct?**

Nemesis: Lockdown ruling is correct.

If the Danger token was revealed due to Careful Movement, you still resolve the Danger effect..
- 4) The Lockdown Rulebook says I should have 18 Status markers, but I have only 15.**

15 is the correct number. That’s a misprint in the Rulebook.

RULES

- 1) What exactly happens to Characters in the Facility and the Facility itself if the game ends by the Alert procedure?**

It should be resolved the same way as if the game ended by Time token reaching the end of the Time track.

It also means that if Autodestruction is active, the Facility is destroyed.
- 2) The “Knee” Serious Wound says that my first Movement Action on my first turn costs extra. Am I right that I can avoid this penalty if I spend my first turn doing something other than Moving and then Move after that?**

Yes, that’s how it works.
- 3) If CSS token “Launch ALL” is resolved as a first one in the game, does it mean that afterward, it is no longer possible to escape using CSS?**

The same CSS pod can launch multiple times during the same game. It can launch for the first time when the corresponding CSS token is revealed (A or B), and later on, it can launch again when “Launch ALL” is revealed (or vice versa).

Thematically, CSS means Cargo Sending System; only one singular cargo pod (of many available) is being launched at a time.

ACTIONS

- 1) If an Action card requires my Character to be in a Room with a computer, does it mean that it also requires Power to be in the same Section?**

No. If a card only requires you to be in a Room with a computer, it does not necessarily mean that you also need Power in the same Section (unless specified, of course).

For example, Sentry’s Quarantine only requires him to be in a Room with a computer to be used, regardless of Power status in this Section.

ROOMS

- 1) Can I damage Eggs using Thermite Charge, Grenade, etc.?**

Yes, any Item that deals Injuries may destroy Eggs as per “Each Injury (of any type) destroys 1 Egg.” on page 27 (description of the Nest Room).

However, when the Vent Control Room is used on the Nest, all Eggs stay intact. (Vent Control Room does not deal any Injuries)
- 2) Once I lock myself in the Isolation room, is the Isolation room still usable by other players? Can other players still lock themselves?**

Yes, they can.

Characters lock themselves in one of the chambers of the Isolation Room, and there are more chambers ready to be used.
- 3) The Rulebook mentions 2 different Actions for Archive Room (pages 11 and 27), which one is correct?**

When using the **Archive Room** you may peek at any Contingency token (except the Active one). It also allows you to gain 2 Knowledge and flip your Knowledge token to its Active side. The Archive Room can only be used by a Character with Knowledge token that is not Active – meaning, any given Character may use this Room only once during the game.

When using the **Alert Room** you may peek at 1 Contingency token from the Neutral Pool and obtain this Contingency token.
- 4) Wording for Repository seems like ALL players can craft Items when the Action is being done, not only I. Is this correct?**

Yes, when this Action is performed, all players currently in the Repository may perform a Craft Action for free using only 1 necessary Item. If the order of Actions is important, first the Character performing the Action should craft, then other Characters in order.

ITEMS

- 1) Where does the “Probe Arm” Item go, since it is not a Heavy Item? When using Probe Arm Action, where does the Carcass come from; does it have to be already on the board to pick it up?**

Place the Probe Arm next to your Character board, revealed. Its exact placement does not matter.

The Carcass token comes from the supply – it represents a small chunk of the Intruder flesh, which is being ripped off. It does not harm the intruder in any way.

- 2) What happens if you have Larva on your board, and you use Caffeine Pills and scan an Infected card?**

As per normal rules of “Scanning and Removing Contamination cards” on page 22 of the Rulebook, if you scan an Infected card when you have a Larva on your board, your Character dies. Place 1 Creeper in the Room where your Character died.

CHYTRIDS

- 1) In the Event Phase, it is written: “8. Intruder Fire Damage; all Chytrids (...) suffer 1 Injury. (...)” Does it mean that all Chytrids on the board suffer 1 Injury every Event Phase?**

No, it’s a misprint. Like every other Nemesis race, Chytrids suffer 1 Injury in the Event phase if they are in a Room with a Fire marker. (And, of course, all Spore markers in Rooms with a Fire marker are also removed.)

SG

- 1) Is Medic considered to be a Facility Worker or a Nemesis Survivor?**

She is a Nemesis Survivor.

- 2) Void Seeders Expansion setup never mentions Insanity card rules. Is this on purpose?**

No, it is not. An Insanity card should be dealt to each Player during step 20 of the setup rules.

- 3) Aftermath Rulebook says I should have 9 Crafted Items, but I have only 6.**

6 is the correct number. It’s a misprint in the rulebook.

- 4) I shuffled cards from the Lockdown Stretch Goals box with cards from the Aftermath box (the cards belonging to Aftermath Characters). What do I do now?**

Here is a list of cards you can find in the Lockdown stretchgoals box:

- a. Android Action cards:
 - i. Search x2
 - ii. Self-Repair (version with “toolbelt”, not “tools”)
 - iii. Demolition
 - iv. Interruption
 - v. Repairs (version without the option to repair Engines)
 - vi. Computer Skills
 - vii. Power Up
 - viii. Network Access
 - ix. Efficiency
- b. Bounty Hunter Action cards:
 - i. Search x2
 - ii. Rest
 - iii. Demolition
 - iv. Interruption
 - v. Repairs (version without the option to repair Engines)
 - vi. Taking Aim
 - vii. Tactical
 - viii. Determination
 - ix. This Was A Good Dog
- c. Item cards
 - i. Broken Robot (CEO starting Item)
 - ii. UPS (Android starting Item)
 - iii. Emotion Scanner (Psychologist Quest Item)
 - iv. Man’s Best Friend x2 (Bounty Hunter Quest Items)
 - v. Pipe (Convict Quest Item)
- d. Objective cards
 - i. This is my Revenge
 - ii. I will save you

Android and Bounty Hunter use the Action decks provided in the Stretch Goals Lockdown box when played in Lockdown and their standard Action decks when played in the original Nemesis.

When playing with any Characters from Aftermath in Lockdown they do not use their Items from Aftermath - they only use the Items provided in the Lockdown Stretch Goals box (that counts for both starting and quest items).

Only the Android uses the Trait from the Aftermath. The rest of the Characters do not.