

SCENARIO 3

REPRIEVE



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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 the text will guide players to which Epilogues to read.

Print pages **6-15,17-18,20-21,23-32,34-35.**

Board set up and scenario instructions/game events pp **6-15**

Winning Conditions and possibly VP assignment p **17**

Consequence of a game event pp 20-21

Consequence of a game event after reviewing Winning conditions pp 23-32

Epilogue pp 34-35

Scenario 3 – Reprieve

Scenario 3 is set on board the Nemesis and follows on directly from Scenario 2 using the rules of Aftermath Epilogue. Scenario 3 is played on the board that remains at the end of Scenario 2 and uses the characters that are in the Hibernatorium as well as new scenario-specific characters. During this scenario there are a number of objectives these objectives should be considered as public information as in the Coop Rules. To win this scenario each of the objectives must be completed and at least one hibernating crew member must survive. If players fail the scenario the campaign will still continue as Scenario 4.

Scenario 3 is set in Earth space, space very much under the control of the Quarantine Division and consequently it has some additional rules that are intended to provide the players a mechanism for dealing with any live Adult Intruders that may have made it on board the Shuttle, given that live Intruders represent a significant failure in Earth's quarantine procedures. This mechanism, termed Special Circumstances, covers the time interval between the Shuttle's Action to Disengage and the Shuttle physically disengaging from the Nemesis.

Witness Personal Data Log – 003

“I thought I knew him, I thought I had his measure down to the last emotional twitch, but no the fucking CEO he just pulled a blinder, he sent the Nemesis to Earth! Has he got Alzheimer's or some other form of accelerated dementia. So what's he up to why send the ship to Earth? It's going to be crawled all over by the “quarantine boys” and they are bound to conclude the Corporation had something to do with the whole mess, they are going to think we have been importing aliens for fucks sake!”

“The sensible thing would have been to send the Nemesis into Deep Space, after all dead men don't tell tales, it's what I would have done.”

“He didn't discuss his decision with any of us Executives, if he had I would have recommended the old DEEP Space vacation or self-destruct, well it's his oversight. And out here a CEO's oversight could be a much bigger problem than those alien things have given us, yeah a whole bigger problem indeed. Reckon I better up my game. I think I had better get closer to the CEO, yes far more intimately indeed. He is a wily old fuck but this move has got me beat, he must have something planned..... but what.”

Player Information – Background

Nemesis has successfully traversed its hyperspace route and rejoined normal space in Earth orbit. As the hyperdrive decay signature attenuates to safety levels a Shuttle departs from the local space station, a station operated by Earth's Quarantine Division. Onboard the Shuttle is the standard complement of a Quarantine Team. The purpose of such a team is to undertake a provisional quarantine assessment, and interview the crew. Thereafter it is expected that Nemesis will be granted docking privileges and the full quarantine and "customs" evaluations will then get underway, the successful completion of which will release the Nemesis crew and its cargo for authorised transit to Earth.

The Team stares with undisguised interest at Nemesis as their Shuttle performs two orthogonal "scanning orbits" of the ship. Whilst corporate vessels are not uncommon it is a rarity to see something like Nemesis, a ship that has travelled beyond the Solar System and if rumours are true all the way to the edge of Deep Space. The Team is keen to make a good impression as the Corporation wields significant influence with Earth Gov., even in the levels of bureaucracy that the Quarantine Team operate. They know that this preliminary assessment must go by the book.

The Team is oblivious to the automated docking procedures as they share their thoughts on how best to optimise the imminent assessment. However, their discussions terminate when speakers relay the automated message "Docking procedures are now complete, all access conduit's are green you may now board Nemesis".

Board Setup

The board should be set up as it was at the end of Scenario 2, this includes the engines status. Board setup utilises Aftermath Rules, and Aftermath Environmental tokens. The exceptions being Turret Tokens and the Turret Control Room both of which are not utilised. The Server Room must be included in the Shuttle's Room disposition. Unlike Scenario 2 the Alert Deck is used in this scenario

Crew set up

Characters in the game will represent the Quarantine Team and will comprise skill sets associated with the underlying characters. A minimum of four Quarantine Team characters is recommended for this Scenario.

1) **Bounty Hunter:** The Bounty Hunter is taking a sabbatical from his routine duties. An old comrade in the Marine Corps tipped him off on the potential to make some "Big Bucks" by taking advantage of the new quarantine procedures and applying his and Laika's talents to explore and deal with any potential threats. New cyborg processes and implants have made Laika particularly adept at detecting any anomalies of a biological nature. His previous experience aboard similar classes of ship to Nemesis make this particular assessment of great interest.

2) **Psychologist.** The Psychologist and her skills are much sought after and she has risen to an executive grade within the Earth government hierarchy. The Psychologist's skills are of particular benefit in dangerous situations where team members can get a bit "flaky" but her "bread and butter" skill is during the preliminary crew interviews, this is where she earns her salary, weeding out obfuscation, misdirection and downright lies. And yeah..... she fucking loves it.

3) **Engineer.** There is generally always some form of SNAFU with a ship returning from hyperspace, those corporations are forever cutting back on costs regardless of crews lives and the Engineer has seen plenty of malfunctioning kit and even honest to god fires during his experience with the Quarantine Team. He is here to clean up such messes and ensure the ship is safe prior to it docking with the local space station.

4) **Android.** If the Quarantine Team do encounter any form of contamination be it virus, diseases or the ultimate, threat alien biology, then Earth government want some form of extra safety measure and that is where the Android fits in. Totally loyal to the government authority and un-briable. Being a non-biological they are unlikely to suffer contamination effects that humans could be susceptible to. Androids also pretty much work 24/7 and take on the riskier tasks as a matter of protocol so they are much loved by their human teammates. The Android ignores the Quest Item Emergency Energy Cell and is active throughout the game.

5) **Scout.** Scouts are prized members of a standard Quarantine Team, as they have a knack of "seeing round" corners and hunting out the best places that the irresponsible could store contraband. For a Scout to be Earth Gov. approved for assignment to a Quarantine Team they have had to demonstrate a very solid CV. That means real time

aboard a deep space vessel, military or police service and proven combat experience. Scouts are a rare commodity and being rare they can charge some pretty hefty fees and they have a habit of “taking no shit from anybody”. They are solid team players and also a little bit crazy making them sought after colleagues for kicking up some fun after work

6) **Soldier.** The Marine Corps is taking this quarantine business very seriously, the last thing they want is some nasty space alien arriving in their solar system and fucking over the apple cart, no sir. The Soldier has done several tours of duty and seen some pretty weird shit out in the marginal sectors. He believes in all the rumours about viable alien biology and if he can get a chance to put a slug or two into an aliens’ arse then I guess we can count him right in. Yeah..... well the reality isn’t that exciting, he is babysitting the civilians on what for him is a necessary “soft task” as part of his next step up the career ladder. Apart from the cushy hours the only perk he has seen on this detail is the Psychologist and he knows she is well above his pay grade.

As well as the Quarantine Team there is also the Nemesis crew who at the start of the scenario are in Hibernation. By the end of the scenario, if the Quarantine Team have been successful, players will have the opportunity to also play their characters in the Hibernatorium. This play comprises a specialist short round which is described in Section Quarantine Team Final round, page 13.

Gameplay

The game follows the rules for the Aftermath Epilogue and is a five round game with the underlying eight variations, refer to Figure 1 which provides a useful summary.

1) Event Phase, during the Event Phase any revealed Alert Deck card that refers to Slime marker can be treated as Slime marker or Slime Sample (see Figure 1).

2) Objectives. At the start of the game the Quarantine Team has objectives that are cooperative. This means that if they are not completed, or rescinded, the Scenario is a failure. The three objectives are:

- 1) Explore all Rooms aboard the Nemesis.
- 2) Send the Signal to confirm that the above has been completed. This can be sent from the Comms Room or by using the Shuttles Server Room (1 Action card only)
- 3) Earth quarantine protocols have a fail safe built into any interstellar ship entering Earths’ quarantine space. This fail safe linked to the ships navigational systems ensures that no crew can leave their Hibernation Pods until 5 cycles have passed and or a Quarantine Division representatives overrides that constraint. In order for the crew to be released the Hibernatorium must be functional and therefore the third objective is to ensure that there are no Malfunction markers in the Hibernatorium.

4) Secure any and all Nemesis crew aboard the Shuttle.

During the game there may be events that result in up to four Personal Requirement cards being distributed. Each Personal Requirement must be completed for the Scenario to be considered a success. Despite the term, Personal Requirement cards are communal objectives and can be completed by any of the characters. Each Personal Requirement that is successfully completed will earn every Quarantine Team character a single Victory Point. Refer to Figure 1, page 8 for a summary of Game Events and Game Effects.

If the Android is in play their objective is to aid the Quarantine Team in completing any and all objectives.

3) Environmental Tokens

There are some Environmental Tokens that create specific effects, the tokens and their associated effects are described below:

SLIME MARKERS: On encountering a Slime marker for the first time spend 1 additional Action. If the character has run out of Action Cards then during the next immediately following Player Round the character will draw only four cards. Thematically this additional action represents a Slime Sample being secured by the character that has encountered it. Slime Samples are not considered Heavy Objects and are represented by placing an ammo marker on a character's board Slime icon instead of the usual glass bead. All subsequent Slime marker discoveries do not require sampling and therefore do not incur spending an additional Action Card.

INTRUDER CORPSE: The character making the first discovery gains the Personal Requirement Card TROPHY. Note that in this scenario this requirement should be treated as a Cooperative Objective and its reward is shared with the other characters.

CREW MEMBER CORPSE: The character making this first discovery gains the Personal Requirement Card FRIENDS UNTIL THE GRAVE. Note that in this scenario this requirement should be treated as a Cooperative Objective and its completion the responsibility of all Players.

INTRUDER EGG: The character making this first discovery gains the Personal Requirement Card COLLECTOR if it is not already in play. Note that in this scenario this requirement should be treated as a Cooperative Objective and its completion the responsibility of all players

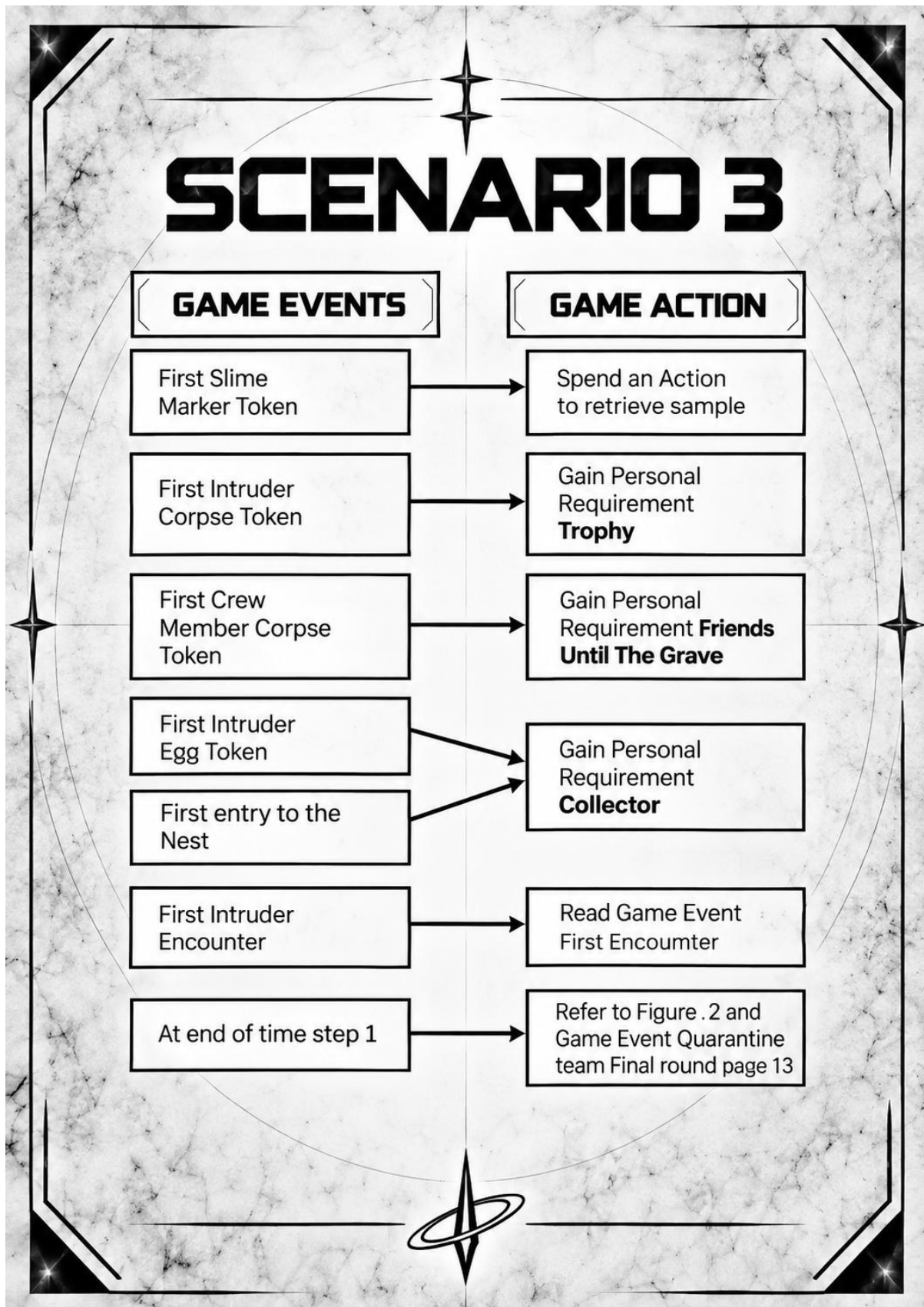


Figure 1 Game Events and related game actions.

4) **The NEST.** On first entering the Nest gain the Personal Requirement Card COLLECTOR if it is not already in play. Note that in this scenario this requirement should be treated as a Cooperative Objective and its completion the responsibility of all players.

5) **Room Covered in Slime.** If a Slime Sample has not already been collected then on first entering the Room Covered in Slime the character must immediately spend 1 additional Action, refer to Slime Markers under bullet point 3 above. If the character has run out of cards then during the next immediately following Player Round the character will draw only four cards.

6) **Enviro-Suit.** With the exception of Laika each character's Starting Equipment also includes an Enviro-Suit which the characters will be wearing. Thematically this is a protocol of the Quarantine Division to provide an additional level of safety against any hazardous environment, or, in the unlikely event, to provide protection against an alien biological contamination. In practice the Enviro-Suit protects characters from the effects of fire as well as providing air during the Shuttle's return journey (Laika has a special Enviro-Storage Unit in the Main Room for the return journey). Return journeys in the Shuttle are in an "on board" vacuum environment as a further safety measure against biological contamination. Enviro-suits lose their air tight nature and protection from being Slimed after a character has taken their first Light Wound. Enviro-suits can be made "slime proof" and "air tight" again by spending the Item Card Clothes (One Light Wound to an Enviro-suit is repaired by using one Clothes). Serious Wounds or larval infestation require a new Enviro-Suit. Replacement Enviro-Suits can be obtained in the Shuttle Main Room for a cost of 2 Actions.

7) **Escape Pods.** In this scenario Escape Pods do not provide a means of safely leaving the Nemesis. In this scenario Nemesis is located in full sensor range of the local Earth government facilitated space station. Government protocols preclude any use of Escape Pods prior to quarantine and custom clearance. As a consequence any Escape Pod leaving Nemesis will be targeted and vaporised by concentrated laser fire. This failsafe protocol not only destroys the pod and its contents but will also initiate a significant amount of unwanted interest in the Corporation and its activities.

8) **Server Room:** For 1 Action card the Server Room can be used to send a Signal. Thematically this is a requirement of the Quarantine Division who require that their team does not have to rely on a third party method of reporting their findings or reporting any emergency.

In addition to this room's functionality the Room Cost can also be used to use the Actions DISENGAGE and OPEN. In this Scenario these two Actions occur automatically at the end of Time Step 1. However there may be game play situations where players wish to operate Disengage and or Open and against this eventuality the following section has been provided

Disengage Action

DISENGAGE is the manual override of the process for the Shuttle detaching from Nemesis and returning to its origin. Disengage costs the Action of using the Server Room. The full Disengage process starts with the Hibernatorium opening and sequential closing of all Room doors aboard the Shuttle. Once the doors are closed and the Rooms sealed the Rooms will be pumped empty of air. The last Room to undergo this process is the Main Room, with the Server Room being the penultimate Room. Paying for DISENGAGE is not necessary if the Time Marker is on Time Step One as the Shuttle will disengage automatically at the end of the Players' Phase of this Time Step. This is summarised as Figure 2 on page 8.

Open Action

OPEN, is an Action that allows the Hibernatorium to be opened providing that the Hibernatorium is not suffering from malfunction. The OPEN Action typically occurs automatically, as the first step of the automatic DISENGAGE Action, which happens at the end of the Players' Phase of Time Step One. Please refer to Figure 2, page 12. However, OPEN can also be initiated ahead of Time Step One by paying an Action in the Server Room. OPEN will allow the crew to exit the Hibernatorium on the assumption that there is no Malfunction Marker in the Hibernatorium. If the Environmental Marker has not been revealed then this needs to be done immediately after paying an Action for Open. If the Environmental Marker is Malfunction then the Hibernatorium will remain closed until the Environmental Marker is removed. All other Environmental Marker effects remain as per the Aftermath Rules, and will affect Characters entering the Hibernatorium either from adjacent Rooms or from awakening from hyper sleep. If OPEN is initiated automatically, as a result of DISENGAGE at the end of Time Step 1, it is important to confirm that there is no Malfunction Marker in the Hibernatorium. If there is a Malfunction Marker present all characters in the Hibernatorium will remain inside the Hibernatorium.

IMPORTANT : Please note that if the characters have been woken ahead of time Step 1 they will not be able to move until the Short Player Phase at the end of Time Step 1. Thematically this is because the crew require five time steps to acclimatise after hypersleep.

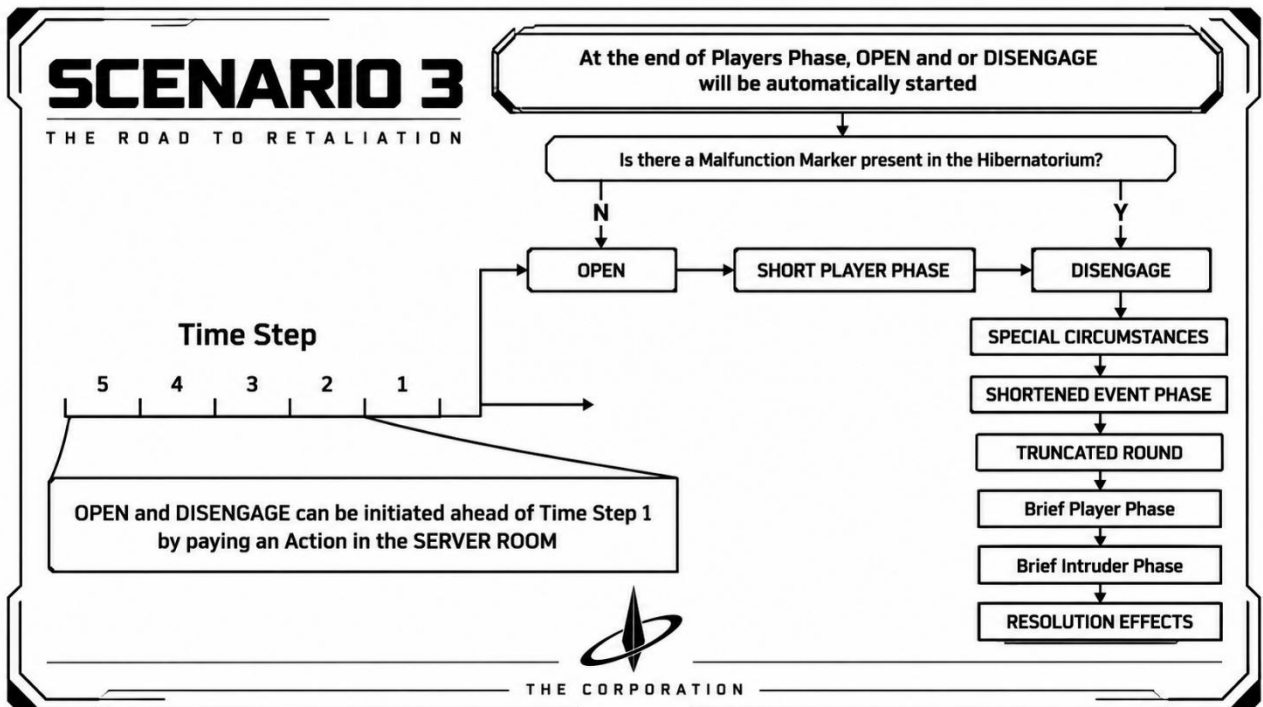


Figure 2 Summary of options and consequences for initiating the Actions, Disengage and Open. Note that if there is a Malfunction marker in the Hibernatorium the Open phase of Disengage will be bypassed effectively leaving the crew and allowing the Shuttle to make its return voyage.

Quarantine Team Final Round.

When the Players have collectively decided that the Quarantine Team are going to finish the Scenario, i. e. spend no more Actions, or the Players' Phase of Time Step 1 is over then the Hibernatorium can be opened using either the Server Room Action, DISENGAGE , or automatically as the last part of the Player Phase in time Step One. The opening of the Hibernatorium will introduce a scenario-specific Short Player Phase for the Nemesis Crew, see Figure 2.

It should be noted that any character that has a damaged Enviro-Suit can obtain a replacement in the Main Room. A replacement Enviro-Suit will cost 1 Action Card to locate the Suit, and 1 Action card to put it on. Thematically replacement Enviro-Suit are located within storage bins/lockers in the Main Room and are provided against the eventuality of Shuttle and or Ship crew requiring replacements for their allocated suits. The Short Player Phase is summarised on the printout Game Event Short Player Phase, or can be read on page described below and can only occur at the end of Time Step 1.

Playing the scenario.

You are now ready to play the scenario having been introduced to the game set up and new Actions.

Please note that during game play when you first encounter an Intruder you should read the Game Event printout First Intruder Encounter, or turn to page 16.

When time step 1 is reached or Disengage actioned turn the page.

Winning conditions.

Winning conditions are as per the Aftermath Rulebook. However for the avoidance of doubt all objectives must be achieved, unless rescinded this includes:

- a) Sending the Signal,
- b) Exploring all Rooms
- c) All “Personal Requirements” must be met.

Objectives must be completed either by an assigned individual or through cooperative effort. Each completed **Personal Requirement** will result in all of the surviving Quarantine Team characters receiving one Victory Point for each completed **Personal Requirement**. Quarantine Team characters will also receive a Victory Point for each Nemesis Crew that makes it safely aboard the Shuttle's Main Room. Nemesis Crew will gain one Victory Point for each Nemesis crew member that survives the Scenario.

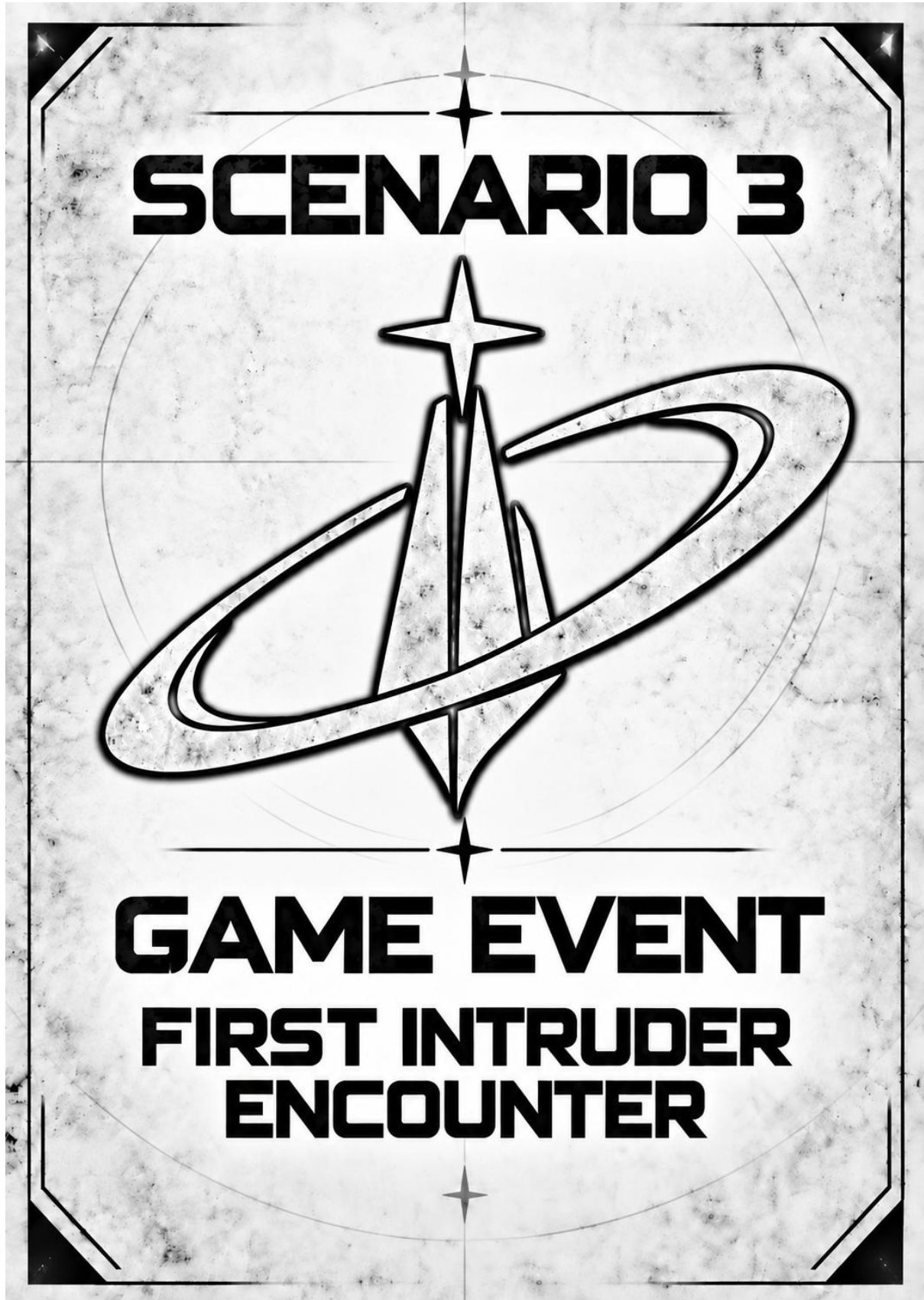
If no Nemesis Crew member has made it safely to the Shuttle then the scenario ends with no VP assigned. Despite this the campaign does continue with new Characters and a new setting in Scenario-4.

If the game has ended with any live Intruders aboard the Shuttle then the scenario has more to resolve, please IMMEDIATELY read the file **Special Circumstances**.

Otherwise well done you have successfully completed the objectives, please read the printout file **Epilogue** or turn to page 33.

First Intruder Encounter





First Encounter.

The following text is communal and should be shared with all players.

On first encountering an Adult Intruder the character gains the Personal Requirement Card SCUTTLE THE SHIP. On achieving the SELF DESTRUCT, all objectives, except that of ensuring at least one Nemesis crew are aboard the Shuttle, are immediately rescinded. Rescinded objectives do not have to be completed to win the Scenario, if players would still like to achieve the rescinded objectives they are free to do so and collect any VP for successfully doing so.

SELF DESTRUCT – Referring to Nemesis Rules, self-destruction takes 6 Rounds to complete. However, this Scenario is only 5 Rounds in duration, so at the point of reaching the end of Time Step One, the Shuttle will automatically disembark from Mother and return to its point of origin. Thematically, once the Self-Destruct has been initiated, the ship will blow up after sufficient time has passed for the Shuttle to have reached a minimum safe distance from Mother. It is also assumed that one SELF DESTRUCT has been actioned the Nemesis and the Shuttle will both send out an automatic signal with countdown so that any vessels in the prospective blast zone can take appropriate action.

On receiving SCUTTLE THE SHIP, ignore any Alert requirements in play and draw no further Alert Cards during the remaining Event Phases.

SCUTTLE THE SHIP is now a Cooperative Objective in addition to securing a Nemesis Survivor aboard the Shuttle.

Return to game play.

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Short Player Phase

Each Nemesis crew member can choose any three of their ten Action Cards and utilise these Actions in a single turn which is referred to as ADRENALIN. Nemesis crew start with full health, and their own personal Enviro-Suit. Crew cannot carry any equipment or Heavy Items during the Short Player Phase as they will be subjected to emergency conditions. The crew will be awakened to the following message accompanied by flashing strobes and klaxon calls.

“Emergency, emergency, this is not a drill. Repeat this is not a drill. All Crew to disembark via designated Shuttle Alpha. Quarantine measures are in effect, Enviro-Suit's are to be worn. Leave all personal effects and equipment. Proceed calmly to your nearest Technical Corridor, do not run do not panic. Disembarkation will be in 5 minutes, repeat you have five minutes to board the Shuttle. Emergency emergency, this is not a drill. All Crew.....”

The objective of ADRENALIN is for the character to try to reach the Shuttle's Main Room using the fewest possible Actions and by following all the rules of Aftermath, i.e., use of Technical Corridors, Noise Rolls, Damaged Doors, escaping from Intruders, etc.

Special Circumstances





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 is 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 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 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.

Brief 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 26 .
- 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 27.
- 3) If your character is in the Main Room and there are alive Intruders in that Room turn to page 29.
- 4) If your character in a Shuttle Room and not wearing a functional Enviro-Suit turn to Section page 30
- 5) If your character is in a Shuttle Room, and not wearing a functional Enviro-Suit, with an alive Intruder turn to page 31.
- 6) If your character is in a Shuttle Room and wearing a functional Enviro-Suit turn to page 32.

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 you 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. Its over all over. You and your VP survive.

To find out what happens next read the file Reprieve Epilogue.

In a Vacuum No One Can Hear You Gasp

Ignore this condition if your character is the Anderoid, 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 environment 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, then firm hands are helping you...

Roll a Red Combat die if its 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. “*Its over all over.*” To find out what happens next read the file Reprieve Epilogue.

If its 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 witness to your last moments.

For you, the scenario is over, all your character’s Victory Points are rescinded the campaign continues in Scenario 4 with new characters and new experiences.

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 environment 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 its 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. “*Its over all over.*”

To find out what happens next read the file Reprieve Epilogue.

If its 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 watched the Intruder(s) as it sat hunched in the corner, its head swinging from left to right its tail flicking and its claws clicking. Then the door closed and the pumps got to work on the Main Room's air. And that is when the Intruder(s) went ape.

The Intruder(s) detect the increasing vacuum of the Main Room and it/they 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 it falls silently to the floor to curl in a ball like an old dead spider. You and your VPs survive. However, if it does any physical damage its slashing claws and teeth slice anything and everything in their way. The frenzy is short but it leaves no Enviro-Suit un punctured 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 throws the Main Rooms 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 to the Android read the file Reprieve Epilogue.

For all the other characters in the Main Room the game is over and all their VP's 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 to the Android read the file Reprieve Epilogue.

With sudden realisation you bang on the closing door, your fists hammer a tattoo that no one responds to. Its 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 and toggle it but all to late you cannot be heard, there is no air to convey your voice. 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 characters' VPs are rescinded, the campaign continues in Scenario 4.

In a Vacuum, No One Can Hear You Bleed

You watched the Intruder as it sat hunched in the corner, its head swinging from left to right its tail flicking and its claws clicking. Then the door closed and the pumps got to work on the Room's air. And that is when the Intruder(s) went 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 they realise they are not wearing an intact Enviro-Suit. You, they, like the Intruder find that their movements begin to slow and finally stop as they fall silently to the floor to curl in a ball like an old dead spider. They lose all their VP and die.*

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

For you the scenario is over, all your characters Victory Points are rescinded, the campaign continues in Scenario 4, with new characters and a new setting.

If you are playing the the Android resolve any injuries, if the Android survives then to find out what happens next read the file Reprieve Epilogue. Otherwise you lose the Androids VP's and it plays 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. Its over all over. You and your VP’s survive.

To find out what happens next read the file Reprieve Epilogue.

Scenario 3 - Epilogue





Epilogue

“The journey back aboard The Shuttle was without further incident, apart from Nemesis fucking blowing up, and was spent in the preliminary questioning of us/me, the Nemesis crew. This continued until the Shuttle reached the Quarantine Divisions space station where the I/we boarded under armed guard.”

“And now? Well things aren't looking too rosy for me/us, kept in isolation, stripped naked and housed in individual quarantine chambers each of which are stuffed full of sensors, microphones and cameras recording every breath, fart and utterance I/we make. Every hour on the hour the questions come “Where did the alien life originate, how did it get on board Nemesis, what do you know about the alien material, what is the Corporation's interest in trafficking viable alien biological items, how far is the Corporation's illegal network spread, how much did they pay you to smuggle this material, who and where are the intended recipients, who are your contacts etc, etc, etc?”. Its driving me nuts!”

“There is one question they have not asked me **“Where did you come from?”** They knew that within seconds of us departing Nemesis, they got into the shared computer systems and interrogated the navi-log. It didn't take long to workout that we had originally been on transit from Venus to Earth but dropped out of Hyperspace in a high Martian Orbit, then we were sent here, guess the CEO's safe rendezvous location was Earth after all, so why isn't he here, giving a helping hand?

“What is clear is that those Quarantine “boys” are mighty interested in what happened to the first Escape Pod, the one that launched prior to the crew waking up. Nemesis was in high Martian orbit then so may be it ended up on Mars. Yeah they want to know plenty about that event, who was on it, where'd it go was there any alien shit on board? Yeah plenty of questions. Wherever it has gone I reckon it won't be long before the Quarantine Boys will be hot on its tail, and I reckon they won't be pulling any punches when they find it”.

“Reckon I'd like to get the fuck out here”.

All characters that survived this scenario get to keep their Victory Points and gain a collective Marine Squad Token.

For all characters in this scenario the campaign ends.

Any VPs earned should be recorded and banked.....

They may be of use in a future epilogue.

Player background information.

We leave Scenario 3 with the situation that the Quarantine Division have accepted that Nemesis was hijacked and that hijacking involved the transportation of alien material. The Quarantine Division, would like to understand why the CEO and his Response Team aren't here in Earth Orbit, however this question can sit on the back burner for now because, just like the CEO, the Quarantine Division are now turning their eyes towards Mars.

The Campaign and story continue in Scenario 4 with new characters and new challenges to be faced deep below the Martian surface.