



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.

Once Winning Conditions have been read, page 12, the text will guide players to which Epilogues to read.

Print pages : 4-34.



Scenario 4 — Lockdown Preamble.

The Witness personal log 004

*“We have just arrived in a high Martian orbit and were just about to start scanning for the illusive ion trail when the CEO received some very unexpected news. It turns out that the missing Escape Pod had been intercepted by a Corporation Shuttle and the Pod and its occupant have been taken to the Corporation Martian facility, Facility-A. Facility-A is an underground research base with restricted access, that means that only Corporation personal with specified clearance work there or even gain admittance. Well that is good it has saved Mother’s technicians a parcel of tedious scanning work, I on the other hand have been given an important project. I am to head up an **Evaluation Team** and review all that we know about those things that we encountered on board Nemesis”*

For any Intruder Corpse, Intruder Egg, Character Corpse placed in Mother’s Laboratory at the end of Scenario 2 the Evaluation Team will uncover 1 Intruder Weakness per each of these Heavy Items.

The Witness personal log 004a

“The CEO has just asked me what we have found out, what’s our opinion about these things, what can we do to kill them. You see the Intruders, as they have now been named have become quite the priority. It turns out that there were some Intruder Eggs inside the Escape Pod it is also apparent that something unpleasant is going on at Facility-A and the CEO is prepping a “Response Team” to go down and find out what’s happening. I am off the hook, I get to continue supervising the Evaluation Team and hob knobbing with the CEO”.

Whilst the CEO preps the “Response Team” things are rapidly unfolding below the Martian surface, things that can only be appreciated by playing Scenario 4 Lockdown.

Lockdown Background

This Scenario follows what happens to the operative that escaped the Nemesis as described in Scenario 1. Scenario 4 is based on the Lockdown Rulebook and the Intruders are Night Stalkers or Chrytids. Players can choose which to face, or make the decision with a die roll, even numbers are Night Stalkers, odd numbers Chrytids. The scenario relies on some adjustments to the basic Lockdown rules and these variations, the background story, Characters and board set up are all explained below:

The operative that used the Escape Pod to leave Nemesis was picked up in low Martian orbit and transferred by shuttle to the Corporation's Mars secret restricted research facility. After quarantine and medical review the operative was placed in the Isolation Room for further observation and the eggs sent to the Laboratory for analysis. It was intended that once the analysis was completed the eggs would be placed in a neutral environment and subjected to further testing.



Unfortunately something went very wrong in the laboratory, some things came out of the egg and got out into Facility-A. Some things got into the lab staff too.

Somebody died and Lockdown procedures were immediately initiated.

Management are in a panic. Management are trying to collate information. Management haven't got the correct protocols to deal with the situation. Management are fucked and so is Facility-A and everyone in it.

The Facility Workers

The workers had just arrived at Facility-A and had been confined to the Repository rather than being given the full facility Tour. Despite having to hang about, they had been treated well. The caterers and their individual “back to backs” had kept them informed of why this unusual situation had come about. Of course, it was all rumours—rumours that were understandably rampant amongst the workforce.

The big rumour was that something special had come back with the last transport. Firstly, it had been an unscheduled transport, and secondly, they had brought back a sealed case and an off-world visitor all wrapped up in an Enviro-Suit. Furthermore, the rumour mill had been full of talk about how quarantine measures had just been ramped up. The rumour got enforced by Managements' instruction that no one was to communicate with the visitor, who had been placed in isolation.

Then there had been some kind of accident in the lab, possibly a death, or maybe more than one. Management weren't saying anything. And now the workers were under Lockdown conditions. That meant no off-world communications and the exit was shut tight. They were effectively trapped.

They didn't know anything about what the Corporation was up to, or what they had instructed management to do. They could bet that the dude in isolation knew something. Perhaps he could help.

To hell with the rules and to hell with waiting for a guided tour they decided to get out and find the isolated individual.

So that was the plan: get to the dude and find out what she knew about the Corporation's objectives. Then perhaps they could reason with Management, find a solution to the Lockdown situation, and get on with their jobs or get out of Dodge.



Scenario Setup

This scenario is played with Characters selected from Lockdown Facility Workers and one Survivor. The Survivor represents the operative who escaped from the Nemesis as described in Scenario 1. For the Survivor choose Lockdown Survivor.

Distribute Characters as per the Lockdown Rules noting that Player 1 is The Survivor. The Survivor has no previous knowledge of Intruders or Facility-A so the survivors Knowledge should be set to 1.

The Player assigned to the Survivor can choose how to play the Survivor :

- a) An operator for The Corporation
- b) An Operator for Mega Corp.
- c) An operator for The Quarantine Division
- d) A freelance operator with no allegiance

Whatever choice is made you can be assured that there are VPs to be earned and challenges to be overcome.

Rules are as described in the Lockdown Rulebook, however there are no Personal or Corporate Objectives and no requirement for Contingency tokens at the beginning of the scenario. However Objective Cards are used later in the scenario so prepare a deck of the following cards and keep that deck handy. This deck is referred to as the **Corporate Objective Deck**:

- 1) ULTIMATE KNOWLEDGE (Personal Objective Card)
- 2) TREASURES ARE BURIED DEEP (Personal Objective Card)
- 3) SOLID PROOF (Personal Objective Card).
- 4) BASE PLANS (Personal Objective Card).
- 5) WAITING FOR RESCUE (Corporate Objective Card).
- 6) PRICELESS KNOWLEDGE (Corporate Objective Card).
- 7) NO STONE UNTURNED (Solo/COOP Objective Card).
- 8) WAKE UP-CALL (Solo/COOP Objective Card).

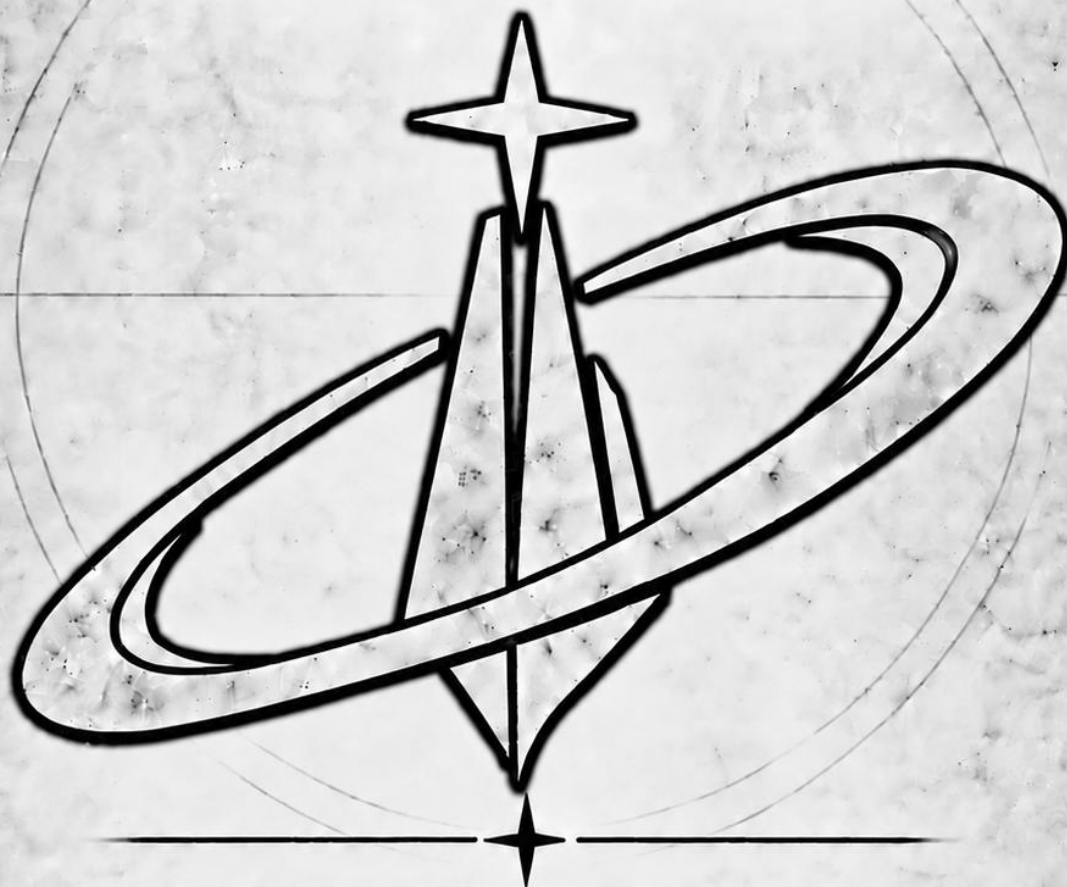
Tokens from Untold Stories #1 are also used so keep these close to the board.

The Players' objective is to get their Characters to the Survivor and find out what is going on.

Start the game and on encountering the Survivor read the printout Contacting the Survivor or turn to page 7.



SCENARIO 4



CONTACTING THE SURVIVOR



Contacting the Survivor

Once a Character makes contact with The Survivor the underlying text should be shared to all players.

On seeing the approaching Facility Worker the Survivor bangs on the Isolation rooms door window and exclaims “Boy am I glad to see a friendly face, Management had me cooped up in isolation for far too long, I’ve passed quarantine, there is nothing wrong with me..... the fuckers! Do you know what’s going on, they won’t tell me anything. What’s caused Lockdown it can’t be good whatever it is. We got to get out of here.”

“By the way I’m Suzan...Suzan Beringer but my buddies call me Suzie”

“Well Suzie I hear you but you just gotta know Lockdown means we ain't going anywhere” is the Facility Worker stoic reply.

“Well you better think about sharpening your pencil, the only thing that Management told me before they left me isolated is that the Corporation has enforced Lockdown with a provisional safety requirement of Code Green. However they said that this safety setting is only provisional and Management where expecting to revise the situation with a further Corporate Contingency. I heard this a couple of hours back and I haven’t seen anyone since. So I calculate that things are worse than you describe and Green isn’t likely to be the scene anymore.....you dig me?”

I am not for waiting here until the cavalry turns up or this place self-destructs. I’m for hacking into a computer system and finding out what bullshit contingency is in place and then getting the fuck out of here. What do you say, are you with me?”

“Yup me and my buddies are with you and between our collective skills I reckon we can get out of here even if we have to blow the doors off”.





New Character Objectives

Having met the Survivor players are now faced with three choices:

- 1) Take the Lucrative Offer which requires a Character to escape Facility-A in a CSS and with an Intruder Egg (put The Lucrative Offer on the table).
- 2) Discover the Corporation's Contingency.
- 3) For the bold player there is also Token-X which should also be placed on the table as a tempting treat. Once the player has picked up Token-X they must roll a D6 (divide result by 2) or use the player order cards (Help Cards) to establish the number 1,2 or 3. For Number 1 read the printout for Token X-1 or turn to page, 26 printout for Token X-2 Objective, page and printout for Token X-3 or turn to page 30.

If players prefer completing the objective of discovering the Corporation's Contingency then there are 6 possible Corporate Contingency's. The Contingency that is enforced by the Corporation can be discovered through utilising a new Action called Hack. Hack is achieved by, a) first undertaking a Peak Action using a Computer Action, or, b) utilising the Evac Procedure to undertake a Peak Action. either of these Peak Actions will gain a player **Token 1**. Once Token 1 has been acquired Hack can be completed by Actioning Peak in the Archive, gaining **Token 2** and then the Alert Room, gaining **Token 3**. The three methods of undertaking Peak are described below, noting that gaining Token 1, followed by Token 2 and finally token 3 will complete the Hack Action. Any player that gains either Token 1, 2 or 3, will gain a Knowledge for each token gained.

- 1) *Computer Action A or C*, to Peak this states that *"You can peek at all Contingencies of any other player in the same Section as you are in."* Note there are no Contingency tokens distributed in this Scenario however using the Peak Action will help uncover the Corporate Contingency. **Gain Token 1.**
- 2) *Evac Procedure* – Utilise the Red Item Evac Procedure in a working Room with a Computer. This Action will equate to a Peek Action Using a Computer Action. **Gain Token 1.**
- 3) *Archive*, *"You can peek at 1 Contingency token from the Neutral Pool and obtain that Contingency token."* Note there are no Contingency tokens distributed in this Scenario however using the Peak Action in the Archive/Alert Room is the final part in the Hack Action and will uncover the Corporate Contingency. **Gain Token 2.**
- 4) *Alert Room Actions*, *"You can peek at 1 Contingency token from the Neutral Pool and obtain that Contingency token."* Note there are no Contingency tokens distributed in this Scenario however using the Peak Action in the Alert Room is the final part in the Hack Action and will uncover the Corporate Contingency. **Gain Token 3.** Once Token 3 has been gained read Game Event Token 3 or turn to page 13.



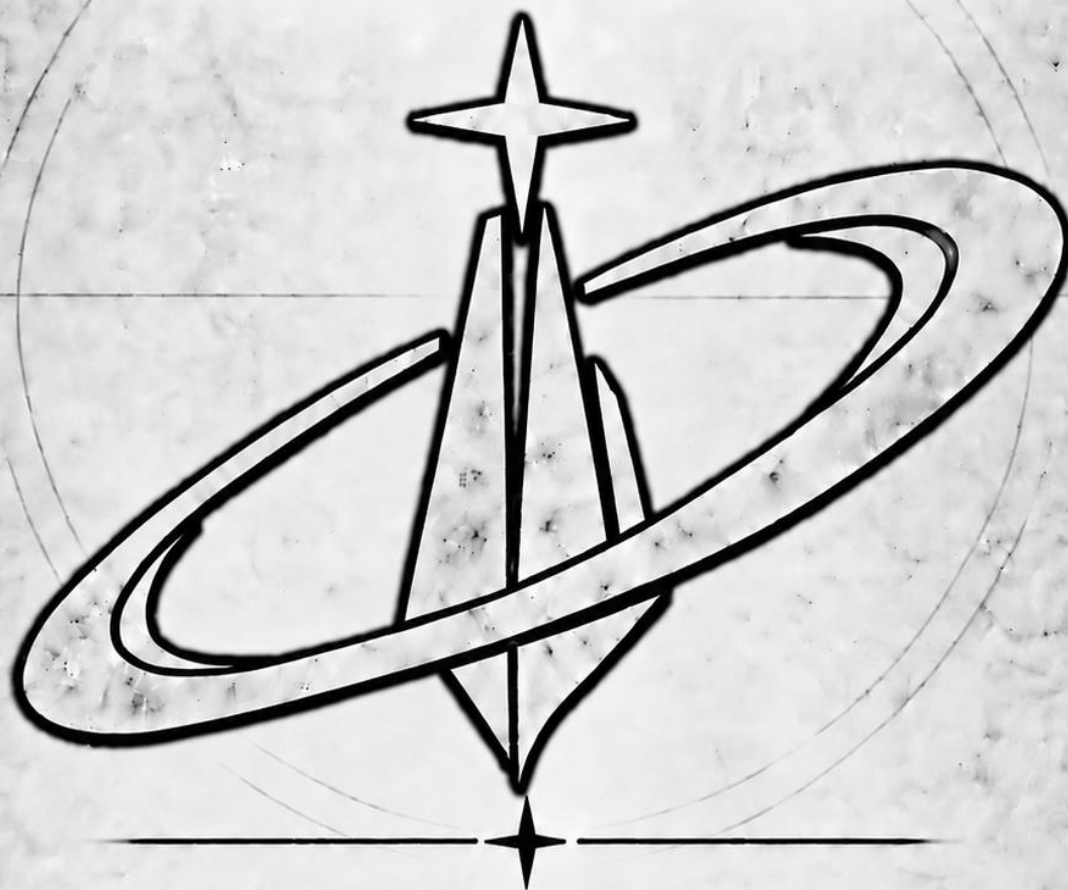
Surviving the Scenario

Leaving Facility-A can be achieved by CSS, or, by utilising the Rover to transport Characters to the Bunker. For this scenario the Rover can be used to transport any number of Characters at one time. Each Character must pay the cost of a single Exit Room Action prior to boarding. In the case of numerous Characters wishing to use the Rover simultaneously the decision is up to the players as to when the Rover physically moves. If there is no agreement then the decision is up to the player whose Character first utilised the Exit Room Action, in other words *"first come first served."* In such a circumstance the Rover can only be recalled to the Exit Room by use of Computer Card, specifically Computer Card A and Computer Card D. So play nice....or not. Once recalled the Rover can then be reused for transit to the Bunker for another Exit Room Action. For those not wishing to leave the facility the Isolation room remains a viable option.

When the scenario has been completed please turn the page.



SCENARIO 4



GAME EVENT WINNING CONDITIONS



Winning conditions and assigned Victory Points.

Do not access Character for the Victory Condition Contamination Check (page 12 of the Game Manual Nemesis Lockdown) until having read the individual epilogues.

If any Characters have not survived then all their VPs are rescinded and those Characters will play no further part in the campaign. The player (s) responsible for those lost Characters can play the next scenario, Scenario 5 which will be with new Characters in a new setting.

For all other Characters the following Victory Point assignments apply:

- 1) All Characters Gain 1 VP for each Contingency successfully completed.
- 2) Characters that gained Token 1 and or Token 2 gain 1 VP for each Token.
- 3) The Character that gained Token 3 gains 3VP.
- 4) Any Character that has secured an Intruder Corpse will gain 1 VP per corpse. Gain a token D.
- 5) Any Character that uncovers an Intruder Weakness will gain a 1 VP per discovered Weakness.
- 6) For Characters successfully completing the Lucrative offer, gain Token E and read the printed file Epilogue Lucrative Offer, or turn to page 19.
- 7) Any Character that has secured an Intruder Egg will gain two VPs per Egg. Gain a Token E.
- 8) If you have completed the Objective of Token- X claim your assigned VPS.
 - a. Printout for Token-X2 acquisition, or page 32.
 - b. Printout for Token-X3 acquisition or page 33.

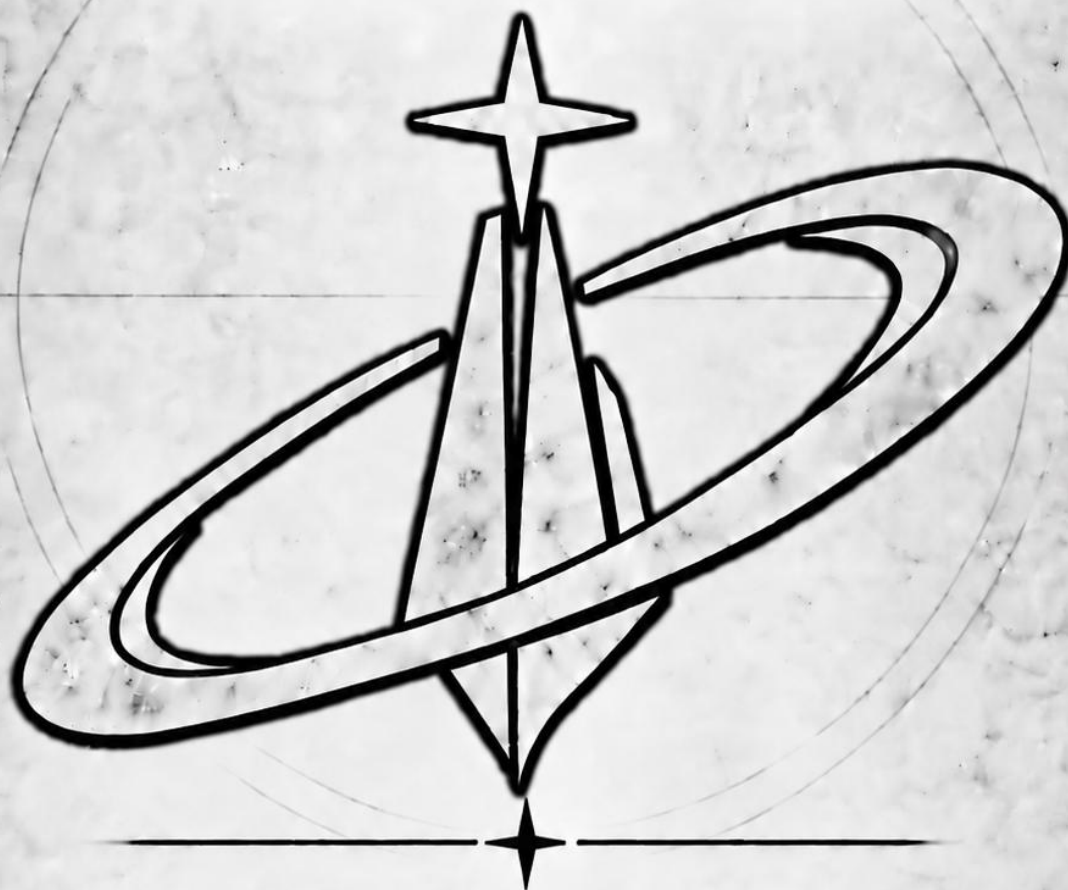
If you have escaped in a CSS then read the printout for Epilogue CSS, or page 16.

If you have survived in the Isolation Room then read printout for Epilogue Isolation, or page 22.

If you have made it to the Bunker then read printout for Epilogue Bunker, or read page 24.



SCENARIO 4



GAME EVENT TOKEN 3



Corporate Contingency and Objectives

You have successfully hacked into the Corporations systems and can now uncover the Corporations Incident Response Code as well as any priority objectives that the corporation t may have for personal.

Well it looks as if the corporation loves you guys because the Incident Response Level is GREEN meaning that a response team is on its way with the intention of evacuating everyone safely. Normal corporate procedure under such instances is for those staff that are able to gather in the bunker and await the Response Team.

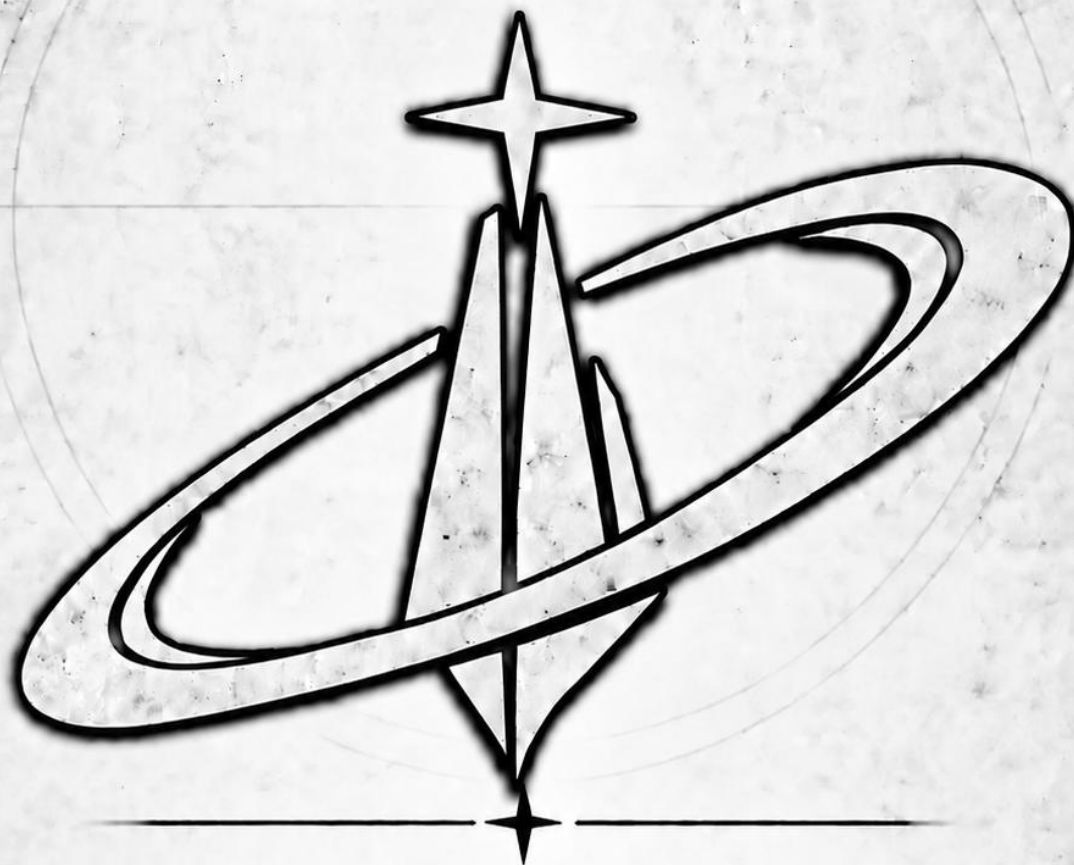
In addition there is an objective(s) that the Corporation requires personnel to try and achieve which is determined by shuffling the Corporate Objective Deck and revealing the top card to all players.

Once the Corporate Contingency is revealed it is up to the players to decide how their individual Characters should respond.

Return to the game.



SCENARIO 4



EPILOGUE
CSS



Epilogue - CSS Survivor

“You have done it yes sir you have done it!” You are on an express elevator out of hell. Your last thoughts before the chemical cocktail slams you into oblivion is : “What can I make out of what I have seen and heard, the choices are, a) Report my experiences to the Corporation, not much choice there if I get picked up by a Corporation vessel, b) sell the information on the open market, risky but I’ll never have to work again, or, c) bring it to Earth Governments’ attention for some serious government payout and an early comfortable pension.”

Your Character survives with all their Victory Points.

Roll a Red Combat Die: the results below determine your Character's future.

Larvae/Creeper/Adult symbol – You are picked up by a Corporate shuttle and taken to Mother. **Now check the Character for the Victory Condition Contamination Check (page 12 of the Game Manual Nemesis Lockdown).**

If you survive you keep your Victory Points intact to play in another scenario. The next available scenario is Scenario 6. Feel free to exchange your VPs ahead of reading Scenario 6.

If you do not survive the crew aboard Mother learn 2 Intruder Weaknesses, one for your body and one for the Intruder inside it. Your Character is dead and the next Scenario will be Scenario 5 with new Characters and new challenges.

Single or double hit – You are picked up by a Mega Corp trading vessel. **Now check the Character for the Victory Condition Contamination Check (page 12 of the Game Manual Nemesis Lockdown).**

If you survive your Victory Points remain intact and your Character plays no further part in this campaign. If you have Token E or Token D then gain a Mega Corp Token.

If you died as a result of Contamination then you lose all your VPs and you gain a Mega Corp token. The next Scenario will be Scenario 5 with new Characters and new challenges.

Blank - You are picked up by Quarantine Division. . **Now check the Character for the Victory Condition Contamination Check (page 12 of the Game Manual Nemesis Lockdown).**

If you survive you keep all your Victory Points. Your Character plays no further part in this Campaign, but you do “spill the beans” about what you have experienced thus ensuring a new career, a very nice pension and the Quarantine Division developing an extremely active interest in “The Corporation”. You gain a Quarantine Division Token.

If you died as a result of Contamination then you lose all your VPs and you gain a 2 Quarantine Division Tokens. The next Scenario will be Scenario 5 with new Characters and new challenges.

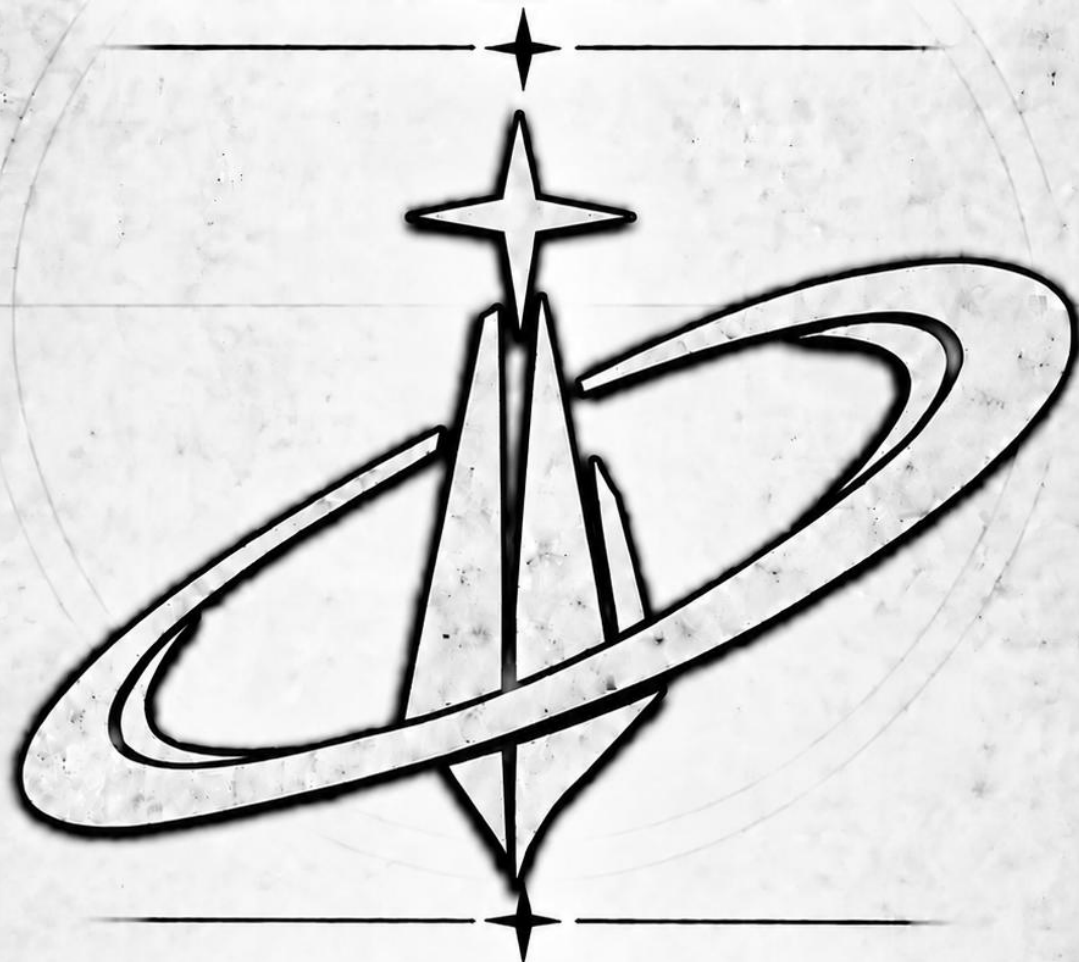


The Road to Retaliation

This is the end of Scenario 4, the story continues in Scenario 5.



SCENARIO 4



EPILOGUE

— LUCRATIVE OFFER —



The Lucrative Offer Epilogue

Gain 5 victory points.

“You have done it yes sir you have done it!” After years of careful infiltration you managed to hit pay dirt and got yourself on one of the Corporation’s big gig’s. And boy have you hit the jackpot. You are on a ticket to ride and a big payout. Your last thoughts before the chemical cocktail slams you into oblivion is: “What to do with the egg, the choices are all beyond lucrative, a) Ransom it back to the Corporation, b) sell it on the open market, or, c) bring it to Earth Governments attention for some serious government kickbacks and the destruction of The Corporation, my company’s main competitor.”

Roll a Red Combat Die: the results below determine your Character's future.

Any intruder or Single Hit Symbol– You are picked up by a Mega Corp trading vessel. **Now check the Character for the Victory Condition Contamination Check (page 12 of the Game Manual Nemesis Lockdown).**

If you survive your VPs remain intact. Your Character plays no further part in this campaign. Gain a Mega Corp Token.

If you die due to Contamination your Character plays no further part in this campaign. Gain a Mega Corp Token.

Double Hit Symbol - You are picked up by a Corporate shuttle and taken to Mother. **Now check the Character for the Victory Condition Contamination Check (page 12 of the Game Manual Nemesis Lockdown).** If you survive your duplicity is uncovered. Unfortunately you do not survive the interrogation. You are dead and your VPs rescinded. The Campaign continues as Scenario 5.

If you do not survive the Contamination Check the crew aboard Mother learn 2 Intruder Weaknesses, one for your body and one for the Intruder inside it. Your Character is dead and the next Scenario will be Scenario 5 with new Characters and new challenges.

Blank - You are picked up by a Quarantine Division vessel. **Now check the Character for the Victory Condition Contamination Check (page 12 of the Game Manual Nemesis Lockdown).** If you survive your VPs remain yours and your Character plays no further part in this campaign, but you do “spill the beans” about what you have experienced thus ensuring a new career, a very nice pension and the Quarantine Division developing an extremely active interest in The Corporation. Gain a Quarantine Division Token.



The Road to Retaliation

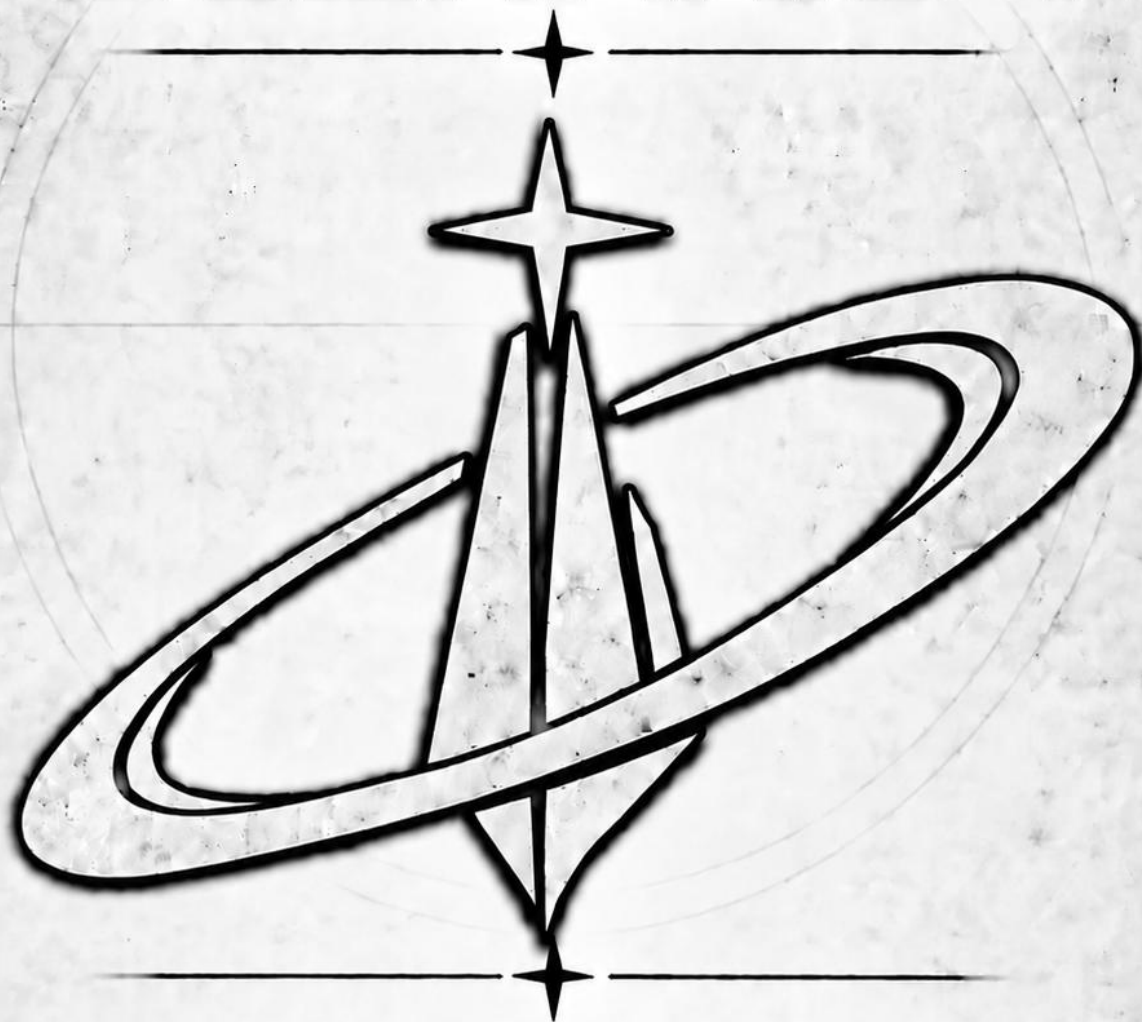
If you do not survive the Contamination Check then you lose all your VPs and your Character plays no further part in the Campaign. Gain two Quarantine Division Tokens.

This is the end of Scenario 4, the story continues in Scenario 5.



The Road to Retaliation

SCENARIO 4



EPILOGUE

— ISOLATION ROOM —



Epilogue Isolation Room Survivor

The Isolation Room Door slides open and the Corporate Response Team stare in at you, their expressions of frank surprise can just be seen behind their Enviro-Suit face plates.

Now check the Character for the Victory Condition Contamination Check (page 12 of the Game Manual Nemesis Lockdown).

If you survive the Contamination Check and have an Intruder Heavy Item you are transported directly to Mother where you become a Lockdown Survivor and can take part in Scenario 6. You are awarded a further 3 Victory Points from a very grateful Corporation, it looks like your ticket on the gravy train is assured.

Feel free to trade VPs prior to reading Scenario-6.

The Campaign continues as Scenario 5.

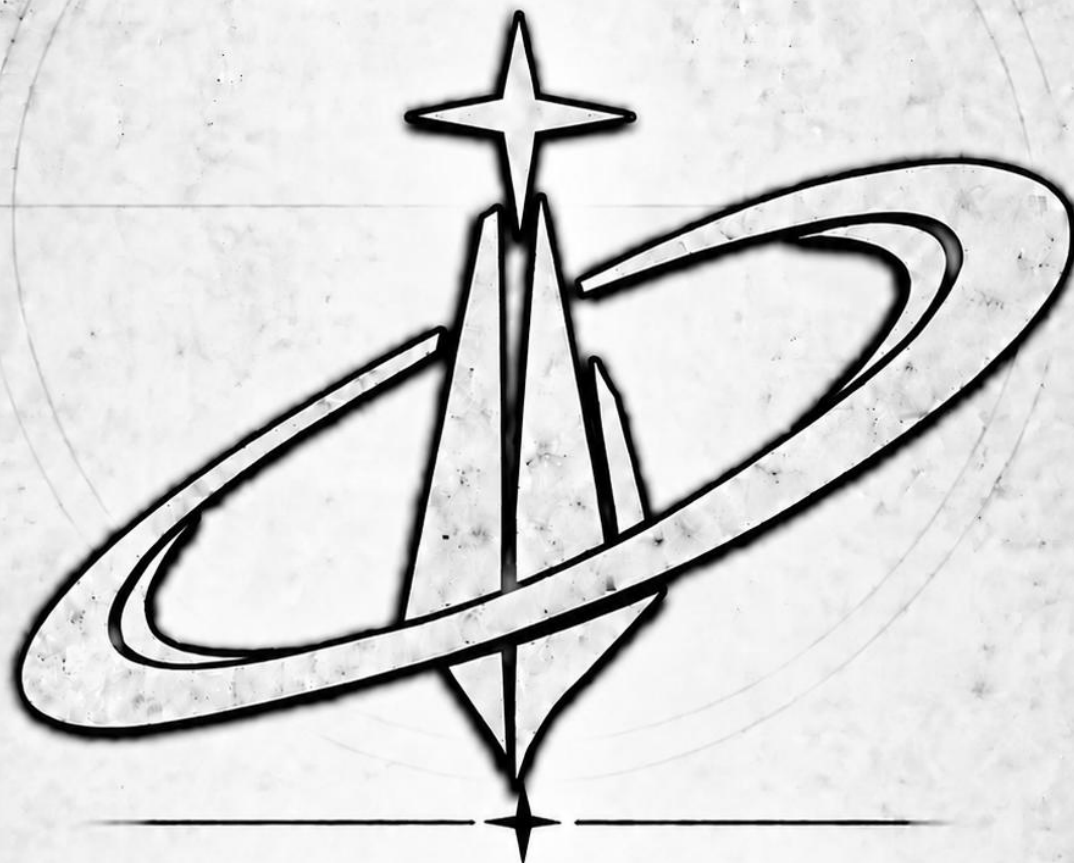
If you do not have an Intruder Heavy Item, you are welcomed by the Response Team where you will be a valuable asset in helping them complete their objectives. Your Character keeps their VPs and has the opportunity to join Scenario 6 as a Lockdown survivor.

If you failed the Contamination Check, The Corporation gains two Intruder Weaknesses, one for your corpse and one for the intruder inside it. You lose all VPs.

The campaign continues as Scenario 5.



SCENARIO 4



EPILOGUE
BUNKER



Epilogue - Bunker Survivors

Bunker Survivors are referred to as Lockdown Survivors and they are feeling pretty good about having survived their experience of Facility-A.

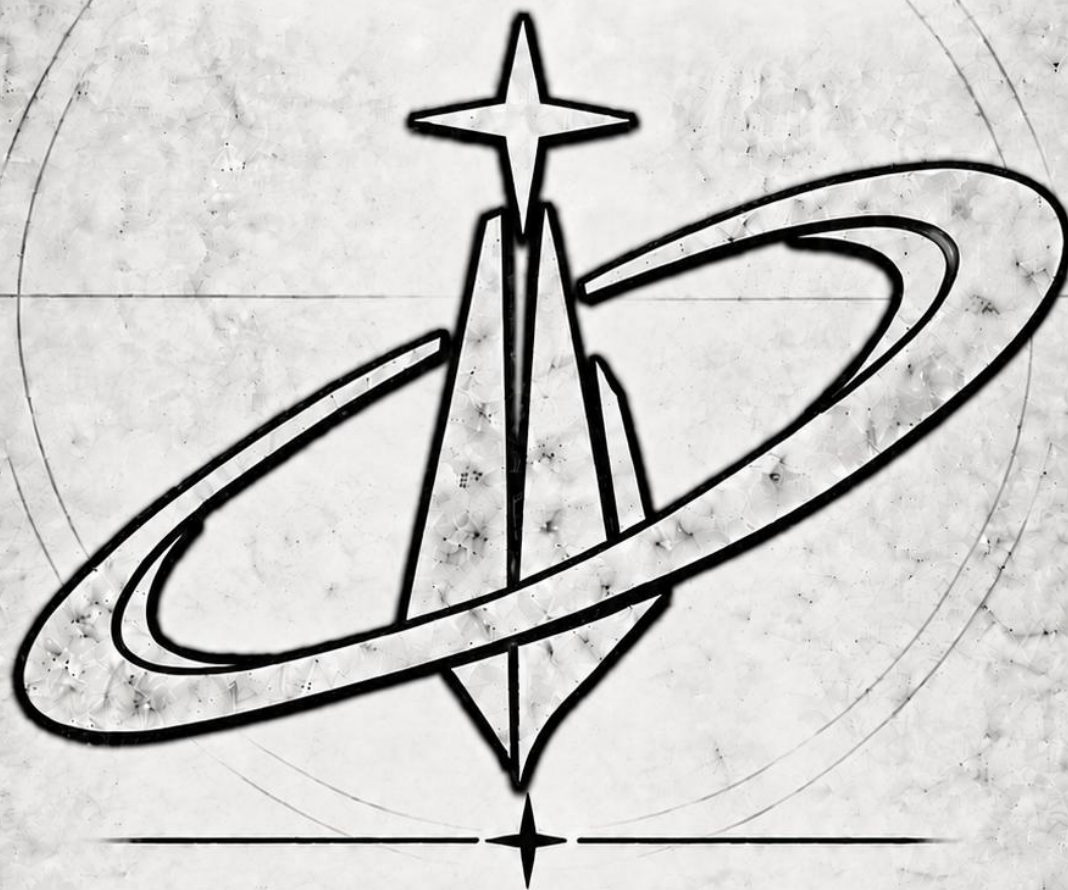
Inside the Bunker the Lockdown Survivor(s) are now well rested and have full health and no wounds, having taken full advantage of the Bunker's medical facilities and for any with larval infestations, the Bunker's Neutralizer. Using the Bunkers tight beam and secure transmitter any key findings and knowledge have been communicated to Mother. These valuable findings will be passed to the Response Team which is currently en-route to Facility-A. The Lockdown Survivors have loaded their equipment and any Heavy Objects aboard the Rover, a special "all terrain" vehicle designed for the Martian surface. The Rover has exited the Bunker via a tunnel and ramp complex and is en-route to the local space port.

The journey aboard the Rover is suddenly interrupted by a priority message from The Corporation, relayed through the Rover's console speakers.

This is the end of Scenario 4, the campaign continues in Scenario 5.



SCENARIO 4



TOKEN X-1 OBJECTIVES



Token X-1 Objectives.

You have become extremely curious about what formal reports have been written about the Survivor. Is she considered a Corporate player, or a threat to the Corporation. She hasn't said much about how she got here, she hasn't been open with her fellow Facility Workers.

Yeah it would be good to know the formal view on young Suzan Beringer.

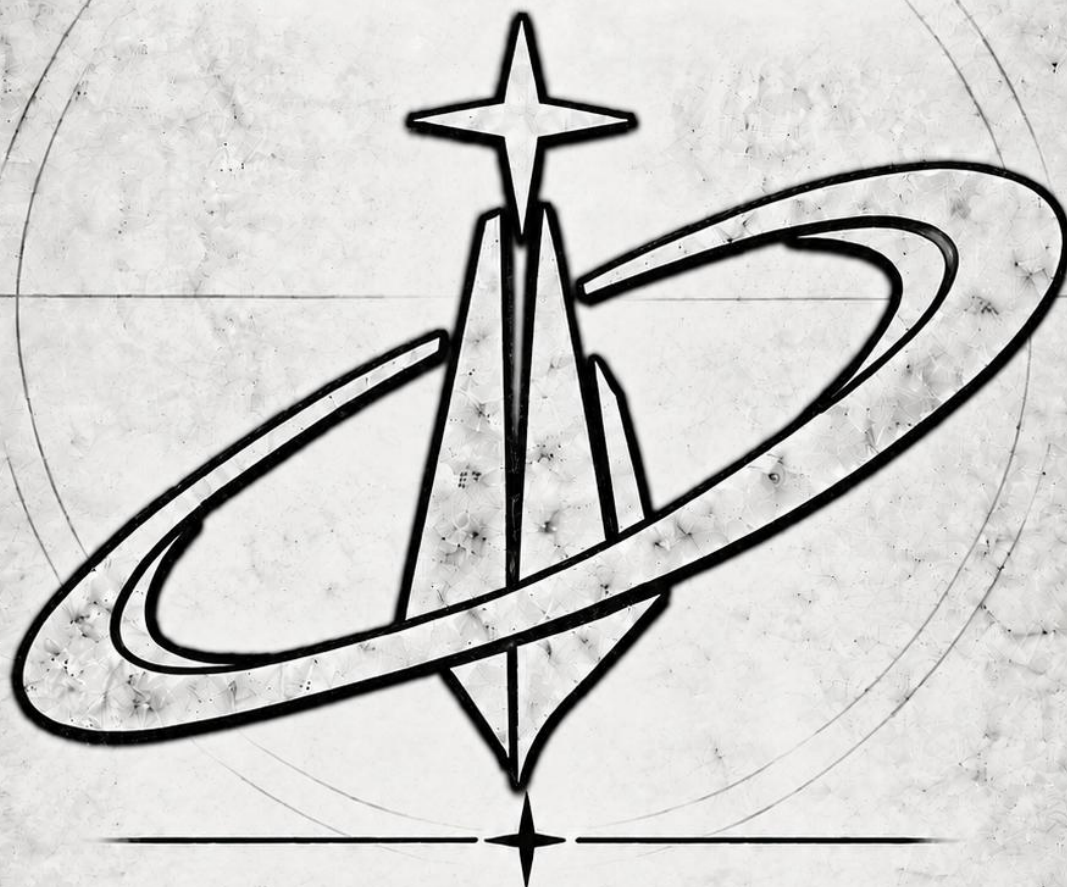
But that isn't going to happen reckon the next best thing is to make sure she keeps safe, then when the Response Team gets here they can deal with her. Yes best keep close.

Ensure the Survivor survives in either the Bunker or Isolation Room.

If you are successful gain 6VP.



SCENARIO 4



TOKEN X-2 OBJECTIVES



Token X-2 Objectives.

You have become extremely curious about what formal reports have been written about the Survivor. Is she considered a Corporate player, or a threat to the Corporation. She hasn't said much about how she got here, she hasn't been open with her fellow Facility Workers.

Yeah it would be good to know the formal view on young Suzan Beringer.

But that isn't going to happen without a bit of espionage. Well nothing ventured nothing gained.

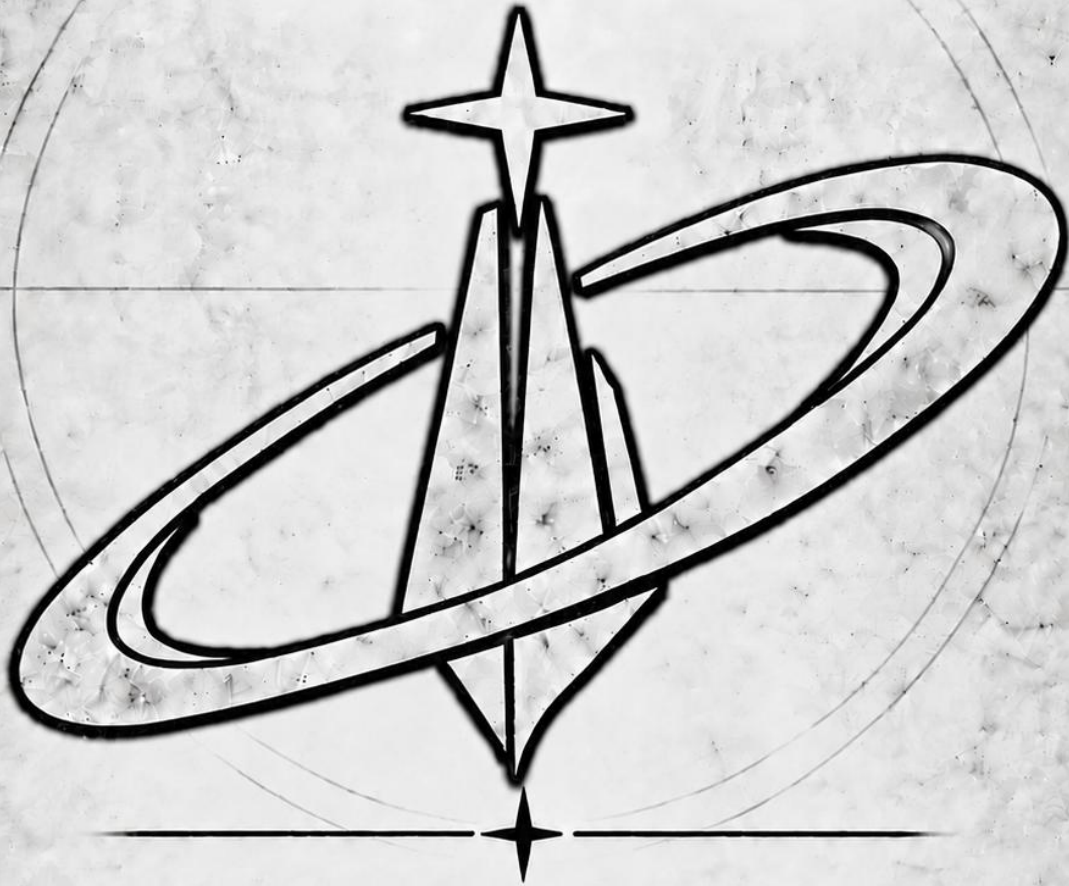
Whilst your colleagues are pursuing the Corporate contingencies you must assist them by undertaking YOUR CHARACTER performing the final and **third Peak** in the **Archive Room**, i.e gain Token A. This will achieve the objective of discovering the Corporate Objective but it will also grant you access to the printed file **Token X-2 Acquisition**, refer to page 32.

The value of this item is 5 VP to the Corporation to be redeemed only if your Character becomes a Lockdown Survivor eligible to take part in Scenario 6.

The value of this item is 5 VP to either the Quarantine Division or Mega Corp competitor to be redeemed only if your Character survives in a CSS and encounters one of these respective third parties.



SCENARIO 4



TOKEN X-3 OBJECTIVES



Token X-3 Objectives.

You have become extremely curious about the container that arrived from off world with the Survivor. I mean there was a lot of buzz on the subject from your back to back, and the Caterers where talking the point up too. What formal reports have been written about it, why is it so hush hush."

Yeah it would be good to know the formal view on that little box of delights.

But that isn't going to happen without a bit of serious espionage.

"Well nothing ventured nothing gained."

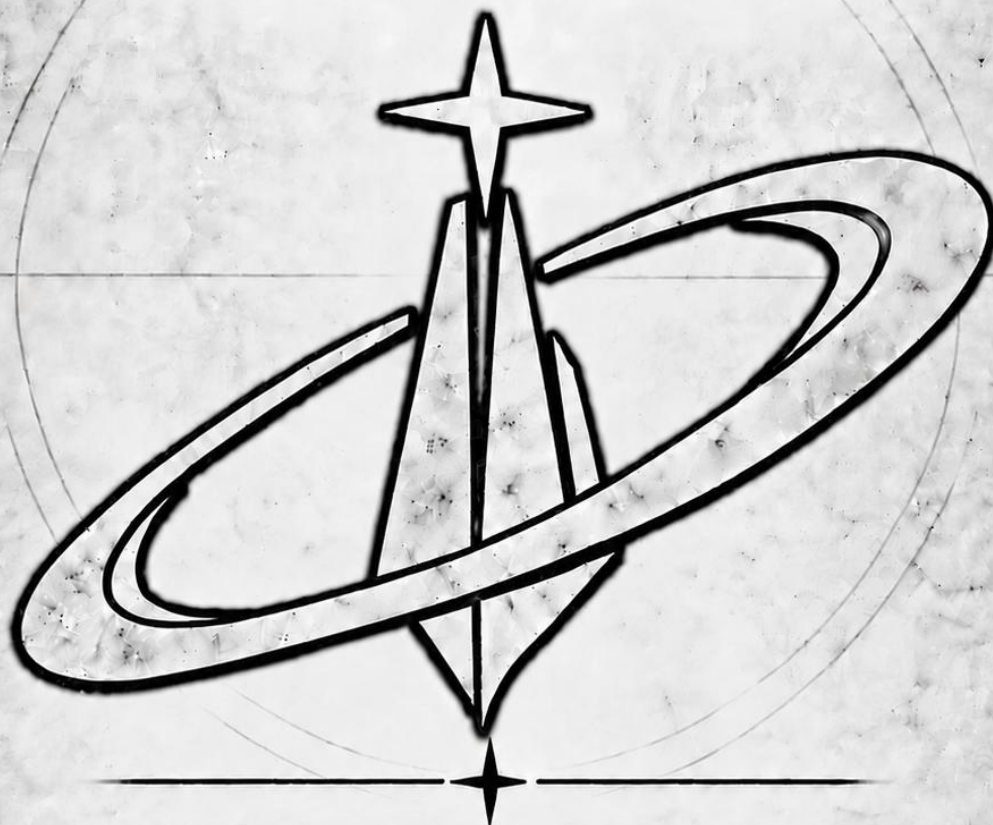
Whilst your colleagues are pursuing the Corporate contingencies you must assist them by YOUR CHARACTER performing the final and **third Peak** in the **Archive Room**. This will grant you Token-A, achieve the desired result of discovering the Corporate Objective, and it will also grant you access to the printed file **Token X-2 Acquisition**, refer to page 33.

Gain 3VP for uncovering the Corporate Contingency.

The value of this item is 8 VP to either the Quarantine division or Mega Corp to be redeemed only if your Character survives in a CSS and encounters one of these respective third parties.



SCENARIO 4



TOKEN X-2 ACQUISITION



The Road to Retaliation

Token-X2 Acquisition

FACILITY - A		SECURITY REPORT		REPORT NUMBER
SUBJECT	Nemesis Survivor, Suzan Beringer	DISTRIBUTION	Director (Dr. Hagen) Security Command Medical Division Psychological Services	
FACILITY	Facility - A	PRIORITY	HIGH	
DATE	—			
AUTHOR	Section Chief – Rutger Hansen			

1. REPORT SUMMARY

On arriving at the facility the subject Beringer was in shock, dehydrated and showing signs of disorientation. All typical symptoms of having experienced recent transit in an Escape Pod. The preliminary interview was therefor necessarily short and was undertaken by the facilities most senior psychologist, Dr Meddings. The interview followed company protocols and was witnessed by the on duty medical officer Dr Barnham who was present in a monitoring capacity.

Beringer was partially lucid and stated that she had been tasked by an unnamed Corporation Executive to courier a container from Nemesis, via an Escape Pod. The ultimate destination and contents of the crate were unknown to Beringer.

As reported previously the container and its contents have been treated on a need to know basis under the authority of the facilities Director, Dr Hagen.

SECTION CHIEF
Rutger Hansen

DATE // 23.10.2248

SIGNATURE *R. Hansen*

FACILITY - A
PEOPLE | SCIENCE | A SAFER TOMORROW

INTERNAL USE ONLY
SECURITY CLASSIFICATION
CONFIDENTIAL
CEC-FAC-A-SEC-REP
REV. B.3

THE CORPORATION
EXPLOIT • EXTRACT • EXPAND
A GREATER TOMORROW
PEOPLE
SCIENCE
A SAFER
TOMORROW

FACILITY - A		SECURITY REPORT		REPORT NUMBER
SUBJECT	Nemesis Survivor, Suzan Beringer	DISTRIBUTION	Director (Dr. Hagen) Security Command Medical Division Psychological Services	
FACILITY	Facility - A	PRIORITY	HIGH	
DATE	—			
AUTHOR	Section Chief – Rutger Hansen			

1. REPORT SUMMARY

24 hours have passed since the interview documented in report 004 was undertaken. Beringer has now been subjected to a second more formal interview with the sole attendee being Dr Meddings, Dr Barnham having signed Beringer off the danger list as she has shown to have remarkable recuperative powers.

Dr Meddings has reported that Beringer shows no recollection of having made her earlier statement or indeed the contents of that statement. In addition Beringer has shown the body language and audible responses consistent with a professional covert operative. Whether this individual is working for the Corporation or a competitor will require further effort and the use of coercive drugs.

Dr Meddings recommends Beringer be placed in the Isolation Room pending management decision on a way forward.

SECTION CHIEF
Rutger Hansen

DATE // 24.10.2248

SIGNATURE *R. Hansen*

FACILITY - A
PEOPLE | SCIENCE | A SAFER TOMORROW

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REV. B.3

THE CORPORATION
EXPLOIT • EXTRACT • EXPAND
A GREATER TOMORROW
PEOPLE
SCIENCE
A SAFER
TOMORROW

CEC-FAC-A-SEC-REP-005

PROTECTING HUMAN POTENTIAL



Token-X3 Acquisition





The Road to Retaliation

FACILITY - A		INVENTORY REPORT		REPORT NUMBER
SUBJECT	Xenomorph Specimens – Eggs (Illegal)	DISTRIBUTION	Executive Board Security Command Research Division under the supervision of the facilities Senior Xenobiologist Dr Sun.	
FACILITY	Facility - A	PRIORITY	TOP SECRET	
DATE	24.10.2248			
AUTHOR	Facility Director – Dr. Hagen			

1. REPORT SUMMARY

A sealed transport container, recovered from the Nemesis, was opened and inventoried under containment conditions at Facility – A.

The container was designed to hold six (6) specimens. Examination confirmed the presence of four (4) complete eggs and one (1) broken egg. The space for a sixth (6th) egg was empty.

Ultraviolet tags on the eggs indicate the following origin data:

SPECIMEN ID	CONDITION	SOURCE (Ultraviolet Tag)	NOTES
Egg 023	Complete	S 10-D-Ch3	—
Egg 025	Complete	S 10-D-Ch3	Transferred to Facility-B
Egg 026	Complete	S 10-D-Ch3	—
Egg 001	Complete	S10-D3-Ch1	—
Egg 002	Broken	S10-D3-Ch1	Shell ruptured, contents non-viable
(Egg 006)	Missing	—	Container space empty

2. CONTAINMENT AND HANDLING

All retained specimens have been transferred to the Laboratory for Xenobiological Containment. Further analysis is pending under the supervision of the facilities Senior Xenobiologist Dr Sun. Chain of custody has been logged and security protocols are in effect.

3. ADDITIONAL NOTES

The absence of the sixth egg is noted. Full investigation is required to determine whether the specimen was lost, removed, or never present at the point of origin.

FACILITY DIRECTOR Dr. Hagen		DATE // 24.10.2248 SIGNATURE	FACILITY - A PEOPLE SCIENCE A SAFER TOMORROW
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PROTECTING HUMAN POTENTIAL



Plates

Nemesis Survivor in waiting.....	page 36
Mother in high Martian Orbit.....	page 36
Rover Exiting the Bunker.....	page 37
CSS Launch.....	page 38
Isolation Room survivor.....	page 39



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