



The Road to Retaliation





The Road to Retaliation

Retaliation Mission 1 Mars Attack

The Sleepers Personal Log 002

I had just gotten out of quarantine and was reflecting on how close I had been to having my circuits fried when a sergeant from the newly formed Space Marine Corp interrupted my down time.

“This is it, reckon it’s the big one, the squad needs you so grab your gear we’re moving out we got a mission to Mars”.



The Road to Retaliation





Retaliation -1: Mars Attack

The newly formed squad has been alerted to a situation on Mars. It has become apparent that a space port has recently gone “off the map”. The port is neither sending nor receiving any communications, and all traffic at the facility has ceased. On being briefed the Sleeper confirms that the spaceport in question is located close to the destroyed Facility B, no surprise it looks like something survived.

Something with teeth and claws and an endless hunger.

The Space Marines have their first mission: go in and find out what’s going on, and if there are any Intruders, waste every last one of them.

Set up a standard game of Nemesis: Retaliation with a Contractor in play and the Alternative Queen. The Contractor is The Sleeper and is advantaged by starting the game with the first choice of Starting Equipment.

Your mission is to kill all Intruders and ensure that at least one of the Space Marine Team survives.

Special Rules

The Sleeper has some phenomenal advantages, but like any sentient machine it is handicapped by power management. This is despite being upgraded by the latest in military power cells. Power drain is exacerbated during Combat as the Sleeper’s knowledge systems will be processing all incoming Intruder data with the objective of providing precise firing solutions that can maximise injury potential. These latest combat modifications to the Sleeper come with unique game mechanics. Notably:

- i) The Sleeper does not start with any Android Starting Item or Quest item. The Sleeper ‘loads out’ in a manner consistent with the rest of the team. *The recently received upgrades have superseded the requirement for an arm gun or emergency Energy Cell.*
- ii) When in Combat The Sleeper will always deal at least one injury, regardless of the die roll. This Combat result is independent of any Weapon effects. For example if a weapon always deals one injury and that weapon is fired by the Sleeper, then the minimum damage will be two injuries.
- iii) Power management. In order to manage the power usage of the Sleeper place a Universal marker on the Time Track. Each time the Sleeper spends an



The Road to Retaliation

Action in Combat advance the Universal marker one Time Step. When the Universal marker reaches Time Step zero the Sleeper is without power and has effectively Passed..... permanently.

- iv) Recharging the power cells – The Sleeper can recharge its power cells by utilising a Room Action in a Life Support Control room. One Room Action will add five Time Steps to the Universal marker. E.g. if the Universal marker is on Time Step 4 and the Sleeper initiates a Life Support Control room Action, the Universal marker is immediately placed on Time Step 9.
- v) Arm Tablet Action. When this card is played in a Room with a Computer icon, and there is no Malfunction marker present the Action can be used to fix the Escape Shuttle's destination to the players choice.

If the Contractor encounters the Queen during the game, please turn the page.
Otherwise, the campaign ends at the conclusion of this game of Nemesis Retaliation.



The Road to Retaliation





The Road to Retaliation





Queen Encounter

The creature standing before you is enormous—at least ten times the size of a man. As your eyes adjust to its impossible proportions, your gaze is drawn instinctively toward its head.

Its eyes betray no emotion. No hesitation. No fear.

Only an alien, predatory desire to kill.

Those eyes lock onto you as its sharpened talons extend in your direction.

Your processors take on every curve of the creatures form, every limb joint, every sensory pit, every eye cluster, every hair. In nanoseconds you have established tactical firing solutions advantaged to exploit weaknesses.

Gain 2 + hits against the Queen on every Combat die role.

If you survives this encounter, you will be heralded a hero. Machine learning will have taken the Quarantine Division's hard won data and forged it into the next generation of combat synthetic. This encounter has truly lead to the rise of the machine.

You have also bought the Space Marine Corps the opportunity to do what they do best.

And you intend to continue to help them deliver a little more **retaliation**.

Return to the game.