



The Road to Retaliation





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Printing Instructions

If you would like a hard copy of the game instructions, game events and epilogues, please print the following pages. These are designed in order to take players through the sequence of :

Board set up , game instructions, game events, winning conditions and epilogues.
And in doing so make game play more ergonomic and to hide spoilers.

Pages 4-11,14-15,17-20,22-25,28-31,33-47,50-51.

Game set up, background and instructions pages 4-8.

If standard Intruders are the adversary pages 9, 14-15.

If Evolved Intruders are the adversary pages 10,17-18,22-25.

If Carnomorphs are the adversary pages 11,19-20.

Winning the game and VP assignment pages 28-29.

Epilogue surviving in the Hibernatorium pages 30-31.

Epilogue successfully completing the Lucrative Offer pages 33-34.

Epilogue surviving in an Escape Pod pages 35-36.

Epilogue surviving in the Shuttle pages 37-47.

Token -X pages 48-49.



Scenario 6 : Mother's Tale

This scenario is set aboard the Corporation's flagship, Mother, and utilises the reverse side of the Nemesis board and the rules of Aftermath Research. Players can utilise survivors from previous scenarios, or choose brand new characters. The Hibernatorium in this scenario is not confined to holding 5 Characters, for the purpose of this scenario the Hibernatorium can host any number of Characters that the gameplay requires. That stated, a maximum of only five Characters can be active during gameplay. A new Action for this Scenario will allow a Character to enter the Hibernatorium and be replaced by a newly awakened Character, thus it is possible for five players to play 2 or more or more Characters each, thus having ten or more Characters contributing to solving the scenario, but, a maximum of only five Characters in play at any one time.

Mother is a large vessel than Nemesis and has an appropriately scaled Hibernatorium which comes with a back up crew comprising a full complement of Nemesis and Aftermath characters, that is eleven Characters to choose from, including the Medic. Additionally the Hibernatorium can house all Lockdown and Nemesis Survivors making the potential of twenty one characters at the beginning of the scenario. Players can therefore choose to play their Survivor Characters from the previous scenarios or any of the available back up crew characters. The player with the highest number of VP gets to choose their Character first then in descending VP order the rest of the Characters are chosen maintaining the Nemesis rules for Character balance. It should be noted that players electing to use the CEO will be playing the CEO's doppelganger that survived Scenario 2, or, his doppelganger back up. The CEO actual is protected and takes no part in game play. (Well he is the boss!)

In this scenario players can choose to face either:

- a) Standard Intruders (Intruders that follow the rules as described in the Nemesis Rulebook).
- b) Evolved Intruders, Intruders with a Queen that has modified Actions to make her more adaptable to survival
- c) Carnomorphs.

To avoid any spoilers players will need to make their choice of Intruder type and their starting Characters immediately after reading page 5-7.



Witness Personal Data Log 005.

“I have just got time to record this prior to going sleepy bye bye’s in the Hibernatorium. A shuttle from Mars has just docked aboard Mother. The Executive Team have been ushered into the “Conference Room” to join the CEO as he congratulates the latest survivor to on-board Mother. After the usual sycophantic back slapping and general tonguing the CEO gives one of his pep talks. It turns out we are all due a serious slice of Corporation shares, serious promotions and those being addressed are now the CEO’s elite Executive Team. Now that’s what I’m talking about. That aside things are presumed to be a bit sticky with Earth and Mars Government authorities, hardly surprising with all that kerfuffle with Nemesis and the Mars facilities. So we are all going on a little vacation. We are going dark and travelling out of the Solar System to a secret location, Facility-X, at the margins of Deep Space. Its a location where the Corporation first encountered alien artefacts and viable organic material. Once we are at our destination we will be having some serious downtime and then attending some high-profile brainstorming sessions about what the Corporation is going to do next. Oh yes this is going to be a breeze.”

Scenario Set-up

Set up is as described in the rules for Aftermath Research Mode. For example add the Shuttle to the board and create an Event Deck combining the Aftermath and select Nemesis Event Cards:

- 1) Do not distribute any Corporate Objective or Personal Requirement Cards.
- 2) Each Escape Pod has a carrying capacity of four Characters.
- 3) If Lockdown Survivors are in play then ensure the Red and Yellow Lockdown Item Decks are available and close to the board. If a character acquires an item card that is only appropriate to a Lockdown scenario that Card may be discarded and an alternate chosen.
- 4) Intruder Weaknesses. If the Intruders are either Basic Intruders or Evolved Intruders, and Intruder Weaknesses have previously been uncovered then follow the following three steps to set up the Intruder Weakness board:
 - a. Shuffle the intruder Deck then turn over the top three cards.
 - b. If any of these cards are Weaknesses previously uncovered place those cards face up on the intruder Weakness Board.
 - c. Remove any of the remaining discovered weaknesses cards and place the card(s) back in the box. Shuffle the remaining Intruder Weakness cards and place face down sufficient cards to fill the remaining Intruder Weakness slots. This process is intended to reflect the fact that the intruders are slowly but surely adapting themselves to deal with their human prey.



Game play modifications

Regardless of the Intruder type chosen for this Scenario the following game events are required of this Scenario (See Figure 1) :

- 1) Any Character using the Shuttle to leave Mother must be wearing an undamaged Enviro-Suit. Enviro-Suits will be damaged if the Character has taken any wounds through combat with an Intruder or has a Larva on their Character Board. Enviro-Suits that have suffered a Light Wound, can be repaired at any time during gameplay by use of one Clothes Item. More serious wounds, including a larval infestation, will require the Enviro-Suit to be replaced. Replacement Enviro-Suits are available in the Shuttles Main Room at a cost of 2 Action Cards (One Card to retrieve the Enviro-Suit and one to put it on). There are sufficient Enviro-Suits and backups for all Characters in Play.
- 2) On revealing the Armoury place a Turret marker. Set the item count to three. A Character undertaking Search in The Armoury can choose one card from the available Item Deck. If there are Lockdown Characters in play items can be chosen from the Lockdown red Item Deck. Thematically this can be explained by the CEO preparing the ship for a combat situation.
- 3) On revealing the Surgery place a Turret Marker and set the item count to three. For the sake of clarity the number 3 refers to the number of searches, not the number of Item Cards that can be chosen.
- 4) A character undertaking Search in the Surgery can choose and keep two cards from the available Item Deck. Thematically this can be explained by the CEO preparing the ship for a combat situation.
- 5) On revealing the Storage Room place a Turret Marker.
- 6) A Character undertaking Search in the Storage Room can choose and keep one card from the available Item Deck. Thematically this can be explained by the CEO preparing the ship for a combat situation and/or a damaged ship. If there are Lockdown characters in play items can be chosen from the Lockdown red or yellow Item Deck



A new Action for Scenario 6

A new Action has been prepared to provide the crew with a new function. This Action is to revive crew from the Hibernatorium and have then contribute to the ongoing scenario. Whilst in the Hibernatorium Characters can spend any two 2 Action Cards to bring back a hibernating crew member. This Action is called Revive. Revive enables players to bring back any one of their surviving Characters that are in the Hibernatorium, or new crew. Revive has the following limitations:

- a) It cannot be used if the Hibernatorium has a Malfunction marker.
- b) It cannot be utilised if there is an Intruder in the Hibernatorium.
- c) Simultaneously to reviving crew the Character using the Revive Action can enter a hibernation chamber. Thematically the revived crew will be told the current situation by the Character wishing to enter the hibernation chamber.
- d) Revived Characters cannot increase the Character count in play beyond 5.
- e) Revived Characters must maintain the balance of Character types, i.e no more than one colour type in play.
- f) If the Revive Action increases the number of Characters above that of the number that started Scenario 6 then the Intruder bag should have additional Intruder Tokens added as per Aftermath Rules.
- g) The number of times Revive is used is limited only by the number of available Characters, noting that once a Character has been put into a hibernation chamber during the scenario's game play that Character cannot be revived.

Once the board is set up read and you have digested the above please read on.



Witness Personal Data Log 005

“What the fuck I mean what the actual fuck, our journey has been interrupted, fuck knows how fuck knows where we are, fuck knows why. The awakened crew are all looking shocked but thankfully still exuding a strong professional vibe, after all we all got jobs to do. What’s that, oh ok! We have our objectives: Explore the ship, find out where we are going and ensure the Navigation is set to Venus (Venus is a proxy for Facility X).Gotta go signing off.”

Before reading any further players will need to decide their choice of the Intruder. This can be made by the players or through a D6 die roll (1-2, Standard Intruders, 3-4 Evolved Intruders, 5-6 Carnomorphs). Evolved Intruders are Intruders with a Queen that has modified Actions to make her more adaptable to survival.

If the Intruders are Evolved Intruders read the printout for Evolved Intruders prologue or turn to page 10.

If the Intruders are Carnomorphs read the printout for Carnomorphs prologue or turn to page 11.

Otherwise turn the page:



Prologue for Standard Intruders

The Intruder hadn't moved hadn't attacked, it had just sat there. Its apparent inactivity facilitated the prey's escape. But it wasn't inactive it was absorbing and learning. Soon it would go dormant but not before sharing its knowledge of the prey and how they could be hunted.

It moved quickly hugging the ceiling and away into the dark of a Technical Corridor where it would find more of its kind and start the sharing process.

Aboard Mother the Intruder material that had been acquired was placed in secure laboratory facilities. The scientists and corporates had learnt a lot in the recent past. There was no fooling with this stuff, quarantine was the byword, the watchword and the governing word. Every Intruder item was transferred to vacuum-protected storage, human contact was forbidden. Androids and robots did the work under the strict supervision of the CEO and his team of specialists.

The CEO thought about what had already been learnt, what had been experienced, what these aliens represented. So as a measure against containment breach, he authorised some modification to security, engineering and medical functions.

And it was all a waste of time.

Despite quarantine measures and despite the scans there were undetected pieces of Intruder organics lying dormant and in human hosts. Organic material that began the processes of infection and ultimately larval growth.

Continue with the game until you Encounter any Intruder other than a Larva.
Then read the printout for Game Event Intruder Encounter, or turn to page 14.



Prologue for Evolved Intruders

The Intruder hadn't moved hadn't attacked, it had just sat there. Its apparent inactivity facilitated the humans' escape. But it wasn't inactive it was absorbing and manipulating. It was combining and metamorphosing its DNA to improve its species chance of survival. Soon it would go dormant prior to change but not before sharing its newfound strengths and its newfound adaptability. It moved quickly hugging the ceiling and scuttling away into the dark of a technical corridor where it would find more of its kind and start the distribution process.

Aboard Mother, Intruder material that had been acquired was placed in secure laboratory facilities. The scientists and corporates had learnt a lot in the recent past. There was no fooling with this stuff, quarantine was the byword, the watchword and the governing word. Every Intruder item was transferred to vacuum-protected storage, human contact was forbidden. Androids and robots did the work under the strict supervision of the CEO and his team of specialists.

The CEO thought about what had already been learnt, what had been experienced, what these aliens represented. So as a measure against containment breach, he authorised some modification to security, engineering and medical functions.

And it was all a waste of time.

Despite quarantine measures, despite the scans there were undetected pieces of Intruder organics lying dormant and in human hosts. Organic material that began the processes of infection and ultimately Larval growth.

On first Encountering an Intruder Adult (anything other than a Larva) read the printout for Game Event Evolved Intruder Encounter, or turn to page 17.



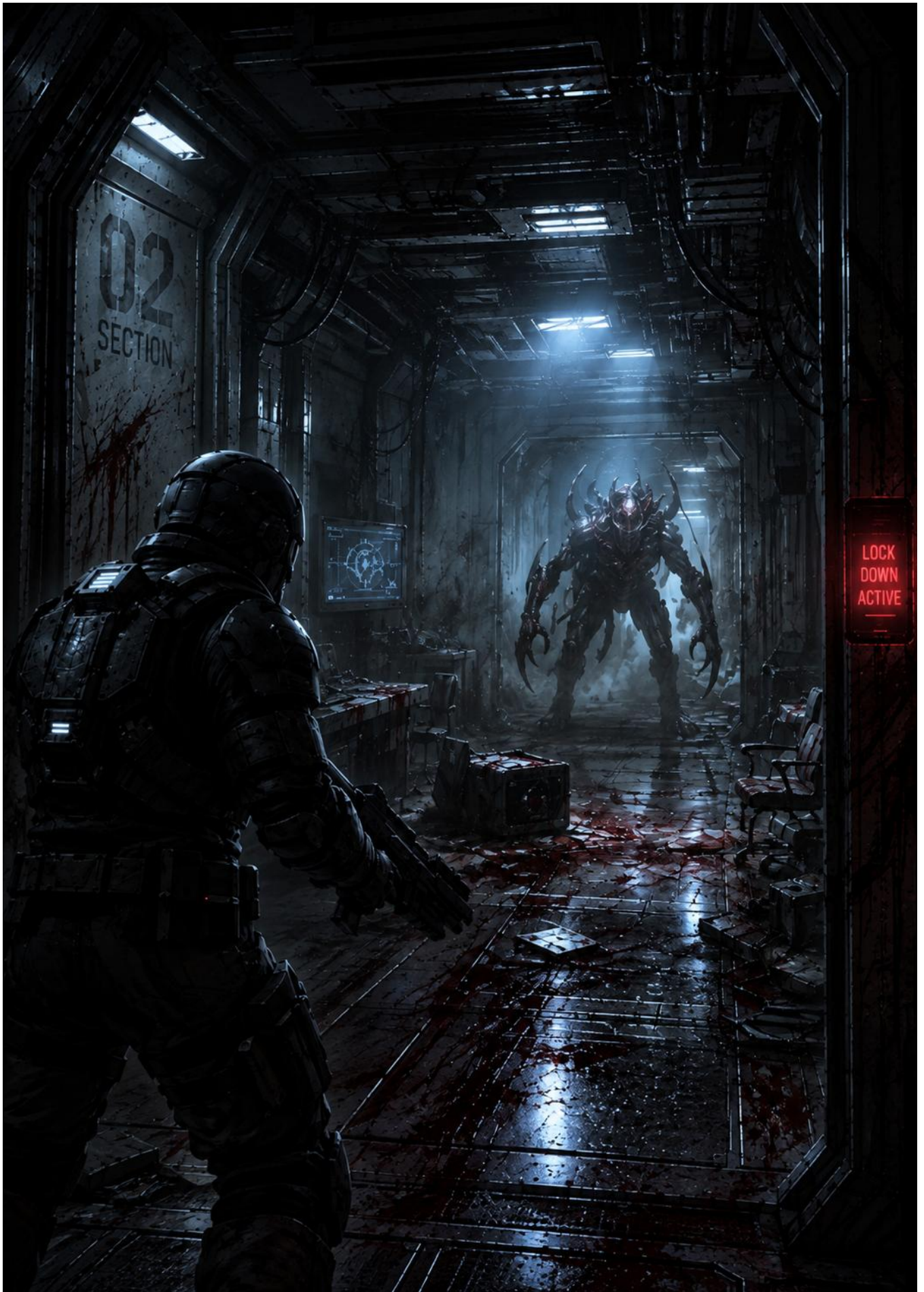
Prologue for Carnomorphs.

Aboard Mother the alien material that had been retrieved was placed in secure Laboratory facilities. The scientists and corporates had learnt a lot in the recent past. There was no fooling with this stuff, quarantine was the byword the watchword and the governing word. Every Intruder item was transferred to vacuum-protected storage, human contact was avoided. Androids and robots did the work under the strict supervision of the CEO and his team of specialists.

And it was all a waste of time. Despite quarantine measures, despite the scans there were microscopic pieces of Intruder material laying dormant and unseen in human hosts. Chameleon-like in their adaptability they mimicked human DNA. Microscopic time bombs that had already started to tick.

Tick tock tick tock tick tock tick tock.

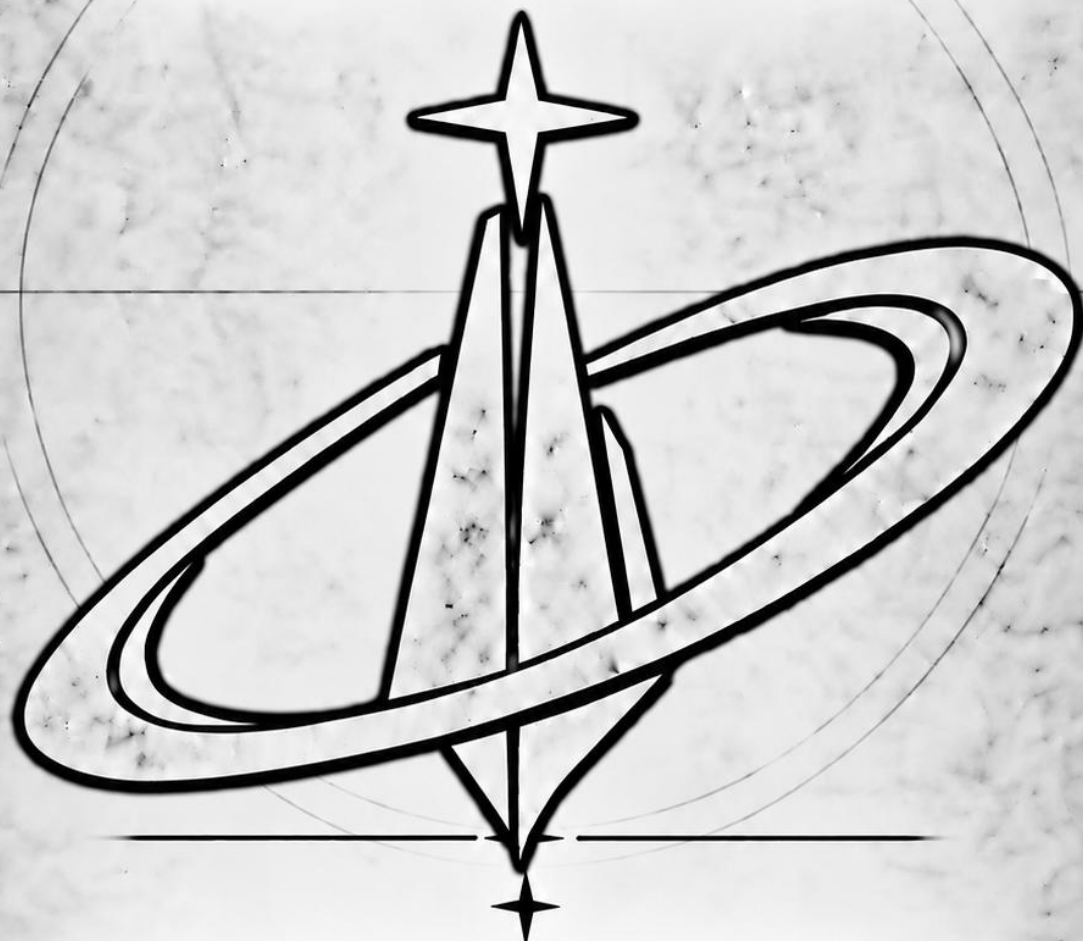
When you encounter your first Carnomorph Read Game Event First Carnomorph Encounter or turn to page 19.





The Road to Retaliation

SCENARIO 6



GAME EVENT

— FIRST INTRUDER ENCOUNTER —



First Standard Intruder Encounter.

“What the fuck is that, holy fuck I don’t remember them moving that quick and I certainly don’t remember it being that mean looking. Did we really beat these fucks? Coz where I’m standing it must have been a very close thing.

I ain’t happy. No not at all I mean we’re in some pretty deep shit now.....

Reckon there is only three ways out of this either fox trot alpha in an escape pod, or take the shuttle and man ain’t there gonna be some competition for those rides. Or eradicate every one of those sons of bitches. I figure its teamwork, or, everyone for themselves.

What to do who to trust oh man what am I going to do what am I going to do?”

Place the Lucrative Offer on the table.

Place Token X on the table.

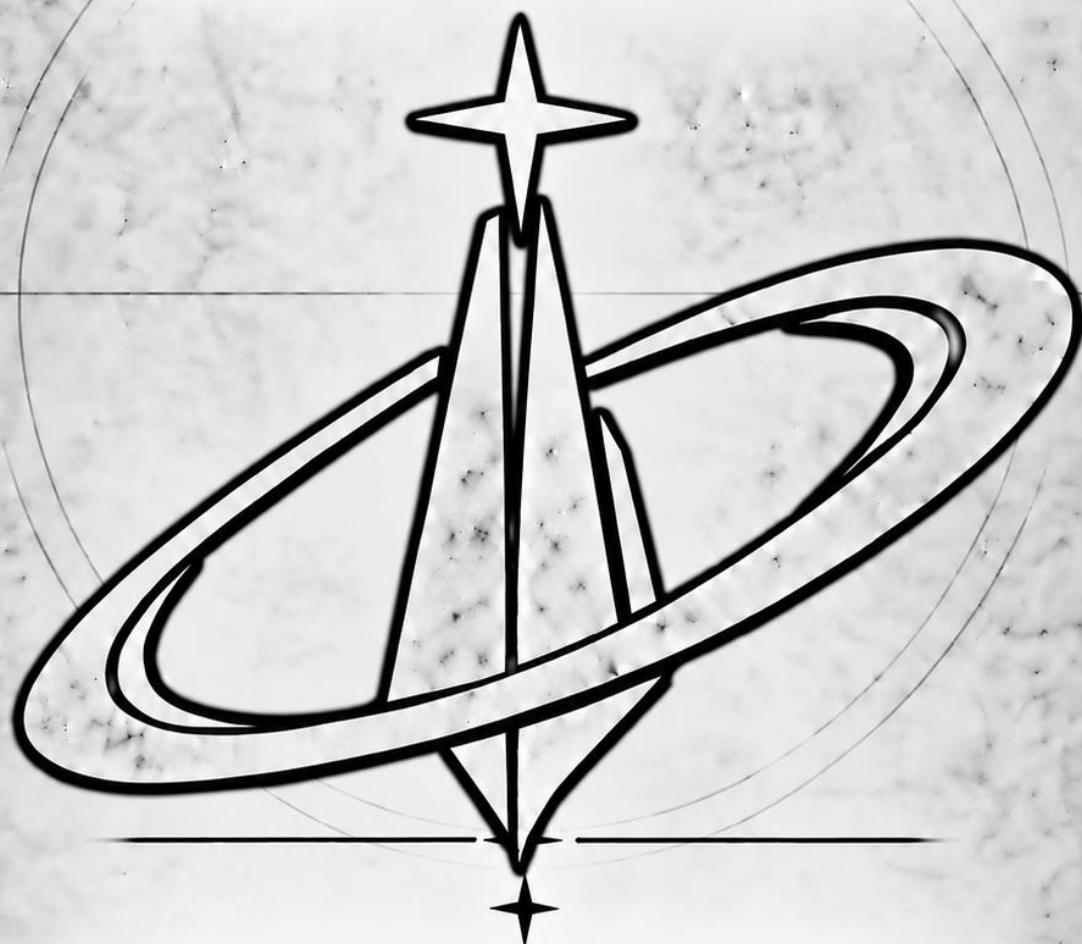
Now you have encountered your first Intruder its time for players to decide on what objectives their Character is going to try and achieve, so please read the printout for Game Event Winning Conditions and VP Assignment, or turn to page 27.





The Road to Retaliation

SCENARIO 6



GAME EVENT

— FIRST EVOLVED INTRUDER ENCOUNTER —



First Evolved Intruder Adult Encounter.

“What the fuck is that, holy fuck I don’t remember them moving that quick and I certainly don’t remember it being that mean looking. Has the Corporation been hiding something from us, are these things fucking evolving. We only just managed to deal with those earlier things, how we gonna manage now , I mean how we gonna manage now coz where I’m standing we’re in some pretty deep shit”.

“Reckon there is only three ways out of this. Either fox trot alpha in either an escape pod, or take the shuttle and man ain’t there gonna be some competition for those rides. Or, eradicate every one of those alien sons of bitches. I figure its teamwork or everyone for themselves.

What to do who to trust oh man what am I going to do what am I going to do?”

Place the Lucrative Offer on the table.

Place Token X on the table.

Prior to experiencing the Queen's full range of behaviours it is important that players decide on what objectives their Character is going to try and achieve, either:

a) complete the newly revised Corporate Objective:

- 1) Explore every Room aboard Mother.
- 2) Ensure that there are two functioning Engines.
- 3) Set Navigation Co-ordinates to Venus (Proxy for Facility X).The Character that achieves this gains Token A.
- 4) Kill all intruders. Characters that are responsible for killing an Intruder will be rewarded so take note of your “body count” and type of Intruder you wasted.
- 5) Be successfully hibernated, or

b) take the Lucrative Offer surviving in an Escape Pod with an Egg. The journey to safety is likely to take a long time this close to Deep Space but that risk is gotta be better than facing those things, hasn’t it? Or,

c)Just get the fuck out of here in the Shuttle.Or,

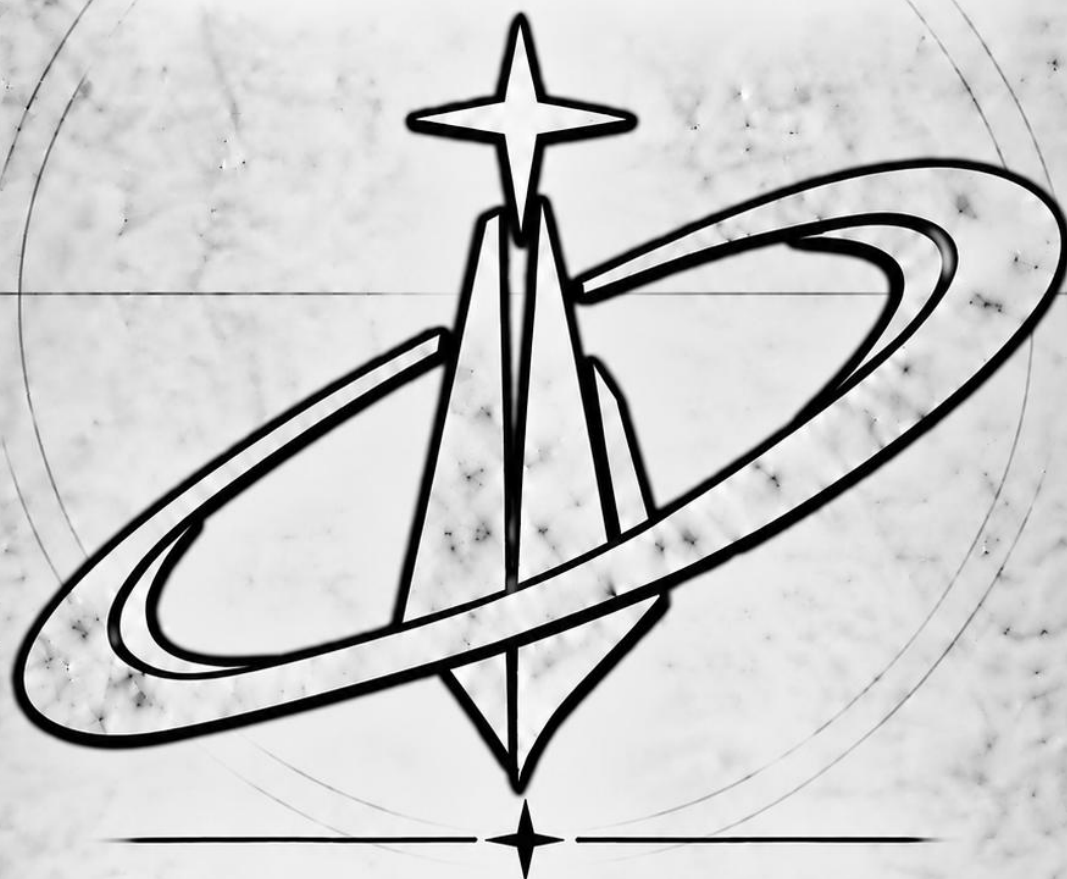
d)Take Token-X.

When you have decided return to the game until you encounter the Queen then read the printout for Queen Encounter, or turn to page 2222.



The Road to Retaliation

SCENARIO 6



GAME EVENT

— FIRST CARNOMORPH ENCOUNTER —



First Encounter with a Carnomorph.

“What the fuck is that, holy fuck I don’t remember them moving that quick and I certainly don’t remember it being that mean looking. Has the Corporation been hiding something from us, are these things fucking evolving. We only just managed to deal with those earlier things, how we gonna manage, I mean how we gonna manage now coz where I’m standing we’re in some pretty deep shit”.

Reckon there is only three ways out of this. Either fox trot alpha in either the Escape Pod, or take the Shuttle and man ain’t there gonna be some competition for those rides. Or eradicate every one of those alien sons of bitches.

Its teamwork or everyone for themselves.

What to do who to trust oh man what am I going to do what am I going to do?”

Place the Lucrative Offer on the table.

Place Token X on the table.

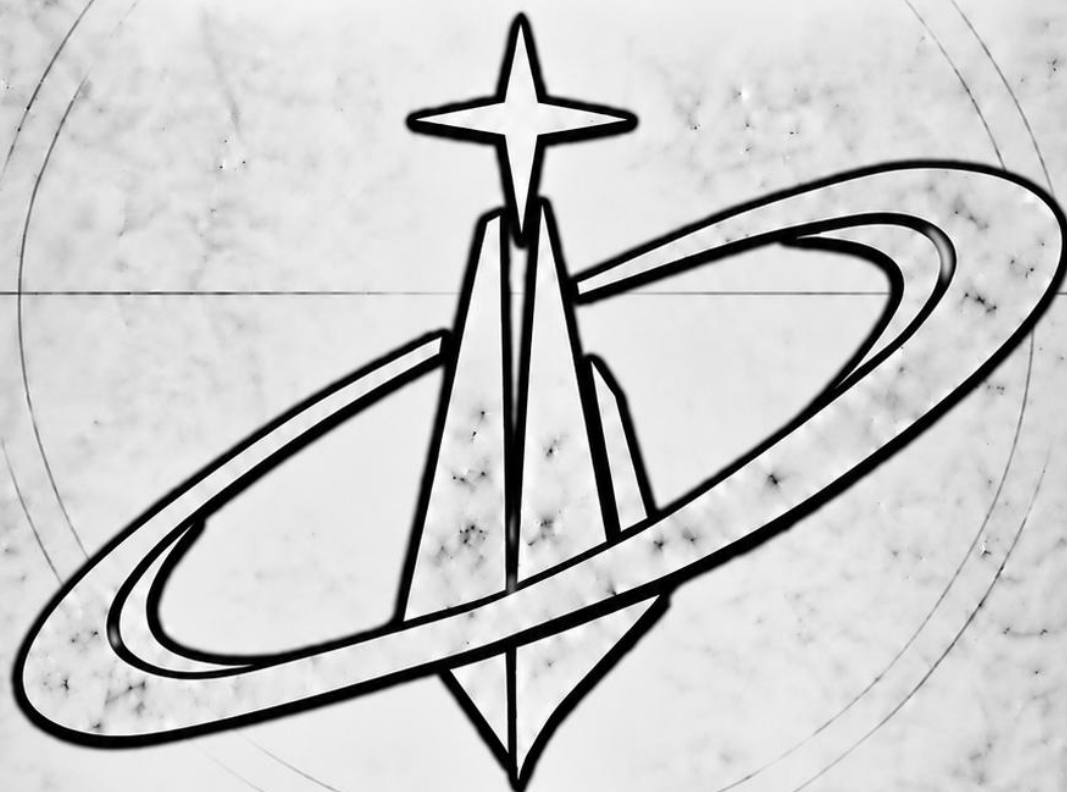
Now you have encountered your first Intruder please read the printout for Winning conditions and VP Assignment or turn to page 27.





The Road to Retaliation

SCENARIO 6



GAME EVENT

— FIRST QUEEN ENCOUNTER —



On first encountering The Queen

The Intruders have learnt from their past contacts with humans and have got smarter evolving their Queen into a creature with stronger survival instincts. The underlying explains how her new behaviour manifests, so please read the following revised rules for the Queen.

These revised rules for the Queen add a new dimension to the game providing a potentially tougher Queen and a new mechanic for her movement. These revisions are summarised as two new types of Action , RETREAT and HEAL.

When the Queen has reached injuries equivalent to half of her health (as defined by the combined Health of two cards drawn in Combat) she will undertake the Action Retreat. Retreat occurs as a new Action in the Event Phase. Refer to Figure 1.

Retreat. The Queen will retreat from Combat and make her way to the Nest via the most direct rout, I.e the route that requires the least number of Actions to reach the Nest. Thematically the Queen is attempting to get to the Nest so that she can undertake a healing process and thus reduce the number of her Injuries. Retreat comprises up to two consecutive Actions, Retreat 1 and Retreat 2. These occur as the first Action in the Event Phase and effectively provide the Queen the ability to move twice during the Event Phase:

Retreat 1 – The Queen moves from her current Room into any adjacent Room that is in a direct path to the Nest. As she undertakes Retreat 1 the Queen deals one Light Wound and one Contamination Card to any Characters in the Room she has vacated. If the Queen has not reached the Nest after Retreat 1 then she immediately undertakes Retreat 2. This is summarised as Figure 1.

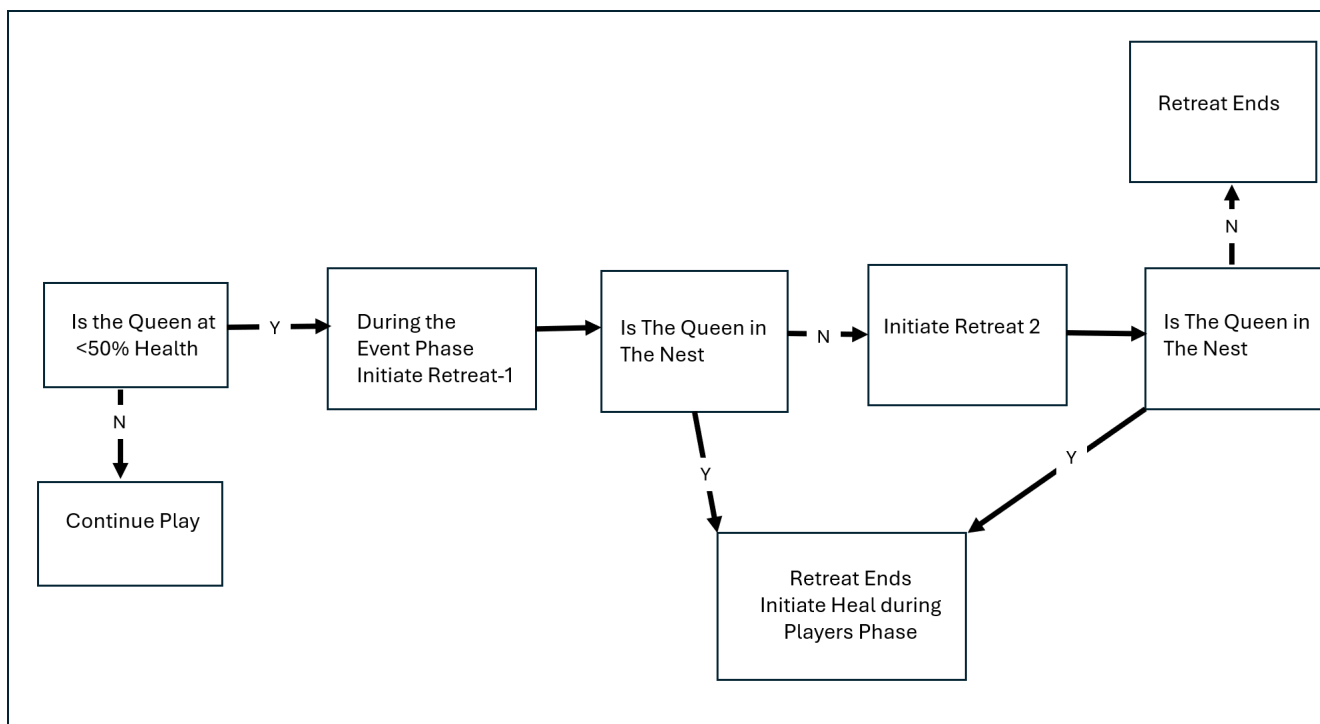


Figure 1. Diagrammatic summary of the decision process associated with Retreat.

Retreat 2 - Repeat Retreat 1. At the end of Retreat 2 the Queen will not attack any characters sharing her space as thematically she is focused on moving as quickly as she can to the Nest and will simply lash out with her claws as she leaves a room (dealing one light wound to any character in the Room) not stopping to undertake a more meaningful and dedicated attack.

If she encounters locked doors during Retreat the same rules apply as in the Nemesis Rule Book.

The Queen will undertake Retreat until she reaches the Nest. She can Retreat once per Event Phase. The Queen's behaviour is further modified during Retreat by the following Actions during the Event Phase:

- Intruder movements as directed by the Event Card do not effect the Queen, unless the movement places her directly into the Nest.
- During the Intruders Attack step in the Event Phase the Queen will not Attack any Character. Thematically she is focused on getting to the Nest and protecting her current Health.
- On reaching the Nest, Retreat is over.

If the Queen is in the Nest as a result of Retreat she will undertake the action Heal which starts in the following Player Round.



Heal, at the beginning of the Player Round and prior to any Player Action the Queen will gain one health point. Heal will be in force until the Queen has no Injuries. While undertaking Heal the queen will neither Move or Attack during the Event Phase.

During Heal the Queen will undertake a new Action, **Call**. Refer to figure 2.

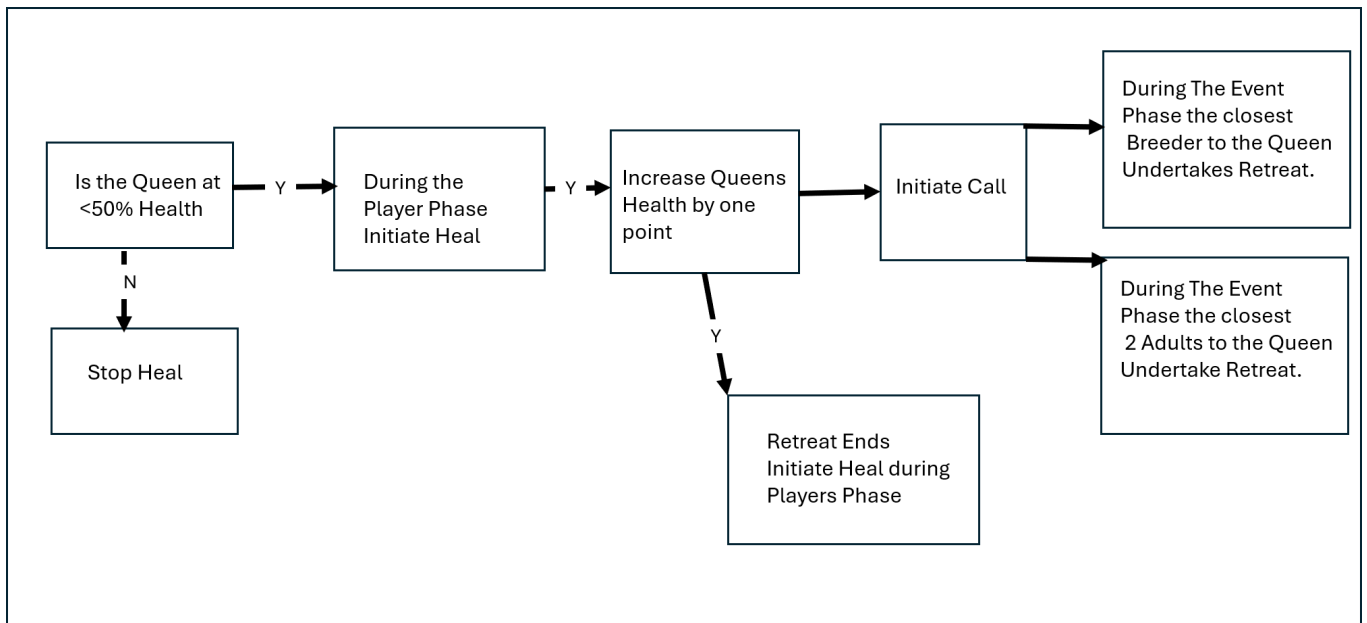


Figure 2. Summary of the effects actioned by the Queen's Action Heal and the subsequent Queen Action Call.

Call, any one Breeder or any two Adults will undertake Retreat 1 at the next Event Phase. Retreat 1 has all the same implications of Retreat as applied to the Queen. Once a Breeder or two Adults reaching the Nest Retreat and Call will end. Refer to Figure 2 and 3.

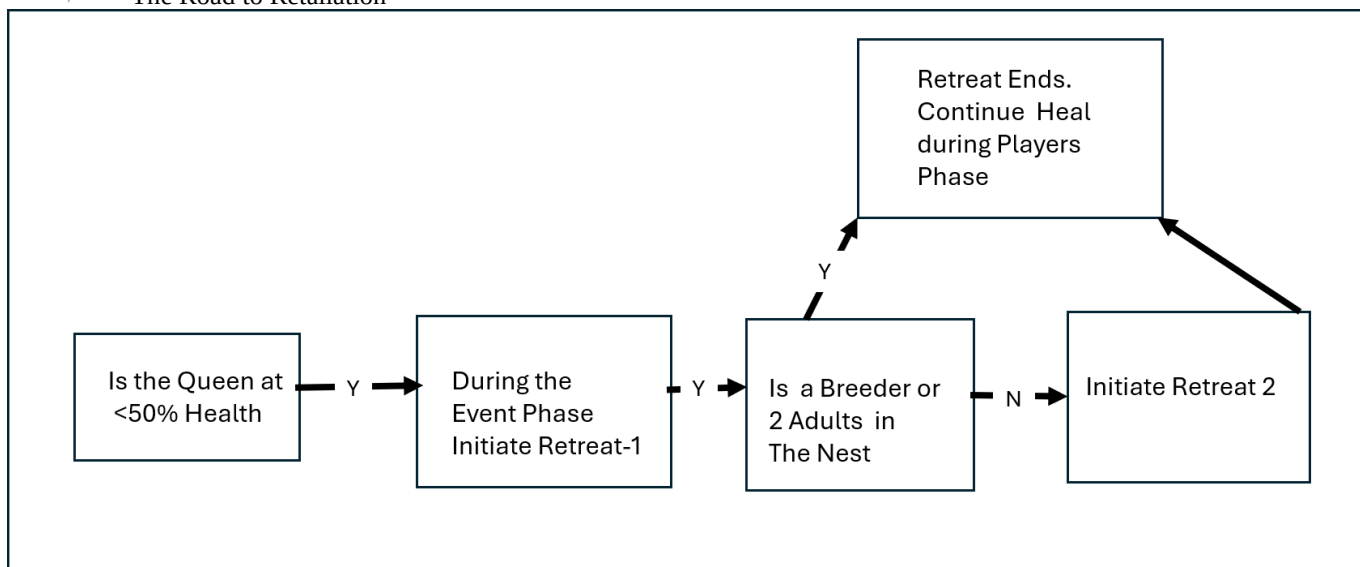


Figure 3. Summary of the possible outcome of Breeder and or Adults utilising Retreat.

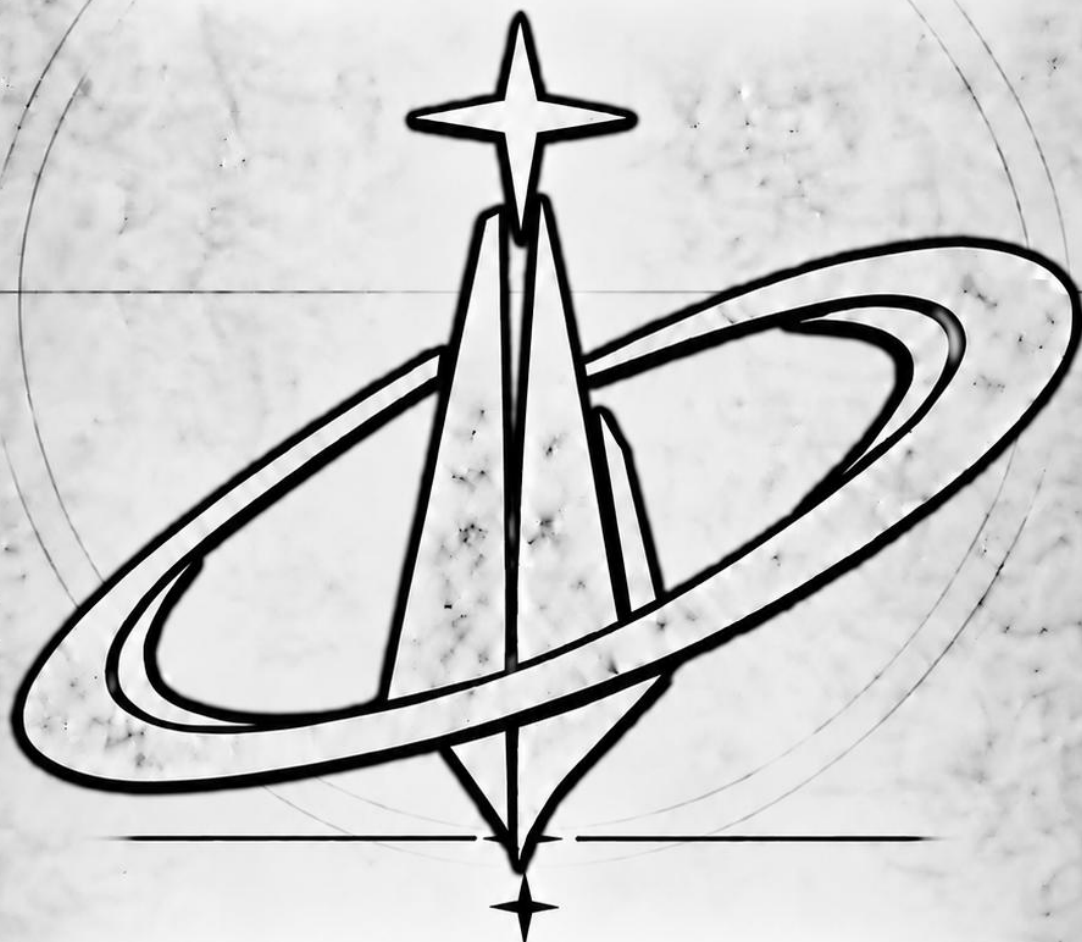
Once Heal has restored all of the Queen's hit points the Queen will not be able to use Retreat or Heal again.

Now you know what you are up against please read the printout for Winning Conditions and VP Assignment or turn to page 27.



The Road to Retaliation

SCENARIO 6



GAME EVENT

— WINNING CONDITIONS AND VP ASSIGNMENT —



Winning Conditions

Each Player must decide how they want to play their Character (s) either, i) Complete the newly revised Corporate objectives,

- a) Explore every Room aboard Mother.
- b) Ensure that there are two functioning Engines
- c) Set Navigation Co-ordinates to Venus (Proxy for Facility X). Character that does this gains Token A.
- d) Kill all intruders. Characters that are responsible for killing an Intruder will be rewarded so take note of your “body count” and type of Intruder.
- e) Be successfully hibernated.

The objectives of Token X, or ii) take the Lucrative Offer surviving in an Escape Pod with an Intruder Egg. The journey to safety is likely to take a long time this close to Deep Space but that risk is gotta be better than facing those things, hasn't it?

Please continue the game until its completion then turn the page for Assigning Victory Points.



Victory point assignment

Congratulations for getting this far and surviving. The following text explains how to distribute your hard-earned Victory Points and summarise what happens next.

2VP awarded to each and every per Character used in previous scenarios, that played an active role in Scenario 6.

If you have taken the Lucrative Offer, gain 5 Victory Points and read the printed file Epilogue Lucrative Offer, or turn to page 3333.

If you have exited in an Escape Pod read the printout Epilogue Escape Pod or turn to page 35.

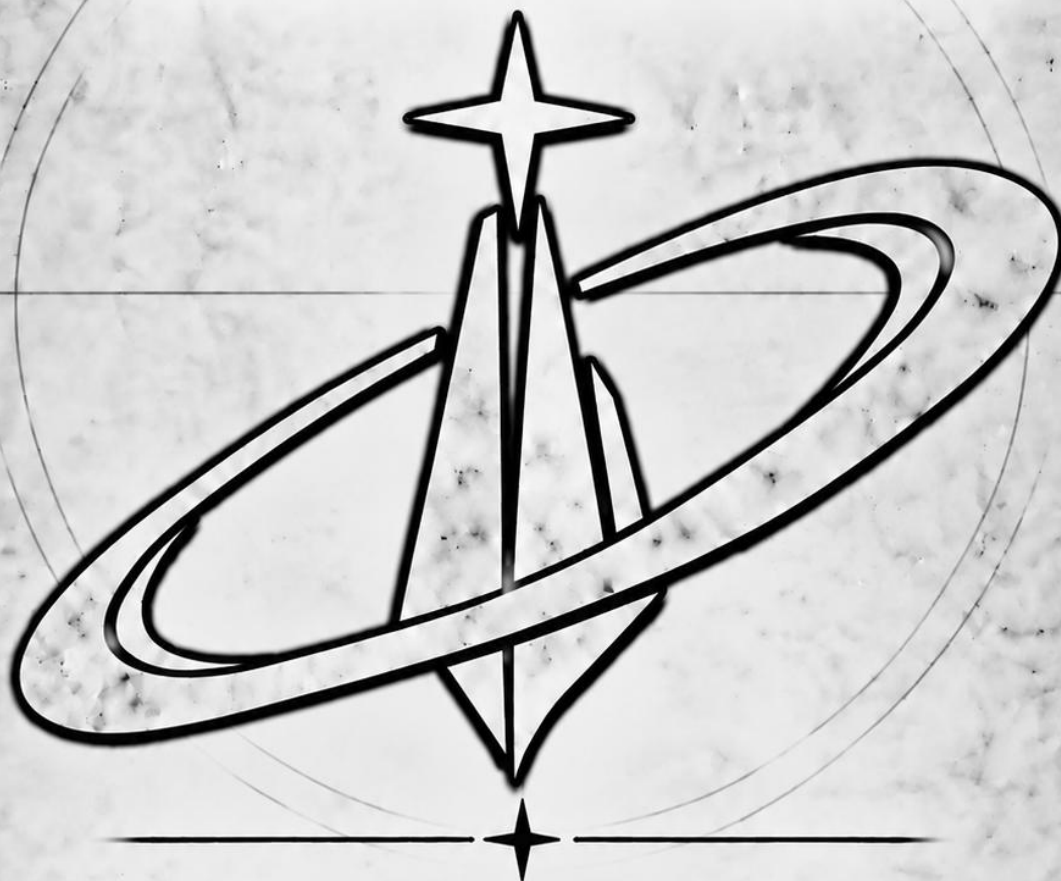
If you exited Mother in the Shuttle read the printout for Epilogue Shuttle or turn to page 3838.

If you have succeeded in the requirements of Token X turn to page 51.

Otherwise turn the page.



SCENARIO 6



EPILOGUE

— HIBERNATORIUM —



Epilogue - survival in the Hibernatorium

Well done for completing the Corporate Objectives, very well done indeed. The CEO is proud of you and has granted the following Victory Point distribution:

5 VP to the character that killed the Queen.

3 VP to any character that killed a Breeder (3 VP per Breeder)

1 VP for any character that killed an Adult (1VP per Adult).

1 VP for the character that gained Token A.

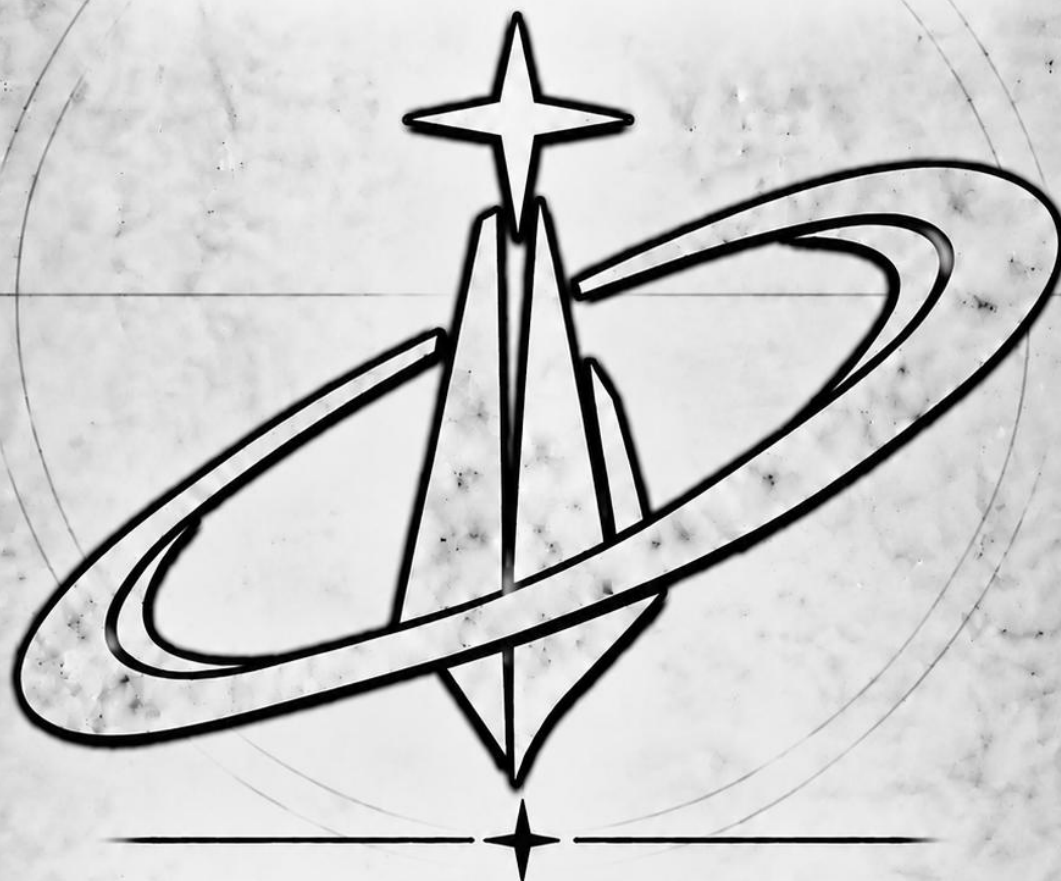
1 VP for each character taking part in this Scenario that was able to successfully enter a Hibernation chamber. For example if the Medic was in play and four other characters that took part in the scenario also returned to a hibernation Pod the Medic would gain 5 VP.

The Campaign continues as Scenario 7, feel free to keep or trade your VP to become Empowered prior to reading Scenario 7.





SCENARIO 6



EPILOGUE

— LUCRATIVE OFFER —



Epilogue Lucrative Offer

The Character breathed a long and heart felt sigh of relief as Mother shrank to a dot and then vanished. Awareness was beginning to fade as chemicals did their job and prepared the body for an extended hypersleep as the pod accelerated to its maximum G.

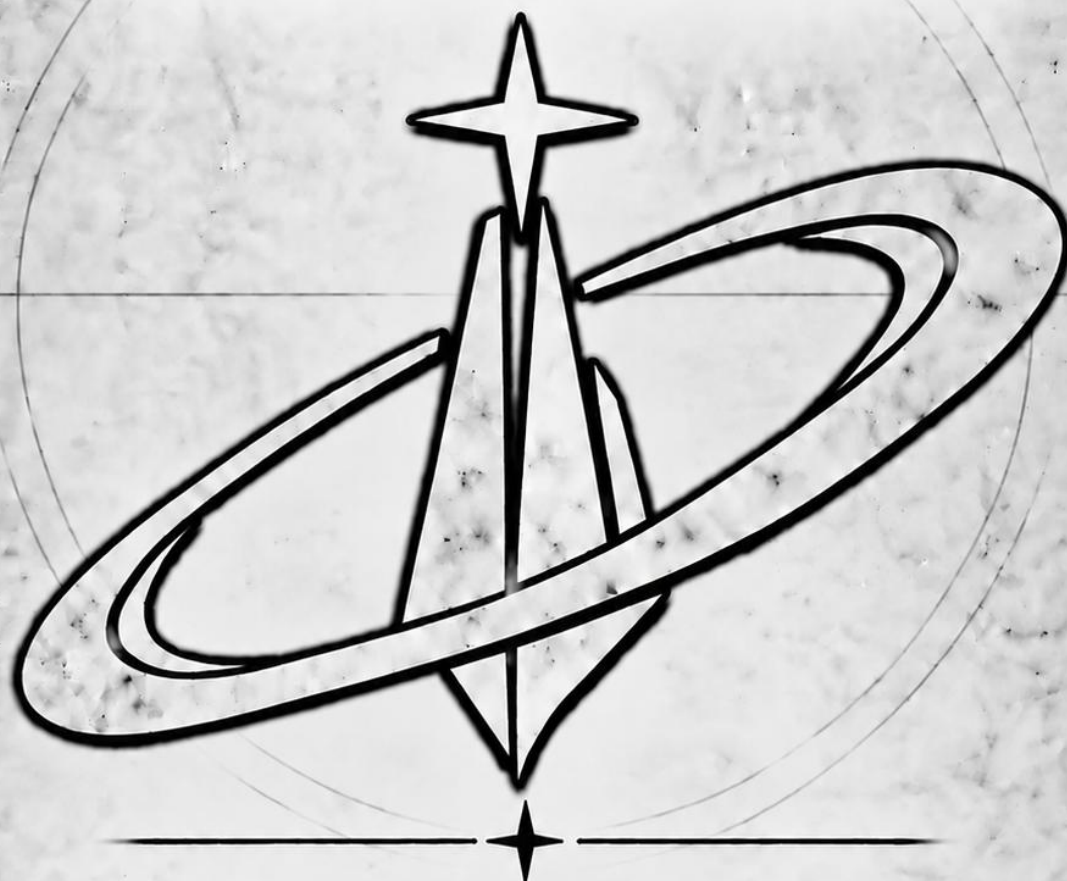
If the Quarantine Division Gold Token, or, three or more Quarantine Division Tokens have been acquired during the campaign then read 5) below, otherwise shuffle a deck of Player Order Cards numbers 1-4, and then reveal the top card to determine the fate of the Character.

- 1) Scans are not infallible. As the character sleeps gradual and unpleasant mutations are causing the body to grow and swell. Cells multiply exponentially, feeding off the pods contents and the human host. Growth continues until the pressure is so great that the pod breaches exploding organic and inorganic matter in to the void to freeze into a kaleidoscope of unrecognisable crystals. This character dies and loses all accumulated VP. For any surviving characters the campaign continues as Scenario 7.
- 2) This far out in space so close to Deep Space escape pods are really little more than a hope for survival. Uncharted gravity fields and micro meteor impacts gradually erode the pods ability to maintain course and velocity. Inexorably the pod begins to slow until finally its velocity is insufficient to maintain a fixed navigational path. The pod moves to the vagaries of the local gravity field finally burning up in the tail of a comet. Such misfortune the pod had made it to the edge of the Solar System so near and yet so far. This character dies and loses all accumulated VP. For any surviving characters the campaign continues as Scenario 7.
- 3) The pod is picked up by a Corporation vessel Nemesis-2 en-route to Facility-X. The Character is back on the gravy train with all VP intact and a bright future ahead. If Mother has survived (Scenario 6 Corporate Objectives secured) then Nemesis-2 will transport the Character to a shared orbit with Mother and the Character will join the survivors in Scenario 8. If Mother has not survived Scenario 6 then the Scenario failed and so has the campaign for this Character. The end.
- 4) Scans are not infallible. As the character sleeps gradual and unpleasant mutations are causing the body to grow and swell. Cells multiply exponentially, feeding off the pods contents and the human host. Growth continues until the pressure is so great that the pod breaches exploding organic and inorganic matter in to the void to freeze into a kaleidoscope of unrecognisable crystals. This Character dies and loses all accumulated VP. For any surviving Characters the campaign continues as Scenario 7.
- 5) The pod is picked up by an Earth Quarantine Division vessel. The Quarantine boys had finally untangled all the misdirection and bullshit the CEO had been feeding them and deep space probes had been set on the track of Mother. A probe alerted the Quarantine Division to the presence and trajectory of the Escape Pod and they were keen to retrieve it. The Character is less keen on the situation finding an interrogation cell and a marine interrogator not what was expected or to their liking. It's gonna be a long painful trip back to Earth. But on the bright side the character gets to keep their VPs and gains a Marine Squad Token. This Character plays no further part in the campaign and may be eligible to play in an Epilogue game of Nemesis Retaliation. For any surviving characters the campaign continues as Scenario 7.



The Road to Retaliation

SCENARIO 6



EPILOGUE

— ESCAPE POD —



Epilogue Escape Pod

If the Quarantine Division Gold Token, or, three or more Quarantine division Tokens have been acquired during the campaign then read 5) below, otherwise shuffle a deck of Player Order Cards numbers 1-4, and then reveal the top card to determine the fate of the Character.

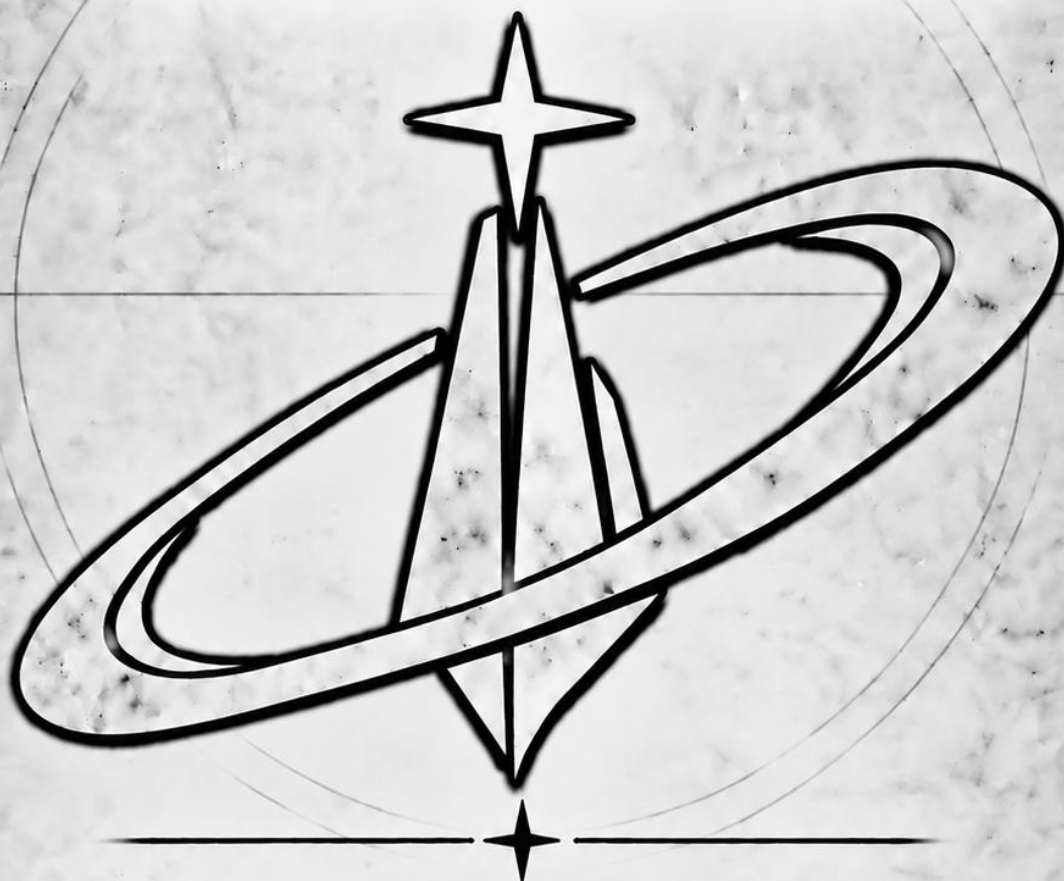
- 1) Scans are not infallible. As the character sleeps gradual and unpleasant mutations are causing the body to grow and swell. Cells multiply exponentially, feeding off the pods contents and the human host. Growth continues until the pressure is so great that the pod breaches exploding organic and inorganic matter in to the void to freeze into a kaleidoscope of unrecognisable crystals. This character dies and loses all accumulated VP. For any surviving characters the campaign continues as Scenario 7.
- 2) This far out in space so close to Deep Space escape pods are really little more than a hope for survival. Uncharted gravity fields and micro meteor impacts gradually erode the pods ability to maintain course and velocity. Inexorably the pod begins to slow until finally its velocity is insufficient to maintain a fixed navigational path. The pod moves to the vagaries of the local gravity field finally burning up in the tail of a comet. Such misfortune the pod had made it to the edge of the Solar System so near and yet so far. This character dies and loses all accumulated VP. For any surviving characters the campaign continues as Scenario 7.
- 3) The pod is picked up by a Corporation vessel Nemesis-2 en-route to Facility-X. The Character is back on the gravy train with all VP intact and a bright future ahead. If Mother has survived (Scenario 6 Corporate Objectives secured) then Nemesis-2 will transport the Character to a shared orbit with Mother and the Character will join the survivors in Scenario 8. If Mother has not survived Scenario 6 then the Scenario failed and so has the campaign for this Character. The end.
- 4) Scans are not infallible. As the character sleeps gradual and unpleasant mutations are causing the body to grow and swell. Cells multiply exponentially, feeding off the pods contents and the human host. Growth continues until the pressure is so great that the pod breaches exploding organic and inorganic matter in to the void to freeze into a kaleidoscope of unrecognisable crystals. This Character dies and loses all accumulated VP. For any surviving Characters the campaign continues as Scenario 7.
- 5) The pod is picked up by an Earth Quarantine Division vessel. The Quarantine boys had finally untangled all the misdirection and bullshit the CEO had been feeding them and deep space probes had been set on the track of Mother. A probe alerted the Quarantine Division to the presence and trajectory of the Escape Pod and they were keen to retrieve it. The Character is less keen on the situation finding an interrogation cell and a marine interrogator not what was expected or to their liking. It's gonna be a long painful trip back to Earth. But on the bright side the character gets to keep their VPs and gains a Marine Squad Token. This Character plays no further part in the campaign and may be eligible to play in an Epilogue game of Nemesis Retaliation. For any surviving characters the campaign continues as Scenario 7.

The End





SCENARIO 6



EPILOGUE — SHUTTLE —



Epilogue Shuttle

The thing about escaping in the Shuttle, its just got to be consistent with Corporate Objectives, I mean it is their shuttle.

So before the players can sit back and congratulate themselves there is a little bit more housekeeping to attend to.

If there are no live Adult Intruders on the Shuttle read page 46.

Otherwise

The following conditions need to be resolved for each character:

If your Character is in the Main Room, with a functioning Enviro-Suit, and there are no alive Intruders in that Room turn to page 39.

If your Character is in the Main Room with a damaged Enviro-Suit and there are no alive Intruders in that Room turn to page 40.

If your Character is in the Main Room and there are alive Intruders in that Room turn to page 4242.

If your Character in a Shuttle Room and not wearing a functional Enviro-Suit turn to page 4343.

If your Character is in a Shuttle Room, with an alive Intruder turn to page 44.

If your Character is in a Shuttle Room and wearing a functional Enviro-Suit turn to page 45.



In a vacuum, no one can hear you laugh.

You stare around the Main Room gratefully looking at the closing bulkhead door, and the panel readouts that have confirmed that all the other Rooms aboard the Shuttle are under vacuum conditions. As the door thuds closed you triple check your Enviro-Suit one last time and you feel the Main Room's air beginning to be pumped out. “You made it you fucking made it.” With a slight lurch the Shuttle disengages from Mother and you sag with relief feeling the seat constraints bite into you with the increasing G. It’s over all over.

Turn to page 46.



In a vacuum no one can hear you gasp.

If there are other characters with you read Paragraph A, otherwise skip to Paragraph B:

Paragraph A

You stare around the Main Room gratefully looking at the closing bulkhead door, and the panel readouts that have confirmed that all the other rooms aboard the Shuttle are under vacuum conditions. As the door thuds closed you triple check your environment one last time and then your guts drop through the floor, you have a tear, a fucking tear. You feel the Main Room's air beginning to be pumped out your frantically search for a repair kit, then firm hands are helping you....

Roll a Red Combat die if its anything other than a blank then:

“ The patch sealed in the nick of time. You made it you fucking made it.” With a slight lurch the Shuttle disengages from Nemesis and you collapse with relief into a seat buckling up and closing your eyes. Its over all over. Turn to page 46 to ascertain what happens next.

If it is a blank then :

Despite the best efforts of your colleagues the damage to your suit was too extensive and as you black out with your last breath your final image is of face plates crowding around you, face plates covering shocked faces their open mouths silent witness to your last moments.

For you the Scenario is over, all your Character's Victory Points are rescinded and you play no further part in this campaign. Unless you are the Android in which case you just pulled off the practical joke of the century and keep all your Victory Points and need to turn to page 46 to see what fate has in store for you.

Paragraph B

You stare around the Main Room gratefully looking at the closing bulkhead door, and the panel readouts that have confirmed that all the other rooms aboard the Shuttle are under vacuum conditions. As the door thuds closed you triple check your environment one last time and then your guts drop through the floor, you have a tear, a fucking tear. You feel the Main Room's air beginning to be pumped out your frantically search for a repair kit, there in the chemicals locker you calmly unwrap the packaging and set about your task....

Roll a Red Combat die if its anything other than a blank then:

“ The patch sealed in the nick of time. You made it you fucking made it.” With a slight lurch the Shuttle disengages from Mother and you collapse with relief into a seat buckling up and closing your eyes. Its over all over.

Turn to page 46 to see what fate has in store for you.

If it is a blank then : Despite your best efforts the damage to your suit was too extensive and as you black out with your last breath your final feeling is the slight lurch as the shuttle disengages.



The Road to Retaliation

For you the scenario is over, all your character's Victory Points are rescinded, unless you are the Android in which case you shut down your human mimicry protocols, strap yourself into a seat and prepare for a long journey comforted by the knowledge that all your Victory Points are intact. Turn to page 46 to see what fate has in store for you.



Frenzy

If you are with at least one adult Intruder read the underlying Paragraph A, otherwise skip to Paragraph B.

Paragraph A

You watched the Intruder as it sat hunched in the corner, its head swinging from left to right its tail flicking and its claws clicking. Then the door closed and the pumps got to work on the Main Room's air. And that is when the Intruder (s) went ape.

The intruder(s) detect the increasing vacuum of the Main Room and in an effort to find an escape route it/they go into a frenzy, slashing clawing biting slicing anything and everything in their way. The frenzy is short but it leaves no Enviro-Suit un-punctured and no character unwounded. The lowering air pressure in the room provides an excellent environment for blood to blossom from veins, and arteries. Lungs struggle to capture the rapidly diminishing air and hearts struggle to get blood to organs. Soon bodies begin to fall twitching in their death throws the Main Rooms floor becoming a grotesque carpet of severed limbs, twitching bodies and spreading blood.

If the Android is present then it takes a Serious Wound and a Contamination Card if these don't kill it then it is the only survivor, after all machines don't need air, turn to page 46. to learn your fate.

For all the other characters in the Main Room the game is over and all their Victory Points are rescinded.

Paragraph B

The Larvae raises itself up of the floor its blunt head sensing the air in a parody of a dog snout reaching for its masters hand. You step back as far as you can you've seen these fuckers move and they move quick. Others are positioning themselves behind chairs, or consoles, the room pumps on their final cycles It looks like the little shit is going to asphyxiate before it can do any damage"

The player with the most untreated injuries, excluding the Android, must make a Red Combat die roll. If a blank is rolled then read on, otherwise larvae expires in vacuum, turn to page 46 to learn your fate. Otherwise.....

You were very wrong and you weren't quick enough, the creature leapt with blinding speed impacting your abdomen and sending you careering across the floor, before you had time to get your hands around it searing pain made you arch your back and flail your limbs as razor sharp teeth sliced into your flesh and tore into muscle. In seconds the thing bored into your body. Staggering up you realise the reality of your new circumstance, and you are soon falling back to the floor your body in shock, your heart in overdrive, your lungs struggling to find non existent oxygen and your feet drumming a final silent tattoo.

For you the Scenario is over, all your Characters' Victory Points are rescinded.



In a vacuum, no one can hear you die.

If you are the Android. You strap yourself into a chair, shutting down all human mimicry protocols to conserve energy and you wait for the completion of your journey. Turn to page 46 to learn your fate.

Otherwise:

With sudden realisation you bang on the closing door, your fists hammer a tattoo that no one responds to. Its too late, far too late. Pumps hum and you feel the air rapidly leaving the room, in a blind panic you search the instrument consoles for anything that can terminate the Quarantine Protocol nothing, nothing. But there, there you have found the communication interface and toggle it but all too late you cannot be heard, there is no air to convey your voice.

You do not feel the pain as your head bounces off the console, you have already blacked out and mercifully have no awareness of your body's silent fall to the floor.

The Scenario is over for you and all your character's Victory Points are rescinded.



In a vacuum, no one can hear you bleed.

If the Intruder is any kind of Adult read Paragraph A, otherwise immediately read Paragraph B.

Paragraph A

You watched the Intruder as it sat hunched in the corner, its head swinging from left to right its tail flicking and its claws clicking. Then the door closed and the pumps got to work on the Room's air. And that is when the Intruder (s) went ape.

The Intruder(s) detect the increasing vacuum of the Room and in an effort to find an escape rout it/they go into a frenzy, slashing clawing biting slicing anything and everything in the way. The frenzy is short but it leaves multiple wounds on your character. The lowering air pressure in the room provides an excellent environment for blood to blossom from veins, and arteries. Lungs struggle to capture the rapidly diminishing air and your heart's struggles to get blood to organs. Soon your body begin falls twitching in its death throw.

The scenario is over for you and all your character's Victory Points are rescinded.

If the Android is present then it takes a Serious Wound and a Contamination Card if these don't kill it then it is the only survivor, after all machines don't need air, turn to page 46 to learn its fate.

Paragraph B

You weren't quick enough, the creature leapt with blinding speed impacting your abdomen and sending you careering across the floor, before you had time to get your hands around it searing pain made you arch your back and flail your limbs as razor sharp teeth sliced into your flesh and tore into muscle. In seconds the thing bored into your body. Staggering up you realise the reality of your new circumstance, and you are soon falling back to the floor your body in shock, your heart in overdrive and your lungs struggling to find non existent oxygen.

For you the Scenario is over, all your Character's Victory Points are rescinded. Unless you are the Android in which case take a Serious Wound Card and a Contamination Card. If you survive turn to page 46, to learn your fate. Otherwise you lose your Victory Points and play no further part in the campaign.



In a vacuum, no one can hear you smile.

You stare around the room gratefully looking at the closing bulkhead doors, and the panel readouts that confirm you will soon be safely in vacuum. “You made it you fucking made it.” With a slight lurch the Shuttle disengages from Mother and you collapse with relief into a seat buckling up and closing your eyes. It’s over all over.

Turn to page 46.



Epilogue - the Fate of the Shuttle and its crew.

If there are more than one Character on board the Shuttle then the underlying should be read on behalf of all those Characters.

The character(s) breathed a long and heart felt sigh of relief as Mother shrank to a dot and then vanished. Awareness was beginning to fade as chemicals did their job and prepared the body for an extended hypersleep as the Shuttle accelerated to its maximum G.

If the Quarantine Division Gold Token or two or more Quarantine Division Tokens have been acquired during the campaign then read 4) below, otherwise shuffle a deck of Player Order Cards numbers 1-3, and then reveal the top card to determine the fate of the Character(s).

- 1) Scans are not infallible, nor are med kits. As the Character sleeps gradual and unpleasant mutations are causing the body to grow and swell. Cells multiply exponentially, feeding off the contents of the human host. Growth continues until the pressure is so great that the human body can no longer retain its integrity and it breaches exploding organic matter in to the vacuum of the Main Cabin. Amongst the torn viscera something wriggles and pulses, something with teeth and claws, something evolved to survive in vacuum, who needs free oxygen when it can be absorbed directly from the human host(s) so conveniently nearby. The Shuttle and its doomed occupants continues its slow journey back to human occupied space. Any Android present find themselves to be rapidly contaminated by this new lifeform, so contaminated that they may as well be part of the bulkhead as far as sentience is concerned. All Characters aboard the Shuttle die and lose all of their Victory Points. If these characters are the only Survivors from Scenario 6 then the Scenario and the Campaign have failed. The end.
- 2) This far out in space so close to Deep Space, Shuttles are really little more than a hope for survival. Uncharted gravity fields and micro meteor impacts gradually erode the Shuttles ability to maintain course and velocity. Inexorably the pod begins to until finally its velocity is insufficient to maintain a fixed navigational path. The pod moves to the vagaries of the local gravity field finally burning up in the tail of a comet. Such misfortune. The Shuttle had made it to the edge of the Solar System so near and yet so far. All Characters aboard the Shuttle die and lose all of their Victory Points. If the Characters on board the Shuttle are the only survivors from Scenario 6 then the scenario and the Campaign have failed. The end.
- 3) The Shuttle is picked up by a Corporation vessel Nemesis-2 en route to Facility-X. The Characters are back on the gravy train with all VP intact and a bright future ahead. If Mother has survived (Scenario 6 Corporate objectives secured) then the Nemesis-2 will re-join the survivors in Scenario 7. If Mother has not survived Scenario 6 then all Characters onboard the Shuttle have failed both the Scenario and the Campaign. The end.
- 4) The Shuttle is picked up by an Earth Marine Core corvette. The Quarantine boys had finally untangled all the misdirection and bullshit the CEO had been feeding them and deep space probes had been set on the track of Mother. A probe alerted the Quarantine Division to the presence and trajectory of the Shuttle and they were keen to retrieve it. The surviving Characters are less keen on the situation finding an interrogation cell and a marine interrogator not what was expected or to their liking. Its gonna be a long painful trip back to Earth. But on the bright side the character gets to keep their VPs and gain a Quarantine Division Token. The Character(s) play no further part in the campaign and are not eligible



The Road to Retaliation
to play in the Epilogue game of Nemesis Retaliation. If the Characters aboard the Shuttle are the only Survivors from Scenario 6 then the scenario and the Campaign have failed.

The end.



Token X

Token X requirements

Take destination Earth and Scuttle The Ship from the Aftermath Personal Requirement Deck.

Place the two cards face down on the table.

Have another player point to one.

Pick this card and keep its requirement to yourself.

Return the other card to the Personal requirement Deck whilst keeping it face down.

The Personal Requirement in your possession is your only objective.

PTO.



SECRET DO NOT READ UNLESS YOU HAVE TOKEN X

Do NOT share this information your life depends on it.

The encounter with the Intruders was the event that broke your conditioning, you stand frozen and blinking for a second then hard wired training kicks in and your are back in “the game”. Oh yes indeed you are back and with a full set of memories. You have been a Quarantine Division Sleeper and you are now awake. The mission is clear complete your Personal Requirement and if possible survive. From now on all documentation will be refer to you as The Sleeper.



The Road to Retaliation
You can now go back to the game.





Successful Completion of Token X

You made it you got into the Escape Pod that you had hard wired for transit to Earth or the closest friendly vessel. The Character breathed a long and heart felt sigh of relief as Mother shrank to a dot and then vanished in a bright dot of blinding light. Awareness was beginning to fade as chemicals did their job and prepared your body for an extended hypersleep as the pod accelerated to its maximum G.

If the Quarantine Division Gold Token or two or more Quarantine Division Tokens have been acquired during the campaign then read 2) below, otherwise roll a Red Combat Die and if it is a blank Read 1), otherwise read 2).

- 1) Scans are not infallible. As the Character sleeps gradual and unpleasant mutations are causing the body to grow and swell. Cells multiply exponentially, feeding off the pods contents and the host. Growth continues until the pressure is so great that the pod breaches exploding organic and inorganic matter in to the void to freeze into a kaleidoscope of unrecognisable crystals. This Character dies and loses all accumulated VP. If Mother has been destroyed as per your intent or through other means this marks the end and failure of the campaign. Otherwise the Campaign continues as Scenario 7.
- 2) The pod is picked up by an Earth Marine Core corvette. The Quarantine boys had finally untangled all the misdirection and bullshit the Corporation had been feeding them and deep space probes had been set on the track of Mother and their sleeping asset. A probe alerted the Marine Core to the presence and trajectory of the Escape Pod and they were keen to retrieve it. The character is delighted to be in the company of his colleagues and is looking forward to getting back to Earth for some well-earned R&R.

If you have succeeded in achieving the requirements of Scuttle The Ship or Mother has been destroyed despite your efforts read on otherwise your Character plays no further part in the Campaign and keeps their VP's. the Campaign continues as Scenario 7.

There are no more scenarios to play. Please turn to the Conclusions and read the instructions for Epilogue 5 to find out what destiny has instore for you.

Gain 10 VP.

If you are the Android gain the Quarantine Division Vacation Token.

The End



Successful Completion of Token X

You made it, you have reset the coordinates and are firmly encased in your Hibernation Pod, as you start to drift off into a chemical induced deep sleep you have just enough time to ponder about the success of your mission yes, you have achieved the impossible but how will the Quarantine Division deal with Mother and all its deadly cargo, you hope that you have not created a bigger problem than the one you thought that you had solved. Oh well too late now.

You gain 10 VP.

If you are the Android gain the Quarantine Division Vacation Token.

There are no more scenarios to play. Please turn to the Conclusions and read the instructions for Epilogue 5 to find out what destiny has instore for you.