



The Road to Retaliation

SCENARIO 7

DESPAIR





Contents

Scenario 7 - Despair	4
Background information	4
Board Set Up	5
Characters	7
Game Play	8
In a Vacuum, No One Can Hear You Laugh	15
In a Vacuum No One Can Hear You Bleed Out	16
Frenzy	18
In a Vacuum, No One Can Hear You Die	19
In a Vacuum, No One Can Hear You Bleed.	20
In a Vacuum, No One Can Hear You Smile	21
In a vacuum, no one can hear you scream.	22
Epilogue	24



The Road to Retaliation

Printing Instructions

Please print pages 4- 24.

Pages 6 and 13 are of particular use as handy references during game play.



Scenario 7 - Despair

This scenario is set onboard Nemesis-3 and uses the regular side of the board along with components from Aftermath Epilogue, Void Seeders Expansion and Tokens from Unfinished Tales. This scenario introduces the Void Seeders as Intruders. The game is a short five round experience providing a new and challenging environment for characters to gain more Victory Points. The underlying text comprises Background Information page 4, Board Setup page 5 and Game play page 8.

Background information

The experience of the last scenario really shook up the CEO and he has woken a few of his most trusted and intelligent executives early in order to chew over a few ideas before Nemesis arrives at her final destination, Facility-X.

The Witness : Personal data Log 007

“That last bug fight shook the old man up, he has been looking for help now. And.....I’ve now managed to work my way into a situation where I get hourly, rather than weekly calls from the CEO asking for my opinion. I reckon that my responsibility in organising the Intruder evaluation work has been key input into helping focus the CEO’s views. No matter, I am now a favoured child and I am not only privileged to be one of the early birds awakened from hyper sleep, but I also have been given some treats. Yeah real information, real valuable information. I couldn’t believe how lucky the Corporation was in exploring the planetoid where they set up Facility-X. They found an alien constructed foundation a 1 in a billion chance, unless of course we were meant to find it. Is that paranoia turned up to eleven? There you go again, where the fuck did that phrase come from and what does it even mean. Oh well gotta sign off it looks as if some shit is about to happen.”

The Witness : Personal data Log 007

“We are now at our destination, orbiting a planetoid, at the edge of Deep Space. A lump of rock that is dead cold, no atmosphere ancient beyond counting. Its equator is tilted ten degrees and at its “northern” pole there a massive jagged crater, that is about 10 kilometres deep at its centre. The crater is our destination as it houses a secret Corporation facility, Facility-X as we have dubbed it. Facility-X is well hidden within the fissures and cracks that comprise the crater. No transmissions ever leak from Facility-X, it is as dark as humans can make dark to be. The planetoid is without question the most valuable find ever discovered. It’s the site of a genuine alien civilisation there are mappable remnants of alien constructions, no walls or buildings but linear and curvilinear “foundations” that must have supported some serious architecture. The “foundations” have been partially excavated by the Corporation which has created a tunnel network in which Facility X has been built. During the excavation process a number of the “foundations” proved to have embedded conduits still preserved. The function of the conduits can only be guessed at but the material they are composed of needs no study, as it is the purest form of serendibite. Serendibite’s value went from the third most valuable mineral on Earth to the most valuable mineral since its use in hyper drive engines was discovered. Its value is normally calculated in carrots, we are measuring our find in tonnes. The Corporation had decided that now is the right time to start drip feeding some of this mineral into the market, primarily as a legitimate explanation for what we have been doing quietly and secretly, I.e not trafficking in alien stuff, and secondly, to raise cash for more extensive



The Road to Retaliation

mining operations on the planetoid. So here we are just about to nudge into a boreal geostationary orbit when mood aboard the ship turns from smug anticipation to fear. Another ship is at our planned location, Nemesis 3, so what, what's the drama? The drama is Nemesis 3 was supposed to have left orbit and to be en-route to Earth with the first shipment of serendibite. All attempts at signalling Nemesis 3 via the pre-arranged codes that utilise the visible light spectrum have failed. Passive scanners show the appropriate heat signature for engines in a maintained orbit, and the hull has full integrity. And get this scans show that there are no escape pods, nothing but empty launch tubes”.

“Oh well here we go again, it looks the CEO is putting a team together to go visit Nemesis-3”.

Board Set Up

Set the board up as for a game of Nemesis, Aftermath Epilogue, using Nemesis, and Aftermath Environmental Tokens. Also the Cable tokens from Untold Stories #1. The Void Seeder Event Deck should also be used. Specific variations to the standard set up are noted below:

Rooms - Include the Turret Control Room and the Server Room as part of the Shuttle’s Rooms. Once all Rooms on the board have been distributed turn all Rooms so they are facing upwards.

Escape Pods – *There are no Escape Pods so do not place any on the Board.*

Nest – In this scenario there is no Nest. The Nest represents the Safe Room, a room for storing serendibite under conditions of high security. Any unauthorised entry to this room would normally result in the turret activating and all doors to the room immediately closing. The Nemesis Environmental Token in this room represents the number of serendibite caskets (Caskets) that have been bought aboard for transport to Earth. The Corporation had planned on transporting a consignment of 10 Caskets to Earth, how many remain in Facility-X remains to be seen. Egg tokens can be used to represent the number of Caskets defined by the Environmental Token.

Blue Character Corpse – Do not place on the board until game events instruct you to.

Aftermath Turret Markers: Place a Turret Marker in the Nest, Armoury and the Generator Room. Shuffle and place the Turret Status tokens and place them next to the turret.

Environmental markers: Place Nemesis Environmental markers in all rooms with the exception of the Hibernatorium and Engine Rooms. Replace one of the X “no noise” tokens with a Lair token from the Void Seeder Expansion box.

Aftermath Environmental Tokens : Distribute the remaining Aftermath Environmental Tokens across all of the Rooms. The related effects of these Tokens are noted below and summarised as Figure 7.1:

Egg - Ignore this effect



Slime Marker – The first Slime Marker represents the Blue Character Corpse, turn to Game Event Character Corpse page 9. The Second Slime marker is treated as a Dead Crew Member, turn to Game Event Character Corpse, page 9. Otherwise ignore this effect.

Larvae – Ignore this effect.

Character Corpse – Turn to Game Event Character Corpse page 9.

Intruder Corpse – Treat as Dead Crew Member, turn to Game Event Character Corpse page 9.

Aftermath Danger Signal – The Danger Signal represents a discarded personal data recorder (PDR), these are coded to an individual's DNA. They are to be retrieved and taken to the Shuttle (one Action to pick up and carry, the PDR is not a heavy object). Once picked up place a cable token on the Characters board to represent the carrying of a PDR.

X "No Noise Roll" – Treat as No Noise and a Casket. A Casket is equivalent to two Heavy Objects and can be carried by a single Character taking two hand slots or shared between two Characters. One Character can lift this Casket using two hand slots, and one Action, or two Characters can lift this Casket using one Action each and one hand slot each. Whilst sharing a Casket Characters can only use their Action Cards to move, both Characters have to expend Action cards to move at the same time. It costs no Actions to drop a Casket. Any weapons (including fire extinguishers) that Characters have been obliged to drop to share carrying a Casket are assumed to be shouldered or holstered. Shouldered and holstered weapons can be re equipped once the Casket has been dropped for the cost of an Action Card per weapon. Egg Tokens can be used to represent Caskets.

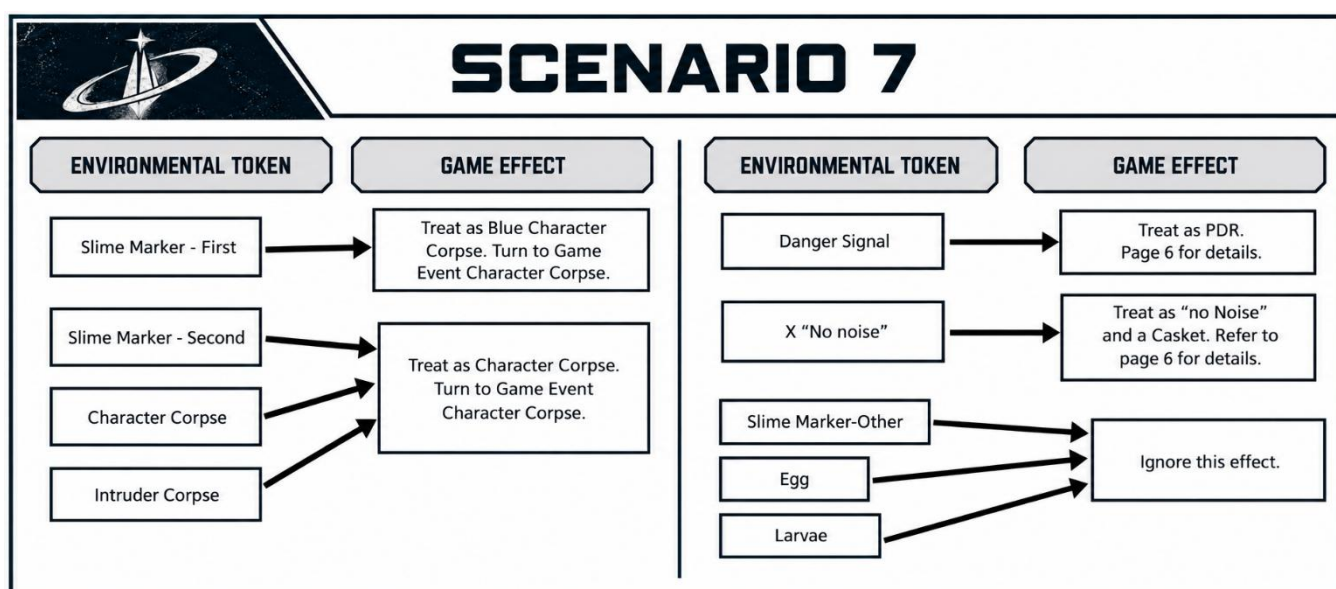


Figure 1 Summary of Environmental Token types and their associated game effects. Note; for Slime Markers there are 3 sequential Game effects.



Characters

The Characters for this scenario can be picked from Lockdown, Nemesis or Aftermath, however balance between different skill must be maintained as per the Aftermath Rules. Given the gravity of the situation the Corporation insists that each character can utilise any of their starting items, they do not require Activating prior to use. Furthermore characters will be wearing Enviro-Suits and know the layout of Nemesis 3 so are as prepared as they can be.

Enviro-Suit. With the exception of Laika each Character's Starting Equipment also includes an Enviro-Suit which the Characters will wear. Thematically this is a precaution learnt from the Corporations' hard earned experience with Intruders. The Enviro-Suit provides an additional level of safety against any hazardous environment, or alien biological contamination. In practice the Enviro-Suit protects Characters from being Slimed and the effects of Fire as well as means of providing air during the Shuttle's journey home (Laika has a special Enviro-Storage Unit in the Main Room for the return journey). Enviro-Suits lose their protection from being Slimed and as a sealed unit after a Character has taken their first Wound. Enviro-suits can be repaired by spending the Item Card Clothes (One Light Wound to an Enviro-Suit is repaired by using one Clothes). More serious wounds will require the Enviro-Suit to be replaced.

Objective – This is effectively a modified Epilogue Game. The Primary Objective is to have revealed all the Aftermath Exploration tokens on the Nemesis. In a 2-character game, up to 3 Aftermath Exploration Tokens may be left unrevealed. The scenario is on a strict 5 round deadline, after which the Shuttle will remotely disengage from Nemesis 3. Corporation protocols forbid any transmissions from the ship, the investigating team is therefore on its own. Secondary Objectives include learning Intruder Weaknesses, and retrieving the cargo (Caskets of serendibite).

The Scenario will be considered a failure if the **Primary Objective** is not completed. In such a scenario there will be no VP awarded, however, surviving Characters will be available to play the final scenario, Scenario 8.

If Nemesis 3 is destroyed there will be no VP awarded. Do not play Scenario 8, but go directly to The Conclusion.



The Road to Retaliation

Game Play

The game follows the Rules of Aftermath Epilogue with Void Seeders as Intruders. For this scenario there are a few minor amendments to the rules.

- 1) There are no Alarm Events in this scenario so the Void Seeker Event Deck should be used.
- 2) By the end of the Players Phase of Time Step 1 all Characters must be located on Shuttle and wearing an intact Enviro-Suit. If Characters are wearing a damaged Enviro-Suit then on entering the Main Room they will need to spend an Action. This Action is to cover putting on a new Enviro-Suit from the Main Rooms supply. Any Void Seeders on board the Shuttle will vanish after the Shuttle disengages. Prior to vanishing Void Seeders will make an attack on any Characters that they share a Room with. Characters that survive any such attack and that have taken a wound will have no time to repair, and, or put on new Enviro-Suits prior to the Rooms air being removed.
- 3) On reaching the end of the Player Phase at Time Step One, turn to page 11 to learn about Special Circumstances.

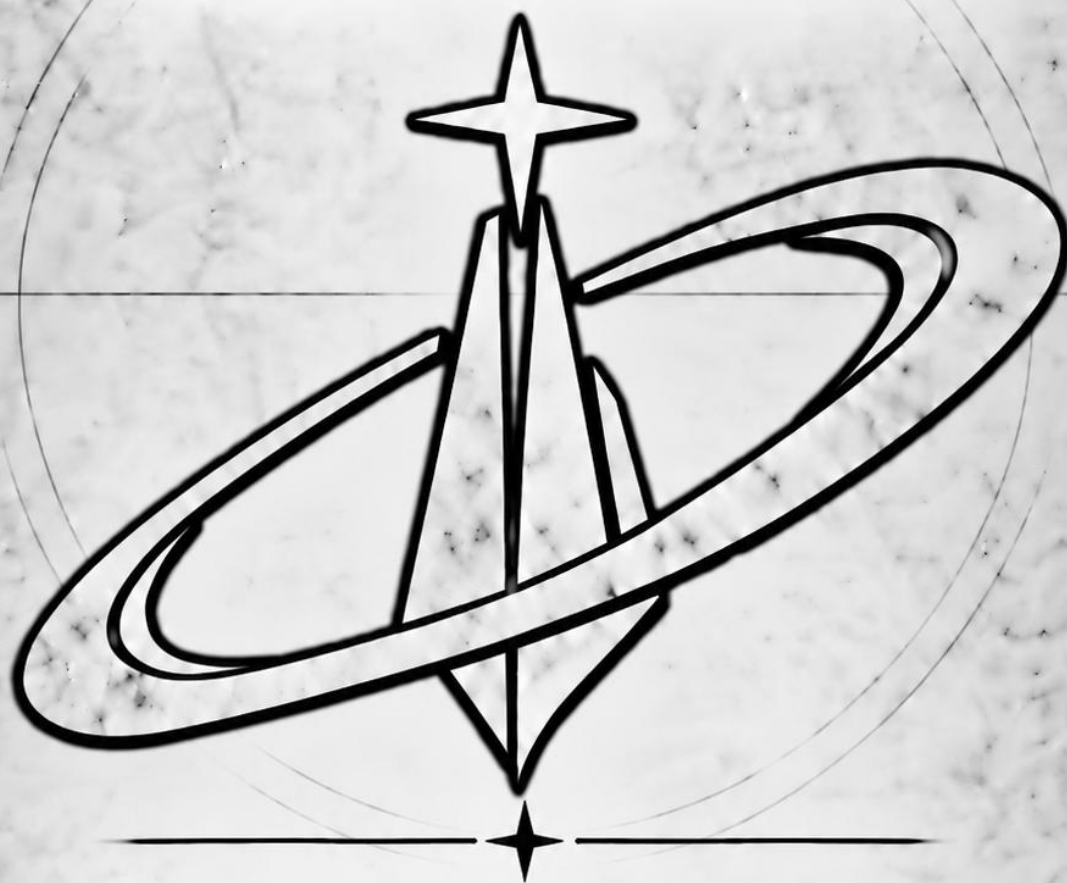
You are now ready to play Scenario 7.

When you have finished read the printout for Game Event Special Circumstances or turn to page 11.



The Road to Retaliation

SCENARIO 7



GAME EVENT

— CHARACTER CORPSE —



The Road to Retaliation

Character Corpse effects

Read the underlying conditions on discovering either an Intruder Corpse or a Character Corpse. Use the player turn pack to establish the first five conditions, the remaining condition is uncovered on the sixth discovery. On discovering a Character/Intruder Corpse the relevant player rolls a Red Combat Die, any hit symbol will result in the character increasing their Sanity Level by one. If the character makes a subsequent Character Corpse discovery they will be required to roll a Red Combat Die, if they roll a double hit then they increase their Sanity Level by one.

Card Player 1: There are two bodies in the room, both human, both naked. They look as if they have been wrestling, but as a first impression it's a poor description. Both are men, well..... were men. They have sharp metal shivs, two each, held tightly in left and right hands. From the look of their bodies they had been shoving their blades into their colleagues chest in a competition to see who could deliver the most puncture wounds. Both dead faces wear a look of joy.

Card Player 2 : One body lays crumpled against the wall, above the body a wall mounted screen is shattered and coated in a mass of blood, brain and flesh. This viscous material is slowly dripping down onto the body its head tilted to reveal a bloody hole where a face should be.

Card Player 3: A single body, female, in pilots garb is slumped in a chair. The chairs webbing straps have been appropriately fitted to the chairs occupant and all looks normal except for the hole in the back of the Pilots head and the energy pistol that lays on the floor just below her dangling right arm. The left arm cradles a flight manual on the cover there is some hand writing over the title page it reads NEED TO TALK.

Card Player 4: There appears to be the remains of several bodies, male or female it is not obvious, what is obvious is that something powerful has ripped their bodies apart and spread them liberally across wall ceiling and floor. Intruders? Then the answer becomes clear, amidst the human debris the tell tale glint of several grenade activation pins can be seen, whatever happened here clearly went off with a bang.

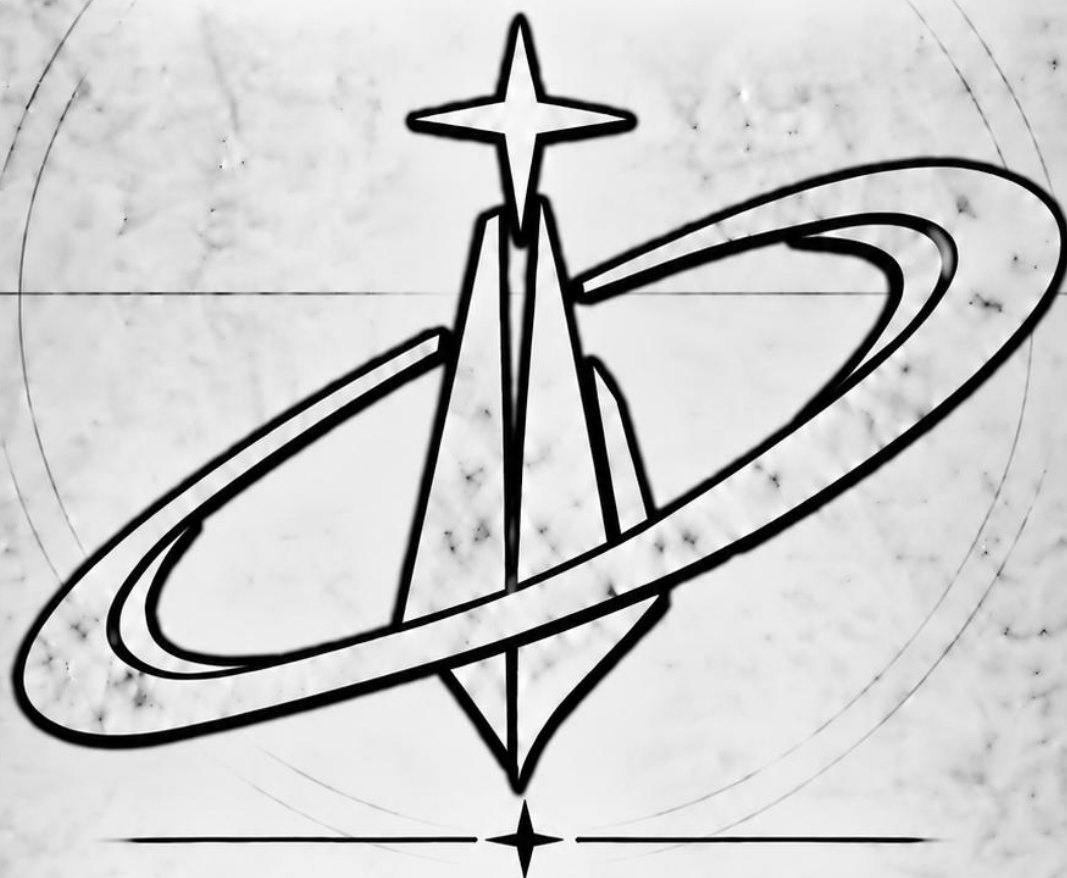
Card Player 5: It's a Scientist, or what's left of him. His body sits erect in his chair, a flamethrower is propped between his knees pointing at his face. Or rather where his face should be because now all that remains is a charred skull, curtained with wisps of hair and crispy flesh. As you look carefully you can just make out the stub of a cigar gripped between his teeth. Above the body burned into the ceiling is a message. MUST GO HOME. A box of fine cigars lays by the corpse's feet.

Sixth discovery. The room looks normal, normal that is apart from the floor which looks to have been decorated in blood, a pool about 2m across, almost a perfect circle. Scraped into the congealing mass is a message. LEAVE NOW. No Combat roll is required for this discovery, no Sanity level is required to be adjusted.

After the 6th discovery ignore all Game effects associated with the Environmental Markers, Slime, Character Corpses and Intruder Corpses.



SCENARIO 7



GAME EVENT

SPECIAL CIRCUMSTANCES



Special Circumstances.

If there are no Voidseeders on board the Shuttle then please read the printout for the Epilogue or turn to page 23.

Otherwise read on.....

Disengage has been activated and there are a few game steps to take prior to establishing Winning Conditions and VP assignment. These steps and their consequences are described below.

Special Circumstances are modified game rules that are invoked if any Voidseeder has made it on board the Shuttle. Special Circumstances require that the current Round is extended with an additional **Shortened Event Phase**. A further **Truncated Round** will follow. After the Truncated Round is completed Players will need to resolve the **Truncated Round Conditions** before assessing Winning Conditions and getting assigned their hard earned VPs.

Thematically the **Special Circumstances** are required due to the Shuttle's Quarantine Protocols which are enabled as part of the Disengage Action and just prior to the Shuttle disembarking from Nemesis-3. The Quarantine Protocol isolates each room sequentially leaving the Main Room until last. Isolation means that all Room doors are sealed followed by the rapid removal of the Rooms air. As a consequence of this protocol all Characters on board the Shuttle are provided with special Enviro-Suits for the journey back to Mother.

These Special Circumstances are described below and summarised as Figure 2.

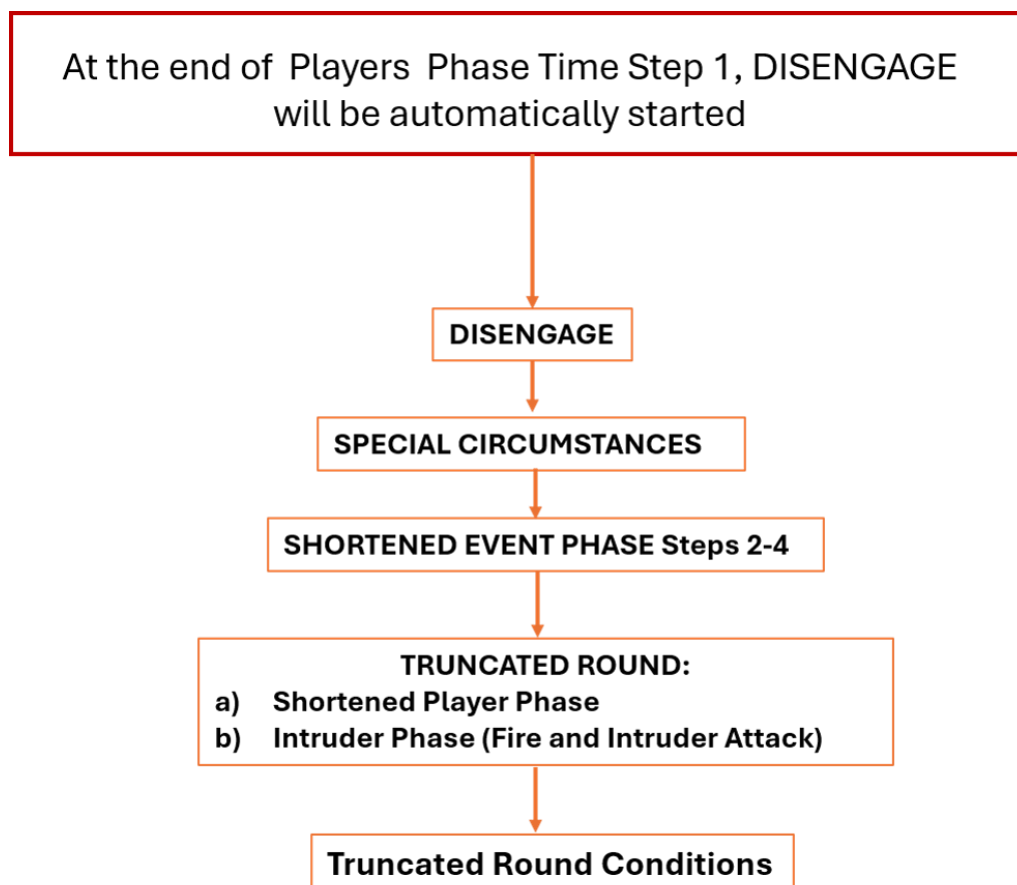


Figure 2 Summary of the Disengage Action, and game phases associated with Special Circumstances.

1) **Shortened Event Phase.** Do not move the time track. After all Characters aboard the Shuttle have Passed continue to the Event Phase and complete steps 2 to 4. Do not undertake Intruder Bag Development. Then start a new Round the Truncated Round. Thematically this shortened Phase occurs as a brief interval of real time in the scenario, and provides Voidseeders the opportunity to attack and move towards any Characters that are on board the Shuttle.

2) **Truncated Round.** The Truncated Round consists of two Phases, comprising, a) a **Shortened Player Phase**, and, b) an **Intruder Phase**. After completing the Truncated Round the Round ends. The purpose of the Truncated Round is to enable all Characters to have one last attempt at getting to the Shuttle's Main Room and put on an Enviro-Suit. The Player Phase of this shortened Round also provides a last chance to kill any Voidseeders that are in the Shuttle's Main Room. The **Shortened Event Phase** gives the Voidseeders on board the Shuttle one last opportunity to Injure Characters.

1) **Shortened Player Phase:** Each Character draws three Action Cards. These Actions are to be used to move from a Shuttle room(s) to the Main Room, put on a functioning Enviro-Suit if required and if necessary use in Combat. Once in the Main Room (and if not in Combat) the Character must spend one Action to put on an Enviro-Suit (unless their suit is undamaged). Game



The Road to Retaliation

play assumes that there are sufficient Enviro Suits for all Characters. Thematically this makes sense as quarantine protocols require Enviro-Suit usage for all Nemesis crew. Enviro-Suits allow Characters to survive the quarantine imposed vacuum conditions of the Shuttle during the return journey. Any valid Action Cards that remain can be used in Combat.

2) **Intruder Phase.** complete the Event Phase Steps Intruder Attack and Fire Damage. Then any Intruder on the Shuttle moves to the closest Character. This completes the **Truncated Round** and the Game Play for this scenario. Players must next resolve the **Truncated Round Conditions**.

3) Resolve **Truncated Round Conditions**. This step is required prior to evaluating Winning Conditions. The Following conditions need to be resolved for each character:

Truncated Round Conditions

- 1) If your Character is in the Main Room, wearing an intact Enviro-Suit and there are no alive Intruders in that room turn to page 15 .
- 2) If your character is in the Main Room without an intact Enviro-Suit and there are no alive Intruders in that room turn to page 16.
- 3) If your Character is in the Main Room and there are alive Intruders in that Room turn to page 18.
- 4) If your Character in a Shuttle Room and not wearing a functional Enviro-Suit room turn to page 19.
- 5) If your Character is in a Shuttle Room, with an alive Intruder turn to page 20.
- 6) If your Character is in a Shuttle Room and wearing a functional Enviro-Suit room turn to page 21.
- 8) If your Character is in a Shuttle Room wearing a functional Enviro-Suit and with a living Intruder room turn to page 22.



The Road to Retaliation

In a Vacuum, No One Can Hear You Laugh

You stare around the Main Room gratefully looking at the closing bulkhead door, and the panel readouts that have confirmed that all the other rooms aboard the Shuttle are under vacuum conditions. As the door thuds closed you triple check your Enviro-suit one last time and you feel the Main Rooms air beginning to be pumped out. You made it you fucking made it. With a slight lurch the Shuttle disengages from Nemesis and you collapse with relief into a seat buckling up and closing your eyes. Its over all over. You and your VP survive.

Turn to page 23.



In a Vacuum No One Can Hear You Bleed Out

If there are other Characters with you read Paragraph A, otherwise skip to Paragraph B:

Paragraph A

You stare around the Main Room gratefully looking at the closing bulkhead door, and the panel readouts that have confirmed that all the other rooms aboard the Shuttle are under vacuum conditions. As the door thuds closed you triple check your environment one last time and then your guts drop through the floor, you have a tear, a fucking tear. You feel the Main Rooms air beginning to be pumped out your frantically search for a repair kit, then firm hands are helping you.

Roll a Red Combat Die if its anything other than a blank then “ *The patch sealed in the nick of time. You made it you fucking made it.* ” With a slight lurch the Shuttle disengages from Nemesis-3 and you collapse with relief into a seat buckling up and closing your eyes. Its over all over.

Turn to the Epilogue on page 23.

If its a blank then : Despite the best efforts of your colleagues the damage to your suit was too extensive and as you black out with your last breath your final image is of face plates crowding around you, face plates covering shocked faces their open mouths silent witness to your last moments.

For you the Scenario is over, all your character’s victory points are rescinded, (unless you are the Android in which case you just pulled off the practical joke of the century, turn to The Epilogue, page 23) the Campaign Continues in Scenario 7.

Paragraph B

You stare around the Main Room gratefully looking at the closing bulkhead door, and the panel readouts that have confirmed that all the other rooms aboard the Shuttle are under vacuum conditions. As the door thuds closed you triple check your environment one last time and then your guts drop through the floor, you have a tear, a fucking tear. You feel the Main Rooms air beginning to be pumped out your frantically search for a repair kit, there in the chemicals locker you calmly unwrap the packaging and set about your task.....

Roll a Red Combat Die if its anything other than a blank then “ *The patch sealed in the nick of time. You made it you fucking made it.* ” With a slight lurch the Shuttle disengages from Nemesis-3 and you collapse with relief into a seat buckling up and closing your eyes. Its over all over.

Read the printout Epilogue or turn to page 23.

If its a blank then : Despite you best efforts the damage to your suit was too extensive and as you black out with your last breath your final feeling is the slight lurch as the shuttle disengages.



The Road to Retaliation

For you the scenario is over, all your Character's Victory Points are rescinded, (unless you are the Android in which case you shut down your human mimicry protocols and strap yourself into a seat for the journey back to the station. Read the printout Epilogue or turn to page 23. The campaign Continues in Scenario 8, deep below the planetoids surface in Facility-X.



Frenzy

If you are with at least one Intruder read the underlying Paragraph:

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

The Intruder(s) detect the increasing vacuum of the Main Room and it/they go into a frenzy, draw a Voidseeder Attack Card. If it does no damage then the Character breathes a sigh of relief as the creature vanishes into thin air. You and your VP survive. However, if it does any physical damage its slashing claws and teeth slice anything and everything in their way. The frenzy is short but it leaves no Enviro-Suit unpunctured and no character unwounded. The lowering air pressure in the room provides an excellent environment for blood to blossom from veins, and arteries. Lungs struggle to capture the rapidly diminishing air and hearts struggle to get blood to organs. Soon bodies begin to fall twitching in their death throws the Main Rooms floor becoming a grotesque carpet of severed limbs, twitching bodies and spreading blood. Amidst the screaming and thrashing bodies no one notices the creature fading away to finally vanish into thin air.

If the Android is present then it takes a Serious Wound and a Contamination Card if these don't kill it then it is the only survivor after all machines don't need air. Read the printout Epilogue or turn to page 23.

For all the other Characters in the Main Room the game is over and all their Victory Points are rescinded.

The campaign and story continue in Scenario 8 with new characters and new challenges to be faced deep below the Planetoids surface in **Facility-X**



In a Vacuum, No One Can Hear You Die.

With sudden realisation you bang on the closing door, your fists hammer a tattoo that no one responds to. Its too late, far too late. Pumps hum and you feel the air rapidly leaving the room, in a blind panic you search the instrument consoles for anything that can terminate the Quarantine Protocol nothing, nothing. But there, there you have found the communication interface and toggle it but all too late you cannot be heard, there is no air to convey your voice.

If you are the Android. You strap yourself into a chair, shutting down all human mimicry protocols to conserve energy and you wait for disembarkation. Read the printout Epilogue or turn to page 23.

Otherwise. You do not feel the pain as your head bounces off the console, you have already blacked out and mercifully have no awareness of your body's silent fall to the floor.

For you the scenario is over, all your characters victory points are rescinded, the campaign continues in Scenario 8, deep below the planetoids surface in Facility- X.



In a Vacuum, No One Can Hear You Bleed.

If you are in a room with an Intruder read the underlying:

You watched the Intruder as it sat hunched in the corner, its head swinging from left to right its tail flicking and its claws clicking. Then the door closed and the pumps got to work on the Room's air. And that is when the Intruder(s) went ape. Draw a Voidseeder Attack Card. If the attack does no damage then the Character breathes a sigh of relief as the creature vanishes into thin air. You and your VP survive, read the printout Epilogue or turn to page 23.

However, if it does any physical damage then the creature detected the increasing vacuum of the Room and it/they went into a frenzy, slashing clawing biting, slicing anything and everything in the way. The frenzy is short but it leaves multiple wounds on your Character. The lowering air pressure in the room provides an excellent environment for blood to blossom from veins, and arteries. Lungs struggle to capture the rapidly diminishing air and your heart's struggles to get blood to organs. Soon your body begin falls twitching in its death throws.

The intruder begins to fade and finally vanishes into thin air, very thin air.

For you the scenario is over, all your Characters victory points are rescinded, the campaign continues in Scenario 8, deep below the planetoids surface in Facility-X.

If you are the Android take a light wound and a Contamination Card, if you survive read the printout Epilogue or turn to page 23. Otherwise for you the scenario is over, all your Characters victory points are rescinded, the campaign continues in Scenario 8, deep below the planetoids surface in Facility-X.



In a Vacuum, No One Can Hear You Smile

You stare around the Room gratefully looking at the closing bulkhead doors, and the panel readouts that confirm you will soon be safely in vacuum. You made it you fucking made it. With a slight lurch the Shuttle disengages from Nemesis and you collapse with relief into a seat buckling up and closing your eyes. Its over all over. You and your VP survive.

Read the printout Epilogue or turn to page 23.



In a vacuum, no one can hear you scream.

You watched the Intruder as it sat hunched in the corner, its head swinging from left to right its tail flicking and its claws clicking. Then the door closed and the pumps got to work on the Main Room's air. And that is when the Intruder(s) went ape. Draw a Voidseeder Attack Card. If the attack does no damage then the Character breathes a sigh of relief as the creature vanishes into thin air. You and your VP survive, read the printout Epilogue or turn to page 23. However, if it does any physical damage then the Intruder(s) detected the increasing vacuum of the Room and in it/they go into a frenzy, slashing clawing biting slicing anything and everything in the way. The frenzy is short but it leaves your Enviro-Suit punctured and your body lacerated and broken. The lowering air pressure in the room accelerates the effects of your injuries providing an excellent environment for blood to blossom from veins, and arteries. Lungs struggle to capture the rapidly diminishing air and your heart pumps maniacally in a valid but pointless attempt to get blood to organs. Soon your body falls twitching in its death throws you are far too preoccupied to notice the creature fade and then vanish into thin air.

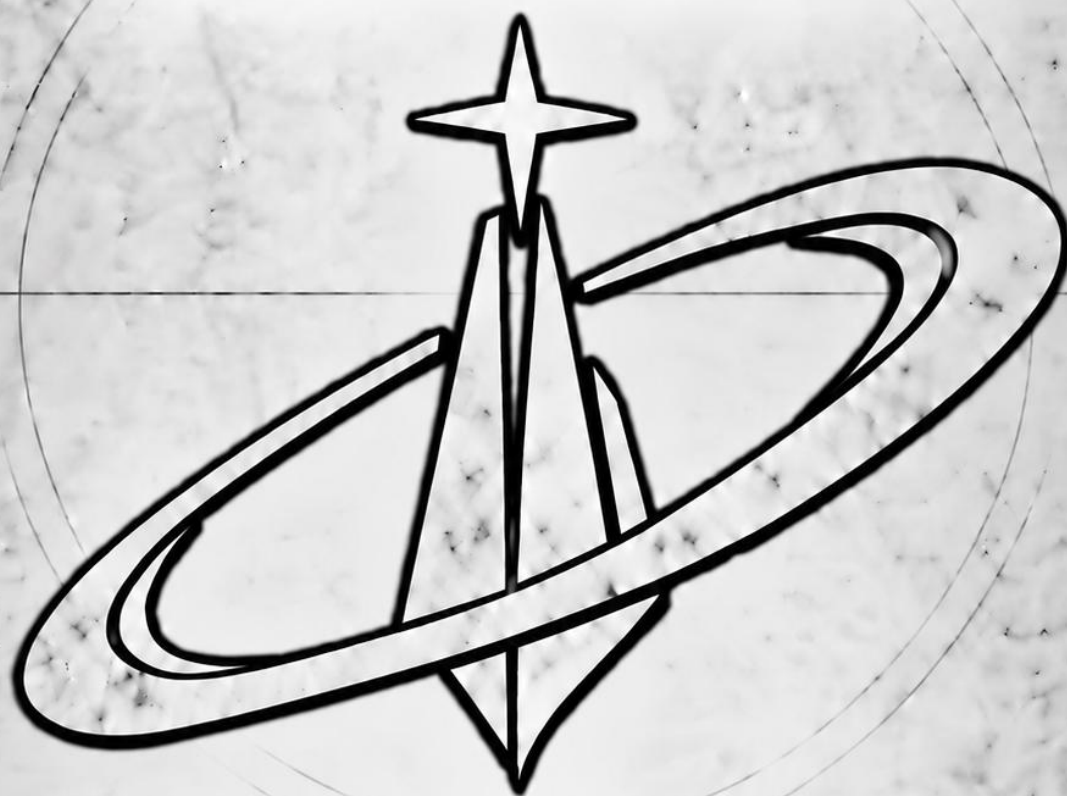
If you are the Android take a Serious Wound and a Contamination Card. If you are still functioning read the printout Epilogue or turn to page 23, otherwise the scenario is over for you and all your Character's Victory Points are rescinded. The campaign continues as Scenario 8 deep within Facility-X.

If you aren't the Android then the scenario is over for you and all your character's Victory Points are rescinded. The campaign and story continue in Scenario 8, with new Characters and new challenges to be faced deep below the Planetoids surface in Facility-X.



The Road to Retaliation

SCENARIO 7



GAME EVENT

EPILOGUE



Epilogue

If Nemesis 3 hasn't survived the Scenario no VP are awarded, go immediately to The Conclusion.

Otherwise assuming that you have met the games Victory Conditions please read on:

“It is with a real sense of relief that I shrug off my Enviro-Suit and step aboard Mother. Reckon its time for a beer, but no, no fucking beer. It's off to an “isolation room” for a bit of a chat with the ship psychologist, it's not just me it's all of us survivors, all in an isolated room and all getting pumped (yeah I wish). Looks like the CEO will be listening in too. Not sure if it's the serendibite, the mutated crew or those alien fucks that have got em all fired up. Whatever it is it sure has put some steam in their stride. Ok I've got nothing to hide bring on the questions and then let me get to a cold one”.

You achieved the objective and survived the mission, congratulations see below for your Victory Point assignment.

- 1) Eight VPs for placing a Casket onboard the Shuttle.
- 2) Four VPs for sharing in the placing of a Casket onboard the Shuttle
- 3) One VP for retrieving each PDR acquired
- 4) One VP for making it back to Mother.
- 5) 2 VP if your Character has been used in previous scenarios.

The Campaign continues in Scenario 8.