

# HOLDING CELLS

You've got the facilities to hold prisoners - including alien prisoners. These cells could keep a Dalek chained up! Having Holding Cells means that any prisoners you've captured are certain not to break free. In fact, your cells may even come with a few aliens captured by previous UNIT missions...

## Effect

Any captured aliens cannot escape without outside help (or really cunning plans - not even a UNIT holding cell could hold the Master for long...)

[good](#), [base](#)

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