

NEOFLESH CULT EXPANSION RULEBOOK

NEMESIS RETALIATION



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INTRODUCTION

This is Sgt. Moore of the AI Threat Neutralization Force T-23 unit, reporting.

You did us good, command. A routine job, huh? Get in, shoot down a few rogue drones, fry the loose AI... Well, your intel was wrong. It's not just an unfriendly neighborhood AI lurking on Athena-7. Hell, no. This is some next-gen quantum engineering and the most messed up, abhorrent shit I have ever encountered.

The hostage scientists' status is... Well, they're present at the site but incorporated into the enemy force. Literally incorporated—this sick AI developed a way to mold the station's machinery and the personnel's damned flesh together. Out of the mix, it created an army of highly specialized maintenance and defense drones. Hell, Captain Schwartz's corpse is probably being sliced into pieces as I speak. And it's not only human flesh it's experimenting with—I've seen samples of extraterrestrial tissue. The AI seems to have decided to stick to our meat, though. Yay.

As for the AI itself—it's not about the quantum brain but what it's connected to. Presumably, with so much processing power, the eggheads managed to break through some mathematical threshold, grasp the heart equation of all logic, or whatever abstract babble you prefer... What matters is, it grasped them back. That's what one of the scientists told me. Some of them kept their brains and mouths unsevered to serve as the Motherbrain's external processors. He sounded like a cultist, admiring the AI and the entity within it. He LIKED what had become of him, a half-living husk embedded into a wall... I put the man out of his misery and shall soon extend this mercy to myself.


Send the Juggernaut Squad in, or better yet, nuke this damned place out of existence. Moore out.

Neoflesh Cult is a new and unique race of Intruders you can face in *Nemesis: Retaliation*. These AI machines combined themselves with living tissue to acquire some special abilities.

The Neoflesh Cult brings a new types of Intruders:

4 different Adult types with their own special abilities. Cultists control those abilities and power up Event effects. Among them, skittering Twitchlings (Larvae equivalent) try to evolve the Queen called the Motherbrain – even more scary and powerful than before.

NEOFLESH CULT ARE INTRUDERS

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

COMPONENTS

STANDARD-SIZED CARDS



20 Neoflesh Cult Event cards



12 Neoflesh Cult Exploration cards



5 Neoflesh Cult Help cards



20 Neoflesh Cult Attack cards

SMALL CARDS



12 Neoflesh Cult Queen Health cards



6 Neoflesh Cult Skill cards

TOKENS



36 Neoflesh Cult Intruder tokens



3 Body tokens

MODELS



1 Motherbrain



5 Cultists in 2 poses



9 Ironclads



9 Slashers



9 Crawlmimes



9 Firespitters



10 Twitchlings in 2 poses

VERSION WITH STANDEES
If you have the version of the game featuring standees you will find them in the box instead of models.

MAIN COMPONENTS



1 Dead Neoflesh Cultists tile



1 Absorbed Bodies tile



1 Neoflesh Cult Intruder Help sheet

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 **Neoflesh Cult Exploration deck**, shuffle it and place it face down. Leave space for a discard pile.
2. Take all **Neoflesh Cult Intruder tokens** and separate them into piles by their Intruder type – all 4 Adult types should be mixed together.



Shuffle each other pile separately and place it model icon side up.

3. Take the **Intruder bag** and place the following inside:

- 1 Blank token
- 2 Twitchling tokens
- 3 random Adult tokens
- 1 additional random Adult token for each Character taking part in the game

Place the bag by the remaining Intruder token piles.

4. Take all Neoflesh models and place them nearby.
5. Take the **Neoflesh Cult Intruder Attack** and the **Neoflesh Cult Event decks**, shuffle them separately, and place them face down. Leave space for their discard piles.
6. Shuffle all **Neoflesh Cult Queen 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 **Neoflesh Cult Intruder Help sheet** and place it with “The Queen is off the map” side up near the bag.

ADDITIONAL SETUP

1. Take the **Neoflesh Cult Skill cards** and place them beside each other. They should be placed with their colored-side up, in a descending order using the numbers in their top right.

Note: This order will be used to tie-break during the game.

2. Take the **Absorbed Bodies tile** and place it above the Section “B” border piece, so that it connects to the Queen’s Hits track.

3. Take the **Dead Neoflesh Cultists tile** and place it above the Section “B” border piece, so that it connects to the left side of the Absorbed Bodies tile.

Place 1 **Motherbrain token** on each slot of the Absorbed Bodies tile. You may note that they are being placed in slots that do not have the same shape – this is intentional.

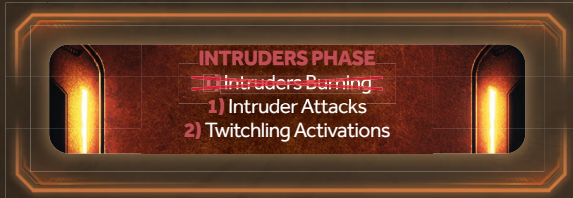


4. Take 3 **Body tokens** and place them, illustration side up, on the Round track – on the 8th, the 11th and the 14th slots.
5. Replace standard Help cards with the **Neoflesh Cult Help cards**.

GAME STRUCTURE

There are no changes to the structure of the Player Phase.

INTRUDER PHASE



When playing with the Neoflesh Cult, the Intruder phase is played with the following changes:

0. INTRUDERS BURNING

This step is completely skipped as Neoflesh machines do not suffer from simple Fire. Eggs are also not destroyed.

1. INTRUDER ATTACKS

This step is resolved as normal, but note that:

- Twitchlings have a modified Attack – Characters Attacked gain 1 Contamination.
- Cultists never Attack.

2. TWITCHLING ACTIVATIONS

Twitchlings have a special role in the Neoflesh Cult and they don’t behave as normal Larvae. Their task is to collect the biomass left from the bodies in the Facility and deliver it to the Motherbrain.

During this step Activate each Twitchling on the map.

TWITCHLING ACTIVATION

When a Twitchling is Activated it moves toward the closest Unexplored Corridor. While moving it still follows the standard Attacking rules (whenever an Intruder enters a Room with Characters, it Attacks).

More about Twitchlings: see page 6.

If an Activated Twitchling is already in an Unexplored Corridor, it leaves the map instead – place the Twitchling back in the pool and shift all Body tokens on the Round track 1 space up. It has reached the Motherbrain, bringing her closer to an upgrade.

BODY TOKENS

Human Bodies are a source of the Motherbrain's power. She gathers the remains through Twitchlings and then uses those Bodies to upgrade her capabilities.

At the beginning of the game Body tokens are placed on the Round track, on the 8th, the 11th and the 14th slots.

Every time a Twitchling leaves the map through an Unexplored Corridor, all Body tokens are shifted 1 space up the Round track.

Whenever the Round marker and a Body token are on the same space, immediately resolve the following:

Absorbing Bodies Sequence

1. Add the rightmost Motherbrain token from the Absorbed Bodies tile to the bag.

Note: This is the only way for these tokens to be added to the bag.

2. Take the Body token from the space with the Round marker, flip it and place it on the newly revealed slot on the Absorbed Bodies tile. The Queen's Hits track has just expanded making the Motherbrain harder to kill.

ABSORBED BODIES

Characters should strive to prevent Twitchlings from placing Body tokens on the Absorbed Bodies tile. Nonetheless, it is something that will inevitably happen and will create some changes.

Each Absorbed Body will place 1 Motherbrain token in the Intruder bag, creating (and then increasing) the chance of the Motherbrain appearing in the game.

MOTHERBRAIN TOKEN IN THE BAG

A Motherbrain token, once added into the bag, never leaves the bag, as long as the Queen is alive.

Each Absorbed Body increases the number of Hits required for the Queen Health card to be drawn. Whenever such a card is drawn, the Universal marker is reset to the left most Queen's Hit slot.

Note: Adding an Absorbed Body does not heal the Motherbrain in any way. The Universal marker on the Hits track stays as it is.

Motherbrain Attacks scale with the number of Bodies Absorbed. Meaning, the more Bodies she Absorbs, the stronger her Attacks will get.



EVENT PHASE

3. EVENT CARD RESOLUTION

Event cards follow the usual structure, but with the following changes:



MOVEMENT

Twitchlings NEVER Activate during the first step (as they have already done so during the Twitchling Activations step). Cultists also never move.

On the other hand, Adult Intruders (and the Motherbrain) move differently than in the base game. They still use the base movement rules, but Event cards no longer show Corridors in a specific orientation.

Instead, Event cards show Intruders of a specific type (for example). All Intruders of that type AND all Intruders in the same Corridor as the shown type move.

More about Intruder types: see the next page.

NUMBER OF CULTISTS CHECK

Neoflesh Cultists are the main source of power for the Neoflesh race. The more there are still alive in the Facility, the worse the Events are.

The Main and Secondary effects on the Event cards work the same, but they frequently introduce the following check:



To resolve this effect players count the number of visible (not covered by dead Cultist models) icons on the Dead Neoflesh Cultists tile. If there are at least that many icons visible, the effect is resolved. Otherwise, it's skipped.

4. BAG DEVELOPMENT

Bag Development is done using the standard rules.

INTRUDER HELP SHEET

The Neoflesh Cult Intruder Help sheet is divided into "The Queen is on the map" and "The Queen is off the map" sides. Make sure that you are using the correct side (starting with the Queen is off the map).

CLEANUP PHASE

5. STARTING PLAYER CHANGE

Nothing changes.

6. DRAWING CARDS

Nothing changes.

7. TIME ADVANCEMENT

If the Round marker enters a slot with the Body token, immediately resolve the Absorbing Bodies Sequence.

MAIN RULES

GOLDEN RULE OF THE NEOFLESH CULT

Neoflesh Cult uses the standard tie-breakers from the base game, but there may be a situation where an additional tie-breaker rule is required.

For example: If there are multiple types of Intruders in the same Corridor, and a Character makes a Noise roll that would require an Intruder to enter the Room, it must be decided which Intruder enters the Room.

As a base rule it should be the largest (which means the Motherbrain if she is there).

Otherwise, follow the order on the Skill cards – which means the Slasher would enter if they are in the Corridor, otherwise the Crawmine would enter, etc.

INTRUDER TYPES & SKILLS

In the Neoflesh Cult expansion you will find no Drones equivalent. Instead Characters will fight against 4 different types of **Adults** with their own skills and specialities – **Slashers**, **Crawmines**, **Ironclads** and **Firespitters**.

Cultists are a new type of Intruder with their own, unique rules set.

Instead of Larvae there are **Twitchlings** which focus on serving the Motherbrain.

And finally, the **Motherbrain** (the Queen equivalent) which increases in power during the game.

SKILLS

Neoflesh Cult Intruders come with their own, additional Skills that are active from the start of the game.

Skills can, however, be deactivated by finding and killing Cultists during the game.

TWITCHLINGS

Twitchlings are a Larvae equivalent, but they differ from them in a few ways.

1. In the Event Phase all Twitchlings are Activated, but they never move as a result of Event cards.
More about Twitchling Activation: see page 4.
2. Whenever they Attack, the Attacked Character gains 1 Contamination.
They are NOT placed on Characters' boards when Attacking – Twitchlings stay on the map after Attacking.

TWITCHLINGS SKILL



As long as the Twitchling Skill is active, Twitchlings follow Adult Health rules, instead of being killed with 1 Hit only.

If the Skill is deactivated while any Twitchlings have Hits already

applied to them, they immediately die.

CULTISTS

Cultists are semi-alive humans repurposed as computers connected to the Motherbrain and serve as a battery for the central unit.

Cultists are placed on the map by Exploration cards and they follow their own rules – they do not Move, Attack and do not interact with Characters and/or any other components in any way – unless specifically instructed.

For that reason, Characters in the same Room as Cultists (and no other Intruders) are also NOT in Combat.

On the other hand, Characters can attempt to destroy Cultists in order to decrease the power of the Neoflesh Cult. Any Action that can target Intruders (for example, Shoot Action) can also target a Cultist.

Cultists follow Adult Health rules.

DESTROYING CULTISTS

When a Character destroys a Cultist, they place its model on the Dead Neoflesh Cultists tile (from now on Event cards effects will be weaker) and choose 1 of the active Skills to deactivate (flip over).

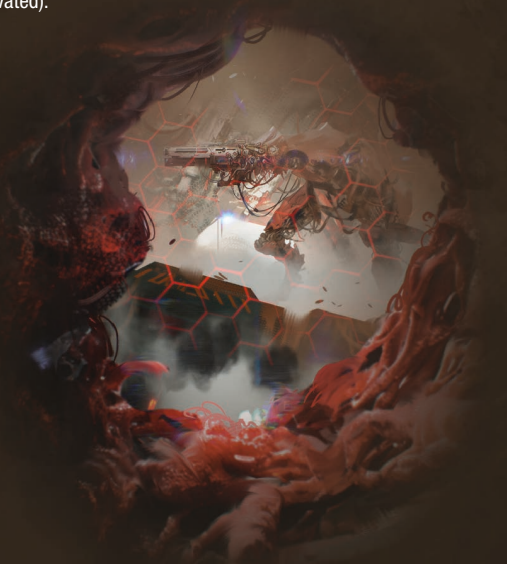
If, for any reason, a Cultist is destroyed but not by a Character, the last Skill in the order is deactivated. If no other Skill has been deactivated so far, it means the Cultist's skill should be deactivated in that case.

CULTISTS SKILL



As long as the Cultist Skill is Active, after dealing any Hits to a Cultist, the Character must make a Noise roll. This rule applies even if the Cultist dies as a result of the Action.

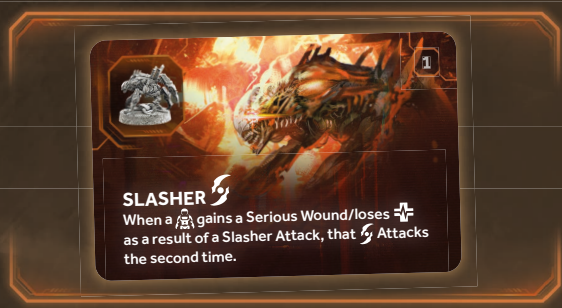
Deactivating a Skill is done before making a Noise roll. As a result it may occur that no roll is needed (since the Cultist Skill has been deactivated).



ADULTS

There are four types of Adults in Neoflesh Cult. They follow the standard Adult Intruder rules but every one of them has a special Skill that defines their Attacks and additional rules.

SLASHERS SKILL



Bloodthirsty Slashers strike twice.

As long as the Slasher Skill is Active, whenever a Slasher Attacks, if it makes the Character gain a Serious Wound and/or lose any [hit icon], it Attacks a second time (but never a third time).

Clarifications:

- Resolving an Attack card that does not deal any Hits means the Slasher does NOT Attack a second time.
- If a Character dies as a result of the first Attack, and there is another Character in the same Room, the Slasher will resolve the second Attack against that Character (in case of multiple Characters the Attack is resolved against the Character first in Turn Order).

CRAWLMINES SKILL



Explosive Crawmines may detonate when killed.

As long as the Crawmine Skill is active, whenever a Crawmine is killed in a Room, draw 3 Intruder Attacks.

If at least 1 "Boom!" card is drawn, resolve it. Then, shuffle the 3 drawn cards back into the deck.

FIRESPITTERS SKILL



Firespitters fire back.

As long as the Firespitter Skill is Active, whenever a Character Bursts at a Corridor containing Firespitters, that Character first loses 1 [hit icon] for each Firespitter there. Only afterward, the Burst is resolved.

Clarifications:

If the Character dies in the process, they do not finish resolving their Action.

IRONCLADS SKILL



Durable Ironclads defend other Intruders.

As long as the Ironclad Skill is Active, Ironclads have two skills described on the card. In short – an Ironclad takes hits before other Intruders, and is much harder to kill.

1. An Ironclad must always be the first target of an Action out of Intruders in a Room/Corridor.

For example: When Bursting at a Corridor with an Ironclad, Hits must first be applied to Ironclads, and only when all Ironclads have enough Hits to die can they be applied to other Intruders.

Clarifications:

- This does not mean that Characters must perform Actions that target Ironclads. It only means that when an Action is performed, and it can target an Ironclad, it must do so.
 - When Bursting, a Character may decide to Burst at a Corridor not containing an Ironclad, even if another adjacent Corridor contains Ironclads.
 - When Shooting in a Room/Bursting at a Corridor with multiple Ironclads you may target any Ironclads there, but you must target them before any other Intruders.
 - These rules apply not only to Shooting/Bursting but also to other Actions that target Intruders (for example, Repelling).
2. An Ironclad in a Corridor requires 2 Hits to be killed, instead of 1.

AND

Whenever an Ironclad would be killed in a Room, it is Repelled instead.

Clarifications:




- To kill an Ironclad in a Corridor, a Character must apply both Hits at once. This means that a Burst that deals only 1 Hit can not be applied to any Intruder in that Corridor and practically does nothing.

INTRUDER ATTACK CARDS

Intruder Attack cards differ slightly in comparison to the base game of *Nemesis Retaliation*. The 4 types of Adult Intruders have specific cards corresponding to them with unique effects.



When resolving an Attack card, check the following:

1. If the Attacking Intruder is of the same type as the Icon in the first row – resolve that effect.
2. If the Attacking Intruder is the Motherbrain, and the required number of Bodies have been Absorbed – resolve the effect in the second row.
   these icons show how many Bodies must be Absorbed for the effect to be resolved.
3. Otherwise – resolve the effect in the third row.

The top effect is resolved even if the Skill of an associated Adult is deactivated.

INTRUDER TOKENS



Throughout the game Intruder tokens are placed in the bag. It should be done in such a way, as to not see what type of token is placed in the bag. We recommend dropping tokens from the bottom of a held token stack.

Intruder tokens follow the same rules as in the base game with one important change:

When Intruders are placed in a Corridor as a result of drawing an Intruder token, the token shows specifically which Intruders are placed.
For example: When drawing the token shown above you should place in the Corridor: 1 Slasher, 1 Ironclad and 2 Crawlmines.











If there is not enough space in the Corridor to fit the required number of Intruders, follow the Neoflesh Cult golden rule, placing as many as you can according to the Intruder order and ignoring the rest.

EGGS

The Neoflesh Cult has taken over a Facility that had previously housed Primebloods. Their Nest and Eggs are still there ready to be studied.

Eggs and the Nest are the same as in the base game.

ICON GLOSSARY

-  – Cultist
-  – Twitchling
-  – Firespitter
-  – Ironclad
-  – Crawlmine
-  – Slasher
-  – Motherbrain
-    – Required number of Absorbed Bodies

