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## Printout instructions

If you would like a hard copy of the game instructions, game events and epilogues, please print the following pages. **Print pages 5-45.**

This printout is designed to help take players through the sequence of game background or setting, board set up , game instructions, game events, winning conditions and epilogues.

And in doing so make game play more ergonomic to play. Key game events are separated by cover pages with the intention of making reducing the chance of spoilers and to act as natural dividers to the text.

Once the Game Event Winning Conditions have been read the text will guide players to which epilogues to read each epilogue being specific to game events encountered and players actions undertaken.

The above printed page numbers are intended for a **first play** through and include the objectives and epilogue for Token X. They do not cover objectives for Token X-1, X-2 or their respective epilogues. These pages can be referenced on the contents page.

## Player Information

This scenario follows directly after Scenario 1 and takes place aboard the Corporation's flagship, where the CEO and his Response Team anxiously await news of the Nemesis' return from hyperspace. If a player gained Token B during Scenario 1, please ensure that you have read Scenario 1 page 19, prior to playing Scenario 2.

*The Corporation's flagship, Mother, is an awe-inspiring testament to corporate resources and humanity's mastery of technology. It hangs in space like a personal black hole, all transmissions have been shut down, its navigational beacons dark, and its passive sensors cranked to maximum sensitivity. On board, technicians meticulously scan their instruments, fine-tuning filters, adjusting gradients, and refining capture profiles—all hoping to be the first to detect the arrival of Nemesis.*

*And all hoping to earn the elusive approval of the CEO.*

*He stands nearby, watching the proceedings with quiet intensity. His gaunt face is illuminated by the glow of computer screens, and the unnerving click of his cane adds to the room's palpable tension as he moves past one technician's station after another.*

*Then, a voice breaks the silence.*

*"There she blows—Sector 21 Alpha. We have an unequivocal match on the Nemesis hyperdrive decay profile. Initial thermal and backscatter analysis shows no structural anomalies. One strange thing... There is no transponder signal, but no matter, this is 100% Nemesis."*

*The CEO responds immediately. "Very good. Response Team, with me. Finalise Shuttle preparations and initiate launch sequence without delay. Let's go reclaim our ship and see our people safe."*

*The room comes alive. Screens flicker as data is double-checked. The low hum of pre-launch systems fills the air.*

## Witness – Personal Data Log, Entry 002

*"I need to get this down fast—there's not much time. We've caught up with the Nemesis, and the Shuttle is about to launch. The CEO is more wired than I've ever seen him. Normally, he's as cold and emotionless as his robotic assistant, but this Nemesis situation has him dialled up to eleven. Hmmm... I never really understood that phrase. Where did it come from?*

*I can't wait to see what's waiting for us on board. My money's on sabotage—some infiltrator screwing with the wrong circuitry or programming, triggering the ship's automated safety protocols and forcing an emergency re-entry into real space. And whoever's responsible, they're screwed. When the CEO—or, more likely, his robot—introduces themselves, it won't be a friendly handshake."*

## The CEO's Pep Talk

*As the Shuttle makes its final adjustments prior to docking with the Nemesis, the CEO and his handpicked crew prepare to board.*

*The CEO studies each of his Executive Team closely.*

*"With the exception of the Android, you were chosen because you've reached executive grade without abandoning your technical expertise. You're not just bureaucrats; you remember what got you into space in the first place. That's the kind of person I respect."*

*"The Android is here because it is completely trustworthy—totally dedicated to the Corporation."*

*He takes a measured breath.*

*"Time is short. We have five cycles to achieve our objectives, then the Nemesis will hit hyperspace."*

*"Your goals are simple. One: Ensure every Room of this ship is explored. Two: Assist me however you can in achieving my objectives, which are to activate a Software Key in the Comms Room and reset the navigation coordinates on the Bridge. The software key not only resets the coordinates but keys that setting to my personal data recorder so once set it cannot be revoked. I don't expect to need direct help, but by completing your tasks, you'll free me up to complete mine."*

*"Beyond these cooperative goals, each of you has your own Personal Requirements."*

*"Your Enviro-Suits are fitted with comms, so stay in communication. I want regular updates."*

*"Now get moving. Stay sharp. I'll see you all back here in five cycles and if you are not aboard the Shuttle, well then, that is your lookout, but consider it a career-limiting situation."*

## **Game Setup**

Scenario 2 uses the board and rules from Aftermath Epilogue. Set up the rooms and game board as per Aftermath Epilogue (p.6 of the Aftermath rulebook), with the following five exceptions:

Do not use the Turret Control Room, Turrets, or Turret Tokens.

Ensure the Server Room is part of the Shuttle.

Skip the portion of Step 4 related to Engine Status, set up the Engines as per the end of Scenario 1, revealing their status.

There is no Alert Deck. Use the Nemesis Event Deck

## **Player Setup**

Distribute players as per the rulebook, with the following modifications:

- Player 1: CEO
- Player 2: Android
- In a two or three player game, Player 1 also controls the Android.
- Players 3, 4, and 5: Any other unused Nemesis Character or any Aftermath Character (consistent with colour balancing as per Aftermath rules).
- The Convict: if the Convict is in play, follow the Aftermath rules, but note that an additional Key is located in the Main Room of the Shuttle. This will allow the Convict to replace his Enviro-Suit if required. The Key will only be accessible after the Disengage Action has been performed. For the player using the Convict, read the printout for The Convict, page 10.
- All Characters use their Traits as well as their Starting Equipment and each has an Enviro-Suit.
- The Enviro-Suit is required to be worn on board the Shuttle during the return flight as part of the quarantine procedure aboard the Shuttle. The quarantine procedure comprises the sequential shutting of all Doors followed by the air being pumped out of all Rooms. Characters survive the vacuum by wearing Enviro-Suits, which provide air from “plug-in facilities” located in any Room.
- Any Wound suffered during Combat will require the Enviro-Suit to be replaced or repaired using 1 Clothes. Serious Wounds or Larval infestation will require a replacement Enviro-Suit. Replacement Enviro-Suits can be found in the Main Room of the Shuttle.
- A special cabinet in the Main Room provides a facility for safe passage for Laica, the Bounty Hunter’s dog.
- If Token B was acquired during Scenario 1, then follow its instructions.

## **Personal Requirement Cards**

- Omit all Personal Requirement cards Login, Finders Keepers, Madness (5+.3+) Crafty, and Scuttle The Ship.
- Assign a random Personal Requirement card to all Characters except the CEO, Android, and Convict.

## CEO Objective:

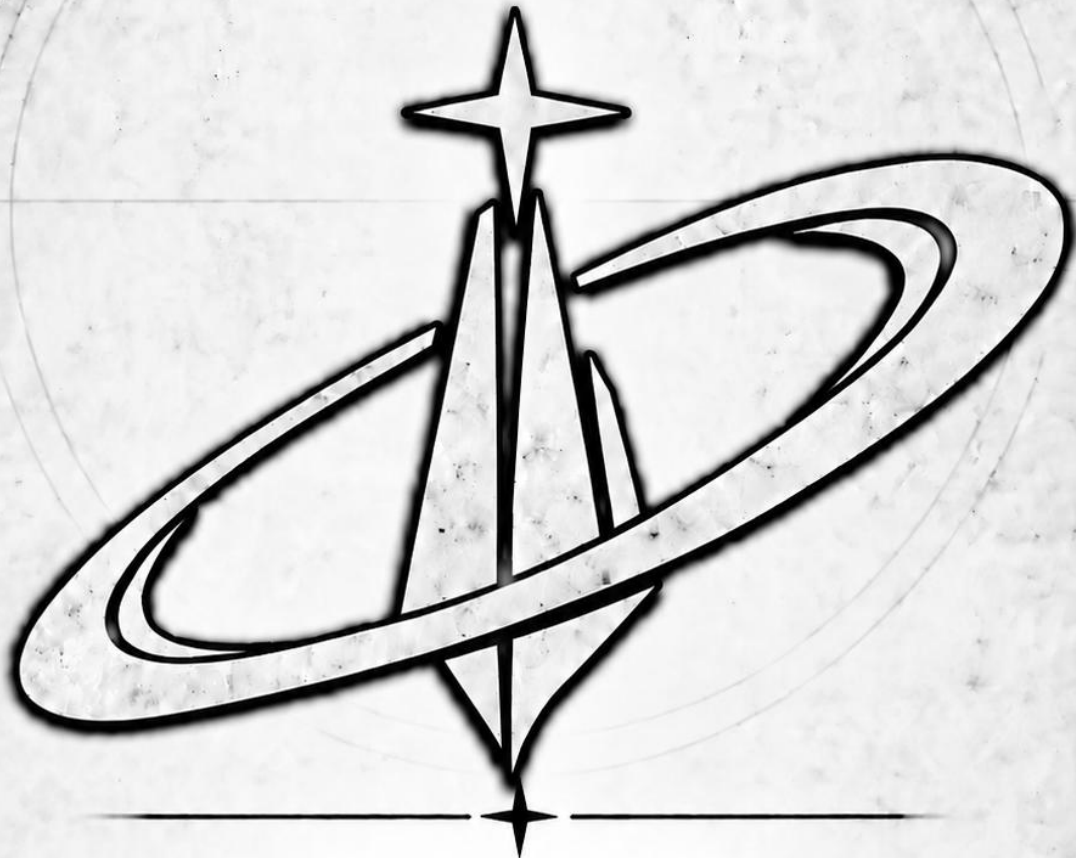
The CEO does not have a Personal Requirement Card. Instead, his objective is to activate the Ship Code Card (a CEO starting item) in the Comms Room, allowing him to reset the ship's coordinates on the Bridge. Once he has reset the coordinates the player controlling the CEO should place a Coordinates card in the Cockpit and then the player whose turn follows the CEO can decide which letter to set the Coordinate marker on.

- The CEO's chosen destination will remain unknown to all the players.
- The destination is determined randomly from the Coordinate Card to introduce uncertainty and suspense and hide the CEO's motives from all players.
- Based on what the Response Team uncovers, the CEO will either send the ship to Earth or destroy it, by sending it into DEEP SPACE, but this decision is not revealed until the end of the scenario.
- If the CEO completes his objective he is rewarded with Token B, to remind the players of his chosen destination for the Nemesis.

## Additional Victory Conditions & Objectives

- Lucrative Offer and Token X:
  - Place the **Lucrative Offer** and **Token X** face up on the table.
  - With the exception of the CEO and Android, any Character can attempt to complete either of these objectives.
  - For those accepting the challenge of Token-X read the lowest available numbered objective from the printed file noting that if Token X-1 has already been used in a previous game of Scenario 2 then Token X-2 should be read. Token X-1 is found on page 51 and Token X-2 on page 53.
- VPs will be awarded for any identified Intruder Weakness and/or any Intruder Heavy Item that has been acquired.
  - Identifying an Intruder Weakness gains **Token C**
  - Obtaining an Intruder Corpse gains **Token D**
  - Obtaining an Intruder Egg gains **Token E**

# SCENARIO 2



## EPILOGUE THE CONVICT

## The Convict

*The Convict had been caught on the Venus Project, engaged in espionage.*

*He was transferred to a secure cell aboard Mother, where he was to remain until transport to a penal facility for processing and, ultimately, sentencing. Then the events aboard Nemesis changed everything.*

*With time suddenly available and the situation developing by the hour, the CEO deemed it prudent to reassess the prisoner. The ship's psychologist was ordered to conduct a more extensive evaluation of the captive.*

*The examination was thorough. It was also, for the Convict, extremely unpleasant.*

*He revealed nothing concerning his employer. Not a name. Not a corporation. Not even a hint of who had paid for his services. His professional loyalties remained firmly behind a wall of silence.*

*The psychologist did, however, uncover something useful.*

*The Convict followed a strict code. He honoured his contracts. Whoever employed him could expect his loyalty for as long as the agreed terms were upheld—and provided the promised credits were delivered upon completion.*

*His record suggested he was exceptionally good at surviving. He had operated in the criminal underworld and the corporate shadows with equal success. His skills had been forged upon a military foundation, supplemented by formal training in covert operations, infiltration and intelligence work.*

*In less professional terms, he was a very tough cookie.*

*There was, however, one significant weakness.*

*The Convict had an almost pathological fear of incarceration.*

*The CEO understood immediately how valuable such a weakness could be.*

*He explained, with characteristic corporate clarity, that the Corporation had no intention of showing leniency. Should the Convict be returned to the penal system, his sentence would be for life.*

*No remissions.*

*No appeals.*

*And, as the CEO rather pointedly put it, plenty of remorse.*

*The Convict understood the message.*

*The CEO, meanwhile, saw an opportunity.*

*The man before him was more than a prisoner. He was a specialised tool—one with a particular set of skills that the Executive Team did not possess. Skills that might prove invaluable aboard Nemesis. Skills that might allow him to see what others could not.*

*Perhaps more importantly, skills that might allow him to survive long enough to report what he found.*

*A deal was struck.*

*The Convict was released from his cell and attached to the Response Team.*

*He was not, however, considered a member of the team.*

*He was an asset.*

*He had been given a specific task. Complete it successfully, and the Corporation might reconsider the severity of his sentence.*

*Fail, and the doors of the penal facility would close behind him for the rest of his life.*

*For the first time since his capture, the Convict had something to lose.*

*And Nemesis was waiting.*

### **Convicts Objectives**

*The Convicts objectives are clear and simple:*

*Find the Blue Character Corpse and attempt to identify it.*

*Look for any evidence of potential sabotage and report it.*

*Get back to the Shuttle within the allotted time.*

*The Convict will remain restrained at all times and will carry no equipment.*

*The Convict will gain VPs for locating the Blue Character Corpse, finding any Fire or Malfunction markers and for returning to the Shuttle within the allotted game five round game time.*

## **Winning the Game**

Winning the scenario requires all three of the underlying conditions to have been met, otherwise the scenario has failed. In the failure case, any Character that has successfully used an Escape Pod can find out what happens next by turning the page and reading End Game Status and Victory Point Assignments. Otherwise no VPs are awarded and the campaign continues with new Characters and a new situation as Scenario 4.

Winning conditions:

- a) All Rooms must be explored by the end of Game Turn 5. If there are fewer than 4 Characters in play, use Aftermath rules to define the number of Rooms that require exploring.
- b) The CEO must complete his objective (activating the Ship Code Card and resetting the ship's coordinates).
- c) As part of the Winning Conditions for Characters aboard the Shuttle **DO NOT** check for Contamination. This check will be undertaken as directed in either Epilogue 1, 2 or 3 . For any Character that entered Nemesis's Hibernatorium or an Escape Pod that Character must test for Contamination as directed in the individual epilogue.
- d) There must be at least one surviving Character on board the Nemesis, the Shuttle or aboard an Escape Pod.

If these three conditions have been met, turn the page and read the appropriate Victory Point awards and the appropriate consequences.

## End Game Status and Victory Point Assignments.

If your Character was the Convict read page 55.

If you succeeded in your **Personal Objectives** or **Personal Requirement Card** objective, gain 1 VP. The Android gains 1VP if all Rooms have been explored and the CEO gains 1VP if he sets the coordinates.

If any of the underlying conditions and they are NOT part of Personal Objectives/Requirements gain the appropriate VP.

If you have an **Intruder Heavy Item** gain 1 VP for each item and gain Token E for an Intruder Egg and token D for an Intruder Carcass.

If you have Token C, and therefore uncovered an **Intruder Weakness**, gain 1 VP for each uncovered weakness.

If you have completed the **Lucrative Offer**, read the file Epilogue Lucrative Offer or turn to page 41.

If you have completed Token-X, or read the printed file Epilogue Token-X or turn to page 44 .

If you entered an **Escape Pod**, or completed read the file Epilogue Escape Pod or turn to page 38.

Please note that winning **conditions are not effected by the fate of the Nemesis**. The ships fate is decided only when the Coordinate card is revealed. Thematically this is the point in time when Nemesis, engines engage. The fate of the Nemesis and any VP adjustments will be made clear after reading Epilogue 1,2 or 3.

If you are aboard the Shuttle (with no live Adult Intruders), turn the page or read the printout Epilogue 1.

If there are any live Adult Intruders aboard the Shuttle, read the printout Special Circumstances, or turn to page 27.

## Characters that elected to enter the hibernatorium.

With a hiss, your hibernation chamber seals shut. As you lay there in the dark, waiting for the engines to engage, you wonder what the Nemesis crew experienced, were they complicit, and fuck, what rationale was behind the CEO in his setting the coordinates! A faint thud lets you know the Shuttle is initialising its disengagement process, however, you have no further time for thoughts as chemicals slam into your body sending you into the oblivion of hyper sleep.

## Characters aboard the Shuttle

Aboard the shuttle there is a hush of breath as the internal system announces, *“Lights are green across the board. Docking clamps prepped for release, umbilici retracting.”*

Then the welcome follow up.

*“Docking clamps disengaged, umbilical’s retracted, all systems green for primary burn.”*

*“Starting Shuttle quarantine procedure, prepare for door closure and vacuum initiation”*

*With a gentle lurch the Shuttle disengages from Nemesis, steerage nacelles orientate to push the Shuttle into position for its hard burn and transit to Mother. Plenty of time to reflect on what just happened and what this means for the Corporation. The cockpits main screen shows the near exterior environment and there hanging in space like a block of anthracite is the Nemesis, rapidly diminishing as the Shuttle accelerates. Then, there is a bloom of light as the jump engines engage and the Nemesis is gone. Gone, but to who knows where.*

Turn over the Coordinate Card to reveal the coordinates for B:

## Earth/Mars/Venus

- Survivors aboard the Nemesis:
  - Retain all VPs, their future will be determined in Scenario 3.
  - Take note of the board set up and any items that the hibernating characters have earned during Scenario 2.
  - Read printout for **Epilogue 1** or turn to page **18**

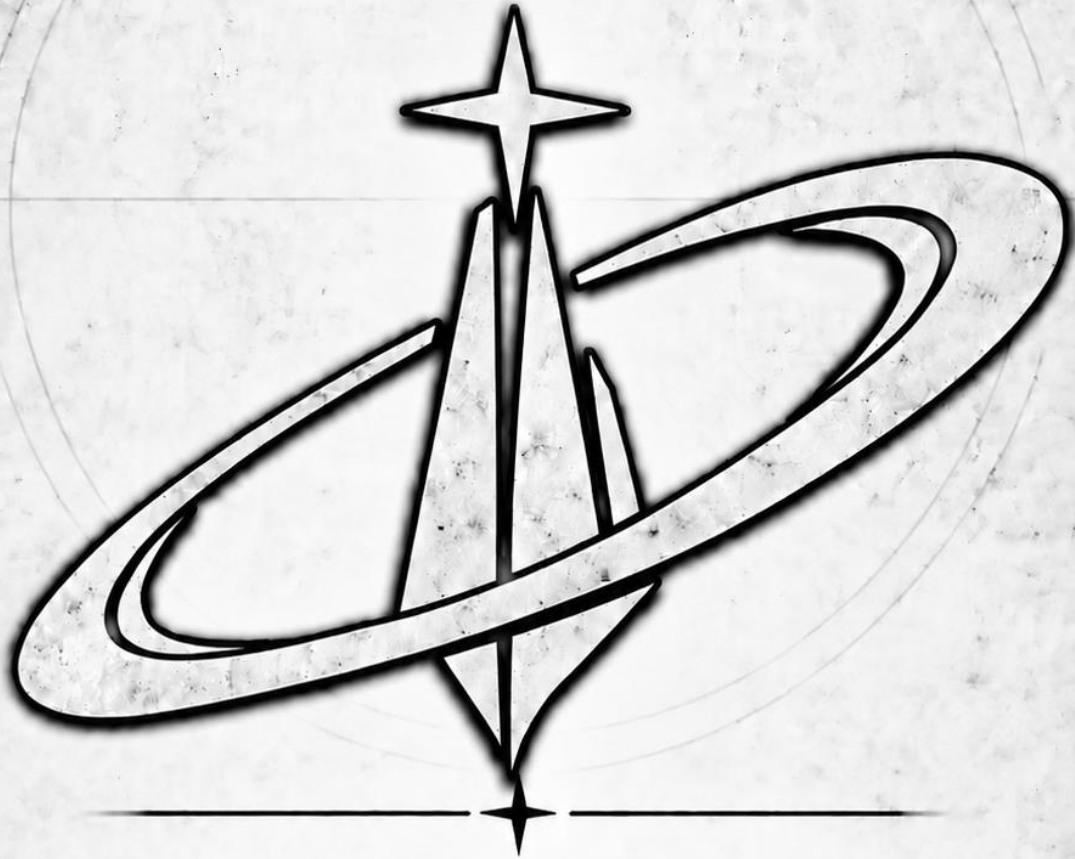
## DEEP SPACE

- Crew members remaining in the hibernatorium die and forfeit all their VPs.
- The next scenario will be with new Characters and a new setting, turn to Scenario 4.
- Read the printout for **Epilogue 2**, or turn to page **21**.

NEMESIS DESTROYED

Read the printout for **Epilogue 3** or turn to page **23**.

# SCENARIO 2



# EPILOGUE 1

## Epilogue 1

Aboard the Shuttle the journey to Mother goes by in no time at all, time that is used to brood, think, and of course scheme.

Then the dull impersonal voice of the onboard system cuts in on all rumination: *“Docking in T minus ten minutes. Please ensure that all your seat straps are correctly placed and tightened for docking procedures, all loose items must be secured. Warning you have ten minutes to comply. Docking will be followed by on board quarantine. Any biological items secured during the mission must be left aboard the Shuttle for extraction by a specialist team. Failure to comply with this instruction will result in immediate contract and share termination.”*

*“ On completing quarantine all Shuttle personnel will be escorted to Conference Room 3”.*

*“This is countdown initiation for docking - Mark: T minus ten and counting”.*

As the Shuttle initiates its final approach manoeuvres a set of external doors slide open to reveal a large docking bay aboard Mother. Docking clamps and drone controlled umbilical's extend to welcome the Shuttle home. The bulkhead doors close leaving the Shuttle suspended in a vacuum environment. Flood lights bathe the shuttle in brilliant light as the first phase of the onerous quarantine process is initiated.

After quarantine the survivor(s) find themselves escorted under armed guards to conference Room 3. On entering the guards remain outside and the survivor(s) find themselves in the well-appointed room facing an android and a fully loaded bar with a range of bowls containing diverse high quality snacks and rare Earth finger food. The android promptly announces *“ Please make yourselves(s) comfortable, also, if you wish feel free to partake of the beverages and food you see before you. I understand that you deserve it, so please take pleasure in this small token of thanks from the Corporation. You will have fifteen minutes to relax and then you will be joined by somebody very special who wishes to meet you”.*

Precisely fifteen minutes later the door opens and the CEO enters the room. *“Welcome back and very well done in executing this all important mission, I am sorry for the earlier substitution by my doppelganger, I hope it didn't cause you any undue stress, but the Corporation has been experimenting with a new product we call Clone Wear and I thought this mission the perfect opportunity to undertake a field test. Hahaha, my little joke, yes hahahahaha yes indeed. Humour aside I felt it appropriate to explain where we are and what we intend to do going forward. I am pleased to announce to you that having reviewed what was found on The Nemesis, I felt it my duty to protect the Corporation, and that the authorities are better suited in further evaluating what is on Nemesis and who and why it was hijacked. After all possession of alien biologicals is the most serious of criminal offences..... In fact it is classified as a Crime against Humanity. I have therefore set the coordinates of Nemesis to send it to Earth, it is now the problem and responsibility of The Quarantine Division. However I have not shirked all our social responsibilities and we are now headed to Mars to see if we can pick up the trail of the Escape Pod that was launched prior to the Nemesis crew waking up. If we take a high Martian orbit we can attempt to pick up the ion signature left by*

*the pod. So please address any immediate personal needs you may have then take your allotted place in the Hibernatorium we are leaving for hyperspace in 10 minutes”.*

## **Supplementary Victory Point adjustments.**

Please now check for any contaminated characters and see if they survive.

If the character does not survive due to Contamination they die, and they lose all their VP's and become a Character Corpse.

Thematically this death will occur prior to them entering the Hibernatorium this event will be noticed by their colleagues who will place the Character corpse in the Laboratory for future analysis.

Please record the following for use in Scenario 4

As a result of Scenario 2 if there is now any of the following on board the Shuttle or Mother

- A) Intruder Egg
- B) Intruder Corpse
- C) Character corpse

For each of the above items surviving Characters in Conference Room 3, gain an additional VP. Prior to leaving for Martian orbit each of these items will be stored in Mother's Laboratory for future analysis.

The next scenario is Scenario 3 where new Characters and a new situation will be experienced in Earth orbit.

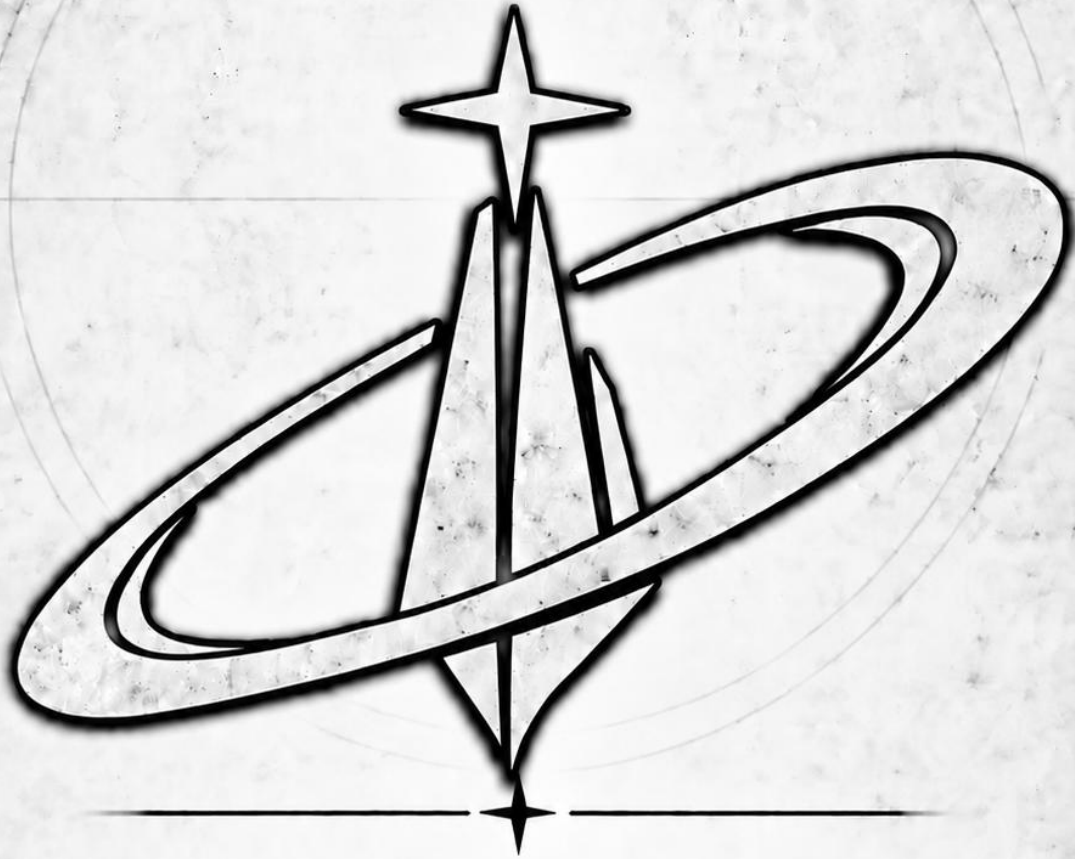
Scenario 2 surviving characters will be available to play again in Scenario 6.

Feel free to exchange any of your hard earned VP for equipment you may need and ahead of reading Scenario 6.

Any player electing to play the CEO in future scenarios will be playing his doppelganger.

End of Scenario 2

# SCENARIO 2



# EPILOGUE 2

## Epilogue2

Aboard the Shuttle the journey to Mother goes by in no time at all, time that is used to brood, think, and of course scheme.

Then the dull impersonal voice of the onboard system cuts in on all rumination: *“Docking in T minus ten minutes. Please ensure that all your seat straps are correctly placed and tightened for docking procedures, all loose items must be secured. Warning you have ten minutes to comply. Docking will be followed by on board quarantine. Any biological items secured during the mission must be left aboard the Shuttle for extraction by a specialist team. Failure to comply with this instruction will result in immediate contract and share termination.”*

*“ On completing quarantine all Shuttle personnel will be escorted to Conference Room 3”.*

*“This is countdown initiation for docking - Mark: T minus ten and counting”.*

As the Shuttle initiates its final approach manoeuvres a set of external doors slide open to reveal a large docking bay aboard Mother. Docking clamps and drone controlled umbilical's extend to welcome the Shuttle home. The bulkhead doors close leaving the Shuttle suspended in a vacuum environment. Flood lights bathe the shuttle in brilliant light as the first phase of the onerous quarantine process is initiated.

After quarantine the survivor(s) find themselves escorted under armed guards to conference Room 3. On entering the guards remain outside and the survivor(s) find themselves in the well-appointed room facing an android and a fully loaded bar with a range of bowls containing diverse high quality snacks and rare Earth finger food. The android promptly announces *“Please make yourselves(s) comfortable, also, if you wish feel free to partake of the beverages and food you see before you. I understand that you deserve it, so please take pleasure in this small token of thanks from the Corporation. You will have fifteen minutes to relax and then you will be joined by somebody very special who wishes to meet you”.*

Precisely fifteen minutes later the door opens and the CEO enters the room. *“Welcome back and very well done in executing this all important mission, I am sorry for the earlier substitution by my doppelganger, I hope it didn't cause you any undue stress, but the Corporation has been experimenting with a new product we call Clone Wear and I thought this mission the perfect opportunity to undertake a field test. Hahaha, my little joke, yes hahahahaha yes indeed. Humour aside I felt it appropriate to explain where we are and what we intend to do going forward. I am saddened to announce to you that having reviewed what was found on The Nemesis, I felt it my duty to protect the Corporation, and humanity by sending Nemesis to Deep Space. As you know the possession of alien biologicals is the most serious of criminal offences..... In fact it is classified as a Crime against Humanity. Any crew members on board are most likely infected or possibly complicit in the hi-jacking. Nevertheless, I will personally ensure their surviving family members have substantial pensions and that a trust fund is provided for all the bereaved so that their educational needs, whether academic or professional, are met.”*

*“I am incensed by what happened to the Nemesis and the conditions that have lead me to this necessary, but tragic decision. I have therefore ordered the flight deck to prepare Mother for arrival in a high Martian orbit. I anticipate our state of the art sensors will be able to pick up the ion signature left by the pod and thereby allow us to pick up its trail and track it. In any event Mother will be able to initiate this take quicker than any Martian authority. So please address any immediate personal needs you may have then take your allotted place in the Hibernatorium we are leaving for hyperspace in 10 minutes”.*

## **Supplementary Victory Point adjustments.**

Please now check for any contaminated characters and see if they survive.

If the character does not survive due to Contamination they die, and they lose all their VP's and become a Character Corpse.

Thematically this death will occurs prior to them entering the Hibernatorium this event will be noticed by their colleagues who will place the Character corpse the Laboratory for future analysis.

Please record the following for use in Scenario 4

As a result of Scenario 2 if there is now any of the following on board the Shuttle or Mother

- D) Intruder Egg
- E) Intruder Corpse
- F) Character corpse

For each of the above items surviving Characters in Conference Room 3, gain an additional VP. Prior to leaving for Martian orbit each of these items will be stored in Mothers Laboratory for future analysis.

The next scenario is Scenario 4 where new Characters and a new situation will be experienced in Earth orbit.

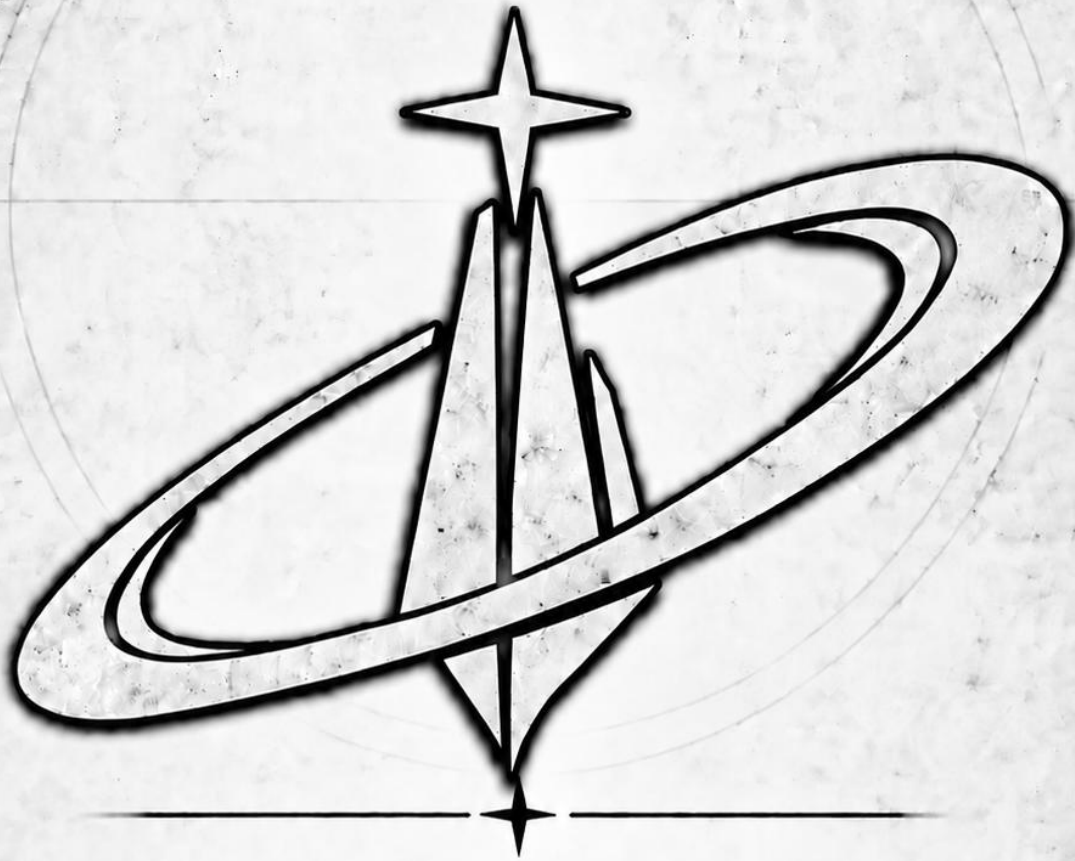
Scenario 2 surviving characters will be available to play again in Scenario 6.

Feel free to exchange any of your hard earned VP for equipment you may need and ahead of reading Scenario 6.

Any player electing to play the CEO in future scenarios will be playing his doppelganger.

End of Scenario 2

# **SCENARIO 2**



# **EPILOGUE 3**

## Epilogue 3

All Characters aboard the Nemesis lose all their VP. Those Characters play no part in the Campaign. The next Scenario on the Road to Retaliation is Scenario 4, Lockdown, featuring new Character and a new challenge deep below the Martian surface.

Aboard the Shuttle the journey to Mother goes by in no time at all, time that is used to brood, think, and of course scheme.

Then the dull impersonal voice of the onboard system cuts in on all rumination: *“Docking in T minus ten minutes. Please ensure that all your seat straps are correctly placed and tightened for docking procedures, all loose items must be secured. Warning you have ten minutes to comply. Docking will be followed by on board quarantine. Any biological items secured during the mission must be left aboard the Shuttle for extraction by a specialist team. Failure to comply with this instruction will result in immediate contract and share termination.”*

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As the Shuttle initiates its final approach manoeuvres a set of external doors slide open to reveal a large docking bay aboard Mother. Docking clamps and drone controlled umbilical's extend to welcome the Shuttle home. The bulkhead doors close leaving the Shuttle suspended in a vacuum environment. Flood lights bathe the shuttle in brilliant light as the first phase of the onerous quarantine process is initiated.

After quarantine the survivor(s) find themselves escorted under armed guards to conference Room 3. On entering the guards remain outside and the survivor(s) find themselves in the well-appointed room facing an android and a fully loaded bar with a range of bowls containing diverse high quality snacks and rare Earth finger food. The android promptly announces *“Please make yourselves(s) comfortable, also, if you wish feel free to partake of the beverages and food you see before you. I understand that you deserve it, so please take pleasure in this small token of thanks from the Corporation. You will have fifteen minutes to relax and then you will be joined by somebody very special who wishes to meet you”.*

Precisely fifteen minutes later the door opens and the CEO enters the room. *“Welcome back and very well done in executing this all important mission, I am sorry for the earlier substitution by my doppelganger, I hope it didn't cause you any undue stress, but the Corporation has been experimenting with a new product we call Clone Wear and I thought this mission the perfect opportunity to undertake a field test. Hahaha, my little joke, yes hahahahaha yes indeed. Humour aside I felt it appropriate to explain where we are and what we intend to do going forward. However this is not the time to laugh, Nemesis has been destroyed along with our on-board colleagues, this is of devastating news, not only for the Corporation but for the loved ones and friends of our colleagues. I can only surmise that wilful sabotage by a nefarious competitor is the cause. Nevertheless, I will personally ensure their surviving family members have substantial pensions and that a trust fund is*

*provided for all the bereaved so that their educational needs, whether academic or professional, are met.”*

*“I am incensed by what happened to the Nemesis I have therefore ordered the flight deck to prepare Mother for arrival in a high Martian orbit. I anticipate our state of the art sensors will be able to pick up the ion signature left by the missing Escape Pod and thereby allow us to pick up its trail of and track it. I anticipate that this trail will lead us to an individual or individuals who are linked to the Nemesis’s saboteurs. In any event Mother will be able to initiate this search quicker than any Martian authority. So please address any immediate personal needs you may have then take your allotted place in the Hibernatorium we are leaving for hyperspace in 10 minutes”.*

## **Supplementary Victory Point adjustments.**

Please now check for any contaminated characters and see if they survive.

If the character does not survive due to Contamination they die, and they lose all their VP’s and become a Character Corpse.

Thematically this death will occurs prior to them entering the Hibernatorium this event will be noticed by their colleagues who will place the Character corpse the Laboratory for future analysis.

Please record the following for use in Scenario 4

As a result of Scenario 2 if there is now any of the following on board the Shuttle or Mother

- a) Intruder Egg
- b) Intruder corpse
- c) Character corpse

For each of the above items surviving Characters in Conference Room 3, gain an additional VP. Prior to leaving for Martian orbit each of these items will be stored in Mothers Laboratory for future analysis.

The next scenario is Scenario 4 where new Characters and a new situation will be experienced in Earth orbit.

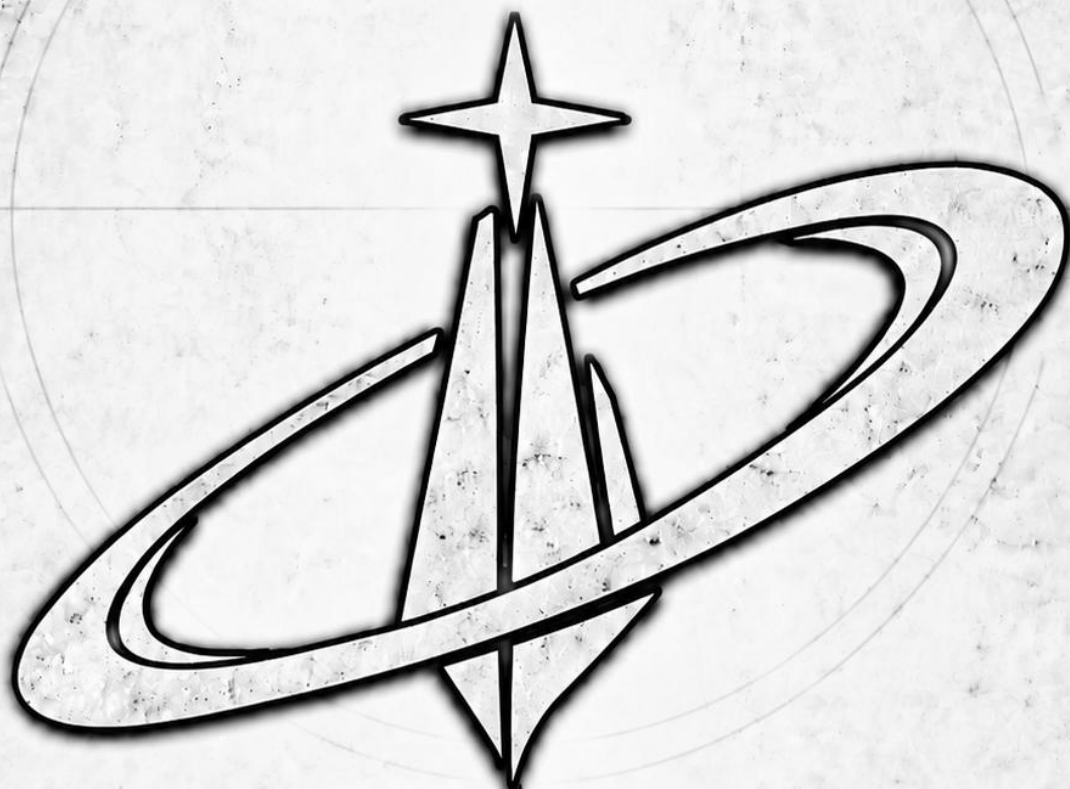
Scenario 2 surviving characters will be available to play again in Scenario 6.

Feel free to exchange any of your hard earned VP for equipment you may need and ahead of reading Scenario 6.

Any player electing to play the CEO in future scenarios will be playing his doppelganger.

End of Scenario 2

# SCENARIO 2



**GAME EVENT  
SPECIAL  
CIRCUMASTANCES**

## Special Circumstances

Special Circumstances are modified game rules that are invoked if any kind of living Intruder has made it on board the Shuttle. Special Circumstances are provided to give Characters the chance to deal with any Intruders that have made it onto the Shuttle and get to a safe space wearing a functional Enviro-Suit. The following three sequential steps should be undertaken:

- 1) **Shortened Event Phase: Provides Intruders with the opportunity to attack and move onto or within the Shuttle.**
  - a. Do not move the time tracker.
  - b. Resolve Intruder Attacks.
  - c. Resolve Fire Damage.
  - d. Resolve Event Card Intruder Movement.
- 2) **Truncated Round: Provides Characters on board the Shuttle with the opportunity to deal with Intruders and for Intruders to fight back.**

Brief Player Phase

- a. Players draw three Action Cards.
- b. Resolve Actions using only three Cards.

Intruder Phase.

- a. Intruder Attack.

### 3) Resolution

This step is required prior to evaluating winning conditions and VP assignment. The following **Resolution Effects** need to be resolved for each Character:  
Turn the page.

## Resolution Effects

- 1) If your Character is in the Main Room and there are no alive Intruders in that Room, turn to page 29.
- 2) If your Character is in the Main Room without an Enviro-Suit and there are no alive Intruders in that Room, turn to page 30.
- 3) If your Character is in the Main Room and there are alive Intruders in that Room, turn to page 32.
- 4) If your Character is in a Shuttle Room and is not wearing a functional Enviro-Suit, turn to Section page 33.
- 5) If your Character is in a Shuttle Room, is not wearing a functional Enviro-Suit, and there is an alive Intruder, turn to page 34.
- 6) If your Character is in a Shuttle Room and is wearing a functional Enviro-Suit, turn to page 35.

## 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 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 Nemesis, and you collapse with relief into a seat, buckling up and closing your eyes. It's over, all over. You and your VPs survive.*

To find out what happens next, read page 36 or the printout Game Event Special Circumstances.

## In a Vacuum, No One Can Hear You Gasp

Ignore this condition if your Character is the Android; for all other Characters, read on.

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 Enviro-Suit 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 as you frantically search for a repair kit. Then firm hands are helping you...*

Roll a Combat die. If it’s 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. It’s over, all over. To find out what happens next, read page 36 or the printout Game Event Special Circumstances.

*If it’s a blank, then: Despite the best efforts of your colleagues, the damage to your suit was too extensive, and there isn’t enough time to put on a new suit. 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 witnesses to your last moments.*

For you, the scenario is over. All your Character’s Victory Points are rescinded. The campaign continues in Scenario 4.

### 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 Enviro-Suit 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. You frantically search for a repair kit; there, in the chemicals locker, you calmly unwrap the packaging and set about your task...*

Roll a Combat die. If it’s 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. It’s over, all over.

To find out what happens next, read page 36 or the printout Game Event Special Circumstances.

If it's 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.*

For you, the scenario is over. All your Character's Victory Points are rescinded. The campaign continues in Scenario 4 with new Characters and a new setting.

## Frenzy

*You watch the Intruders as they sit hunched in the corner, their heads swinging from left to right, their tails flicking and their claws clicking. Then the Door closes and the pumps get to work on the Main Room's air. And that is when the Intruders go ape.*

*The Intruders detect the increasing vacuum of the Main Room and go into a frenzy. Resolve Intruder Damage. If it does no Damage, then the Character breathes a sigh of relief as the creatures' movements slow and finally stop as they fall silently to the floor to curl in a ball like old dead spiders. You and your VPs survive. However, if they do any physical Damage, their slashing claws and teeth slice anything and everything in their way. The frenzy is short, but it leaves no Enviro-Suit unpunctured 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 throes, the Main Room's floor becoming a grotesque carpet of severed limbs, twitching bodies and spreading blood. Amidst the screaming and thrashing bodies, no one notices the creature slowly toppling to the floor, as dead as its prey.*

If the Android is present, it should resolve a Light Wound and Contamination Card. If it survives, it simply straps in for the return journey; after all, machines don't need air and can keep its VPs. To find out what happens next, read page 36 or the printout Game Event Special Circumstances.

For all the other Characters in the Main Room, the game is over and all their VPs are rescinded.

The campaign and story continue in Scenario 4 with new Characters and new challenges to be faced.

## In a Vacuum, No One Can Hear You Die.

If you are playing the Android, please ignore the underlying event. To find out what happens next, read page 36 or the printout Game Event Special Circumstances.

*With sudden realisation, you bang on the closing Door, your fists hammering a tattoo that no one responds to. It's 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. You toggle it, but it's all too late; you cannot be heard. There is no air to convey your voice.*

*Otherwise. 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.*

For you, the scenario is over. All your Character's VPs are rescinded. The campaign continues in Scenario 4.

## In a Vacuum, No One Can Hear You Bleed

*You watch the Intruder as it sits hunched in the corner, its head swinging from left to right, its tail flicking and its claws clicking. Then the Door closes and the pumps get to work on the Room's air. And that is when the Intruder goes ape.*

*Resolve Intruder Attack. If the attack does no Damage, then the Character breathes a sigh of relief, which soon turns to a scream of terror as you realise you are not wearing an intact Enviro-Suit. You, like the Intruder, find that your movements begin to slow and finally stop as you fall silently to the floor to curl in a ball like an old dead spider. You lose all your VPs and die.*

*However, if the attack does any physical Damage, the wounds on your Character are terminal. 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 struggles to get blood to organs. Soon your body falls, twitching in its death throes, and you are too preoccupied to see the Intruder's slowly twitching body follow you to the uncaring floor.*

For you, the scenario is over. All your Character's Victory Points are rescinded. The campaign continues in Scenario 4 with new Characters and a new setting.

If you are the Android, resolve any injuries. If you survive, then to find out what happens next, read page 36 or the printout Game Event Special Circumstances. Otherwise, you lose your VPs and play no further part in the campaign.

The campaign continues in Scenario 4 with new Characters and new challenges.

## 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 Nemesis, and you collapse with relief into a seat, buckling up and closing your eyes. It’s over, all over. You and your VPs survive.*

To find out what happens next, please turn the page.

## Special Circumstances End Effect.

Aboard the shuttle there is a hush of breath as the internal system announces, *“Lights are green across the board. Docking clamps prepped for release, umbilici retracting.”*

Then the welcome follow up.

*“Docking clamps disengaged, umbilical’s retracted, all systems green for primary burn.”*

*“Starting Shuttle quarantine procedure, prepare for door closure and vacuum initiation”*

*With a gentle lurch the Shuttle disengages from Nemesis, steerage nacelles orientate to push the Shuttle into position for its hard burn and transit to Mother. Plenty of time to reflect on what just happened and what this means for the Corporation. The cockpits main screen shows the near exterior environment and there hanging in space like a block of anthracite is the Nemesis, rapidly diminishing as the Shuttle accelerates. Then, there is a bloom of light as the jump engines engage and the Nemesis is gone. Gone, but to who knows where.*

Turn over the Coordinate Card to reveal the coordinates.

Nemesis Destinations & Effets:

Earth/Mars/Venus

- Survivors aboard the Nemesis:
  - Retain all VPs, their future will be determined in Scenario 3.
  - Take note of the board set up and any items that the hibernating characters have earned during Scenario 2.
  - Read file Epilogue 1

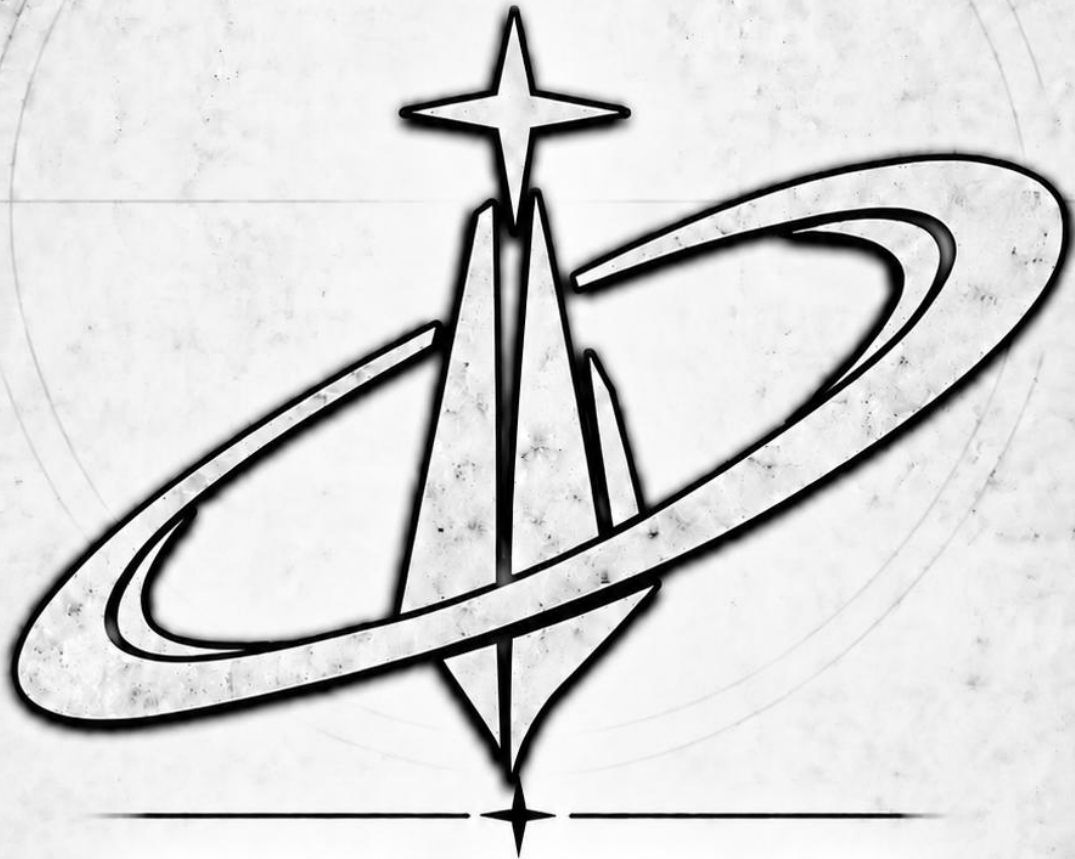
DEEP SPACE

- Crew members remaining in the hibernatorium die and forfeit all their VPs.
- The next scenario will be with new characters and a new setting, turn to Scenario 4.
- Read file Epilogue 2

NEMESIS DESTROYED

Read Epilogue 3

# SCENARIO 2



## EPILOGUE ESCAPE POD

## Epilogue Survivors aboard an Escape Pod

*The Escape Pod launches from the Nemesis leaving a bright flare of combusted fuel as it accelerates beyond the gravity sink of the ship. Onboard systems have “piggy backed” the location coordinates of the Nemesis and course adjustments are calculated to allow for the Escape Pod’s fastest burn toward Mother. As the acceleration approaches its target rate fluids pump into the character to prepare for a short but relatively high G journey. The character only has minutes to check that all systems are green and that the Pod’s transponder is operational*

*“I did it I fucking did it, only just managed to get off the Nemesis but I am well out of it and will soon be back in the comforting arms of the Corporation, ha! I’ll probably get a promotion for using my initiative, yeah with what I learnt and saw during that little old “Rescue” outings going to make me very valuable indeed”.*

## Escape Pod Outcome Resolution:

Your character has successfully escaped the Nemesis.

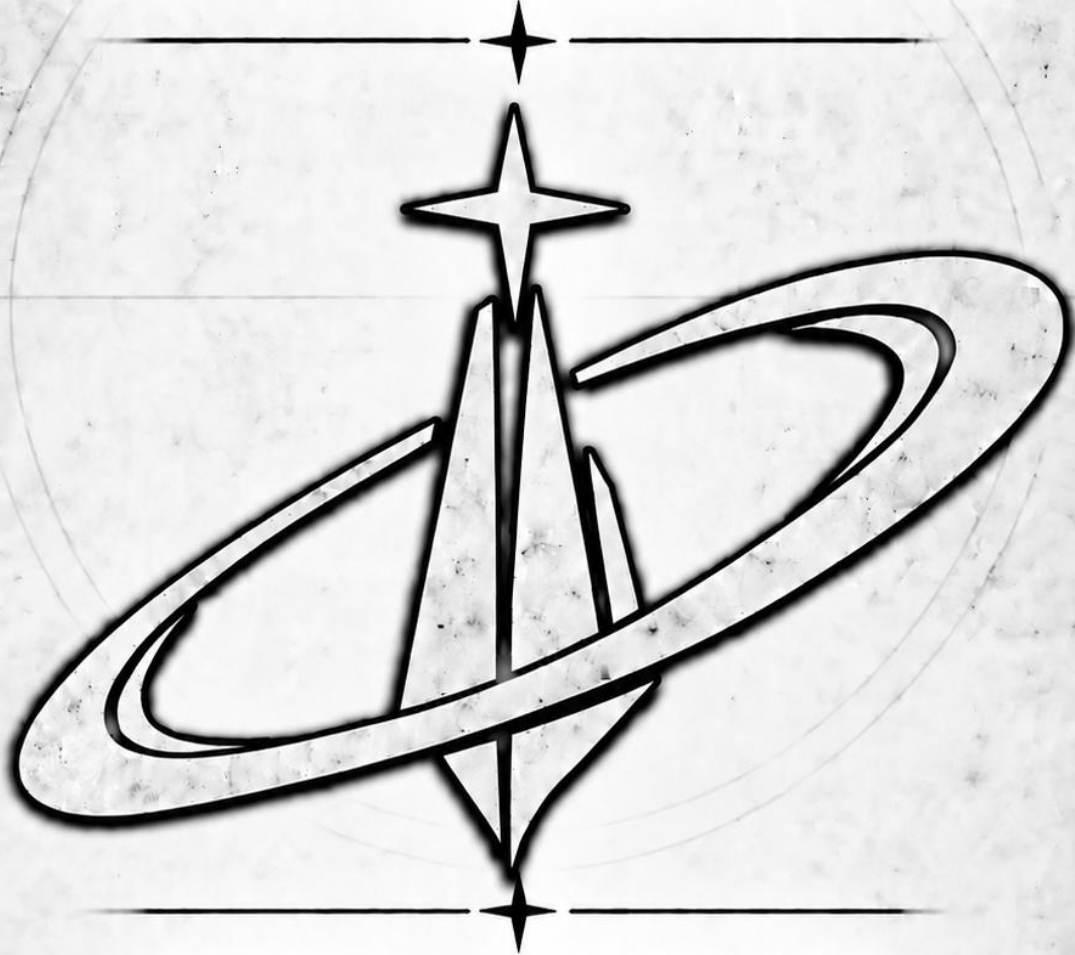
- Roll a Red Combat Die and consult the result below to determine where your character ends up next:
  - Any Intruder Symbol – Your character is picked up by Mother and you and the pod are immediately placed under quarantined containment. Your mission is successful, and as you surmised you gain an additional 2 VPs for going that extra mile. Your character can join the campaign in Scenario 6, feel free to trade or bank your VPs prior to reading Scenario 6. In the meantime the campaign continues with new characters and a new location in Scenario 4.
  - **Single Hit Symbol** – Nemesis’ location had been chosen relatively close to the Asteroid Belt as a means of obscuring unfriendly tracking and thereby increasing the stealth potential of both Mother and Nemesis. The near space volume has sufficient small scale particles to require the Escape Pods navigational systems to plot a transit that unintentionally intersects one of the Corporation’s Martian orbital stations. The station’s crew are alert to any of the Corporations vessels, be they ship or pod, and a rapid response cargo shuttle is sent on an intercept course resulting in the pods capture and its immediate transfer to one of the Corporation’s Martian facilities. It is time to undertake the Contamination Check. If you fail you die and lose all VPs, however you do gain a Quarantine Division Token and your corpse is sent to Mother where the laboratory staff uncover two Intruder Weaknesses. If you survive the check your Character gains an additional 3 VP ( for convincing the Corporation of your innocence) and will reappear in Scenario 5 as a Nemesis Survivor. In Scenario 5 the Nemesis Survivor starts in the Isolation Room with no equipment. As a consequence you cannot trade VP for Items and must bank the VP you have just earned. However, note the equipment that you have and you will be able to retrieve it all by spending any one Action in the Lock Down Room designated for you to Activate your Quest Item. This Action will recover all your current Equipment Items and your Quest item which will be fully Activated and loaded. Any Intruder Heavy Items you may have acquired will be taken from you by members of the Shuttle crew and will not be returned. If a Nemesis Survivor has

already been allocated to Scenario 5 then you will be transferred to Mother where you are eligible to take part as a Nemesis Survivor in Scenario 6. Feel free to convert any of your VP for equipment prior to reading Scenario 6. Remember If you have either **Token D or E**.

- Double Hit Symbol - Your character is picked up by an Earth quarantine patrol. It is time to undertake the Contamination Check. If you fail you die and lose all VPs, however you do gain a Quarantine Division Token. If you pass the check then you will no doubt spend an unpleasant interrogation trying to build a new career and influence their important new “friends”, by explaining how you have escaped an Intruder. Gain an additional VP and the Quarantine Division Token. your Character plays no further part in this campaign.
- Blank –Unfortunately you chose an Escape Pod that drew the attention of an Intruder. Now your average Intruder is curious but not subtle and consequently there were a few important systems that got damaged. As a result your transponder fails to initiate and an errant burst of engine power slams you way past Mother, and on a vector destined for the Asteroid Belt. Your life expectancy is now three weeks with death resulting by collision with a large object. However lucky for you the hypersleep systems haven’t cut in and you die within a week from dehydration. Your Character dies; you lose all VPs.

The campaign continues with new Characters and a new situation in either Earth orbit, Scenario 3, or, deep below the Martian surface in Scenario 4, Lockdown.

# **SCENARIO 2**



## **EPILOGUE**

### **LUCRATIVE OFFER**

## Epilogue the Lucrative Offer.

The Escape Pod launches from the Nemesis leaving a bright flare of combusted fuel as it accelerates beyond the gravity sink of the ship. Onboard systems have “piggy backed” the location coordinates of the Nemesis and course adjustments are calculated to allow for the Escape Pod’s fastest burn to Earth. As the acceleration approaches its target fluids pump into the Character to prepare for hibernation, and the vagaries of a high G journey. The Character only has minutes to check that all systems are green and that the pod countdown for its own signal has been initiated. A countdown that will terminate long after the pod has distanced itself from the Corporations vessels.

*“I did it I fucking did it, years of undercover work sucking up to the CEO and now I have hit the jackpot. The pods signal is sent and the tracking systems of my rescue ship will soon home in on this pod. Nemesis and then it’s the gravy train for me yes sir credit heaven heeeeeeeeeeha!”*

## Lucrative Offer Outcome Resolution:

Your Character has successfully escaped the Nemesis.

- Roll a Red Combat Die and consult the result below to determine where your Character ends up next:
  - **Any intruder symbol** – Your Character is picked up by an Earth ship commissioned and manned by the Earth’s Quarantine Division. It is time to undertake the Contamination Check. If you fail you die and lose all VPs, however you do gain a Quarantine Division Token. If you pass the check then you and the pod are immediately placed under quarantined containment in preparation for transit to a secure space station in high Earth orbit. Your mission is 100% successful, you gain an additional 3 VPs and a Quarantine Division Token for making the Solar System a safer place. Your part in the campaign has finished.
  - **Double Hit Symbol** – Nemesis’ location had been chosen relatively close to the Asteroid Belt as a means of obscuring unfriendly tracking and thereby increasing the stealth potential of both Mother and Nemesis. The near space volume has sufficient small scale particles to require the Escape Pods navigational systems to plot a transit that unintentionally intersects one of the Corporation’s Martian orbital stations. The station’s crew are alert to any of the Corporations vessels, be they ship or pod, and a rapid response cargo shuttle is sent on an intercept course resulting in the pods capture and its immediate transfer to one of the Corporation’s Martian facilities. Your Character gains an additional 3 VP ( for convincing the Corporation of your innocence) and will reappear in Scenario 5 as a Nemesis Survivor. In Scenario 5 the Nemesis Survivor starts in the Isolation Room with no equipment. As a consequence you cannot trade VP for Items and must bank the VP you have just earned. However, note the equipment that you have and you will be able to retrieve it all by spending any one Action in the Lock Down Room designated for you to Activate your Quest Item. This Action will recover all your current Equipment Items and

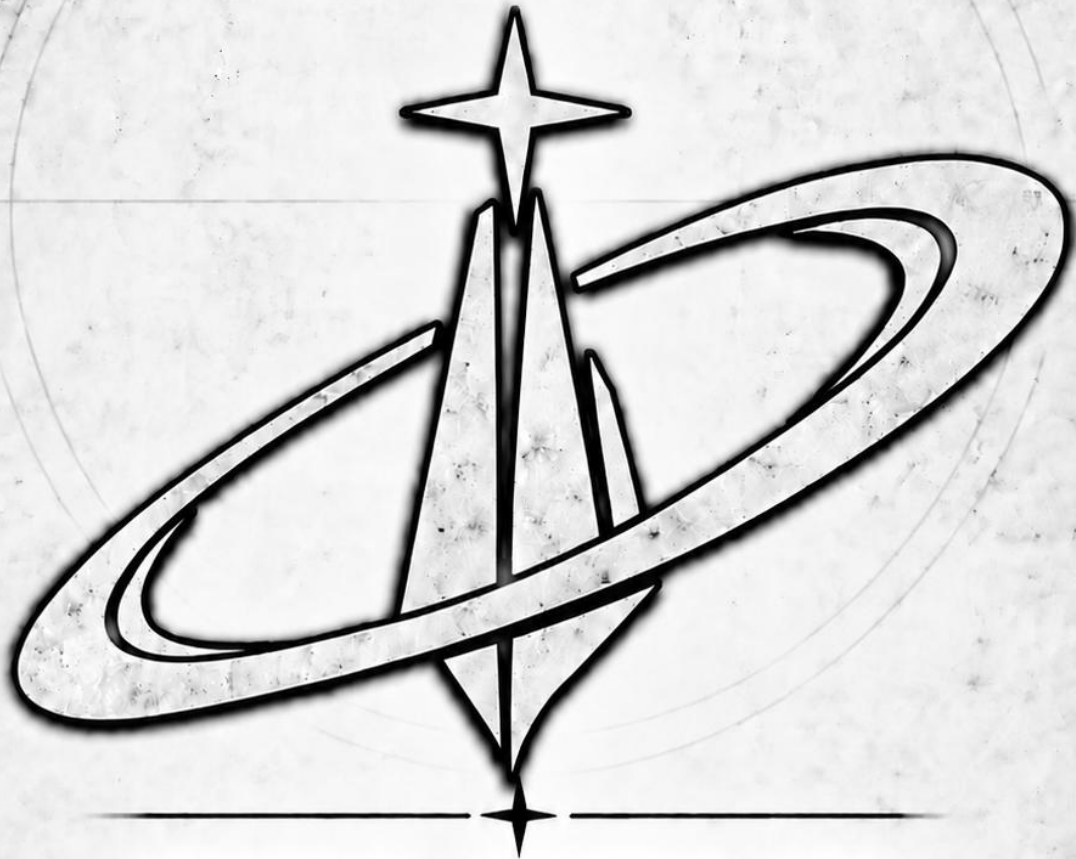
your Quest item which will be fully Activated and loaded. Any Intruder Heavy Items you may have acquired will be taken from you by members of the Shuttle crew and will not be returned. If a Nemesis Survivor has already been allocated to Scenario 5 then you will be transferred to Mother where you are eligible to take part as a Nemesis Survivor in Scenario 6. Feel free to convert any of your VP for equipment prior to reading Scenario 6 and remember you have an **Intruder Egg**.

- **Blank** – The CEO and his executive team had been suspicious of you for some time, and your behaviour during the “Rescue Mission” was duly noted. As a consequence Mother had been alerted to the potential of any “Escape Pods ” vacating the Nemesis and such an eventuality has been well prepared for. Unfortunately for you an EMP pulse has rendered your pod’s systems nonfunctional. The Pod has not achieved its intended velocity and its planned signal has not been sent. Furthermore Mother is tracking the pod with its passive sensors, soon you will be reunited with the other members of the Rescue Team. A reunion that will not be pleasant. It is time to undertake the Contamination Check. If you fail the check your Character dies and you lose all accumulated VPs. However your corpse and the Intruder inside it are of much interest to your ex colleagues and further to their investigations they uncover two Intruder Weaknesses.

If you pass the Contamination Check your Character does not survive the subsequent interview, and all your VPs are forfeit.

The campaign continues with new Characters as Scenario 3,or Scenario 4.

# SCENARIO 2



## EPILOGUE TOKEN X

## Epilogue Token X.

The Escape Pod launches from the Nemesis leaving a bright flare of combusted fuel as it accelerates beyond the gravity sink of the ship. Onboard systems have “piggy backed” the location coordinates of the Nemesis and course adjustments are calculated to allow for the Escape Pod’s fastest burn to Earth. As the acceleration approaches its target fluids pump into the Character to prepare for hibernation, and the vagaries of a high G journey. The Character only has minutes to check that all systems are green and that the pod countdown for its own signal has been initiated. A countdown that will terminate long after the pod has distanced itself from the Corporations vessels and the soon to be destroyed Nemesis.

*“I did it I fucking did it, years of undercover work sucking up to the CEO and now I have hit the jackpot. The pods signal is sent and the tracking systems of my rescue ship will soon home in on this pod. Nemesis and then it’s the gravy train for me yes sir credit heaven heeeeeeeeeeha!”*

### Token X Outcome Resolution:

Your Character has successfully escaped and destroyed the Nemesis.

- Roll a Red Combat Die and consult the result below to determine where your Character ends up next:
  - **Any intruder symbol** – Your Character is picked up by an Earth ship commissioned and manned by the Earth’s Quarantine Division. It is time to undertake the Check for Contamination. If you fail the check you die and lose all accumulated VPs, but gain a Quarantine Division Token. If you pass you and the pod are immediately placed under quarantined containment in preparation for transit to a secure space station in high Earth orbit. Your mission is 100% successful, you gain an additional 3 VPs and a Quarantine Division Token for making the Solar System a safer place. Your part in the campaign has finished.
  - **Double Hit Symbol** – Nemesis’ location had been chosen relatively close to the Asteroid Belt as a means of obscuring unfriendly tracking and thereby increasing the stealth potential of both Mother and Nemesis. The near space volume has sufficient small scale particles to require the Escape Pods navigational systems to plot a transit that unintentionally intersects one of the Corporation’s Martian orbital stations. The station’s crew are alert to any of the Corporations vessels, be they ship or pod, and a rapid response cargo shuttle is sent on an intercept course resulting in the pods capture. The Shuttle cargo shuttles captain informs Mother of his acquisition, gaining immediate promotion. It is now time to check your Character for Contamination. If your Character fails the Check they die and lose all VPs. The crew aboard Mother find use with your remains and uncover two Intruder Weaknesses. If you survive the Contamination check your Character is scheduled for a short painful, and ultimately fatal interview with the CEO. Your Character loses all accumulated VPs and plays no further role in the campaign. The campaign continues with new Characters and a new situation deep below the Martian surface in Scenario 4, Lockdown.

- **Blank** –Unfortunately you chose an Escape Pod that drew the attention of an Intruder. Now your average Intruder is curious but not subtle and consequently there were a few important systems that got damaged. As a result your transponder fails to initiate and an errant burst of engine power slams you way past Mother, and on a vector destined for the Asteroid Belt. Your life expectancy is now three weeks with death resulting by collision with a large object. However lucky for you the hypersleep systems haven't cut in and you die within a week from dehydration. Your Character dies; you lose all VPs.

The campaign continues with new Characters and a new situation deep below the Martian surface in Scenario 4, Lockdown.

## Plates

|                                                                                              |      |
|----------------------------------------------------------------------------------------------|------|
| Plate 1. The CEO shows concern as technicians scan for Nemesis.....                          | p47  |
| Plate 2. The ship's psychologist interrogates the Convict under the CEO's watchful gaze..... | p 47 |
| Plate 3. The Shuttle returning to Mother.....                                                | p 48 |
| Plate 4. Mother at the edge of the Asteroid Belt.....                                        | p 48 |
| Plate 5. Special Circumstances.....                                                          | p49  |



Plate 1. The CEO shows concern as technicians scan for Nemesis.



Plate 2. The ship's psychologist interrogates the Convict under the CEO's watchful gaze.



Plate 3. The Shuttle returning to Mother

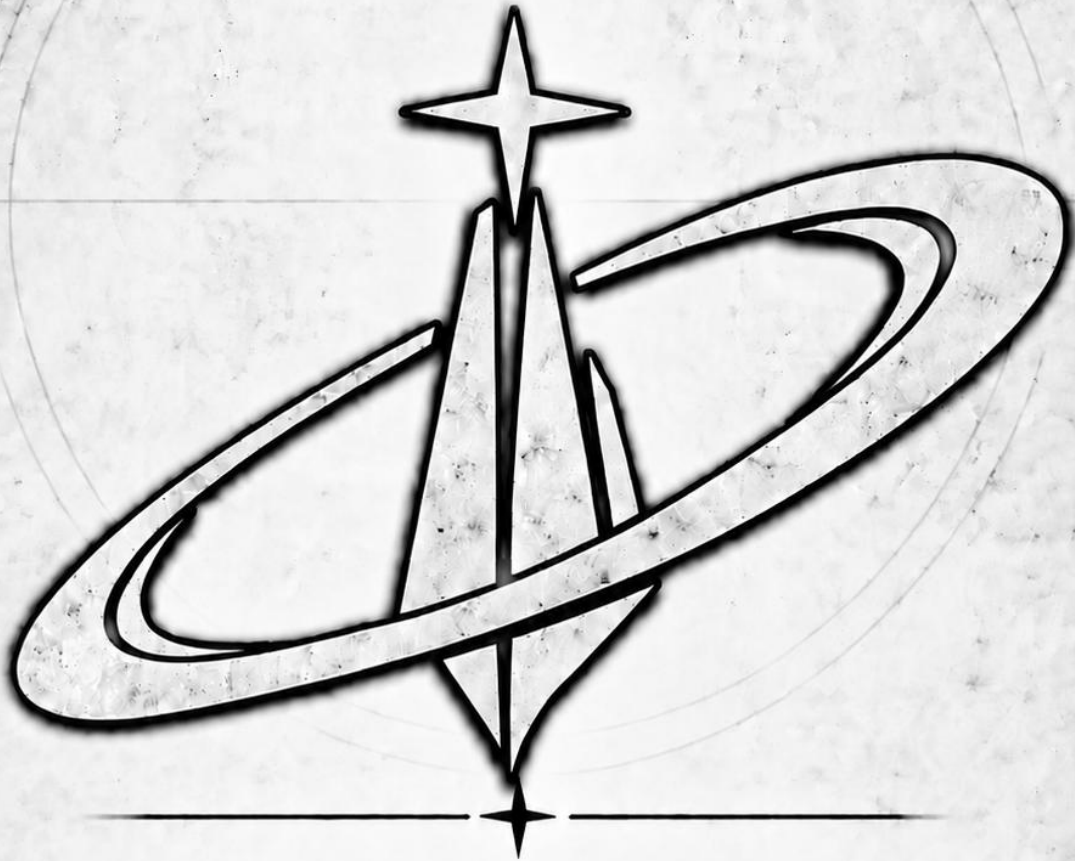


Plate 4. Mother at the edge of the Asteroid Belt



Plate 5. Special Circumstances.

# SCENARIO 2



# TOKEN X-1

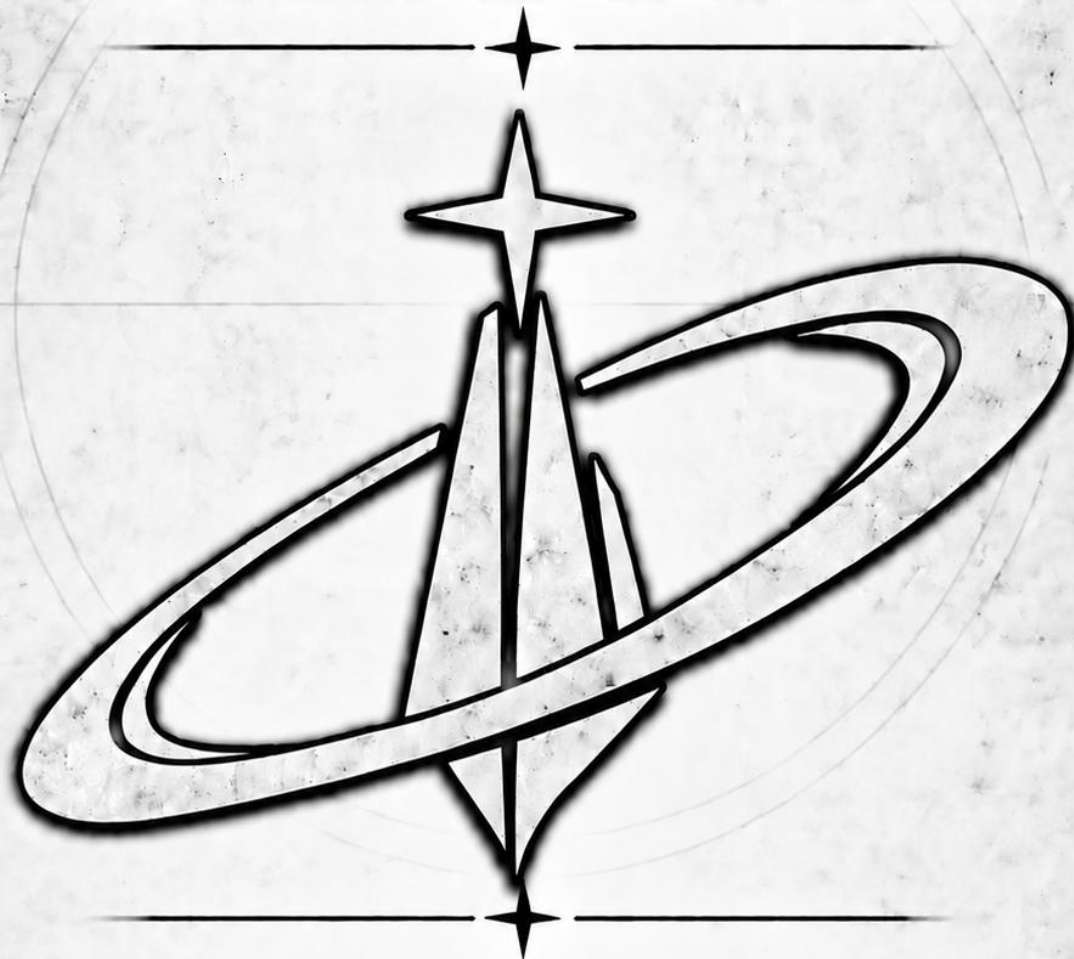
## Token X-1 Objective

*You have been undercover for some time, working your way up to a trusted position. The situation that now presents itself means that you have to get out, have to inform the Quarantine Division what's going on. You don't give two fucks who is responsible for what got aboard the Nemesis, saboteurs or the Corporation who cares, all you care about is making sure it ends here.*

*Set the self destruct, destroy Nemesis and survive in an Escape Pod. 8VP.*

*If you are successful read Winning the Game on page 10 and follow the directions to Epilogue in an Escape Pod.*

# SCENARIO 2



# TOKEN X-2

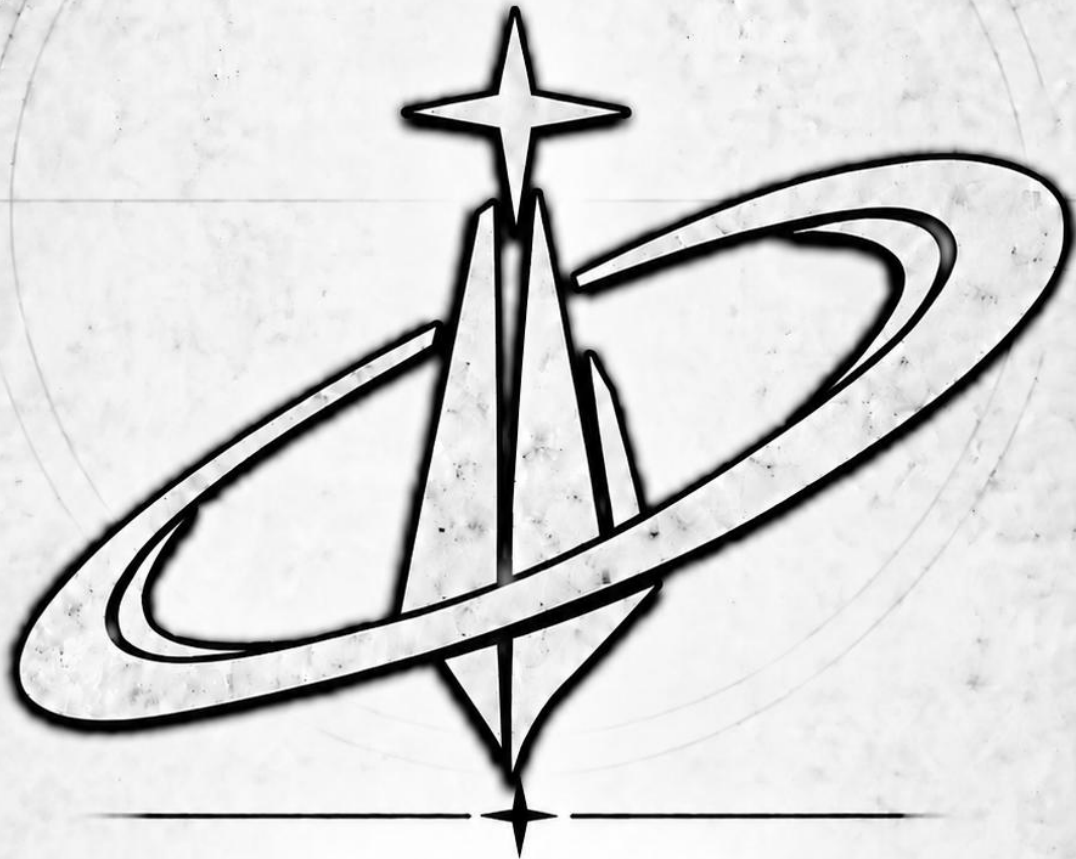
## Token X-2 Objective

*You have been undercover for some time, working your way up to a trusted position. The situation that now presents itself means that you have to get out, have to inform the Quarantine Division what's going on. You don't give two fucks who is responsible for what got aboard the Nemesis, saboteurs or the Corporation who cares, all you care about is making sure it ends here.*

*Sabotage the engines so that there are not two working, get out in an Escape Pod. 8VP.*

*If you are successful read Winning the Game on page 10 and follow the directions to Epilogue in an Escape Pod.*

# SCENARIO 2



## EPILOGUE THE CONVICT

## Epilogue Convict

The Convict will gain the underlying VP for successfully completing his objectives.

1VP for Encountering a Fire token and informing the other players.

1VP for encountering a Malfunction token and informing the other players.

2VP for being in the same room as the Blue Character Corpse.

On achieving C, above, roll a Red Combat Die to discover whether the Convict recognised the Blue Character Corpse.

- 1) Any Intruder symbol – *“Yeah I recognise him, I’ve known about him for a few years, a good operative, works for the Quarantine Division out of one the Earth orbitals.” Earn 3 VP and a minus Quarantine Division Token.*
- 2) Any hit symbol – *“ No idea who this schmuck is, looks like he had a bad ending whoever he worked for.”*
- 3) Blank – *“How the fuck am I supposed to identify him he ain’t got no face.”*

*Return to page 10.*