

INSIDER EXPANSION RULEBOOK

NEMESIS RETALIATION



COMPONENTS



1 Insider model and standee



1 Insider card



55 Story cards

OVERVIEW

The *Insider* expansion introduces a highly variable story of the Insider – a woman trapped in the Facility with her own goals.

During the game a random Insider Story will be introduced, changing and adding new rules to the game. Characters will be able to progress any given Story – sometimes fighting together with the Insider, sometimes against her.

COMPATIBILITY

The *Insider* expansion can only be used in the standard *Nemesis: Retaliation* game. It does not work with any of the *Nemesis* expansions (with the exception of expansions featuring additional Characters).

SETUP

Place all Insider components nearby. They will be introduced during the game.

The deck with Story cards should be placed with the side showing Room names face up – do not shuffle it.

MAIN RULES

INSIDER INTRODUCTION

The Insider does not start the game on the map and must be discovered first. This is done by Characters Moving and resolving Exploration cards.

When a Character draws an Exploration card with the symbol for the first time during the game, resolve the following:

1. Finish resolving the Exploration card.
2. Take the Story deck and find all cards corresponding to the newly Discovered Room. Place them nearby with the lowest-numbered card facing up, and leave all other Story cards back in the box – they won't be used in this game.
3. Resolve the Starting Story card – the top Story card with the lowest number.

Note: Starting Story cards have a square around the number, and are always the lowest-numbered card in a sequence of Story cards corresponding to a specific Room.

Reminder:
Place if you are Moving Cautiously.

Entrance Effect:
Close all Doors around this Room.
Remove this card from the game.

#29

SHELTER

Your finger
no combin
The Alarm
Infuriated,
will not bu
"Open the l
"Do you he
"I can't," a f
"They got r
I need... I n
Get me a n

STARTING STORY CARD

#30

SHELTER

The surviv
doctor, ju
chooses a
"Thank you
yeah, this
can I do fo
"Well, you c
around the
and she wi

NON-STARTING STORY CARD

THE INSIDER

Many Story cards will instruct you to place an Insider on the map and/or set up the Insider card. Until that happens those components are not part of the game.

Note: A Story card may instruct you to only place an Insider, but not the Insider card, limiting the possible interactions with the Insider.

Place the Insider in the Escape Shuttle Room and the Insider card on the **Friendly** side.

#12

THE INSIDER CARD

The Insider card is double-sided, showing a Friendly or a Hostile Insider, and introduces basic Insider rules – showing the Insider's current health and available interactions with her.

If the Insider is placed on the map but the Insider card is NOT, it means that the Insider is currently completely non-interactive in any way, both for Characters and the game – unless a Story card specifies otherwise. She may be hiding or may be just protected in another way.

There are a few general Insider rules to note:

- The Insider is placed only in Rooms and may only Move through empty Corridors. She also may never Move through Unexplored Corridors and may not Discover new Rooms.
- The Insider does not interact with any of the Nemesis mechanics, unless specified otherwise by Story cards and/or the Insider card. This includes Fire 🔥.

REMOVE THE INSIDER FROM THE GAME

This sentence can be found frequently on the Story cards and always means “Remove the Insider model, Insider card and all Story cards from the game.”

FRIENDLY INSIDER

FRIENDLY INSIDER

Each  in the Room with the Insider draws 1  more after the Drawing Action Cards step.

1 

Move the Insider from a Room (your or a neighboring one) without an  through an empty Corridor. Then, she makes a Noise roll.

HEALTHY

INJURED

HEAVILY INJURED

Serious Wound = lose 2 

A friendly Insider card means that during the current Story the Insider is your ally.

When this card is set up place a Universal marker on the left-most slot of this card's Health track.

The Friendly Insider follows additional rules:

- Each Character in the same Room as the Insider draws 1 more Action card after the Drawing Action Cards step.
- Characters in the same or neighboring Room may perform the Action described on the Insider card to move her.
- Intruders in the same Room as the Insider, treat her as a Character last in Turn Order (meaning that Intruders will always prioritize Attacking other Characters if possible).

- Intruders always move toward Characters if possible, not the Insider (regardless of distance and situation).
- Larvae never Attack the Insider.
- Other Intruders may Attack the Insider – whenever this occurs, draw an Intruder Attack card as normal and apply the effect, losing Insider's Health indicated by the card.
 - Gaining Contamination cards is completely ignored.
 - Instead of gaining Serious Wounds, the Insider loses 2 .
 - If the Universal marker reaches the , the Insider dies.

HOSTILE INSIDER

HOSTILE INSIDER

All  treat the Insider as an .

Keep Hits dealt to the Insider on this card.

The Insider and all  completely ignore each other.

When this card is set up, it means that during the current Story the Insider is your enemy.

The Hostile Insider follows additional rules:

- Intruders and the Insider completely ignore each other.
- Characters treat the Insider as an Intruder – they may Shoot at the Insider using the standard rules and kill the Insider the same way as an Adult Intruder. Hits should be kept on the Insider card.

INSIDER DEATH

The Insider may die in many ways – sometimes she may be killed by an Intruder, other times by Characters.

Whenever this happens, remove the Insider model and the Insider card from the game, but leave Story cards intact (unless specified otherwise on the current Story card).

CREDITS

Nemesis Retaliation Game Design: Adam Kwapiński

The Insider Expansion Author: Adam Kwapiński

Tests and Development: Michał Lach, Michał Oracz

Internal Testing Supervisor: Paulina Włodarczyk

Additional Testing: Krzysztof Belczyk, Wojciech Frelich, Paweł Samborski, Konrad Sulżycki, Wojciech Zieliński

Rulebook: Michał Lach

Writing: Marcin Mortka, Aleksandra Kleśta, Krzysztof Piskorski

Proofreading & Editing: Tyler Brown, Daniel Morley, Wiktoria Ślusarczyk, Marcin Mortka, Matt Click

Graphic Design: Łukasz Styrna, Michał Lechowski, Adrian Radziun, Michał Stachowiak, Karolina Łaski-Getka, Aleksandra Fajlert, Aneta Koperkiewicz, Kinga Janik, Klaudia Wójcik, Andrzej Półtoranos

Illustrations: Piotr Foksowicz, Agnieszka Szade, Patryk Jędraszek, Jakub Dzikowski, Pamela Łuniewska, Piotr Orleański, Ewa Labak, Magdalena Cieplak, Angelika Kajmowicz, Maciej Łaskiewicz, Mateusz Michalski

3D Modelling: Piotr Gacek, Marek Kondratowicz, Michał Lisek, Mateusz Modzelewski, Mateusz Wajda, Jędrzej Chomicki

DTP: Rafał Janiszewski, Patrycja Marzec, Kinga Janik, Aneta Koperkiewicz, Jędrzej Cieślak

Production: Witold Chudy, Adrianna Kocięcka, Mateusz Wolski, Zofia Jerzyńska, Jacek Szczypiński, Olga Baraniak, Anna Czajka