

# SANGREVORES EXPANSION

## NEMESIS RETALIATION RULEBOOK

### INTRODUCTION

*Nabonidus II Xenology Research Station*

*Rescue Team Internal Comms Record*

*MT 00:37:23*

*SHUTTLE: Shuttle inbound. Hearing you loud and clear, Captain. Can't complain, sitting tight and cozy here while you do all the hard work. I got into the station's monitoring system, though. Get the lights on, and I'll have some crisper visuals for you. But, eh, Chief? Keep your guard up. This darkness, even on-screen... It feels different. Like it's looking back at me... Ah, never mind. Shuttle out.*

*MT 01:56:19*

*SHUTTLE: Roger, Captain. Yeah, I've seen that. Looks rather demonic, eh? Ghouls, you called them? A lovely name. They couldn't all fit into this coffin-like thing you found in the lab earlier, so... Just a thought... You think THIS is the station staff, Boss? Damned xenologists managed to dig out something even more sinister than intruder eggs... Anyhow, you better find an armory and resupply. More demonic shit coming your way, and lots of it.*

*MT 03:12:04*

*SHUTTLE: Shuttle coming in... Got company around the ship, too. No, not a ghoul, more like... Can't believe I'm using this word... a specter. Whoa, fuc—*

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*MT 03:13:01*

*SHUTTLE: Yeah, Chief, I copy. Got a little jumpscare here. Thought this damned ghost got inside the shuttle and was coming right at me... Nah, I'm alright, just feeling funny. There was no security breach, so I guess it's all in my head. Getting some pills and standing by... Oh. Roger that, Cap. What about the team? Understood. Prepping for take-off in ten.*

*MT 03:27:52*

*SHUTTLE: Sorry, Boss, can't open the hatch yet. You have to wait until our honorable passenger arrives. Who? Him. The one who scared you so much you abandoned your crew.*

*\*audible gunfire detected\**

*Kneel, Cap. Don't resist. Kneel before our King.*

Sangrevores are a race of Intruders with vampire-like features. When playing against them, movement around the map becomes more unpredictable, the enemies leave you infected, and cooperation with other players is difficult.

On the other hand, the Sangrevore King may leave you with a gift. Will you accept?

#### SANGREVORES ARE INTRUDERS

When using this expansion, consider the terms Intruder (🦇) and Sangrevore as being equivalent.

# COMPONENTS

## STANDARD-SIZED CARDS



13 Tainted Blood cards



18 Infection cards



20 Sangrevoe Attack cards



12 Sangrevoe Exploration cards



20 Sangrevoe Event cards



13 Shadow cards

## SMALL CARDS



12 Sangrevoe King Health cards

## OTHER



1 Sangrevoe Help sheet

## TOKENS



33 Sangrevoe tokens

## MODELS



1 King



8 Blood Specters in 4 poses



36 Ghouls in 6 poses

# SETUP

The Sections Setup, Remaining Components Setup, and the Player Setup are performed using the base rulebook – they remain the same. Only the Intruder Setup is resolved using this rulebook.

## INTRUDER SETUP

1. Take the **Sangrevoe Exploration deck**, shuffle it and place it face down. Leave space for a discard pile.
2. Take all **Sangrevoe Intruder tokens** and separate them into piles by their Intruder type. Shuffle each pile separately and place it model icon side up.
3. Take the **Intruder bag** and place the following inside:
  - 1 Blank token
  - 2 Blood Specter tokens
  - 3 random Ghoul tokens
  - 1 additional random Ghoul token for each Character taking part in the game
 Place the bag by the remaining Intruder token piles.
4. Take all Sangrevoe models and place them nearby.
5. Take the **Sangrevoe Attack** and the **Sangrevoe Event decks**, shuffle them separately, and place them face down. Leave space for their discard piles.
6. Shuffle all **Sangrevoe King Health cards** and place them numbers-side down, on the Queen Health cards space of the Section "C" border piece. Place a Universal marker on the "0" space of the Queen's Hits track.
7. Take the **Sangrevoe Help sheet** and place it with "The King is Alive" side up near the bag.

## ADDITIONAL SETUP

1. Take the **Shadow deck**, shuffle it and place it face down near the Exploration deck. Leave space for a discard pile.
2. Take the **Infection deck**, shuffle it and place it on the right side of the Facility instead of a Contamination deck. The Shadow deck replaces the Contamination deck in this expansion.
3. Take the **Tainted Blood deck**, shuffle it and place it near the Serious Wound deck.

# MAIN RULES

## MOVEMENT

Movement is the main change in this Expansion. Characters follow a slightly modified Movement sequence – most importantly NOT making Noise rolls after movement.

Additionally, Noise markers are rethemed into Shadow markers with their own rules.

## SHADOW MARKERS



Noise markers in Sangrevores are called Shadow markers and they use the same component. Shadow markers represent Sangrevores lurking in the dark and setting up traps.

### SHADOW MARKERS ARE

Any effects (on Items, Rooms, etc.) that interact with can apply to Shadow markers.

Shadow markers are resolved differently and follow a few important changes:

1. There may only be up to 3 Shadow markers in any Corridor.

### SHADOW MARKERS LIMIT

If, at any point, you would place a 4th (and any further) Shadow marker in a Corridor, instead replace them all with 1 Blood Specter.

2. Shadow markers and Intruders may exist in the same Corridor. Shadow markers (regardless of their number) take 1 space in the Corridor, leaving 5 for Intruders.  
*For Example: In a Corridor there may be the King (taking 4 spaces), 2 Shadow markers (taking 1 space) and a Ghoul (taking 1 space). At that point there is not enough space for any other entity.*

A Character may interact with Shadow markers in 3 ways:

- **They may Move through them** – and resolve them as a result – see Movement Sequence.
- **They may Move Cautiously through them** – without resolving them. Shadow markers are then left in the Corridor without any effect.
- **They may Burst at them (and/or apply Hits to them in other ways)** – removing them from the map with no consequences, but wasting precious ammo.

## MOVEMENT SEQUENCE

The Movement Sequence is slightly modified accounting for the existence of Shadow markers. Each Hit in a Corridor may be applied to any 1 Shadow marker, removing it in the process. Grayed out text denotes rules unchanged between the standard version of the game.

### STEPS

1. **Choose Direction** – Choose an adjacent Corridor your Character is going to Move through.
2. **Resolve Opportunity Attacks** – If there are any Intruders in the same Room as the Character OR in the Corridor the Character wants to Move through, resolve an Intruder Attack for each Intruder starting with the largest Intruders (but no more than 3 Attacks).
3. **See the impact of your Movement:**
  - a. If you are Moving to an already Discovered Room:
    - Move your Character there.
    - If you are Moving Cautiously place a there.
    - Do NOT make a Noise roll and instead place 1 Shadow marker in each Corridor adjacent to your new Room, except the Corridor you have just Moved through.
  - b. If you are Moving through an Unexplored Corridor to an Un-discovered Room, resolve the Exploration Sequence.
4. **If you have Moved through any number of Shadow markers** – Draw 1 random Shadow card and resolve it according to the number of Shadow markers you have moved through, discarding the markers in the process. Then, discard the Shadow card. Ignore this step if you have Moved Cautiously.

## EXPLORATION SEQUENCE

Exploration cards are resolved largely the same, but feature Shadow markers in Corridors instead of Noise markers.

Whenever an Exploration card shows a number of markers in the Corridor, place that many Shadow markers there, **but never place Shadow markers in the Corridor you have just Moved through.**

## SHADOW CARDS

Shadow markers are resolved through Shadow cards. Shadow cards always have 3 different effects depending on the number of Shadow markers resolved. Whenever a Shadow card is resolved, look at the number of Shadow tokens the Character has moved through and resolve the appropriate effect on the card.



They may also feature an additional effect that is resolved regardless of the number of Shadow markers.

After resolving a Shadow card, discard it to its own discard pile (unless it was instructed to be removed from the game).

### EMPTY SHADOW DECK

If a Shadow card should be drawn and the Shadow deck is empty, take all discarded Shadow cards, reshuffle them, form a new Shadow deck, and draw the required card.

## INTRUDERS



The race of Sangviores follow the same hierarchy as standard Intruders, but does not feature Larvae.

Ghouls are Adult Sangviores, Blood Spectres are Drones, and the King is the Queen equivalent.

Even though Sangvore Intruders do not come with rules changes, they feature new Attack patterns and Events.

## INFECTIONS



Infection cards are one of the possible results of being attacked by Sangviores. Very rarely as a result of being bitten by Ghouls, but more frequently when coming in contact with Blood Specters and the King.

At the End of the Game, Infections are used in the Eclision Procedure, instead of Contamination cards.

Infections are counted as Contaminations cards for effects that allow to remove or discard Contamination cards from the deck/hand.

During the game Characters may, if they wish:

- Play Infections for their bottom effect in order to remove them from their deck – this counts as an Action.
- Discard Infections onto the Character's discard pile when Passing, losing 1 [Blood Symbol] in the process (regardless of the number of Infections discarded).

Infections CANNOT be discarded from hand freely in other ways, and cannot be discarded to pay a cost of another Action.

### GAINING INFECTIONS

When gained, Infection cards are always shuffled into the Action deck. The discard pile is not shuffled into the deck at this point.

### REST

Rest Action cards may be played to discard any number of Infection cards from hand into the discard pile without any additional cost.

## TAINED BLOOD



Infection is not the only thing that can be gained as a result of coming in contact with Sangviores. Sangviores may also leave Characters with a gift, called Tainted Blood, which allows you to control special Abilities.

Tainted Blood cards feature additional Abilities that may be used once per Round. They always have a cost and count as an Action.

### GAINING TAINED BLOOD

Whenever a Character gains a Tainted Blood card, they place it face up near their Character board as the Active Tainted Blood.

If they had at least 1 Tainted Blood card already, they must choose between the 2 Tainted Bloods which to keep as the Active one. The Active Tainted Blood is kept face up, while the Inactive Tainted Blood is placed on the bottom of the Active one.

Non-active Tainted Blood cards cannot be used for their Ability, but may be discarded as a result of Sangvore Attacks. When instructed to discard a Tainted Blood card always discard the very bottom Tainted Blood card (which sometimes may be the Active one).

## END OF THE GAME

The End of the Game sequence is modified in the Sangviores expansion.

At the end of the game Characters who are still alive, and have Escaped/Hibernated perform the following sequence in order:

1. **Each Character with any Infection cards (in the deck, hand, or discard pile)** – Performs the Eclision Procedure treating Infection cards as Contamination cards. A Character dies if they draw an Infection card during that Eclision Procedure.
2. **Each Character who is still alive** – Reveals and checks their Objective.

*Note: If a Character has not chosen an Objective until that point, they simply do so now (before other players reveal their Objectives).*

3. Each remaining Character who succeeded in completing their Objective wins the game!