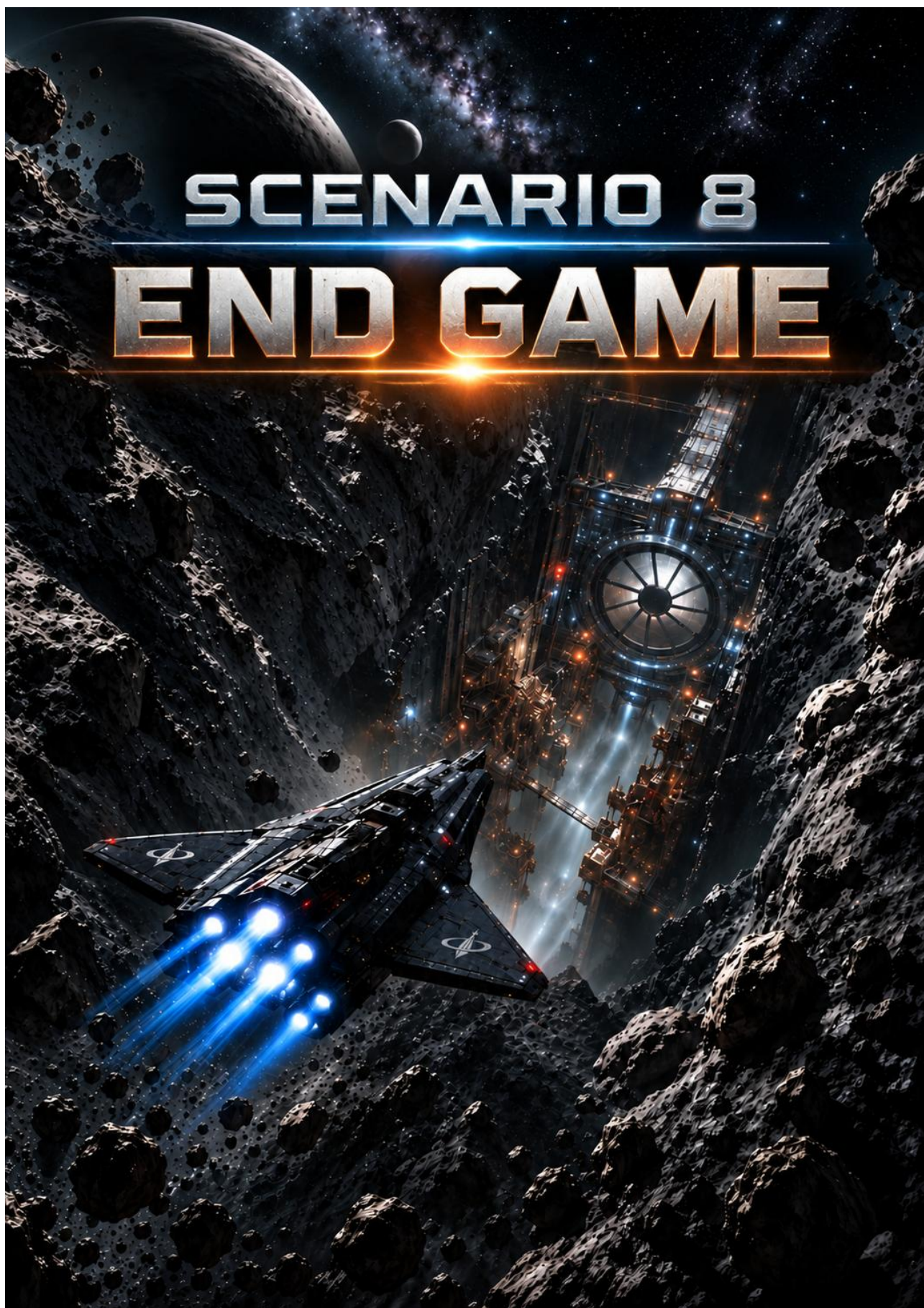




The Road to Retaliation





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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.

Pages 7-9 are particularly useful to have during game set up and game play.



End Game

This scenario takes place on a planetoid at the edge of deep space and uses the Shuttle and Environmental Tokens from *Aftermath*, the board and Environmental Tokens from *Lockdown*, and tokens from *Untold Stories #1*.

This is the final scenario in the campaign.

Witness Personal Log 008

"So, the Shuttle Team made it back—with loot. All good. But the news about a new space bug? Yeah, not so much. The psych and xenobiology specialists tore into the survivors, grilled them for hours. With the verbal reports and the data pulled from the personal data recorders, the picture they painted was..... ugly.

These things? They're nothing like anything we've encountered before. Sure, they've got claws, teeth, and all the usual nightmare fuel—but these bastards mess with your head. Make you do things you don't want to, I mean the crew launched all the escape pods.....empty. And get this: they move through walls. Through doors. So much for quarantine protocols. We're fucked.

The CEO put out a call for volunteers to go planet side as a Response Team. The deal? Come back alive, and you walk away with cash or corporate shares equal to a kilo of serendibite. That old buzzard just proved that fear is a commodity, if you can find its right trade price.

And lucky me? I am joining the Response Team as a caretaker."

Witness Personal Log 09

"The CEO made it plain and simple—Facility X isn't going to be nuked. There's no plan to push a self-destruct button, no sir, no way. Not with all that un-mined serendibite down there. That just ain't gonna happen".

"This problem has to be solved the old-fashioned way—boots on the ground. The Response Team's job is to go down there and clear out every living thing that isn't obviously human. That means searching every room, one by one, wasting bugs and identifying the location of every serendibite casket. They've even got a map of the facility, the CEO is not taking any chances. There's a bonus for each casket brought back. Oh, and the team is going in loaded for bear".

Witness Personal Log 010

"The shuttle just passed through what looked like a giant U-bend in the planetoid's outer crust. We're approaching a massive cylindrical portal, embedded flush with the planetoids pitted surface. It opens like a mechanical iris, revealing a tunnel—and another portal beyond. Seconds later, we clear the second portal and emerge into a cavernous, laser-cut chamber. The Docking Bay.



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The pilot—a corporate android —lands the shuttle smoothly, as precise as you’d expect. No wasted movement. It cycles the umbilical locks, extends the ramp, then turns to face us.

'Listen up. The CEO wants this done efficiently and diligently. We all know that resources are thin, and that these... things... are unpredictable, so we’re not taking chances. You’re the A-Team—our best shot—but don’t expect any special treatment the mission gets priority. You know the deal. Once I leave the bay, you have ten cycles before I return. So move your asses and do your jobs’.

'Gangway is clear. You have clearance for transit tube access. Good luck.'

“I scan the docking bay, no evidence of any Caskets, time to pull out”

By the time the Response Team access the Transit Tube, the shuttle is already off-platform, slipping through the portal. That android wasn’t kidding.

They’re not taking any unnecessary chances”.



End Game – Rules Modifications

Rule modifications to applied in this scenario relate to board set up, the CSS, Room placement, token usage and objectives. These factors will effect the players choice of Characters. Although the setup is prescriptive once achieved game play is very much a straightforward game of Lockdown with game events happening naturally as the board is explored.

Board Setup

Set up the board using the standard side of the *Lockdown* board.

- 1) Characters start in Room 004 (Decontamination Room and Exit Room).
- 2) No Corporate Contingency.
- 3) No Objective Cards. No Lucrative offer, No token X.
- 4) Place the Computer Card Deck as per Lockdown rules noting that choices of Computer Actions will be limited by the nature of Scenario 8, e.g No Rover, no Contingencies.
- 5) Docking Bay & Shuttle Placement:
 - Place the Shuttle on top of the Bunker. The Bunker represents the Docking Bay, a special facility that allows Shuttles to enter and exit.
 - The Docking Bay is sealed off from space by vacuum-protective doors, controlled by specialist protocols located in the Transmitter Control Room and managed by Shuttle pilots.
 - The Docking Bay is connected to the Exit Room (Room 004) via a tunnel, within which a transit tube operates.
 - The transit tube runs on independent power, meaning it does not suffer power loss during gameplay.
 - The transit tube can transport all Characters and any Heavy Items they wish to bring.
 - The transit tube will be available for a return journey from Time Step 4 and costs 1 Decontamination Room Action to activate.

CSS System Modifications:

The **CSS system** (Cargo Sending System) is designed for transporting excavated material and in emergencies, personnel directly to the Docking Bay. Treat the CSS system as per *Lockdown* rules with one modification: cargo is sent to the Docking Bay instead of being ejected into space.

- When using CSS tokens, note that Launch C should be treated as Launch A, meaning multiple Launch A opportunities exist.
- Typical transported materials include processed minerals, inert alien artifacts, or, in emergencies, living humans.
- Transport restrictions: One human or the equivalent of six heavy objects (maximum three casks of serendibite) per CSS launch.



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Room Setup:

Rooms are taken from *Lockdown* and *Aftermath* and all Rooms are placed face-up on the board.

- 1) Create a deck of Lockdown Room 1 and Room 2 tiles, excluding: Nest, Cargo Sending System C, Alarm Room and Isolation room.
- 2) Place the Repository and Back Up Power Supply as per Lockdown rules.
- 3) Refer to Figure 1 for prescriptive Room placement.
- 4) Distribute the remainder of the unused Room tiles face up on the board in any available Room tile slots be they designated Room 1 or 2
- 5) Place Lockdown Environmental tokens on all Room tiles.
- 6) Aftermath and Void Seeker tokens. Create a random pile of Aftermath and Voidseeder Exploration tokens.
 - 3 Lair tokens
 - 2 Carcass
 - 2 Corpse

Add to the above tokens a random selection of Aftermath Exploration tokens until the pile totals 22 tokens.

- 7) Place the 22 Exploration tokens randomly, face down on all Rooms including the lift Rooms, 002,007 and 018.
- 8) On revealing a Room flip the Environmental token first and resolve, then flip the Exploration token and resolve. If there is a Turret token present, this should be accommodated last.
- 9) Tokens function as per standard rules, except for the following modifications:
 - a. **Silence** – As per Lockdown rules but additionally, indicates the location of a Serendibite Casket. Place a Cable Marker in the Room to represent the Casket.
 - b. **Carcass/Corpse** (Aftermath Token). These represent Facility X personal that have died in horrific ways. On discovery of either a Corpse or Carcass token read the printout Game Event Character Corpse, or turn to page 13.
 - c. **Slime, Danger, Larvae, Egg Door** – No Game effect.

This completes board setup please read Game Duration and Winning Conditions, page 11.



FACILITY-X ROOM PLACEMENT		
ROOM NUMBER	ROOM NAME	NOTES
001	DECONTAMINATION ROOM (EXIT ROOM)	- Linked via Transit Tube to the Docking Bay. - Room Action (1 card) to call the Transit Tube (available from Time Step 4-1).
012	SERVER ROOM	- Functions per <i>Aftermath</i> rules. - Originally used for systems control during excavation. It now serves as a backup system for key facility operations.
009	TRANSMITTER CONTROL ROOM	- No signal transmission are allowed due to Facility X's enforced blackout. - This Room controls the gathering of facility wide sensor data and plays a key function in Shuttle docking procedures. - If a Malfunction Marker is present in this Room, the Shuttle cannot dock.
010	TURRET CONTROL ROOM	- During set up place a Turret Marker. - The Room functions per <i>Aftermath</i> rules.
027	CAVE ENTRANCE	- During set up place a Turret Marker and On Entry token. - On entry resolve Turret Marker and read Game Event, Cave On Entry.
022	CONTAMINATED ROOM	- Ignore Slime effect. - Set the item count to 4, regardless of the Environmental Token's revealed value. - The Room's purpose is to supply workers with equipment for mapping/excavating tunnels within the alien ruins and within planetoid fissures.
014	LABORATORY	- During set up place a Turret Marker and an On Entry token. - On Entry read Game Event Laboratory.

Figure 1 Facility-X prescriptive Room placement.



Objectives

To complete the Corporate Objective it should be noted that the Signal Room must be functioning during Time Step 5 – 1 inclusive. This allows for the Shuttle to navigate the access tunnels and arrive at the Docking Bay. Removing a Malfunction marker at Time step 1 is too late. To complete the Primary Objective the following six objectives must be achieved before the end of the Players Phase of Time Step 1:

Primary Objectives.

- Explore every Room, i.e uncover all Environment and Exploration tokens.
- Ensure that there is no Malfunction Marker in the Signal Room from time step 5-1 inclusive.
- Eliminate all Intruders. In order to comply with this objective there should be no Intruders or Lairs on the board by the end of the Player Phase at time Step 1.
- At no time should there be more than 7 Malfunction Markers or 7 Fire markers on the board. If there is 8 then the Facility explodes and the Scenario and all Characters therein are lost. Players should note that there is a **greater risk of fire** than in previous scenarios, this is due to Facility-X personnel undertaking inadvisable actions as a result of Voidseeder influence.
- At least one Character must be on the Docking Bay to greet the Shuttle and confirm that all objective have been met. If no such character is present the Shuttle will leave and the Scenario will be considered a failure.

Secondary Objectives.

Additional VPs will be awarded to Characters who achieve any of the underlying on the assumption that the Primary Objectives are complete:

- Any character who uncovers an Intruder Weakness, gains a Knowledge or has an Intruder Heavy Item in their Character board.
- Any Character who returns a serendibite casket to the Docking Bay. A Casket is equivalent to two Heavy Objects and can be carried by a single Character taking two hand slots or shared between two Characters. One Character can lift a Casket using two hand slots, and one Action, or two Characters can lift a Casket using one Action each and one hand slot each. Whilst sharing a Casket Characters can use their Action Cards to move, both Characters have to expend Action cards to move at the same time. Player turn governs this movement choice. It costs no Actions to drop a Casket. Any weapons, including fire extinguishers, that Characters have been obliged to drop are assumed to be shouldered or holstered. Shouldered and holstered weapons can be re equipped once the Casket has been dropped for the cost of one Action Card. Cable Markers can be used to represent Caskets.

On the assumption that the Signal room is functioning form Time step 5-1 then from Time Step 4 onward, the Shuttle will be docked thus allowing for players to complete the scenario early.



The Road to Retaliation

Character Selection

Characters can be either new or Survivors from the previous scenarios. The Player with the highest number of VPs gets to choose their Character first then in descending VP order. The Character pool must maintain the Nemesis Lockdown rules for Character balance.

Characters are issued with the underlying Corporation-issued equipment:

- All their Starting Items and Quest Items (no activation required).
- An Enviro-Suit.
- One Antidote and one Medkit.

Any surviving Characters can also start the scenario with any Items or Equipment held over from previous scenarios.



The Road to Retaliation

Game Duration and Winning conditions.

The game ends at the conclusion of the Event Phase in Time Step 1, or earlier if player so choose.

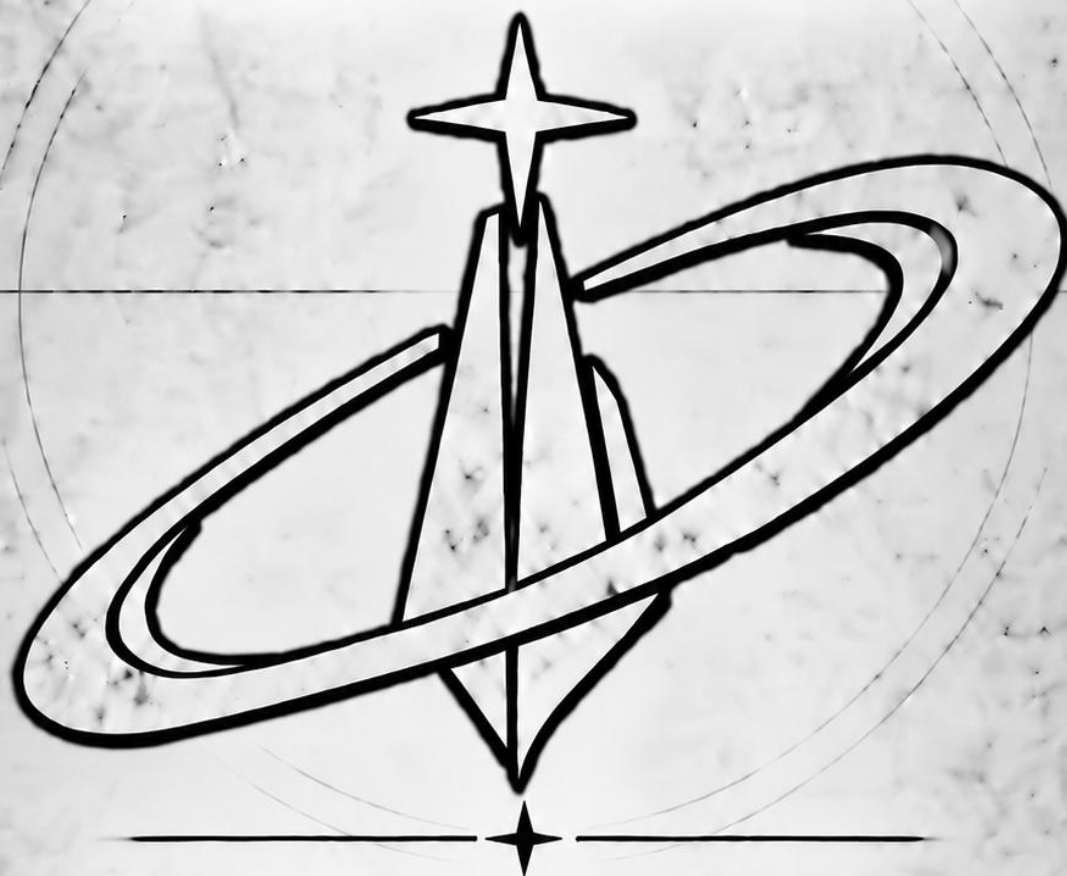
At this point the winning conditions are:

- 1) At least one Character must have used the Decontamination Room to gain access to the Docking Bay.
- 2) No Voidseeders are on the board.
- 3) No Lares are on the board.
- 4) The Facility has not been destroyed through malfunction or fire.

If the above conditions have been met and the Character has met all other game requirements for Victory conditions, then read the Game Event epilogue, or turn to page 22.



SCENARIO 8



GAME EVENT

— CHARACTER CORPSE —



Character or intruder Corpse

Place a Character Corpse marker in the Room.

These represent Facility X personnel who died in horrific ways.

On Discovery:

If discovered in darkness: Roll a Red Combat Die. Any Intruder symbol or double hit raises the discoverer's Sanity Level by 1.

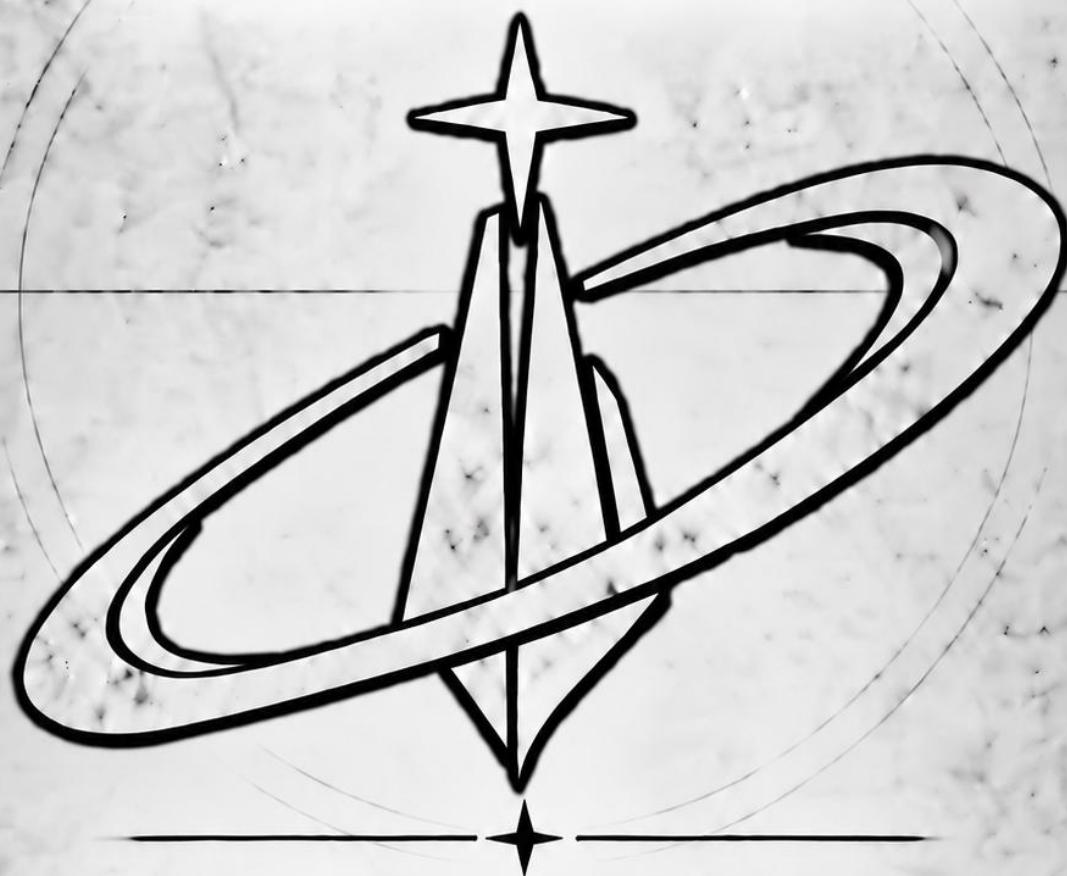
If a blank is rolled then read the printout Game Event, Blue Character Corpse, or turn to page 15. This instruction, regarding the blank, is only valid once in the game.

If discovered in light: Roll a Blue Combat Die. Any hit symbol raises the discoverer's Sanity Level by 1.

If a blank is rolled then read the printout Game Event, Blue Character Corpse, or turn to page 15. This instruction, regarding the blank, is only valid once in the game.



SCENARIO 8



GAME EVENT

— BLUE CHARACTER CORPSE —



BLUE CHARACTER CORPSE

The figure is sitting cross-legged, its face turned up towards the ceiling, mouth agape. Between its legs rests an Intruder egg.

After overcoming the initial shock of finding the corpse, you realise it's Dr Sun, Senior Xenobiologist.

And what the fuck is he doing? Sorry... what the fuck was he doing?

His left arm cradles the egg. His right hand clutches something tightly rolled up, which appears to have been dipped, or perhaps pushed, into an open Intruder egg. Like a piece of bread dipped into a boiled egg. Like some fucking kid's eggy soldier.

As you move closer, trying to make sense of this deeply disturbing tableau, your eyes fall upon the corpse's open mouth.

It isn't empty.

Something is lodged inside. Something that has been severed... and left in his fucking mouth. Your gaze follows the blood splatters down to the floor, where, lying in a pool of gore, are the remains of a severed Intruder Larva.

Bitten through. To be precise, bitten clean through by Dr Sun.

Return to the game... or investigate what Dr Sun is clutching in his right hand.

Curious? Turn the page. But don't say you weren't warned.



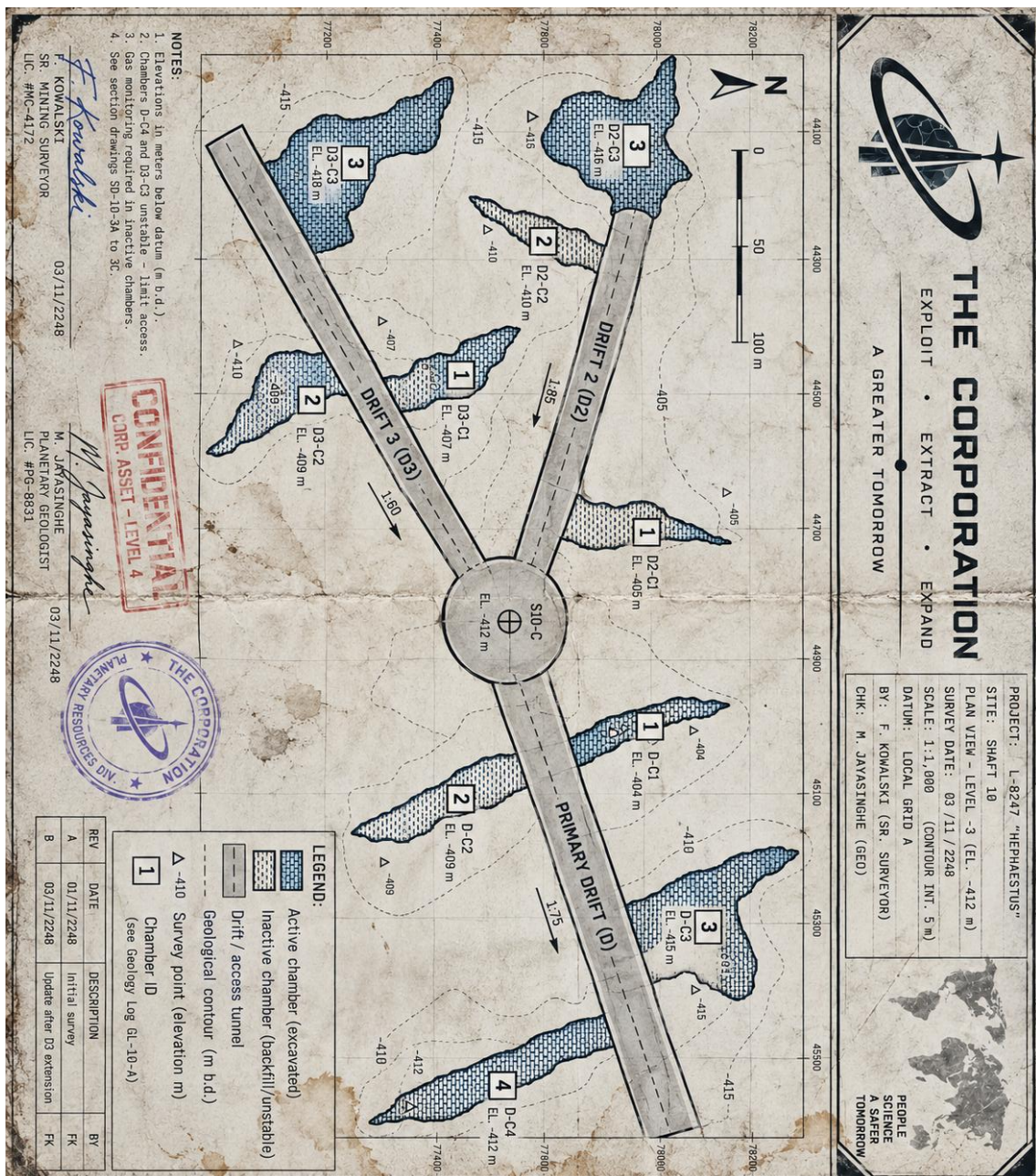
The Road to Retaliation

Once you extracted the item from Dr Sun's hand, and wiped the slime and gore from it, you notice it is a plasti-map of part of the excavation.

What the fuck?

Gain 2 Knowledge.

Return to the game.





The Road to Retaliation

SCENARIO 8



GAME EVENT

— **ENTER CAVE ON ENTRY TRACE** —



The Road to Retaliation

On Entry

Resolve the turret token.
If you survive read on.

The Room contains a number of Caskets the number equivalent to the items noted on the Environmental Token. As you survey the Room there are four bodies on the floor. cursory evaluation reveal that these corpses are the work of the Turret, so no need for any unnecessary panic.

However, your eyes snap round when they note a bright glitter highlighted by the rooms overhead lights, the floor appears to be coated in stars, brilliant white and blue stars, and then you see it, an opened Casket and some of its contents have been liberally spilled across the floor. That's impossible those Caskets are DNA locked and the lock itself is further protected by a ten digit alpha numeric code. As you step closer all is revealed, a severed hand and a plasma torch lay in a pool of blood. Oh well necessity is the mother of invention.

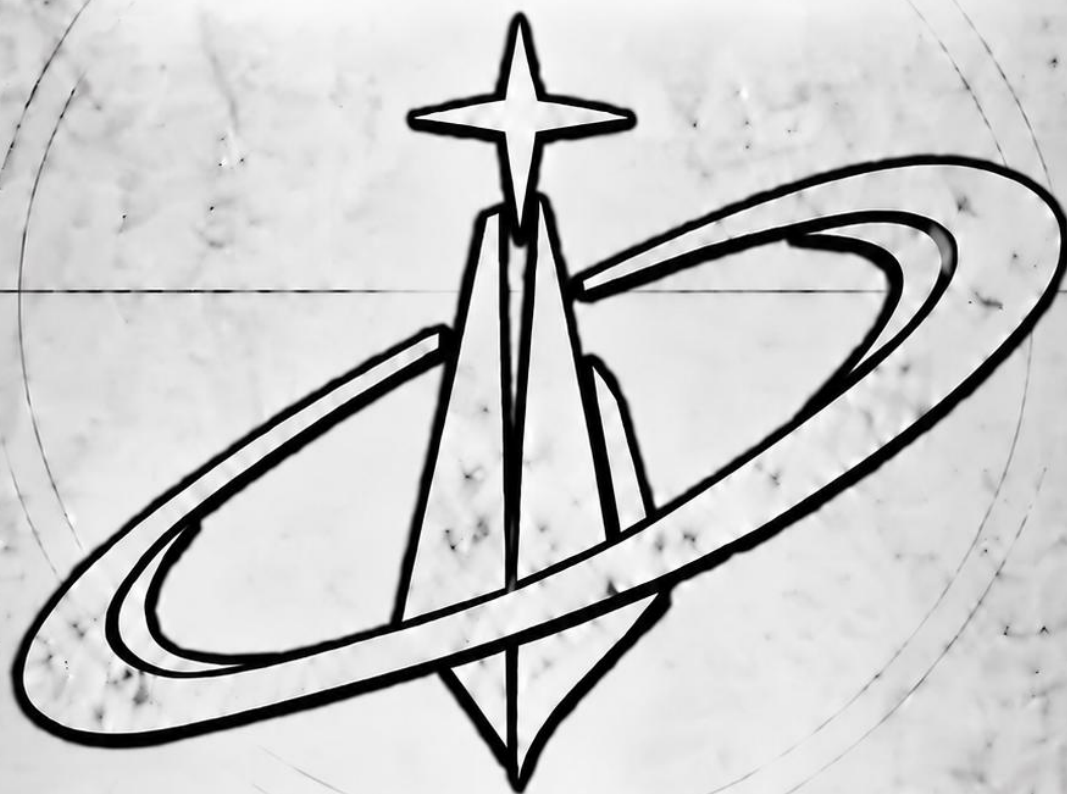
You just earned a VP.

Return to the game.



The Road to Retaliation

SCENARIO 8



GAME EVENT

LABORATORY



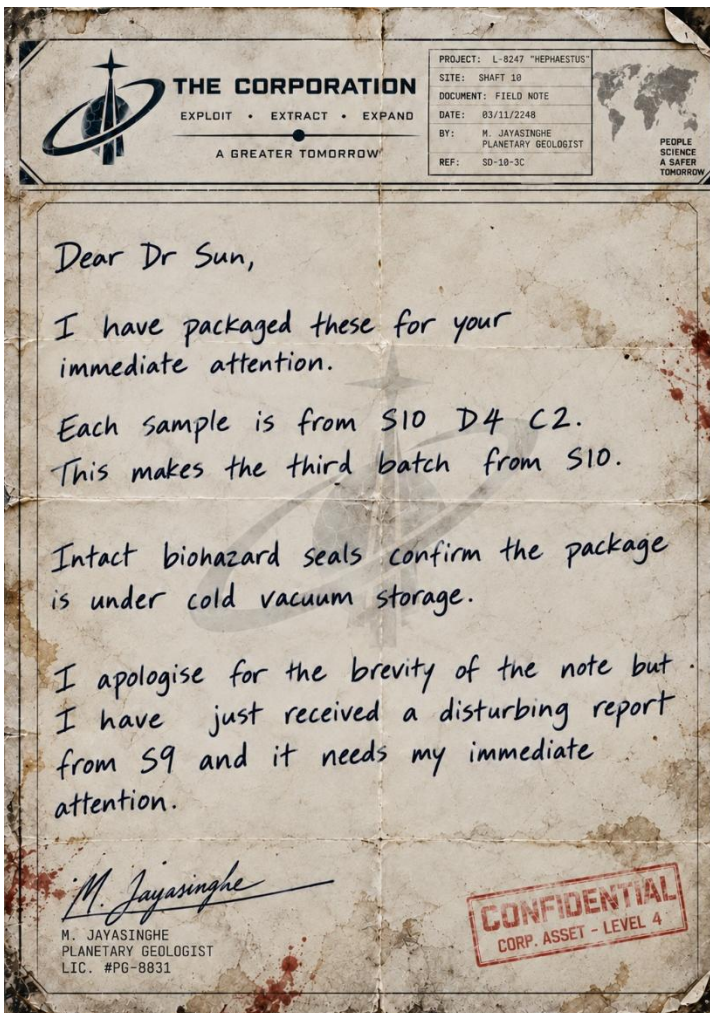
The Road to Retaliation

The laboratory

At the back of the Laboratory you see two stacked containers each about the size of a Casket, you lick your lips in anticipation of a prize but your avarice is soon dashed when you notice the containers are sealed with biohazard tape. Curiosity draws you in and you notice a folded note taped to the top container, it is folded and addressed To Dr Sun Confidential.

“What the fuck Dr Sun is probably a corpse by now”

You unfold the note.



If you so wish treat the containers as if they are Caskets, but use an Intruder Egg Token on the Character board to represent a container.

Return to the game





Victory Conditions

Witness Personal log - 011

“My care taking duties where over, I just had to ensure there where no alien fucks anywhere near the Shuttle, get the Team members on board, including any stragglers loitering after loot, then it was adios facility-X.

The shuttle docked with the ship, and we disembarked to a welcoming party, we where met by crew members with raised glasses, and a beaming CEO. Turns out we were the reason for a double celebration.

Another team had boarded Nemesis 3 to clear out any remaining Intruders and ensure the ship’s systems were functional and the engines ready for the trip home. They encountered more of those creatures, but at some point, they just... collapsed. Lifeless. Gone. A quick comparison of action logs revealed the cause—right when that third Lair thing got wasted, everything else just dropped dead. Hive mind, maybe? Who cares.

What matters is that I’m alive. And rich beyond my wildest imagination. Best of all, we’ll soon be in the Hibernatorium, en-route to Venus, then Earth—where I plan to spend, spend, spend”.

Rewards:

- Each Character used on any of the previous scenarios gains 2 VP.
- Each Character gains 10 Victory Points for completing the Corporate Objectives.
- A further 4 Victory Points (or 2 if shared) are awarded for bringing/transporting a serendibite casket to the Docking Bay
- 1 VP is awarded to any Character that uncovered an Intruder Weakness.
- 1VP for each Knowledge gained.
- 1 VP is awarded to any Character with an Intruder Heavy Item.
- 10 VP is awarded to any Character that transported any one of the crates discovered in the Laboratory and marked Biohazard to the Docking Bay.

To discover the Conclusion of the Campaign read the document Conclusion.

The end.