

# Alien Containment

[Alien Containment game image](#)

[Wiki entry](#)

**Battlestations Module to use:** [Teleporter](#)

**Module Special Rules:** Up to two aliens can be kept at the battlestations allowing the alien to be researched in the Laboratory. If this module is broken or slagged, any captive aliens are freed.

**Maintenance Cost:** \$15,000/month

**Module Cost:** \$400,000

**Construction Time:** 18 days

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