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## Dedication and thank you

Hello, my name is Bob the Gamer, and I love the **Nemesis** franchise.

When Awaken Realms announced *Nemesis: Retaliation*, I found myself asking a simple question:

Is there a narrative that could weave together the games of Nemesis, Lockdown and Retaliation into one story?

Then I thought, what if the events of each game were connected? What if, behind the individual missions, disasters, and encounters, there was a much bigger story unfolding — one that would ultimately explain how humanity came to need and fund a **Space Marine Corps**?

That question became the inspiration for this campaign.

**The Road to Retaliation** is my attempt to create an overarching story that brings the individual Nemesis games together. It is designed as a **legacy campaign**, where the events of one game can influence what comes next, allowing players to build their own history as the campaign unfolds.

The intention is not simply to tell a story, but to give you, the players the opportunity to create your own.

Your decisions, your successes, your failures, and perhaps even the unfortunate demise of a few crew members will become part of your journey. The campaign is also designed to be replayable, so that different groups — or even the same group — can experience a very different story each time.

This campaign, is not an official product, or a tribute, but rather a fan-made attempt to explore the possibilities within the universe that Awaken Realms have created with their Nemesis franchise. I hope that, in bringing these games together into one larger story, the campaign **honours the spirit, atmosphere and vision of the Nemesis universe** and provides fellow fans with another way to experience and enjoy these remarkable games.

### A Special Thank You

No campaign gets created in isolation, and I would like to give a huge thank you to my gaming buddies **Jeff, Martin, and Daniel**.

Their help with playtesting, ideas, feedback, and development has been invaluable. Together, we have tested, changed, broken, rebuilt, and hopefully improved this campaign into the version that I hope you are about to play.

I genuinely could not have brought it this far without them.

### To You, the Players

Finally, this campaign is dedicated to **all of you who play and love the Nemesis franchise**.

I hope you enjoy playing *The Road to Retaliation* as much as I have enjoyed creating it.

Because in the end, the story belongs to you.

The Road to Retaliation begins here.

Good luck, stay alive...and watch your back.

**Bob the Gamer.**

## The Road to Retaliation — Campaign Overview

The Road to Retaliation is a campaign chronicling humanity's desperate journey from trade-focused corporate space farers to the event that catalyses the creation of a fully mobilized Space Marine Corps, a core dedicated to eradicating the Intruder menace. The Campaign explores the pivotal events that force humanity's hand and documents the horrors, betrayals, and revelations that drive a fractured, profit-driven society to commit the massive resources necessary to establish and equip a Space Marine Corps capable of taking the fight to space and an alien nemesis.

This campaign follows the transformation of individuals who once sought only to survive the nightmare of first contact, through harrowing encounters and hard-fought victories. The survivors evolve into a team that maybe, just maybe could turn the tide against the very creatures that once preyed upon them. By the campaign's conclusion, the hunted will have become the hunters, armed with hard-won knowledge and newfound purpose.

The Road to Retaliation comprises eight scenarios which use Nemesis, Nemesis Lockdown and Nemesis Aftermath and a concluding Epilogue game of Nemesis Retaliation. The number of scenarios that need to be played will be entirely the consequence of the decisions and outcomes resulting from gameplay. The campaign could be completed by a Character in a minimum of four scenarios, however gameplay makes this outcome unlikely for more than one Character, so, for two or more players the campaign will typically require playing all of the scenarios prior to playing one of the Epilogue end games of Nemesis Retaliation.

The campaign's narrative documents how a series of events that ultimately lead to the Earth government (Earth Gov.) becoming aware that alien biologicals are not only being illegally transported into the Solar System, but that these biologicals represent a material threat to human life and spaceside colonies. The narrative unfolds through scene setting descriptions provided for each scenario and also as an ongoing dialogue provided by a third party referred to as "The Witness Personal Data Logs."

The purpose of the campaign is twofold. Firstly, to tell the story of what led to the creation of the Space Marine Corps and secondly, to provide a mechanism for Character development through a legacy mechanic termed Empowerment.

Character Empowerment is a mechanism to reward Characters that survive the scenarios. Rewards come in the form of Victory Points (VPs). VPs are intended to note the success of a Character's efforts and provide the option of improving the Character's survivability in subsequent scenarios. Characters who survive the campaign will have the possibility of joining the Space Marines in a final scenario as an Empowered Contractor. The final epilogue scenario provides a conclusion to the campaign story and is played out as a game of Nemesis Retaliation.

The following section explains how Empowerment works. Subsequent sections describe how the campaign can be won, page 8, the background to the campaign, page 10, the scenarios, their timeline and the game components that are used, page 13, and finally where tweaks have been made to the published rules to aid the game mechanics in telling the campaign's story page 15.

The legacy nature of the campaign is twofold. Firstly there are some game events that will result in players being awarded tokens. The number and type of tokens awarded will affect which epilogue is played and therefore the ultimate story of the campaign. The second legacy element is Empowerment, which is described in the next section. Empowerment allows for surviving Characters to continue their journey through the playing of sequential scenarios. For this to work for Lockdown Characters some amendments have had to be made to specific Action Cards and game play rules. These amendments are provided in the Appendix page 24 and provide options for Lockdown Characters to not only continue their journey from the Lockdown environment to Nemesis and Nemesis Aftermath games, but to start the campaign on board Nemesis as Nemesis Crew. The choice is, after all, down to the players.

## Empowerment.

The player's objective is to not only survive the campaign but to have accumulated more VPs than any other character. VPs are always granted for achieving typical game tasks such as discovering an Intruder Weakness, gaining an Intruder Heavy Item, gaining Knowledge, meeting an objective and for Characters being used in follow on scenarios. Once granted, VPs can either be banked as an ongoing accumulating total or traded. Traded VPs can be exchanged for Item Cards, Quest Items or use of the Blue Advantage Die. Specifically:

- a) During Combat 1 VP can be traded for three single uses of the Blue Advantage/ Die with a guaranteed + 1 hit. The die can be used as follows. Note that this usage of VPs can be applied in any scenario, not just those using the Lockdown board.:
  - i) In an individual Combat situation roll all three Blue Combat die at once noting that if the die are used in this way it will guarantee +3 hits.
  - ii) In an individual Combat situation treat the second and or third rolls as re rolls.
  - iii) One roll in any individual Combat situation. This can be undertaken for up to three individual Combat situations.
- b) One VP can be exchanged for any of the Item Cards in the available Item Decks, including Crafted Items.
- c) Two VPs can be exchanged to obtain the Character's Quest Item (fully loaded and/or activated).
- d) VPs can be banked.
- e) For the player in desperate circumstances, 4 VPs can be spent to re roll a scenarios epilogue die result. **This is a one-time use only.**

No rerolling re rolls. "Hey man you gotta get used to taking your lumps."

The decision to bank or exchange VPs is made after each player knows the fate of their particular Character, which will occur after reading the scenario specific epilogues, but, before reading the background to subsequent scenarios. The following examples are intended to clarify how the VPs can be used:

*Example 1: During Combat the Soldier spends his last Action Card to roll a Red Combat Die and achieves a blank. He decides to spend 1 of his hard earned VPs in an attempt to get out of a very tricky situation. Rolling the Advantage Die he rolls the symbol **Discard 1 Action Card: Deal 2 injuries to your target.** Not having any Action Cards this roll cannot be used, however, the payment of the 1 VP guarantees a hit, so the Soldier deals one Injury to his target.*

*Example2: Scenario 1 has been completed successfully and the epilogue specific to the Engineer's gameplay has been read and the Engineer has been awarded 1 VP. The player controlling the Engineer elects to exchange the VP for the Item card Duct Tape. This Engineer is now Empowered as he now has Duct Tape as part of his Starting Equipment in the next scenario, which, for the purpose of this example, is Scenario 4.*

*Example3: Scenario 6 has been completed successfully and the epilogue specific to the Scout has been read. The Scout has gained 3 VPs. The player controlling the Scout elects to exchange 2 of the VPs for an Activated Quest Item. The chosen Quest Item is the Motion Scanner, however, to be activated the Motion Scanner requires an Energy Charge, the 2 VPs are therefore exchanged for the Motion Scanner and an Energy Charge. The remaining VP is banked in the hope that it will add to an accumulating total. The Scout is now Empowered as she has the Activated Motion Scanner as part of her Starting Equipment to be used in the next scenario, which, in this example, is Scenario 7.*

*Example 4: Scenarios 1, 4, and 5 have been successfully survived by the Medic. The player controlling the Medic has acquired 1 VP during Scenario 1, 3 VPs during Scenario 5, and, 2 VPs during Scenario 6. The player controlling the Medic elected to exchange 1 VP earned during Scenario 4, for use in Scenario 5, and banked the remaining VPs giving a total of 5 VPs.*

## Winning the Road to Retaliation.

As the campaign unfolds it will become apparent that players will be playing numerous Characters, as some Characters will be new at the start of a scenario and other Characters will be “old” reappearing in scenarios; such Characters are referred to as Survivors. It may be possible to play the same Character sequentially between scenarios eg. Engineer in Scenario 1 and Engineer Survivor in Scenario 2. Alternatively a player may deploy Engineer in scenario 1 and a different Engineer in scenario 2. It’s up to players to manage character types within the rules of Nemesis/Lockdown and tally their individual Characters VPs. It is also important to note that if a player has a Survivor Character, that player **and no other** can utilise that Survivor in subsequent Scenarios. The use of Characters is further explained in the following three examples:

Player A has finished Scenario 1 with his Character Scientist surviving. Game play instructs the Scientist Survivor to reappear in the campaign in Scenario 6. Only Player A can utilise the Scientist Survivor in Scenario 6.

Player B has finished scenario 1 with his Character Scout surviving in the hibernatorium. The Scout Survivor did very well and accumulated 3 VPs during scenario 1. During the set up for Scenario 2 the player draft has been chosen to include Scout which player C draws. Player C’s Scout is effectively Scout2 and not Scout Survivor. Scout2 has no VPs.

Player D has enjoyed playing the Engineer and has accumulated 5 VPs by the completion of Scenario 5. Player D goes on to use his Engineer Survivor in Scenario 6. During the Scenario the Engineer Survivor suffers two Serious Wounds and then gains a further Light Wound. With no Bandages in sight, Player D elects to try and preserve his Engineer survivors VP and retires his Character to the Hibernatorium. The special rules for Scenario 6 allow players to bring on hibernating Characters like sports teams do with substitutes, and so Player D swaps out his Engineer survivor for an Engineer (thematically this is a “back to back” colleague). The replacement Engineer has the advantage of full health and can, if Player D so desires, take any Equipment/Heavy items that the Engineer Survivor has accumulated, but does not gain the Engineer Survivors VPs.

At the end of the campaign VPs will be compared for each player and the overall winner is the player with the most accumulated VP. If there is a draw then the winner will be decided by the player whose individual Character has accumulated the most VPs.

If there is still a draw then players will need to resolve the issue through a die roll of their choice.

Depending on the players decisions and the resulting gameplay the winning player may be given the opportunity to play a Contractor in a game of Nemesis Retaliation in one of the Epilogues, but as an **Empowered Contractor**. As befitting the experience the Empowered Contractor has gained during surviving the Road to Retaliation they aren’t going to go on a mission unprepared, *“No sir, an Empowered Contractor has smarts, see, and that means being tooled up.”* Unlike a standard game of Nemesis Retaliation, Empowered Contractor starts the

game with Support Equipment, in fact an Empowered Contractor is so respected by his/her Space Marine Colleagues that the Contractor is given the honour of being the first to choose the Support Equipment. *“Now that’s what I am talking about”*.

After the conclusion of each scenario it is **VERY IMPORTANT** to record all of the tokens, and VPs that are awarded to each Character and to keep a running total, even if a Character **appears** to have no further part in the campaign. It is also important to note the Character’s equipment at the end of each scenario as this equipment may be available in a subsequent scenario and no player wants to lose an activated Quest Item, if they can help it! A player aid to help in keeping this record can be found in the Appendix.

Players may find that many of the objectives are cooperative or communal. In such circumstances the objectives have been set for scenario specific reasons, either to aid the story progression or for key Characters to achieve important goals. Despite these circumstances players will be pleased to know that there will be plenty of opportunities to stop competing Characters from gaining too many VPs, after all Doors can be shut, Shuttles can be launched, Coordinates can be reset, and Engines can be broken.

Hopefully the above has explained how to win the campaign, but what is the campaign about, where is it set and who are the major players? These questions will be answered in the next section.

## Background to the campaign.

The backdrop to the campaign is the “Nemesis Universe” an era where interstellar travel is dominated by a handful of powerful corporations—each possessing wealth that rivals or even surpasses the financial resources available to Earth and Mars-bound conglomerates. The campaign starts aboard the interstellar ship Nemesis. Nemesis and its crew operate under the control of one such corporation: The Corporation. At the helm of The Corporation is a CEO, a CEO who has transformed The Corporation so that it is now one of the most powerful and wealthy corporations operating in interstellar space.



## The Venus Project

The Corporation’s extraordinary success has earned it permission to construct a permanent space station in orbit around Venus—the first stage of a far more ambitious undertaking: **the construction of humanity’s first permanent cloud station within Venus’s atmosphere.**

The Venus Cloud Station is to be a joint venture between **The Corporation and Earth Gov**, with The Corporation providing the bulk of the investment, expertise, and infrastructure. The enormous commitment of time, resources, and capital has further strengthened The Corporation’s already favoured relationship with Earth Gov.

As a consequence, The Corporation enjoys an almost unprecedented degree of autonomy within the Venusian orbit. Earth Gov maintains only a cursory presence, relying on infrequent inspections and the occasional government secondee to keep an eye on The Corporation’s activities. For The Corporation’s CEO, this arrangement is nothing short of ideal.

The Venus project has not only increased his influence and personal power, but has also provoked considerable envy within The Corporation's only serious commercial rival: **Mega Corp.**

The CEO is under no illusion about the dangers of envy. He knows that desperation and ambition can produce unpleasant surprises. Corporate saboteurs, infiltrators, industrial espionage, political interference—and less easily identified inconveniences—are all considered potential threats to his carefully constructed strategy.

**The Corporation must remain at the top of the commercial pile.**

And the CEO intends to make certain that nothing—and no one—gets in its way.



### **The Corporation's Wider Operations**

The Corporation's activities extend well beyond Venus. It maintains research bases on the moons of **Earth, Mars, and Jupiter**, as well as a network of smaller space stations strategically positioned to provide access to the **Asteroid Belt** and the vast mineral wealth it contains.

These facilities lie within the more heavily populated and developed regions of the Solar System. Here, commerce is plentiful, competition is fierce, and the governments of Earth and Mars maintain a far more visible and authoritative presence.

One organisation of particular significance is the **Quarantine Division**.

Funded jointly by the governments of Earth and Mars, the Quarantine Division is a vital component of Solar System security. Its primary responsibility is to prevent potentially dangerous **alien artefacts and biological specimens** from entering populated space. In effect, it represents humanity's first line of defence against whatever may have survived—or arrived—from beyond the Solar System.

Recently, however, rumours have begun to circulate that alien artefacts and biological specimens are being secretly traded, studied, and exploited by unscrupulous corporations. Whether these rumours are exaggerated or not, they have been enough to prompt a significant expansion of the Quarantine Division and place its personnel and facilities on a state of heightened alert.

For The Corporation, operating in this increasingly crowded and closely watched region of space presents both opportunities and dangers. Competition, government scrutiny, corporate espionage, and the ever-present administrative constraints of quarantine now form part of everyday business.

**It is against this backdrop that the campaign unfolds.**

The following section establishes the **campaign timeline** and introduces the **gameplay elements and objectives associated with each scenario**.

## Scenario timeline and Scenario game components.

The Scenarios are set at during a story arc that develops in a sequential linear manner, starting with Scenario 1 and ending at the Conclusion. The scenario time line is summarised as Figure 1 and how each scenario relates to each other is portrayed as Figure 2.

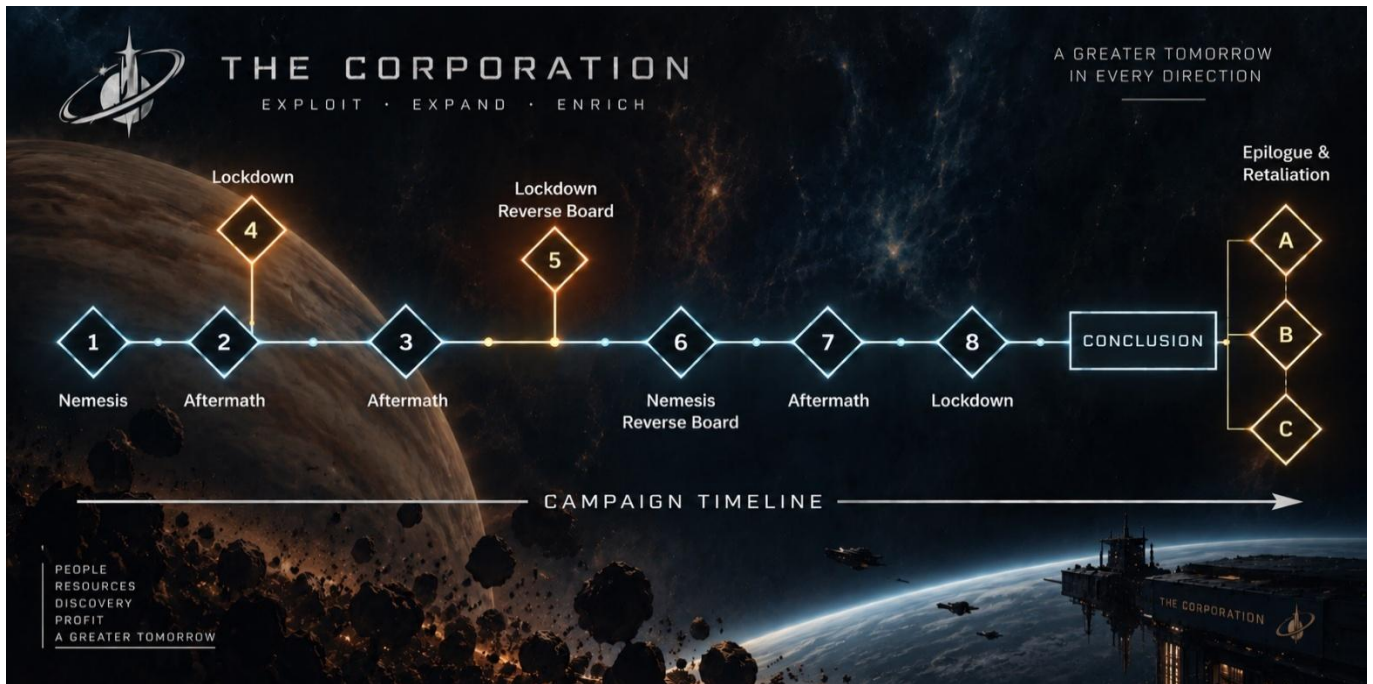


Figure 1 Timeline for scenario development in the campaign Road to Retaliation.

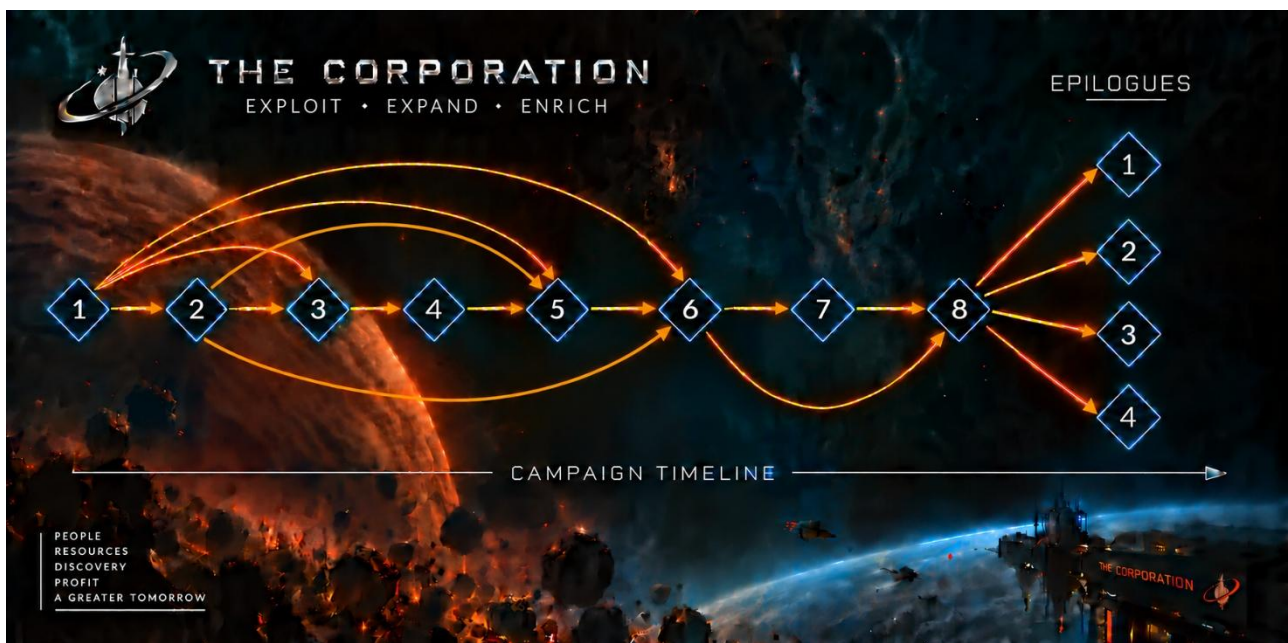


Figure 2 Summary of the interrelationship of the Scenarios. Note that Scenario 4 can still be played if Scenario 1 is failed.

From reference to Figure 2 it can be appreciated that although a Character may be able to complete the campaign in just four scenarios 1,4,6, and 8, however, it is unlikely that another Character following the same path in a given game. In fact the branching nature of the scenarios is more likely to have players having to complete the scenarios in a sequential manner and in doing so pick up new Characters on the way. Consequently the campaign is likely to take a 2 player game (4 Characters) between 20-30 hours of game play to complete.

## Tweaks to Nemesis rules.

During this campaign the Nemesis rules have been tweaked to aid the narrative and/or change game difficulty. One tweak relates to Lockdown Characters which has been necessary in order to accommodate Lockdown Survivors so that they can be played in scenarios that utilise Nemesis board and Nemesis/Aftermath rules. The tweaks affecting Lockdown Survivors are presented in an Appendix, page 24. The remaining tweaks to Nemesis rules are found below and are/can be applied to all scenarios.

**Awakening process** – When a ship comes out of hyperspace the crew are subjected to a period of 5 cycles (5 game rounds) prior to the Hibernatorium opening and allowing the crew to exit their individual Hibernation Chambers. This tweak allows Characters to be fully functional if “woken” after five game rounds, but they will be groggy if “woken” earlier. Groggy crew will require assistance, this is detailed, if and where relevant, in scenario descriptions.

**Crew Memory** – In a normal game of Nemesis the newly awakened crew do not remember the layout of the ship. This condition has been altered for this campaign so that if the crew awaken from hypersleep at their expected location (as per the previously set Navigation Coordinates) they do remember the ship layout. If the crew are unexpectedly woken from hypersleep they forget the ships layout, as in a normal game of Nemesis. Thematically this is all to do with the administration of the correct drugs in a planned return from hyperspace and omission of drugs during an emergency awakening.

**Escape Pods** – For the purpose of gameplay in this campaign the Escape Pods are expected to split into separate and individual pods on launch. Thus providing the option for Characters that entered the same pod to have different destinations and different experiences.

**Engines** – In this campaign Engines retain their working condition if the ship has arrived at its planned destination. The Engines remain in their working condition unless changed by a game effect, such as an Event Card or a Character changing Engine status. If however the ships voyage has been interrupted, as in a standard game of Nemesis, then the Engines status is unknown and must be verified as per the published Nemesis Rules. The thematic premise behind this rule alteration is that if a ship has successfully completed its voyage then the Engines must be functional, if, however, the voyage has been unexpectedly interrupted then it is reasonable to assume that the Engine status will be in question. This tweak allows for games of Aftermath to focus on scenario specific challenges and objectives rather than diluting the players efforts in unnecessarily checking a working Engine.

**Crew size** – In Scenario 6 the number of characters that can be accommodated in the Hibernatorium and Escape Pods is increased. Thematically these changes accommodate the fact that the Nemesis board in Scenario 6 represents The Corporations flag ship, Mother which is a bigger vessel than the Nemesis. Mother contains a full “back up” crew as well as some other novel amendments.

**The Lucrative Offer** - In this campaign, it is envisaged that The Corporation’s most tenacious competitor, Mega Corp, will be The corporation making the Lucrative Offer.

Once the Lucrative Offer is successfully completed players will be subjected to a die roll to work out where the Character is going to end up, [“Hey just because you launched an Escape](#)

Pod/CSS doesn't mean it's going to take you where you want it to, it's a big universe you know."

The die roll is based on a Red Combat die and the result will favour, not guarantee, the Character being picked up by their employee Mega Corp.

**Token X .** Token-X is a bespoke objective created specifically for this campaign. A printable copy of the token is found in the Appendix. Like The Lucrative Offer, Token-X is placed on the table at a scenario-defined point during the game.

Token-X represents a secret objective that can be claimed by only one player—the player who picks up the Token-X token from the table. Once Token-X has been claimed, the objective is revealed only to the player holding Token-X and remains secret from all other players. Token-X rewards are typically greater than that offered by the Lucrative Offer, however Token-X objectives are typically more onerous than that of the Lucrative Offer.

As with The Lucrative Offer, the consequences of successfully completing the Token-X objective are not revealed immediately. Instead, they are determined as part of the Victory Point assignment process and may involve a die roll based on a Red Combat Die. In this circumstance the die roll will favour, but not guarantee the players desired result

Quarantine Division and Mega Corp tokens are granted to players as a result of specific game events. These tokens have no VP value and are simply "markers" that may be used in influencing the path of the narrative. Printable version of tokens for Mega Corp and the various variants of the Quarantine Division token are provided in the Appendix.

**Easy Mode –** Campaign players can play an "Easy Mode" where Noise tokens are removed by Intruder movement. This modification to the Nemesis rules (not relevant for Lockdown) occurs during the Event Phase when an Intruder moves as directed by the Event Card. To play the "Easy Mode" simply remove any Noise tokens that are connected to the Room that the Intruder is directed moves to in the Event Phase. This variation is effectively the same mechanic as when an Intruder arrives in a Room to create an Encounter. Thematically this "Easy Mode" represents the Intruder having 'checked out' the new space it now occupies. Easy Mode is very much optional but it may provide Characters a better chance of surviving the complete campaign.

**Difficult Mode -** For those players wishing to spike up their game to a new level of difficulty there is the Difficult Mode. This option requires players to make a noise roll every time that they use the Action Demolition to Destroy a closed door, or deploy any kind of explosive Item card. Thematically this mechanic allows for noise to be placed where noise has occurred and also provides the potential to attract an inquisitive Intruder.

Other tweaks to the rules are very much scenario specific and include variations on Environmental/Exploration token use, placement of Rooms, and modifications to specific Actions. Some of these tweaks are described in the following section which deals with the

eight scenarios that comprise the campaign however full descriptions are provided in the scenario pdfs.

## **Summary of each scenario.**

The following text is a spoiler free summary of each of the scenarios. The text is intended to convey which of the Nemesis game rules and boards are to be used as well as summarising some of the game play changes. Such changes are made to aid the narrative and or change the difficulty of the game. All scenarios utilise tokens from the Untold Stories #1 but feel free to make/apply alternative tokens.

### **Scenario 1 - A Rude Awakening**

Scenario 1 starts with a short narrative which introduces The Witness and some thematic background explaining the starting situation.

Scenario 1 plays out using Nemesis rules and the basic board layout. Minor modifications to the standard rules include the placing of the Blue Character Corpse token, Escape Pod disposition and the use of cooperative objectives. There is also the option of taking The Lucrative Offer and Token-X. The successful completion of Scenario 1 will lead to Scenario 2 or Scenario 3, both of which are based on the rules of Aftermath Epilogue and will utilise the Nemesis board setup as it 'stands' at the end of Scenario 1. From a game play perspective it is worth noting that the scenario 1 board may be required for use in Scenario 2 and or Scenario,3 and players may want to consider this in planning their gaming sessions for time duration and noting board set up at scenarios end

Failing Scenario 1 will lead to playing Scenario 4 which utilises the Lockdown board.

### **Scenario 2 - Corporate Intervention**

Following directly from Scenario 1, Scenario 2 opens with a narrative introduction, delivered by The Witness, setting the stage for what is to come. This scenario also expands on The Corporation's CEO and his motives. The scenario is a short but intense encounter, utilizing the Aftermath Epilogue rules, which means the condition of the Nemesis carries over from Scenario 1.

The game play undertaken during Scenario 2 will result in playing either Scenario 3 or Scenario 4.

If the outcome of Scenario 2 is Scenario 3 then the board configuration should be noted as it "stands" at the end of Scenario 2.

Players have the choice of assisting in cooperative objectives, focusing on their own Personal Requirements, taking the ever tempting Lucrative Offer or going for Token-X

### **Scenario 3 - "Reprieve"**

Triggered by specific outcomes in Scenario 2, or Scenario 1 this scenario takes place aboard Nemesis. Further background is provided by The Witness. This scenario introduces familiar Aftermath and Nemesis Characters but each with a very different backstory and motive. The

scenario uses Aftermath Epilogue game mechanics and is a short but extremely tense scenario. It incorporates new concepts to the Nemesis world. These concepts are accommodated through new Actions and revised game mechanics to allow for a balanced game play specifically tailored to the scenario. These new mechanics include an additional but shortened player “Final Phase” which is set at the end of Time Step One. Regardless of how successful players are in completing Scenario 3 the campaign will continue as a Lockdown game in Scenario 4.

#### **Scenario 4 - “Lockdown”**

This scenario takes place on Mars during part of the same time frame as Scenario 2, but instead of unfolding aboard the Nemesis, it is set within one of The Corporation’s Martian facilities. The scenario uses the Lockdown board. The narrative follows a group of newly arrived Facility Workers and a Nemesis Survivor (The survivor) as they navigate the dangers of the installation.

While the core Lockdown rules remain intact, minor modifications to the rules encourage cooperative play, at least initially. A significant rule change introduces a new scenario-specific Action called Hack, which utilizes existing Lockdown Computer Card and Room Action mechanics. Hack allows players to uncover Corporate Contingencies, which are determined, in the scenario, by revealing a pre-selected deck of Corporate and Personal Objective cards.

Players must decide whether to pursue Corporation-based Objectives or accept the Lucrative Offer from a competitor. There is also the option to take a secret objective in the form of Token-X

Surviving Characters from this scenario will continue directly to Scenario 5 or 6. If there are no Survivors then Scenario 5 will follow on and be played with a new set of Characters and possibly a Nemesis Survivor who would have arrived on Mars as a result of game event in either Scenario 1 or Scenario 2.

#### **Scenario 5 - “Into the Frying Pan”**

Taking place immediately after Scenario 4, this scenario continues the story on Mars, using the alternate side of the Lockdown board. A key rule modification changes the board location of the Repository, and provides new rules for use of the Rover. Objectives are either scenario-driven or card-based depending on specific Game events.

Depending on the outcome of Scenario 4, Scenario 5 will either continue with Characters in play during Scenario 4, introduce new Characters or a combination of both.

Players must decide whether to pursue Corporation-based Objectives or accept the Lucrative Offer.

## **Scenario 6 - “Mother’s Tale”**

The scenario is firmly in Corporation space and we find out from The Witness that initially the CEO is clearly in charge and everything is in accordance with his strategy. Set aboard The Corporation’s flagship Mother, this scenario uses the alternate side of the Nemesis board and incorporates Aftermath's Research rules. The gameplay starts with Mother’s flight being interrupted and the crew finding that they have not arrived at their expected destination. The scenario is in part a classic game of Nemesis however, there are new features and scenario-specific Actions with some modified rules for both Characters and Intruders. This scenario also has the potential to have Lockdown Survivors from Scenario 4 and or 5 in play. Lockdown Characters are not strictly compatible with Nemesis rules and consequently there are some Action modifications required to adapt them to the scenario as described in the appendix page 24.

A key addition in this scenario is a dynamic Character-swapping mechanic, allowing players to retire one Character and field another—similar to a sports team bringing in a substitute. This feature enables players to control multiple Characters over the course of the game.

As always in Nemesis, the option to pursue selfish goals remains ever-present with the Lucrative Offer and Token-X on offer, ensuring continued paranoia and conflict among players.

Surviving Characters may reappear in Scenario 7, or possibly go directly to Scenario 8.

## **Scenario 7 - “Despair”**

Surviving Characters aboard Mother arrive at a remote planetoid on the fringes of deep space, home to The Corporation’s classified research site—Facility X.

We find out from The Witness that just as The Corporation’s executives begin to grasp the full potential of Facility X, an unsettling development occurs, Nemesis 3 has been detected in orbit. The ship should be en-route to Earth, carrying a “priceless” cargo. However, all attempts at communication with Nemesis-3’s crew have failed.

With no response from the vessel, The Corporation dispatches a team via Shuttle to investigate.

This scenario is a short, high-intensity experience utilizing the Aftermath Epilogue rules and introducing the Void Seeders. Characters must uncover what happened aboard Nemesis 3 while securing as much of the lucrative cargo as possible.

By a successful mission’s end, The Corporation will have two critical pieces of intelligence: the location of the cargo and, more ominously, the existence of a new, insidious threat lurking in the void. Armed with this knowledge, the CEO turns his attention to the next phase sending a team directly into Facility X.

## **Scenario 8 - “The Last Stand”**

This final scenario combines key elements from Lockdown and Aftermath and takes place deep beneath the surface of the planetoid, within The Corporation’s Facility X. The CEO is determined to ensure that Facility X remains under The Corporation’s control its monetary value is beyond calculation. In a last-ditch effort to achieve this goal, he authorizes an aggressive operation.

Several modifications have been made to the standard rules to enhance the scenario’s thematic integrity. These include adjustments to room placement, varied game effects for specific Exploration tokens, and the removal of Corporate Contingency cards. There are no Personal Objectives or Personal Requirements.

### **Easter eggs**

Where would a game of Nemesis be without a hunt for Intruder Eggs? Similarly this campaign has a hidden scenarios and a hidden Epilogue, that may be discovered through gameplay. I hope you enjoy your hunt.

### **Conclusion**

After the successful completion of the campaign, players can read the Conclusion. The Conclusion wraps up the key outstanding questions left hanging at the end of Scenario 8 and finalises Character development setting the scene for players to throw themselves into a game of Nemesis Retaliation. The Conclusion will set the scene for one of the different epilogues during which the winning player will be revealed.

### **Campaign Epilogues**

The Conclusion leads to one of five Epilogues. Each epilogue will be a game of Retaliation and will feature a Character from the campaign, depending on, a) who accumulated the most VPs, and, b) how the gameplay was executed. The conclusion to the game of Nemesis Retaliation will provide the final answer to the story The Road to Retaliation.

## Scenario PDF file structure.

All instructions for the playing of the campaign can be found by clicking on the scenario buttons on the Website. For example clicking on Scenario-1 will allow a pdf of Scenario-1 to be downloaded.



Each pdf will always have the underlying :

Page -1 Cover and title

Page -2 Contents

Page – 3 Printing instructions. **THIS IS VERY IMPORTANT AND SHOULD BE READ BEFORE GAME PLAY.**

Page 3- Onwards The remainder of the Scenario pdf will include sections on Board Setup, scenario specific rules, Game Events, Victory Conditions and Epilogue. These sections are variable in length depending on the scenario and therefore are associated with scenario specific starting and end page numbers. What is of key importance to smooth game play is Page 3, which is described below.

### Page 3

#### Printing Instructions and Handling Spoiler Information

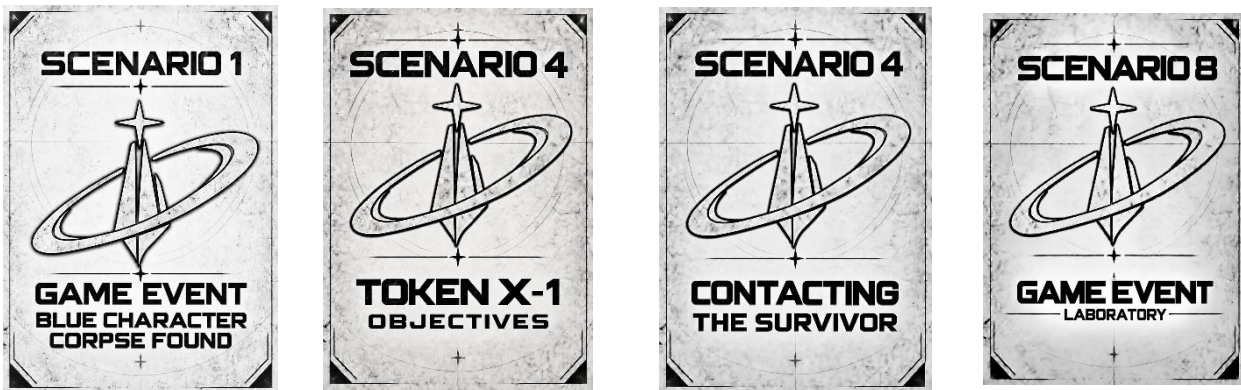
**This page must be read and understood before beginning gameplay.** It provides the page references needed to print key scenario elements and prepare any supporting materials that will assist players during the game.

In commercially produced legacy games, labelled envelopes are typically provided to hold Game Event instructions, secret information, text relating to specific epilogue choices, and other materials that must remain hidden until the appropriate point in the story. In this fan-made campaign it is not practical to provide physical envelopes, the scenario documents have instead been organised into clearly labelled sections and pages, such as *Game Event*, *Epilogue*, *Encounter*, *Token-X*. These labels help identify spoiler-sensitive content and indicate how the information should be handled during gameplay.

The **Printing Instructions** identify the pages recommended for printing, including essential game aids and instructions for key events. For example, Scenario 5 includes a printable representation of the Rover, which is required for gameplay. Other pages contain instructions for specific Game Events, such as the discovery of the Blue Character's corpse in Scenario 1.

These events may reveal spoilers or contain information intended only for a particular Character. Such pages should therefore be read **only by the player indicated by the relevant game prompt**, at the appropriate point in the scenario.

To help organise printed materials, Game Event instructions are preceded by a cover page, as illustrated by some examples below:



Each cover page is identified by a header with the scenario title and The Corporation logo and thereby provide a clear reference when locating and handling printed instructions. In the majority of case there is only a single relevant pages to each cover page.

**For the best gameplay experience, it is recommended that players follow the Printing Instructions before starting a scenario.** Print the indicated pages and separate them into, clearly identified groups/stacks. Where appropriate, staple related pages together to create convenient, easy-to-reference bundles. Keep these materials in an accessible stack so that the relevant instructions can be retrieved when required, without repeatedly searching or scrolling through the PDF. This also helps prevent the accidental disclosure of spoilers and preserves the intended narrative experience.

Following the Printing Instructions is of course optional and players who prefer to use the PDF digitally may do so. However, preparing the recommended printed materials in advance can make gameplay smoother and more convenient. The instructions are also designed to minimise unnecessary printing, particularly of colour plates, while ensuring that essential game aids and narrative materials are readily available when needed.

## Appendix Lockdown Character Modifications and game aids.

This section includes a number of printable tokens for use in the game and a VP/token tracker. Their distribution will be directed as the individual scenarios unfold.

Furthermore the Nemesis rules do not accommodate using Lockdown Characters in a game of Nemesis or Aftermath. If players wish to use Lockdown Characters that have survived Scenario 4 or 5 (Lockdown Survivors) then the following rule adjustments have been provided noting that all Characters on board Mother will start in the Hibernatorium. These are proposed adjustments only and if you have preferred “House Rules” please feel free to use those instead, or indeed, use these or other modifications to field Lockdown Characters in any of the campaigns Scenarios which are based on Nemesis/Aftermath Rules.

- 1) If die rolls are effected by Power then Rooms with Malfunction markers should be considered as having No Power, and Rooms without Malfunction markers as having Power.
- 2) Lab Rat can be used with no modifications.
- 3) The Xenobiologist can be used with no modifications only note that the Action card FIELD EXPERIENCE should be treated with the following modifications with respect to Knowledge. If the Xenobiologist has been used in previous Lockdown based scenarios and in doing so gained Knowledge then the Knowledge gained will need adjusting for Scenario 6 as a different type of Intruder will be in play. Therefore, the Xenobiologist will start with any gained Knowledge reduced by 2. i.e if the Xenobiologist’s Knowledge was 4, then it is reduced to 2 for the start of Scenario 6. If the Xenobiologist has not been used before then treat the Knowledge token as active. In this scenario Knowledge can only be gained by Discovering an Intruder Weakness, Discovering the Nest, or utilising the top Action of the Action card FIELD EXPERIENCE. Whilst playing the Xenobiologist the relevant Lockdown Intruder board must be deployed but only as an aid to track the Xenobiologists Knowledge, not as an indicator of when Intruder Weaknesses can be uncovered.
- 4)
- 5) Survivor can use the provided Action Cards but will need to activate the Quest Item, Assault Rifle, in the Armoury.
- 6) Sentry can use the provided Action Cards and Starting Item, however there are some modifications suggested for the Quest Item:
  - a. Quest Item, Battle Suit is Activated in the Armoury.
  - b. Battle Suit acts as an Enviro-Suit but allows Advantage Die to be rolled in Rooms with Malfunction and or Fire markers.
- 7) Hacker can use most of the provided Action Cards, however, four of the Action cards require some modifications to be used in a game of Nemesis/Aftermath, these are provided below on page 26.
- 8) The Hackers Quest Item Cheat Codes needs to be activated in the Comms Room. Once activated it will allow the Hacker to do one of the following three Effects (One Use Only):
  - a. Initiate the Auto Destruct Sequence.
  - b. Close or Open any three doors in any Corridors on the board.

c. Change a Turret Token to Target Intruders.

9) Janitor can use the bulk of his Action Cards, however two of the Janitors Action cards require modification for a game of Nemesis/Aftermath, as seen on page 27.

10) For the Janitors Quest Item, Pressure Washer it can be activated in the Storage Room.

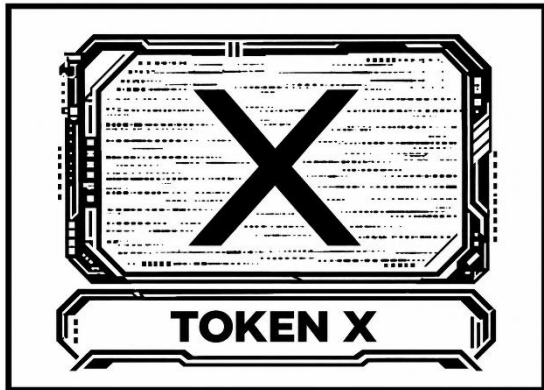
As the Pressure Washer uses Reagent to re-charge then during any Search Action the Janitor must be given access to the Lockdown Green Item Card deck.

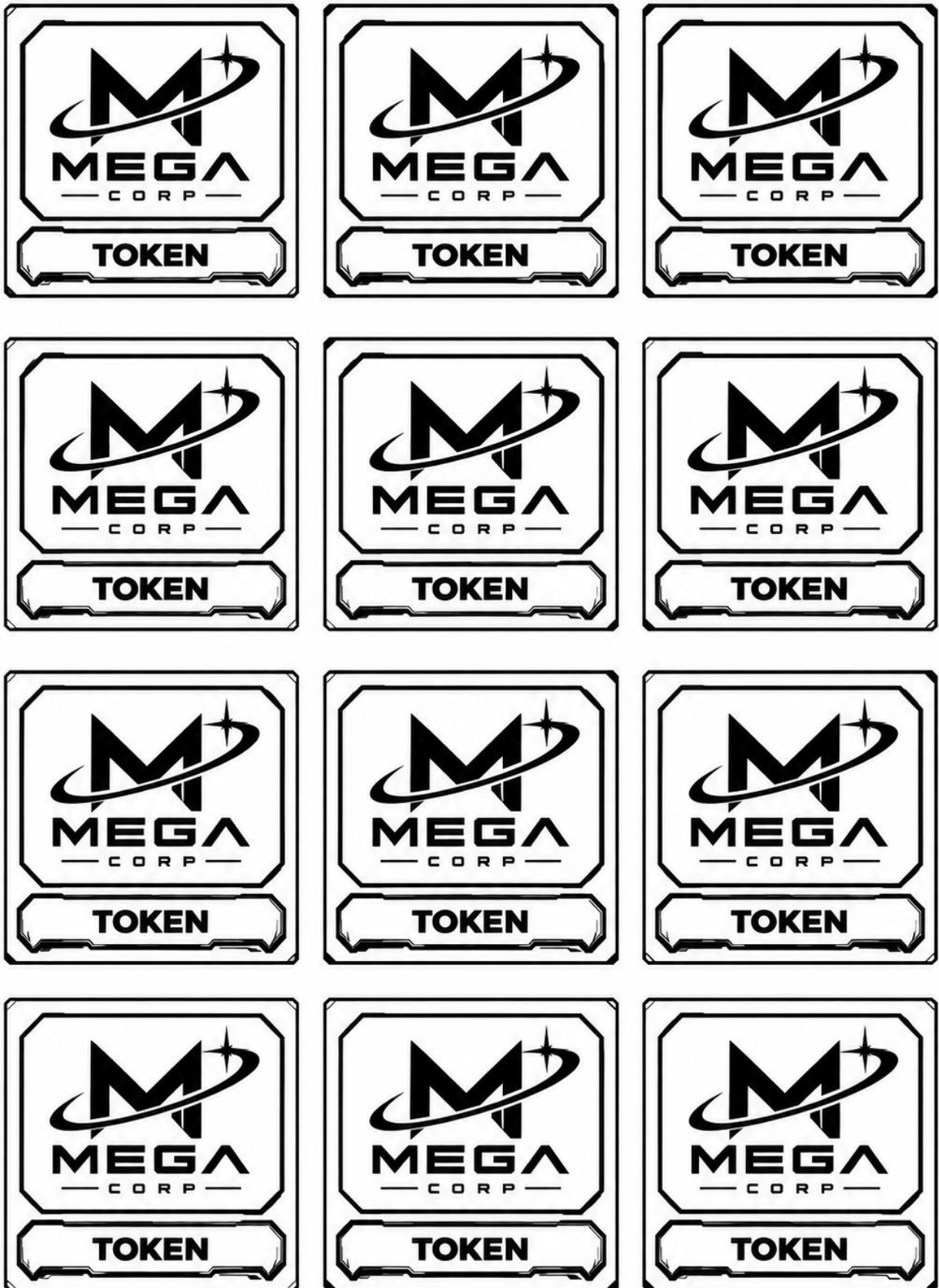
## Hacker Revised Action Cards.



## Janitor, Revised Action Cards









# THE ROAD TO RETALIATION

## CAMPAIGN TRACKER

SURVIVE • EXPLORE • EVOLVE • REMEMBER



NEMESIS

PLAYER NAME:

| SCENARIO | Character |              |  |                          |  | EQUIPMENT GAINED<br>      |  |                              |  |                                      |  |                 |  |                     |  |                       |
|----------|-----------|--------------|--|--------------------------|--|---------------------------|--|------------------------------|--|--------------------------------------|--|-----------------|--|---------------------|--|-----------------------|
| 1        | A         |              |  |                          |  |                           |  |                              |  |                                      |  |                 |  |                     |  |                       |
|          | B         |              |  |                          |  |                           |  |                              |  |                                      |  |                 |  |                     |  |                       |
| 2        | A         |              |  |                          |  |                           |  |                              |  |                                      |  |                 |  |                     |  |                       |
|          | B         |              |  |                          |  |                           |  |                              |  |                                      |  |                 |  |                     |  |                       |
| 3        | A         |              |  |                          |  |                           |  |                              |  |                                      |  |                 |  |                     |  |                       |
|          | B         |              |  |                          |  |                           |  |                              |  |                                      |  |                 |  |                     |  |                       |
| 4        | A         |              |  |                          |  |                           |  |                              |  |                                      |  |                 |  |                     |  |                       |
|          | B         |              |  |                          |  |                           |  |                              |  |                                      |  |                 |  |                     |  |                       |
| KEY:     |           | Egg Acquired |  | Intruder Corpse acquired |  | Character Corpse acquired |  | Intruder Weakness discovered |  | Equipment gained during the scenario |  | Mega Corp Token |  | Quarantine Division |  | Victory Points earned |

THE ROAD TO RETALIATION

CAMPAIGN TRACKER

SURVIVE • EXPLORE • EVOLVE • REMEMBER

PLAYER NAME:



NEMESIS

| SCENARIO | Character                                                                             |              |    |  |    |  | EQUIPMENT GAINED<br> |  |    |  |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
|----------|---------------------------------------------------------------------------------------|--------------|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------------|-------------------------------------------------------------------------------------|---------------------|-------------------------------------------------------------------------------------|-----------------------|
| 5        | A                                                                                     |              |                                                                                       |                                                                                     |                                                                                       |                                                                                     |                                                                                                       |                                                                                   |                                                                                     |                                                                                   |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
|          | B                                                                                     |              |                                                                                       |                                                                                     |                                                                                       |                                                                                     |                                                                                                       |                                                                                   |                                                                                     |                                                                                   |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
| 6        | A                                                                                     |              |                                                                                       |                                                                                     |                                                                                       |                                                                                     |                                                                                                       |                                                                                   |                                                                                     |                                                                                   |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
|          | B                                                                                     |              |                                                                                       |                                                                                     |                                                                                       |                                                                                     |                                                                                                       |                                                                                   |                                                                                     |                                                                                   |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
| 7        | A                                                                                     |              |                                                                                       |                                                                                     |                                                                                       |                                                                                     |                                                                                                       |                                                                                   |                                                                                     |                                                                                   |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
|          | B                                                                                     |              |                                                                                       |                                                                                     |                                                                                       |                                                                                     |                                                                                                       |                                                                                   |                                                                                     |                                                                                   |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
| 8        | A                                                                                     |              |                                                                                       |                                                                                     |                                                                                       |                                                                                     |                                                                                                       |                                                                                   |                                                                                     |                                                                                   |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
|          | B                                                                                     |              |                                                                                       |                                                                                     |                                                                                       |                                                                                     |                                                                                                       |                                                                                   |                                                                                     |                                                                                   |                                                                                     |                 |                                                                                     |                     |                                                                                     |                       |
| KEY:     |  | Egg Acquired |  | Intruder Corpse acquired                                                            |  | Character Corpse acquired                                                           |                  | Intruder Weakness discovered                                                      |  | Equipment gained during the scenario                                              |  | Mega Corp Token |  | Quarantine Division |  | Victory Points earned |