



GAME MANUAL

NEMESIS

VOID SEEDERS



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rebel

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1 Void Seeder Board



17 Void Seeder tokens
(1 blank, 16 Void Seeder)



7 Character Insanity



3 'Lair' Exploration tokens



20 Void Seeder Attack cards



20 Void Seeder Event cards



20 Panic cards



8 Void Seeder weakness cards



5 Void Seeder help cards

MINIATURES:



3 Lairs



6 Lurkers



4 Whisperers



1 Stalker



1 Despoiler

VOID SEEDER SYMBOLS:



LURKER



WHISPERER



STALKER



DESPOILER

Note: There is no counterpart for Larvae in the Void Seeders expansion!

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GAME SETUP

When using this expansion, consider the terms Intruder and Void Seeder as being equivalent.

- 1]** Place the **board** on the table, displaying the basic side.



Note: The basic side of the board is marked by a red arrow icon in its upper left corner.

- 2]** Remove the **Room covered in Slime** from the **Room tiles "2"** pool.

Shuffle all remaining **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" of the main boards.

- 3]** Then, using the same method, place all **Room tiles "1"** on the Room slots marked with a "1".

- 4]** Remove 2 "**Slime**" and 2 "**Silence**" **Exploration tokens** from the **Exploration token** pool.

Then, add 3 "**Lair**" **Exploration tokens**. Shuffle all Exploration tokens and place one token at random on each Room tile and in each **Engine** (remember there are no items in Engines).

- 5]** Take the **Coordinates cards** and place one randomly (face down) on its space next to the Cockpit.

- 6]** Place 1 Status marker on the "B" space on the Destination Track. This is the **Destination marker**.

- 7]** Take the corresponding number of randomly chosen **Escape Pod tokens**:

- **1-2 players:** 2 Escape Pods.
- **3-4 players:** 3 Escape Pods.
- **5 players:** 4 Escape Pods.

Place the lowest-numbered Escape Pod in Section "A", then place the next (in numerical order) Escape Pod in Section "B". Place the other Escape Pods, alternating between "A" and "B".

Escape Pod tokens should be placed with their "Locked" side face up.

- 8]** 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, and face down. The top Engine token indicates the true status of the Engine.

Repeat this step for Engine tokens "2" and "3".

- 9]** Take the **Void Seeder board**, put it next to the board and place in the corresponding slots:

- 5 **Egg tokens**
- 3 random **Void Seeder Weakness cards**. They are placed face down, so that players will not know what Weaknesses they can discover during a given game.

- 10]** Take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, and 2 random Void Seeder tokens.

Then, add 1 additional random Void Seeder token for each player taking part in the game.

The rest of the Intruder tokens are placed next to the board – they will be used during play.

- 11]** Replace the **Event** and **Intruder Attack** decks with the corresponding components from the **Void Seeders** expansion. Shuffle and place the following decks face down next to the board: 3 **Item** [red, yellow, green], **Event**, **Intruder Attack**, **Contamination**, **Panic** and **Serious Wound** decks.

Place the **Craft Item** deck next to the 3 Item decks.

Place the **Scanner** next to the Contamination deck.

- 12]** Place the other markers, tokens and dice next to the board:

- **Fire markers**
- **Intruder Carcass tokens**
- **Malfunction markers**
- **Noise markers**
- **Ammo / Injury markers**
- **Status markers** (used as Light Wounds / Slime / Signal / Self-Destruct / Time / Destination markers)
- **Door tokens**
- **Red Character Corpse tokens**
- 2 **Combat dice**
- 2 **Noise dice**
- **First Player token**

- 13]** Place 1 Status marker on the **green space** of the Time Track. This is the **Time marker**.

- 14]** 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 17). If there are 3 players, take the cards with the 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 important for choosing Character, but also for some Objectives.

- 15]** 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.

After that, change basic Help Cards for Void Seeders Help cards.

- 16]** Remove from both **Objective Decks (Corporate and Personal)** 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!

When any of the Characters encounters an Intruder for the first time, you will have to choose one of the two Objectives you want to complete during the game.

- 17]** Shuffle all the **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.

A player may only control the Character whose card they have chosen during the draft.

- 18]** After choosing the Characters, for each player taking part in the game, add 1 **Insanity token** of the corresponding player color to the Intruder bag.

- 19]** 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 Hibernatorium.

Place your Character miniature in a colored plastic ring.

C) The **Action cards deck** of their Character, shuffles it and places it on the left side of their Character board, face down.

D) The **Starting Item card (Weapon)** of their Character and places it in one of the two Hand slots on their Character board. Afterwards, place a number of **Ammo markers** equal to that Weapon's Ammo capacity on the Weapon card.

E) The 2 **Quest Items** of their Character and places them, **horizontal** side up, next to their Character board. Those items are NOT active at the start of the game, but players can perform mini-quests to unlock them during the game.

F) Leave this spot for the Action Discard pile – this is where your used Action cards (and Contamination cards) will go.

G) Place 1 **Insanity Track** card on each Character board (overlapping the Character's miniature picture and Slime space). Then, put a Status marker on the space 1 of the track.

- 20]** Player 1 gets the **First Player token**.

- 21]** Place the **Blue Character Corpse token** in the Hibernatorium. It represents the body of a poor sod lying in a pool of blood.

During the game, treat this token as a **Character Corpse Object**.



GAME INTRODUCTION

Every spaceship has a voice; a melody of machinery and subsystems its crew learns intimately during long travels. The problem is, ever since the last mission our ship sounds WRONG. There's something foul in the way it's speaking to us. Barely audible murmurs. Strange whispers no machine could make. The dark corridors and vast halls almost seem to SING.

Some of us have tried to locate sources of this interferences, but they always seemed two steps ahead. Stalked by their never-ending presence, we soon started cracking. Our engineer has cut some words on his flesh. When we asked why he replied: 'Incandescent secrets need to be written in blood.' Then, our navigator took a spacewalk without her suit. When we pulled her in, her entire face frozen and cracked, she grinned in a way I will never forget.

Now, it got even worse. Noises turned into voices, sharing tales of slaughter and terror. They do not run from us anymore. They encircle us and herd us through the ship to some dark purpose. I need to UNDERSTAND them before it's too late. I put my hand on the pistol grip, looking at the backs of my last two crewmembers. I see dark mysteries swirling under their skulls. It would only take two bullet holes to release them...

Void Seeders are strange creatures. Because they mainly don't exist. Only Lairs, Nest, and their sole guardian Despoiler are there in physical forms. And, what's more, Despoiler is protected by Lairs, and they have to be destroyed in order to hurt it. Hallucinations and madness sometimes will make you act in irrational ways. You have to care about your mind to screen yourself from these effects.

VOID SEEDERS FEATURES

INSANITY SYSTEM

In the Void Seeders expansion, Characters may go **Insane** - it is indicated by advancing a **Status marker** on the **Insanity track**. Players will also draw special **Panic cards** when the game asks for it.

INSANITY LEVEL AND INSANITY TRACK CARD



This track represents Insanity level of a given Character. When an Encounter takes place, the appearing Void Seeder type depends on the Insanity level of the Character who triggers the Encounter.

When the Insanity level changes, it follows the arrows on the track, meaning that once a Character reaches level 3, there is no going back.

The Insanity level can never go above 5. Any Character with an Insanity level 5 dies instantly if asked to increase their Insanity level again.

When using the Void Seeders expansion, players never put any Intruder miniature on their Character board. They also never put any Status marker on the Slime space.



CHARACTER INSANITY TOKEN

These tokens represent a possibility for each Character to go insane because of various game effects. For each player taking part in the game, add 1 Insanity token of the corresponding player color to the Intruder bag during Setup.



Insanity icon

PANIC CARDS

Panic cards represent situations where the Characters may possibly lose control.

Anytime a player is instructed to resolve a Panic card, they draw 1 card from the top of the Panic deck. Then, they compare the Insanity level value printed on the card next to the Insanity icon, with the Insanity level of their Character.

If the Character's Insanity level is lower than the value on the Panic card, or if the Insanity level is enough to trigger the card's effect, but that effect cannot be resolved, the Character increases their Insanity level by 1.

Otherwise, they resolve the effect of the drawn card.

If a Character is about to resolve the special effect of a Panic card, any other Character in the same Room may use an Interruption card to cancel that effect. In such a case, the player who drew the Panic card does not increase their Insanity level.

LAIRS



Lairs are the primary cause of hallucinations that the Characters are experiencing in the *Void Seeders* expansion. Lairs share many traits with Void Seeders, in spite of being actually physical entities. They are brought into play through Exploration tokens.

Lairs count as Intruders for the purpose of using any Actions (eg. grenade item).



LAIR EXPLORATION TOKEN

Do not perform a Noise roll for this movement. Place a Lair miniature in this Room.

Characters in the same Room as a Lair are considered In Combat.

LAIR EFFECT

Like Fire markers, Lairs have an effect that triggers at the end of the round - every time a Character ends their round (every round!) in a Room with a Lair, this Character performs a Noise roll.

This is the only way to Roll for Noise when in Combat!

LAIR MOVEMENT

Lairs cannot move. They are not moved by Event cards, Retreat or Danger effect.

LAIR INJURIES AND DEATH

To hit a Lair with a Shoot or Melee Attack action, a player needs to roll at least .

When a Lair suffers Injuries, draw 2 Intruder Attack cards and compare the total number of Injuries with the highest number in the "blood" icons of any of these two cards.

If the "blood" icon value is **equal or lower** than the number of Injuries, the Lair is destroyed.

If any of these cards bears a Retreat icon, the Lair is not destroyed, no matter the "blood" icon values.

Lairs may be also destroyed by Emergency Airlock procedure.

DESTROYING A LAIR

When destroyed, a Lair leaves an Intruder Carcass.

Place its miniature on the Void Seeder board, in one of the Destroyed Lair slots.

When all three slots are filled with Lair miniatures, the Despoiler is considered as killed. From now, one of the requirements of "The great Hunt" Objective is completed.

VOID SEEDERS RULES

VOID SEEDERS INJURIES & DEATH

The *Void Seeders* expansion brings some changes to the Intruder Endurance rules. Each one of the Void Seeder types is treated differently when checking their Injuries.

LURKER: – draw 2 Void Seeder Attack cards and choose the lower number to check the Injury effect.

If any of drawn cards contains the Retreat icon, the Lurker retreats.

WHISPERER: – draw 1 Void Seeder Attack card and check its Injury effect.

STALKER: – draw 2 Void Seeder Attack cards and choose the higher number to check the Injury effect.

If any of the drawn cards contains the Retreat icon, the Stalker retreats.

DESPOILER: – Despoiler cannot be destroyed by conventional methods. It can never receive any Injury marker in any way. The only way to kill it is to destroy all Lairs in play.

When the Despoiler should suffer an Injury, draw 1 Void Seeder Attack card. Any number in the blood icon is ignored, but the Despoiler may Retreat as the result of the attack.

When the players manage to destroy the last Lair, the Despoiler miniature is immediately removed from the game (if present).

IMPORTANT - Void Seeders don't die nor leave any Carcass tokens.

When any Void Seeder gets defeated, remove its miniature and add a random Void Seeder token to the Intruder bag.

VOID SEEDERS MOVEMENT

Void Seeders ignore Closed Doors during their Movement.

When moving any Void Seeder, treat all Closed doors in any Corridor in their path as Open Doors.



ENCOUNTER

To resolve an Encounter, follow the steps listed below:

1) Discard all Noise markers from all Corridors connected to this Room (including Technical Corridors, if there is a Technical Corridors Entrance).

2) Draw 1 Void Seeder token from the Intruder bag.
The effects of the Encounter varies with the type of token drawn from the Intruder bag:



VOID SEEDER TOKEN

A) Check the Insanity level of the Character who just triggered the Encounter.

Take a Void Seeder miniature of the type indicated by the symbol on the Insanity track and place it in the Room.

B) If the player has fewer cards in hand than the number appearing on the Void Seeder token, a Surprise Attack occurs.

C) Put the drawn Void Seeder token aside.

The Intruder tokens included in this expansion do not feature Void Seeder symbols. The intensity of the nightmares plaguing the Characters depends on how deep have they drowned into the madness.

If they are no miniatures of the required type left when an game effect or Encounter asks you to place a Void Seeder miniature on the board, place a Void Seeder miniature of the immediate lower type instead.

For instance, if you trigger a Stalker Encounter, but have no Stalker miniatures in supply, place a Whisperer miniature instead.



CHARACTER INSANITY TOKEN

A) Place a Noise marker in each Corridor connected to the Room where the Encounter took place.

B) The player whose Character triggered the Encounter resolves a Panic card. The color of the token is not important in this case!

C) Return the Insanity token to the bag.



BLANK TOKEN

A) Place a Noise marker in each corridor connected to the Room where Encounter took place.

B) Return the Blank token to the bag.

SURPRISE ATTACK

In the Void Seeders expansion, all Void Seeder types have the same Surprise Attack.

Any Character targeted by a Void Seeder Surprise Attack gets 1 Contamination card and resolves a Panic card instead of drawing an Intruder Attack card.

ENTERING A ROOM WITH A VOID SEEDER

Each time a Character enters a Room occupied by a Void Seeder, do not resolve an Encounter.

The Void Seeder and the Character are immediately considered to be in Combat.



EVENT PHASE RULES

In Event phase resolve following steps:

4: TIME TRACK

The Time marker is moved 1 space to the right on the Time track.
If the Self-Destruct Sequence has been activated, its marker is also moved 1 space to the right on its track.

5: VOID SEEDER ATTACK

Each Void Seeder in Combat with a Character attacks them, following base game rules.

6: FIRE DAMAGE

Each Void Seeder and Lair in the same Room as a Fire marker suffers 1 Injury.

7: RESOLVE EVENT CARD

Draw and resolve 1 Event card.

8: NEW STEP – LURKING

1) Find Rooms that contain any Void Seeder not in Combat and with no Character in any of the neighboring Rooms (remember that Void Seeders ignore Closed doors).

2) Place a Noise marker in each Corridor connected to these Rooms (unless there is already one).

3) Remove all Void Seeders in these Rooms from the board and add one random Void Seeder token to the Intruder bag for each Void Seeder removed this way.

When moving away from the line of the Characters' line of sight, nightmares fade into thin air. They do not disappear for good, though.

9: INTRUDER BAG DEVELOPMENT

Draw 1 Void Seeder token from the Intruder bag.

The effect depends on the drawn token:

1

VOID SEEDER:

Return the Void Seeder token to the Intruder bag.
All players perform a Noise roll in order, except if their Character is already in Combat with a Void Seeder or a Lair.

CHARACTER INSANITY:

If the Character of corresponding color is dead, hibernated or in Escape pod, remove the Insanity token from the bag and draw another token.

Otherwise, the Character of corresponding color resolves a Panic card.

Return the Insanity token to the Intruder bag.

BLANK:

Add a random Void Seeder token to the Intruder bag.
If there are no Void Seeder tokens available, nothing happens.
Return the Blank token to the Intruder bag.

GAMEPLAY CHANGES

Due to the special nature of the Void Seeders, some rules are modified when playing with this expansion.

SLIME

There is no Slime in the *Void Seeders* expansion, so players ignore all of the rules concerning Slime markers.

REST ACTION

When performing a Rest/Shower Room/Canteen action, players may reduce their Insanity level by 1 and/or Scan Contamination cards from their Hand.

Remember that it is not always possible to reduce the Insanity level!

If a player gets the INFECTED result while Scanning their Contamination cards, they end up with their Insanity level on the final (fifth) space, no matter if they used the Rest/Shower Room/Canteen action to reduce their Insanity level or not.

If the Character is already on the 5th space of the Insanity track and gets an INFECTED result, nothing happens (they still cannot reduce their Insanity level, though).

INTERRUPTION ACTION

In the *Void Seeders* expansion, Interruption cards have an additional effect besides their normal effect: when a Character resolves a Panic card effect, any other Character in the same Room may play an Interruption card to cancel that effect.

SHOWER ROOM

There is no Slime in Void Seeders expansion, so just ignore the rule concerning the Slime markers.

Players may use the Shower Room's action to reduce their Insanity level and/or scan Contamination cards from their Hand (see - Rest action).

CANTEEN

Besides healing 1 Light wound, players may use the Canteen's Action to reduce their Insanity level and/or scan Contamination cards from their Hand (see - Rest action).

SURGERY

When a Character performs the Surgery Procedure Action, they reduce their Insanity level to 3 instead of removing a Larva from their Character board.

All other rules concerning Surgery are the same as in the *Nemesis* base game.

LABORATORY

The *Void Seeders* expansion uses a slightly different method to discover Weaknesses and features a new Void Seeder Weakness deck.

Instead of Analyzing a Character Corpse Object, the players can now Analyze a Character Insanity Level. To do so, at least 1 living Character with an Insanity level of 3 or more must be present in the Laboratory.

All other rules concerning the Laboratory are same as in the *Nemesis* base game.

*Keep in mind that in the **Void Seeders** expansion, destroying a Lair is the only way to obtain an Intruder Carcass.*

ANTIDOTE ITEM

When a Character performs the Antidote's item Action, they reduce their Insanity level to 3, instead of removing a Larva from their Character board.

All other rules concerning Antidote item are the same as in the *Nemesis* base game.

CLOTHES ITEM

There is no Slime in the *Void Seeders* expansion, so just ignore the rule concerning the Slime markers.

Characters may still use Clothes to dress their Serious Wounds, though.

CONTAMINATION CARDS

When any player gets an INFECTED result while scanning a Contamination card during a Rest or Shower Room/Canteen Action, increase their Insanity level to 5.

All other rules concerning Contamination cards are the same as in the *Nemesis* base game.

CONTAMINATION CHECK

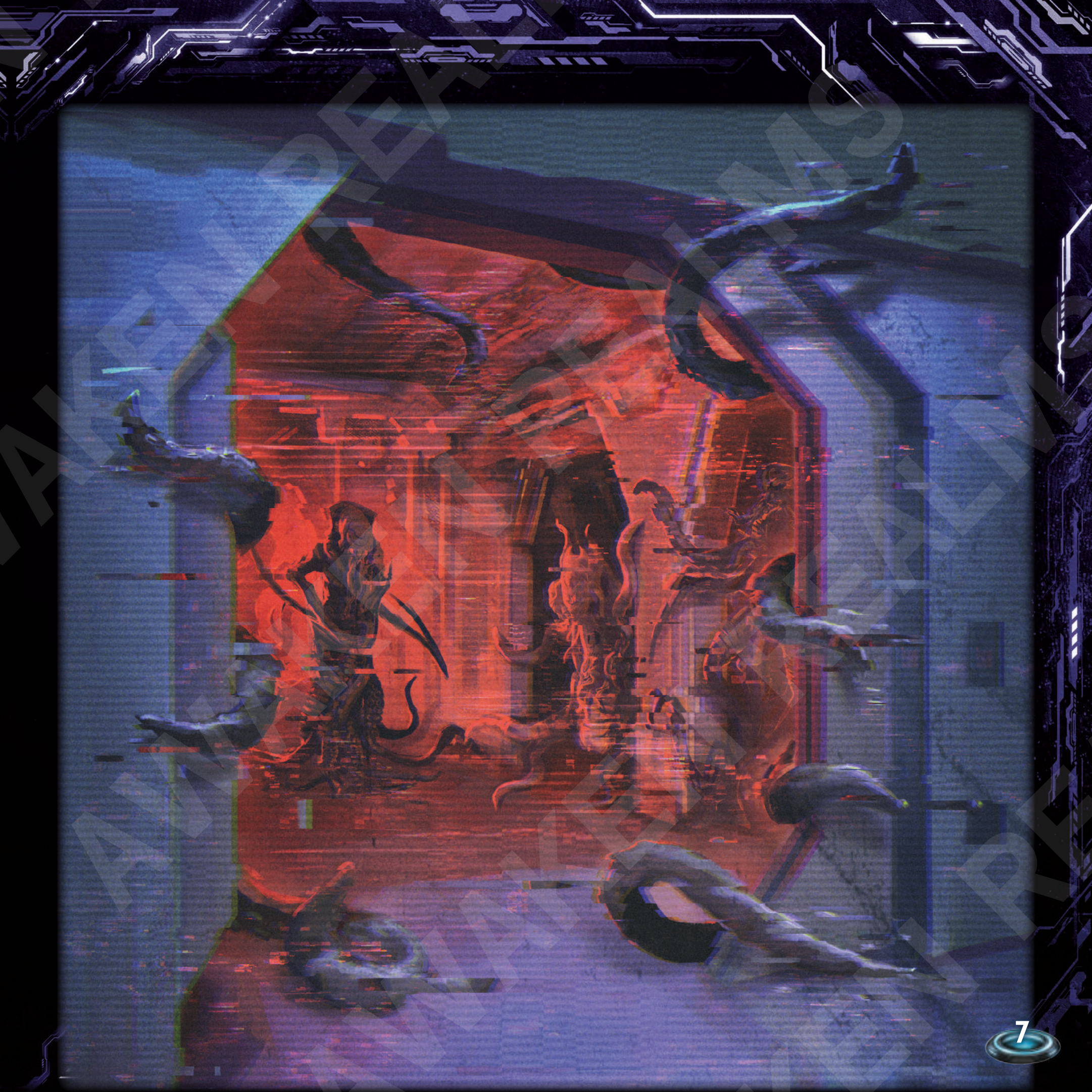
Each alive Character checks cards in their Action deck, Hand and Action Discard pile.

1) For each Contamination card, they raise their Insanity level by 1. The Insanity level of any Character cannot exceed level 5 during this step (they cannot die).

2) Each player whose Character has an Insanity level on 5 shuffles all their cards to create a new Action deck and draws the 4 top cards. If there is at least 1 Contamination card (Infected or not), this Character dies.

Characters with an Insanity level of 5 skip step 1 and resolve step 2 directly.





RULES SUMMARY

INSANITY

Any Character with an Insanity level of 5 dies instantly if asked to increase their Insanity level again.

PANIC CARDS

When drawing a Panic card, if the Character's Insanity level is lower than the value next to the Panic icon on the card, or if the effect cannot be resolved, the Character increase their Insanity level.

Otherwise, resolve the Panic card effect.

Panic cards' effects may be interrupted by other players

LAIRS

Characters in a Room with a Lair are in Combat.

Each time a Character ends their Round in a Room with a Lair, they perform a Noise roll (even though they are in Combat).

A Destroyed Lair leaves an Intruder Carcass.

Put their miniatures on a **Destroyed Lair** space on the Void Seeders Board.

When all Lairs are destroyed, the Despoiler is defeated and can no longer appear in the game.

VOID SEEDERS INJURIES & DEATH

LURKER – draw 2 Void Seeder Attack cards and choose the lower number to check the Injury effect.

WHISPERER – draw 1 Void Seeder Attack card and check its Injury effect.

STALKER – draw 2 Void Seeder Attack cards and choose the higher number to check the Injury effect.

DESPOILER – the Despoiler cannot be hurt, but it can Retreat. In order to defeat the Despoiler, all Lairs must be destroyed. If that happens, remove the Despoiler's miniature from the board immediately.

LAIR – draw 2 Void Seeder Attack cards and choose the higher number to check the Injury effect. In case of a Retreat icon, the Lair is not destroyed.

ENCOUNTERS

1) Discard all Noise markers from all the Corridors connected to this Room.

2) Draw 1 Intruder token from the Intruder bag.
The effects of the Encounter varies with the type of token drawn from the Intruder bag:



VOID SEEDER:

A) Check the Insanity level of the Character who just triggered the Encounter. Take a Void Seeder miniature of the type indicated by the symbol on the Insanity track and place it in the Room.

B) If the player has fewer cards in hand than the number appearing on the Void Seeder token, a Surprise Attack occurs.

C) Put the drawn Void Seeder token aside.



CHARACTER INSANITY:

A) Place a Noise marker in each Corridor connected to the Room where the Encounter took place.

B) The player whose Character triggered the Encounter resolves a Panic card. The color of the token is not important in this case!

C) Return the Insanity token to the bag.



BLANK:

1) Place a Noise marker in each corridor connected to the Room where Encounter took place.

2) Return the Blank token to the bag.

SURPRISE ATTACK

Character raises their Insanity level by 1 and gets 1 Contamination card.

INTRUDER BAG DEVELOPMENT

Draw 1 Void Seeder token from the Intruder bag.

The effect depends on the drawn token:



VOID SEEDER

A) Return the Void Seeder token to the Intruder bag.

B) All players perform a Noise roll in order, except if their Character is already in Combat with a Void Seeder or a Lair.



CHARACTER INSANITY:

A) The Character of the corresponding color resolves a Panic card.

B) Return the Insanity token to the Intruder bag.



BLANK:

A) Add a random Void Seeder token to the Intruder bag.

If there are no Void Seeder tokens available, nothing happens.

B) Return the Blank token to the Intruder bag.

REST, CANTEN AND SHOWER ROOM

When performing a Rest/Shower Room/Canteen Action, players reduce their Insanity level by 1. They cannot reduce Insanity level from 3 to 2.

LABORATORY

To Analyze a Character Insanity Level, the Laboratory must contain at least 1 living Character with an Insanity level of 3 or more.

LURKING

1) Find Rooms that contain any Void Seeder not in Combat and with no Character in any of the neighboring Rooms (remember that Void Seeders ignore Closed doors).

2) Place a Noise marker in each Corridor connected to these Rooms (unless there is already one).

3) Remove all Void Seeders in these Rooms from the board and add one random Void Seeder token to the Intruder bag for each Void Seeder removed this way.