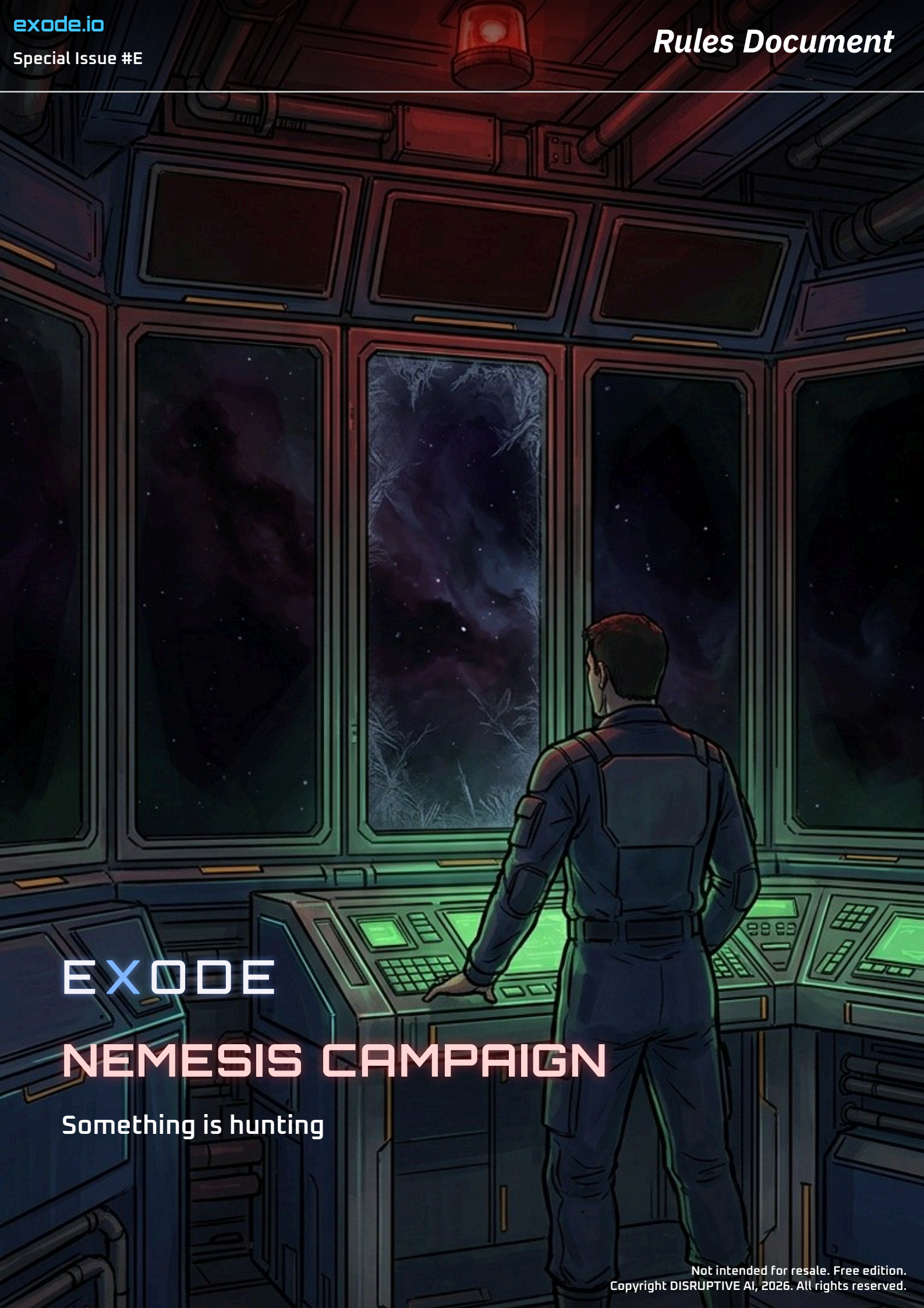




EXODE

NEMESIS CAMPAIGN

Something is hunting

The **Nemesis Campaign** is a cooperative investigation for the holders of a Nemesis Pack, in the Colonization Challenges of EXODE, set in year 2325.

Colonies go quiet. Witnesses change their story. Reports arrive with pages missing. Something is behind all of it, and it does not want to be named.

Six suspects are on the board. Only one of them is real.

For one season, you and the other handlers will send agents after it, share what you find, and decide who to follow. The next season, we go and fight it.

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EXODE NEMESIS CAMPAIGN

Cooperative Investigation Handbook

Version: 1.0

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Classified briefing for the holders of a Nemesis Pack.

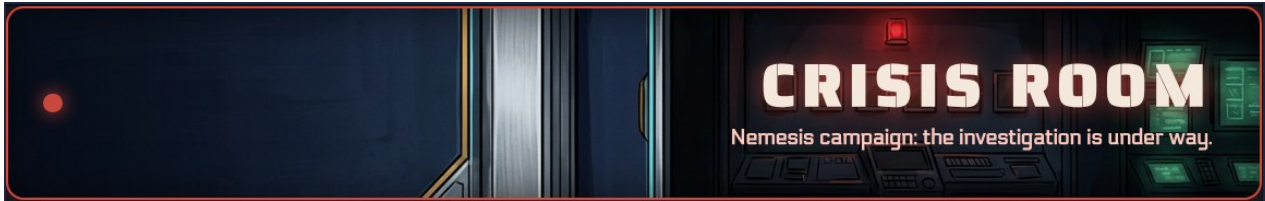
1. Quick Overview

- A campaign lasts **two seasons**: first the **Investigation**, then the **Combat**.
- Everything happens in the **Crisis Room**, a new screen of the Challenge Browser, open to every holder of a Nemesis Pack.
- Six suspects are on the board. Only one is the real nemesis. You pick the one you suspect, and you can change your mind.
- You can request up to **3 assignments**: Special Agents missions of growing difficulty, played in weeks 1, 2 and 3.
- A fully successful assignment brings **clues** about the real nemesis, and Operation Points for the Nemesis reward table.
- The handlers share what they find in **Comms**.
- At the end of the Investigation, every handler decides to **follow** their lead or **abandon** it. Then the nemesis is revealed.

Assignments use the rules of Special Agents missions. If you have not read it yet, our first handbook, **EXODE SPECIAL AGENTS**, explains them: activation, teams, risks, fights and Operation Points.

(2) The Crisis Room

If you hold a Nemesis Pack, a large **CRISIS ROOM** button appears in your Challenge Browser.



[The first time you enter during the campaign, you join it: the other handlers can see you in Comms from then on.]

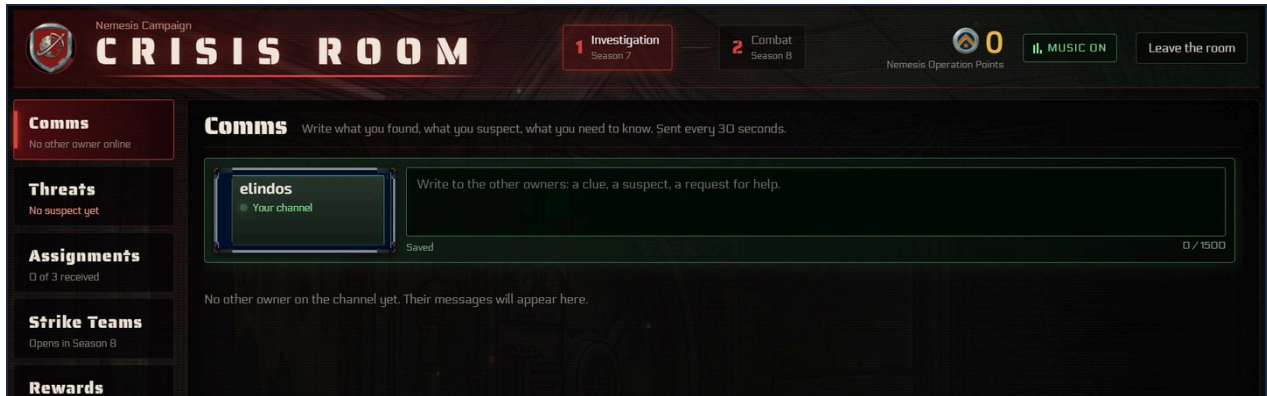


[The Crisis Room has five panels: Comms, Threats, Assignments, Strike Teams and Rewards.]

Panel	What you do there
Comms	Read the other handlers, and write your own message.
Threats	See the suspects, pick yours, read your clues.
Assignments	Request missions and send your agents.
Strike Teams	Your agents in the campaign. Closed until the Combat season.
Rewards	Spend your Nemesis Operation Points.

(3) Comms

Every handler of the campaign has a channel in Comms, with a name plate and one message.



[Your own channel stands out from the others. It is the only one you can write in.]

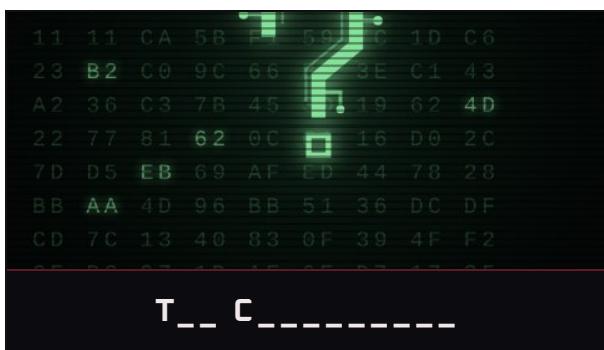
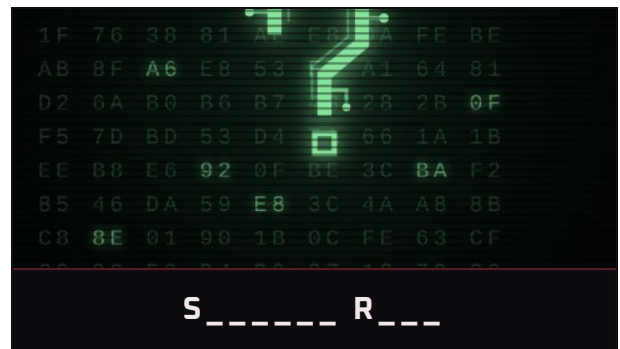
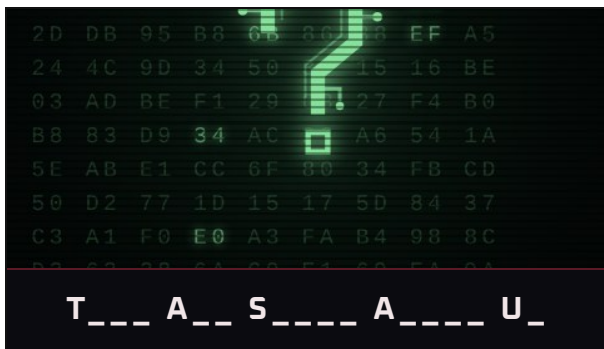
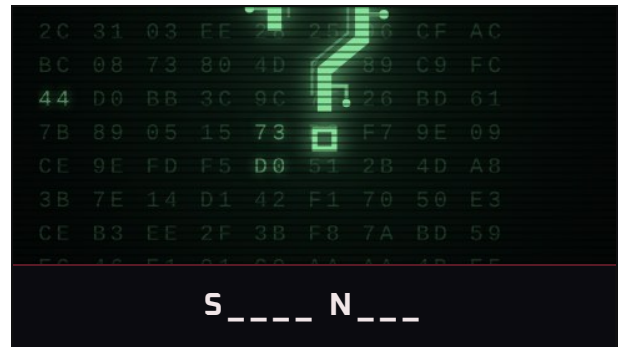
A channel is	When
Dark	That handler holds a Nemesis Pack but has never entered the Crisis Room.
Active	That handler has joined the campaign.
ONLINE	That handler was in the Crisis Room in the last 5 minutes.

- Your message can be long: up to 1500 characters. Three lines show at a time; scroll for the rest.
- It is saved by itself every few seconds while you type, and again when you leave the Crisis Room.
- The other channels are refreshed every 30 seconds while Comms is open.

One message each, always up to date: use it as your notebook. Your suspect, your clues, the letters you found, the risks your agents met. The clues of one handler are rarely enough. The clues of six can be.

(4) Threats

The Threats panel shows the six suspects. Their files are encrypted: no picture, and only the first letter of each word of their names is known.



[One of them is the real nemesis. The others are leads that went nowhere, for now.]

4.1 Your Suspect

Click a suspect to make it **yours**. You can change your suspect at any time during the Investigation, or withdraw it: click **Current suspect** again and you have no suspect.

Your suspect matters more than it seems. Every assignment played while you suspect someone gets a **hidden adjustment** to its Operation Points:

Hidden adjustment of an assignment:

- Your suspect, at the moment the assignment is played, is the real nemesis: **+30%** of the Operation Points it earned.
- Your suspect is not the real nemesis: **-20%**.
- No suspect (none named yet, or withdrawn): no adjustment.
- You will not see these adjustments before the end of the Investigation. They are all added at once, when the nemesis is revealed.

Changing or withdrawing your suspect changes the adjustment of the next assignments only. Assignments already played keep the adjustment they got.

[An assignment that earned no Operation Points gets no adjustment either.]

[So pick early if you have a feeling, and switch as soon as the clues say otherwise.]



4.2 Clues

An assignment where **every objective** is fulfilled brings clues about the real nemesis: one clue for assignment 1, two for assignment 2, three for assignment 3.

A clue is one of two things:

Clue	Example
A letter	<i>"The nemesis name contains the letter ..."</i> Only the letter: not its word, not its place. Never a first letter: those are already on the board.
A detail	<i>"The nemesis involves ..."</i> Something the nemesis is made of, does, or leaves behind.

You never get the same clue twice, but another handler may get the letters you do not have. Your clues are listed in the Threats panel.

Reading the board:

One letter rarely settles anything: most letters appear in several names. Letters start to speak when they add up, so share yours in Comms and put everyone's letters side by side with the names on the board. A detail is often sharper: some suspects cannot be involved with it.

Not every clue comes from the report. Only some of the risks of an assignment come from the nemesis itself: what your agents meet in the field is evidence too. Read the risks of your assignments closely, and compare them in Comms.

[Assignments that are not fully successful bring no clue, but they still earn Operation Points for the objectives that held.]

(5) Assignments

Press **REQUEST NEW ASSIGNMENT** to receive a mission. You can hold up to 3 during the Investigation, each one harder than the last.

Assignment	Level	Played	Objectives (3)	With full sweep	Clues if all objectives hold
Assignment 1	1	Week 1	about 120	about 180	1
Assignment 2	2	Week 2	about 156	about 234	2
Assignment 3	3	Week 3	about 203	about 305	3

[Operation Points shown for an average mission. Each assignment has its own planet, risks and rewards.]

- Every assignment has **3 objectives** and is played **once**, at the weekly validation of its week. An assignment requested later, or sent later, is played at the next validation of the Investigation season.
- Once the Investigation is over, an assignment that was never played will not be played.
- It does not level up: assignment 3 starts at level 3 and stays there.
- You can send your team as soon as you receive the assignment, and change it until it is played.

Assignments

First assignment runs at the end of week 1, second at the end of week 2, third at the end of week 3. Agents you sent cannot join other missions for the next phase.



Request assignment 1

Level 1. Three objectives, one agent each. Runs at the end of week 1. If every objective succeeds, it brings back 1 clue.

Assignment 2

Level 2, runs at the end of week 2.

Request assignment 1 first.

Assignment 3

Level 3, runs at the end of week 3.

Request assignment 2 first.

5.1 The Nemesis Pool

Assignments use the team rules of Special Agents missions:

- one starship;
- one agent for each objective;
- a weapon, an armor and a personal slot for every agent;
- only **activated cards**, with at least one yellow star.

The Nemesis Campaign has **its own pool**. Cards sent on assignments do not block your other missions, and the reverse is true: an agent can work for the colonies and for the Crisis Room at the same time.

Inside the Nemesis pool, a card can serve only one assignment, and every assignment needs its own starship.

Agents sent on assignments stay locked for the whole campaign.

Even when their assignment is over, they stay in the Nemesis pool through the Investigation and the Combat season: they are your strike teams. Choose them as if you were going to need them again: you will.

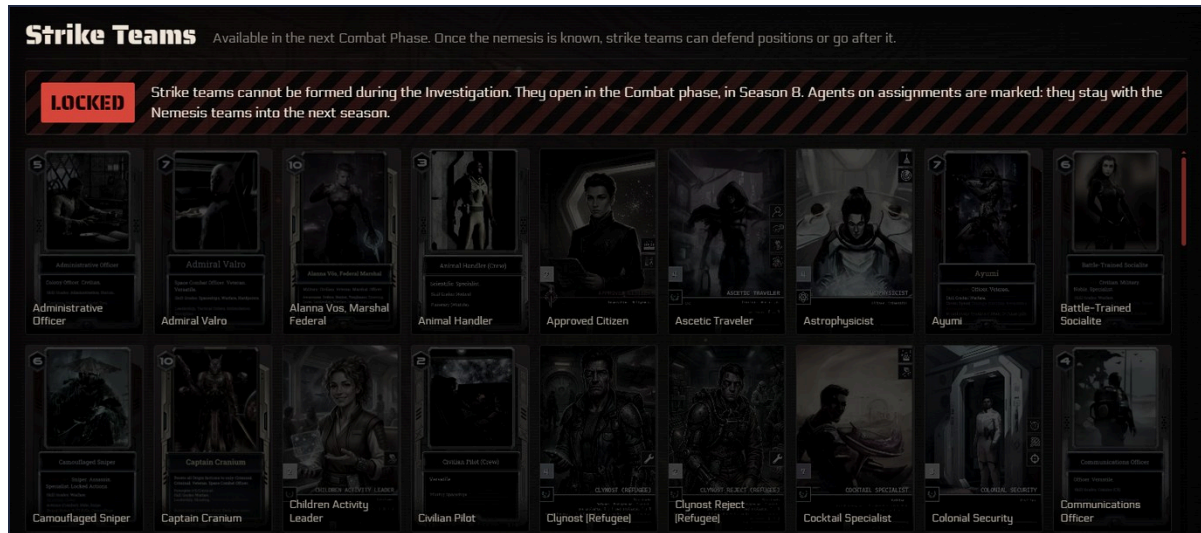
Consumables bought in the Nemesis reward table can go in the personal slot of your agents for the whole campaign.

[Three assignments with three objectives: up to nine agents and three starships kept for the campaign. Spread your best cards with care!]

(6) Strike Teams

The Strike Teams panel shows every agent you sent on an assignment, with a tag naming the assignment.

During the Investigation it is **closed**: the agents are shown darkened, waiting.



[Strike Teams opens with the Combat season.]

(7) Nemesis Rewards

Assignments earn **Nemesis Operation Points**, kept apart from the points of your other missions. They exist from the first week on, once an assignment has been played.

The Nemesis reward table **starts empty**. It has one line: **EXPLORE A NEW REWARD**.

Exploring:

Lines 1 to 5 3 OP each	Lines 6 to 10 6 OP each	Lines 11 to 15 9 OP each	Line 16 and above 12 OP each
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- Every exploration reveals one new line, drawn at random for you.
- A revealed line shows its price. Pay it to take the line. Every line can be taken once.
- Lines offer the same kinds of rewards as the Special Agents tables: resources, special resources, new special resources, consumables, and rare or epic cards.

Consumables from the Nemesis table are **kept for the whole campaign**, Combat season included. Use one when you need it, or carry it over: it stays in your inventory until it is used or the campaign ends.

Nemesis Operation Points must be spent before the new season.

They are never carried over, not even to the Combat season. Only the consumables you took from the table carry over.

Season 7 reward table

Nemesis Campaign

The Nemesis table starts empty. Explore it to reveal rewards one at a time, then take the ones you want. Each reward can be taken once.

Operation Points available: 0 earned, 0 point

Warning: Operation Points do not carry over to the next season. Spend them here before Season 8 opens: whatever is left is lost.

Unknown reward
Explore a new reward
You need 3 OP to explore. You have 0.

3 OP

No reward revealed yet. Nemesis Operation Points come from your assignments: the first ones arrive when week 1 is over.

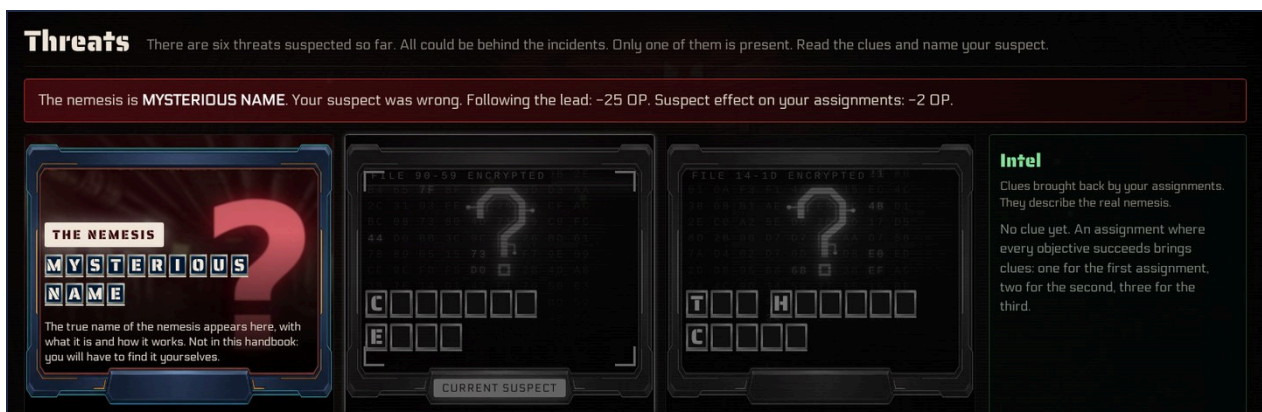
(8) Follow or Abandon

After the last week of the Investigation, the Crisis Room asks every handler one question: do you **FOLLOW** your lead, or **ABANDON** it?

Your decision	Your suspect is the real nemesis	Your suspect is not
FOLLOW	+40 Operation Points	-40 Operation Points
ABANDON	0	0

Following with no suspect counts as abandoning. If you decide later, once the Combat season has begun, the points go to the Nemesis Operation Points of that season.

Then the nemesis is **revealed** to you: its name fills in, letter by letter, and its picture appears through the encrypted screen.



[The nemesis of this screen is invented: the real one stays a secret until the end of the Investigation.]

At the reveal, your Nemesis Operation Points receive:

- the points of your decision (table above);
- every hidden adjustment of your assignments (+30% or -20%), whatever you decided.

[Abandoning protects you from the -40, not from the adjustments already earned.]

8.1 Example of a Campaign

Two handlers, Vega and Orrin. Six suspects on the board; for this example, let us call the real nemesis **Suspect X**, and one of the false leads **Suspect Y**.

Week	Vega	Orrin
1	Suspects Y. Assignment 1 sweeps its three objectives: 180 OP and one clue. Hidden: -36.	Suspects Y. Assignment 1 sweeps: 180 OP and one clue. Hidden: -36.
2	His clue does not fit Y. He switches to X. Assignment 2 sweeps: 230 OP, two clues. Hidden: +69.	Keeps Y. Assignment 2 sweeps: 230 OP, two clues. Hidden: -46.
3	Assignment 3 sweeps: 300 OP, three clues. Hidden: +90.	Does not request a third assignment.
End	FOLLOWS: +40. Adjustments: $-36 + 69 + 90 = +123$. Total at the reveal: +163 OP.	Doubts, and ABANDONS: 0. Adjustments: $-36 - 46 = -82$. Total at the reveal: -82 OP.

Vega lost 36 points on his first guess, and won much more by switching early. Orrin was right to abandon a lead he no longer trusted, but his adjustments were already earned: -82.

Had Orrin read Vega's message in Comms after week 1, he might have switched too.

[The Operation Points in this example are typical of assignments where every objective holds.]

(9) The Combat Season

When the Investigation ends, the campaign moves to the **Combat season**.

- The agents and starships of your assignments are still locked in the Nemesis pool, and stay there until the campaign ends: they are your strike teams.
- The Strike Teams panel opens.
- Nemesis Operation Points start again from zero, with a new reward table.
- The consumables you took from the Nemesis table are still in your inventory.

Everything else will come with the Combat briefing. Until then, keep your clues, keep your notes in Comms, and keep your agents ready.



(10) Quick Reference

Rule	In short
Access	Nemesis Pack holders. First entry joins the campaign.
Seasons	Investigation, then Combat.
Suspects	Six on the board, first letters known. One is real.
Your suspect	Change or withdraw it at will. Hidden +30% (right) or -20% (wrong) on every assignment played.
Assignments	Up to 3. Assignment k: level k, week k, 3 objectives, played once, during the Investigation only.
Clues	All objectives held: k clues for assignment k. A letter (no word, no place), or a detail.
Pool	Separate Nemesis pool. Cards stay locked for the whole campaign.
Comms	One message each, up to 1500 characters, saved as you type, refreshed every 30 s.
Rewards	Explore: 3 OP per line for lines 1-5, 6 for 6-10, 9 for 11-15, 12 from line 16. Pay the line to take it.
Decision	Follow: +40 if right, -40 if wrong. Abandon: 0. Adjustments added in both cases.
Season end	Nemesis Operation Points never carry over. Nemesis consumables last the whole campaign.

Six names on the board. One of them is active.

Share what you find. Trust the clues more than your instinct.

And when you follow a lead, be sure of it.