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Game: **DOCTOR WHO: NEMESIS**

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The Esoteric Order of Gamers



DOCTOR WHO

NEMESIS

SETUP

Each player chooses a **nemesis** (*Dalek*, *Cybermen*, *The Master*, or *Weeping Angels*) and takes their **control board**, flipping it to their chosen **nemesis scheme**. Place your **nemesis token** on the center of your board, and 2 **power tokens** on the power space.

Shuffle the **Doctor tokens** facedown, then deal each player 2 tokens. Each player places their doctor tokens on their control board in the Tardis spaces. When a rule refers to your Doctors or the hero cards that you own, it is referring to hero cards that match your Doctor tokens.

Each player builds their **nemesis deck**, consisting of their 27 **nemesis core** cards, the 5 **nemesis scheme** cards for the scheme they have chosen, and the 4 **doctor scheme** cards for each of their 2 doctors, for a total of 40 cards. Return the rest of the cards to the box.

Each player shuffles their deck and draws 5 cards (6 cards for the *Cyberplanner*).

Each player rolls a die and adds their **STRENGTH** bonus (shown on their control board). The player with the highest score has the first turn. In a tie, the tied players roll again and choose the highest score from this roll to see which amongst them has the first turn; repeat this elimination process until one player is left to start the game.

SEQUENCE OF PLAY

Cards are either **nemesis cards** or **hero cards** (representing the Doctors and their companions). **Schemes** have a red **WIN** tag in their special rules area. A card's type determines when it can be played: **character**, **constant**, **instant**, or **moment**.

Players take turns until someone wins. Once you complete your turn, the player to your left takes their turn.

1. START STEP

Resolve any **START STEP** special rules on your nemesis cards in play or on any hero cards in play that match your Doctor tokens, and play any **START STEP** instant cards. You may resolve **START STEP** triggers in any order, but each trigger may only be used once in this step.

2. CONTROL STEP

You **must** move your nemesis token to a different location on your control board.

Each location in each corner has 2 actions. You must move to a new location; you cannot remain on the location you used last turn.

3. MINION STEP

You can either **play** a minion from your hand or **move** a minion.

PLAY A MINION FROM YOUR HAND

Choose a **minion** (a nemesis character card with the **minion** trait) from your hand and place it at one of the 4 locations on your control board.

MOVE A MINION

Choose one of your minions and move it to any location on any control board (yours or an opponent's).

4. CONFLICT STEP

Your minions may **fight to take control of a location**. You can only initiate 1 conflict each turn. You do not have to initiate a conflict; you may skip this step.

a. Initiate the conflict

Choose a location where you have minions and:

- An opponent also has minions, or
- There are hero character cards, or
- Both.

All players that have minions at the chosen location are part of the conflict. All hero character cards at the location form a separate group opposed to all the players, regardless of who holds their Doctor tokens.

b. Commit power tokens

If you are part of the conflict, you can commit power tokens to increase your **STRENGTH** by 1 for each power token.

Take all of your power tokens in one hand, then secretly transfer some, all, or none of them into your other hand. Place your hand over the centre of the table when you have decided how many to commit.

Once all the players in the conflict have made their selections, reveal the power tokens that you have committed and place them in front of your control board. Return the rest of your power tokens to their usual place on your control board.

c. Play conflict triggers

You may play **instant** cards with a **conflict** trigger and trigger any conflict triggers on cards at that location. Each trigger may only be used once in each conflict.

If 2 or more players want to use conflict triggers, the player that initiated the conflict has the first opportunity to play any or all conflict cards in their hand or use conflict triggers on their cards in play, then the other players may do so in turn order. Players continue taking turns to play conflict cards or use conflict triggers until no players want to use more conflict triggers.

Resolve the triggers in the reverse order, from the last triggered back to the first triggered.

You do not need to have minions in the conflict to play conflict instant cards. However, any **STRENGTH** added goes to your own **STRENGTH** total (unless otherwise stated), and only if you have a minion in the conflict.

d. Calculate strength

Determine your **BASE STRENGTH** for the conflict. Add:

- The **STRENGTH** of your nemesis (on your control board).
- The **STRENGTH** of each minion you have at the location.
- The **STRENGTH** of any constant upgrade cards attached to your minions at the location.
- The **STRENGTH** of any conflict instant cards you played.
- The number of power tokens you committed.

e. Roll strength dice

Roll a die and add this to your **BASE STRENGTH** to get your **TOTAL STRENGTH**.

f. Resolve the conflict

If you have the highest **TOTAL STRENGTH** of all the players in the conflict, you **thwart** all opposing minions at that location. Discard any thwarted minions and any upgrade **constant** cards attached to them, placing the cards in the opponent's discard pile.

If there is a tie for the highest **TOTAL STRENGTH**, only the minions of players with a lower **TOTAL STRENGTH** are thwarted.

All minions of the players tied for the highest **TOTAL STRENGTH** remain at that location unchanged.

Discard the power tokens you committed to the conflict.

Temporal displacement: If you use the *Weeping Angels'* **temporal displacement** special rule after thwarting or capturing characters, gain a power token for each character that would be thwarted or captured and move them to any location or locations on any control board instead.

HEROES IN CONFLICTS

All hero character cards at the location form a separate group opposed to all the players, regardless of who holds their Doctor tokens. Add the **STRENGTH** of all the hero cards at the location to determine the heroes' **TOTAL STRENGTH**.

If the heroes have the same or greater **TOTAL STRENGTH** than all players, then the players lose and all minions at the location are thwarted.

Otherwise, the player with the highest **TOTAL STRENGTH** wins as usual. In this case, all hero cards are thwarted by that player in addition to any opposing minions at that location. Doctor cards (hero character cards with the **Doctor** trait) are not thwarted, but are instead **captured** by that player.

If 2 or more players are tied for the highest **TOTAL STRENGTH**, the heroes are not thwarted or captured.

Discard thwarted hero cards, placing each card in the discard pile of the player with the matching Doctor token.

Captured Doctors

If you won a conflict and captured a Doctor, place it with your schemes at the top of your control board. Place any upgrade **constant** cards attached to the Doctor in the opponent's discard pile and discard any plot tokens on the Doctor.

If a card effect removes a captured Doctor from the scheme area, they are no longer captured.

Every nemesis deck has 2 scheme cards with the **WIN** trigger of capturing 2 or more Doctors.

5. ACTION STEP

Take the actions shown on your location.

You can only take the 2 actions on the location occupied by your nemesis token. You can take them in any order, but you must complete an action before beginning the next.

You may pass on any action, gaining a power token instead.

Some **constant** cards attached to a location add an extra action to that location; this can be taken in addition to the location's normal two actions.

You must pass on at least 1 of the actions on a contested location. A location is contested if there are any hero character cards or any opposing nemesis character cards at that location.

You must pass on at least 2 of the actions on a location that is contested by a Doctor.

Some cards have **play** or **infiltrate** triggers. When you play that card, immediately complete the actions described in the special rule before playing any further cards.

6. END STEP

a. Play end step triggers

Resolve any **END STEP** special rules on your nemesis cards in play or on any hero cards in play that match your Doctor tokens, and play any **END STEP** instant cards. You may resolve **END STEP** triggers in any order, but each trigger may only be used once in this step.

b. Discard excess power tokens

If you have more than 5 power tokens on your control board, discard the excess, leaving you with 5 tokens.

c. Discard cards

You may discard any or all cards in your hand. If you have more cards than your hand limit (normally 5, though the *Cyberplanner* has 6), you must discard cards so your hand is no larger than your hand limit. Some constant cards change your hand limit.

d. Fill your hand

Draw cards to refill your hand back up to your hand limit.

e. Pass turn to next player

Your turn ends and the player to your left now takes their turn.

WINNING THE GAME

You win the game by completing the **WIN** trigger on one of your scheme cards or any hero scheme card that is in play.

ACTIONS AND EFFECTS

Play 2 hero cards

Play up to 2 hero cards from your hand (this is the only way to do so). Place the cards on any location, either on your own or an opponent's control board. You will usually want to place them on an opponent's control board to force them to pass actions.

Play 2 nemesis cards

Play up to 2 nemesis cards of any type from your hand.

Play any nemesis moment

Play any or all nemesis moment cards in your hand.

Play any nemesis character

Play any or all nemesis character cards in your hand. Place the cards on a location on your own control board, unless they have the **infiltrate** trigger, in which case they can be placed on an opponent's control board as well.

Play any nemesis constant

Play any or all nemesis constant cards in your hand. Place the cards beneath the centre of your control board, unless they are **scheme**, **installation**, or **upgrade** cards. Place scheme cards above the centre of your control board.

Attach

Attach this constant card to a character or location.

Upgrade constant cards: Place the card beneath a character card of the specified type, so its special rule and **STRENGTH** are showing. When a character card is discarded, returned to the owner's hand, or captured, discard all of its attached upgrades to their owners' discard piles. No character can have more than 3 upgrade constant cards attached at the same time.

Installation constant cards: Place the card beside the specified location so its special rule and **STRENGTH** are showing.

Draw [number] cards

Draw [number] of cards from your nemesis deck and put them in your hand.

No cards left: If your nemesis deck is empty when you go to draw a card, shuffle your discard pile to create a new deck.

Retrieve [number] [type]

Search your discard pile for [number] of cards of type [type] and put them in your hand. If no [type] is given, the cards can be of any type. Some cards tell you to retrieve from another player's discard pile.

Some cards specify what to do with the cards that you have retrieved (follow the instructions rather than putting them in your hand).

Search for 1 [type]

Search your nemesis deck for a card of type [type] and put it in your hand, then shuffle your nemesis deck. Some actions specify what to do with the cards that you found (follow the instructions rather than putting them in your hand).

Discard [number] [type]

Discard [number] of cards from your hand, putting them faceup on a discard pile beside your nemesis deck. You may look at any discard deck at any time.

Gain [number] power

Add [number] of power tokens to your control board.

Gain [number] plot

Add [number] of plot tokens to your control board. Some nemesis schemes require you to collect plot tokens to win.

Place [number] plot

Add [number] of plot tokens to the specified card. Some hero schemes require you to place plot tokens on cards to win.

Move minions

You may move any or all of your minions (nemesis character cards that have the **minion** trait) to any location or locations on any control boards.

Move 1 [type]

Pick a card of type [type] and move it to the specified location. If the card doesn't specify a location, you can move the card to any location on any control board.

Vanquish [type]

Pick a card of type [type] on any location (or the specified location if there is one) and place it in its owner's discard pile. Any upgrade constant cards attached to that card are placed in their owners' discard piles.

Roll a dice

Roll a dice, then take the action that corresponds to the result. If you cannot take that action, gain 1 power token instead.

Blink

You may trigger any or all blink special rules on your control board, on cards in play, or on cards in your hand. Only weeping angels have the **blink** action. As well as the blink action on your control board, some instant and moment cards allow you to blink.

TRAITS

Nemesis: A card from your core nemesis deck or your nemesis scheme.

Hero: A card from your Doctor scheme deck.

Doctor: A character that is an incarnation of the Doctor.

Companion: A character who travels with the Doctor.

Minion: A character that you control (with the **minion** trait).

Angel: A character that is a Weeping Angel.

Cyberman: A character that is a Cyberman.

Cybermat: A small cyber device used to infiltrate the enemy.

Dalek: A character that is a Dalek.

Master: A character that is an incarnation of the Master.

Slave: A character enslaved by the Daleks.

Character: A card representing a character or characters at a location.

Constant: A card that remains in play.

Instant: A card that can be played at any time.

Moment: A card that has a one-off effect.

Scheme: A card with a **WIN** trigger.

Installation: A card attached to a location to add an action or special rule.

Upgrade: A card attached to a character to upgrade a character.

Planet: A world stolen by the Daleks for their Medusa Cascade scheme.

Paradox: Weeping Angels feed on the time energy of paradoxes.

TRIGGERING SPECIAL RULES

Cards must be in play for their special rules to trigger. Special rules on cards in your hand have no effect.

Action trigger

Special rules with an action trigger add the specified action to the location they are attached to or where the character is. When you take the actions at this location, you may also take the action on this card.

Blink trigger

Special rules with a blink trigger happen when you take a **blink** action. Conflict blink triggers only happen when a blink action is taken during a conflict. You may elect not to use a blink special rule when it is triggered. Some instant and moment cards have a blink trigger; these can be played from your hand when you take a blink action.

Conflict trigger

Special rules with a conflict trigger happen when there is a conflict at the location of that card or when an instant card with a conflict trigger is played during a conflict. Conflict blink triggers only happen when a blink action is taken during a conflict.

End step trigger

Special rules with an end step trigger happen in the owner's end step.

Infiltrate trigger

Special rules with the infiltrate trigger happen when you play the card. This allows the card to be placed on an opponent's control board instead of your own.

Minion step trigger

Special rules with a minion step trigger happen at the start of the owner's minion step.

Ongoing trigger

Special rules with the ongoing trigger are always in effect. They happen whenever the circumstances described in the special rule occur. If several players have ongoing special rules that trigger at the same time, the player whose turn it is chooses the order in which they are resolved.

Play trigger

Special rules with the play trigger happen immediately when you play the card.

Start step trigger

Special rules with a start step trigger happen in the owner's start step. If another player has taken control of the card, the trigger happens in their start step instead.

Win trigger

Special rules with the Win trigger happen when the circumstances described in the special rule occur. The game immediately ends and you win.

BBC

DOCTOR WHO

NEMESIS

1. START STEP

Resolve any **START STEP** special rules on your nemesis cards in play or on any hero cards in play that match your Doctor tokens, and play any **START STEP** instant cards.

2. CONTROL STEP

You *must* move your nemesis token to a different location on your control board.

3. MINION STEP

You can either play a minion from your hand or move a minion.

PLAY A MINION FROM YOUR HAND

Choose a **minion** (a **nemesis** character card with the **minion** trait) and place it at one of the 4 locations on *your* control board.

MOVE A MINION

Choose one of your minions and move it to any location on *any* control board (yours or an opponent's).

4. CONFLICT STEP

Your minions may fight to take control of a location. You can only initiate 1 conflict each turn. You may skip this step.

a. Initiate the conflict

Choose a location where you have minions and an opponent also has minions, or there are hero character cards, or both. All players with minions at the location are part of the conflict. All hero character cards there form a separate group opposed to all the players, regardless of who holds their Doctor tokens.

b. Commit power tokens

If you are part of the conflict, you can commit power tokens to increase your **STRENGTH** by 1 for each token. Each player secretly places the tokens they wish to commit in their hand and they are simultaneously revealed. Place them in front of your control board and return the rest to your control board.

c. Play conflict triggers

You may play **instant** cards with a **conflict** trigger and trigger any conflict triggers on cards at that location.

If 2 or more players want to use conflict triggers, the player that initiated the conflict has the first opportunity, then the other players may do so in turn order. Continue taking turns until no players want to use more conflict triggers. Resolve the triggers in the reverse order, from the last triggered back to the first.

You do not need to have minions in the conflict to play conflict instant cards. However, any **STRENGTH** added goes to your own **STRENGTH** total, and only if you have a minion in the conflict.

d. Calculate strength

Determine your **BASE STRENGTH** for the conflict. Add:

- The **STRENGTH** of your nemesis (on your control board).
- The **STRENGTH** of each minion you have at the location.
- The **STRENGTH** of any constant upgrade cards attached to your minions at the location.
- The **STRENGTH** of any conflict instant cards you played.
- The number of power tokens you committed.

e. Roll strength dice

Roll a die and add this to your **BASE STRENGTH** to get your **TOTAL STRENGTH**.

f. Resolve the conflict

If you have the highest **TOTAL STRENGTH** of all the players in the conflict, you **thwart** all opposing minions at that location. Discard any thwarted minions and any upgrade **constant** cards attached to them to the opponent's discard pile. On a tie, only the minions of players with a lower **TOTAL STRENGTH** are thwarted.

All minions of the players tied for the highest **TOTAL STRENGTH** remain at that location unchanged.

Discard the power tokens you committed to the conflict.

HEROES IN CONFLICTS

All hero character cards at the location form a separate group opposed to all the players, regardless of who holds their Doctor tokens. Add the **STRENGTH** of all the hero cards at the location to determine the heroes' **TOTAL STRENGTH**. If the heroes have the same or greater **TOTAL STRENGTH** than all players, the players lose and all minions there are thwarted.

Otherwise, the player with the highest **TOTAL STRENGTH** wins. All hero cards are thwarted by that player in addition to any opposing minions at that location. Doctor cards (hero character cards with the **Doctor** trait) are instead **captured** by that player.

If 2 or more players are tied for the highest **TOTAL STRENGTH**, the heroes are not thwarted or captured.

Discard thwarted hero cards, placing each card in the discard pile of the player with the matching Doctor token.

Captured Doctors

If you won a conflict and captured a Doctor, place it with your schemes at the top of your control board. Place any upgrade **constant** cards attached to the Doctor in the opponent's discard pile and discard any plot tokens on the Doctor.

5. ACTION STEP

Take the actions shown on your location. You may pass on any action, gaining a power token instead.

Constant cards attached to a location may add an extra action.

You must pass on at least 1 of the actions on a contested location. A location is contested if there are any hero character cards or any opposing nemesis character cards at that location.

You must pass on at least 2 of the actions on a location that is contested by a Doctor.

6. END STEP

a. Play end step triggers

Resolve any **END STEP** special rules on your nemesis cards in play or on any hero cards in play that match your Doctor tokens, and play any **END STEP** instant cards.

b. Discard excess power tokens

If you have more than 5 power tokens on your control board, discard the excess, leaving you with 5 tokens.

c. Discard cards

You may discard any or all cards in your hand. If you have more cards than your hand limit (normally 5, though the *Cyberplanner* has 6), you must discard cards to that limit.

d. Fill your hand

Draw cards to refill your hand back up to your hand limit.

e. Pass turn to next player

Your turn ends and the player to your left now takes their turn.