



The Road to Retaliation



SCENARIO 9

THE MEGA CORP INCIDENT



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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.



Scenario 9 — Preamble.

Captain Rodriguez and his team had been thorough at Facility-A.

They had gone over the place from top to bottom. Every laboratory, storage area, personnel file and database had been opened to them. They had even revisited the remains of Facility-B and widened their search to a fifty-kilometre radial sweep.

They came back with nothing.

Nothing at Facility-B.

Nothing in the Martian landscape.

And nothing at Facility-A except a well-run research facility staffed by helpful, earnest employees with shit-eating grins who were only too happy to assist the Division in any way they could.

It was no great mystery why they had found nothing.

The Corporation's Response Team had done a very thorough job.

Captain Rodriguez wasn't happy.

In fact, he was fucking furious.

But what pissed him off most was the fact that he now had to go, cap in hand, to see that corporate suit and eat humble pie.

Because the bastard had been right.

Not about everything, perhaps.

But about Mega Corp?

Bullseye.

And now something had happened that made Rodriguez wish, just for once, that the man had been wrong.

Mega Corp's Martian orbital had gone off-grid.

No warning.

No transmissions.

No response to formal enquiries.

Nothing.

The Division had immediately established a no-go quarantine perimeter around the facility.

And Captain Rodriguez was going in.

He would be leading the recon team himself.

But first, there was that little matter of humble pie.

The robot responded to the door chime almost immediately and escorted Captain Rodriguez into the CEO's office.

The CEO was standing before the panoramic window, looking out across the Martian night.

He didn't turn as Rodriguez entered.

“Beautiful, isn't it, Captain?”

Rodriguez followed his gaze.

Despite the light pollution from the port, Mars stretched out beneath them in a vast expanse of darkness and distant lights.

“I suppose it is, sir.”



The CEO smiled faintly.

"Despite the light pollution from the port, I still find it beautiful."

Rodriguez paused.

"I guess that's what got me into the uniform in the first place. Wanting to know what's out there. Wanting to make sure whatever's out there doesn't hurt us."

He took a breath.

"And I suppose that's why I didn't treat you with the proper attitude last time."

The CEO finally turned.

Rodriguez met his eyes.

"I can't abide a threat to the human race. And, well... you were at the top of my threat list."

A moment of silence passed between them.

"And now, Captain?"

The CEO's voice was calm.

"Now where do I, and my Corporation, stand?"

Rodriguez looked uncomfortable.

"Clean sheet, sir. Clean as a whistle."

He sighed.

"In fact, I've come here to apologise. Not just for my behaviour, but to tell you that you were right."

The CEO raised an eyebrow.

"About Mega Corp?"

"Yeah."

"How so, Captain?"

"Their orbital has just gone off-grid. It's like a repeat of what happened at Facility-B. No transmissions. No response to our enquiries. Nothing."

Rodriguez paused.

"The Division has put a no-go bubble around the facility. I'm leading a team up there. Recon only."

The CEO stared at him for a moment.

Then he smiled.

"Well, Captain, I hope you're loaded for bear."

Rodriguez frowned.

"If there's anything up there that shouldn't be, it will have teeth."

The CEO walked toward his desk.

"My crew—the crew of the Nemesis—found that out the hard way."

He opened a drawer and removed two slim data files.

"So please, Captain... load up. Don't go light."

He handed Rodriguez the first file.

"Take these reports. Read them before you load out. The first contains everything my crew learned. There may be something in there that will help you understand the creature's weaknesses."

Rodriguez took the file.

This file includes any Intruder Weaknesses that have been learnt by the Corporation during Scenario 1 and 2. Or, during analysis on board Mother by the team run by the Witness.

The CEO handed him the second.

"And this one is personnel information. Suzan Beringer."

Rodriguez's expression changed.

"She was the one who took the escape pod."

"Yes."

"She survived?"

The CEO's smile disappeared.



"She survived long enough to disappear."

Rodriguez looked down at the file.

"She is the one you're looking for, Captain. Find her and I suspect you'll have a lot more answers than you have now."

Rodriguez looked back up.

"You knew?"

The CEO gave a quiet laugh.

"Captain, in my business, information is key."

He returned to the window.

"I like to know what happens when it happens."

A pause.

"If possible... before it happens."

He gestured toward the Martian night.

"The Corporation has its own orbitals. Its own satellites. Its own network of information gatherers."

He turned back toward Rodriguez.

"As I told you last time, I suspected Mega Corp from the beginning."

The CEO's expression hardened.

"Think about it. Where better to park an escape pod?"

He ticked the points off on his fingers.

"An orbital. No requirement for planetary quarantine. No prying eyes."

"And all the facilities you could possibly want to turn alien biologicals into weapons, medicines..."

He shrugged.

"Or whatever Frankenstein project those sick fucks could dream up."

Rodriguez slipped the reports under his arm.

The CEO watched him carefully.

"Go clean them out, Captain."

"Clean them out good."



The Orbital

The Mega Corp orbital facility, The Orbital, is in a Martian geostationary orbit. Unlike Nemesis there are no engines to move the Orbital across the vastness of space and consequently no requirement for a Hibernatorium. The Orbital's crew are swapped out regularly by Shuttle. Escape Pods are present each of which can accommodate ten personnel. The Orbital has acted as the main research installation for Mega Corp and its sudden silence has drawn the authorities attention. Previous activities related to the Nemesis and Facility-B have caused Mars Gov. and Earth Gov. to combine forces and a joint Mars/Earth Quarantine Division Team has been handpicked to perform a "boots on the ground" recon of the Orbital. The team's composition is 100% marine core. They are all well aware of the situation, they are all aware that they could be dealing with a hostile alien life form and they are all ready to do their duty.

The shuttle hung alongside the Orbital, thrusters making minute corrections against the orange globe of Mars.

Inside, the five Marines sat strapped into their crash couches, weapons locked down, helmets clipped to their harnesses.

Captain Rodriguez stood in the centre of the cramped cabin.

"Alright, you magnificent bastards. Listen up."

Four pairs of eyes turned toward him.

"You know the job. We board, we get the power back up which means locating the Generator, and locating the Server Room. We establish if there are any Intruders onboard. If there are then we set the Orbital to blow itself to kingdom come and we get the fuck out."

He paused.

"I say if there will be Intruders but I know that there will be Intruders."

A few of the Marines grinned.

"Now, officially, we are not there to hunt them. We are not clearing the station. We are not collecting fucking trophies."

Someone muttered, "Shame."

Rodriguez pointed at him.

"Exactly. Shame."

A few laughs.

He looked around the cabin.

"But I want something understood."

His voice dropped.



"I will be personally fucking disappointed if I bring four Marines home and every one of you hasn't bagged at least one."

The laughter stopped.

Rodriguez smiled.

"You heard me. One each. Minimum."

"Captain," one Marine said, "isn't that technically outside the mission parameters?"

Rodriguez stared at him.

"No."

A pause.

"Because if an Intruder attacks you while you're accomplishing the mission, you are obviously required to defend yourself."

"Obviously."

"Of course."

"I'm a very reasonable man."

*The docking clamps engaged with a heavy **CLUNK**. The automatic safety announcements and docking procedures droned on in the background.*

Rodriguez's expression hardened.

"Now listen. Stay together. Watch your sectors. Watch each other's backs. Nobody gets clever. Nobody chases a contact. And nobody breaks formation because some eight-foot nightmare decides to run the other way."

The hatch indicator turned green.

"If one comes at you, put it down."

He checked his weapon.

"If two come at you, be efficient."

The hatch began to cycle.

"If there's a whole fucking swarm..."

He looked at his team.

"Improvise."

All systems indicated that boarding could commence.

Rodriguez stepped forward.

"I picked you because you're the people I trust to get this done."

He raised his weapon.

"So we board."



A step.

“We get the Objectives done.”

Another.

“We get the fuck out.”

He glanced back at them.

“And if every one of you happens to leave an Intruder bleeding on the deck...”

That grin returned.

“Consider it as a positive performance review.”

He approached the hatch.

“Get your gear and Move your asses.”

“It’s time to get some.”

Board Set Up

To play this Scenario you will need a six sided die (D6), Nemesis, Aftermath and the Medic.

Set up the board for a game of Aftermath Research, using the reverse side of the board with the following modifications.

- 1) **Remove** the Alarm Room and the Turret Control Room from the game.
- 2) **The Shuttle** – Set up the Shuttle as depicted below noting that for this scenario there are 4 Items in the Armoury:



Figure 1 Room positions on the Shuttle.

- 3) **The Hatch Control System** has no function other than to act as an access point to the Cockpit. This Room is the only means of getting onto the Orbital (the Nemesis Board). It costs one Action to go from the Hatch Control Room to the Cockpit. There are no Technical Corridors connecting the Shuttle to the Nemesis Board. Technical Corridors on the Nemesis board act as per a normal game of Nemesis/Aftermath.
- 4) **The Cockpit** has no function than to act as an access point to the Shuttle's Hatch Control room. The Cockpit is the only means of getting onto the Shuttle. It costs one Action to go from the Cockpit to the Hatch Control System. There are no Technical corridors connecting the Shuttle to the Nemesis Board. Place a Door token or model Door on the B and C of the ABCD of the Cockpit.



- 5) **Cockpit Door.** This is the access point to the Hatch Control Room on the Shuttle. If Cockpit Door is destroyed for any Reason then the Shuttle is effectively inaccessible. Such a situation means that the only means of exiting the Orbital for Character on the Nemesis board will be by Escape Pods. Characters on the Shuttle behind a Destroyed Cockpit Door can not enter the Orbital but can use the Shuttle to leave the Orbital.
- 6) **Engine set up.** Take the Server Room from the Aftermath Box and randomly select two Room 2 tiles from the Nemesis box. Shuffle the three Room 2 tiles and place them face down on the board in the locations of the Engine Rooms. See Below.
- 7) **Blue Character Corpse.** If The Nemesis Survivor, Suzan Beringer, survived either Scenario 4 or Scenario 5 and gained a Mega Corp Token then take the Blue Character Corpse from the Game Box and place it beside the table.
- 8) **Intruder Board.** If the CEO has passed on any discovered Intruder Weaknesses then shuffle the Intruder Weakness deck and turn up the first four cards. If any of these cards are equivalent to those Weakness provided by the CEO place them on the Intruder Weakness board face up. Then shuffle the remaining cards and complete the Intruder Weakness Board.



Figure 2. Room 2 positions in the Engine rooms, noting that one of which is the Server Room.



- 9) **Shuffle and place all Room 1** Tiles on the Nemesis Board remembering to place the Evacuation Rooms appropriately.
- 10) **Place all remaining Room 2** tiles on any remaining Room tile slot even if it is designated for a Room 1 tile, and the Hibernatorium. Do not place a Room tile in the Cockpit.
- 11) **Place Environmental tokens** in all rooms on the Nemesis board including the Cockpit.
- 12) **Do not use any Objective Cards** including the Lucrative Offer. They will not be required.
- 13) **Establish player turn order.** Player number 1 is The Captain. Player number 2 is the Medic.
- 14) For the remainder of the Recon Team **use any Characters** that you feel are best suited to the Cooperative Objective page 1515.
- 15) **All Characters** come with their Quest items fully Activated. If the Android is present it is a military grade unit and has an Energy Cell that will last for the duration of the game.
- 16) In addition to Starting Equipment all Character start with an **Enviro-Suit** and a choice of any Item card. If a Character takes a light Wound the Enviro-Suit can be repaired by the use of 1 Clothes Item. The Enviro-suit is destroyed if a Character receives a Serious Wound or has a Larval infestation. Replacement Enviro-Suits can be acquired by spending 2 Actions in the Shuttle Main room. From a thematic perspective there are sufficient enviro-Suits in the Main Room to accommodate all Character's requirements.
- 17) All Characters start in the **Shuttle Main Room**.
- 18) Place three face up **Target Intruder Turret tokens** in the Crafting Room.



Game play

The game follows the rules of Aftermath Research with the following modifications:

- 1) **Item Count.** On entering a Room for the first time roll a D6/2 to establish the Rooms Item count. Based on the die roll set the Room to either 1, 2 or 3.
- 2) **No power.** At the start of the game all of the Rooms on the Orbital have no power and their specific Room Actions cannot be used until the power is restored. The exception being the Cockpit. Players will establish how Power is restored through playing the game and meeting the objectives.
- 3) **Powered Rooms** allow for the Room Actions to be used, providing no Malfunction Marker is present.
- 4) **Generator Room.** On finding the Generator Room read the printout Game Event Generator Room or turn to page 18.
- 5) **Server Room.** On finding the Server Room read the printout Game Event Server Room or turn to page 20 18.
- 6) **Combat Die.** All Characters in powered Rooms can use Lockdown Blue Dice in Combat. From a thematic perspective the Character in Scenario 9 are all military trained professionals and unlike the commercial crew of the Nemesis are used to handling fire arms under combat conditions. They should therefore have an advantage compared to civilians in this scenario.
- 7) **Turrets.** In this scenario Turret Tokens represent Mobile Gun Platforms (MGP). MGP can be placed in any Room by any Character during game play. Once placed in a Room a MGP will automatically fire at any Adult Intruder when the Intruder enters the same Room as the MGP. Once the MGP has fired remove the token/turret model from the board as MGP are a one use only weapon. The fire from a MGP is targeted to Intruders and is a rapid burst pulse laser that does 2 Red combat Die and 2 Blue Combat Die of damage. Should the Blue Combat Die roll be **Optional Discard for 1 Injury**, or **Guaranteed 1/Injury/Optional 2 Injuries** then any Character can discard an Item Card to achieve the appropriate result. The Character does not have to be in the same Room as the MGP. However such a discard must be made before revealing the Intruder Card to assess the level of Injury.
- 8) **Using the MGP.** Any Character can pick up and deploy a MGP. The process is as follows. Spend 1 Action to Pick Up this Heavy Object. From a thematic perspective this Pickup Action assumes that the Character has shouldered or holstered any equipment that they were carrying. The MGP takes up two Hand Slots so whilst it is being carried the Character's only options for Actions are Move, Move Carefully, Escape, Trade and Drop. Once the MGP has been picked up place the Target Intruder Token on the Character Board. Deploying the MGP takes two Actions, one to Drop and one to setup/activate the MGP. Once the MGP has been dropped



remove the Target Intruder token from the Character board and place it in the Room. From a thematic perspective these Actions include the option for the Character to replace any weapon or equipment in their chosen Hand Slot. Once the MGP is deployed it will automatically fire on any Adult intruder that enters its Room, regardless of whether there is a Character present.

9) **Intruder Eggs.** If a Character comes across any individual Intruder Egg they have been ordered to destroy it immediately to reduce the risk of further infestation. *Failure is not an option, due to pre mission subliminal implants which will cause the Character to immediately mele or shoot the Egg. Once destroyed place the Egg token on the Character Board (this is not a heavy item it represents a destroyed Egg and is worth one VP).* The destruction of the Nest is entirely down to the players decision making. Either deal with it immediately or leave it for the self destruct.

10) **Event Deck.** Use the Nemesis Event Deck and ignore any Alerts. Also Ignore any instructions on the Event Card that relates to the Engines.

11) **Event Deck Intruder movement.** There are two special conditions in regard to the Event Deck and Intruder Movement.

- a. If any kind of Adult intruder is in the Cockpit at the beginning of the Event Phase, regardless of the movement directions indicated on the Event Card the Intruder will try to go through the Door in the Cockpit that accesses the Shuttle.
- b. If the Intruder Movement directed by the Event Deck has any Adult Intruder moving into the Cockpit then that Intruder will automatically attempt to go through the Cockpit Door that accesses the Shuttle.

This behaviour can be explained thematically by the Intruders having sensed something about the Door has changed. Whether this is vibrations from the Shuttle, pheromones from the Recon Team or something else isn't really the issue, what is the issue is the Intruder sense a change to their environment and promptly investigate it.

12) **Environmental tokens.** Environmental tokens should be placed in all Rooms including the Cockpit. These tokens should be treated as per the Aftermath Rules. With the following two Exceptions:

- a. **Corpse:** If a third Character Corpse Token is uncovered place the Blue Character Corpse Marker in the Room and read the Game Event Blue Character Corpse marker.



- b. Carcass:** This represent an ancounter and not an intruder Carcass Heavy Object. Resolve for an encounter.



Cooperative Objective

The purpose of this recon mission is to establish why the Orbital has gone quiet and if there are Intruders on board set the self-destruct. Characters are expected to survive, hopefully in the Shuttle but if by necessity in an Escape Pod. There is no Hibernatorium present on the Orbital. The objectives can be broken down as follows

Step-1 Locate the Generator Room.

Step-2 Locate the Server Room.

Step-3 If at any time live Intruders and or Intruder Eggs are encountered set the Self Destruct.

Step-4 Exit the Orbital and survive.

For each of the above steps completed each Character will gain 1 VP.

There is no requirement to collect Intruder Heavy Items. There is no requirement to establish Intruder Weaknesses. However if it is propitious to do so any Character that discovers an Intruder weakness will gain 5 VP per discovered weakness.

But.....

These Characters are marines and they want some. Captain Rodrigues has made it clear what he expects from his team so it would be churlish not to give Characters VP for acquiring Intruder Corpses. If a Character kills an Intruder and the player decides to claim a trophy then place the relevant Intruder Token on the Character board for 1 Pick up Action. This Token will act as an Intruder Heavy Item and as a record of the Intruder Type killed. From a thematic perspective it is assumed that these tokens represent key identifiable parts of an Intruder. Once an Intruder is killed, and If the player decides not to acquire the Trophy, place an Intruder Corpse Token on the board. This Corpse Token has no VP value in the game other than it can be used to uncover Intruder weaknesses which is a method of gaining VPs. The VP distribution is:

1VP Creeper

2VP Adult

4 VP Breeder

8 VP Queen

Also 1 VP per destroyed Egg (not a Heavy Item).

You now have all the information you require so feel free to start the game. Once you have completed turn to page 24 for Winning Conditions and VP assignment, or read the printout winning conditions.



The Road to Retaliation

Generator Room





Generator Room Discovery

To be read to all players.

Place a Malfunction marker in the Generator Room.

Well someone really did a number on this puppy. The power coupling has been ripped out the interface crushed. The primary control panel is also smashed. Thankfully whoever did this damage was a novice, it's a routine repair for the Recon Team, just a case of running a bi-pass and patching in aboard on the main panel.

The Malfunction marker must be removed as part of the process leading to the Recon Teams objective being met.

Return to the game.



The Road to Retaliation

Server Room





Server Room.

To be read to all players.

Place three Malfunction markers in the Room.

The Server Room is in complete disarray. Control boards had been wrenched out of the primary control unit and flung across the Room. Whoever had decided on this sabotage must have been in a hell of a hurry. Nothing will operate on the Orbital unless the individual boards for each Room type has been checked and replaced. One board for each Room colour. It's gonna take some effort but were fucked without power.

To restore power to the Generator Room and ALL Yellow Rooms – Undertake a Repair Action. Once this has been achieved the Generator Rooms Action can be used.

To Restore power to ALL Green Rooms – Undertake ANOTHER repair Action. This is optional and not objective critical.

To Restore power to ALL Red Rooms – Undertake ANOTHER repair Action. This is optional and not objective critical.

Return to the game.



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Blue Character Corpse





Blue Character Corpse

The body lays sprawled in a pool of blood arms flung wide one hand still clutching a pistol. Its her, Suzan Beringer her face beautiful in death.

Spend 1 Action to retrieve Suzan's Personal Data Recorder (PDC).

Or 1 Action to pick up the Blue Character Corpse and carrying it as a heavy item onto the Shuttle/Escape Pod.

Return to the game.



Winning the game.

If the Orbital has not been destroyed, and or no Characters survived then the scenario is a failure. No VPs are awarded and the campaign continues with different Characters and a different setting as Scenario 6.

If the Orbital has been destroyed and at least one Recon Team Character has survived then the scenario is a success and the underlying VP's can be distributed as appropriate:

All surviving Characters gain the following;

- a) 1VP for *locating the Generator Room*
- b)
- c) 1 VP for *locating the Server Room.*
- d) 1 VP for *setting the Self Destruct.*
- e) 1 VP for *exiting the Orbital and surviving.*
- f) *For each of the above Steps completed each Character will gain 1 VP.*

Additional VPs will be awarded for any Character that has achieved the underlying:

- 1) 5 VP for *uncovering an Intruder Weakness.*
- 2) 1VP for *killing a Creeper*
- 3) 2VP for *killing an Adult*
- 4) 4 VP for *Killing a Breeder*
- 5) 8 VP *killing a Queen*
- 6) Also 1 VP per *destroyed Egg (not a Heavy Item).*
- 7) 1VP for *having Suzan's PDR*
- 8) 5 VP for *having The Blue Character Corpse.*
- 9) *Character gains 1 VP for each Intruder Weakness uncovered during the scenario*
- 10) *For each Intruder Weakness provided by the CEO gain -1 Quarantine Division tokens*

Regardless of their means of exiting the Orbital the Character(s) return to their last point of departure at the Martian space port for a final debriefing prior to transit to Earth.

Please turn the page and read the epilogue.



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EPILOGUE





Epilogue

If the Blue Character Corpse or PDR was recovered please turn the page.

It was a small gathering, hosted by a Fleet Captain—an honour befitting Recon Team’s mission. It was, after all, the first time a military team had faced Intruders in Martian space.

The Fleet Captain had read the mission report and spoken with the survivors. He was concerned by the new threat and impressed by what the team had achieved. Nevertheless, he had his orders, and there was no time to dally.

A Staff Sergeant roared, “Ten-shun! Officer address!”

The Fleet Captain stepped behind the raised podium.

“This will be brief, as I’m sure you’ll appreciate. We have an urgent rendezvous back Earthside.

“I’ve been ordered to accompany you back to Earth, where I’ll be assembling a team of people like you—people who have survived encounters with these Intruders. Some are civilians, without proper military training, yet they possessed the will and skill to survive. People we can respect.

“Our objective is simple: share intelligence on the Intruders and put our collective minds together to determine where they came from, how they got here, and, most importantly, how we eradicate them.

“It’s a tough nut to crack. It will mean long hours, and I know you’ve been looking forward to some R&R—which you won’t be getting.

“But it’s not all bad.

“As thanks from the Corporation for helping clear its name and proving MegaCorp is at the centre of this infestation, the CEO has given us the use of one of his hotels at a VIP Hawaiian resort. All expenses paid, for as long as it takes us to come up with a plan.

“Looks like the CEO wants some more retaliation.

“So, let’s mount up and see if we can’t give him what he wants.”

Gain -1 Quarantine Division tokens

The End. The Road to Retaliation continues in scenario 6 with new Characters and a new mission aboard Mother.



Epilogue The Suzan incident.

Only read this if Suzan's PDC or body was recovered.

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"And on that subject, perhaps you'd like to show your appreciation."

The Fleet Captain turned towards the rear of the room and gestured as the Corporation's CEO entered the gathering.

The CEO looked somewhat frailer than the last time they had seen him, but his voice had lost none of its authority.

"The hotel is the least I could do for you. Your mission has cleared the Corporation's name and, more importantly, resolved a personal uncertainty—at least partially.

"You know me as the CEO. It is not only a title; it is my handle. But let me introduce myself properly. I feel it is the least I can do.

"My name is Adrian. Adrian Beringer.

"Yes, a name you have become familiar with.



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“Suzan was my daughter.

“...Not my actual daughter. She is safely supervising the Venus Project. Suzan was a clone—a much-loved clone.

“How and why she became mixed up in this situation, we can only guess. Her PDC had been wiped.

“But at least now I can honour her memory, rather than spending the rest of my life wondering where she is.

“Help me honour her memory. Go and build on what you have learned. Find those things—and wipe them from the universe.”

With that, the CEO turned and quietly slipped from the room, leaving it stunned into silence.

The Fleet Captain turned back to his audience.

“Looks like the CEO wants some more retaliation.

“So, let’s mount up and see if we can’t give him what he wants.”

Gain -3 Quarantine tokens

The End. The Road to Retaliation continues in scenario 6 with new Characters and a new mission aboard Mother.