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PRINTING IINSTRUCTIONS

If you would like a hard copy of the game instructions, game events, and epilogues, please print pages **4–37**.

The printout is designed to guide players through the game in sequence, covering the background and setting, board setup, game instructions, game events, winning conditions, and epilogues. This format is intended to make gameplay more convenient and accessible.

Key game events are separated by cover pages to help minimise the risk of spoilers and provide natural breaks between sections.

After reading the **Game Event Winning Conditions**, players will be directed to the appropriate epilogues. Each epilogue is specific to the game events encountered and the actions taken by the players.

The above printed page numbers are intended for a **first play** through and include the objectives and epilogue for Token-X. They do not cover objectives for Token X-1, X-2 or their respective epilogues. These pages can be referenced on the contents page.

An Interrupted Journey Introduction

Scenario 1 uses Nemesis components, the standard side of the board, Intruders, and some tokens from Untold Stories #1. Quarantine Division Tokens and Token-X, available in the Overview document, are also required. The following two paragraphs serve to establish the scenario's narrative. The rest of the document concerns board setup, mission briefing, winning the game, and a series of concluding epilogues, the contents of which will depend on the choices made during game play.

Background Information

The Nemesis is an interstellar vessel owned and operated by the Corporation. During its journey to Earth, Nemesis unexpectedly drops out of hyperspace.

The Witness – Personal Data Log, Entry 001

“The psychologist has encouraged me to dictate my thoughts into this personal data recorder—especially my ‘feelings.’ Apparently it’s supposed to help with adjusting to life aboard an interstellar ship and maintaining emotional stability after prolonged hibernation. Whatever. So, here are some quick thoughts to get into the habit of documenting things.

The Corporation is one of the largest players in interstellar trade, and I’ve been with them for about ten years, gradually climbing the ladder to a position of real influence. I’m part of the Executive Team—the group the CEO actually listens to. We’re not on the Board, but from where I’m sitting, we have far more sway over the CEO’s decisions than the ‘suits’ ever will. You see, our CEO firmly believes that ethics are a luxury and that ordinary business regulations are for losers. That’s the attitude that’s got us the Venus project, and when it’s completed, we are going to be so ahead of the curve that we won’t be able to see the competition.

Talking of Venus, that’s where I am—on board the Corporation’s flagship, Mother. We were supposed to be hitting the old hibernation chambers and getting the hell out of the Solar System, bound for some secret destination on the fringes of Deep Space.

Only problem? I say “were” because we aren’t now. Something’s come up.

Mr. Fuckup, apparently, decided to pay us a visit. Our good ship Nemesis has just appeared where it really shouldn’t be: Martian high orbit. Fortunately, one of our orbitals picked it up on a routine scan.

WTF? It’s supposed to be going to Earth.

The CEO is in full-blown panic mode, and it looks like I’m about to become part of the de-flapping solution.”

Game Setup

Set up the game as per the Nemesis Rulebook with the following amendments:

Ensure that a Slime marker and Danger marker are in the pool of Environmental tokens that are placed randomly on the board.

Blue Character Corpse: Do not place the Blue Character Corpse token during initial setup. Instead, place it in the first explored room that contains an Exploration token showing either Slime or Danger. Thematically, this represents the Character having died elsewhere on the ship rather than in the Hibernatorium.

Place a Quarantine Division token near the board.

Place Tokens A, B, C, D, and E near the board.

Place The Lucrative Offer and Token-X near the board. Please note that there are three options for Token-X: Token-X, Token-X1 and Token-X2. These options are to provide game replay ability and players should decide which version of Token-X is to be used before starting the Game (and without looking at the Tokens objectives), however, for a first play through Token-X is recommended.

Characters:

Set up Characters as per the Nemesis Rulebook.

Player 1 must take on the role of the Captain.

Character Objectives:

Do not distribute Corporate or Individual Objective Cards.

Instead, Characters follow cooperative mission objectives issued by the Captain, until game events dictate otherwise.

Completing these objectives should lead to a successful scenario.

Mission Briefing

As you emerge from hibernation, it becomes clear that the Nemesis has unexpectedly dropped out of hyperspace. It is also clear that two of the crew are missing. Neither you nor your fellow crew members know where you are or the status of the ship. The Captain takes charge and proclaims that the immediate priorities are to check the safety condition of the ship and the Engine status and, while the crew are about it, look for the two missing crew members.

There are two key objectives (a and b) and a bonus objective (c):

a) **Ensure ship can enter hyperspace.**

Assess the state of the ship's Engines: at least two Engines must be operational.

Assess for Fire and Room Malfunction. Ensure there are not too many Fire and Malfunction markers. This is not prescriptive but a player decision.

Once these conditions are met, send a Signal titled "STATUS" to confirm the ship is ready for a return to hyperspace. The Character that sends the "STATUS" signal gains Token A and can read the printed file **Game Event Signal Sent** or go to page 17.

b) **Return to hibernation**

Once the "STATUS" signal has been sent, crew members should return to the Hibernatorium and enter a Hibernation Chamber.

Once the last crew member enters their Hibernation Chamber, the Nemesis re-enters hyperspace, stopping the Time Track. Once the Time Track has stopped read the printout Game Event **Winning Conditions** or turn to page 25.

c) **Bonus Objective:**

Send a second Signal titled "UPDATE", detailing any pertinent information about the ship's condition, e.g. dead or missing crew member(s), the presence of Intruders, their Weaknesses.

The Character who sends this signal receives Token B and can read the printed file **Game Event Update Sent** or turn to page 19.

Failure to send the Update Signal does not result in scenario failure.

Additional Gameplay Instructions:

If a Character finds the Blue Character Corpse read the printout **Game Event Blue Character Corpse** or turn to page 10.

When a Character first encounters an Intruder, read the printout **Game Event First Encounter** or read page 12.

If a Character explores an Evacuation Room for the first time, read the printout **Game Event First Evacuation Section Entry** or turn to page 15.

If a Character changes the Coordinates, gain Token C and read the printout **Game Event Coordinates Set**, or turn to page 21.

If a Character survives with an Intruder Carcass, gain **Token D**.

If a Character survives with an Intruder Egg, gain **Token E**.

Please refer to the printout of Figure 1, or turn to page 8 , for a summary of the key game events.

Once the game has been completed and players have confirmed who has survived (as per Nemesis Rules), or the Nemesis has been destroyed, turn to page 25, or read the printout Game Event **Winning Conditions**.

SCENARIO 1		THE ROAD TO RETALIATION	
GAME EVENTS		GAME ACTION	
	FIRST SLIME OR DANGER TOKEN		PLACE BLUE CHARACTER CORPSE READ GAME EVENT BLUE CHARACTER CORPSE
	FIRST INTRUDER ENCOUNTER		READ GAME EVENT FIRST ENCOUNTER
	SEND THE SIGNAL (STATUS)		GAIN TOKEN A READ GAME EVENT SIGNAL SENT
	FIRST ENTRY TO EVACUATION ROOM		READ GAME EVENT EVACUATION SECTION ENTRY
	SEND THE SIGNAL (UPDATE)		GAIN TOKEN B READ GAME EVENT UPDATE SENT
	SET COORDINATES		GAIN TOKEN C READ GAME EVENT COORDINATES SET
	GAIN INTRUDER CARCASS		GAIN TOKEN D
	GAIN INTRUDER EGG		GAIN TOKEN E
		 THE CORPORATION	

Figure 1. Key game events and their associated actions.



Player Information After Encountering The Blue Character Corpse.

“WTF, there’s a dead body here, it’s one of our crew.”

You check the body and flip it over, there has been some serious mutilation, almost like a big animal took to chewing and clawing on it. “It’s gonna take an autopsy or possibly analysis in the Laboratory, yeah that might work take it to the lab and find out what killed the poor sod.”

Turn all Escape Pods to their open side if they have not already been done so.

Revised Objectives

You have the option of taking the Blue Character Corpse to the Laboratory and discovering an intruder Weakness. This will earn 1VP for doing the task and another reward as defined by the conditions described in Winning the Game, page 25.

Alternatively you feel that you would like to comply with your ship board conditioning and remove this unpleasant potential bio hazard to a safe location, either the Hibernatorium, The Surgery or the Emergency Room. Dropping the Blue Character corpse off in any of these Rooms will earn a VP. Thematically these actions will preserve the body for potential analysis in future Scenarios.

This option is not scenario critical, failing to complete it will not cause the scenario to be lost. Feel free to share this information with the other players, or keep it secret.....keep it safe.

Go back to the game.



Player Information After Encountering an Intruder For the First Time.

“Aliens. Fucking aliens. You’d heard the rumours—who hadn’t? But you never believed the Corporation would actually be mixed up in alien trafficking. That’s insane. That’s illegal. If Earth’s government even gets a whisper that viable alien material is being transported—especially near colonized worlds—all hell will break loose. The Quarantine Division will be on us in no time, and those trigger-happy bastards are the steel boot of the authorities. They shoot first and ask questions later.

So... what now? Do I play this smart and make a financial killing out of this? Get myself some alien loot? Or do I get the hell out of here before I end up as something’s next meal?

If the government finds even a shred of evidence that the Corporation is dealing with aliens, that’s game over for the CEO and all those high-flying bigwigs. So why the hell is the CEO coming to the Nemesis? Does he know about the aliens and is coming to wipe the evidence off the map? Or is he in the dark, just wanting to know why his multi-billion-dollar ship suddenly dropped out of hyperspace?

And the biggest question of all... who can I trust?

Revised Objectives TO BE SHARED WITH ALL PLAYERS

With the realization that there are Intruders aboard the Nemesis, you can kiss normal protocols goodbye. Each player must now decide whether to continue working cooperatively or take a more self-serving approach to this terrifying situation.

Your options are:

- a) Take the Lucrative Offer get out in an Escape Pod with an Intruder Egg and sell it to the Corporation’s competition. That’s 3 VPs if you succeed.
- b) Follow the Captain’s instructions and complete the Corporation’s objectives.
- c) Screw corporate bullshit—just get the hell out of here. Take an Escape Pod to safety. If you succeed, claim Token C.
- d) Cash-in on the chaos. Escape with a dead Intruder as evidence. *Thematically, this represents a piece of an alien corpse, which can be sold to the Corporation or one of its competitors—or even be used to bring the Corporation down by exposing what has happened aboard Nemesis.* If you succeed, claim Token D.
- e) Go for the ultimate prize. *Escape with an Intruder Egg. The egg(s) can be sold for a fortune to the Corporation, a competitor—or used as evidence to ruin the Corporation.* If you succeed, claim Token E.
- f) Or take Token-X, only one person can do this. It is worth 6 VPs.
- g) Or reset coordinates for Earth, straight to the original destination of a Quarantine Division controlled embarkation port. Mars and Venus are no good, both are heavily

patrolled by the Corporation which won't be pleased if you don't follow the Corporation's recently received instructions.

Continue the game.



Player Information on First Entering an Evacuation Section.

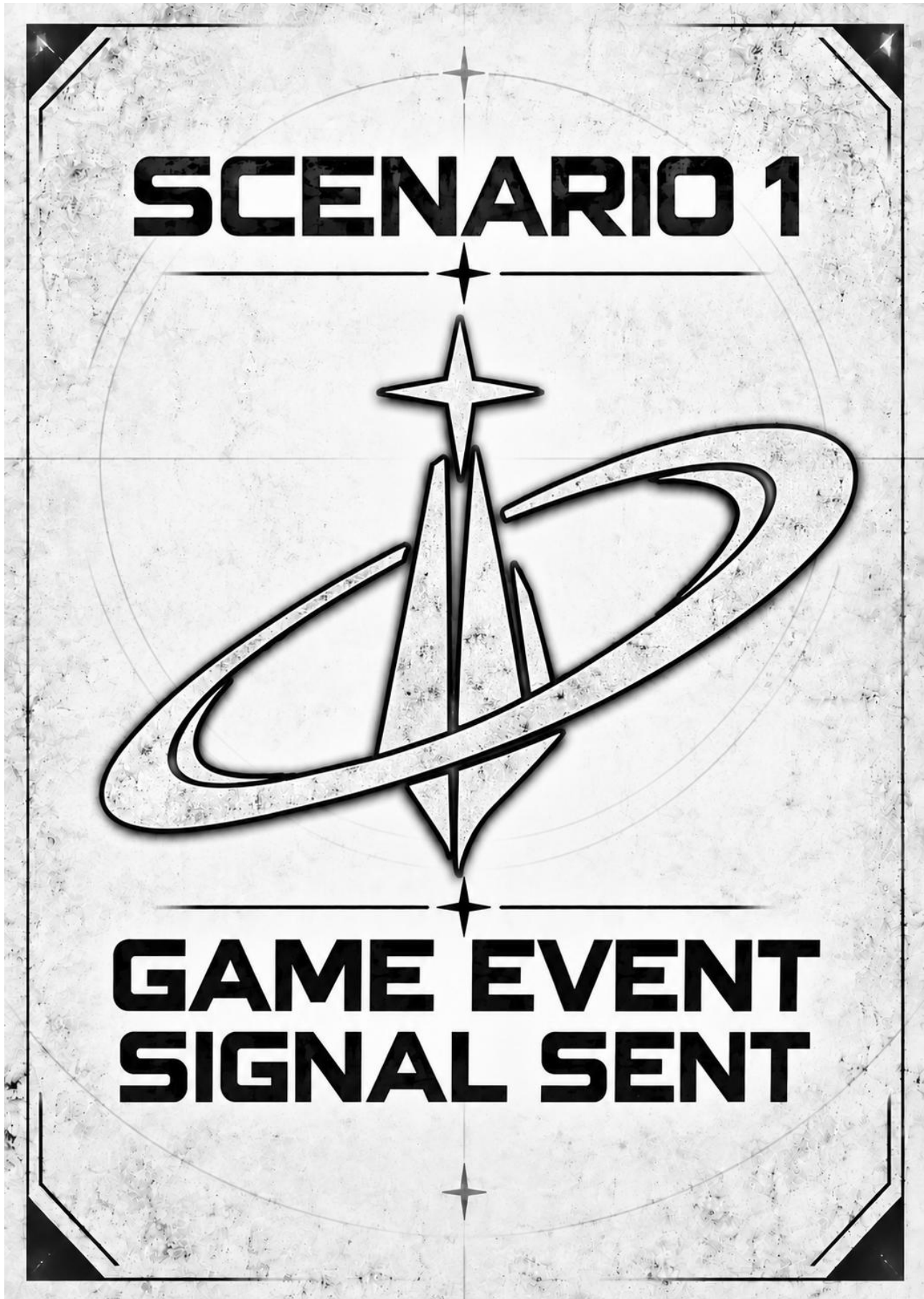
This event occurs only once during this scenario.

The information below should be shared between all Characters.

“All the Escape Pods are open, well not all of them because one of them is fucking missing, someone's taken a pod, who the fuck has taken a pod?”

Remove the lowest-numbered Escape Pod relevant to this Evacuation Room.

Return to the Game.



Player Information after Sending the Signal

Gain Token A

On sending the signal, a response from the Corporation is received.

To the Nemesis Crew: *“Please set the Navigation Coordinates marker to A. (Cost: 1 Action.) This will initiate the protocol which overrides normal navigational procedures and sets a safe location for the earliest rendezvous with a Corporation Response Team. The Corporation is extremely concerned about what appears to be sabotage of the Nemesis and, consequently, the Response Team will be personally led by the CEO.”*

“If time allows, you are encouraged to provide additional information regarding the Nemesis and its status by Sending a Signal UPDATE.”

“Once the Coordinates have been set, you will have 8 cycles to return to the Hibernatorium before the engines engage”

Update the Objectives with a new Corporation objective : **Set the Coordinates for Destination A.**

Return to the game.



Player information After Sending Update

Gain Token B

The UPDATE signal came through to the technician, aboard Mother, charged with monitoring Nemesis' signals. UPDATE was reported directly to the CEO.

As a consequence of this new and valuable information, the CEO has decided to strengthen the Response Team for a potential hostile encounter.

With the exception of the CEO, all Executive Team Characters joining the Response Team can start Scenario 2 with additional equipment in addition to that defined in the Aftermath Epilogue Rules. This equipment consists of one of two choices:

One of the Quest Items fully unlocked (player's choice).

Any single Item Card of player's choice.

If any Intruder Weaknesses were uncovered prior to Update being sent, these are now known to the CEO.



Player Information After Setting the Coordinates

Gain Token C

As you set about resetting the Navigation Coordinates you note that Nemesis is currently located in a high Martian orbit.

The resetting of the coordinates initiates a protocol, which overrides normal navigational procedures and sets a safe Destination for the earliest rendezvous with the Response Team.

Warning you have eight cycles to enter the Hibernatorium.

As these coordinates are effectively irreversible remove the red Injury Marker that denotes location B, and return the marker to the game box. No further changes to Navigation Coordinates are possible in this scenario, the ships Destination is now irrevocably set.

Place the Time Marker on Time Step 8.

Return to the game.



Token X Objectives.

“You’ve encountered aliens and alien eggs, and you sure as hell wouldn’t have boarded the Nemesis if you’d known they were on board. In fact, it would’ve been impossible—quarantine and preflight checks would have ruled out any chance of alien material getting through. The only logical explanation is that someone smuggled the eggs aboard, hidden behind a bulkhead or something. Or maybe they had inside help.”

“Well, that’s just great. I wonder if that smart bastard knew the eggs were viable and ready to hatch. Either way, those eggs must be priceless. And illegal.”

“Earth and Mars quarantine rules have tightened ever since rumours surfaced that viable alien specimens were being traded among unscrupulous corporations. The Corporation’s CEO knows this, as does every crew member. Another thing that stands out—the dead crew member and the one who escaped in the pod were both new to the Nemesis. This was their first long-haul assignment. And that’s strange, because Corporation policy only allows one new crew member per flight. The rule keeps teams tight and ensures that the rookie’s subliminal training holds up. It reduces the chances of accidents”.

“So maybe those two "operatives" were Corporate plants. Maybe someone in the Corporation made sure they woke up early—to hijack the ship or, more likely, to get the eggs off before we reached Earth’s quarantine procedures. That person must be seriously high up the Corporate food chain, with a ton of influence and enough cash to bribe whoever needed bribing.”

“Well fuckem, I ain’t letting them get away with this, those creatures are a menace to humanity, What the hell is going to happen if they reach Earth or Mars? It’s gonna be a pretty picture if they contaminate a populated area, who knows what bacteria those things carry? ”

I’m gonna set the self-destruct, if anyone goes up with the ship it’s their look out. They are probably complicit with the Corporation any way, coz anyone with smarts is gonna bug out.

Token X Objective : Set the self-destruct, destroy Nemesis and get out in an Escape Pod. If you succeed you gain 6 VP.



Winning the Game

If the Nemesis was destroyed through any mechanism, Fire, Malfunction, Auto-destruct, or running out of game time, then all Characters **on board** the Nemesis lose any VPs that they may have gained.

Victory conditions follow standard Nemesis Rulebook guidelines:

However: do not assess the Victory Condition Check for Contamination until directed to do so.

You must survive. If your Character dies, its campaign ends and all the VPs that your Character accumulated are lost. The player can re-join the campaign as a different Character in any of Scenarios 2, 3, or 4.

Scenario 2 follows directly after Scenario 1 and is the scenario to play if the Signal was sent and Nemesis journeys to meet the Response Team. Scenario 3 also follows directly on from Scenario 1 and covers the situation where Nemesis is sent to its original destination, Earth. Both Scenarios 2 & 3 utilise the board set up at the end of Scenario 1. Scenario 4 continues the campaign and follows what happens to the missing Nemesis crew member survived in an Escape Pod. However before moving to these scenarios it is important to find out what happened to the Characters in Scenario 1 and if any VPs were acquired.

If you uncover any Intruder Weakness, gain a VP.

If you possess Token A, gain 1 VP.

If you possess Token B, gain 2 VPs.

If you possess Token C, gain 2 VPs.

If you possess Token D, gain 1 VP.

If you possess Token E, gain 1 VP, unless you have taken The Lucrative Offer.

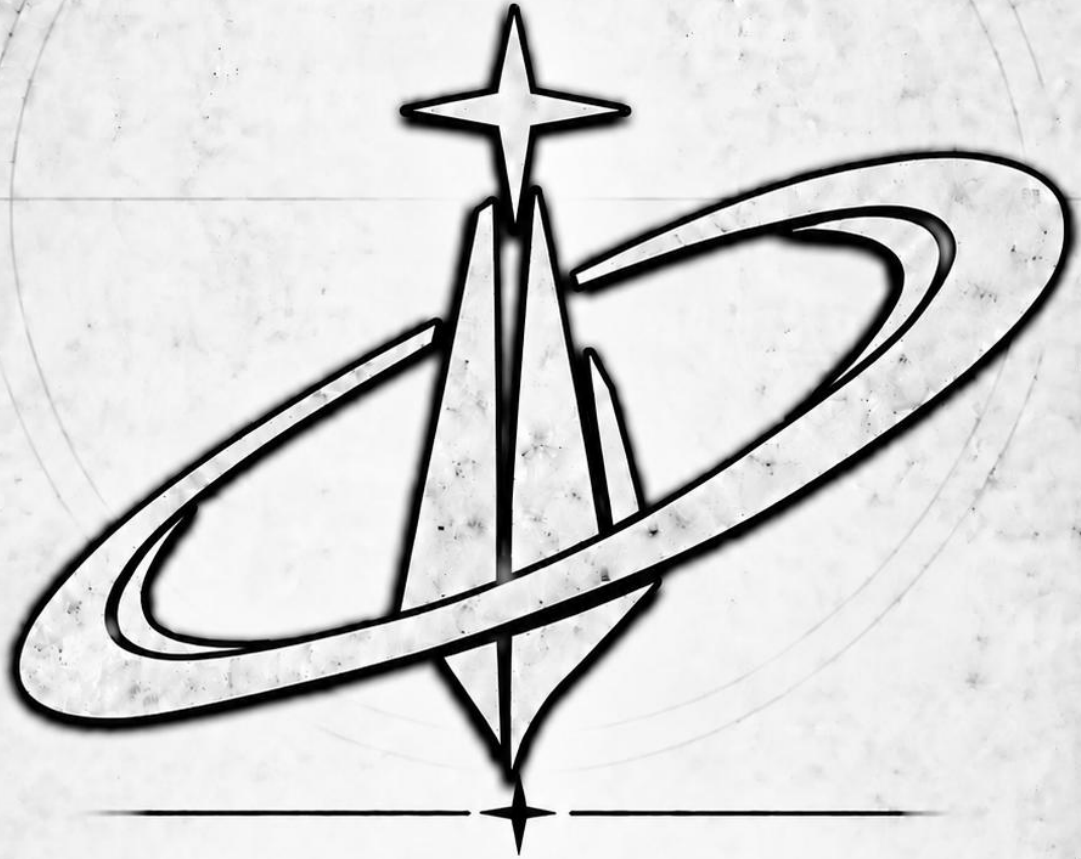
If you have met the objectives of The Lucrative Offer, immediately read page 31 or the printout **Epilogue Lucrative Offer**.

If you have met the Objectives of Token X, immediately read the relevant printout or page for **Epilogue Token X** page 37, **Epilogue Token X-1** page 51, **Epilogue Token X-2** page 54.

If you survived in an Escape Pod, gain 1 VP and immediately read page 27 or the printout **Epilogue Escape Pod**.

If you entered a Hibernation Chamber, gain 1 VP and read page 34 or the printout **Epilogue Hibernatorium**.

SCENARIO 1



EPILOGUE ESCAPE POD

Scenario 1 – Epilogue Surviving Characters in an Escape Pod

With a hiss and an almost painful thrust against your body, the escape pod blasts into the void, leaving the Nemesis as a rapidly diminishing dot. As you lay there, waiting for the chemicals to pull you into a deep sleep, your mind drifts back to what you just experienced. You think about the dead crew member you found and the missing escape pod. You think about the eggs—and the aliens.

Most of all, you think about what you know of the Corporation.

“You’ve encountered aliens and alien eggs, and you sure as hell wouldn’t have boarded the Nemesis if you’d known they were on board. In fact, it would’ve been impossible—quarantine and preflight checks would have ruled out any chance of alien material getting through. The only logical explanation is that someone smuggled the eggs aboard, hidden behind a bulkhead or something. Or maybe they had inside help.

Well, that’s just great. I wonder if that smart bastard knew the eggs were viable and ready to hatch. Either way, those eggs must be priceless. And illegal.

Earth and Mars quarantine rules have tightened ever since rumours surfaced that viable alien specimens were being traded among unscrupulous corporations. The Corporation’s CEO knows this, as does every crew member. Another thing that stand out—the dead crew member and the one who escaped in the pod were both new to the Nemesis. This was their first long-haul assignment. And that’s strange, because Corporation policy only allows one new crew member per flight. The rule keeps teams tight and ensures that the rookie’s subliminal training holds up. It reduces the chances of accidents.

So maybe those two "operatives" were Corporate plants. Maybe someone in the Corporation made sure they woke up early—to hijack the ship or, more likely, to get the eggs off before we reached Earth’s quarantine procedures. That person must be seriously high up the Corporate food chain, with a ton of influence and enough cash to bribe whoever needed bribing.

Or maybe they were working for a competitor, either trying to steal the Corporation’s rarest asset or just using the Nemesis as a baggage cart.

Unfortunately for them, it looks like no one accounted for how fast and aggressive these things grow. As a result, one of the operatives had a little "permanent" encounter. The other must’ve gotten cold feet and taken an escape pod. The real question is—was he alone? Or did he have an alien buddy riding shotgun?

Once we dropped out of hyperspace, it wouldn’t have taken long for the Corporation to pick up the Nemesis’ transponder and dispatch a response team. That part isn’t unusual—it’s just standard emergency protocol. But what is unusual is that the direct message to the Captain indicates the CEO is personally coming and the coordinates need changing for a safe rendezvous. Something doesn’t smell right.

Is he the puppet master behind the aliens being on board?

Unlikely. That would be a massive risk—beyond reckless. No, if he’s coming, it’s probably because he’s pissed. His multi-billion-dollar ship just fell out of hyperspace, and now it’s a goddamn alien nest. His head must be bursting with questions. And you can bet the Board and the investors are going to be barking at him like a pack of rabid dogs. It’s his ass on the line, too.

Well, whatever his motivations, I sure as hell don't trust the Corporation to look after me. I'm better off on my own.

If a government ship picks me up, I can sell what I saw aboard the Nemesis for a fat stack of credits. If the Corporation—or one of its competitors—finds me first, my knowledge of these alien bastards will be worth even more. And if, by some miracle, those unlucky bastards on the Nemesis survive that meat grinder... well, that's a big if.

Yeah, I reckon old "Han Solo" here made the right call".

With that last thought, you finally drift into the deep sleep of hibernation.

Outcome Resolution

Your Character has successfully escaped the Nemesis.

Roll a Red Combat Die and consult the result below to determine where your Character ends up next:

Intruder Symbol – Your Character is picked up by a Corporation Shuttle and transferred to a Martian facility. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be transferred to Mother where the crew will learn 2 Intruder Weaknesses, one for the corpse and one for the Intruder inside it. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If the Character survives the check they gain a VP and reappear in Scenario 5 as a Nemesis Survivor (as defined by Lockdown rules). In Scenario 5 the Nemesis Survivor starts in the Isolation Room with no equipment. As a consequence you cannot trade VP for Items and must bank the VP you have just earned. However, note the equipment that you have and you will be able to retrieve it all by spending any one Action in the Lock Down Room designated for you to Activate your Quest Item. This Action will recover all your current Equipment Items and your Quest Item which will be fully Activated and loaded. Any Intruder Heavy Items you may have acquired will be taken from you by members of the Shuttle crew and will not be returned.

Any Hit Symbol – Your Character is picked up by a Mars/ Earth quarantine patrol. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be of interest to the Quarantine Division. Gain 1 Quarantine Division Token. The Campaign continues with new Characters and new situations as either Scenario2, 3 or 4.

If your Character Survived the check, then they will no doubt spend an unpleasant interrogation trying to build a new career and influence their important new “friends” by explaining how they escaped an Intruder threat. Gain a VP and the Quarantine Division Token. Your Character is now en-route to Earth and will play no further role in the forthcoming scenarios. Please keep a record of the VP and Quarantine Division Token as these may be important in the Conclusion and may see your Character deployed in an Epilogue.

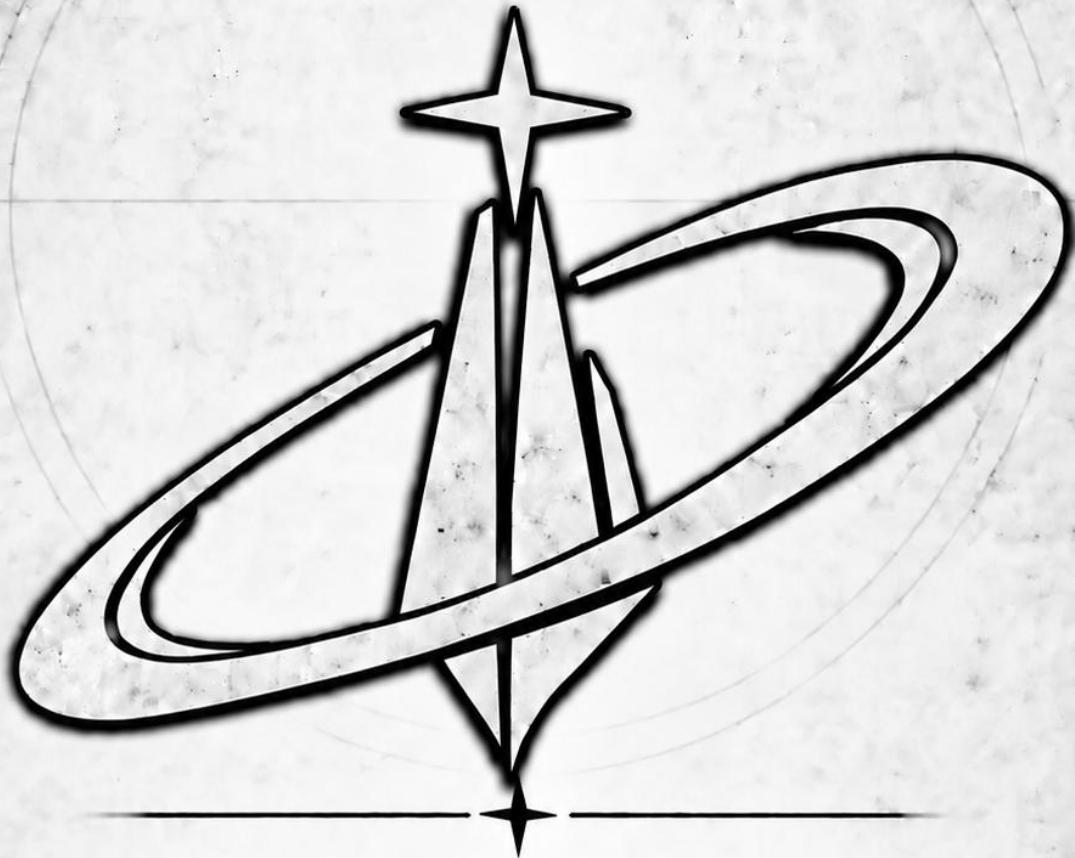
Blank – Your Character is picked up by a Mega Corp trading vessel. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be investigated by Mega

Corp researchers. Gain a Mega Corp Token. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character survives the check then and their future is secured as they will be able to trade the information in their possession. Your Character keeps their VPs but plays no further part in the campaign. If you have Token E, gain a Mega Corp Token.

The story unfolds in Scenario 2, "Corporate Intervention", Scenario 3 "Reprieve" or Scenario 4 "Lockdown" with new Characters and new challenges. Scenario 2 and 3 use Aftermath Epilogue rules so please keep note of Scenario 1's board configuration.

SCENARIO 1



EPILOGUE
LUCRATIVE OFFER

Epilogue The Lucrative Offer

Gain 3 VPs.

With a hiss and an almost painful thrust against your body, the Escape Pod blasts into the void, leaving the Nemesis as a rapidly diminishing dot. As you lay there, waiting for the chemicals to pull you into a deep sleep, your mind drifts back to what you just experienced. You think about the dead crew member you found and the missing escape pod. You think about the eggs—and the aliens.

Outcome Resolution

Your Character has successfully escaped the Nemesis and is rewarded with 5 VPs. However, it isn't quite over yet...

Your Character has successfully escaped the Nemesis.

Roll a Red Combat Die and consult the result below to determine where your character ends up next:

A Double Hit or any intruder Symbol – Your Character is picked up by a Mega Corp trading vessel. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be investigated by Mega Corp researchers. Gain a Mega Corp Token. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character survives the check then and their future is secured as they will be able to trade the information in their possession. Your Character keeps their VPs but plays no further part in the campaign. If you have Token E, gain a Mega Corp Token.

A Single Hit Symbol – Your Character is picked up by a Corporation Shuttle and transferred to a Martian facility. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be transferred to Mother where the crew will learn 2 Intruder Weaknesses, one for the corpse and one for the Intruder inside it. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character survived the check then your Character gains a VP and reappears in Scenario 5 as a Nemesis Survivor (as defined by Lockdown rules). In Scenario 5 the Nemesis Survivor starts in the Isolation Room with no equipment. As a consequence you cannot trade VP for Items and must bank the VP you have just earned. However, note the equipment that you have and you will be able to retrieve it all by spending any one Action in the Lock Down Room designated for you to Activate your Quest Item. This Action will recover all your current Equipment Items and your Quest item which will be fully Activated and loaded. Any Intruder

Heavy Items you may have acquired will be taken from you by members of the Shuttle crew and will not be returned.

Blank – Your Character is picked up by a Mars/ Earth quarantine patrol. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be of interest to the Quarantine Division. Gain 1 Quarantine Division Token. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character Survived the check, then they will no doubt spend an unpleasant interrogation trying to build a new career and influence their important new “friends” by explaining how they escaped an Intruder threat. Gain a VP and the Quarantine Division Token. Your Character is now en-route to Earth and will play no further role in the forthcoming scenarios. Please keep a record of the VP and Quarantine Division Token as these may be important in the Conclusion and may see your Character deployed in an Epilogue.

The story unfolds in Scenario 2, "Corporate Intervention", Scenario 3 “Reprieve” or Scenario 4 “Lockdown” with new Characters and new challenges. Scenario 2 and 3 use Aftermath Epilogue rules so please keep note of Scenario 1’s board configuration.



Epilogue Surviving in the Hibernatorium.

With a hiss, the last Hibernation Chamber seals shut. As you lay there, waiting for the engines to engage, your mind races over everything you've just experienced. The dead crew member you found. The missing Escape Pod. The Intruders.

"You encountered aliens. And you damn well know you would never have boarded the Nemesis if you had known they were on board. In fact, it would have been impossible—quarantine and preflight checks would have ruled out any chance of alien material making it aboard. The only logical explanation is that someone smuggled alien eggs onboard in secret—hidden behind a bulkhead or stowed away with the help of someone inside the Corporation. Well, that's just great. I wonder if that genius knew the eggs were viable... ready to hatch. Either way, those eggs, must be priceless. And illegal.

Earth and Mars quarantine regulations have tightened ever since rumours surfaced about viable alien material being traded among unscrupulous corporations. The Corporation's CEO is well aware of these new restrictions. Hell, all the crew are. Speaking of which—the dead crew member and the one who escaped in the pod? I didn't recognize them. They were new to the Nemesis. First long-haul assignment. And that's strange. The Corporation has strict rules—only one new crew member per flight. Keeps the teams tight. Makes sure subliminal training sticks. Reduces accidents.

So maybe those two 'operatives' were corporate plants, and someone high up made sure they woke up early—either to hijack the ship or, more likely, to smuggle the eggs off before we reached Earth's quarantine. Whoever pulled those strings has serious influence and real power. A whole lot of bribe money. Either that, or they were working for a competitor—stealing the Corporation's most valuable asset... or using the Nemesis as a glorified delivery truck.

Unfortunately, no one accounted for how fast and aggressively those things grow. One of the operatives found out the hard way. An 'encounter of the permanent kind.' The other must have gotten cold feet and bailed in an escape pod. Was he alone... or did he take an alien passenger with him?

Once we drop out of hyperspace, it won't take long for the Corporation to pick up the Nemesis' transponder and dispatch a rescue team. That's standard protocol. What isn't standard is the CEO's personal involvement. That message to the Captain? It means he's coming here. But why? Is he the puppet master behind the eggs being on this ship? Unlikely. Too risky. Too reckless. If he's not the one pulling the strings, then he must be pissed—his multi-billion-dollar ship falling out of hyperspace, crawling with hostile alien life. His head must be bursting with questions. And you can bet the board and investors are going to be barking at him like a pack of rabid dogs. Yeah... it's his job to figure out what's going on. After all, his ass is on the line too.

Well, whatever his reasons, the sooner we rendezvous with the rescue team, the better. I can't wait to get off this ship and get back to Earth."

With that final thought, you finally drift into hibernation.

A barely perceptible hum reverberates through the ship. Then, real space folds in on itself, swallowing the Nemesis. The Corporation's scanners lose its transponder signal—vanishing into the void of hyperspace, its destination unknown to the crew. But wherever it's headed, one thing is

certain whoever your reception committee turns out to be they are going to get one hell of a wakeup call.

It is now time to assess your Character for a Contamination check. If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign.

This is the end of Scenario 1. The story unfolds in Scenario 2, "Corporate Intervention", or Scenario 3 "Reprieve" with new Characters and new challenges.

If Scenario 3 is the next Scenario and there are no living Characters in the Hibernatorium then skip Scenario 3 and go directly to Scenario 4.

Scenario 2 and 3 use Aftermath Epilogue rules so please keep note of Scenario 1's board configuration.



Token X Epilogue

Gain 6 VP.

With a hiss and an almost painful thrust against your body, the Escape Pod blasts into the void, leaving the Nemesis as a rapidly diminishing dot. As you lay there, waiting for the chemicals to pull you into a deep sleep, your mind drifts back to what you just experienced. You think about the dead crew member you found, the missing Escape Pod. You think about the aliens. But mostly you think about the Corporation and how you are going to spill your guts when you reach Earth and talk to a Quarantine division operative. This is your last thought as you drift into hypersleep whilst far behind you Nemesis blossoms into bright oblivion.

Outcome Resolution

Your Character has successfully escaped the Nemesis and is rewarded with 10 VPs. However, it isn't quite over yet...

Roll a Red Combat Die and consult the result below to determine where your Character ends up next:

Any hit –Your Character is picked up by a Corporation Shuttle. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be transferred to Mother where the crew will learn 2 Intruder Weaknesses, one for the corpse and one for the Intruder inside it. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character survived the check then your Character gains a VP and reappears in Scenario 5 as a Nemesis Survivor (as defined by Lockdown rules). In Scenario 5 the Nemesis Survivor starts in the Isolation Room with no equipment. As a consequence you cannot trade VP for Items and must bank the VP you have just earned. However, note the equipment that you have and you will be able to retrieve it all by spending any one Action in the Lock Down Room designated for you to Activate your Quest Item. This Action will recover all your current Equipment Items and your Quest item which will be fully Activated and loaded. Any Intruder Heavy Items you may have acquired will be taken from you by members of the Shuttle crew and will not be returned.

Blank– Your Character is picked up by a Mega Corp vessel. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be investigated by Mega Corp researchers. Gain a Mega Corp Token. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character survives the check then and their future is secured as they will be able to trade the information in their possession. Your Character keeps their VPs but plays no further part in the campaign. If you have Token E, gain a Mega Corp Token.

Intruder Symbol – Your Character is picked up by an Earth quarantine patrol. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be of interest to the Quarantine Division. Gain 1 Quarantine Division Token. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character Survived the check, then they will no doubt spend an unpleasant interrogation trying to build a new career and influence their important new “friends” by explaining how they escaped an Intruder threat. Gain a VP and the Quarantine Division Token. Your Character is now en-route to Earth and will play no further role in the forthcoming scenarios. Please keep a record of the VP and Quarantine Division Token as these may be important in the Conclusion and may see your Character deployed in an Epilogue.

The story unfolds in Scenario 2, "Corporate Intervention", Scenario 3 “Reprieve” or Scenario 4 “Lockdown” with new Characters and new challenges. Scenario 2 and 3 use Aftermath Epilogue rules so please keep note of Scenario 1’s board configuration.

PLATES

P41.....First intruder Encounter

P42.....First entry of the Evacuation Room

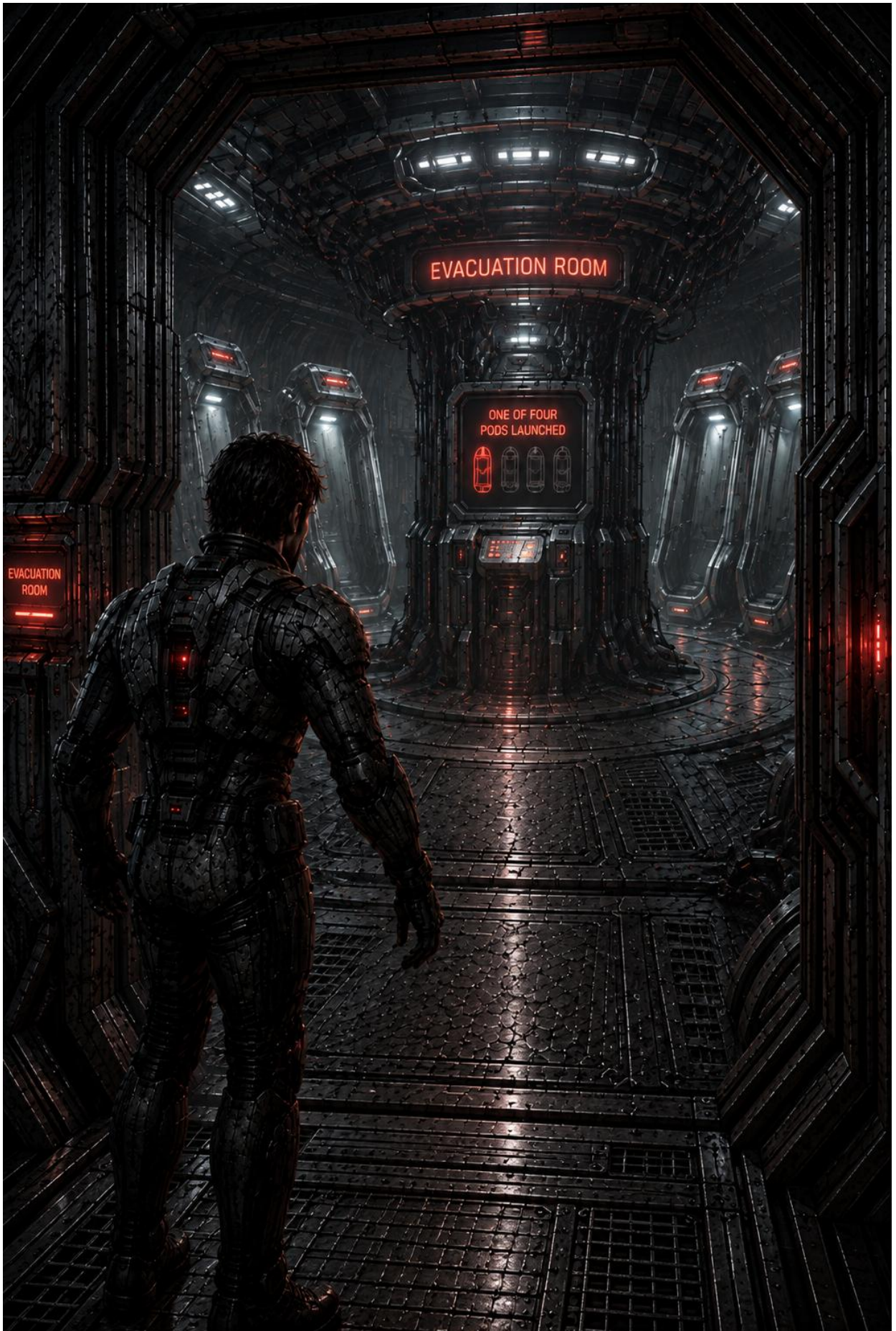
P43.....Sending The Signal

P44.....Setting the Coordinates.

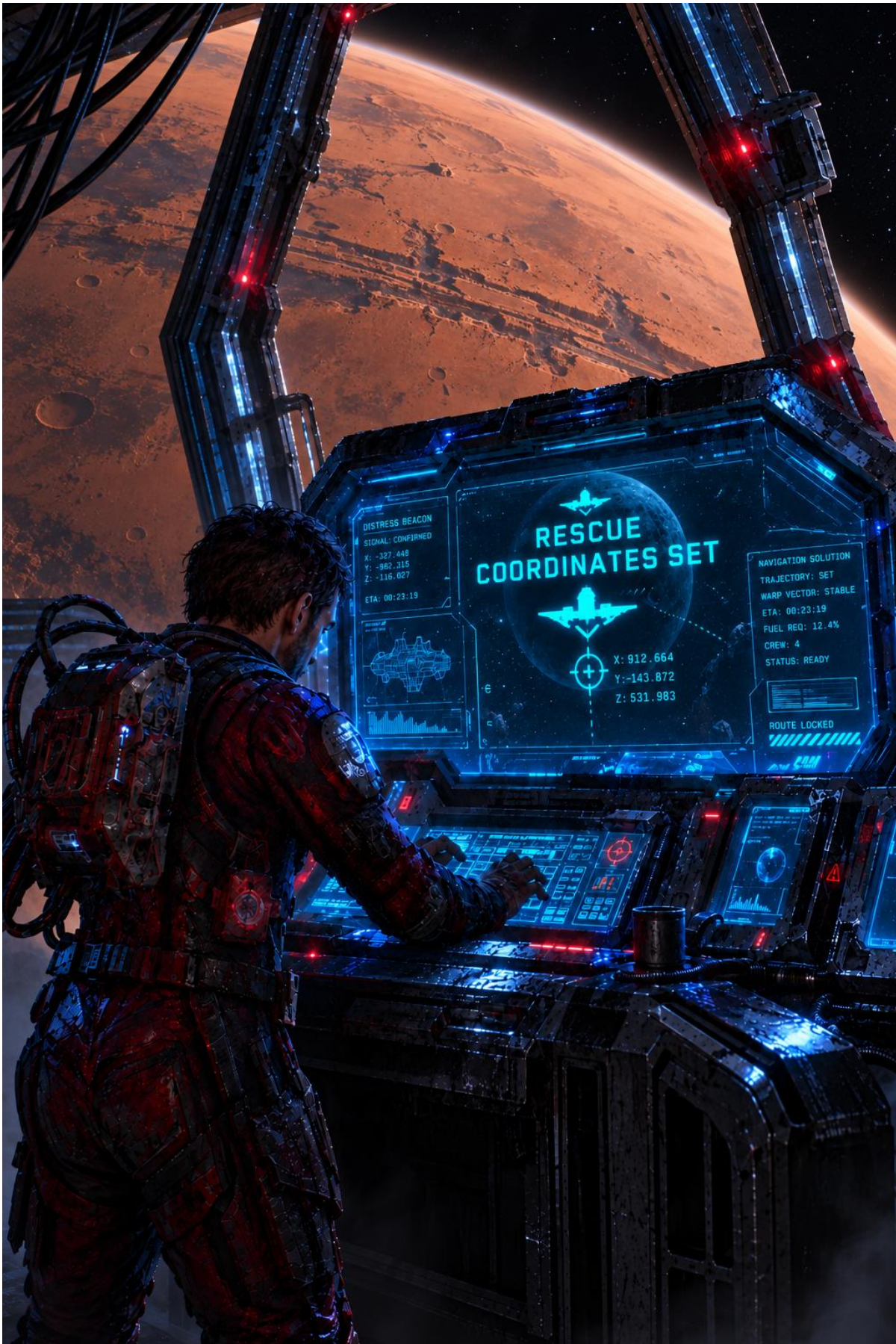
P45.....Surviving in an Escape Pod

P46.....Surviving in the Hibernatorium















Token X-1 Objectives.

“You’ve seen the aliens. Seen the eggs. And you sure as shit wouldn’t have boarded the Nemesis if you’d known those bastards were on board.

“Well, fuck ’em. I’m not standing around waiting to find out what they do next. Those things are a fucking menace. What happens when they get off this ship? What happens when they reach Earth? Mars?

“It’ll be a fucking bloodbath if they get into a populated area. God knows what’s inside those things. Infection, parasites, whatever the hell they’re carrying.”

“So we get medieval on their arses and burn ’em out. Shoot ’em, stomp ’em, space ’em — I don’t give a fuck. Every last fucking one of ’em.”

“It’s a space-crawdaddy cook-up, boys, and I’m the fucking chef.”

Token X -1 Objective : Ensure all Intruders and Intruder eggs have been killed before the Nemesis enters hyperspace. If you succeed you gain 6 VP.



Token X-2 Objectives.

“You’ve seen the aliens. Seen the eggs. And you sure as hell wouldn’t have boarded the Nemesis if you’d known those bastards were on board.

“And what the fuck is all this cloak-and-dagger shit about a Response Team and special coordinates? Give me a fucking break.

“Smells off to me. Smells like some fucker’s pulling the strings.

“Reckon the safest bet is to set the coordinates for Earth. After all, that’s a Quarantine Division-controlled port in Earth orbit.

“Yeah, those guys know what they’re doing. If the Corporation’s innocent, what’ve they got to lose? And if the Corporation’s in on it...”

“Then fuck ’em. Fuck ’em hard.”

Reset the coordinates to Earth and survive in the Hibernatorium. If you succeed you gain 6 VP.



Token X-1 Epilogue

If you survived in the Hibernatorium read , a) The Hibernatorium, if you survived in an Escape Pod read b) Escape Pod:

The Hibernatorium. With a hiss, you Hibernation Chamber seals shut. As you lay there, waiting for the engines to engage, your mind races over everything you've just experienced. The dead crew. The missing Escape Pod. The Intruders. Still you played your part, a big part. Now its up to the grown-ups to take a hand.

It is now time to assess your Character for a Contamination check. If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign.

The story unfolds in Scenario 2, "Corporate Intervention", with new Characters and new challenges. Scenario 2 uses Aftermath Epilogue rules so please keep note of Scenario 1's board's configuration.

The Escape Pod. With a hiss and an almost painful thrust against your body, the Escape Pod blasts into the void, leaving the Nemesis as a rapidly diminishing dot. As you lay there, waiting for the chemicals to pull you into a deep sleep, your mind drifts to what you just experienced. What you just had to do.

Roll a Red Combat Die and consult the result below to determine where your Character ends up next:

Any hit –Your Character is picked up by a Corporation Shuttle and transferred to a Martian facility. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. The Character's corpse will be transferred to Mother where the crew will learn 2 Intruder Weaknesses, one for the corpse and one for the Intruder inside it. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character survived the check then your Character gains a VP and reappears in Scenario 5 as a Nemesis Survivor (as defined by Lockdown rules). In Scenario 5 the Nemesis Survivor starts in the Isolation Room with no equipment. As a consequence you cannot trade VP for Items and must bank the VP you have just earned. However, note the equipment that you have and you will be able to retrieve it all by spending any one Action in the Lock Down Room designated for you to Activate your Quest Item. This Action will recover all your current Equipment Items and your Quest item which will be fully Activated and loaded. Any Intruder Heavy Items you may have acquired will be taken from you by members of the Shuttle crew and will not be returned.

Blank– Your Character is picked up by a Mega Corp vessel. **It is now time to assess your Character for a Contamination check.** If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign. Their corpse will be investigated by Mega Corp researchers. Gain a Mega Corp Token. The Campaign continues with new Characters and new situations as either Scenario 2, 3 or 4.

If your Character survives the check then their future is secured as they will be able to trade the information in their possession. Your Character keeps their VPs but plays no further part in the campaign. If you have Token E, gain a Mega Corp Token.

Intruder Symbol – Your Character is picked up by an Earth quarantine patrol and you are pleased to convey your story and suspicions to your new “friends” by explaining how you escaped an Intruder threat. Your Character is returned to Earth and plays no further part in this campaign. Gain the Quarantine Division Token.

The story unfolds in Scenario 2, "Corporate Intervention", Scenario 3 “Reprieve” or Scenario 4 “Lockdown” with new Characters and new challenges. Scenario 2 and 3 use Aftermath rules so please keep a note of Scenario 1’s board’s configuration.



Token X-2 Epilogue

With a hiss, your Hibernation Chamber seals shut. As you lay there, waiting for the engines to engage, your mind races over everything you've just experienced. The dead crew. The missing Escape Pod. The Intruders. Still you played your part, a big part. Now it's up to the grown-ups to take a hand.

It is now time to assess your Character for a Contamination check. If your Character dies as a result of the check then they lose all VPs and play no further part in the campaign.

If there are no living Characters inside the hibernatorium the next scenario is Scenario 4, otherwise:

The campaign continues with new Characters and new situations in Scenario 3. Scenario 3 utilises Aftermath Epilogue Rules so please take a note of Scenario 1's board configuration.