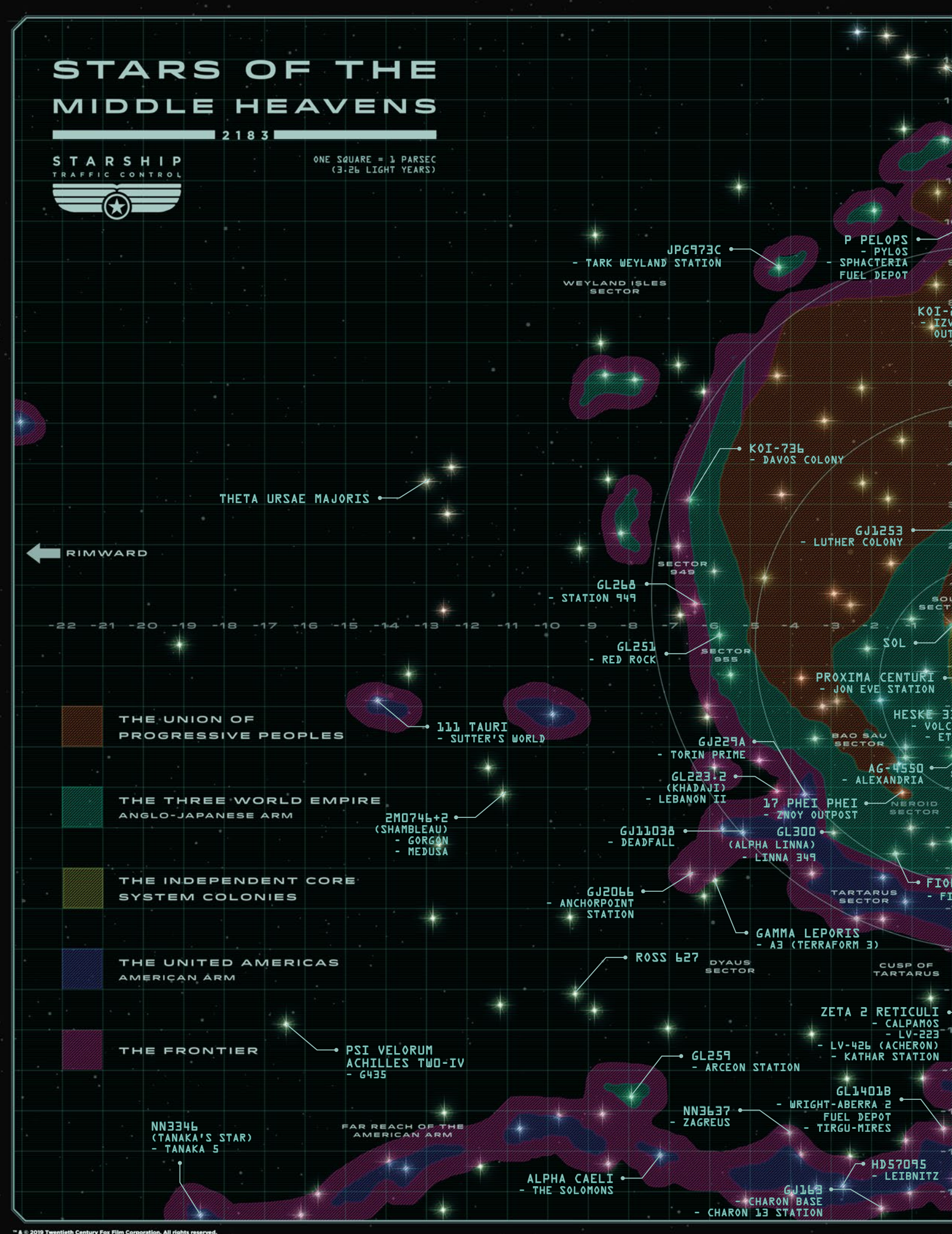
FREE LEAGUE

ALIEN



THE ROLEPLAYING GAME



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WEYLAND-YUTANI CORP
BUILDING BETTER WORLDS



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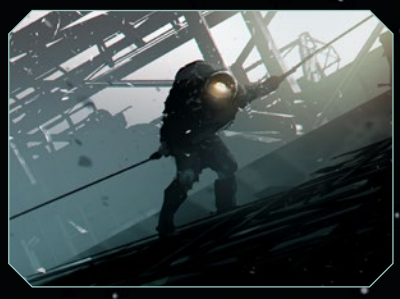
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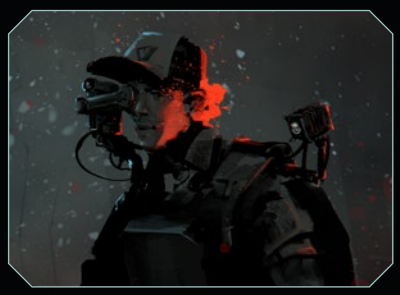
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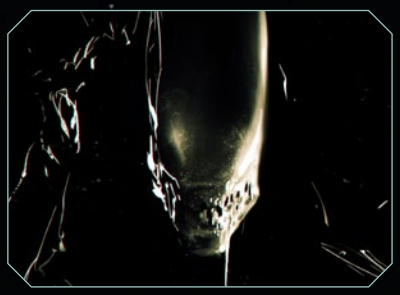
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SPACE IS HELL

I can't lie to you about your chances, but... you have my sympathies.

—ASH

SHIP'S LOG, USCSS MIRANDA, 006:00. CAPTAIN CHARLIZE RECORDING. The Miranda's taken on supplies at Anchorpoint Station. She's now synced to an old beat-up YX-3 refinery module the company wants towed to the Solomons. It's a shit run with shit pay, but it's better than heading out there without any haul at all. Most of my crew on this run are my regulars—Jefferies and Ellery are flying, Nguyen and Torres are my cargo handlers and Nat and Reed are my techs (note to self: no more husband and wife teams on my crew—Nat and Reed are fighting again). The only newbie is Hayes, a MedTech on loan to us from Captain Hughes. ■

Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you—hold your breath and you rupture your lungs.

Space isn't as empty as you'd think, either—its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives—each new world tamed is either feast or famine.

And there are things lurking in the shadows of every asteroid—things strange and different and deadly.

Things alien.

This is the ALIEN roleplaying game—a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve as hosts to newborn ghoulish creatures.

It's a harsh and unforgiving universe and you are nothing if not expendable.

Stay alive if you can. ■

WHAT'S THE STORY MOTHER?

And behold a great dragon... his tail drew the third part of the stars of heaven, and did cast them to the earth.

—REVELATION 12:3-4

The titular alien—in all its iterations—is the stuff of nightmares. From Neomorph to Xenomorph, the mystique surrounding these creatures is mesmerizing. The alien represents everything we don't understand about the natural world. It evokes a fear of our bodies being violated and used. It is a parasitic invader whose only intent is to use humanity to breed and incubate its progeny. The alien lifecycle is one of death and renewal, but the only part people play in that circle is death.

But the ALIEN saga itself is about more than otherworldly beasts. It is about humbling man for his own hubris. It's about motherhood and family—about loss and sacrifice. It wrestles with the questions of artificial intelligence and faith. The story of ALIEN is about creators and their creations struggling for dominance over each other.

It's about corporate greed and avarice, and it's about how superior firepower and fancy technology aren't enough to protect you from the horrors of the unknown. It's about pushing the envelope and sticking your nose where it doesn't belong, consequences be damned before they damn you.

The ALIEN roleplaying game takes you to the rough and tumble colony worlds on the Frontier of known space. It's on the cusp of this unforgiving place that your character must face their demons—both of the inner and other kind. ■

SHIP'S LOG, USCSS MIRANDA, 008:30. CAPTAIN CHARLIZE RECORDING. We've left Anchorpoint and are en route to Thedus. Of course, we've got problems already—this time of the domestic kind. Reed came aboard drunk again, and Nat punched him in the face—may have even broken his nose. I stepped in before it escalated. I signed on to be a captain, not a parent. ■

FRONTIER LIFE

There is nothing in the desert... and no man needs nothing.

—DAVID 8, PROMETHEUS

The Frontier begins on the leading edge of the Outer Veil, crosses through the Outer Rim of the known territories, and stretches on into deep space. Located between the core systems and the Outer Rim, the Outer Veil is a vast region of space that is abundantly rich in mineral resources. The Outer Rim is extensively colonized, and the Colonial Navy operates there. Past the Outer Rim is anyone's guess—and that thrill of the unknown is what draws pioneers here. Settlers have likened the sometimes lawless Frontier to the Old West of the United States.

Here, life is harsh and cheap. On many worlds, atmospheric processors have been brought in to convert the air into something passably breathable. The majority of settlers here are prospectors, entrepreneurs, farmers, and homesteaders. Mining worlds refine ores and fuel, while agri and aquatic worlds harvest food and algae. Space stations such as Anchorpoint serve as a neutral staging ground for expeditions into deep space.

Neighboring colonies don't always get along, and armed conflicts over stakes and claims are not uncommon—often requiring the Colonial Marines to step in and restore order. The boundaries of the Frontier are ever-shifting, and sometimes colonies switch hands as border disputes redefine the map.

TERRITORIES OF THE FRONTIER

While dominated by the United Americas, the Frontier is an area intersected by several nation-states. An uneasy alliance exists between them, yet territorial disputes are not unheard of. What follows is a listing of the major government players vying for resources there.

THREE WORLD EMPIRE: Consisting of the former United Kingdom, Japan, and several developing countries, the Weyland-Yutani corporation itself is a result of the formation of the Three World Empire—created when the UK company Weyland Corp merged with the Japanese Yutani Corporation. The Three World Empire pioneered space exploration, controls many long-established inner colonies, and only maintains a limited presence on the Frontier—allowing Weyland-Yutani to take the lead there.

THE UNITED AMERICAS: Created in the early 2100s to compete with the expanding Three World Empire, the United Americas was formed by the merger of North, Central, and South America into one nation. The United Americas is a major colonizing and starfaring power, constantly expanding the Frontier. They operate both the Colonial Marines and the Colonial Navy—the most powerful peace-keeping forces on the Frontier.

THE UNION OF PROGRESSIVE PEOPLES: The UPP is a powerful socialist block of systems that control a vast but resource poor sector of space. Formed from a coalition of countries that includes Russia and Vietnam, the UPP is the only government that is not influenced by corporate concerns—a fact that sometimes puts them in opposition to Weyland-Yutani. While they are behind in the arms race, the UPP still maintains a formidable fighting force. A state of cold war has existed between the United Americas and the UPP for decades, but with recent events on the Frontier, all that seems poised to change.

THE INDEPENDENT CORE SYSTEM COLONIES: The ICSC is a loose conglomerate of privately-owned worlds. Each colony in the ICSC has its own government—many of which are corporate-owned. In addition to its operations within the colonies of the United Americas and the Three World Empire, Weyland-Yutani is known to maintain private interests in the ICSC—where they can conduct business as they see fit, far from the prying eyes of government control.

SHIP'S LOG, USCSS MIRANDA, 010:00.
CAPTAIN CHARLIZE RECORDING. Looks like Reed went below to sleep it off, and now Nat's trashed the galley and locked herself in their quarters. If they weren't the finest technicians I've ever worked with, I'd boot both their asses out the airlock. ■

DOMINION OVER THE STARS

While governments control the colonies, they aren't the only ones with influence there.

CORPORATE DOMINANCE: Although nation-states dominate the stars, it is important to note that the real power lies in the corporations that exist across them. Companies like Weyland-Yutani, BioNational, and Seegson are not limited by borders. In fact, they produce and control the technologies necessary for the continued existence of these star empires. The unwillingness of nation-states like the UPP to work with the private sector has left them behind in the space race.

GOD AT THE ASS END OF SPACE: Life in the colonies is rough. After being promised a utopia, settlers instead found a frontier existence of drudgery in harsh environments. To that end, many have turned to God to get them through their daily rigors. While traditional religions are practiced throughout the colonies, sects of apocalyptic millenarian fundamentalists have arisen, as have fanatical cults and zealots driven by charismatic leaders in isolated areas. Recent years have seen the rise of fledgling organizations with questionable motives, such as the Practitioners of the Holy Immolation and the cultish Church of Immaculate Incubation.

SHIP'S LOG, USCSS MIRANDA, 015:09. CAPTAIN CHARLIZE RECORDING. We engaged the FTL drive at 014:30 hours and are prepping for hypersleep. No one knows what hole Reed crawled into, and we can't go into the freezers without him. I don't need this bullshit. ■

"But how do you know? Hmm?"
"It's what I choose to believe."

—MILLBURN AND SHAW

THIS IS RUMOR CONTROL

Stories spread faster than light on the Frontier. Some scouts tell tales of priceless artifacts found in ancient ruins on distant moons—ruins that predate humanity by millennia. Others talk of derelict spacecraft—and a race of giants that once stalked the stars in them. Still others whisper about hostile lifeforms that overrun entire worlds—terrifying parasitic creatures that are beyond our comprehension and wholly alien.

Many believe Weyland-Yutani and other corporations are covertly developing new and dangerous biological weapons, ranging from plagues and drug-controlled psychopathic cyborgs to genetically-engineered monsters. If these weapons really are being developed, one has to wonder who the company is designing them for, and if a war is on the horizon.

Over the past century, ships, stations, and even colonies have simply disappeared from the Frontier. Some attribute these losses to natural disasters or acts of God, others believe those involved fell prey to pirates or rival governments. Rumors of entire colonies being wiped out by a plague or nuked off the face of a planet have everyone on the Frontier living on the edge. Some even believe that man was never meant to leave Earth, and that space itself can swallow you whole.

Shutter your storm blinds and seal the airlocks—something alien just might be out there, hiding in the dark.

It's waiting for you.

SHIP'S LOG, USCSS MIRANDA, 019:47. CAPTAIN CHARLIZE RECORDING. God damn it. Reed has been missing for almost 12 hours now and Nat is getting nervous. Where the hell is he? He's gone on drunken benders before, but this is too much, I'm going to have to put him on report. He'll lose half a share, but screw him—I want to go to sleep. ■

HERE ARE THE FACTS

The year is 2183—little more than three years since the destruction of the Hadley's Hope colony on LV-426, the disappearance of the USS *Sulaco*, and the closing of the prison and lead works on Fiorina 161. The loss of the *Sulaco*'s Colonial Marine unit along with these Weyland-Yutani sponsored outposts, and the implications of corporate foul play stemming from these incidents, have created an air of distrust between the company and the United Americas. Many Frontier worlds have found themselves caught in the middle of this rift and have been forced to make do without either the supplies or defenses they need to survive.

CREW EXPENDABLE: The only publicly made exposition of these events deals only with the aftermath on Fiorina 161. The book is titled *Space Beast* and is convict Robert Morse's alleged account of an alien "dragon" that overran the facility and brutally slew two dozen double-Y chromo inmates and their custodial staff.

The book gives credence both to talk of monsters and to rumors of Weyland-Yutani experimentation with bioweapons—indicating they were more concerned about securing the creature for further study than saving lives. According to Morse, the hunt to capture the beast had spilled over from the incident on LV-426, and anyone who got in the Company's way was expendable—be they prisoners, soldiers, employees, or even colonists.

Although banned instantly, copies of *Space Beast* have been transmitted illegally throughout the colonies. The book has developed a strong following. Some see it as a fantasy, a welcome diversion from their normal lives. Others have embraced Morse's story and built a millenarian cult around it—believing it to be a religious text and a portent of the Armageddon to come.

THIS TIME IT'S WAR: To add fuel to the fire, conflicts between the rival sectors of space have increased exponentially in the past five years. While unconfirmed, many believe that Hadley's Hope was a test site for one of Weyland-Yutani's bioweapons and that an enemy state sent a warship to nuke it from orbit. Others believe that the Company is working with a rogue nation to assume control of the colonies on the Frontier.

As more and more Colonial Marine units are recalled and re-deployed to new campaigns, Frontier colonists are becoming scared. Without the military, there is no-one to protect them from pirates, hostile lifeforms, or invasion. To compensate, many colonies have enacted their own law systems, electing Marshals to oversee daily law enforcement. Some have even hired mercenary forces to protect their interests.

The 2180s are a dangerous time to be alive. ■

TIMELINE

2039

The UK and Japan pioneer the establishment of settlements on Mars and Titan. Weyland Industries successfully creates a breathable atmosphere on extrasolar planet GJ667CC, opening a Pandora's box of possibilities for humanity to seed the stars. The Outer Veil, an area of space hypothesized to be rich in minerals and other resources, is discovered. The trailing edge of the Outer Veil is where the Frontier begins.

2023

Following Peter Weyland's infamous Ted Talk address of 2023, Weyland Industries begins developing new technologies that will catapult humanity into the future. Projects in development include advanced artificial intelligence, FTL drives, atmospheric processors for terraforming inhospitable worlds, and hypersleep pods. Weyland produces the first David series of androids.

2066

Several small colonies begin to take hold in the Outer Rim Territories, and the United States begins work on a peacekeeping force that will maintain order off-world. This eventually leads to the formation of the United Americas Outer Rim Defense Fleet and later the Colonial Marine Corps. Weyland's David Series Seven androids become commonplace in the workforce.

2000 2010 2020 2030 2040 2050 2060 2070 2080 2090

2031

Terraforming operations begin on Earth's moon Luna. As faster than light speed travel becomes a reality, the Weyland Corporation launches the first FTL Space Exploration vessel, the *Heliades*.

2088

Leading the technological revolution with such companies as Weyland Corp and the Yutani Corporation, the Three World Empire is formed from the UK, Japan, and other nations.

2042

HD85512 B, Earth's first off-world penal colony, is established by the Weyland Corporation. Prisoners from earthbound facilities are transferred there. Several other corporations begin to capitalize on the space age. Corporate-run mining colonies on the moons of Saturn and Jupiter become a reliable source of the raw materials necessary for FTL travel.

2091

Weyland Corp launches the infamous USCSS *Prometheus* on a mission to "find the origins of humanity." The ship is lost with all hands and presumed destroyed. With the death of both company founder Peter Weyland and CEO Meredith Vickers, the Weyland Corporation is left in financial ruin. By the turn of the century, the company is bought out and merged with the Yutani Corporation to form Weyland-Yutani.


2137
The *Nostromo's* flight recorder is salvaged and brought to Sevastopol Station. The station is destroyed and it plummets into the atmosphere of planet KG348. Mendel Station on the Outer Rim also disappears. Three years later, contact is lost with Seegson Station LV 44-40 and the Wright-Aberra Waystation as well. In response, the first Anchorpoint Station is established between the Core Systems and the Outer Rim to allow for safe passage to and from the Frontier.
2103
The USCSS *Covenant*, Earth's first long distance, large-scale colonization effort, is announced. The fanatical group known as the Earth Savers repeatedly fails to sabotage the *Covenant* mission. North, South, and Central America unify to form the United Americas. The *Covenant* is successfully launched from Earth orbit, carrying over 2,000 colonists and embryos bound for planet Origae-6 in the distant Sector 87.
2180-Present Day
The new Anchorpoint Station is established. Tensions flare on the Frontier as factions accuse each other of foul play during the Hadley's Hope incident. Robert Morse's *Space Beast* is transmitted throughout the colonies and subsequently banned. Mistrust escalates as rumors of deadly alien life-forms and company bioweapons spread across the Frontier.
2157
The Hadley's Hope terraformed colony is established on LV-426.
2100
2110
2120
2130
2140
2150
2160
2170
2180
2190
2106
Civil war breaks out on the colony world of Torin Prime in the Outer Rim Territories. At the resolution of the two-year conflict, the planet is reinstated into the United American Colonies. Over fifteen thousand lives are lost when the UAS troop carrier *Archangel* is destroyed during a peacekeeping mission to Thedus. In the wake of these conflicts, the Union of Progressive Peoples is formed.
2162
The Colonial Marines instate a draft on the colonies. The Tientsin Campaign on the Frontier world of 8 Eta Boötis A III is fought between the United Americas and the Union of Progressive Peoples. There is no decisive win for either side.
2121
Commercial towing vehicle USCSS *Nostromo* departs Thedus for Earth. For reasons unknown, the *Nostromo* sets down on LV-426. The ship subsequently resumes course until the engines are set to overload by the ship's third officer, again for reasons unknown.
2179
A shuttle from the long-lost *Nostromo* is recovered by a deep salvage team. The colony on LV-426 stops communicating with Gateway Station. Colonial Marines aboard the USS *Sulaco* are sent to investigate. The Hadley's Hope colony is destroyed in a thermonuclear explosion. The *Sulaco* goes missing, but one of her EEV pods crashes on the maximum security planet Fiorina 161. The facility there is quarantined and shut down. There is one survivor. The first Anchorpoint Station suffers a catastrophic reactor meltdown and is destroyed.

CAREERS ON THE FRONTIER

FRONTIER COLONISTS

To most, becoming a colonist means you accept a hard life with little reward other than the satisfaction of a job well done. A colonist's hands are always dirty and their feet are always tired. Living on the edge of civilization can have its benefits, however. Depending on your profession, the chance to strike it big could be right around the corner. Frontier Colonists are scouts and homesteaders, farmers and scientists, miners and doctors. Colonial Marshals keep the peace and Frontier journalists keep the colonies in the know. Colonists are the life-blood of humanity.

SPACE TRUCKERS

While not as lucrative a field as it was some fifty years ago, hauling refineries and cargo between Earth and the colonies is still big business. The advent of newer and faster FTL drives has significantly shortened the travel time between worlds, ensuring that starship crews don't have to spend nearly as much time in stasis. Most companies compensate their crews not only for their work but for time lost in hypersleep as well.

While most space truckers work for one corporation or another, there are also independent trader captains, smugglers, salvage crews, and privateers. Space is big and, legally or off the books, people and things always need to get from one side of it to the other.

COLONIAL MARINES

The United States Colonial Marine Corps represents the finest fighting force ever assembled. Technologically advanced and sporting all the latest in military hardware—a large amount of which is designed by Weyland-Yutani—the Colonial Marines are able to operate independently in nearly any environment. Combat teams are cross-trained and can be deployed at a moment's notice to nearly any world without extensive briefing.

Military occupations include vehicle operators and pilots, combat technicians, heavy weapons specialists, medics, engineers, and career officers. Naval occupations are found in the USCM support service of warship and starfighter teams of the United Americas Outer Rim Defense Fleet, and there are special military R&D programs across the spectrum that require volunteers. On the Frontier, there is always something that needs defending and some planet that needs pacifying.



SHIP'S LOG, USCSS MIRANDA, 022:30. CAPTAIN CHARLIZE RECORDING. We still can't find Reed. We split up into teams and searched deck by deck—nothing. Maybe he went into the cargo crawl space and is in the refinery for some reason. ■

COMPANY REPS

Corporations have more power than governments on the Frontier. They own worlds, set up shop, and bring in the colonists, creating homes and jobs. From CEOs to field agents, each company sends out its own representatives to oversee their business ventures. Companies like Weyland-Yutani have been known to employ their own commando security teams, doctors, and scientists as well.

Also, there is big business in knowing your competitors' next move—so many corporations have their own counterintelligence personnel embedded in rival companies and governments. Being a company rep is all about the art of the deal and making sure the little people around you do their jobs so that you can make your next promotion. ■

ROLEPLAYING ALIEN

Each player in this game—except one—takes the role of a player character (PC). You might be a space colonist, a space trucker, a marine, or something else. You decide what your PC thinks and feels, what they say and do—but not what happens to them.

It's your job as a player to portray your PC and imagine yourself in their boots. Your PC is a person with feelings and dreams, just like yourself. Try to imagine—how would you react if you were in their place? What would you do?

The player characters are always the protagonists of the story. The game is about you. Your decisions, your story.

SHIP'S LOG, USCSS MIRANDA, 026:50. CAPTAIN CHARLIZE RECORDING. Reed is dead. We found his body on the refinery module. Whoever did it broke his ribs and tore his god-damn heart right out of his chest. I've never seen so much blood. I've messaged the Colonial Marshals to send a security team to rendezvous with us. I'd pass out the guns, but I don't know if one of us is the killer, or if we have a stowaway. For now, I'll be the only one armed. ■

THE GAME MOTHER

The final player is the Game Mother, or GM for short. She describes the ALIEN universe to you. She portrays all the people and creatures you meet during the game. Characters controlled by the GM are called non-player characters, or NPCs for short.

The game is a conversation between the players and the GM, back and forth, until a critical situation arises where the outcome is uncertain. Then it's time to break out the dice—read more about this in Chapter 3.

It is the GM's job to put obstacles in your path and challenge your PCs, forcing them to show what they're really made of. But it is not up to the GM to decide what happens in the game—and above all, not how your story is supposed to end. That is decided in the game. That is why you are playing the game, to find out how your story ends. ■

SHIP'S LOG, USCSS MIRANDA, 048:20. CAPTAIN CHARLIZE RECORDING. There is a psycho loose on my ship and Torres is dead too. We found his body hanging in the lift bay, his head crushed. This changes things. Everyone thought Reed was a prick. Now… whoever the killer is, I think they'll come for all of us. I'd confine everyone to quarters, but we're getting abnormal readings from the engines. Nat and Ellery are checking it out. ■

GAME MODES

The ALIEN roleplaying game can be played in two distinct modes: Cinematic play and Campaign play. These modes are each designed to create a different experience for you. Even some rules of the game only apply to one of the two game modes—such rules are marked with the symbol of each game mode (see below).

CINEMATIC PLAY



A Cinematic scenario emulates the dramatic arc of an ALIEN film. Designed to be played in a single session, this game mode emphasizes high stakes and fast and brutal play. Conflict between player characters is likely, and you are not all expected to survive. In fact, most of your PCs probably won't live to see the end of the scenario.

One complete Cinematic scenario, *Chariot of the Gods*, is already available for separate purchase. This pre-generated scenario provides all the tools necessary to run your first ALIEN roleplaying game. For a quick taste of Cinematic gameplay, see *Hope's Last Day* in Chapter 13.

More Cinematic scenarios will be published by Free League Publishing in the years to come.

CAMPAIGN PLAY



Campaign play is designed for longer continuous play with the same cast of player characters over several game sessions, perhaps even dozens of sessions. In Campaign play, you create your own PCs, using the rules in Chapter 2.

Campaign play can also be brutal and deadly, but the chances for your PCs to survive a night of play are generally higher than in Cinematic play.

In Campaign play, the narrative of the game is to a higher degree controlled by the GM and the players themselves. You decide where to go and what to do, based on who your PCs are and what they want. This core book of the ALIEN roleplaying game supports three different campaign frameworks:

- Space Truckers
- Colonial Marines
- Frontier Colonists

These campaign frameworks, and tools for how to run them, can be found in Chapter 12 of this book, along with the *Novgorod Station* scenario location.

Sourcebooks and other supplements for Campaign play will be published by Free League in the years ahead. ■

SHIP'S LOG, USCSS MIRANDA, 060:15. CAPTAIN CHARLIZE RECORDING. Mother's been compromised. I ordered her to realign the communications array so I could send a follow-up message to Anchorpoint, but she claimed there was a mechanical error. We tried to go extravehicular to position the array manually but now Mother won't even open the airlocks. Either she's been damaged by the reactor build-up or someone's tampered with her programming. Either way, we're fucked. ■

KEY THEMES

No matter if you play cinematic or campaign play, any game of ALIEN is based on three key themes. Most scenarios and campaigns contain a mix of these themes, but each scenario typically emphasizes one theme more than the others.

SPACE HORROR

The ALIEN experience is rooted in a pervasive darkness and tension, with a capacity to shock by tapping into our primal fears. Every desperate breath into the rebreather of your space suit may be your last.

SCI-FI ACTION

Whether it's on an intimate or sprawling scale, roller coaster action—often with bloody results—is essential to many ALIEN stories. This game includes robust mechanics designed for fast and brutal combat.

SENSE OF WONDER

The ALIEN roleplaying game lets you discover strange worlds and ancient, incomprehensible artifacts on a grand scale. Many ALIEN stories grapple with questions of humanity's creation, destiny, and place in the universe. ■

TOOLS OF THE GAME

The ALIEN roleplaying game requires you to improvise as you play, but the game also provides a number of tools to help you create your story.

SHIP'S LOG, USCSS MIRANDA, 062:00. CAPTAIN CHARLIZE RECORDING. The Marshals aren't coming and navigation is dead. God knows why, but Mother sent our transmissions to Corporate HQ, not Colonial Control. Their only response was to acknowledge the messages were received. Now she has us locked on course for star system HR-2429. ■

CHARACTER SHEETS

To document your character, whether it's a pre-made PC from a cinematic scenario or a character you create yourself for campaign play, you use a character sheet. There is a blank sheet at the end of this book. From the Free League website you can download character sheets for free to print.



SHIP'S LOG, USCSS MIRANDA, 065:45. CAPTAIN CHARLIZE RECORDING. The killer is using the ventilation system to get around the ship. They broke into Jefferies' room, attacked her and dragged her into the vents with them. From the amount of blood, she has to be dead. No one is safe and I'm running out of ideas. ■

DICE

In the ALIEN universe, nowhere is safe. Sooner or later, you will end up in situations where the outcome is uncertain, no matter how skilled you are. It's time to break out the dice.

There are two types of custom six-sided dice for this game, each available for purchase separately: Base Dice and Stress Dice. You roll the dice when you perform a dramatic action that might determine if your PC lives or dies.

Both Base Dice and Stress Dice have the symbol on the 6 side. Rolling the symbol usually means that an effect of some kind is triggered, for example when succeeding at using a skill. Stress Dice also have the symbol on the 1 side. Rolling the symbol triggers panic in your character. How all this works in detail, you will learn in Chapter 3.

NOTE: You can play this game with any normal six-sided dice, but it helps if you have them in two different colors to tell Base Dice and Stress Dice apart.

CARDS

For the ALIEN roleplaying game, there is a custom card deck available for purchase separately. These cards are used for two purposes—for drawing initiative in combat (see Chapter 5) and for keeping track of key gear, weapons, and vehicles. The custom card deck is not required to play the game, but it's a useful supplement. ■

ROLLING DICE

The rules sometimes ask you to roll D6, D3, 2D6 and D66. D6 means rolling a Base Die and reading the number, ignoring any symbols. D3 means you roll a D6 and divide the result by two, rounding up. 2D6 means you roll two D6 and add the results. Another type of roll is the D66, which means you roll two D6s—consider the first die as the tens digit and the second die the ones digit. That gives you a result between 11 and 66.

SHIP'S LOG, USCSS MIRANDA, 068:13. CAPTAIN CHARLIZE RECORDING. Jesus. The killer isn't one of the crew. It's not even human. God, I don't know where the hell to start… PAUSE RECORDING ■

WHAT IS A ROLE-PLAYING GAME?

If you have made your way here without knowing what a roleplaying game is, congratulations! Welcome to a rewarding and creative hobby. Roleplaying is a unique form of gaming, or cultural expression if you prefer to call it that, that combines tabletop gaming with storytelling. Roleplaying games give you a set of rules and let you create your own story with your friends in a way that books, movies, TV, and even video games cannot.

The advantage of roleplaying games is also their challenge—the freedom to create the story yourselves can be overwhelming. But this rulebook contains plenty of exciting encounters, locations and characters that you can populate your story with, and very specific tools for the GM to use. If you need advice or ideas, there is a forum for the ALIEN roleplaying game as well as our other games on our website, freeleaguepublishing.com.

Welcome. ■

SHIP'S LOG, USCSS MIRANDA, 071:08. CAPTAIN CHARLIZE RECORDING. I'm continuing to record this in case someone finds us. Only Nat and I are left. We've barricaded ourselves in the EEV pod bay, but Mother won't lock the door for us. Nat is trying to override the system so we can launch a pod and get the hell out of here. We've got—Christ, it's here…. END TRANSMISSION ■



YOUR CHARACTER

"Why do you think your people made me?"
"We made you 'cuz we could."
"Can you imagine how disappointing it would be for you to hear the same thing from your creator?"

—DAVID 8 AND DR. CHARLIE HOLLOWAY

Your player character (PC) is your most important asset in the ALIEN roleplaying game. They are your avatar on an ALIEN world. They are your eyes and ears out there in the deepest dark of space. You munch on popcorn with friends and roll dice while they take all the risks. There is an unwritten binding agreement between you two, and like any corporate contract, there is a catch. You live vicariously through them, and they, in return, depend on you to keep them alive.

Don't screw it up. Take your PC seriously. As far as you are concerned, they are a real person—and their fate is in your hands. No matter what you do, keep in mind your character's goals, hopes, and agenda. They may differ from your personal beliefs, but that's ok—you're playing a character and this is a game. When a Xenomorph looms over them, your character may be terrified even when you aren't. At all times, ask yourself, "what would my PC do?" and have them act accordingly.

At the same time, don't try to protect your character from every conceivable danger. The goal of any ALIEN game is twofold—go on a suspense-filled thrill ride and create a damn good story. For that to happen you need to roll the dice, both figuratively and literally. You need to take risks.

CHARACTER SHEET: To keep track of your character's game stats, you need a character sheet. You can photocopy it from the back of this book, or download it from the Free League website and print it.

CINEMATIC PLAY



In Cinematic scenarios, such as the *Hope's Last Day* included in this rulebook, the player characters are already provided for you and the other players. All you need to do is decide amongst yourselves who plays which character. There are usually more characters available than the number of players—the remaining characters become NPCs, run by the GM. If you can't agree on who to play, roll dice for it.

CAMPAIGN PLAY



For Campaign play, you create your player character yourself. This chapter explains the process in detail. During the course of a campaign, your PC changes and develops. Your skills and talents can be developed through experience, but you can also discover how your PC's personality changes and grows in a way that cannot be measured by numbers on a page. This is when your character truly comes alive.

CAMPAIGN FRAMEWORKS: Before creating characters, you should decide together as a group on a campaign framework, i.e. which type of people you will be playing. Three suggested campaign frameworks are described on page 16, and GM tools for playing each of them are included in Chapter 12:

- Space Truckers
- Colonial Marines
- Frontier Colonists

HOW TO CREATE YOUR PLAYER CHARACTER

How you create your player character for Campaign play is explained in detail in this chapter. The summary below is a helpful overview. Grab a character sheet, a pencil, and follow these steps:

1. **Choose your career.**
2. **Spend points on your attributes.**
3. **Spend points on your skills.**
4. **Choose your career talent.**
5. **Choose your name.**
6. **Decide on your appearance.**
7. **Decide on your Personal Agenda.**
8. **Choose your Buddy and Rival.**
9. **Pick your gear and a signature item.**
10. **Roll for cash.**

CORE CONCEPTS

CAREER

The first choice for your character in Campaign play is your career. Your career choice determines your background and your role in the group. It influences your attributes, your skills, your starting gear and what starting talent you can have. There are nine core careers to choose from, described on pages 38—55.

Career descriptions can feel stereotypical, and they are meant to. Picking a career is a quick way for you—and the other players in the group—to get an immediate feel for your character. But remember that your character is more than just a career. Your career is merely a starting point toward creating a unique player character.

ATTRIBUTES

Your character has four attributes that indicate your basic physical and mental capabilities, each rated on a scale from 1 to 5. Your attributes are used when you roll dice to perform actions in the game, and also to determine how much damage you can withstand before you become Broken. Read more about this in Chapter 5.

STRENGTH: Raw muscle power and brawn.

AGILITY: Body control, speed, and motor skills.

WITS: Sensory perception, intelligence, and sanity.

EMPATHY: Personal charisma, empathy, and ability to manipulate others.

EXAMPLE

We're creating a new character for Campaign play. She's a roughneck named Nat. ■

STARTING ATTRIBUTES

When you create your player character for Campaign play, you may distribute a total of 14 points across your attributes. You may assign no less than 2 and no more than 4 points to any attribute. However, you may assign 5 points to the attribute listed as the "key attribute" for your career.

ANDROIDS: Synthetic characters get a +3 bonus to two attributes of their choice after the 14 attribute points have been assigned, and can reach a maximum score of 8 in these two attributes. However, androids have other drawbacks. See the sidebar to the right.

SKILLS

Your skills are the knowledge and abilities you have acquired during your life. They are important as they determine, along with your attributes, how effectively you can perform certain actions in the game. There are twelve skills in the game and they are all described in detail in Chapter 3. They are measured by skill level on a scale from 0 to 5. The higher the number, the better.

NO SKILL LEVEL? You can always roll for a skill even if you have no level in that skill. In that case, you only use the associated attribute for the skill in question plus any modifiers from relevant gear. Read more about how skills work in the next chapter.

STARTING SKILL LEVELS: When you create your player character for Campaign play, you distribute a total of 10 points amongst your skills. You can assign up to three points to each of the skills listed for your career. You can assign a single point each to any other skills you choose. You can increase your skill levels during the game (see page 36).

EXAMPLE

As a Roughneck, Nat's key attribute is STRENGTH. We give her STRENGTH 5, AGILITY 3, WITS 2, and EMPATHY 4. ■

EXAMPLE

As a roughneck, Nat's key skills are HEAVY MACHINERY, STAMINA, and CLOSE COMBAT. We give her a skill level of 3 in HEAVY MACHINERY, level 2 in STAMINA and CLOSE COMBAT, and level 1 in COMTECH, OBSERVATION, and MEDICAL AID—you never know when that will come in handy. ■

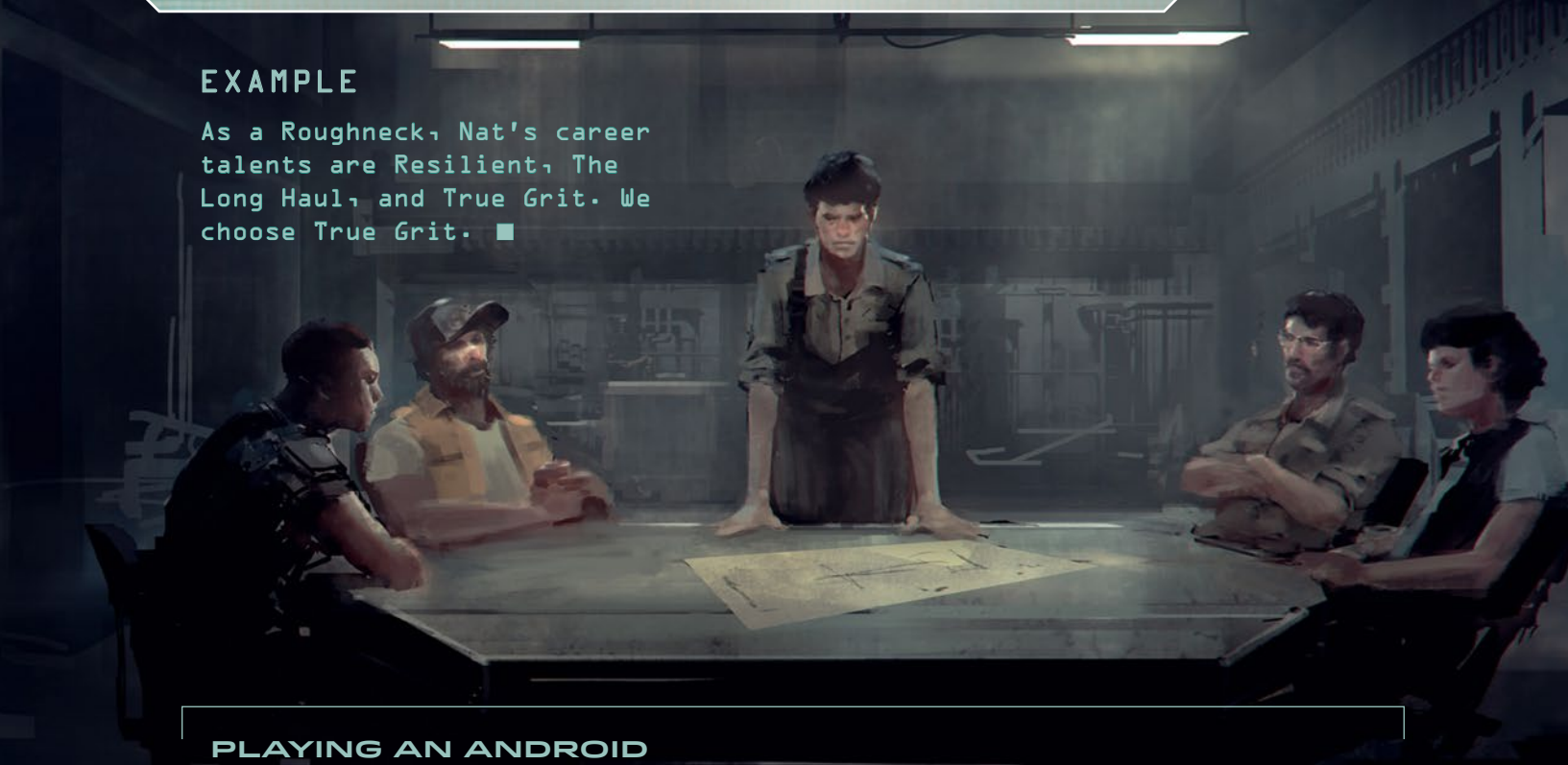
TALENTS

Talents are tricks, moves, and minor abilities that give you a small edge. They are more specialized than skills and make your character unique. Talents are further explained in Chapter 4.

STARTING TALENT: When creating a character for Campaign play, you get one talent at the start of the game. Your career offers you three talents to choose from. You can learn more talents during the course of the game, at which point you will have many more talents to choose from.

EXAMPLE

As a Roughneck, Nat's career talents are Resilient, The Long Haul, and True Grit. We choose True Grit. ■



PLAYING AN ANDROID

Androids are an important part of the ALIEN roleplaying game, and you can play one as your player character. Androids are rare, however, and we recommend that you talk it through with the rest of the group before creating an android PC for a Campaign game. Most androids look human. They can have any career and may be open about their nature or secretly pose as human. Rules-wise, androids work a little differently from humans:

- **Androids get a +3 bonus to two attributes of their choice after the 14 attribute points have been assigned, and can reach a maximum score of 8 in these two attributes.**
- **Androids can't push skill rolls.**
- **Androids don't suffer stress and thus don't have a STRESS LEVEL. For this reason, they don't need a signature item.**
- **Androids never make Panic Rolls.**
- **Androids suffer damage differently (see page 111).**

STRESS

Life in space is lethal. More often than you'd like, you'll find yourself under extreme pressure. In the game, this mounting tension is represented by your **STRESS LEVEL**. It usually starts at zero, and can increase by pushing dice rolls (see page 60) and by experiencing frightening or stressful situations. Stress is explained further in Chapter 5.

EXAMPLE

Since her STRENGTH attribute is 5, Nat gets a starting Health of 5. ■

HEALTH

Even if you keep your nerves in check, chances are that sooner or later you're going to get hurt. This is tracked using your Health score. You start the game with a number of Health points equal to your **STRENGTH** score. Talents can modify your maximum Health score.

SUFFERING DAMAGE: When you suffer damage, your Health score is reduced. This is further explained in Chapter 4. If your Health drops to zero, you are Broken and suffer a critical injury (see page 99). ■

PERSONAL STUFF

NAME

In Campaign play, you'll need to give your character a name. Each career has a list of three male and three female names that are typical for that archetype. Choose one of these names, or make up your own if you prefer. Cinematic scenarios will include the names of the pre-generated characters.

APPEARANCE

Describe your player character's appearance in a few words. Your career gives you a few suggestions, but you are free to choose any appearance that you think fits your character.

PERSONAL AGENDA

You might be a team, but each individual PC in your group also has an angle of their own—a Personal Agenda. How personal agendas work differs between Cinematic and Campaign play.



CINEMATIC AGENDAS: In Cinematic play, the PCs' Agendas are predetermined by the scenario. At the beginning of each of the three Acts of the scenario, the GM gives each PC a handout with a new Agenda for the Act. The Agendas are hidden, you should not show them to other players or write them down on your character sheet.

At the end of each Act, the GM evaluates the actions of each PC. If you took any specific actions to further your Agenda during the Act, you are awarded one Story Point (see page 61). Acts, Agendas, and Story Points are further explained in detail in the Game Mother Section of this book (see page 216).



CAMPAIGN AGENDAS: In Campaign play, you can pick one of the suggested Personal Agendas listed with your career, or you can come up with an agenda of your own. At the end of each game session, discuss the agendas of all PCs together. If you have taken some concrete action to further your agenda during the session, despite risk or cost, you gain a bonus Experience Point (see page 35).

BUDDIES AND RIVALS

The ALIEN roleplaying game is about a small group of people facing unknown and horrifying dangers in the cold darkness of space. To survive, you need to find someone to trust, but also be careful who you turn your back to.

In game terms, your PC can have one Buddy and one Rival amongst the other PCs. You can only have one of each. Your relationships are important for the GM, as she can use them to create interesting situations in the game.

In Campaign play, you can choose one PC to be your Buddy and another to be your Rival. In Cinematic scenarios, the choice is made for you. ■

EXAMPLE

Nat's Personal Agenda is: Downtime matters. If you can grab a can of Aspen beer and some time alone, you're happy. ■

EXAMPLE

The others in Nat's crew are the officer Charlize, the pilot Jeffries, the roughneck Torres, and the medic Hayes. Nat's Buddy is Torres and her Rival is Hayes. ■



PLAYER VERSUS PLAYER

In the ALIEN roleplaying game, your PC can end up in direct confrontation with another PC. This is quite common in Cinematic play, less so in Campaign play.

In Cinematic play, it's up to the GM to call out when a Player versus Player situation escalates beyond the point of no return. When the GM has "called PvP," the players involved play out the current conflict to its conclusion. After that, the PC who has "turned traitor," if they are still alive, become an NPC and is from now on under the control of the GM. The player in question is given a new PC to play, if one is available. This means that you should be think very carefully before acting against the common interest of the group, even if you think it's in line with your Agenda—it may cost you your PC. You are strongly recommended to wait until the third and final Act of the scenario before taking such drastic action.

In Campaign play, PvP is less common and any such situations are resolved in the group without specific rules—you'll just need to work out your differences if you are to continue in the same crew of PCs.

YOUR GEAR

To survive the world of ALIEN, you need the right gear. An M314 Motion Tracker, an Mk.50 Compression Suit, or an M41A Pulse Rifle can truly mean the difference between life and death for your character. You can find these items and lots of other gear described in detail in Chapter 6. You must write down all the items you are carrying on your character sheet. Write down one item per row in the Gear section on the sheet. If it's not listed on your sheet, you don't have it with you.

STARTING GEAR: In a Cinematic scenario, the scenario determines what gear you start the game with. In Campaign play, your career determines what gear you can choose from at the start of the game. If you get a weapon, you always get two full reloads to go with it. In addition to the items you choose, you are assumed to have a uniform or civilian clothing. You also get some cash—the career indicates how much. Read more about cash and how to spend it in Chapter 7.

SIGNATURE ITEM: In addition to your normal gear, you also have a *signature item*—a small item that's not of much practical use, but that has sentimental value to you and that says something about your character. Signature items are usually tiny (see next page) and thus don't encumber you at all. Common examples include a patch, a cap, or a photo of a loved one.

VEHICLES & SPACESHIPS: In some Cinematic scenarios, your PCs have a vehicle or even a spacecraft. Usually, vehicles and starships don't belong to one individual character—instead, they are crewed by the entire group of PCs together.

In Campaign play, it's also possible for your group to begin the campaign in possession of a vehicle or a ship. Read more about this in Chapter 7.



EXAMPLE

Nat starts the game with a cutting torch, a compression suit, and $300 in cash. Her signature item is a tattoo of her dead partner's name on the inside of her lower right arm. ■

ENCUMBRANCE

You can carry a number of regular-sized items equal to double your **STRENGTH** rating without problems. A regular item is generally the size of a small bag and weighs no more than a few kilos.

HEAVY & LIGHT ITEMS: An item designated as *heavy* counts as two regular items, and typically takes up two rows on your character sheet. Some heavy items count as three or even four normal items—the gear lists in Chapter 5 of the book indicate this.

At the opposite end of the spectrum, there are items that are designated as *light*—they count as half of a regular item, and so you can list two light items on one row on your sheet. Some light items count as a quarter of a normal item in terms of encumbrance—the weight of such items is written as ¼ in the gear lists.

TINY ITEMS: Items that are even smaller than light items are called *tiny*. They are so small they don't affect your encumbrance at all. The rule of thumb is: if the item can be hidden in a closed fist, it's tiny. Tiny items also need to be listed on your character sheet.

OVER-ENCUMBERED: You can temporarily carry up to twice your normal encumbrance limit, i.e. **STRENGTH** x 4 items. If over-encumbered, you must make a **MOBILITY** roll when you want to run or crawl in a Round of combat (see page 89). If you fail, you must either drop what you are carrying, or stay put.

CONSUMABLES

In the world of ALIEN, you need to overcome a lot more than Xenomorph life forms to survive. Lack of air, food, water, and electric power can be just as deadly. These four resources are called *consumables*.

You don't need to track consumables at all times. In the confines of a functional spaceship, orbital station or planetside colony, you likely have the consumables you need. The GM lets you know when resources are scarce and it's time to start tracking them.

SUPPLY: You track each of the four consumables on your character sheet using a Supply rating. A higher rating is better.

At regular intervals (see the table to the right), you need to make a Supply roll. This means rolling a number of Stress Dice equal to the current Supply rating, *up to a maximum of six dice*. For every  rolled, the Supply rating is decreased by one. When the Supply rating reaches zero, you're out of the consumable, and you're entering a world of hurt. The effects of lacking air, food and water are explained in Chapter 4.

GROUP CONSUMABLES: Usually, consumables are tracked individually, but they can also be tracked for the group as a whole, depending on the situation. The GM has final say.

ENCUMBRANCE: For encumbrance, your supplies of food and water count as one item each, as long as your current Supply rating is 4 or lower. See the table to the right. When your Supply rating hits zero for food or water, this consumable no longer encumbers you.

Air and power don't usually count toward your encumbrance, as they are generally included in your pressure suit or other gear. External air tanks or batteries can count as encumbering items however. Read more in Chapter 5. ■

EXAMPLE

With her STRENGTH score of 5, Nat can carry ten regular items without being over-encumbered. ■

FOOD AND WATER

SUPPLY RATING	COUNTS AS
1-4	One item
5-8	Two items
Every 4	One More Item

WHEN TO MAKE SUPPLY ROLLS

How often you should make Supply rolls depends on the consumable in question, and the overall situation. The intervals in the table below should be seen as guidelines for the GM.

CONSUMABLE	SUPPLY ROLL
Air	Every Turn (see page 83), and after every strenuous activity like combat or a MOBILITY roll.
Water	Once per day, and after every strenuous activity like combat or a MOBILITY roll.
Food	Once per day.
Power	Situational, depending on the gear used. See Chapter 6.

DEVELOPING YOUR CHARACTER

EXPERIENCE

One of the most rewarding things in Campaign play is watching your character grow and develop. The harsh realities of life will change you, that's all you can be certain of in an uncertain world. You can develop your character in several different ways during the game.

The things you learn during the game are measured in Experience Points (XP). You receive XP after the end of each game session. Talk it through and let the whole group discuss what has happened. For each of the below questions that you can reply "yes" to, you get one XP:

- Did you participate in the game session? You get one XP just for being there.
- Did you risk or sacrifice something to further your Personal Agenda?
- Did you risk your life for your Buddy PC?
- Did you challenge or stand up to your Rival PC?
- Did you make a Panic Roll?
- Did you overcome a dangerous event, using violent or non-violent means?
- Did you make a significant discovery or revelation?
- Did you perform an extraordinary action of some kind?
- Did you earn any money?

You can only get one XP per question. Sometimes, the answers are not clear-cut. Discuss within the group, and try to reach a consensus. If you can't, the GM has final say. Write down the XP on your character sheet.



SPENDING XP

You can use your XP to improve your skills and talents, or to learn new ones. You can only spend XP between sessions.

SKILLS: To increase a skill level by one step costs 5 XP. Learning a new skill (at skill level 1) costs 5 XP. To do this, however, you must have either used the skill and succeeded (without skill level) during the session, or been instructed by a teacher for at least one Shift (see page 83). The teacher must have at least skill level 1.

TALENTS: Learning a talent always costs 5 XP. It also requires a day of practice and a successful **WITS** roll (roll for the attribute only). You can make one attempt per day. If instructed by a teacher who has the talent, your roll succeeds automatically.

CHANGING BUDDY AND RIVAL

After the end of a game session, you are free to change your Buddy and Rival PCs as you see fit. ■





COLONIAL MARINE

Most of your friends will never see another world... but not you. As soon as you were old enough, you signed up for the USCMC. The pay is crap and the food is worse, but you've always got a bunk to sleep in and you get to shoot all sorts of weapons at all sorts of things. Life in the Corps is never dull—but the luster has begun to fade. You've seen things that you'll never be able to forget, and plenty you wish you could.

- **KEY ATTRIBUTE: Strength**
- **KEY SKILLS: Close Combat, Stamina, Ranged Combat**
- **CAREER TALENTS: Banter, Overkill, Past the Limit**

TYPICAL NAMES

Marcus Mullaney
Nik Elson
Vic Pasengrau
Kimi Diem
Tara Zanelli
Chrissy Lopez

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- You are a decorated hero, you need to defend your reputation. At all costs.
- You once helped cover up a war crime—no-one must ever know.
- The death of your buddy has spooked you—now you secretly fear combat and confrontation. You need to overcome your fear.

APPEARANCE

Choose from the options below or decide for yourself.

- Crew cut
- Arm tattoo
- Scar
- Cold eyes
- Cocky grin
- Personalized body armor

SIGNATURE ITEM

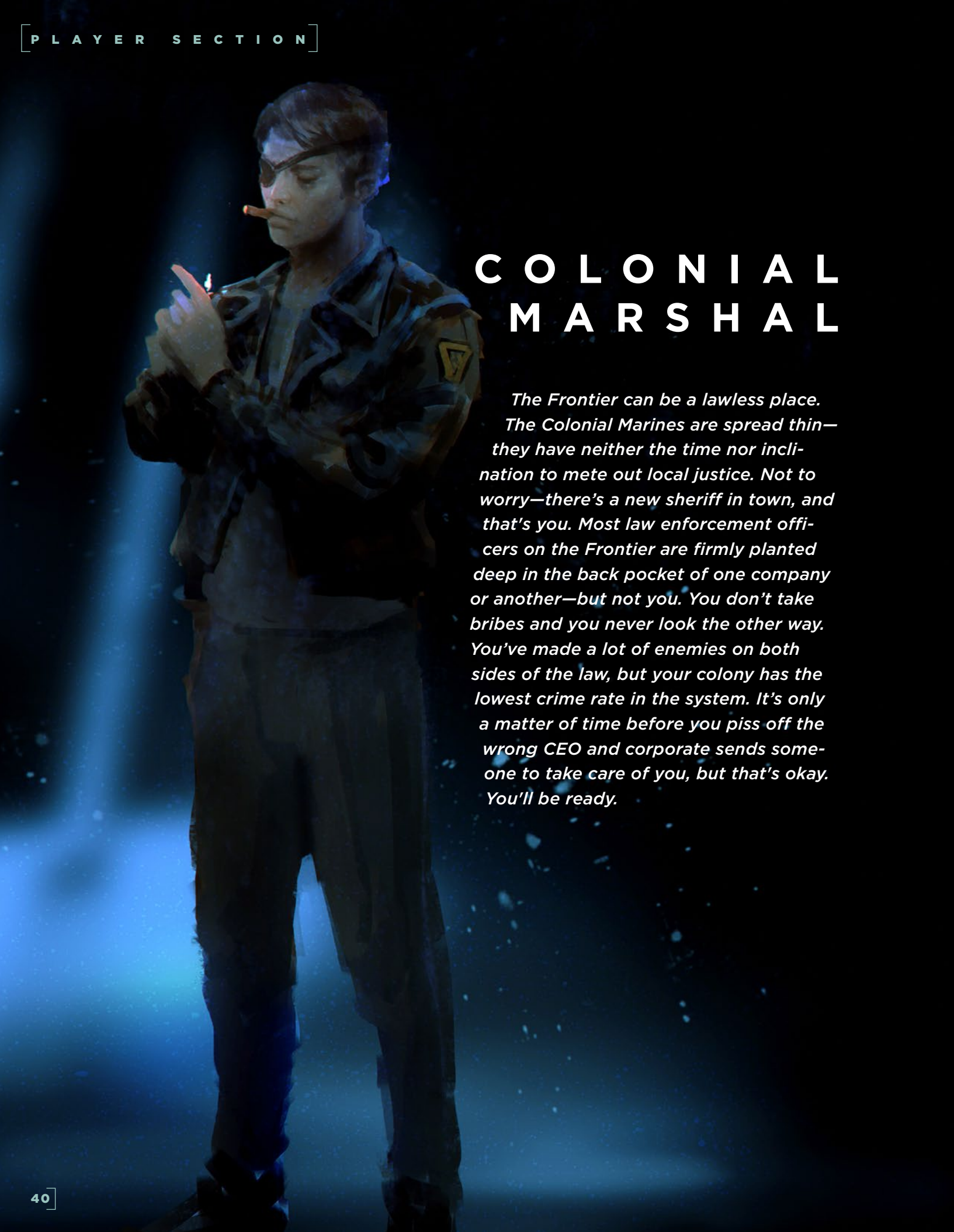
Choose one of the following or come up with one for yourself:

- Bullet that you survived
- Lost friend's dog tags
- Trophy from a defeated enemy

GEAR

Choose two of the starting items below. You also get $D6x100 in cash.

- M41A Pulse Rifle OR M56A2 Smart Gun
- M314 Motion Tracker OR 2 G2 Electroshock Grenades
- IRC MK.35 Pressure Suit OR M3 Personnel Armor
- Signal Flare OR Deck of cards



COLONIAL MARSHAL

The Frontier can be a lawless place. The Colonial Marines are spread thin—they have neither the time nor inclination to mete out local justice. Not to worry—there's a new sheriff in town, and that's you. Most law enforcement officers on the Frontier are firmly planted deep in the back pocket of one company or another—but not you. You don't take bribes and you never look the other way. You've made a lot of enemies on both sides of the law, but your colony has the lowest crime rate in the system. It's only a matter of time before you piss off the wrong CEO and corporate sends someone to take care of you, but that's okay. You'll be ready.

- **KEY ATTRIBUTE: Wits**
- **KEY SKILLS: Observation, Ranged Combat, Manipulation**
- **CAREER TALENTS: Authority, Investigator, Subdue**

TYPICAL NAMES

Jack Kitani
Barrell Klein
Ivan Mankov
Akira Kano
Angela Harris
Lee-Ann Jenkins

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- Your longtime partner betrayed you and defected to a crime syndicate. Get even.
- You dream of turning in the badge and settling down in peace. Work towards it.
- You did a bad thing in the past and it has come back to haunt you. You need to decide what you are made of.

APPEARANCE

Choose from the options below or decide for yourself.

- Chewing a toothpick
- Cigarette in mouth
- Impressive mustache
- Worn cap
- Scar across face
- Graying hair
- Crew cut
- Inquisitive gaze
- Old leather jacket

SIGNATURE ITEM

Choose one of the following or come up with one for yourself:

- Photo of a loved one
- Dented flask with an inscription on the front
- News clipping of an unsolved case

GEAR

Choose two of the starting items below. You also get $D6x100 in cash.

- .357 Magnum Revolver OR Armat Model 37A2 12 gauge pump-action
- Binoculars OR Hi-beam flashlight
- Personal medkit OR Stun baton
- D6 doses Neversleep pills OR Hand radio



COMPANY AGENT

You're hungry. Space is full of opportunity, and you've been assigned to the Frontier to find the next big thing. From insider information to new mineral deposits—or even a hitherto unknown life-form to exploit—it's up to you to score a win for the company and use it to catapult yourself up the corporate ladder. You tend not to form long-lasting attachments, instead viewing everybody as a commodity to capitalize on. Worry about others later. Right now it's all about the bottom line.

- **KEY ATTRIBUTE: Wits**
- **KEY SKILLS: Comtech, Observation, Manipulation**
- **CAREER TALENTS: Cunning, Personal Safety, Take Control**

TYPICAL NAMES

Conrad Schmidt
Alexander Balconi
Ryan Middlebrook
Michiko Nogumi
Sheridan Lamara
Mercedes Prince

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- You are greedy for power and never miss an opportunity to get ahead.
- The Company is holding back information from you. What? And why?
- You are a nice guy, but the Company is blackmailing you to do its dirty work. Get even.

APPEARANCE

Choose from the options below or decide for yourself.

- Icy glare
- Disarming smile
- Expensive Rolex
- Unique signet ring
- Tanned
- Elaborate hairstyle
- Emotionless stare
- Monogrammed silk tie

SIGNATURE ITEM

Choose one of the following or come up with one for yourself:

- Letter of corporate authorization
- Divorce papers
- Employee of the Year award

GEAR

Choose two of the starting items below. You also get $2D6x100 in cash.

- Leather briefcase OR Chrome briefcase
- Gold-plated pen OR Rolex watch
- Data transmitter card with corporate clearance level OR M4A3 Service Pistol
- D6 doses Neversleep OR D6 doses Naproleve



KID

You didn't ask for a Frontier life—your parents brought you into this world kicking and screaming. Grown-ups always ask you what you want to be when you grow up, but all you want to do is be a kid. You used to fantasize about being an adult, able to stay up late and eat junk food whenever you want. Thing is, most of the Frontier adults you know are always miserable and tired. There isn't much to do where you live, so you make your own fun. There's time to grow up later. For now, playing hide-and-seek in the ventilation system seems the way to go.

- **KEY ATTRIBUTE: Agility**
- **KEY SKILLS: Mobility, Survival, Observation**
- **CAREER TALENTS: Beneath Notice, Dodge, Nimble**

TYPICAL NAMES

Chip Harrington	Meggie Wu
Hugo Turner	Maisie Kelly
Jakey Myers	Becca David

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- You want to find an adult you can trust—really trust.
- You have no family left. Make sure you never end up alone again.
- No one gives you anything to do, so explore, try things out, make your own entertainment.

APPEARANCE

Choose from the options below or decide for yourself.

- Grubby and unkempt
- Trendy sneakers that light up
- Denim jeans, torn at the knees
- T-Shirt with band logo
- Cargo shorts
- Ponytail
- Bored expression
- Baseball cap

SIGNATURE ITEM

Choose one of the following or come up with one for yourself:

- Lunchbox covered in stickers
- Favorite doll or action figure
- Bracelet made by older sibling

GEAR

Choose two of the starting items below. You also get $D6 in cash.

- Fishing line OR Laser pointer
- Magnet OR Radio-controlled car
- Yo-yo OR Electronic handheld game
- Personal locator beacon OR Coloring pens



MEDIC

There are a million-and-one ways to die in space, from exposure to vacuum or unknown contagions to vicious organisms or getting accidentally shot by a drunken roughneck. In all these scenarios, you're the one carrying the bandages and adrenaline shots. When someone suffers trauma, it's the first few minutes that matter most. If someone survives long enough to make it to a medpod, you've done your job. You used to be altruistic about Frontier medicine, but you've seen enough to become jaded. Too many people in the Outer Veil are addicted to painkillers, and most colonies are not up to health and safety regulations. That means more people get hurt. Your work is never done.

- **KEY ATTRIBUTE: Empathy**
- **KEY SKILLS: Mobility, Observation, Medical Aid**
- **CAREER TALENTS: Calming Presence, Compassion, Field Surgeon**

TYPICAL NAMES

Cho Hadfield
Ken Ibana
Sullivan Ward
Ana Kasnavik
Juno Blanchard
Katie Aberly

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- You are addicted to a strong painkiller. Protect your stash—and your secret.
- You have some unusual (but classified) medical reports that the Company is looking for. Find out why they are so important.
- You've sworn an oath never to take a life, and you mean it.

APPEARANCE

Choose from the options below or decide for yourself.

- Sympathetic smile
- Short, tidy hair
- Warm, caring eyes
- Dark bags under eyes
- Fidgeting hands
- Calm and gentle voice
- Cold, unsympathetic stare
- Spectacles
- White coat

SIGNATURE ITEM

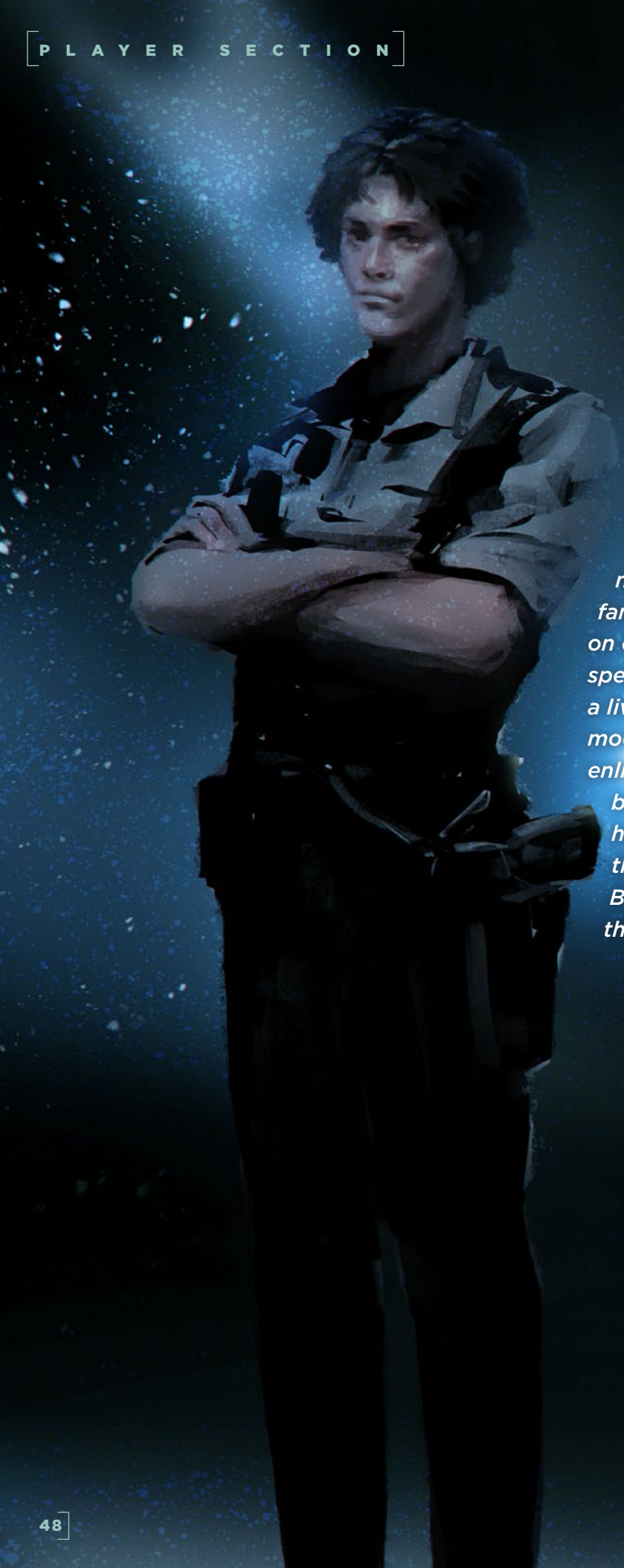
Choose one of the following or come up with one for yourself:

- Framed medical certificate
- Letter from son or daughter
- Last psych evaluation: "All clear at last."

GEAR

Choose two of the starting items below. You also get $D6x100 in cash.

- Surgical kit OR IRC MK.50 compression suit
- D6 doses Naproleve OR D6 doses Neversleep
- Personal medkit OR D6 doses experimental X-Drugs
- Samani E-Series watch OR Hand radio



OFFICER

When everything is going to shit—the Company's holding your crew's pay hostage, there's a mountain of reports to file from that last incident near Thedus, and who knows how many family members back home are weighing on everyone's minds—it's a good thing you spent all those years training to do this for a living. You're the authority figure, the role model, the voice of your superiors, and the enlisted crew's advocate. You're also the butt of all of their jokes around the mess hall... until it all gets so much worse, and they're looking to you for what to do next. Better hope your training has a solution to this one.

- **KEY ATTRIBUTE: Empathy**
- **KEY SKILLS: Ranged Combat, Command, Manipulation**
- **CAREER TALENTS: Field Commander, Influence, Pull Rank**

TYPICAL NAMES

Eugene Proctor	Wendy Stern
Oliver Bryant	Julia Kwang
Lloyd T. Darrington	Camille Kirschner

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- You come from an officer family. You need to gain promotion or an award—soon.
- You messed up in the past. Avoid taking the blame for any more mission screw-ups.
- Mistakes are deadly, so don't let anyone under your watch screw up. Make sure they understand why.

APPEARANCE

Choose from the options below or decide for yourself.

- Hair in a crew cut, or tied-back
- Serious, intense expression
- Spotless uniform
- Overworked and "strung-out"
- Stiff body posture
- Relaxed and soothing voice
- Jumpsuit with mission patch
- Impatiently taps a foot

SIGNATURE ITEM

Choose one of the following or come up with one for yourself:

- Ship's cat
- Letter of recommendation
- ICC Commercial Flight Officer license

GEAR

Choose two of the starting items below. You also get $2D6x100 in cash.

- M4A3 Service Pistol OR Rexim RXF-M5 EVA Pistol
- Samani E-Series watch OR Binoculars
- M314 motion tracker OR IRC MK.50 compression suit
- Seegson P-DAT OR IFF transponder



PILOT

The stars are the limit, and they are limitless. You aren't content to keep your feet on the ground, and on the Frontier, there's no need to. From starfighters to dropships, freighters to frigates, there's always something that needs flying—and some aerospace-stunt that only you can pull off. You aren't in this for the money, although it doesn't hurt. You're a thrill-seeker and an adrenaline junkie. Danger is the rush you live for, but stay frosty. Otherwise, the next time you find yourself dodging through an asteroid belt or seeing the ground rush up to meet you might be your last.

- **KEY ATTRIBUTE: Agility**
- **KEY SKILLS: Piloting, Ranged Combat, Comtech**
- **CAREER TALENTS: Full Throttle, Like the Back of Your Hand, Reckless**

TYPICAL NAMES

Casper Edmonton
Sven Stackman
Kiel Avari
Fiona O'Neill
Constance Navona
Igraine Turner

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- It's about pushing the limit. Taking a chance. Taking risks—so take a risk.
- You're stubborn and don't like to back down, even if your friends might get hurt.
- You're a loner, always happier when you can do a task without relying on others.

APPEARANCE

Choose from the options below or decide for yourself.

- Arrogant walk
- Steely blue eyes
- Multi-pocket flight suit
- Sunglasses
- Previous mission patches
- Deadpan expression
- Chews gum
- Skeptical look

SIGNATURE ITEM

Choose one of the following or come up with one for yourself:

- Dashboard dancer
- Pilot's logbook
- Pilot shades

GEAR

Choose two of the starting items below. You also get $D6x100 in cash.

- M4A3 service pistol OR PR-PUT uplink terminal
- Hand radio OR D6 flares
- Maintenance jack OR Seegson P-DAT
- Seegson system diagnostic device OR IRC MK.50 compression suit



ROUGHNECK

Someone has to do the manual labor on the Frontier, and that someone is you. Life has dealt you some harsh blows but you've always struck back. You've been in countless barroom brawls, you swear a lot, and belch at the dinner table. In short, people find you uncouth. You really don't care—you've grown past the need for niceties. No one works harder than you. You are up before first dawn and finish your workday long after second twilight. You are the cog that keeps the Frontier chugging. Your hands are calloused and your face is dirty, and the only thing harder than the work you do is the way you party.

- **KEY ATTRIBUTE: Strength**
- **KEY SKILLS: Heavy Machinery, Stamina, Close Combat**
- **CAREER TALENTS: Resilient, The Long Haul, True Grit**

TYPICAL NAMES

Mac Masterton	Sassy Diaz
Kip Tranter	Kat Longridge
Charlie Stead	Jayden Pace

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- You are a compulsive thrill-seeker. If there is a risk to take, you'll step up and try it.
- You once sacrificed your family for the job. Now you won't let your friends down—ever.
- Downtime matters. If you can grab a can of Aspen beer (or even Souta Dry, though only if you're desperate) and some time alone, you're happy.

APPEARANCE

Choose from the options below or decide for yourself.

- Tattoos
- Scar
- Broken nose
- Mirthless eyes
- Smirking face
- Loud laugh
- Bruised and calloused hands
- Eyes hidden behind safety goggles
- Filthy boots that clomp loudly when you walk
- Wild hair

SIGNATURE ITEM

Choose one of the following or come up with one for yourself:

- Tool belt
- Photo of partner
- Crucifix or other religious symbol

GEAR

Choose two of the starting items below. You also get $D6x100 in cash.

- Cutting torch OR Watsumi DV-303 bolt gun
- D6 doses Hydr8tion OR Maintenance jack
- Stash of hard liquor OR IRC MK.50 compression suit
- Hi-beam flashlight OR Seegson C-Series magnetic tape recorder



SCIENTIST

Every day, new pieces to the puzzle of existence are found on the Frontier. Figuring out what makes them fit together could leap humanity over nature's next hurdle, and you are one thesis away from the respect you deserve. Some find you cold and detached; they don't understand that your passion is knowledge. Whether your field is xenobiology, astrophysics, robotics, or even archaeology, there are countless treasures in space, just waiting for someone to trip over the next asteroid and run right into them. Whether or not that's you, you're still the one who understands them better than anyone.

- **KEY ATTRIBUTE: Wits**
- **KEY SKILLS: Observation, Survival, Comtech**
- **CAREER TALENTS: Analysis, Breakthrough, Inquisitive**

TYPICAL NAMES

Viggo Kowalski	Elena Sanchez
Drew Lancaster	Louise Mallory
Travis Torrence	Karima Yusef

YOUR PERSONAL AGENDA

Choose from the options below or decide for yourself.

- Your last project was stolen from you. Now you keep many of your findings secret.
- You hate authority and go out of your way to be uncooperative if possible.
- You find it hard to delegate to others, even if it means taking on extra work.

APPEARANCE

Choose from the options below or decide for yourself.

- Unkempt, untidy appearance
- Stained lab coat
- Nervous manner
- Hands constantly shoved in pockets
- Tidy, well-trimmed hair
- Thoughtful gaze
- Clears throat before speaking
- Bleary, overworked eyes

SIGNATURE ITEM

Choose one of the following or come up with one for yourself:

- Albert Einstein Award
- Unfinished scientific paper
- Blackmail letters

GEAR

Choose two of the starting items below. You also get $D6x100 in cash.

- Digital video camera OR Hand radio
- Seegson P-DAT OR Neuro visor
- Seegson System Diagnostic Device OR Personal Data Transmitter
- M314 motion tracker OR Personal medkit





SKILLS

“Hey, I feel like kind of a fifth wheel around here. Is there anything I can do?”
“I don't know, is there anything you can do?”
“Well, I can drive that loader. I have a Class-2 rating.”
“Be my guest.”

—LT. ELLEN RIPLEY AND MASTER SERGEANT AL APONE

Roleplaying is an intimate conversation. The GM sets the scene, you describe what you do, she tells you how the NPCs react, you respond, and so on—back and forth. The story grows one step at a time, and everyone lives happily ever after.

Yeah, just kidding about that last part. Not on the Frontier, you don't.

Sooner or later, the shit—just like prisoner Murphy—hits the fan. Things come to a head, a point of no return is reached, and a problem mounts that cannot just be settled by talking your way out of it.

That's when you call upon your mad skills. Just break out the dice and show Mother you know a thing or two. ■

THE 12 SKILLS

- **Heavy Machinery** (STRENGTH)
- **Stamina** (STRENGTH)
- **Close Combat** (STRENGTH)
- **Mobility** (AGILITY)
- **Ranged Combat** (AGILITY)
- **Piloting** (AGILITY)
- **Observation** (WITS)
- **Comtech** (WITS)
- **Survival** (WITS)
- **Command** (EMPATHY)
- **Manipulation** (EMPATHY)
- **Medical Aid** (EMPATHY)

ROLLING DICE

There are twelve skills in total in the game, all described later in this chapter. Three skills are connected to each of the four attributes: **STRENGTH**, **AGILITY**, **WITS**, and **EMPATHY**. Skills are measured in skill levels, from 0 to 5.

As mentioned in Chapter 1, two types of six-sided dice are used in this game, each available for purchase separately: Base Dice and Stress Dice. You can play this game with any normal six-sided dice, but it helps if you have them in two different colors to tell Base Dice and Stress Dice apart.

ROLLS WITHOUT SKILL: If you don't have the skill required for the particular action you want to perform, you can roll anyway—simply roll a number of Base Dice equal to your attribute as well as any Stress Dice.

MEAN SUCCESS

When you use a skill, first describe what your character does or says. Then, add your skill level to your score in the attribute connected to the skill, and grab that many Base Dice. If you have Stress Dice (below), add these to the dice pool as well.

Then just roll all the dice together. For your action to succeed, you must roll at least one symbol (a six)—if not, your action fails. If you roll more than one , you can perform stunts (listed under each skill description).

THE SYMBOL: On the Stress Dice, the 1 is replaced by the symbol. If you roll one or more you risk panicking. Read more on page 103.

GEAR

Gear can give you extra Base Dice to roll, but not always; sometimes a specific piece of gear is needed just to perform the action.

EXAMPLE

Lisa's character Jeffries, the navigator, is making her way back to the habitat on the USCSS Miranda. She's sure something is following her and she just needs to hide in her room until this all blows over. Unfortunately, the GM describes a section of ceiling paneling blocking her path to the habitat, and says a STAMINA roll is required to move the fallen metal aside. Jeffries has a STRENGTH of 3 but no skill level in STAMINA. She can roll just her STRENGTH in Base Dice to try to push her way past the debris to safety. ■

THE ART OF FAILURE

If you don't roll any  , something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of the GM. She might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way forward—perhaps at the cost of time, risk, or UA dollars, but still a way. The GM has the final say on the consequences of failure in any particular situation.

You have one last chance if you really want to succeed—you can *push* the roll.

CHANCE OF SUCCESS

When you roll a lot of dice, it can be hard to predict the chance of success. The table below shows the chance of success when rolling with 1–10 dice. The third column shows the chance of success if you push the roll (including the added Stress Die from pushing—see page 61).

NUMBER OF DICE	CHANCE OF SUCCESS	PUSHED ROLL
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%



DESCRIBE YOUR ACTION

You create a story together in the ALIEN role-playing game. A dice roll is a dramatic high point. First you describe what you are trying to achieve, so that everyone knows what is at stake. Then you roll your dice. Interpret the result and describe what happens. Describe what you do, what you say, or what you are thinking. If you push your roll, describe how. Do it yourself, don't wait for the GM—the GM should only stop you if you go beyond the results you have rolled.

PUSHING YOUR ROLL

If you are desperate to succeed with a dice roll, you can choose to push the roll. This means that you grab all the dice that didn't show and roll them again. You get a new chance to roll .

Usually, you would only push a roll if you failed it, although you can push your roll even if you rolled first, to get more to increase the effect of an attack, for example. Pushing a roll is not without risk, as it increases your **STRESS LEVEL**; more on that below.

ONLY ONCE: You can only push your roll once. If you don't succeed on your second try, you just have to deal with the consequences. Some talents can allow you to push certain rolls a second time, however.

STRESS LEVEL

Pushing yourself builds tension to a point where you risk going into wild panic or a violent outburst. When you push a roll, your **STRESS LEVEL** immediately increases by one point. Mark this down on your character sheet before you re-roll your dice.

When making skill rolls—including the immediate re-roll when pushing—add a number of Stress Dice to your dice pool equal to your current **STRESS LEVEL**. This means the stress actually increases your chances to succeed at skill rolls—it makes you more sharp and alert. However, if you roll a symbol on one or more Stress Dice during a skill roll, you risk panic.

PANIC

Pushing dice rolls is a little like playing blackjack—it increases your chances of success, but if you push too hard, you suffer the consequences. In the ALIEN roleplaying game, these consequences are triggering panic and losing control of your character.

When you roll Stress Dice in a skill roll and one or more symbols come up, you cannot push the roll—instead, you must immediately make a Panic Roll (see page 104). A Panic Roll can cause your skill roll to fail no matter how many you rolled.

Besides pushing skill rolls, other stressful or dangerous events can increase your **STRESS LEVEL** as well as trigger Panic Rolls.

AMMO: If your action is firing a weapon with a limited magazine, rolling one or more means that you empty the magazine in addition to making a Panic Roll. Read more about ammunition on page 96.

DON'T ROLL TOO OFTEN

In the ALIEN roleplaying game, a dice roll is a dramatic moment. Pushing rolls increases stress and can trigger panic in your character. Rolling dice too often can cause the stress mechanic (see page 103) to spiral out of control too quickly. With that in mind, never roll dice unless it is absolutely necessary. Save the dice for dramatic situations or tough challenges. In any other situation, the GM should simply allow you to perform whatever action you wish.

EXAMPLE

Dina's character Nat is trying to repair the engines of the Miranda. Nat is already on edge, with a STRESS LEVEL of 2 from discovering the corpse of her fellow crew member Reed. The GM says that the repairs require a HEAVY MACHINERY roll. Nat's STRENGTH is 5 and her skill level is 3, so she picks up 8 Base Dice. She adds 2 Stress Dice because of her current STRESS LEVEL. Despite rolling 10 dice, none of them come up with a symbol. Fortunately, neither of the two Stress Dice show , so she can push the roll. This increases her STRESS LEVEL to 3, so she rolls 8 Base Dice and 3 Stress Dice. This time two of her Base Dice come up with the symbol, which is more than enough for a success, and none of the Stress Dice show . She made it. This time. ■

STORY POINTS

In a Cinematic scenario, you can spend a Story Point to get one automatic in a dice roll. You can spend the Story Point after a failed roll, or even after a successful roll in order to get an extra . You gain Story Points by following your Personal Agenda (see page 31). You can never have more than three Story Points, however.

NPCS AND PUSHING

As a general rule, NPCs never push rolls and they don't have a STRESS LEVEL. Instead, the GM determines when NPCs panic.

ONLY ONE CHANCE

As a rule, you only have one chance to succeed with any action. Once you have rolled the dice—and pushed the roll—you can't roll again to achieve the same goal. You need to try something different or wait until the circumstances have changed in a substantial way. Or let another player character try. This rule does not apply to combat, where you can attack the same enemy over and over until it is dead on the floor.

GROUP ROLLS

When you face a challenge together with the other PCs, don't roll dice separately. Instead, you choose who among you is best suited to take on this challenge. The others may help them (see next page) if it's relevant to the situation. If the roll fails, it counts as a failure for all of you—you are not allowed to try one time each.

This rule does not apply in combat, where each PC is free to attack any enemy they like.

MODIFICATION

Sometimes, external factors help you to succeed. This gives you extra Base Dice to roll. Other times, something hampers your action. This gives you fewer Base Dice to roll than normal. This is called a *modification*. Modification +1 means you roll one extra Base Die, +2 means you roll two extra Base Dice, and so on. Modification –1 means you roll one Base Die fewer than normal, –2 means two fewer, and so on.

Several modifications can apply to the same roll, simply add them together. A modification of +2 and one of –1 add up to +1. If you don't have enough Base Dice to remove after a modification, remove Stress Dice. If you end up with no dice at all, you have no chance to succeed at this action—time to rethink your strategy!

You can get modifications in several different ways:

- Gear (see Chapter 5)
- The difficulty of the action itself
- Help from others

NPCS AND SKILLS

Non-player characters use skills in the same way as player characters, with the one major difference being that NPCs never push rolls. The GM rolls dice for NPCs, but should only roll for actions that affect a PC directly—for example, if the NPC is attacking a player character or is attempting to save them. When an NPC performs an action that does not directly affect a PC, the GM can simply decide what happens, without rolling dice.

DIFFICULTY

Normally, the GM doesn't assess how difficult an action is. You only roll dice in challenging situations—period. But sometimes, the GM might want to underscore that external factors either help or hinder an action. Use the table to the right for guidance.

There are also cases when modifications are imposed by the rules, like when you aim carefully with a ranged weapon (see page 94), shoot at long distance, or if you're in a bad bargaining position when you attempt to use **MANIPULATION** on someone. Some talents can also give you a positive modification in certain situations.

DIFFICULTY

DIFFICULTY	MODIFICATION
Trivial	+3
Simple	+2
Easy	+1
Average	0
Demanding	–1
Hard	–2
Formidable	–3

HELP FROM OTHERS

Other PCs or NPCs can help you succeed at a skill roll. This must be declared right away, before you roll your dice. It must also make sense in the story—the individual helping you must have the capacity to support your action. The GM has the final say.

For each person helping you, you get a +1 modification. No more than three people can help you with a single roll, meaning your maximum modification from assistance is +3.

In combat, helping counts as the same type of action as the one you are supporting (fast or slow, see page 87).

NPCs can help each other in the same way as player characters. Letting NPCs act in groups instead of individually is often an easy way to manage large numbers of NPCs in conflicts.

EXAMPLE

Gina's playing Charlize, the captain of the USCSS Miranda, and she's sent the crew out into the ship to search for missing corporate liaison Torres. First Reed turns up with his chest torn open like something burst out of it, then Nguyen loses his shit and voids himself out of an airlock. Charlize has the medic Hayes with her to look for the remaining Company handler, so the GM says that Hayes can act as a helper for the OBSERVATION roll needed to sort out the confusing signal mess on the tracker. Charlize has WITS 4 and OBSERVATION 2, so that's 6 Base Dice, and the Tracker gives her 1 bonus die. She gets a +1 modification from Hayes helping out as well, for a total of 8 Base Dice. ■

OPPOSED ROLLS

Sometimes rolling a ⌖ isn't enough to succeed with your skill roll. In some cases, you have to beat your foe in an *opposed roll*. To win an opposed roll, you have to roll successfully and roll more ⌖ than your adversary. Every ⌖ your adversary rolls eliminates one of your ⌖. Only you (the attacker) can push your roll.

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed rolls are common when you **MANIPULATE** or use **MOBILITY** to sneak, and when someone uses those skills against you. The GM can also use opposed rolls when she deems it appropriate, like rolling **STAMINA** vs. **STAMINA** to determine the outcome of an arm wrestle. ■

EXAMPLE

Captain Charlize is attempting to bypass Mother's antagonistic actions by accessing her core in the mainframe. The GM says this is an opposed roll against Mother's impressive 8 Base Dice (representing the AI's protocols). Charlize has no COMTECH skill, so she's just rolling 4 Base Dice from her WITS. The roll comes up with two ⌖ symbols, but the GM rolls for Mother and gets two ⌖ symbols as well. Mother's ⌖ cancel out Charlize's, which spells trouble for the Captain. ■

THE SKILLS

HEAVY MACHINERY (STRENGTH)

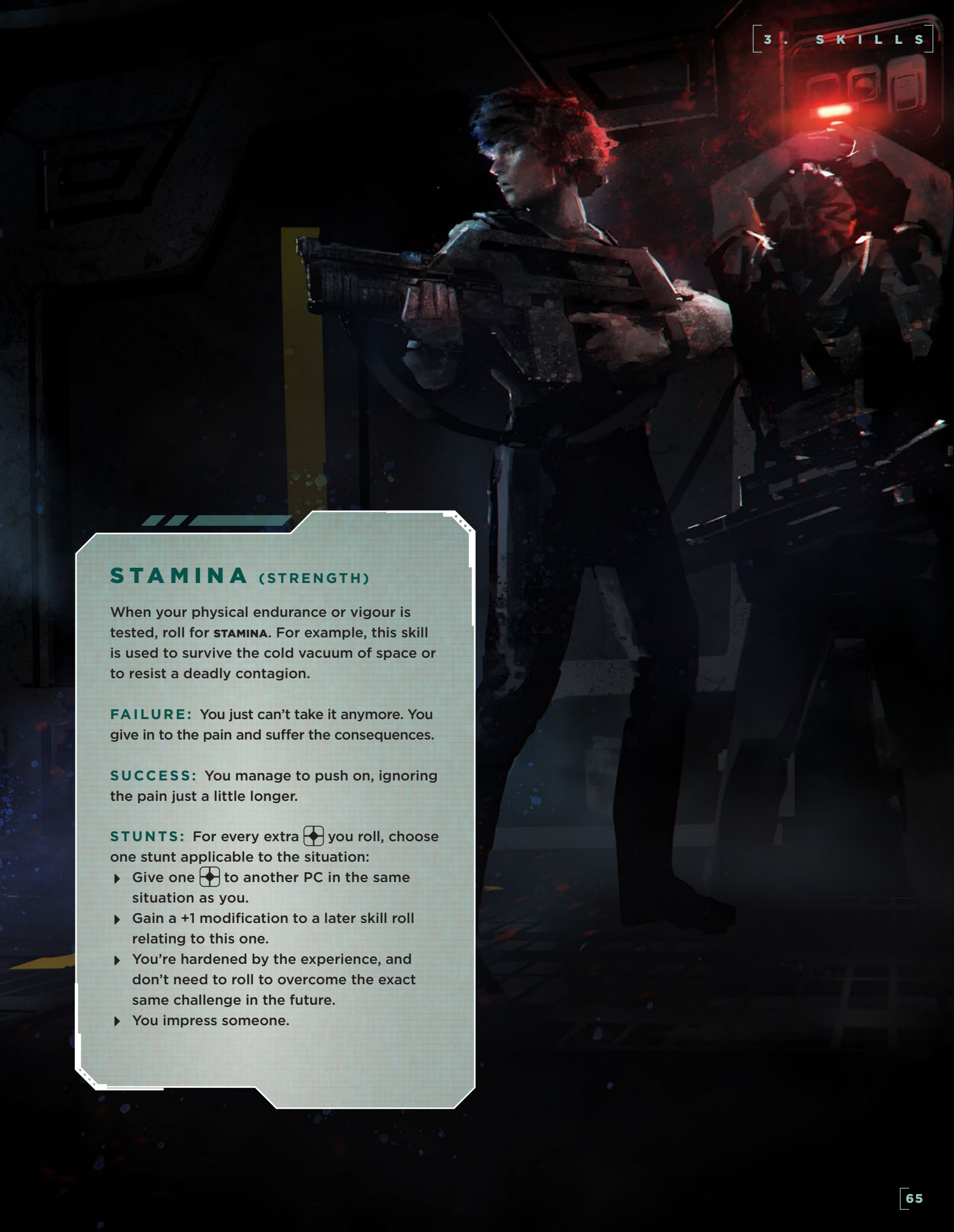
Hard work is part of life for any roughneck on the Frontier, but at least you have powerful machines to help you. Roll for this skill when you attempt to use, repair, jury-rig or break any kind of heavy machinery.

FAILURE: The blasted thing just won't do what you want. And what if the noise you made attracted unwanted company?

SUCCESS: With a groan, the machine bends to your will.

STUNTS: For each extra ⌖ rolled beyond the first, choose one stunt applicable to the situation:

- Gain a +1 modification to a later skill roll relating to this one.
- You got this. You don't need to roll to overcome the exact same challenge in the future.
- You do it quickly, in half the time it would normally take.
- You break it permanently.
- You act quietly.
- You show off.



STAMINA (STRENGTH)

When your physical endurance or vigour is tested, roll for **STAMINA**. For example, this skill is used to survive the cold vacuum of space or to resist a deadly contagion.

FAILURE: You just can't take it anymore. You give in to the pain and suffer the consequences.

SUCCESS: You manage to push on, ignoring the pain just a little longer.

STUNTS: For every extra ⌖ you roll, choose one stunt applicable to the situation:

- Give one ⌖ to another PC in the same situation as you.
- Gain a +1 modification to a later skill roll relating to this one.
- You're hardened by the experience, and don't need to roll to overcome the exact same challenge in the future.
- You impress someone.

CLOSE COMBAT (STRENGTH)

The world of ALIEN is a brutal place. Sometimes, you have no choice but to fight for your life, toe-to-toe with the enemy. Roll for this skill when you attack someone in close combat. Read more about close combat and damage in Chapter 4.

FAILURE: You stumble and miss. Now it's your opponent's turn...

SUCCESS: You hit, and inflict damage equal to the weapon's Damage rating on your opponent (see page 118).

STUNTS: For every extra ⌖ you roll, choose one of these stunts:

- You inflict one more point of damage. You can choose this stunt multiple times, if you roll several ⌖.
- You outmaneuver your enemy and can trade initiative scores (see page 87) with them, taking effect next turn. You can't go back to your earlier initiative.
- You knock or pull a weapon or other object from your opponent. You choose which. During combat, picking up a dropped object counts as a fast action (see page 87).
- Your opponent is knocked to the ground.
- You hold your opponent in a grapple. They need to win an opposed **CLOSE COMBAT** roll against you to break free, and can't perform any other action until they have done so, or until you are Broken or let them go. This effect only works on humans and synthetics.

WEAPONS: In close combat you can use weapons such as clubs, knives, or power drills. Read more on page 127.

BLOCKING: When someone attacks you in close combat, you can try to block the attack. Read more on page 92.

MOBILITY (AGILITY)

When the heat is on and you are trying to dodge the jaws of death, you need to keep a cool head and move quickly and silently. Roll for **MOBILITY** when you want to get out of a hazardous situation—be it a risky climb, a dangerous jump, or sneaking past a lurking enemy. When **MOBILITY** is used for stealth, make an opposed roll against your opponent's **OBSERVATION**. This skill also has specific uses in stealth mode and combat, see Chapter 4.

FAILURE: Despite your best efforts, you fail and must suffer the consequences.

SUCCESS: You survive the sticky situation.

STUNTS: For every extra ⌖ you roll, choose one stunt applicable to the situation:

- Give one ⌖ to another PC in the same situation as you.
- Gain a +1 modification to a later skill roll relating to this one.
- You impress someone.

PILOTING (AGILITY)

Be it a dropship, a starfreighter or a battle frigate, you're the one to fly it. Roll for **PILOTING** when you attempt any difficult and dangerous maneuver at the helm of any type of spacecraft. The skill can also be used to drive ground vehicles.

FAILURE: You're coming in too hot, and you crash and burn.

SUCCESS: You pull off the maneuver by the skin of your teeth.

STUNTS: For every extra ⌖ you roll, choose one stunt applicable to the situation:

- Gain a +1 modification to a later skill roll relating to this one.
- You show off.

GROUP STEALTH

When you and other characters in a group sneak side by side, don't make individual MOBILITY rolls to stay undetected. Instead, only the PC with the lowest skill level rolls, and the result applies to the whole group.

RANGED COMBAT (AGILITY)

If you have a gun, you can take down your enemy from a distance without getting your hands bloody. Use the **RANGED COMBAT** skill to fire all types of ranged weapons. Read more about ranged combat in Chapter 4.

FAILURE: The shot misses your target. Maybe it hits something else? And the sound of gunfire could attract unwelcome attention...

SUCCESS: You hit, and inflict damage equal to the weapon's Damage rating to your opponent (see page 118).

STUNTS: For every extra ⌖ you roll, choose one of these stunts:

- You inflict one more point of damage. You can choose this stunt multiple times, if you roll several ⌖.
- You pin down your enemy. They need to make an immediate Panic Roll.
- You position yourself and get to exchange your initiative score (see page 87) with your enemy, taking effect next turn. You can't go back to your earlier initiative.
- Your target drops a weapon or another hand-held object. You choose which.
- Your opponent falls to the ground or is pushed back, for example through an airlock.

TAKING COVER: When bullets start flying, it's often a good idea to seek cover behind something sturdy. Read more on page 86.

OBSERVATION (WITS)

In the world of ALIEN, you need to be on your guard at all times, or you won't live long. You use your **OBSERVATION** skill to spot someone sneaking (opposed roll, see **MOBILITY**). You can also use the skill when you spot an unknown threat of some kind, to learn more about it.

FAILURE: You can't really make out what it is, or you mistake it for something else (the GM feeds you false information).

SUCCESS: You are able to make out what it is, and whether or not it looks like a threat. The exact information you get is up to the GM.

STUNTS: For every extra ✦ you roll, you get to know the answer to one of these questions:

- Is it coming for me?
- Are there more of them close by?
- How do I get in/past/away?

GROUP OBSERVATION

When you and the other PCs scout at the same time, you do not roll separately. Instead, only one PC rolls, and that result applies to the whole group. Who makes the roll is up to you.



COMTECH (WITS)

Programming androids, mainframes, and other types of advanced technology requires specialist knowledge. Roll for **COMTECH** for any challenging attempt to program, repair, decrypt or otherwise manipulate any type of computer or communications technology.

FAILURE: No matter what algorithm you try, it just won't work. And what if you inadvertently triggered the alarm?

SUCCESS: The code is like music, and you play it beautifully.

STUNTS: For each extra rolled beyond the first, choose one stunt applicable to the situation:

- Gain a +1 modification to a later skill roll relating to this one.
- You don't need to roll to overcome the exact same challenge in the future.
- You do it quickly, in half the time it would normally take.
- You get new or unexpected information (GM's choice).
- You hide your tracks.
- You show off.

SURVIVAL (WITS)

Terraforming can make the atmosphere on alien worlds (passably) breathable, but it will rarely make them earthlike. You might be able to breathe without a pressure suit on such worlds, though you can also expect to struggle against extreme heat and cold, sandstorms, acid rain, and other extreme weather. Roll for **SURVIVAL** when you're in a hazardous planetside environment of some kind and need to figure out a way to stay alive.

FAILURE: You find no safe haven. Unless someone comes to your rescue, you're on borrowed time.

SUCCESS: You find a safe haven to weather the storm.

STUNTS: For every extra you roll, choose one stunt applicable to the situation:

- Give one to another PC in the same trouble as you.
- Gain a +1 modification to a later skill roll relating to this one.
- You impress someone.

MANIPULATE A GROUP

When you want to manipulate a whole group, you usually address the group's leader or spokesperson. Note that you get a –1 modification to your roll if your opponent has more people on their side. If you reach an agreement with the leader, the rest of the group usually follows. If there is no given leader it's harder—every single opponent acts individually.

MANIPULATION (EMPATHY)

Alien life forms may gut you without remorse, but the most truly dangerous beings in the ALIEN universe are corporate agents and other schemers who use lies, threats, or subtle persuasion to get what they want.

To make another person see things your way, make an opposed roll for **MANIPULATION** (it takes a liar to spot a liar). Your chances are affected by your negotiating position (see the boxed text on the next page).

FAILURE: Your adversary won't listen and won't do what you want. They might start to dislike you, or even attack you if provoked.

SUCCESS: If you succeed, your adversary must either do what you want or immediately attack you physically. Even if your adversary chooses to do what you want, they can still demand something in return. The GM decides what that entails, but it should be reasonable enough for you to be able to meet those demands. It is up to you to accept the agreement or not.

STUNTS: For each you roll in excess of what you need to win the opposed roll, you can choose one of these stunts:

- Your opponent does what you want without demanding a favor in return.
- Your opponent does more than you ask for, for example giving you some useful piece of information. Details are up to the GM.
- Your opponent is impressed by you and will try to help you later on in some way. Details are up to the GM.

BEING MANIPULATED: NPCs and other PCs can use **MANIPULATION** on you. If their roll succeeds, you must attack or offer a deal of some kind. Then it is up to the GM (or the other player) whether your adversary accepts or not.

NEGOTIATING POSITION

Your chances of using MANIPULATION on someone successfully are affected by your negotiating position, which is determined by the GM. Each of the following factors gives your roll a +1 modification:

- **You have more people on your side.**
- **What you ask for doesn't cost your opponent anything.**
- **Your opponent has suffered damage.**
- **You have helped your opponent previously.**
- **You present your case very well (determined by the GM).**

Each of the following factors modifies your roll by –1:

- **Your opponent has more people on their side.**
- **You ask for something valuable or dangerous.**
- **Your opponent has nothing to gain by helping you.**
- **You are having trouble understanding each other.**
- **You are talking via radio or shouting at a distance.**

MEDICAL AID

(EMPATHY)

In the world of ALIEN, there is a significant risk that you or the other characters will be injured, sooner or later. This is when the **MEDICAL AID** skill is useful. It can be used in two different ways:

RECOVERY: A person whose Health has dropped to zero is Broken. If you apply your **MEDICAL AID** skills to them and your roll succeeds, they get back on their feet and immediately recover a number of Health points equal to the number of ✠ you rolled. Read more about damage in Chapter 4.

SAVE A LIFE: The most critical use of **MEDICAL AID** is saving the life of a fallen character who has suffered a critical injury. A failed roll at this point could mean the end for your patient, so be careful! Read more about critical injuries on page 99.

COMMAND (EMPATHY)

If you are to survive the horrors of space, you'll need a good leader—or you must become one yourself. You can use your **COMMAND** skill in two ways:

STOP PANIC: When another character makes a Panic Roll and loses control, you can make a **COMMAND** roll to return them to their senses. See page 104.

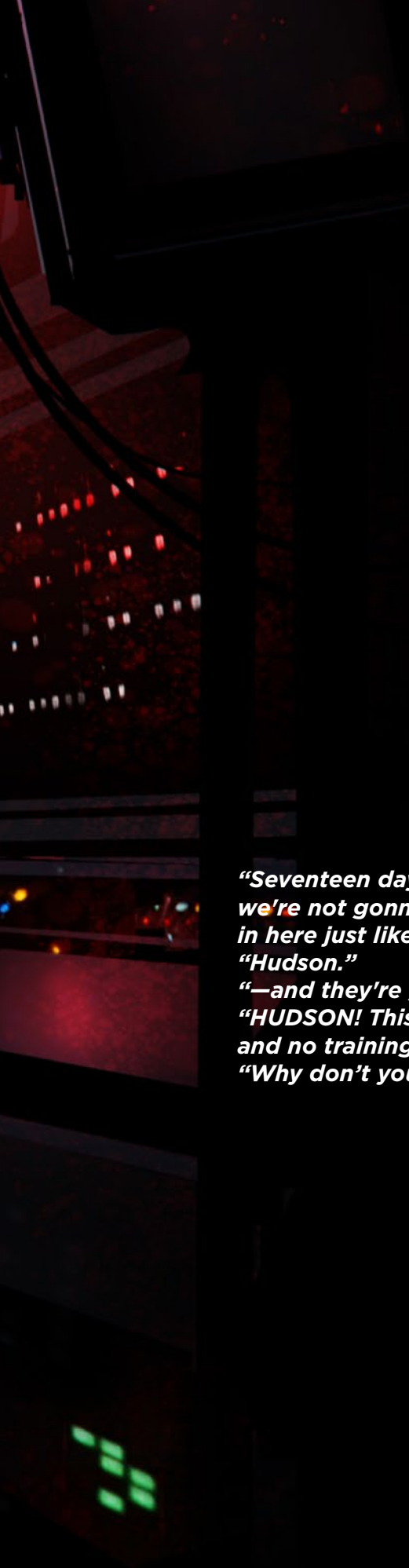
GIVE ORDERS: In combat, as a slow action you can bark orders to another character. They must be able to hear you, even if via a comm radio. Roll **COMMAND**. For every ✠ you roll, they get a +1 modification to their roll when carrying out the order you gave.

OFFICERS: PCs with the Officer career and the Pull Rank talent can use **COMMAND** to order other characters (PCs and NPCs) to do as they say. ■

NOT MIND CONTROL

When you use MANIPULATION on someone, you don't take control of their mind. What you are trying to convince your adversary to do must be somewhat reasonable, otherwise the GM can disallow it.





TALENTS

“Seventeen days? Hey man, I don't wanna rain on your parade but we're not gonna last seventeen hours! Those things are gonna come in here just like they did before! And they're gonna come in here—
“Hudson.”
“—and they're gonna come in here—AND THEY'RE GONNA KILL US!”
“HUDSON! This little girl survived longer than that with no weapons and no training. Right?”
“Why don’t you put her in charge?”

—HUDSON AND RIPLEY

To survive and thrive in the cold dark of space you need to find your own niche, something you and no one else can do. Such special abilities are called talents. Talents can affect how you use skills or how you recover from damage or stress, or even let you do things that are quite simply impossible for others. As opposed to skills, talents are not rated—you either have them or you don't.

There are two distinct types of talents—career talents and general talents. Career talents can only be learned by characters with a specific career. General talents can be learned by anyone. When you create a character for Campaign play, you get to choose one career talent. You can learn new talents during play (see page 36).

COLONIAL MARINE TALENTS

BANTER: Between fights, you release the tension in your team with some friendly banter. Your **STRESS LEVEL**, and the **STRESS LEVEL** of everyone in **SHORT** range of you, drops two steps (instead of one) for every Turn spent in a safe place (see page 104). Having several Marines with this talent doesn't increase the effect.

OVERKILL: You don't run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy. You can trigger the Overkill effect when you make a Panic Roll—see page 104.

PAST THE LIMIT: When the going gets tough, the tough get going, and you're the toughest badass around. You can push any skill roll based on **STRENGTH** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

COLONIAL MARSHAL TALENTS

AUTHORITY: By invoking your authority as a colonial marshal, you can use your **COMMAND** skill instead of **MANIPULATION** to get someone to bend to your will.

INVESTIGATOR: You see what others miss, and are skilled at noticing small details and making sense of them. When you spend a Turn in a room or similar location, you can roll for **OBSERVATION**. Only one attempt is allowed. For each  you roll, you may ask the GM one of the following questions. The GM must answer truthfully, but she is allowed to give vague or incomplete information.

- What happened here?
- Is there anything hidden here, and if so, where?
- Are there any details here that are out of place, something that's out of the ordinary?

SUBDUE: You're skilled at subduing an opponent without harming them. When you attack a humanoid opponent in close combat, you can declare that you are trying to subdue them. You then get a +2 modification to the attack, but if it hits, you don't inflict any damage. Instead, you hold your opponent in a grapple. Extra  rolled have no effect.

COMPANY AGENT TALENTS

CUNNING: If the company has taught you anything, it's to always be on the lookout for anything that can give you an edge. You can push any skill roll based on **WITS** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

PERSONAL SAFETY: The interests of the company always come first, no matter what. And you represent the company. That means your own safety is paramount—other crew members are expendable. If you are attacked or otherwise end up in fatal danger, and if another PC or friendly NPC is within **SHORT** range (the same zone), you can make a **MANIPULATION** roll (straight roll, not opposed, and does not count as an action). If you succeed, you see the threat coming and find a clever way to make the other character suffer the attack or hazard instead of you. Using this talent increases your **STRESS LEVEL** by one.

TAKE CONTROL: You know how to make people do what you want, and you don't feel bad about doing it. You can roll for **MANIPULATION** using **WITS** instead of **EMPATHY**.

KID TALENTS

BENEATH NOTICE: No matter what horrible situations you end up in, you always seem to make it out unscathed, probably because no one ever pays much attention to you. When you roll for a critical injury on yourself, you get to re-roll the dice and choose the result that you prefer.

DODGE: When attacked in close combat, you can dodge. This works like blocking (see page 92), but you roll using **MOBILITY** instead of **CLOSE COMBAT** and you can only use it to reduce damage (not counterattack or disarm). You can even dodge a creature's signature attack (see Chapter 11).

NIMBLE: Fun and games? Maybe to others, but you know the truth. All that "play" has kept your reflexes sharp. You can push any skill roll based on **AGILITY** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

MEDIC TALENTS

CALMING PRESENCE: People find themselves relaxing whenever you are around. Once per Turn, you may reduce the **STRESS LEVEL** of another character within **SHORT** range by one, in addition to the normal stress recovery (see page 104). In order to use this talent, you and any character that hopes to benefit from your calming presence must be in a relatively safe place. You cannot use this talent on yourself.

COMPASSION: This isn't just a job for you. You truly care about the people under your care. You can push any skill roll based on **EMPATHY** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

FIELD SURGEON: You know the delicate art of stopping a wound from bleeding or treating grave injuries. You get a +2 modification to **MEDICAL AID** when treating someone who is about to die from a critical injury (see page 99).

OFFICER TALENTS

FIELD COMMANDER: You can use **COMMAND** to give orders in combat (see page 71) as a fast action instead of a slow action. This in effect means you can give orders twice in the same Round.

INFLUENCE: With rank comes certain privileges—being obeyed is one of them. You can push any skill roll based on **EMPATHY** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

PULL RANK: You can use your **COMMAND** skill to order other non-officer PCs and NPCs around, as long as they belong to the same organization as you. To force someone to follow your orders and perform a specific action, roll **COMMAND** against the target's **MANIPULATION**. If successful, the target must follow your order, even if it means harm or danger to themselves. Your **STRESS LEVEL** increases by one each time you do this. Note also that each roll only covers one specific action. You cannot stop actions triggered by Panic Rolls using this talent.

PILOT TALENTS

FULL THROTTLE: You like to go fast. Really fast. When piloting a spacecraft, you get a +2 modification to **PILOTING** rolls for any Accelerate or Decelerate actions.

LIKE THE BACK OF YOUR HAND: This vehicle is yours, and you know every bolt and cable, nook and cranny. Choose one vehicle or spacecraft (not one type, but a single, specific craft). You get a +2 modification to **PILOTING** with the chosen vehicle. You can choose this talent several times, once for each vehicle.

RECKLESS: You live for the rush of adrenaline through your veins, pushing harder than others dare. You can push any skill roll based on **AGILITY** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

ROUGHNECK TALENTS

RESILIENT: Only the hardiest folk survive out here. Roll for **STRENGTH** (attribute only, no skill) any time you suffer damage. You can't push the roll, which does not count as an action. For every  you roll, one point of damage is eliminated. If all damage is eliminated, you suffer none at all.

THE LONG HAUL: You've seen it and done it all before. Nothing surprises you anymore. Once per Act in Cinematic play and once per game session in Campaign play, you may ignore all  from a single roll.

TRUE GRIT: Life on the Frontier is a constant struggle. Luckily, you have what it takes to overcome anything that comes your way. You can push any skill roll based on **STRENGTH** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.



SCIENTIST TALENTS

ANALYSIS: You can roll for **OBSERVATION** to gain insight regarding strange and alien artifacts or creatures that you encounter and get a chance to study for at least one Turn. For every ✦ you roll, you get to ask the GM one of the questions below.

- Is it human or alien?
- Is it dead or alive?
- How old is it?
- What is its purpose?
- How does it work?
- What problems could it cause?

The GM must answer truthfully, but is allowed to give vague or incomplete answers in order to avoid spoiling the scenario.

A successful Analyze roll also reduces the **STRESS LEVEL** of all other PCs within **SHORT** range by one, while a failed roll increases other PCs' stress levels by one

BREAKTHROUGH: You've done it! Once per game session, you automatically pass an **OBSERVATION** roll of your choice, without needing to make the roll. In order to avoid spoiling the scenario, the GM has final say on whether or not this talent can be used for a particular roll.

INQUISITIVE: You are always seeking to expand the boundaries of your knowledge. You can push any skill roll based on **WITS** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

GENERAL TALENTS

BODYGUARD: If someone within **SHORT** range of you is hit by an attack, you can dive in to take the hit. Roll for **MOBILITY**. It doesn't count as an action in combat. If you roll one or more ✠, you take the hit instead. You can push the roll.

CALM BREATHER: When making a supply roll for air, you get to roll two dice fewer than your Supply Level, to a minimum of one die.

COUNSELOR: Once per Turn, you can use the **COMMAND** skill to reduce the **STRESS LEVEL** of another character within **SHORT** range. For each ✠ you roll, their **STRESS LEVEL** is reduced by one extra step (in addition to the default one step, see page 104). You cannot use this talent on yourself.

EVA SPECIALIST: You get +2 to **HEAVY MACHINERY** and **COMTECH** rolls when spacewalking.

FAST REFLEXES: You can draw two initiative cards instead of one during the initiative draw (see page 87). Choose the one you want to use, and shuffle the other one back into the deck before others draw their cards.

FLYWEIGHT: When you block in close combat, you can use **AGILITY** instead of **STRENGTH**.

HARD HITTER: You get a +2 modification to **CLOSE COMBAT** if you sacrifice your fast action.

HEALER: You are very resilient and recover quickly from injuries. The healing time of critical injuries (see page 101) is halved for you.

HIDDEN STASH: You begin each session with an extra item of your choice, hidden on your person or stowed somewhere safe. The item must be something you could reasonably have. The GM has final say about what items are available to you. If the GM allows it, you may wait until a dramatic moment during the session to choose what type of item you are hiding.

HOTHEAD: You don't like being told what to do. You get a +2 modification to opposed rolls for **MANIPULATION** whenever someone tries to give you orders. This talent can also be used to resist the Officer's career talent Pull Rank.

LIGHT EATER: When making a supply roll for food, you get to roll two dice fewer than your Supply Level, to a minimum of one die.

LIGHT SLEEPER: You can get by on less sleep than most. You only need to sleep for one Shift every two days, instead of one shift every day.

KILLER: You know where to strike to make your enemy fall and not get up. Ever. When your enemy sustains a critical injury (see page 99) you may switch the D66 roll so that the ones die becomes the tens die and vice versa. This talent can only be used on humans.

MACHINEGUNNER: Firing full auto is the only way to get the job done, in your opinion. When firing on fully automatic, your **STRESS LEVEL** does not increase.

MENACING: You have a scary physical presence that makes it easy to intimidate people. You can roll for **MANIPULATION** using **STRENGTH** instead of **EMPATHY** when you threaten someone to make them do what you want. If you succeed, your opponent cannot demand anything in return from you. They can still choose to attack you instead of giving in.

MERCILESS: You can perform a coup de grace (see page 99) without rolling for **EMPATHY**. Also, your **STRESS LEVEL** is decreased one step each time you cause an enemy to be Broken.

NERVES OF STEEL: You keep a cool head in all situations, and thus get a –2 modification to all Panic Rolls (see page 104).

PACK MULE: You can carry twice as many objects as normal without being encumbered.

QUICK DRAW: You can draw your weapon so quickly it doesn't cost you an action.

RAPID FIRE: You can fire a pistol or rifle (see Chapter 6) as a fast action instead of a slow action, at the cost of a −2 modification.

RAPID RELOAD: You can reload a weapon as a fast action instead of a slow action.

SECOND WIND: When you are Broken, you can get back on your feet immediately, without anyone giving you first aid (see page 98). Roll for **STAMINA**. For every ✦ you roll, you get one Health point back and can keep fighting a little while longer. This talent can only be used once per Turn, and has no effect against critical injuries.

SPACESHIP COMMANDER: In the role as a captain of a spaceship during space combat (see Chapter 7), you can draw two initiative cards instead of one during the initiative draw. Choose the one you want to use.

SPACESHIP MECHANIC: You get a +2 modification when you use **HEAVY MACHINERY** or **COMTECH** to repair damage to a spacecraft (see Chapter 7).

SPACESHIP GUNNER: As a gunner on a spaceship during combat (see Chapter 7), you get a +2 modification to your **RANGED COMBAT** rolls.

STEALTHY: You get a +2 modification to **MOBILITY** when using the skill to move undetected (see page 85).

STOIC: You can roll for **STAMINA** using **WITS** instead of **STRENGTH**.

TOUGH: You are used to taking a beating. You increase your Health by +2, i.e. your maximum number is equal to your **STRENGTH** plus 2.

WATCHFUL: The hairs on the back of your neck stand up when enemies lurk nearby. You get a +2 modification to **OBSERVATION** when trying to spot a sneak attack.

WEAPON SPECIALIST: You're an expert at using a specific weapon model—choose one from the weapon lists in Chapter 6. When you use this weapon, you get a +2 modification. You can choose this talent several times, once per weapon type. You can be a specialist at fighting unarmed.

ZERO-G TRAINING: Your sense of balance is well adapted to an environment without gravity. You get +2 to **MOBILITY** rolls in zero-G.





COMBAT & PANIC

"You're all gonna die. Only question is how you check out.
Do you want it on your feet—or on your fuckin' knees... begging?"

—DILLON

Fight or flight? That's the big question, now, isn't it?

You may feel invincible tucked away behind your cozy character sheet, but your PC is out there on the line—and they are damn well mortal. Remember back in Chapter 2 when we told you not to get your character killed? Consider this your second warning.

Often, it's a better bet to run away and fight another day—assuming you're fast enough to escape whatever thing is nipping at your heels. Often, its best to just meld into the shadows and be all quiet-like. Before releasing the safety on your pulse rifle, always ask yourself—is it worth it?

Sometimes you have no choice. Sometimes that alien thing you thought was right behind you is already waiting for you in that dark corner you thought was safe.

Just coming face-to-face with an alien monstrosity can turn your mind to jelly. You may only have a split second before the beast dismembers you and crushes your skull.

And alien species aren't the only danger.

People on the Frontier are jerks. Sometimes, someone just sticks a gun in your face. When backed against a wall, you damn well better fight. When someone or something comes for you, you need to be able to defend yourself.

Here's how. ■

TIME & SPACE

MAPS & ZONES

A conflict in the ALIEN roleplaying game is typically played out using a map of the starship, colony, or whatever location your characters happen to find themselves fighting for their lives in.

The map is divided into *zones*. A zone is typically a room, a corridor, or an area of ground. How big a zone is varies—from a few steps across up to about 25 meters. A zone is generally smaller in a cramped environment than in open terrain. In official scenarios and other material for this game, zones are usually indicated on a location map. In random encounters created on the fly, the GM can make a quick sketch of the area or simply describe it.

PLAYING WITHOUT MAPS

Although maps can be useful, you can always choose not to use them and let certain conflicts play out only in the "theater of the mind." This can be a good solution in close quarters conflicts between a small number of combatants.

BORDERS & LINE OF SIGHT

The border between two adjacent zones can be open or blocked (by a wall or bulkhead). A blocked border can have a door or a hatch, as indicated by the map, allowing movement between the two zones.

Open borders don't block vision or movement. A blocked border generally blocks line of sight even if there is a door or hatch in it—unless you're actively standing by the doorway and peeking through.

MEASURING TIME

In the ALIEN universe, time matters. Whether you are awaiting rescue on an alien world with Xenomorphs stalking you, or Mother is counting down to the imminent destruction of your ship, you need to keep track of time. There are three separate units of time used in this game, depending on the situation at hand. See the table below.

The exact duration of a Round, Turn and Shift can vary depending on the situation. It's the GM's job to track time and determine when another Round, Turn or Shift has passed. There are typically four Shifts in a day: Morning, Day, Evening, and Night.

MEASURING TIME

UNIT	DURATION	PRIMARY USE
Round	5–10 seconds	Combat
Turn	5–10 minutes	Stealth
Shift	5–10 hours	Recovery

RANGE CATEGORIES

The distance between you and your opponents is divided into five range categories. See the table below.

RANGE	DESCRIPTION
Engaged	Right next to you
Short	A few meters away, in the same zone as you
Medium	Up to 25 meters away, in an adjacent zone
Long	Up to about 100 meters (four zones) away
Extreme	Up to about one kilometer

ZONE FEATURES

Zones can have various features, which affect actions performed within them. Here are some examples:

CLUTTERED: The zone is filled with debris or machinery. You must roll **MOBILITY** when you move into the zone (see page 89). Failure means you manage to get into the zone, but you fall down.

DARK: The zone is dimly lit. **OBSERVATION** rolls in the zone get a –2 modification. Ranged attacks into the zone also suffer a –2 modification, and can't pass through the zone.

CRAMPED: A crawlspace or narrow tunnel. In a cramped zone, you can only crawl, not run (see page 89). You also cannot move or shoot past individuals next to you against targets behind them. ■



STEALTH MODE

In the ALIEN roleplaying game, much of the thrill happens before the enemy shows itself and bullets start flying. A key part of the experience is exploring unknown locations, with enemies lurking in the darkness. In the game, this is represented by what we call *stealth mode*. Stealth mode is played out in Turns.

In one Turn, you can move two zones on the map and explore them, scanning for enemies and getting a superficial description of these two zones from the GM. If you're a team, you can explore the map individually or as a group.

If you want to examine something in a zone more closely, such as accessing a data terminal, you need to stay one entire Turn (or even longer) in a single zone. The GM has final say.

ENEMY MOVEMENT

In stealth mode, enemy movement is handled secretly by the GM. This is carried out each Turn, after your PCs have moved. NPCs must comply with the same rules of movement as PCs—human NPCs can only move two zones per Turn. Non-human characters may move faster or have other special rules.

To handle NPC movement, we recommend that the GM has a second copy of the conflict map, hidden from view by the GM Screen (available for purchase separately). On this map, the GM can place tokens to represent NPCs, hidden from the players' view.

If your GM doesn't have access to a screen, she can simply track hidden NPC movement on a piece of paper.

ACTIVE AND PASSIVE ENEMIES:

Enemies can be **ACTIVE** or **PASSIVE**, as dictated by the scenario or the GM. **ACTIVE** enemies are aware of you and are actively stalking you. **PASSIVE** enemies are not aware of your presence and can be ambushed by you.

DETECTION

In stealth mode, you will automatically detect **PASSIVE** enemies in the same zone or in line of sight (above). If you make no attempt to move quietly, **PASSIVE** enemies will automatically detect you as well—draw initiative (see page 87). If you want to sneak past the **PASSIVE** enemies undetected or make a sneak attack, roll for **MOBILITY** against their **OBSERVATION**. You get a modification based on the distance to the enemy—see the table on the next page.

ACTIVE enemies nearby may try to sneak up on you for a sneak attack. If so, the GM informs you that a threat is moving in on you, and then rolls **MOBILITY** for the enemy against your **OBSERVATION**. If you fail, the enemy gets a free attack against you. Read more about sneak attacks on page 90.

You cannot spot **ACTIVE** enemies that choose to remain hidden and don't attack you—unless you have detected them using a motion tracker first, or the GM deems it obvious that you spot the enemy (for example, if you search the exact spot where it is hidden).

MOTION TRACKERS

A useful piece of gear in stealth mode is a motion tracker, such as the M314 unit (see page 134). You can use a motion tracker once per Turn, and each time you use it you must make a Power Supply roll (see page 34).

The tracker will automatically detect the presence of any large moving objects within **LONG** range (up to four zones) indoors and **EXTREME** range outdoors, and let you know which zone they are in. We recommend that you mark the "ping" of movement from a motion tracker by placing a token of some sort on the map.

Note that the motion tracker will only detect moving objects—if the GM determines that your enemy stays still, it won't register.

Detecting an enemy with a motion tracker doesn't mean you have spotted it and can engage it in combat—for that, you need to be in the same zone as the enemy or have line of sight to it. If the enemy is small or well hidden, the GM can also have you make an **OBSERVATION** roll to spot it. ■

STEALTH

RANGE	MOBILITY ROLL
Short (same zone)	-1
Medium (adjacent zone)	0
Behind open door/hatch	+2
Long	+1
Extreme	+3

MAP MARKERS

If you like, you can use markers to represent movement on the map, as well as "pings" from a motion tracker. Such markers are included in the Maps & Markers Pack for the ALIEN roleplaying game, which will be available for purchase separately.

ACTIONS & INITIATIVE

When the enemy is revealed, stealth mode is over and actual combat starts. Stop counting Turns and start counting Rounds. The first step is to determine who has the initiative. Do this before anyone rolls dice for an action (except for sneak attacks, see page 90).

DRAWING THE INITIATIVE

Grab ten cards, numbered 1 through 10. In the custom card deck for the ALIEN roleplaying game (sold separately), there are ten special initiative cards to use when drawing the initiative. If you do not have access to the custom card deck, a normal deck of cards works fine, with the ace counting as the one.

All the players taking part in the conflict—whether voluntarily or involuntarily—each draw a card and the GM draws one card for every NPC. This is called drawing the initiative. The number on the card determines the order in which you act in the conflict, lowest to highest.

Number 1 acts first, number 2 acts second, and so forth until everyone has acted. Place your initiative card by your character sheet, so everyone can see in which order you act. The GM puts her initiative cards in front of her.

When all the participants in the combat have acted once, the Round is over, and a new Round begins. The Round order remains the same throughout the whole conflict—drawing the initiative is only done once, at the start of the first Round.

CHANGING THE INITIATIVE

You never draw a new initiative card during a fight, but you can exchange your initiative card—and thus your initiative for the Round—with another player character. This can be done at the start of the fight or at the start of the Round, but never during a Round. You and the other player character must be able to speak to each other to exchange initiatives.

NON-PLAYER CHARACTERS

In typical conflicts, the GM draws one initiative card per NPC. If there are many NPCs and the number of combatants is above ten, the GM splits the NPCs into groups. All the NPCs with identical stats form a single group, and the GM draws one initiative card per group instead of one per individual. All the NPCs in a group act at the same point in the Round order. In what order they act individually within the group is up to the GM.

SLOW & FAST ACTIONS

When it is your time to act in the Round, you can perform *one slow action and one fast action*, or *two fast actions*. A slow action usually consists of rolling for a skill. A fast action is quicker and doesn't always require rolling dice, though it might. See the lists of typical slow and fast actions on page 88. How these work is explained in detail in the sections Ranged Combat and Close Combat.

DESCRIBE YOUR ACTIONS. When it's your time to act, simply state which two actions you wish to perform, describe how you go about it, and roll dice to see if you are successful. Some actions will give your opponent the opportunity to perform a reactive action. Read more about this under Ranged Combat (see page 94) and Close Combat (page 91).

SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	–
Close combat attack	–	Close Combat
Shoot firearm	Firearm	Ranged Combat
Burst of full auto fire	Firearm	Ranged Combat
Throw weapon	Thrown weapon	Ranged Combat
Reload	Firearm	–
First aid	Broken or dying victim	Medical Aid
Stop panic	Panicking character	Command
Give orders	Character who can hear you	Command
Persuade	Your opponent can hear you	Manipulation
Use signature item	Signature item	–
Climb into space suit	Space suit	Mobility
Start engine	Vehicle	–

FAST ACTIONS

FAST ACTION	PREREQUISITE	SKILL
Run	No enemy at Engaged range	–
Move through door/hatch	–	–
Get up	You are prone	–
Draw weapon	–	–
Block attack	Attacked in close combat	Close Combat
Pick up item	–	–
Shove	Enemy at Engaged range	Close Combat
Grapple attack	You've grappled an opponent	Close Combat
Retreat	Enemy at Engaged range	Mobility
Aim	Ranged weapon	–
Seek cover	Cover in same zone	–
Assume overwatch position	Ranged weapon	–
Grab the wheel	Vehicle	–
Drive	Vehicle	Piloting
Enter/exit vehicle	Vehicle	–
Use item	Varies	Varies

MARK YOUR ACTIONS

As reactive actions such as blocking and overwatch fire break the initiative order, it can be hard to keep track of how many actions a combatant has performed in the Round. A tip is to keep track of this by turning the initiative card 90 degrees for every performed action. Turn it to the left for a fast action and to the right for a slow action, and all the way around 180 degrees once both actions in the turn are used up.

HELPING OTHERS

If you help another player character or NPC perform an action, it costs you one action of the same kind (slow or fast). You have to state that you are helping someone before any dice are rolled. Helping others breaks the initiative order in the Round. You can read more about helping on page 63.

MOVEMENT

RUNNING: To move during combat, you can spend a fast action to run from one zone to a neighboring zone or between **SHORT** and **ENGAGED** range from an enemy or PC in the same zone you are already in. No roll is required to run, unless it's into a Cluttered zone (see page 83).

CRAWLING: If you are prone, you can't run. Instead, you must crawl. Crawling works just like running, but it's a slow action. That means you can't crawl twice in the same round. In a Cramped zone, crawling is the only movement possible.

CLOSE COMBAT: If you have an active enemy at **ENGAGED** range, you can't just walk away from them. Instead, you must retreat (see page 93).

DOORS & HATCHES: You can open an unlocked door or hatch with a fast action. A locked door or hatch can be broken down. A typical metal door or hatch can take 10 points of damage before it gives in. More sturdy doors require more force, and also have an Armor Rating (see page 98). In some cases, you can open an electronically locked door or hatch with a **COMTECH** roll.

VEHICLES: Movement for vehicles is handled differently. See page 113.

AMBUSHES & SNEAK ATTACKS

The key to winning a conflict is often attacking when your enemy least expects it. You can achieve this in several different ways.

SNEAK ATTACK: When you stalk someone and your attack catches them unawares, it's called a *sneak attack*. First, roll your **MOBILITY** versus your target's **OBSERVATION**. You get a modification depending on how close you want to go. See the table below. If you want to attack in close combat, you usually have to move to within **ENGAGED** range of your enemy. If you fail, your opponent spots you at your starting distance—draw initiative.

If you succeed, you get a free action (slow or fast, but not both) before you draw the initiative. Your target cannot block a sneak attack. Sneak attacks are always done individually, by one attacker against one target.

AMBUSH: A special kind of sneak attack is an *ambush*. You lie in wait for your enemy and attack when they come close. When you ambush someone, you roll **MOBILITY** as described above, but with a modification of +2, since it is the target and not the attacker that is moving.

Ambushes can be carried out by a group and against a group of targets. This follows the usual rules for stealth—the character with the lowest **MOBILITY** skill level rolls for the attackers, while the target with highest **OBSERVATION** skill level rolls for the targets. ■

SNEAK ATTACKS & AMBUSHES

RANGE	MODIFICATION
Engaged	-2
Short	-1
Medium	0
Long	+1
Extreme	+3

CLOSE COMBAT

When you attack someone with your bare fists or a melee weapon, you use the **CLOSE COMBAT** skill. Close combat usually happens at **ENGAGED** range from your target. You can fight unarmed or use a weapon. Drawing a melee weapon from its sheath or a belt is a fast action.

To attack an opponent in close combat, you need to be standing on your feet. If you are prone, you must first spend a fast action to get up before you can attack. While you are prone, standing enemies get a +2 modification on all close combat attacks against you.



RESOLUTION

If your **CLOSE COMBAT** roll is successful, your attack hits and you inflict damage equal to the weapon's Damage rating on your opponent (see page 118). Damage may be mitigated by armor. Read more about damage, armor, and critical hits on page 98.

STUNTS: For every extra ✠ you roll, choose one of these stunts:

- You inflict one additional point of damage. You can choose this stunt multiple times, if you roll several ✠.
- You out-maneuver your enemy and get to exchange your initiative score (see page 87) with them, taking effect next Round. You can't go back to your earlier initiative.
- You knock or pull a weapon or other object from your opponent. You choose which. During combat, picking up a dropped object counts as a fast action.
- Your opponent falls prone. This stunt can only be used on humanoid opponents.
- You pin your enemy in a tight clinch. See Grappling, below. This stunt can only be used on humans and synthetics.

BLOCKING

If you are attacked in close combat, you can choose to block the attack, to avoid being hit. Blocking is a fast action, and you roll for **CLOSE COMBAT.** You must declare that you are going to block before the attacker rolls for their strike. For each ✠ you roll, choose an effect below:

- **DECREASE DAMAGE:** You remove one of the enemy's ✠. If they are left with no ✠, the attack misses. This effect can be chosen multiple times.
- **COUNTERATTACK:** You perform a counterattack, dealing damage to the attacker equal to the Damage rating of your weapon. You cannot spend additional ✠ to increase the damage of your counterattack.
- **DISARM:** You disarm your enemy.

REACTIVE ACTION: Blocking is a reaction that breaks the normal initiative order in the Round. However, it does count against your two available actions in the Round (one slow and one fast). Each time you block, you lose one action later in the Round, and if you have already used both your actions, you can't block. When it's your time to act, it might therefore be wise to save your fast action if you fear you might be attacked later in the Round.

BLOCKING UNARMED: If you are unarmed, you can only block unarmed attacks from other humans. To block an armed close combat attack, or an attack by a Xenomorph creature, you need to wield some kind of sturdy weapon or tool.

NPCS AND BLOCKING

Typically, NPCs don't block attacks. The GM can override this rule, however, when dramatically appropriate.

GRAPPLING

If you grapple your opponent as a stunt in close combat (see above), both you and your opponent fall to the ground. The opponent drops any weapon they were holding, and cannot move. The only action they can perform is an attempt to break free—which is a slow action that succeeds if the opponent wins an opposed **CLOSE COMBAT** roll against you. While you are grappling, the only action you can perform (apart from releasing your opponent) is a grapple attack. This works as a normal unarmed attack, but is a fast action and cannot be blocked.

XENOMORPHS: Alien creatures can grab you or attach themselves to you in nasty ways. This follows special rules and is described in the section on Xenomorphs (see page 112).

RETREAT

If you have an active enemy at **ENGAGED** range, you must make a **MOBILITY** roll to move away to **SHORT** range from them. If you fail, you still move but your enemy gets a free close combat attack against you. The free attack doesn't count toward their actions in the Round and you can't block it.

SHOVING

As a fast action, you can try to shove an opponent at **ENGAGED** range away from you. This is done with a **CLOSE COMBAT** roll. The GM can modify your roll for certain opponents. If you succeed, your opponent is shoved away to **SHORT** range from you. Shoving a target away can be useful if you want to engage it in ranged combat rather than fight it hand-to-hand. Shoves can be blocked (above). ■

EXAMPLE

Captain Charlize has found one of the handlers from the company, Nguyen, who seems to have lost his mind. He's retreated to a ready room next to one of the airlocks, and is waving a knife around, screaming obscenities. He's already opened the airlock and is threatening to void the ship! As Charlize tries to calm him down, Nguyen springs forward and stabs at the captain. This activates a combat, so both Charlize's player Gina and the GM draw initiative cards. Gina draws a 6, but the GM draws the 1. Nguyen goes first.

The GM rolls for Nguyen's CLOSE COMBAT skill, which is 0, so she defaults to his 3 STRENGTH. Before she rolls, Gina states that Charlize is going to attempt a block, but Charlize is presently unarmed, so the GM rules that out. The GM rolls three Base Dice and gets one ✦! That's two points of damage to Charlize's Health. ■

RANGED COMBAT

When you shoot at someone from a distance, roll for **RANGED COMBAT**. You need to be able to see your target. You also need a ranged weapon, even if it's simply something to throw. The weapons tables in Chapter 5 describe a variety of firearms and other ranged weapons. To draw a gun from a belt or holster, or a rifle from its sling, is a fast action. Firing a weapon is a slow action.

AIMING: If you take your time to aim carefully before squeezing the trigger, you get a +2 to your attack roll. Aiming is a fast action. If you do anything else except shoot your weapon after you have aimed, or if you are hurt, you lose the effect of the aim and you need to spend another fast action to aim again.

RANGE: The weapons tables in Chapter 5 indicate the range of each weapon, i.e. the maximum range category at which the weapon can be used. The farther away your target is, the harder it is to hit. At **MEDIUM** range you get a –1 modification, and at **LONG** range you get –2. At **ENGAGED** range you get –3, because it's hard to draw a bead on an opponent that close. You don't get this penalty if you fire at a defenseless or unwitting enemy—instead, you get a +3 modification.

TARGET SIZE: Firing at a large target, such as a vehicle, gives a +2 modification to the attack. Firing at a small object, such as a small hatch, a hand-held item, or a Chestburster, gives a –2 modification.



RANGED FIRE MODIFICATIONS

FACTOR	MODIFICATION
Aimed shot	+2
Engaged range	–3/+3
Short range	–
Medium range	–1
Long range	–2
Extreme range	–3
Large target	+2
Small target	–2
Dim light	–1
Darkness	–2

RESOLUTION

If your attack hits, you inflict damage equal to the weapon's Damage rating on your opponent. For every extra you roll, choose one of these stunts:

- You inflict one additional point of damage. You can choose this stunt multiple times, if you roll several .
- You pin down your enemy. PCs need to make an immediate Panic Roll. NPCs instead miss their next slow action.
- You position yourself and get to exchange your initiative score (see page 87) with your enemy, taking effect next Round. You can't go back to your earlier initiative.
- Your target drops a weapon or another hand-held object. You choose which.
- Your opponent falls to the ground or is pushed back, for example through an airlock.



FULL AUTO FIRE

Weapons listed as fully automatic can fire long bursts of full auto fire. This counts as a normal ranged attack, but with a few differences:

- You get a +2 modification to your roll.
- Your **STRESS LEVEL** immediately increases by one. Add the Stress Die to your roll for the full auto burst.
- You can distribute any additional ⌖ you roll beyond the first to secondary targets within **SHORT** range of the primary target. The first ⌖ assigned to a secondary target inflicts damage equal to the Damage rating of the weapon, and further ⌖ assigned to a secondary target can be used for stunts.

COVER

When bullets start flying, you'll do well to seek cover behind something sturdy. Unlike blocking in close combat, you need to find cover *before* someone shoots at you. Taking cover behind something in the same zone as you is a fast action. Cover has an Armor Rating and works just like armor (see the table to the right). When you're hit by a ranged attack, roll a number of Base Dice equal to the Armor Rating. Each ⌖ you roll lowers the damage by one point. Cover and armor can be combined, simply add the Armor Ratings.

NPCS AND COVER

Typically, NPCs don't take cover in combat. The GM can override this rule however, when dramatically appropriate.

COMMON TYPES OF COVER

COVER	ARMOR RATING
Shrubbery	2
Furniture	3
Door	4
Inner bulkhead	5
Outer bulkhead	6
Armored bulkhead	7+

AMMO

Most firearms in the world of ALIEN have large enough magazines that you don't need to worry about counting individual bullets. However, when the tension rises, you risk wasting ammo and emptying your clip at the worst possible time. This is simulated in the following way:

Whenever you fire a weapon and roll one or more 🕷 on your Stress Dice (see page 61), you have emptied your magazine after the attack and need to reload (in addition to making a Panic Roll). Reloading is a slow action. You need to keep track of how many full reloads of ammunition you carry for your weapon.

ANDROIDS AND AMMO

Note that androids don't have STRESS LEVELS and thus don't risk running out of ammo. This in intentional, to simulate the controlled nature of synthetics. As for NPCs, they run out of ammo if and when the GM finds it dramatically appropriate.

EXAMPLE

Charlize is dealing with company man Nguyen, who has become maddened with panic and fear and is now lashing out with a knife. After already taking damage, Charlize was able to push Nguyen back and scramble up a ladder onto an overhanging gantry. The situation would immediately become more dangerous if Charlize drew her sidearm, so Gina tells the GM that she's looking around for something to throw.

In the next Round, Gina says that Charlize snatches up the power tool lying close by (a fast action), and then hurls it toward Nguyen. This is a RANGED COMBAT roll, so Gina takes three Base Dice for Charlize's AGILITY and one Base Die for RANGED COMBAT. She rolls, and gets two ✠.

The power tool thuds into Nguyen for one point of damage, and the extra ✠ is used to push Nguyen back toward the airlock. The GM describes Nguyen staggering backward from the ladder and tripping over the airlock entrance... ■

OVERWATCH

As a fast action, you can assume an overwatch position in a specified direction, as long as you have a ranged weapon and no enemies within **ENGAGED** range. This means that you aim in the specified direction and are ready to shoot. Between the time you assume the overwatch position and your time to act in the next Round, you can fire your weapon against a target in the chosen direction.

You can fire whenever you want in the turn order, and your shot is resolved before all other actions—even if they are already declared. For example, if an enemy in the direction you are aiming declares that they want to fire a weapon, you can shoot first. The enemy is not allowed to change their attack after your overwatch attack.

Firing when in overwatch position counts as a normal attack (a slow action). Therefore, you must save your slow action in the Round for any overwatch attack you want to make.

If both you and an enemy assume overwatch positions against each other, and both choose to fire against each other, then an opposed **RANGED COMBAT** roll determines which attack goes first. This roll does not count as an action for either of you.

LOSING OVERWATCH: You keep your overwatch position as long as you do nothing but shoot in the chosen direction. If you perform any other action, the overwatch position is lost. It is also immediately lost if either of the following occurs:

- You are attacked in close combat.
- You suffer damage. ■

DAMAGE

You run the risk of being injured in combat. Everything from exhaustion to bleeding cuts and broken bones is summarized as damage. How much damage you can take is determined by your Health score.

STARTING HEALTH: When not injured, your total Health score is equal to your **STRENGTH**. Talents can modify your maximum Health total.

ARMOR

To protect yourself from harm, you can wear armor (see Chapter 5). The effectiveness of a piece of armor is represented by its Armor Rating. You can only wear one suit of armor at a time. When you take damage from an attack, roll a number of Base Dice equal to your Armor Rating. Each ✦ you roll lowers the damage inflicted by one point. The armor roll does not count as an action for you.

RECOVERY

When you are no longer Broken, you recover one point of lost Health per Turn (5–10 minutes) of rest. Critical injuries can still affect you after all your Health is restored, however.

BROKEN

If you drop to zero Health, you are Broken—in effect, taken out of the action. Immediately roll for a critical injury. If you're not dead, you can crawl and mumble through the pain—you can't perform any other actions and you can't roll for any skills. You can't go below zero Health, but each further attack that causes damage will give you another critical injury.

GETTING BACK UP

Being Broken is not fatal in itself—only critical injuries can actually kill you. There are two ways to get back up after being Broken, assuming you're not dead.

FIRST AID: Someone can help you back onto your feet by administering first aid to you using the **MEDICAL AID** skill. This is a slow action. Certain medical equipment can give bonuses to the roll (see Chapter 5). If the roll is successful, you get back up immediately, regaining Health equal to the number of ✦ in the skill roll. Administering first aid to someone who isn't Broken has no effect.

ON YOUR OWN: If you're Broken and no one is around to help you, you automatically recover one point of Health after one Turn (5–10 minutes) has passed, and can then get back up on your own.

COUP DE GRÂCE

A Broken character is defenseless. If it's a human being and you want to kill your target outright, you must *fail* an **EMPATHY** roll (roll for the attribute only, without Stress Dice). Whether or not you succeed at killing your target, you increase your **STRESS LEVEL** by one—killing in cold blood is not that easy. If you have the Merciless talent, you can kill defenseless enemies without this negative effect.

CRITICAL INJURIES

As long as you still have Health left, damage points represent fatigue, bruises or smaller cuts—painful, to be sure, but possible to overcome. Critical injuries represent a much more dangerous form of injury. These can maim or kill you. When knocked down to zero Health, roll a D66 on the critical injury table on page 100.

BROKEN NPCS

NPCs can be Broken in the same ways as PCs. An NPC can administer first aid to a PC and vice versa. However, dice are usually not rolled when an NPC aids another NPC—instead, the GM decides what happens. The GM can also decide that a minor NPC who is Broken simply dies.

DEATH

If you suffer a critical injury listed as fatal, you must make a Death Roll when the listed time runs out. A Death Roll is a roll for **STAMINA**, but you cannot push the roll and you are not allowed to roll any Stress Dice. If the Death Roll fails, you die. If you succeed, you linger on but you must make another Death Roll when the listed amount of time has passed again.

SAVING YOUR LIFE: To save your life when you have suffered a fatal critical injury, someone must give you first aid before you fail a Death Roll. First aid is a slow action and requires a **MEDICAL AID** roll. Note that some critical injuries are so severe that a negative modification is applied to the **MEDICAL AID** roll.

If you recover a Health point by yourself (after one Turn, see above) before you fail a Death Roll, you can try to give yourself first aid, but you get a –2 modification to the roll. Each character who attempts to treat you can try only once—to get a second chance, better medical equipment is needed.

BROKEN: If you are both Broken and have sustained a fatal critical injury (or several), two separate **MEDICAL AID** rolls are needed: one to get you back on your feet, and another to save your life. These two rolls can be made in whichever order you prefer.

INSTANT KILL: Note that there are four critical injuries (results #63–66) that kill you outright. If you roll any of these, your character shuffles off their mortal coil. No Death Roll is allowed.

CRITICAL INJURIES

D66	INJURY	FATAL	TIME LIMIT	EFFECTS	HEALING TIME
11	Winded	No	–	None.	–
12	Stunned	No	–	None.	–
13	Crippling pain	No	–	STRESS LEVEL increases one step.	–
14	Sprained ankle	No	–	MOBILITY –2 and can't run until MEDICAL AID roll is made.	–
15	Blood in eyes	No	–	OBSERVATION and RANGED COMBAT –2 until MEDICAL AID roll is made.	–
16	Concussion	No	–	MOBILITY –2.	D6 days
21	Severed ear	No	–	OBSERVATION –2.	D6 days
22	Broken toes	No	–	To run becomes a slow action.	D6 days
23	Broken hand	No	–	Can't use hand.	D6 days
24	Knocked out teeth	No	–	MANIPULATION –2.	D6 days
25	Impaled thigh	No	–	To run becomes a slow action.	2D6 days
26	Slashed shoulder	No	–	Can't use arm.	D6 days
31	Broken nose	No	–	MANIPULATION and OBSERVATION –1.	D6 days
32	Crotch hit	No	–	One point of damage at every roll for MOBILITY and CLOSE COMBAT.	D6 days
33	Broken ribs	No	–	MOBILITY and CLOSE COMBAT –2.	2D6 days
34	Gouged eye	No	–	RANGED COMBAT and OBSERVATION –2.	2D6 days
35	Busted kneecap	No	–	Can't run, only crawl.	2D6 days
36	Broken arm	No	–	Can't use arm.	2D6 days
41	Broken leg	No	–	Can't run, only crawl.	2D6 days
42	Crushed foot	No	–	Can't run, only crawl.	3D6 days
43	Crushed elbow	No	–	Can't use arm.	3D6 days
44	Punctured lung	Yes	One Day	STAMINA and MOBILITY –2.	D6 days
45	Bleeding gut	Yes	One Shift	One point of damage at every roll for MOBILITY and CLOSE COMBAT.	D6 days
46	Ruptured intestines	Yes	One Shift	Disease with Virulence 6.	2D6 days
51	Busted kidney	Yes	One Day	Can't run, only crawl, MOBILITY –2.	2D6 days
52	Arm artery cut	Yes, –1	One Turn	Can't use arm.	D6 days
53	Leg artery cut	Yes, –1	One Turn	To run becomes a slow action.	D6 days
54	Severed arm	Yes, –1	One Shift	Can't use arm.	Permanent
55	Severed leg	Yes, –1	One Shift	Can't run, only crawl.	Permanent
56	Cracked spine	No	–	Paralyzed from the neck down. If not given MEDICAL AID in time, the effect is permanent.	3D6 days
61	Ruptured jugular	Yes, –1	One Round	STAMINA –1.	2D6 days
62	Ruptured aorta	Yes, –2	One Round	STAMINA –2.	3D6 days
63	Disemboweled	Yes	–	Instant death.	–
64	Crushed skull	Yes	–	Your story ends here.	–
65	Pierced head	Yes	–	You die immediately.	–
66	Impaled heart	Yes	–	Your heart beats for the last time.	–

PERMANENT MENTAL TRAUMA

D6	EFFECT
1	**PHOBIA: You are terrified by something related to what caused you to panic. The GM decides what it is. Your STRESS LEVEL increases by one when within SHORT range of the object of your phobia. If you stay close to it for more than a single round, make a Panic Roll.**
2	**ALCOHOLISM: You must drink alcohol every Shift, or your STRESS LEVEL increases by one. You cannot relieve stress (see page 104) without drinking alcohol.**
3	**NIGHTMARES: Make an EMPATHY roll when you sleep. If the roll succeeds, you have a horrible nightmare and your STRESS LEVEL increases by one. You cannot relieve stress for a full day after such a nightmare.**
4	**DEPRESSION: You are prone to episodes of depression and moodiness. Every day, make an EMPATHY roll—if you fail, you're having a bad day. Your STRESS LEVEL increases by one and you can't relieve stress until the next day.**
5	**DRUG USE: You must use some form of recreational drug (see page 137) every Shift, or your STRESS LEVEL increases by one. You cannot relieve stress (see page 104) without consuming your drug of choice.**
6	**AMNESIA: Your memory is a blank slate. You can no longer recall who you or the other characters are. The effect should be roleplayed.**

HANDLING DEATH

The death of a PC can be traumatic, but try not to see it as a failure. Instead, consider it a dramatic peak in your story—a moment to remember, a fallen comrade to mourn—and then get back into the action as soon as possible. In Cinematic scenarios like the one included in this Starter Kit, the GM will generally have another character or NPC ready for you to play.

HEALING

Each critical injury has a specific effect that you suffer during the healing time indicated, which is measured in days.

CARE: If someone tends to you daily during the process of healing a critical injury (or several) and makes a **MEDICAL AID** roll, the remaining healing time is reduced by half. Any earlier roll to save your life does not count towards this. A new roll is required to reduce the healing time.

HEALTH POINTS: Note that you can recover all your lost Health points, but still suffer the effects of a critical injury. ■



STRESS & PANIC

STRESS LEVEL

The mounting tension in your character is measured by their **STRESS LEVEL**. It usually starts at zero, and increases during the course of the game. Your **STRESS LEVEL** increases by one whenever one of the following happens:

- You push a skill roll.
- You fire a burst of full auto fire (see page 96).
- You suffer one or more points of damage.
- You go without sleep, food, or water.
- You perform a coup de grâce (see page 99).
- A Scientist in your team fails to use the Analysis talent (see page 77).
- A member of your own crew attacks you.
- A person nearby is revealed to be an android.
- You encounter certain creatures or locations, as determined by the scenario or the GM.

GAINING STRESS DICE: Whenever you make a skill roll (see page 58), you must add a number of Stress Dice equal to your current **STRESS LEVEL** to your roll—your stress makes you more focused, increasing your chance to succeed. There's a flip side to this though—if you roll one or more  on your Stress Dice, you must make a Panic Roll.

PANIC ROLL

As long as you keep your stress in check, you can use it to your advantage. But if the tension grows too strong it can explode, sending you into a wild panic. You need to make a Panic Roll when any of the following happens:

- You roll one or more  on your Stress Dice in a skill roll. If this happens, you can't push the skill roll—instead, roll for panic.
- You witness a friendly character suffering from a certain panic effect (see the table).
- You are pinned down by a ranged attack.
- You suffer a critical injury.
- You're attacked by a strange alien creature that you've never seen before.
- A truly horrifying event occurs, as determined by a scenario or the GM.

RESOLUTION: Roll a D6, add your current **STRESS LEVEL**, and check the table to the right.

PANIC ACTIONS: If you roll a 10 or higher on your Panic Roll, you will be forced to perform a specific action. If the Panic Roll was the result of a skill check for an action, the action is cancelled and immediately replaced by the forced panic action, even if you rolled  .

MORE PANIC: If you are suffering from a panic effect (7+ on the Panic Roll) and are forced to make another Panic Roll, the new panic effect replaces the previous one. If the new roll is lower than the previous effect, however, it is automatically adjusted to one step more severe than the previous effect.

OVERKILL: The Overkill talent lets you replace the effect of a Panic Roll result of 11 or higher by the Overkill effect, if you have any enemies in sight. When triggering Overkill, you must immediately attack your enemies and you won't stop until you or all enemies in sight are Broken. Also, all other PCs in **SHORT** range of you must make an immediate Panic Roll.

STOPPING PANIC

Some effects on the Panic Roll table are immediate or last one Round. Others remain in effect until one of the following happens:

- Another character comes to your aid and makes a **COMMAND** roll (see page 71). This counts as a slow action in combat.
- You are Broken.
- One Turn passes.

RELIEVING STRESS

For every full Turn (5–10 minutes) spent resting in a safe area that is secured from enemies (as far as you know), your **STRESS LEVEL** is reduced by one point. You cannot make any skill rolls when resting, and if your rest is interrupted, it doesn't count. A Panic Roll can also decrease stress, as can certain drugs.

Once per Act in Cinematic play, and once per game session in Campaign play, you can interact with your signature item in some way to reduce your **STRESS LEVEL** one step. This typically requires a slow action.

Some conditions, such as Starving or Freezing (see page 106), can block your ability to relieve stress.

PERMANENT MENTAL TRAUMA

If you have rolled a result of 13 or higher on a Panic Roll during a game session, you must make an **EMPATHY** roll after the session. Roll for the attribute only, not using any skill. If the roll *succeeds*, you develop a permanent mental trauma of some kind. Roll a D6 and consult the table on page 101. ■

PANIC ROLL

RESULT	EFFECT
1–6	KEEPING IT TOGETHER. You manage to keep your nerves in check. Barely.
7	NERVOUS TWITCH. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
8	TREMBLE. You start to tremble uncontrollably. All skill rolls using AGILITY suffer a –2 modification until your panic stops.
9	DROP ITEM. Whether by stress, confusion or the realization that you're all going to die anyway, you drop a weapon or other important item—the GM decides which one. Your STRESS LEVEL increases by one.
10	FREEZE. You're frozen by fear or stress for one Round, losing your next slow action. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
11	SEEK COVER. You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 93) if you have an enemy at ENGAGED range. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one Round, you can act normally.
12	SCREAM. You scream your lungs out for one Round, losing your next slow action. Your STRESS LEVEL is decreased by one, but every friendly character who hears your scream must make an immediate Panic Roll.
13	FLEE. You just can't take it anymore. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are *not* allowed to make a retreat roll (see page 93) if you have an enemy at ENGAGED range when you flee. Your STRESS LEVEL is decreased by one, but every friendly character who sees you run must make an immediate Panic Roll.
14	BERSERK. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.
15+	CATATONIC. You collapse to the floor and can't talk or move, staring blankly into oblivion.

NPCS AND PANIC

STRESS LEVELS are only tracked for PCs, never for NPCs, and NPCs never make Panic Rolls—instead, NPCs panic when the GM deems it appropriate. Panicking NPCs can increase the STRESS LEVEL of PCs nearby. This is up to the GM's judgement.

OTHER HAZARDS

CONDITIONS

The world of ALIEN is unforgiving, and there are many ways for your character to suffer and die. In the game, there are four so-called *conditions*: Starving, Dehydrated, Exhausted, and Freezing. These can cause damage and block recovery. Mark conditions in the relevant check boxes on your character sheet.

STARVING

After a day without sufficient food, you become Starving. Being Starving has several effects:

- You cannot recover Health or relieve Stress.
- Every day, you need to make a **STAMINA** roll. If you fail, you suffer one point of damage and your **STRESS LEVEL** increases one step. If you are Broken while Starving, you need to make a Death Roll (see page 99) every day. **MEDICAL AID** has no effect against these Death Rolls, you can only be saved by ingesting some form of sustenance.
- As soon as you have eaten, the above effects wear off within one Shift.

DEHYDRATED

After a day without sufficient water, you become Dehydrated. Being Dehydrated has several effects:

- You cannot recover Health or relieve Stress.
- Every Shift, you suffer one point of damage and your **STRESS LEVEL** increases one step. If you are Broken while Dehydrated, you must make a Death Roll after every Shift without liquid. **MEDICAL AID** has no effect against these Death Rolls, you need fluids to save yourself.
- As soon as you drink, the above effects wear off within one Shift.

EXHAUSTED

You need to sleep for at least one Shift each day. After one day without sufficient sleep, you become Exhausted. Being Exhausted has several effects:

- You cannot relieve Stress.
- You must make a **STAMINA** roll each day (the GM decides when), with a negative modification equal to the number of days spent without decent sleep. If the roll fails, you collapse and sleep for one Shift.
- As soon as you have slept for at least one Shift, you are no longer Exhausted.

VACUUM

Space is a cold and unforgiving place. Without the protection of a space suit or the hull of a ship, you won't last long in the black void. If your ship suffers explosive decompression (below) or if you are thrown out of an airlock, your life is in extreme danger. The absence of pressure creates gas bubbles in your blood, causing your whole body to swell up. This results in crippling pain, all while the raw UV radiation from the nearest star sears your skin. You can't hold your breath—if you do, your lungs collapse. After that, you are just moments away from death.

You must make a **STAMINA** roll every Round without protection in a vacuum. The test doesn't require an action, but you must roll it before doing anything else in the round. The roll is unmodified for the first Round, but you get a –1 modification for the second Round. In the third Round you get –2, and so on. A failed roll means you drop directly to zero Health and must make a Death Roll every Round until you die or you enter a pressurized area. You don't suffer a critical injury.

Before going unconscious, you should put all your efforts towards getting a space suit on, if one can be found nearby. Climbing into a space suit quickly (a single slow action) requires a successful **MOBILITY** roll.

EXPLOSIVE DECOMPRESSION: Firing guns inside a spacecraft is very dangerous. If a shot misses its target in a room next to an outer bulkhead, the weapon will inflict its base Damage rating on the bulkhead instead. Roll for the Armor Rating of the bulkhead (a typical civilian ship has Armor Rating 6).

If the armor roll fails to stop the shot, it will penetrate the bulkhead, which means bad news for everyone. The air in the room will vent out into space in a Turn, and the intense draft will require everyone to make a **STAMINA** roll to perform any action (the **STAMINA** roll itself counts as a fast action).

Most ships will automatically seal off a breached compartment. Once the air is gone, anyone still in the vented compartment will suffer the effects of vacuum.

EXAMPLE

Crazed company man Nguyen, knocked back into an open airlock, decides to hit the button to open the external airlock door. To Charlize's horror this causes an explosive decompression in the ready room. The GM calls for Gina, Charlize's player, to roll MOBILITY to escape the ready room before the ship's systems seal it off. First she needs to roll STAMINA in order to act at all. With only two Base Dice, Gina isn't confident, but she rolls a . Charlize manages to move and rushes toward the closing exit... ■

FREEZING

In an environment without enough clothes or shelter, you become Freezing. Being Freezing has several effects:

- You cannot recover Health or relieve Stress.
- You need to make **STAMINA** rolls at regular intervals. The colder it is, the more frequently you need to roll. If above freezing, once per day is enough. In sub-zero temperatures, roll once per Shift, and in the deep cold of space, you need to roll every Turn. If you fail, you suffer one point of damage and your **STRESS LEVEL** increases one step. If you are Broken while Freezing, you must make a Death Roll the next time you would need to roll for the cold.
- As soon as you get warm, you stop rolling for **STAMINA** and can recover Health and relieve Stress normally.

FALLING

Falling on a hard surface automatically inflicts an amount of damage to you equal to the height of the fall (in meters) divided by 2, rounding all fractions down. In a controlled jump, roll **MOBILITY**—each ✠ rolled reduces the damage done by one. Armor can also protect you from falling damage.

EXAMPLE

Hayes, the Medic on the USCSS Miranda, is trapped in a coolant chamber after fleeing the Xenomorph, and is now Freezing. The GM asks Hayes' player Jon to make a STAMINA roll to avoid taking damage and increasing his Stress while he waits for another crew member to come and rescue him. With a STAMINA of 0, Jon is forced to just roll Hayes' two STRENGTH Base Dice. Neither of them come up ✠, so he takes a point of damage to his Health and his STRESS LEVEL increases to 1. At least next time he has to roll, he gets a Stress Die to add to his Base Dice. ■

EXPLOSIONS

The force of an explosion is measured in Blast Power. For each person within **SHORT** range of the blast when the detonation occurs, roll a number of Base Dice equal to the Blast Power. For every ✠ rolled, the victim suffers one point of damage. The roll cannot be pushed. Victims at **ENGAGED** range from the detonation suffer one extra point of damage.

EFFECT RADIUS: Powerful charges, with a Blast Power of 7 or more, can harm people even at **MEDIUM** range. The Blast Power is then reduced by 6. If there are many people within **MEDIUM** range of the blast, the GM can simplify the process by rolling once and applying the result to all victims.

FIRE

A fire is measured in Intensity. A typical fire has Intensity 8. When exposed to fire, roll a number of Base Dice equal to the Intensity. For every ✠ rolled, you suffer one point of damage. Armor can protect you.

If you take damage, you catch fire and continue to burn and suffer another attack at the start of each new Round. The Intensity increases by one each Round. As soon as a fire attack inflicts no damage, the fire goes out by itself. You, or a friend at **ENGAGED** range, can put out the fire with a successful **MOBILITY** roll (slow action).

If you are Broken by fire damage, or suffer fire damage when already Broken, you must make a Death Roll every Round until you die or you are saved by a **MEDICAL AID** roll.

DISEASE

When exposed to a dangerous contagion or infection, you need to roll an opposed roll for **STAMINA** against the Virulence rating of the disease. This is called a Sickness Roll. A typical disease has a Virulence of 3, but there are diseases with much higher ratings. If you fail the roll, you fall sick, which has several effects:

- One Shift after infection the disease breaks out, at which time you suffer one point of damage.
- You can't recover your Health while sick.
- Make another Sickness Roll at the start of each Shift. Each failed roll means you suffer another point of damage.
- If you are Broken while sick, you must make another Sickness Roll after every Shift—failure means death.
- As soon as you succeed at a Sickness Roll, you are no longer sick. Stop rolling Sickness Rolls and recover your Health normally.

MEDICAL AID: If someone cares for you while you are sick, this person can roll your Sickness Rolls instead of you. The healer rolls for **MEDICAL AID** against the Virulence of the disease.

OTHER DISEASES: The sickness effects described above reflect a common but deadly disease. There are many other diseases that can have unique effects.



RADIATION

The world of ALIEN contains many places where you will be exposed to hard radiation—on a spacewalk near a dying star, for example, or when you try to repair your ship's leaking reactor core.

RADIATION LEVEL: When you are exposed to radiation, you gain Radiation Points, or Rads, that accumulate in your body. Check off the Rad boxes on your character sheet. The area's Radiation Level determines how often you get Rads.

- **WEAK RADIATION:** 1 Rad per Shift
- **STRONG RADIATION:** 1 Rad per Turn
- **EXTREME RADIATION:** 1 Rad per Round

EFFECTS: Every time you gain a Radiation Point, you must roll a number of dice equal to your total current number of accumulated Rads. For every  in the roll, you take one point of damage.

If you are Broken by radiation damage, you must make a Death Roll each time you get another Rad, until you are removed from the radiation hotspot. As long as you remain inside a hotspot, you cannot recover Health in any way.

RECOVERY: After you leave the irradiated area, you heal one Rad per Shift.

PERMANENT RADIATION: There is a risk that the radiation will permanently stay in your body. Every time you are about to heal a Rad, roll a Stress Die. If it shows  , the Rad is not healed but instead becomes permanent. Mark this by filling in the Rad box fully on your character sheet. Permanent radiation can never be healed.

DROWNING

All player characters are assumed to know how to swim. For the purposes of movement, swimming counts as crawling.

If, by choice or not, you are underwater, you need to make a **STAMINA** roll every Round. This roll is not an action and is made during your turn before you perform your actions. If you fail, you suffer one point of damage. If you are Broken when drowning, you must make a Death Roll each Turn, until you die or someone saves you with a **MEDICAL AID** roll.

SUFFOCATION

If your supply of air runs out (see page 34), you won't have long to live. You'll start breathing in your own exhaled air, building up dangerous levels of carbon dioxide that will eventually kill you.

After your air supply runs out, you must make a **STAMINA** roll every Turn or after every strenuous activity (like a roll for **CLOSE COMBAT** or **MOBILITY**). The first roll is unmodified, the second roll gets a –1 modification, the third gets –2, and so on. A failed roll means you drop directly to zero Health and must make a Death Roll every Round until you die or you enter a pressurized area.

SYNTHETICS

Synthetic individuals are increasingly common in the Core Systems, and appear on the Frontier as well. Some are open about their artificial nature, others pose as humans. In combat, androids act like humans, and they roll skill rolls normally. But there are several differences:

ATTRIBUTES: Synthetics generally have higher attribute scores than humans.

SKILLS & STRESS: Androids can't push skill rolls. They don't suffer stress, don't have a **STRESS LEVEL**, and they never make Panic Rolls.

DAMAGE: If a synthetic is Broken, roll for a critical injury on the table to the right. Until the android suffers a System Shutdown, it can continue to operate, only suffering the effects of the critical injury. This makes androids very hard to stop. Each further attack inflicting damage on a Broken android will inflict another critical injury. If you roll the same critical injury again, shift it down one step on the table (from a 4 to a 5, for example).

REPAIRS: Androids don't heal. Instead, a Shift of work and a **COMTECH** roll is required to repair all lost Health points and all critical injuries, as long as the android hasn't suffered a System Shutdown. They can repair themselves.

DEATH: Androids don't make Death Rolls and cannot "die." If they suffer a System Shutdown they can be reactivated to communicate with. This requires a power source, a Turn of work, and a **COMTECH** roll. An android "revived" in this way can be repaired (above) to working order, but it will suffer a permanent mental trauma.

RESOURCES: Synthetics don't need air, food, water, or sleep. They are immune to vacuum, cold, and disease. Androids are typically unaffected by alien pathogens.

CRITICAL INJURIES ON SYNTHETICS

D6	CRIT	EFFECT
1	Ruptured Fluid Pump	The android loses its next slow action.
2	Destroyed Leg Servos	Both legs are non-functional. The android must stay prone and can only crawl.
3	Destroyed Arm Servos	One arm is non-functional. The android can only use one-handed gear.
4	Head Dislocation	The android's artificial neck is severely fractured and its head placed in an unnatural position. All fast actions become slow actions.
5	Severe Chassis Breach	Internal organs spill out and the android is completely immobilized.
6	System Shutdown	The android is torn to shreds or crushed. Core systems are severely damaged and a **COMTECH** roll is required to communicate with the android.

ELECTRIC SHEEP

It is illegal to program an android for violence against humans. While modern synthetics are governed by behavioral inhibitors that prevent them from injuring others, earlier models are not so equipped and are therefore dangerous. Expensive bypass packages are available on the black market for those who want to circumvent these laws. An android that goes too long without scheduled maintenance can also begin to experience mental degradation and the onset of psychosis, which will render the inhibitors moot.



XENOMORPHS

You've heard the stories about the monsters out there. You better hope that you won't need to face one yourself. Fighting Xenomorph beings is something different entirely and far more deadly than facing humans or even androids. Very few have lived to tell the tale.

A range of Xenomorphs are described in detail in Chapter 11. In combat, Xenomorphs follow special rules. More information for the GM is found on page 290.

MULTIPLE ACTIONS: Some Xenomorphs get to act twice or even three times in a Round. For such creatures, the GM draws a number of initiative cards equal to their Speed rating. At the time of each initiative, the Xenomorph gets to perform one fast and one slow action.

SIGNATURE ATTACKS: Most Xenomorphs attack only in close combat, at **ENGAGED** range. Each time a Xenomorph attacks, the GM rolls a D6, consults a table for the creature's signature attacks, and resolves the effects. Some signature attacks are extremely deadly.

HEALTH: When a Xenomorph is reduced to zero Health, it isn't Broken in the way a human is. Instead, the GM rolls a D6 on a special critical injury table on page 291.

ARMOR RATING: Most Xenomorphs have a thick hide, resistant to attacks, giving them a natural Armor Rating.

SPECIAL ABILITIES: Some Xenomorph have special actions beyond the signature attacks. This is specified under each Xenomorph description.



VEHICLE COMBAT

A wide range of vehicles, both of the air and ground varieties, are used to get around planetside on the Frontier. You'll find a selection described starting on page 140 in the Gear chapter.

Driving under normal circumstances requires no dice rolls, but more advanced maneuvers require **PILOTING** rolls. Entering or mounting a vehicle is a fast action. Starting a motorized vehicle is also a fast action.

VEHICLE ATTRIBUTES

PASSENGERS: The number of people that can ride in the vehicle, excluding the driver.

MANEUVERABILITY: The modification you get to your **PILOTING** rolls when performing challenging maneuvers. Small, agile vehicles have higher bonuses than larger, heavy ones.

SPEED: The speed of the vehicle, in number of zones per driving action.

HULL: How much damage the vehicle can take before becoming wrecked.

ARMOR: The Armor Rating of the vehicle.

VEHICLES IN COMBAT

To operate a vehicle in combat, you use the drive action. Driving is a fast action, and it will move you a number of zones up to the Speed rating of your ride. Note that driving is a fast action just like running, meaning that you can drive twice in the same Round.

VEHICLE WEAPONS: Some vehicles are fitted with mounted heavy weapons, fired by the crew (and in some cases, the driver). You'll find a list of vehicle weapons on page 147.

RAMMING ENEMIES: Most vehicles can be used as weapons—i.e. to simply ram your enemy. It counts as a close combat attack, but roll for **PILOTING** instead of **CLOSE COMBAT**. Don't forget the vehicle's Maneuverability. The base Damage rating of the attack equals your vehicle's Hull rating divided by five, rounded up.

DAMAGE TO VEHICLES

Vehicles suffer damage just like people. Most vehicles have an Armor Rating (see page 98).

When a vehicle has suffered damage equal to or in excess of its Hull rating, it is Wrecked. This means that the vehicle is inoperable—you'll need to keep going on foot.

COMPONENT DAMAGE: Vehicles don't suffer critical injuries when Wrecked. Instead, if they take damage equal to or higher than half their Hull rating (round up) in a single hit they suffer *component damage*. Roll D6 on the table to the right. This means a vehicle can suffer component damage once without being Wrecked, but a second component damage will always Wreck a vehicle.

RAMMING VEHICLES: You can use your vehicle to ram another vehicle, as long as the Hull rating of your vehicle is equal to or higher than the Hull rating of the target. Roll the attack like you would if you were ramming a person. The damage from your attack is inflicted on the enemy vehicle. The driver and passengers in the target vehicle are only hurt if the enemy vehicle is Wrecked, in which case they suffer the same amount of damage as the vehicle did.

AERIAL VEHICLES

Aerial vehicles are handled in much the same way as ground vehicles, with some exceptions:

ALTITUDE: At all times you must keep track of the vehicle's altitude, measured in zones. When moving, you distribute the zones moved on vertical and horizontal movement. When on the ground, the Speed of aerial vehicles is typically 1.

CRASHES: If an aerial vehicle is Wrecked, it crashes violently to the ground. All people inside suffer damage equal to the altitude (in zones) multiplied by 3. You can brace yourself for the hit by rolling **MOBILITY**—each ✠ rolled reduces the damage by one.

REPAIRS

Repairing damage to a vehicle requires one or several **HEAVY MACHINERY** rolls. One roll can be made per Shift. Only one person can roll to repair the hull, but others can help. Each ✠ rolled removes one point of damage. If the vehicle was Wrecked, it is no longer considered Wrecked once it has regained at least one HP.

COMPONENT DAMAGE: If the engine or a mounted weapon has been disabled, repairing it typically requires a **HEAVY MACHINERY** roll, in addition to any roll for repairing hull damage. The work takes one Shift. ■

COMPONENT DAMAGE

D6	DAMAGE	EFFECTS
1	Driver hit	The driver is hit and suffers damage equal to the damage inflicted on the vehicle.
2	Passenger hit	A random passenger is hit and suffers damage equal to the damage inflicted on the vehicle. Re-roll if no passengers are present.
3	Severe spin	The attack rocks the vehicle. The driver must make an immediate **PILOTING** roll (not an action)—failure means that the vehicle is Wrecked.
4	Weapon disabled	A random weapon mounted on the vehicle is disabled. Re-roll if no weapons are present.
5	Engine disabled	The engine is disabled, and the vehicle can't continue. An aerial vehicle can make a controlled landing, losing one zone of altitude per Round.
6	Fuel explosion	The vehicle explodes in a ball of flame. All people inside it are immediately exposed to Intensity 9 fire, and the vehicle is destroyed beyond repair.



GEAR

"I wanna introduce you to a personal friend of mine. This is an M41A Pulse Rifle—ten millimeter, with over-and-under thirty millimeter pump action grenade launcher. Feel the weight."
"Okay, what do I do?"

—CORPORAL HICKS AND LT. RIPLEY

By now, you know that life on the Frontier sucks. The only way you are going to make it out here is by gearing up and keeping your wits. This chapter can't help you hold your shit together, but it gives you what you need to breathe in deep space and stomp some bugs. And since we all know that stomping is more important than breathing, let's start there, shall we? ■

WEAPONS AND ARMOR

You always want a weapon close at hand—you never know where danger lurks. Don't expect to have your choice of firearms, however. When something hisses at you in the dark, you can't be too choosy, understand? You use whatever you can get your hands on to buy you some time. The tables and images on the following pages show various kinds of common weapons.

WEAPON FEATURES

Different weapons neutralize different threats. This list is a heads-up on the features used in the weapon tables.

BONUS indicates any modification you get to your **CLOSE COMBAT** or **RANGED COMBAT** roll when using the weapon.

DAMAGE is the base Damage rating, i.e. how many points of damage your target suffers if your attack is successful. If you roll extra ⊕, you can deal additional damage. The word "Blast" followed by a number means that the weapon inflicts no direct damage, but instead triggers an explosion with the Blast Power indicated.

RANGE is the maximum range category at which the weapon can be effectively used.

WEIGHT indicates how many typical items the weapon counts as in the inventory list (see page 34). If no weight is indicated, the weapon is too heavy to be carried.

COST is the weapon's typical price in United American (UA) dollars. The actual price varies depending on the supply and demand at the location.

SPECIAL is any special effects that this weapon has. "Armor Piercing" means that any Armor Rating counts as half against this weapon, rounding fractions up. "Armor Doubled" means that any Armor Rating is doubled against the weapon.

PISTOLS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
M4A3 Service Pistol	+2	1	Medium	1/2	$200	
.357 Magnum Revolver	+1	2	Medium	1	$300	
Rexim RXF-M5 EVA Pistol	+1	1	Medium	1/2	$400	Armor piercing
Watatsumi DV-303 Bolt Gun	–	3	Short	1	$400	Armor piercing, single-shot

PISTOLS

M4A3 SERVICE PISTOL: This inexpensive 9mm pistol is the standard sidearm of the USC-MC. You should always have a backup for your backup, and this pistol might as well be it.

.357 MAGNUM REVOLVER: A classic high caliber revolver, equally popular amongst both Frontier Marshals and lowlifes.

REXIM RXF-M5 EVA PISTOL: A miniaturized and weaponized version of a Weyland-Yutani laser welder in use from the 2100-2120s. This tool was originally improvised as a weapon by the J'Har rebels during the 2106 uprising on Torin Prime. Always one to find profit in anything, Weyland-Yutani studied the modifications after the war and made them the standard self-defense armament on their commercial fleet.

WATATSUMI DV-303 BOLT GUN: The DV-303 is a construction tool that uses expanding bolts to make emergency hull repairs. The DV-303 can be turned into an improvised weapon—firing bolts like a single round shotgun—a trick first used by Frontier rebels in the early 2100s. This weapon must be reloaded (slow action) after each shot.

M4A3 Service Pistol



BONUS: +2 | RANGE: Medium
DAMAGE: 1 | WEIGHT: 1/2
COST: $200

.357 Magnum Revolver



BONUS: +1 | RANGE: Medium
DAMAGE: 2 | WEIGHT: 1
COST: $300

Rexim RXF-M5 EVA Pistol



BONUS: +1	WEIGHT: 1/2
DAMAGE: 1	COST: $400
RANGE: Medium	COMMENT: Armor piercing

Watatsumi DV-303 Bolt Gun



BONUS: –	WEIGHT: 1
DAMAGE: 3	COST: $400
RANGE: Short	COMMENT: Armor piercing, single-shot

RIFLES

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Armat M41A Pulse Rifle	+1	2	Long	1	$1,200	Armor piercing, full auto, grenade launcher
AK-4047 Pulse Assault Rifle	–	2	Long	1	$500	Full auto
M42A Scope Rifle	+2	2	Extreme	1	$1,000	Armor piercing
Armat Model 37A2 12 Gauge Pump Action	+2	3	Short	1	$500	Armor doubled
SpaceSub ASSO-400 Harpoon Grappling Gun	–	1	Medium	1	$300	Armor doubled, single-shot
Armat XM99A Phased Plasma Pulse Rifle	–	4	Extreme	2	$20,000	Armor piercing, Power Supply 5

RIFLES

ARMAT M41A PULSE RIFLE: The standard issue weapon of the USCMC, the M41A Pulse Rifle is a 10mm automatic assault rifle with underslung 30mm pump-action grenade launcher combined in a sturdy housing with retractable stock and optional scope. The M41A fires explosive-tip caseless standard light armor-penetrating US M309 rounds accelerated via electronic pulse. Remaining ammo is tracked via an LED counter and the rifle has two firing modes—burst and full automatic. For more about the grenade launcher, see the U1 below. An otherwise reliable weapon, the M41A can jam when fully-loaded, so partially loaded magazines are recommended. (In their downtime on mission Marines will take the time to remove a few rounds from each of the magazines they carry.) Even with this flaw, the M41A is what you want slung over your shoulder—but if you are a civilian, good luck getting a permit to own one.

AK-4047 PULSE ASSAULT RIFLE: The UPP equivalent to the M41A Pulse Rifle, the AK-4047 is a cheap and reliable substitute. While not as accurate, the AK-4047 is much sturdier than the USCMC weapon. An AK-4047 still works after being thrown off a cliff and left underwater for a month.

ARMAT M42A SCOPE RIFLE: Equipped with a folding bipod, muzzle flash suppressor, and a fully adjustable stock, the M42A is USCMC's semi-automatic electronic pulse sniper rifle of choice. If you manage to see what's lurking in the shadows before it sees you, you go ahead and take the shot.

ARMAT MODEL 37A2 12 GAUGE PUMP ACTION: A classic pump-action combat shotgun, the M37A2 is an optional weapon in use by the USCMC. Reliable and direct, the '37 is the gun you want to keep handy for close encounters.

ARMAT XM99A PHASED PLASMA PULSE RIFLE: Another prototype being tested by the USCMC, the extremely potent XM99A can kill a man and most creatures with a single shot. The weapon has a plasma charge build-up delay upon firing—so take care in lining up your target and make sure you hold steady. If you pull the trigger and check to see why it hasn't gone off yet, you just may accidentally redefine the term "friendly fire." This weapon must be aimed carefully (fast action) before it's fired. The weapon consumes a lot of electricity, and you need to make a Power Supply roll after every shot (see page 34). Its battery has a Power Supply level of 5 when fully charged.

SPACESUB ASSO-400 HARPOON GRAPPLING GUN: Designed for aiding in emergency manual docking maneuvers, the ASSO-400 fires a grappling-hook-tipped harpoon that carries a tether. The ASSO-400 is used to close the distance between free-floating objects and personnel in space. On a hit with this weapon, the grappling hook attaches to the target. If the target is heavier than you, you can use the tether to rappel quickly toward the target (slow action, moves you from **MEDIUM** range to **ENGAGED**). If you are heavier, you can instead pull the target toward you (requires a **STRENGTH** vs. **STRENGTH** opposed roll if the target resists).

Armat M41A Pulse Rifle



BONUS: +1

DAMAGE: 2

RANGE: Long

WEIGHT: 1

COST: $1,200

COMMENT: Armor piercing, full auto, grenade launcher

M42A Scope Rifle



BONUS: +2

DAMAGE: 2

RANGE: Extreme

WEIGHT: 1

COST: $1,000

COMMENT: Armor piercing

Armat Model 37A2 12 Gauge Pump Action



BONUS: +2

DAMAGE: 3

RANGE: Short

WEIGHT: 1

COST: $500

COMMENT: Armor doubled

SpaceSub ASSO-400 Harpoon Grappling Gun



BONUS: –

DAMAGE: 1

RANGE: Medium

WEIGHT: 1

COST: $300

COMMENT: Armor doubled, single-shot

Armat XM99A Phased Plasma Pulse Rifle



BONUS: –

DAMAGE: 4

RANGE: Extreme

WEIGHT: 2

COST: $20,000

COMMENT: Armor piercing, Power Supply 5

DIRTY BULLETS

Here's where things start getting particularly nasty. The target of these radioactive bullets not only suffers piercing damage, but their wounds are irradiated in the process. Any ammunition type can be treated with radionuclides, but it's going to cost you four times the cost of normal ammo. Make sure you take the proper precautionary steps when using them—dirty bullets not only leave your gun glowing in the dark, but also your shooting hand and holster hip riddled with cancer.

U-238 tipped bullets reduce the Armor Rating of any target by two, after the Armor Piercing or Armor Doubled effects have been applied. Anyone hit by a U-238 bullet suffers 1 Rad in addition to normal damage. Carrying a weapon loaded with U-238 tipped bullets gives you 1 Rad per Shift.

HEAVY WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Armat U1 Grenade Launcher	+1	Blast 9	Long	1/2	$600	Can fire other grenade types
Armat M41AE2 Heavy Pulse Rifle	+1	3	Extreme	2	$1,500	Armor piercing, full auto
M56A2 Smart Gun	+3	3	Long	3	$6,000	Armor piercing, full auto
M240 Incinerator Unit	–	2	Medium	1	$500	Fire Intensity 9
UA 571-C Sentry Gun	+2	4	Extreme	–	$12,000	Armor piercing, full auto, RANGED COMBAT 8
G2 Electroshock Grenade	–	Stun	Medium*	1/2	$400	Stun effect (–2)

*When used as a hand grenade.

Armat M41AE2 Heavy Pulse Rifle



BONUS: +1

DAMAGE: 3

RANGE: Extreme

WEIGHT: 2

COST: $1,500

COMMENT: Armor piercing, full auto

AMMUNITION

One full reload for a firearm typically costs about 5% of the cost of the weapon itself.

HEAVY WEAPONS

ARMAT U1 GRENADE LAUNCHER: This 30mm pump-action is typically found as part of the M41A Pulse Rifle, but individual units do exist. Standard payload for the U1 is M40 High Explosive fragmentation grenades, but the launcher accommodates a variety of other grenade types from smoke and flash grenades to electronic G2 Electroshock Grenades (below). When facing superior numbers, the U1 is your friend—don't enter an alien hive without one. Well, don't enter a hive with one, either. Just stay away from the hive. Okay?

A target hit by a frag grenade suffers explosion damage (Blast Power 9) plus one extra point of damage. All other targets in the same zone suffer explosion damage. A smoke grenade causes no damage but blocks line of sight inside, into, and out of the target zone. A flash grenade forces all targets in the zone to make an immediate **STAMINA** roll (no action) or lose their next slow action. If a grenade misses, it lands in a random adjacent zone.

ARMAT M41AE2 HEAVY PULSE RIFLE: A USCMC Squad Automatic Weapon modification of the M41A, this electric pulse support rifle has a longer barrel in place of the U1 grenade launcher. This is the machinegun you want laying down suppressing fire to cover your ass during an evac.

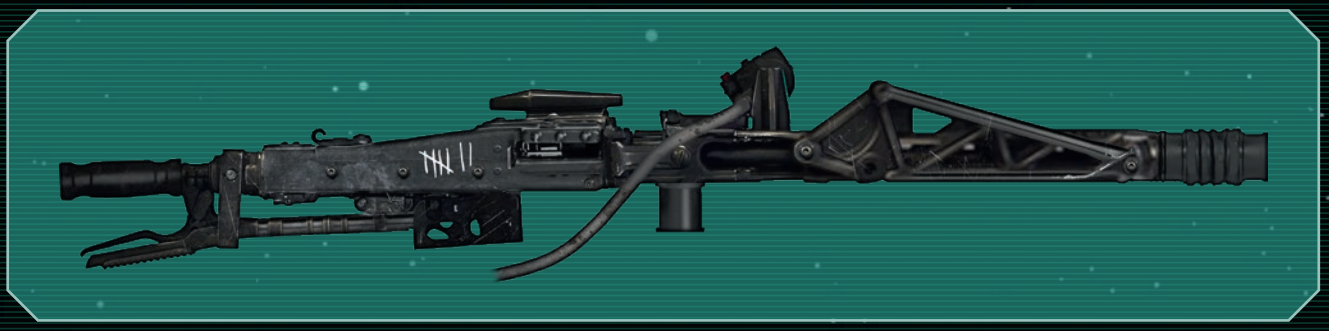
M56A2 SMART GUN: The heavy firepower of every USCMC squad, the M56 Smartgun is mounted on an articulating arm and gimbal attached to an armored harness worn by the weapon's operator. What makes the M56A2 a smart gun is its ability to choose targets for you. It is equipped with an infrared tracking system and data transmitter/receiver that homes in on potential threats and sends that information to a Head Mounted Sight. Fire control is still at your discretion, so if you are running low on ammo, pick your targets. The M56A2 fires in either bursts or full automatic. A glancing shot can sever a limb and a full burst can cut a person in half, so watch that friendly fire, Private.

THE M240 INCINERATOR UNIT: This carbine-style flamethrower uses naphtha fuel canisters to fire a thick, steady stream of flame at a target. It is in common use by the USCMC, who deploy the weapon at the squad and fireteam level. Civilian models exist too. The troops in the field have given the M240 the unceremonious nickname of "Bake-a-Flake." It's a good standby weapon to have in a pinch, especially when facing off against hostile organisms. Most animals retreat from fire, yes? Any target hit by an incinerator unit also catches fire, Intensity 9 (see page 108).

UA 571-C AUTOMATED SENTRY GUN: These tripod-mounted robot sentries form an automated perimeter defense system that tracks and automatically fires upon any target that moves within range. The UA 571 series is equipped with automatic thermal and movement actuated AI targeting capabilities. The UA 571-C utilizes an M30 Autocannon. Just be mindful of your friend or foe settings before walking in front of one. Those set up with ARS—Advanced Recognition Software—can be programmed to identify friendly targets with a variable success rate. If set for motion and heat only, anything hot that moves might as well be dead. When activated, the Sentry Gun is always in overwatch position and fires with skill level 8 in **RANGED COMBAT** (no **AGILITY**). The Sentry Gun can also be operated remotely by using a Head Mounted Sight.

G2 ELECTROSHOCK GRENADE: These grenades are called "electronic ballbreakers" with good reason. When deployed, they propel themselves about 3 feet off the ground before releasing a mega-voltage electric pulse. The usually non-lethal shock is still strong enough to freeze a person's central nervous system. These weapons are good for crowd control. When there is only one seat left on the last shuttle to leave a space station stuck in a decaying orbit around a gas giant, pop a few of these puppies into the mob, cycle that airlock closed, and strap yourself in for the ride home. All humans in the target zone must make a hard **STAMINA** roll (–2, doesn't count as an action) or be stunned for one Round.

M56A2 SMART GUN



BONUS: +3

RANGE: Long

COST: $6,000

DAMAGE: 3

WEIGHT: 3

COMMENT: Armor piercing, full auto

M240 Incinerator Unit



BONUS: –

DAMAGE: 2

RANGE: Medium

WEIGHT: 1

COST: $500

COMMENT: Fire Intensity 9

CLOSE COMBAT WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Unarmed Attack	–	1	Engaged	–	–	Armor doubled
Blunt Instrument	+1	1	Engaged	1	–	
Knife	–	2	Engaged	1/2	$50	
Stun Baton	+1	1	Engaged	1/2	$80	Stun effect, Power Supply 5
Cutting Torch	–	3	Engaged	1	$300	Armor piercing, Power Supply 5

CLOSE COMBAT WEAPONS

STUN BATON: Basically a cattle prod, these electroshock devices are designed to keep pests and livestock in order on the Frontier. While the charge isn't strong enough to kill a human, a touch can incapacitate the target. If you see something lurking underfoot, hit it with it. Shouldn't damage the little bastard, unless its skin is thinner than ours...

Anyone hit by a stun baton who takes one or more points of damage must make an immediate **STAMINA** roll (doesn't count as an action) or be stunned for one Round. After each attack, you need to make a Power Supply roll. The battery has a Power Supply level of 5 when fully charged.

MECHANICAL CUTTING TORCH: A utilitarian blowtorch used for both welding and cutting through metal. In a pinch, a cutting torch can be used as a weapon. The Rexim EVA pistol started life as a laser cutting torch. You want to stay alive? You need to improvise. You need to make a Power Supply roll after every use. Its battery has a Power Supply level of 5 when fully charged.

NO WEAPONS OF ANY KIND

You want to be careful where you point that thing in space. Firefights onboard spacecraft, space stations, and within pressure domes can be disastrous—a stray bullet can rupture the hull and vent an entire living sector into space (see page 107 for rules on this). People have been blown out into space through the tiniest of tears in the hull—a gruesome way to go, for sure. Because of this, weapons are limited on spacecraft. Most military smart guns won't fire when turned on a target along the outer hull of a safe-sensor equipped ship. Civilian weapons aren't quite so clever. Your best bet is to keep 'em holstered until you've exhausted all other options. Then hold on to something tight and make for an airlock.

SUITS AND ARMOR

SUIT	ARMOR RATING	AIR SUPPLY	WEIGHT	COST	COMMENT
M3 Personnel Armor	6	–	1	$1,200	Built-in comm unit
IRC Mk.50 Compression Suit	2	5	1	$15,000	AGILITY –1, Air Supply 5
IRC Mk.35 Pressure Suit	5	4	2	$2,000	Air Supply 4
Eco All-World Survival Suit	4	6	2	$30,000	
Weyland-Yutani APEsuit	3	4	1	$5,000	SURVIVAL +3
P-5000 Power Loader	3	–	–	$50,000	HEAVY MACHINERY and CLOSE COMBAT +3

SUITS AND ARMOR

To protect yourself from damage and the cold vacuum of space, you want to wear the right suit or armor. Armor Rating is explained on page 98 and Air Supply on page 34.

M3 PERSONNEL ARMOR: Standard issue for the USCMC, the M3 consists of a rigid armor padded vest, a flexible ballistic pad that covers the abdomen, and clamshell greaves on the lower legs. The armor protects against edged weapons and glancing blows from high powered ammunition. It has a built-in comm unit and Personal Data Transmitter, combat webbing straps to connect a variety of equipment, and contact points which monitor the wearer's vitals and transmit them to a tactical monitoring station. Armor Rating 6.

IRC MK.50 COMPRESSION SUIT: State of the art when it was introduced six decades ago, the reliable Mk.50 compression suit is still a common sight on the Frontier. The sturdy helmet has a comm unit and heads-up display, a lateral head light, and a wireless helmet cam that syncs to any mobile or stationary monitoring system. The suit carries a healthy supply of oxygen and maintains internal pressure for its wearer while in a vacuum. If you are going to get blown out into space, you want to be in a Mk.50. Armor Rating 2, Maximum Air Supply 5.

IRC MK.35 PRESSURE SUIT: Standard issue for the USCMC, the Mk.35 is an unfortunately bulky combat pressure suit with a cumbersome recycler unit. You want to be careful wearing one of these in a fight, as the hard joints tend to seize up with extreme motion. While the inexpensive suit offers full protection from the vacuum of space, you have to spend time in a decompression chamber after spacewalking in one. Basically, this suit sucks, but if the choice is a Mk.35 or the cold of space, shut up and suit up. Armor Rating 5, Maximum Air Supply 4. Heavy item.

ECO ALL-WORLD SYSTEMS SURVIVAL SUIT: This EVA hardsuit has fully-articulated rotary joints and self-actuating fingers, offering a limited range of mobility, but the maximum amount of protection from the hazards of space. The helmet has a sophisticated heads-up display built in, and the suit has its own thrusters for tether-free zero-G maneuvers. The comm array on a standard Eco EVA Suit is unshielded, and thus sensitive to rogue transmissions. Armor Rating 4, Maximum Air Supply 6. Heavy item.

WEYLAND-YUTANI APESUIT: The All Purpose Environment Suit is specialized, armored compression garb designed for combat and animal control under adverse environmental conditions. While an APEsuit cannot protect you from the vacuum of space, it does offer a filtered air supply, limited armor, resistance to temperature extremes, and is impervious to caustic substances. The helmet includes protective eyewear and a mask to protect the wearer's face. The suit is commonly worn by Weyland-Yutani's security commandos and "Dog Catcher" units to contain hostile organisms, so if you see a bunch of guys show up wearing these, get the hell out of there—because what they are looking for just might find you. Armor Rating 3, bonus +3 to **SURVIVAL** rolls. Air Supply 4.

CATERPILLAR P-5000 POWERED WORK LOADER: Commonly called a power loader, this mechanized exoskeleton power frame is used to transfer cargo as well as perform welding and other repairs. The exosuit amplifies your strength tenfold and is equipped with hydraulic claws for lifting and grasping. A roll cage protects your face while you operate one, and a webbed harness keeps you strapped in in case you take a tumble. The P-5000 is difficult to master, but a pro can make operating it seem as simple as walking. Many variants exist, including a weaponized version and a wheeled work loader for larger loads. **HEAVY MACHINERY** and **CLOSE COMBAT** +3, base Damage rating 3 in close combat attacks. Requires skill level 2 or more in **HEAVY MACHINERY** to be used. ■



OTHER EQUIPMENT

COMPUTER MAINFRAMES

Although there are many types of computers in use throughout the territories, there are two major master systems in use on the Frontier.

MU/TH/UR: Most starships, space stations, and military facilities are run via a sophisticated computer system called MU/TH/UR. Originally developed by Weyland Corporation at the end of the 21st century, the MU/TH/UR system soon became the standard for running complex automated systems and facilities. Affectionately nicknamed "Mother" by the crews who utilize these computers, over the decades various models have sported different levels of AI packages. While both the MU/TH/UR 1000 and 9000 series are sophisticated interactive models that over time can develop rudimentary personalities, most military, cargo, and utilitarian craft of today are equipped with the standard 5000 through 8000 series.

While these machines can communicate through the ship's intercom system, most of them can only be directly accessed through the computer core. Card and punch code entry to this secure and static free chamber is only granted to the vessel's commanding officer. The computer core also allows the commanding officer to issue alternate commands and overrides to "Mother's" automated routine.

A.P.O.L.L.O.: Seegson's answer to MU/TH/UR, A.P.O.L.L.O. was designed to coordinate Seegson's Working Joe synthetics to run a starship. In all other regards it is less advanced than the MU/TH/UR models.

"Mother? I've turned the cooling units back on. MOTHER?"
"Ship will automatically destruct in T-minus 5 minutes."
"You BITCH!"

—LT. ELLEN RIPLEY VS. MU/TH/UR 6000

STANDARD ACCESS

Both MU/TH/UR and A.P.O.L.L.O. are capable of issuing reports and updates to the entire crew, as well as providing an analysis of any situation upon request through a standard terminal. A ship's or installation's commanding officer and science and/or medical officer often have better interface privileges. Whichever system is in use, both MU/TH/UR and A.P.O.L.L.O.'s computing power can be used to assist with most mission based issues that arise.

COMPUTER MAINFRAMES

MAINFRAME	SKILLS	COST
A.P.O.L.L.O.	Comtech 5, Piloting 4, Observation 5	$2,000,000
MU/TH/UR 6000	Comtech 5, Piloting 5, Observation 5	$2,500,000
MU/TH/UR 6500	Comtech 6, Piloting 5, Observation 6	$3,500,000
MU/TH/UR 7000	Comtech 7, Piloting 6, Observation 7	$5,000,000
MU/TH/UR 9000	Comtech 10, Piloting 8, Observation 10, Ranged Combat 9	$50,000,000

DATA STORAGE

DEVICE	WEIGHT	COST	EFFECT
Long-Data Disc	0	$30	Holds up to 10 zettabytes (ZB) of data
Magnetic Tape	0	$5	Holds up to 120 terabytes (TB) of data

DATA STORAGE

Along with a gum wrapper and a few dirty tissues, people always need to carry information in their pocket. In the 22nd century, that is usually accomplished in the following ways:

LONG-DATA DISCS: After several data losses from electromagnetic pulses in the first half of the 21st century, the move was made to reintroduce and reinforce physical data storage. Weyland Corp scientists took optical disc media and enhanced it to the next level. The result is a nano-optical long-data memory disc. Called LDs, each disc can hold up to 10 zettabytes (ZB) of data. All colony and corporate records are backed up on these discs in case of an electromagnetic discharge.

MAGNETIC TAPES: A two-hundred-year-old technology, magnetic tape cassettes have become popular on the Frontier simply because they are both disposable and cheap. Utilizing sputter deposition technology, these cassettes can hold between 60, 90, or 120 terabytes (TB) of information each. While easily disrupted by a strong magnetic pulse, the benefit of magnetic tapes is that the archaic technology that runs them produces no easily detected wave signals. Most security sensor grids are set to detect more sophisticated electronic hardware. All these factors combined have managed to keep magnetic tapes in vogue for the past fifty years.

DIAGNOSTICS AND DISPLAY

DEVICE	WEIGHT	COST	EFFECT
Computer Terminal	–	Varies	Access and process data (COMTECH roll)
PR-PUT Uplink Terminal	1	$9,000	Remote control spacecraft (COMTECH roll)
Seegson C-Series Magnetic Tape Recorder	1/2	$50-$100	Record and play music (MANIPULATION +1)
Samani E-Series Watch	0	$50	Tracks time, oxygen, and pressure levels (SURVIVAL +1)
Personal Data Transmitter	0	$100	Monitors location and vitals
IFF Transponder	0	$250	Prevents Sentry Gun friendly fire
Data Transmitter Cards	0	$50	Transfer of audiovisual data
Seegson P-DAT	1/2	$500	Coordinate info for field teams
Seegson System Diagnostic Device	1	$300	Troubleshoot computer systems (COMTECH +2)
HoloTab	–	$100,000	Strategic analysis platform (COMMAND +2)
Modular Computing Device	–	$8,000	Full audiovisual holographic projector

DIAGNOSTICS AND DISPLAY

COMPUTER TERMINAL: A computer terminal is any colony, starship, or station based electronic hardware that can access and process data via keyboard or voice commands and monitor, or hologram. Using the right codes and **COMTECH** rolls at a terminal can potentially give you access to whatever MU/TH/UR or A.P.O.L.L.O. knows.

PR-PUT PORTABLE REMOTE PILOT UPLINK TERMINAL: A military-grade armored and water-resistant laptop, this portable terminal has a built-in piloting joystick. With the right skills (**COMTECH** roll) and access codes, you can use a PR-PUT to patch into a colony uplink tower and remote pilot an orbiting ship.

SEEGSON C-SERIES MAGNETIC TAPE RECORDER: An "old tech" portable audio recorder used to record or play music and audio logs. Popular models include the classic C-24 ka-boombox and the just released portable C-60 "spacewalk-man." Now when you go EVA you can bring your country blues with you (**MANIPULATION** +1).

SAMANI E-SERIES WATCH: A dual-faced precision wristwatch, each Samani E-series device is capable of telling the time and date for two synchronized colonial locations, allowing space travelers to keep track of time back home while they are in deep space. The latest addition, the E-550, includes oxygen and pressure sensors to warn its user of a hull breach (**SURVIVAL** +1).

PERSONAL DATA TRANSMITTER: These "PDTs" transmit the recipient's location. Some models also monitor vital signs. Most corporate sponsored Frontier worlds equip their colonists with PDTs in order to keep track of them in hostile environments. PDTs can be surgically implanted, built into a pressure suit, or worn as an accessory.

IFF TRANSPONDER: A personal beacon that prevents automated sentry systems from accidentally blowing friendly targets to pieces. Usually surgically implanted before a campaign, the only flaws in the system are when their signal is disrupted and when an enemy gets their hands on a transceiver for infiltration purposes. How is this accomplished if IFFs are surgically implanted? You'd be amazed what a good sharp knife can do.

DATA TRANSMITTER CARDS: DTCs are small clear plastic data transmitter cards that plug into a variety of recording equipment, such as the built-in visual and audio recorders on a space suit helmet. They wirelessly transmit data to the terminal they are synced to. Information captured by the device can be analyzed by a MU/TH/UR or A.P.O.L.L.O. system or displayed on a HoloTab.

SEEGSON P-DAT: A personal data tablet, a P-DAT can be synced with Spectrograph Mapping Devices, PDTs, and helmet cams to coordinate a team on the go.

SEEGSON SYSTEM DIAGNOSTIC DEVICE: The SSDD is used to troubleshoot computer and mechanical systems aboard a space station or starship. A good engineer knows how to use one of these to hack doors and computer terminals—but you didn't read that here (**COMTECH** +2).

HOLOTAB: A high end strategic and analysis platform, a HoloTab—or Holographic Display Table—takes scanned live or recorded information fed to it and generates a three dimensional hologram of the subject. A HoloTab is usually used in conjunction with pre-existing maps or in coordination with PDTs and Parameter Uplink Spectagraph hardware (**COMMAND** and **OBSERVATION** +2).

MODULAR COMPUTING DEVICE: Perfected and manufactured by Weyland Corp in the 21st Century, a MCD is a high-end full audio/visual holographic projector. The holograms generated can fill a 6x6m area and are completely immersive.

VISION DEVICES

DEVICE	WEIGHT	COST	EFFECT
Optical Scope	0	$60	Range increased one category
Hi-beam Flashlight	1/2	$45	Removes the effect of darkness in a zone
Binoculars	1/2	$100	Bonus +2 to OBSERVATION
M314 Motion Tracker	1	$1,200	See page 86. LONG range indoors.
M316 Motion Tracker	0	$3,000	See page 86. MEDIUM range indoors.
Head-Mounted Sight	1/2	$200	Remote control of Sentry Gun
Neuro Visor	1	$10,000	Monitor hypersleep patient
"Pups" Mapping Device	1	$50,000 each	Scans one zone per Round
Seegson Microview-2000SE	–	$25,000 per deck	Location tracking

VISION DEVICES

OPTICAL SCOPE: These come in a variety of flavors, including laser-guided green. Increases the range of a pistol or rifle by one category (such as from **MEDIUM** to **LONG** or from **LONG** to **EXTREME**), but can only be used for aimed shots. Tiny item.

BINOCULARS: Gives a +2 modification to **OBSERVATION** at **LONG** range or more when scouting actively (not passive awareness).

M314 MOTION TRACKER: A motion-scanning device, the M314 uses high-powered ultrasonic waves to detect movement within its sensor range (**EXTREME** range in open terrain, **LONG** range in close quarters). Originally designed for rescue teams searching for civilians trapped in cave-ins and collapsed buildings, the tracker soon found use by the military fighting guerilla forces in extrasolar environments that made infrared impractical. You need to make a Power Supply roll after every use. Its battery has a Power Supply level of 5 when fully charged.

M316 MOTION TRACKER: The drawback to the M314 is its size and weight—you can't fire your weapon and operate the tracker at the same time. An experimental pulse rifle mounted upgrade—the M316—is currently being field tested. The good news? It is compact, lightweight and easy to glance at in a firefight. Of course, with good news always comes bad. While the M316 operates about the same as the M314, it has a much more limited range—**LONG** outdoors and **MEDIUM** indoors. Your results may vary, but that's what you grunts are for—cannon fodder to help the big corporations figure out how to perfect their new toys. Power Supply level 3 when fully charged.

HEAD-MOUNTED SIGHT: Syncs with smart gun or robot sentry technology to help an operator focus on and choose targets.

NEURO VISOR: A neuro visor is a helmet with a HUD visor that allows an operator to monitor and interface with the subconscious and dreams of a subject in stasis. A skilled user (requires a **COMTECH** roll) can also use a neurovisor to communicate with the hyper sleeping subject, and an advanced user can use one to manipulate one's dreams—so the next time you go into hypersleep, keep those dreams clean—your supervisor could be watching.

W-Y PARAMETER UPLINK SPECTROGRAPH MAPPING DEVICE: Sometimes called "Pups," these cost-prohibitive mapping devices have been in use for a good hundred years. Pups employ limited anti-gravity propulsion to float through, across, and over otherwise difficult to navigate terrain. As these orbs scout about, they constantly scan a 360-degree area around the device with mapping lasers. The Pups then send the spectrograph information back to a synced device, usually a starship or ground-based HoloTab or a monitoring station in a mobile command vehicle. They can also detect lifeforms, atmospheric conditions, toxins, and more. Pups were given their nickname because they emit a haunting, hound-like howling sound as they seek and scan. They can scan one zone per Round, and detect any enemies in zones they pass. Range **EXTREME**.

SEEGSON MICROVIEW-2000SE: A navigational map system used on space stations, the Microview 2000SE uses the device's coordinates aboard the station to determine that "You are Here" at all times—wherever here is at the time.

TOOLS

DEVICE	WEIGHT	COST	EFFECT
Watatsumi DV-303 Bolt Gun	1	$400	HEAVY MACHINERY +2
Cutting Torch	1	$300	HEAVY MACHINERY +2, Power Supply 5
Maintenance Jack	1	$150	HEAVY MACHINERY +1
Electronic Tools	1/2	$250	COMTECH +1

TOOLS

WATATSUMI DV-303 BOLT GUN: Read more under Weapons above. When used as a tool, the bolt gun gives a +2 modification to **HEAVY MACHINERY** in relevant situations.

MECHANICAL CUTTING TORCH: Read more under Weapons above. When used as a tool, the cutting torch gives a +2 modification to **HEAVY MACHINERY** in relevant situations. The cutting torch consumes a lot of electricity, and you need to make a Power Supply roll after every use (see page 36). Its battery has a Power Supply level of 5 when fully charged.

MAINTENANCE JACK: A common tool used to open unpowered airlocks and divert power to or from electrical junction boxes. Gives a +1 modification to **HEAVY MACHINERY** in relevant situations.

MEDICAL SUPPLIES

DEVICE	WEIGHT	COST	EFFECT
Personal Medkit	1/4	$50	MEDICAL AID +2
Surgical Kit	1/2	$25-$200	MEDICAL AID +1 to prevent death
Pauling MedPod	-	$2,000,000	MEDICAL AID 10
AutoDoc	-	$500,000	MEDICAL AID 6

MEDICAL SUPPLIES

PERSONAL MEDKIT: A Personal Medkit contains what you need to stop bleeding, disinfect a wound and cauterize it, some Pharmax bandages to wrap it up and a stim boost to keep you on your feet. A Medkit is not a permanent solution, it's more of a band aid to keep your guts from spilling out until you reach an Auto-Doc. Gives a +2 modification to **MEDICAL AID** rolls, but can only be used once.

SURGICAL KIT: These nasty-looking instruments can mean life or death—in either the hands of a surgeon or a killer. While they are intended to save lives, in a pinch they can make for great cutting weapons. Gives a +1 modification to **MEDICAL AID** rolls to prevent death from a fatal critical injury (see page 99). Base Damage 2 when used as a weapon.

PAULING MEDPOD: If you are going to get nearly dead, do it near a Pauling. The answer to space medicine, the Pauling MedPod is an autonomous medical scanner and surgical unit capable of performing bypass surgery. The Pauling MedPod can diagnose and treat infections through concentrated antibiotic injections. It can perform basic wound repair and pre-programmed surgical procedures such as an appendectomy, laparoscopic ablation and cesarean section.

The Pauling MedPod has gone through several iterations. The newest model is the Pauling MedPod 1080i. Although still cost prohibitive, the 1080i is much more prolific than its 720i predecessor. All models of the Pauling MedPod feature an airtight operating shield, comfortable limb restraints, a laser scalpel, computer controlled robotic surgical arms, liquid spray anesthetic and vital signs sensors, all mounted on an adjustable titanium base. The MedPod can be programmed with a simple (+2) **COMTECH** roll and has a **MEDICAL AID** skill level of 10 (roll for the skill level only), but can't push its rolls.

AUTODOC: Not everyone can afford a Pauling MedPod, but almost every ship, station, and colony has at least one AutoDoc. Essentially a poor man's version of a Pauling, the AutoDoc is an automated medical treatment device that diagnoses and treats lesser wounds and infections. It is not capable of complicated surgery, but it can reset broken bones. The AutoDoc can be programmed with an unmodified **COMTECH** roll and has a **MEDICAL AID** skill level of 6 (but can't push its rolls).

PHARMACEUTICALS

SUBSTANCE	WEIGHT	COST	EFFECT
Neversleep Pills	0	$2	STRESS LEVEL +1 per dose
Hydr8tion	0	$5	Removes Dehydration from hypersleep
Naproleve	0	$20	Reduces STRESS LEVEL to zero
Recreational Drugs	0	Varies	Varies
X-drugs	0	Varies	Varies

PHARMACEUTICALS

There are a number of prescribed and under the table drugs that are common on the Frontier.

NEVERSLEEP PILLS: Fast acting supplement that keeps you going well past your bedtime. Excessive use can cause stroke or heart attack. Each dose increases your **STRESS LEVEL** one step but removes the need for sleep for one day. During that day, you cannot relieve stress (see page 104).

HYDR8TION: An electrolyte solution that counteracts the dehydrating effects of hypersleep (see page 151), Hydr8tion is one of the few pharmaceuticals of the space age with no side effects.

NAPROLEVE: An injectable instant pain reliever for all strains, stresses, and irritations. Recommended for use during any self-inflicted cesarean performed to extract an unconventional fetus from your womb. Immediately reduces the patient's **STRESS LEVEL** to zero. Warning: an overdose of Naproleve can have an intoxicating effect. Each dose beyond the first in the same Shift gives a –1 modification to all **AGILITY**-based skill rolls until the end of the Shift.

RECREATIONAL DRUGS: Get 'recked. Cannabis, tobacco, and certain doses of steroids, benzodiazepines and methylenedioxymethamphetamine are all legal drugs prescribed for recreational use by corporate physicians. Price varies from $5 for a pack of cigarettes to $60,000 for a kilo of benzoylecgonine.

X-DRUGS: These are the more extreme drugs out there that most ethical corporations work to keep off their colonies. These X-drugs increase strength, endurance, and the senses, but prolonged use can result in severe side effects such as hallucinations, seizures, psychosis, and stroke. The Colonial Marine Corps is rumored to be experimenting with new powerful X-Stims for its soldiers, and some unscrupulous companies quietly supply their workers with similar illegal stimulants in an effort to increase productivity. Effects and prices vary.

FOOD AND DRINK

SUSTENANCE	WEIGHT	COST	EFFECT
Prefab Meal	1/4	$10	Food Supply +1
Water Bottle	1/4	$2–$100	Water Supply +1
"Bug Juice" Protein Drink	1/4	$5	Food and Water Supply +1
Carbonated Beverage	1/4	$2	Water Supply +1
Candy Bar	1/4	$2–$5	Food Supply +1
Coffee	0	Free–$1.50/cup	STRESS LEVEL +1
Beer	1/4	$4	STRESS LEVEL –1 and –1 to all WITS-based skills
Hard Liquor	1	$10–$500/ bottle	STRESS LEVEL –1 and –1 to all WITS-based skills for each glass
Colony Specialty Meals	1/4	$20–$300	Food Supply +1, STRESS LEVEL –1



FOOD AND DRINK

PREFAB MEALS: The average meal in space is pre-prepped flash-frozen rations. Typical meals aboard a starship include pastas, cereals, freeze-dried vegetables, stews, meatloaf and something resembling cornbread. Corporations make their employees pay for these prefab meals, despite the fact that there are few, if any, other choices and the workers are in space on company time. Increases your Food Supply one step (see page 34).

WATER: Shipboard company supplied water ($2) is rationed, cloudy, recycled, and tastes metallic, but gets you through the day. Bottles of purified water ($10) are luxury items on some worlds, and can fetch as much as $100/bottle on a barren rock. Increases your Water Supply one step (see page 34).

"BUG JUICE" PROTEIN DRINK: Commonly referred to as "bug juice," this high protein caloric drink is made from mealworms, roaches, beetles, and other insects all raised on bug farms. Made by a large variety of manufacturers, it is a cheap and cost-effective way of keeping alive on the Frontier. Increases both your Food and Water Supply one step.

SODA AND CANDY BARS: Luxury items on the Frontier, these guilty pleasures can give you a sugar rush if you need it. Increases your Food Supply one step.

COFFEE: Coffee is supplied on most company ships and stations free of charge for the crew. Grown in Guatemala on Earth, Weyland-Yutani coffee is the highest rated in the territories, and free coffee is considered one of the perks of W-Y employment. If you are on the verge of dozing off, coffee can give you a caffeine boost to get you through the morning. Increases your **STRESS LEVEL** one step, but temporarily postpones the drawbacks from lack of sleep for one Shift.

COLONY SPECIALTY MEALS: Planetside colony grub can be a better thing, as colonists get creative with their rations to create new "culinary delights." Some colonies grow their own livestock while others have access to edible indigenous wildlife, creating a wide variety of cuisine ranging from Terraform 3's bovine burgers and steaks to boiled Tanakan scorpion thorax to kelp salad and sushi from Bracken's World. Increases your Food Supply and reduces **STRESS LEVEL** one step.

BEER AND BOOZE: These items are covered under entertainment in Chapter 7. Each drink decreases your **STRESS LEVEL** one step, but also gives you a –1 modification to all **WITS**-based skills for the next Shift. ■

VEHICLES

Enter dark, creepy place. Get ambushed. Set something to blow up and fight your way out. Grab the keys, hop in your ride and drive. Fast. Shit, something is hiding in the goddamn trunk! What now? That's your problem—this section covers what you're driving, not how to kill monsters. While the listings below are far from exhaustive, they provide a nice cross section of what people are using to get around planetside on the Frontier. Just make sure you keep that trunk locked.

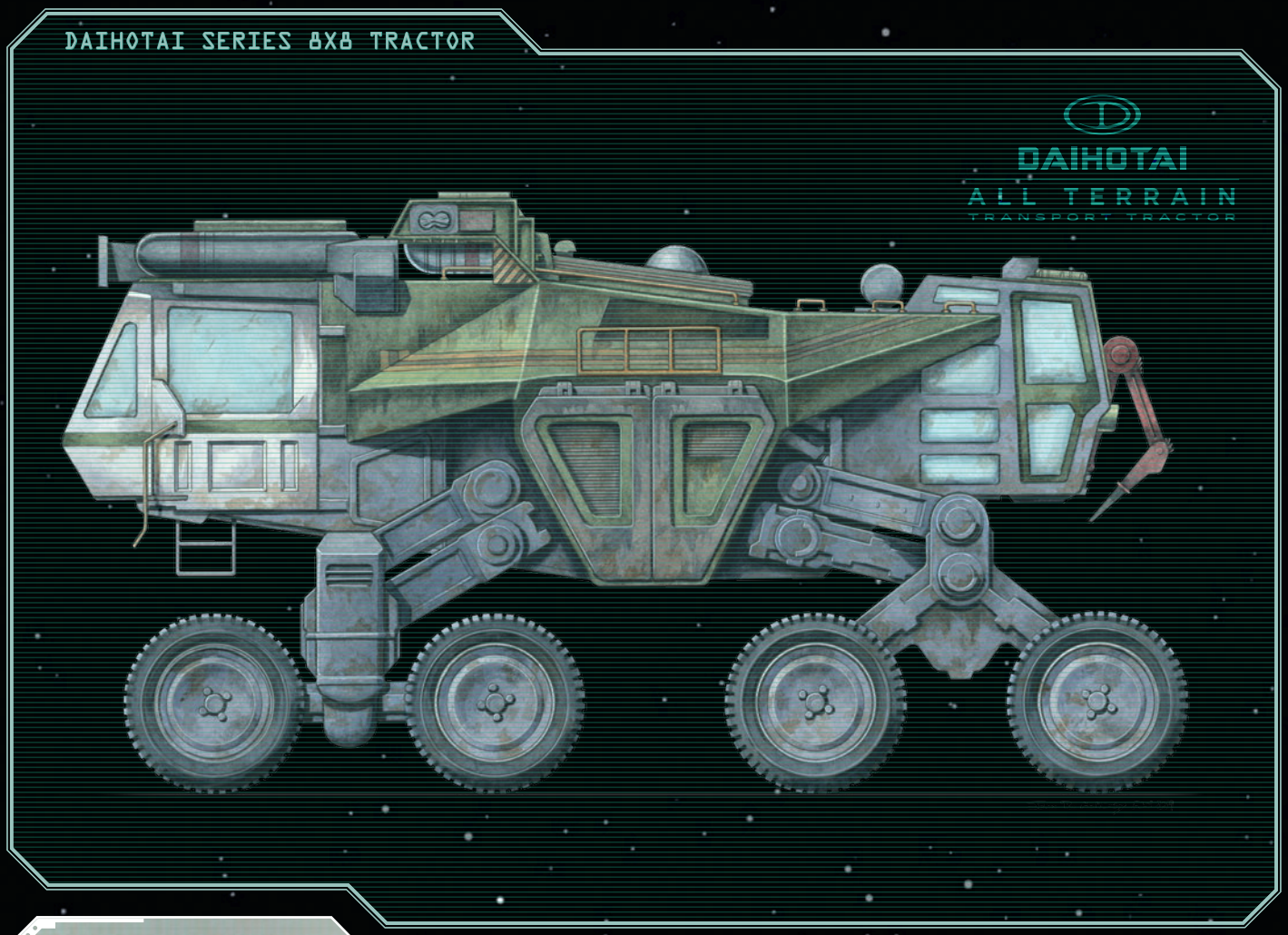
VEHICLES

VEHICLE	PASSENGERS	MANEUVERABILITY	SPEED	HULL	ARMOR	COST
Daihotai Tractor	4	+0	2	6	4	$17,000
Weyland NR-9 ATV	1	+2	2	2	2	$3,000
M577 APC	13	+1	3	8	8	$500,000
Aerodyne Gyrocar	5	+3	3	4	3	$40,000
UD-4L Cheyenne VTOL Dropship	15	+2	4	10	7	$3,100,000
WY-37B Cargo Lifter Transport Sled	3	–1	3	12	4	$800,000

DAIHOTAI SERIES 8X8 TRACTOR

An all-purpose work vehicle designed for the rough and tumble Frontier, the Daihotai series of tractors are completely adaptable to the needs of most down and dirty colonies. The Daihotai's eight wheel suspension offers a relatively smooth ride over all but the most serious of bumps. These modular tractors can be fitted with bulldozer blades, diggers, cutters, cranes, core samplers, spring stampers, welders, bore drills, combines, and more. Some colonists have even mounted weapons on these tractors and used them to protect their hard work. Trailers can be hitched to the Daihotai and it can be used as a cross country cargo hauler (the farmers and ranchers on Terraform 3 use the tractors to ferry crops and steer to and from the spaceport). The tractor's cabin is enclosed and pressurized with its own self-contained environment. A Daihotai can function in a poisonous atmosphere or even on an airless moon.

DAIHOTAI SERIES 8X8 TRACTOR



WEYLAND NR-9 SERIES ALL TERRAIN VEHICLE

While somewhat out of date, the century old NR series Weyland ATV is still in use on the Frontier. The little vehicles are tough and reliable, making them essential for life in the outer colonies. The NR series seats two people back-to-back under a protective roll cage and uses four tri-bogie wheeled treads to negotiate even the most difficult terrain.

DAIHOTAI ALL TERRAIN TRANSPORT TRACTOR

ENCOUNTERED: Frontier Colonies
TOP SPEED: 148 km/h
LENGTH: 6.6m
STANDARD ARMAMENT: None

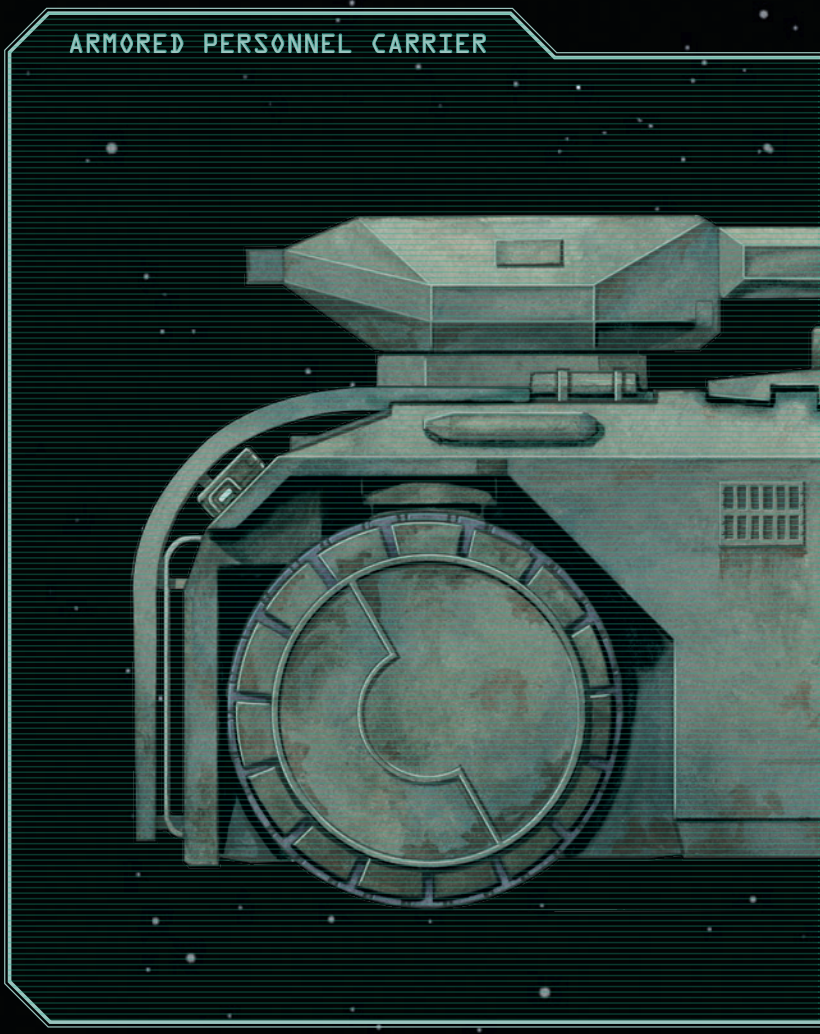
WEYLAND NR-9 ATV

ENCOUNTERED: Frontier Colonies
TOP SPEED: 140 km/h
LENGTH: 3.2m
STANDARD ARMAMENT: None

M570 SERIES ARMORED PERSONNEL CARRIER

The standard ground transport of the USCMC, the M570 series APC carries a full marine squad into battle. Its interior is equipped with a tactical command center with links to each soldier's helmet cams and biosigns. The exterior is armored with a laser absorbent paint job. In addition to chaff launchers and a small front mounted turret, the M570 mounts a rotating main weapons package on a rail system that allows it to slide back and store in the rear of the vehicle when not in use, thus lowering the APC's profile and heat signature. The air pressure in its large, armored wheels is controlled by the driver in order to facilitate better traction over soft terrain and allow the vehicle's chassis some additional clearance over rough ground—its low profile is perhaps the APC's biggest weakness. Put a reckless driver behind the wheel in a rocky environment and you are likely to blow the transaxle. The amphibious and vacuum tight APC is designed to be carried in the vehicle bay of a Cheyenne dropship, allowing it to be deployed nearly anywhere. While the M577 is the standard APC seen on the Rim, there are variants with different weapons configurations.

ARMORED PERSONNEL CARRIER



USCMC M577 COLONIAL MARINES APC

ENCOUNTERED: USCMC battlefields and military bases across the Frontier and Outer Rim

TOP SPEED: 150 km/h

LENGTH: 9,2m

STANDARD ARMAMENT:

- Phased Plasma Pulse Cannon Turret
- 20mm Gatling Gun Turret

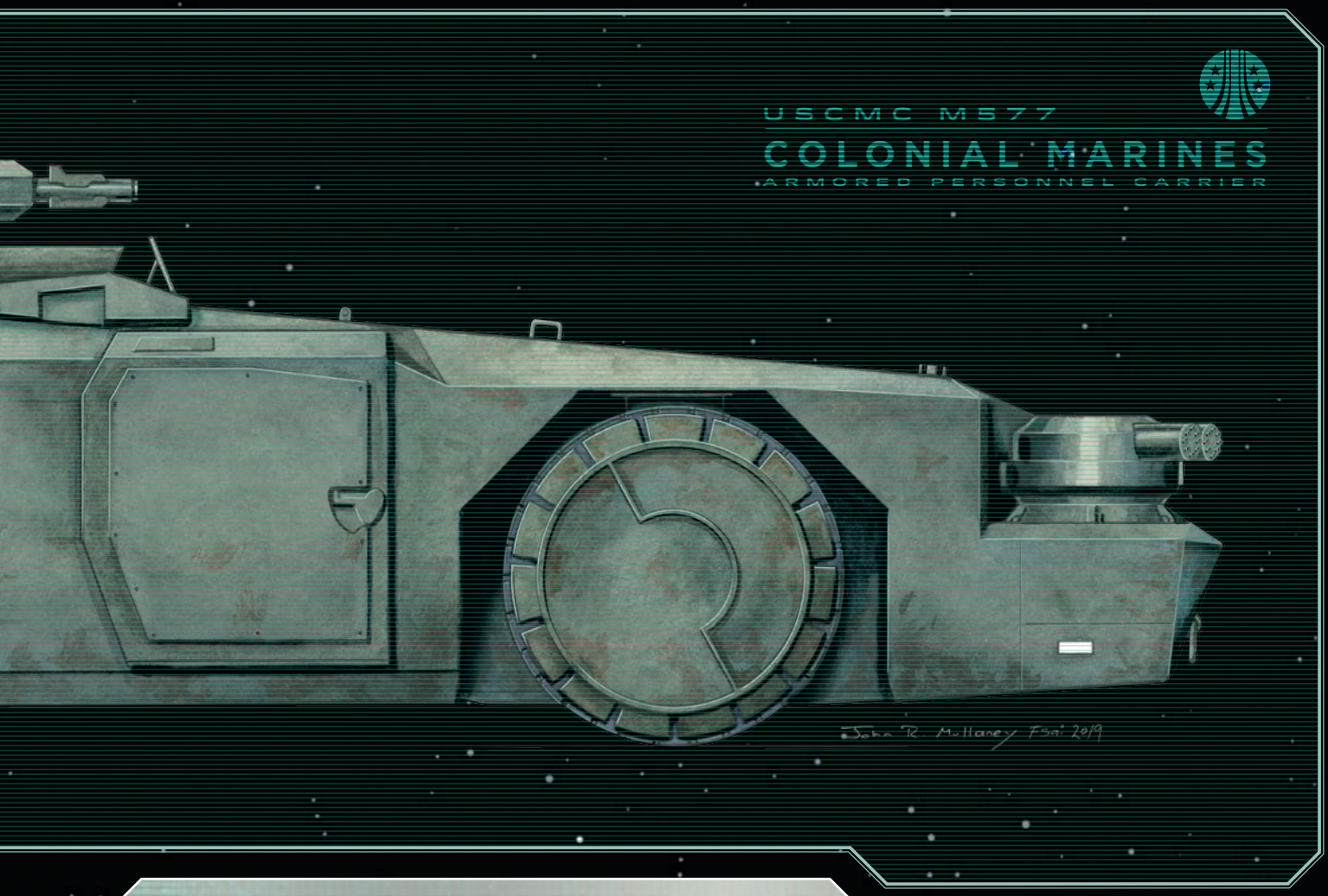
AERODYNE LIGHT VTOL AUTOMOTIVE GYROCAR

ENCOUNTERED: Densely populated Core and Outer Veil Colonies

TOP SPEED: 250 km/h

LENGTH: 5.2m

STANDARD ARMAMENT: None



AERODYNE LIGHT VTOL AUTOMOTIVE GYROCAR

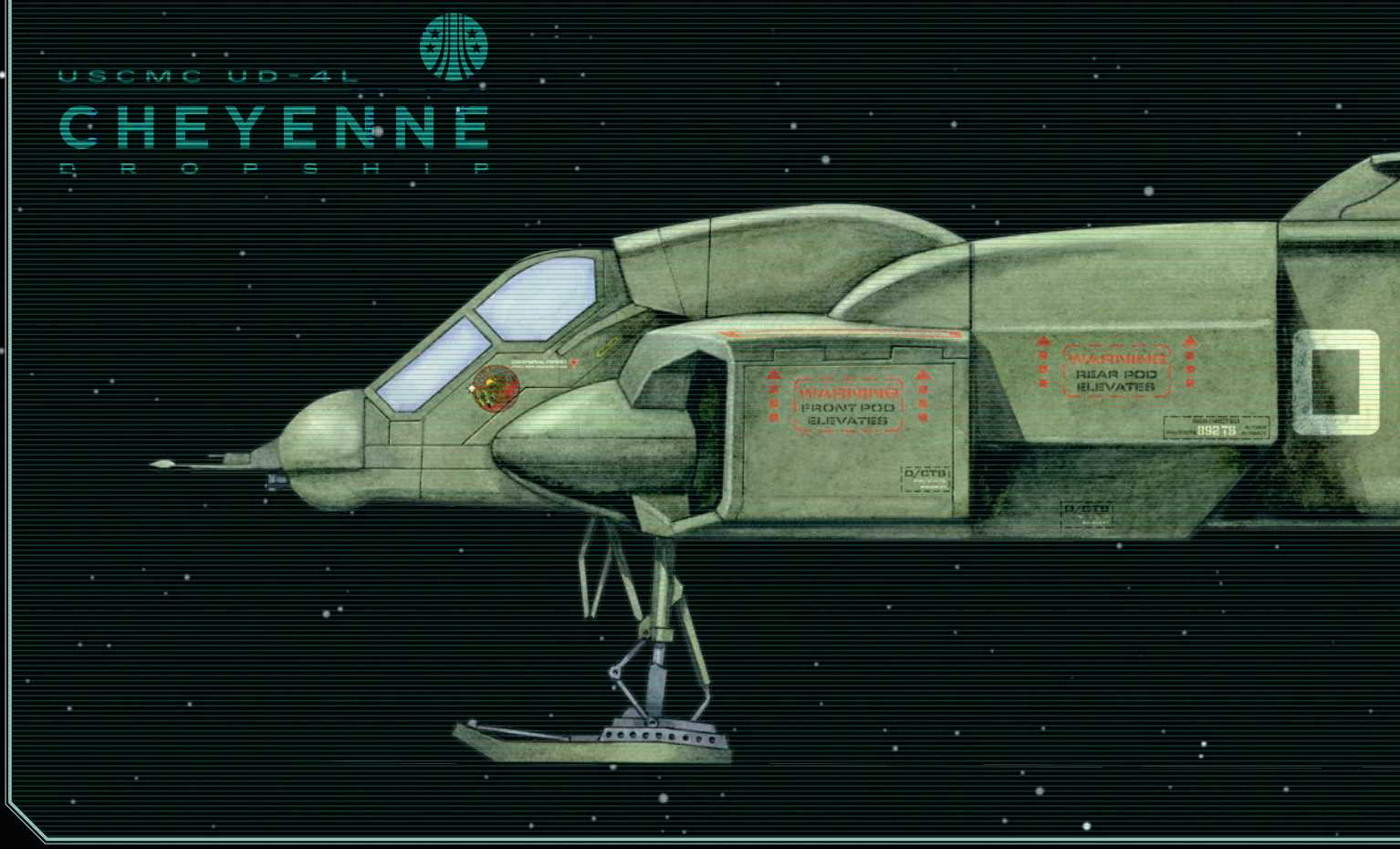
The gyrocar is a typical vertical takeoff and landing automobile found on the more civilized worlds of the Outer Veil and Core systems. There are various two- and four-door types and models ranging from luxury sports vehicles to the utilitarian. These microfusion reactor driven gyroscopic cars can operate as wheeled ground transports or utilize internal fans to generate air cushions with a maximum flight ceiling of 3,000 meters. Cameras offer a 360-degree view and a proximity alert protects against collisions.

Gyrocars require a lot of upkeep and are therefore a rare sight on the Frontier and Outer Rim. The USCMC experimental Hovertread V/STOL Light Assault Vehicle runs on a variation of this technology with retractable stabilizer wings and boogie-wheeled treads instead of standard wheels.

UD-4 CHEYENNE SERIES VTOL TACTICAL DROPSHIP

The pinnacle of USCMC battlefield supremacy, the Cheyenne dropship has an unparalleled success rate performing double duty as both a transport and gunship. While true gunships like the Tomahawk are more heavily armed and strikeships like the Cougar and Bearcat are more maneuverable, none have the versatility of the Cheyenne. The Cheyenne are dropped from orbit into the fray from the ventral bay of any USCM frigate or carrier, swiftly descending through the atmosphere like a meteor. The current model has been specifically augmented to carry the M577 into a combat zone, deploy the APC and its marine squad, and immediately assume an air support role for the squad. The ship is mostly transport bay with cockpit, weapons systems, and engines attached—there is little in the way of other accommodations aboard. While in supersonic decent, the Cheyenne's weapons pods are retracted flush with its hull. These pods deploy for subsonic combat. With a proper satellite uplink, the Cheyenne is capable of being flown by remote from a portable terminal. Few pilots have the skill necessary for this maneuver, and the task is usually left to the squad's android XO.

UD-4 CHEYENNE SERIES VTOL TACTICAL DROPSHIP



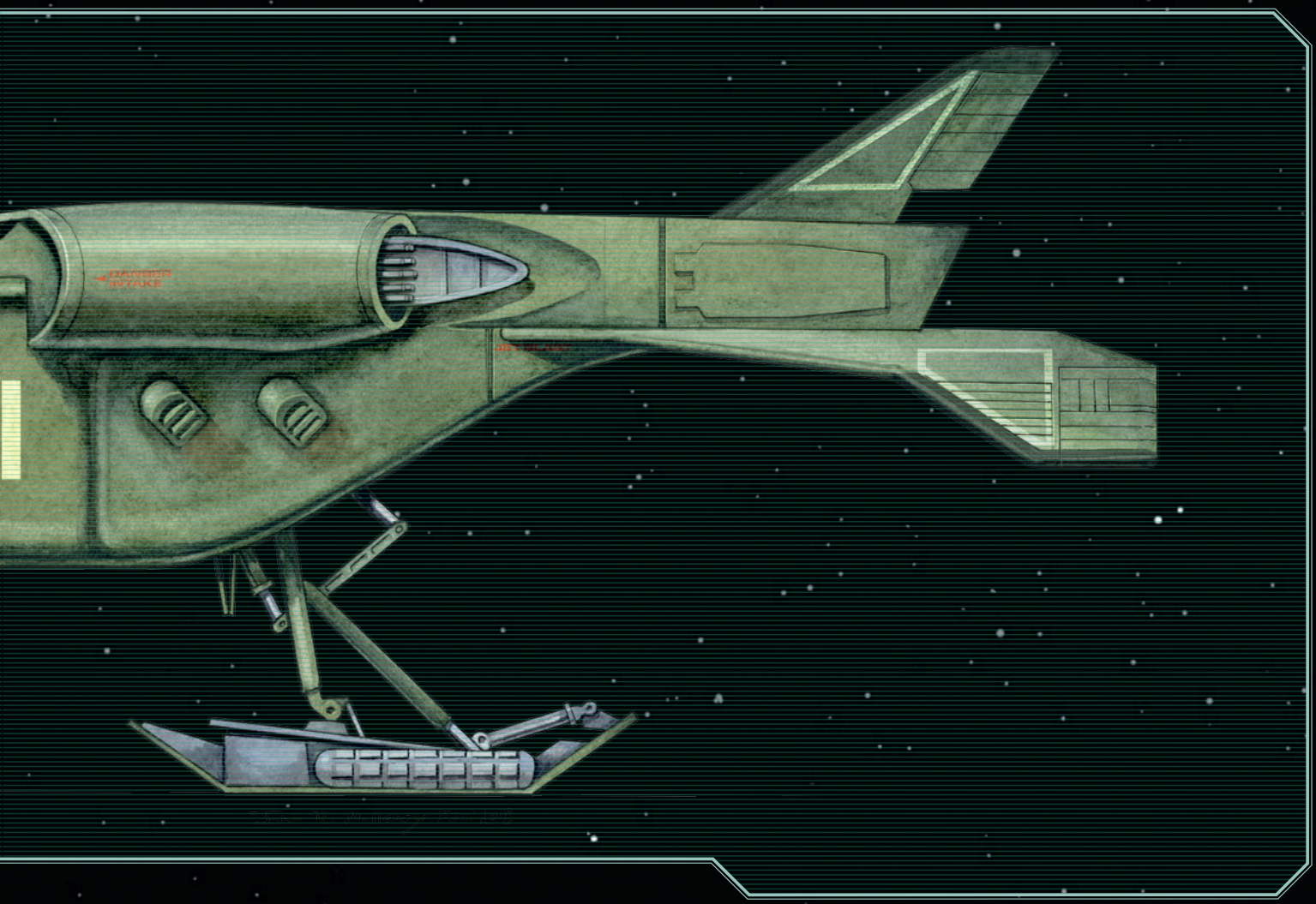
USCMC UD-4L CHEYENNE DROPSHIP

ENCOUNTERED: USCMC battlefields and military bases across the Frontier and Outer Rim. Some have made their way into mercenary hands as well.

LENGTH: 25.2m

STANDARD ARMAMENT:

- 25mm Gatling Gun
- Mk.16 150mm Banshee 70 Unguided Rocket Launcher
- 7 x AGM-220C Hellhound II Tactical Missiles
- 3 x AIM-90E Headlock Air-to-Air Missiles



WEYLAND-YUTANI SUBORBITAL TRANSPORT SLED & CRANE

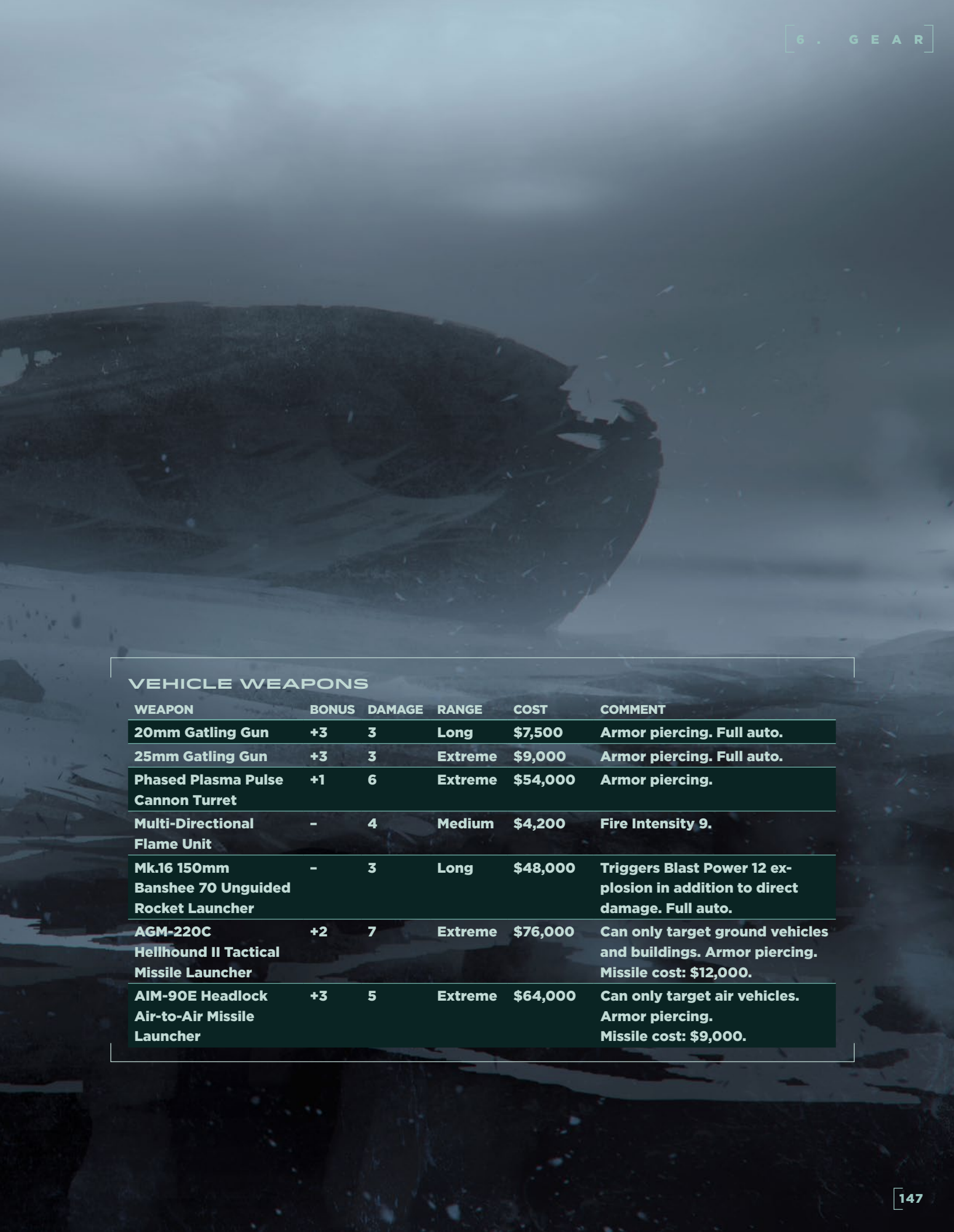
Sometimes you need to move cargo long distances planetside. The old but reliable Lifter is a flatbed sled with a crew cab, crane assembly, two high output engines and four oversized and overpowered articulated maneuvering thruster pods. While not intended for deep space use, the Lifter's pressurized cab is rated for use in a vacuum and she is capable of making low orbit cargo transfers. Plates on the flatbed can be magnetized, and there are cargo clamp-down hardpoints at regular intervals across her hull. The Lifter's crew can use a safety harness and winch to exit the pressurized cab and perform emergency cargo balance adjustments while in flight. The remote operated extendable crane assembly is folded flush to the hull for flight and can be equipped with a magnetic coupler, an excavator claw, hook and cable, or more. Just be warned: Deploying the crane in flight can cause the Lifter to destabilize and crash. Optimal piloting skills are preferred. ■

WY-37B CARGO LIFTER TRANSPORT SLED

ENCOUNTERED: Frontier colonies, star-freighters, and large space stations

LENGTH: 34.2m

STANDARD ARMAMENT: None



VEHICLE WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COST	COMMENT
20mm Gatling Gun	+3	3	Long	$7,500	Armor piercing. Full auto.
25mm Gatling Gun	+3	3	Extreme	$9,000	Armor piercing. Full auto.
Phased Plasma Pulse Cannon Turret	+1	6	Extreme	$54,000	Armor piercing.
Multi-Directional Flame Unit	–	4	Medium	$4,200	Fire Intensity 9.
Mk.16 150mm Banshee 70 Unguided Rocket Launcher	–	3	Long	$48,000	Triggers Blast Power 12 explosion in addition to direct damage. Full auto.
AGM-220C Hellhound II Tactical Missile Launcher	+2	7	Extreme	$76,000	Can only target ground vehicles and buildings. Armor piercing. Missile cost: $12,000.
AIM-90E Headlock Air-to-Air Missile Launcher	+3	5	Extreme	$64,000	Can only target air vehicles. Armor piercing. Missile cost: $9,000.



A HARD LIFE AMONGST THE STARS

"There are other worlds than this one, and if there is no air to breathe, we will simply have to make it."

—PETER WEYLAND

Living in space ain't pretty. Human life is cheap and so are paychecks. There is always someone worse off, willing to do your job for even less, so you better not screw up and lose the one you have. In most professions, having dirt on your employer or becoming a certified expert in a field are the only ways to maintain any semblance of job security.

Aside from the luxury accommodations of the corporate elite and the cutting edge weapons of the Colonial Marines, almost everything is grimy, used, and in need of repair. The only colonists guaranteed to receive new parts and equipment are the miners and atmospheric processor support personnel on planets consistently exceeding their corporate quotas. In remote sectors, imported technologies are overpriced and hard to come by, so most equipment is jury-rigged, modified, and made from recycled and refurbished materials. In some territories, vehicles and starships are still in use that are nearly a century old. Instead of the expensive, three dimensional holographic displays of yesteryear, most spacecraft are equipped with conventional monitors and basic sensor packages. Over the past several decades, MU/TH/UR computer systems have become less about the sophistication of the AI and more focused on utilitarian function. Even spacesuits are bulkier and provide less protection than those produced during the golden years of space exploration.

In essence, humankind as a technological society is on the decline.

Humanity never would have left the cradle of our solar system without the foresight of visionary entrepreneur and businessman Peter Weyland. Under his stewardship, the Weyland Corporation introduced three things that ensured humanity's dominance over the stars—the capacity to travel at faster than light speeds, the introduction of the hypersleep chamber, and the ability to terraform whole worlds.

FASTER THAN THE SPEED OF LIGHT

The ability to travel faster than light is the lynchpin of humanity's expansion outside our own solar system. Without it, there would be no extrasolar colonies and no corporate star empires. First developed by Weyland Industries in the 2030s, these engines are sometimes referred to as *displacement drives*. The system works on the principle of an inverse relationship between velocity and the flow of time. An FTL drive achieves these speeds by displacing the volume of space preceding a spacecraft and drawing the vessel forward with it. Accelerating to faster than light speeds is not instantaneous. Ion thrusters build speed up to the point where the displacement drive can take over, gradually propelling starships to several times the speed of light.

When they were first deployed a hundred and fifty years ago, FTL engines could impel a starship such as a Heliades class Space Exploration Vehicle at 10 to 15 times the speed of light. Even though modern ships can travel from 50 to upwards of 700 times FTL (read more on page 167), that still means it can take weeks or even years to travel the whole of charted space. To complicate matters, prolonged travel at faster than light speeds can cause a syndrome in mammals known as Neurological Distortion Disorder—or the NDDs for short (see the text to the right). To combat this and to conserve resources on long trips, space travelers spend most of their FTL time in stasis.

HYPER SLEEPING WITH THE STARS

Even before FTL was possible, hypersleep technology was in development. As early as the 2020s, Peter Weyland had ordered his scientists to find a way to extend life indefinitely. While not exactly what Weyland had in mind, the resulting technology was a significant leap forward. The ability to slow a life-form's biological processes to a near standstill was beneficial to both the medical industry and deep space missions at sublight speeds. When FTL became a reality, stasis was adapted as a solution to resource management on space flights.

Hypersleep was soon found to offer other benefits to man's health in space. Traveling faster than the speed of light can have a distortion effect on human perception. Known as Neurological Distortion Disorder, this syndrome causes paranoia, epilepsy, psychotic behavior and other adverse effects. Worse than that, the faster one travels, the worse the symptoms. Stasis protects space travelers from the NDDs, with the added benefit of arresting aging on a cellular level.

THE SLEEP OF AGES: The process of entering hypersleep involves a mixture of gases and lowering one's temperature significantly. While travelers are not conscious when in stasis, they can—and are encouraged to—dream. As brain functions are also slowed during hypersleep, a single dream can last months. In fact, an entire industry has been created to take advantage of this (see page 163). Dreaming in hypersleep promotes mental health and can help a body's natural regenerative healing.

RULES: After a number of days of FTL travel equal to the FTL rating of the ship (a lower rating means a faster ship), roll a D6 on the table below. When the same number of days have passed again, roll again adding +1 to the roll. Keep rolling with the same frequency, each time adding an additional +1 to the roll. As stated above, stasis offers protection from the NDDs, but being abruptly awakened from hypersleep is dangerous. Disorientation, headaches, chest pain, and nausea are all common side effects. While uncommon, some severe cases have resulted in death. In game terms, a rude awakening from hypersleep counts as an attack against you rolled with six Base Dice. Should you be Broken by this damage, you must make a Death Roll every Turn.

In addition, hypersleep for any length of time will make you Dehydrated (see page 106). The Hydr8tion drug (see page 137), taken before stasis, will counteract this effect. ■

NEUROLOGICAL DISTORTION DISORDER

ROLL	EFFECT
–5	**NO EFFECT. Yet.**
6–7	**PARANOIA. You become convinced that someone or something on board the ship is out to get you. The effect, which lasts until the FTL travel ends, should be roleplayed.**
8–9	**EPILEPSY. You suffer episodes of epileptic seizures, that will disable you for a full Turn. Roll a Stress Die each Shift—rolling a ☣ means a seizure occurs.**
10–11	**DEMENTIA. Your memory is a blank slate. You can no longer recall who you or the other characters are. The effect lasts for D6 days after the FTL travel ends, and should be roleplayed.**
12+	**PSYCHOSIS. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.**

GRAVITY DRIVES

Corporate scientists are always working on advances in FTL technology. A recent development operates by generating waves of force throughout the length of the vessel which propel it past light speed without the aid of thrusters. Called Gravity Drives, these systems create a distortion in space-time, allowing starships to enter Einsteinian Space—a relative state of non-existence in the material universe, allowing ships to travel much faster than conventional FTL. The technology is a giant leap forward, but the NDDs still require travelers to enter stasis for prolonged journeys. The details of this process and the principles behind it are currently classified by Weyland-Yutani. Still in experimental trials, Gravity Drives are mostly unknown on the Frontier, found only on high-end company yachts and exploration ships hailing from the Core Systems.

A fortuitous byproduct of the gravity drive is that the fields generated by it provide powerful protection against ballistic and energy attacks. Gravity Drives are finely calibrated and weight sensitive—any unaccounted for mass aboard a starship utilizing the system risks severe course deviations.

CHARTED SPACE

Welcome to space. You're going to die here—and when that happens, your relatives are going to need to know where to pick up your body and whether to burn it or shoot it back into the void.

The star map on the inside covers of this book shows all of charted space. The three largest sections divided by government are the American Arm of the United Americas, The Anglo-Japanese Arm of Three World Empire, and the Collectivist Block of the Union of Progressive Peoples. These national domains cut through the Core, Outer Veil, Outer Rim, and Far Reach of known space.

THE CORE SYSTEMS are those closest to Earth. They are the most prosperous colonies and the playground of the elite. The 3WE and ICSC dominate this region of space.

THE OUTER VEIL: Outside the core systems is the Outer Veil. Rich in resources for mining and cultivation, the colonies of the Outer Veil were terraformed and settled by the 3WE over a century ago. Since then the UPP has annexed many worlds here. Vast regions of space in this region have been stripped bare and made uninhabitable through unsafe mining methods.

THE OUTER RIM: Beyond the Outer Veil is the Outer Rim. Out here American and UPP explorers discovered several resource rich planets that could support human life without terraforming. The Rim is the outer edge of civilized space.

THE FAR REACH: Extending from the American Arm of the Outer Rim is the Far Reach. This area of claimed but mostly uncharted space stretches through vast areas of the unknown to a scattered group of terraformed lifeblood colonies essential to the UA and 3WE. Space truckers call this string of worlds the Pearl Necklace.

THE FRONTIER: Along the edge of explored space lies the Frontier. It is a free-for-all land of opportunity constantly expanding the boundaries of known space. Beyond that lies darkness. ■

LIVING IN SPACE

So, you want to try your hand at surviving on the Frontier. The average blue-collar worker here is a farmer, a pioneer, a maintenance engineer, a wildcatter, a prospector, a miner, a space trucker, a marshal, a manager or a soldier—all dirty and hard-working professions. Only a select few get to call themselves explorers.

The best long-term option available to the common human is to become a Frontier colonist. The vetting process isn't easy—in addition to competency and physical prerequisites, candidates must endure an intense psychological screening process that many potential colonists fail. However, once you are approved for a colony, you are essentially set up in that position for life, assuming you don't screw up royally. Corporations and the colonial administration can't be bothered to replace a farmsteader or terraforming maintenance engineer like you for minor infractions. Also, the job has the added bonus of your descendants inheriting your position.

Unfortunately, there is no glory or glamour to be had as a colonist—the colonies on the Frontier are experiencing an economic depression while the companies in the Core Systems grow fat off of the hard labor of others. Supplies are limited and more often than not, colonists are told to ration and improvise.

JUST IN TOWN FOR SUPPLIES

While most Frontier jobs are colony-based, they all interact in one way or another. Prospectors and wildcatters survey the terrain, staking claims to mineral deposits and drilling exploratory wells in unexplored regions. Miners often serve a one-year contract at a particular colony site before being rotated out. Farmers grow produce, maintenance engineers keep the atmospheric processors running, general managers oversee it all, and the marshals keep everyone in line. Space truckers deliver supplies to the colony and bring that world's exports back to the Inner Core Systems. Many corporate cargo haulers are former Colonial Navy veterans who are down on their luck. The Colonial Marines and Navy protect these worlds, also rotating in and out along the Frontier. Finally, corporations will send security and assessment teams to ensure their resources are being well cared for. Taken all together, it represents the well-oiled machine of commerce—and everyone in it is just a cog, a replaceable cog.

Then there is the fringe element.

Mercenaries, vagabonds and privateers move from colony to colony, looking to eke out a living on the fringe of normal society. Some are criminals on the run, others are just disenchanted with colonial and corporate bureaucracy. Many are dangerous.



SPACESHIPS

Between scouting missions and cargo runs, people on the Frontier spend a lot of time in massive metal cans hurtling through space. Starships are designed for functionality, not aesthetics. Floor gratings can be removed to access conduits located beneath them, and exposed machinery and tubing line the walls in all but the crew's quarters. Several typical spaceships operating in 2183 AD are described on pages 180 and forward.

A LONELY LIFE: Living on spaceships can mean sleeping for months at a time. To complicate matters, all this travel back and forth can severely alter personal dynamics. When you spend a few years making cargo runs in hypersleep you don't age all that much, while your family has been living active lives planetside. Children grow up and lovers grow older. Relationships tend to unravel, leaving you with only your work and your crew.



SPACE STATIONS

Space stations are mostly designed in a similar fashion to spacecraft—the difference being that there are many more habitat areas, as well as large open malls. Station design is as varied as that of starcraft—some consist of several towers with a connecting latticework of travel tubes while others are built out into the spires of massive decommissioned refinery modules. Still more utilize more traditional forms such as a wheel or sphere. While most are built out of titanium composite and other high-end alloys, some, such as the religious colony Arceon, are also composed of exotic materials. Most space stations are like overpopulated cities in space—quarters are cramped for all but the elite, those in the working class live and work right on top of one another, and crime runs rampant.

CLAUSTROPHOBIA IN THE VOID: People need room to breathe. Space itself might be vast, but there just isn't a whole lot of it available in the stations floating amongst the stars. As windows are a commodity in space, space stations often have recreation centers and botanical gardens equipped with environmental walls. These large monitors project breathtaking views of natural vistas such as wooded glades, tropical beaches, or majestic mountain ranges. While expensive models include a three-dimensional projection, cheaper and more prolific models use flat-screen video.



ANCHORPOINT STATION

The second space station to bear the name, the massive Anchorpoint station is your crossroads to the Frontier. Located in unclaimed space a few scant parsecs from UAAC base Liberty Echo, Anchorpoint is a convenient place to pick up supplies, get some grub, refuel, make repairs in drydock, and pick up migrant crew and workers for your next job. Location is everything, and Anchorpoint is positioned perfectly to service the southern Outer Rim and the Far Reach, providing an alternate route from the Solomons to civilized space.

Anchorpoint is considered neutral territory and is governed by the ICSC—vessels from any and all governments and corporations are welcome here. The ICC and Colonial Administration often send representatives to negotiate intercolonial disputes at Anchorpoint. The UA operates a Colonial Marshal Bureau aboard, and a small contingent of Colonial Marines is stationed in the garrison office in tower four.

The station has a very small permanent population, but can easily house over 3,000 transient workers and colonists. Anchorpoint is composed of four refinery modules situated around a central core hub. Three of the modules have been converted to habitable space similar to the Seegson company's former Sevastopol station, while the fourth is a functioning refinery for processing ores and gases bound for the Frontier colonies. With concourses laid out similar to a terrestrial spaceport, the station is known for its dive bars, open mall areas, service androids, and inexpensive entertainment.

WHAT'S THE STORY, MOTHER? While only three years old, the newest incarnation of Anchorpoint is the most successful space station project outside of Sol system. The original Anchorpoint was a colonial refueling hub/science station situated in the Neroid Sector, close to UPP space. In 2179 she suffered a catastrophic reactor failure—for reasons unknown. Colonial Administration and the ICC commissioned the Independent Core System Colonies to build a new one, placing it further out on the Frontier to facilitate the colonization boom.



ARCEON

Dubbed "the wooden planet" by space truckers, Arceon is a strange station. Originally an old class V habitation sphere, the mile-wide Arceon was repurposed as a monastery for a reclusive technophobic monastic order. All metallic areas within and without were covered with wood, and all structures within the sphere—an abbey, libraries, communal baths, reservoirs, and even a massive glassworks—are wooden and archaic in nature.

Inside, there are open spaces with ceilings as high as 100 meters tall, and the structure itself is layered like an ant's nest. Arceon sports grass fields where crops and livestock are grown and maintained. It is large enough and rotates fast enough to maintain its own thin atmosphere which is continuously processed and replenished by technology located at the core of the wooden world. The upper hemisphere of the station is dominated by a massive lake, replete with marine life.

WHAT'S THE STORY, MOTHER? Arceon was founded by a monastic "back to nature" movement in the 2100s. While initially dismissed as a cult, the order proved to be dangerous when they used the enhanced computer virus called New Plague to wipe out an inordinate amount of data on Earth, crippling credit unions and trans-stellar corporations alike. The group even detonated low yield nukes in key metropolitan sectors, utilizing the electromagnetic pulse to force people to get by without technology. As more and more followers flocked to the order, action was taken. Rounded up and arrested by a joint 3WE and UA task force, the order's final sentencing was suspended when Weyland Corp bought off the judges. The monks were ultimately released into the conscripted custody of Weyland-Yutani, who relocated them to Arceon in exchange for the employment of their leader, Saint Tomas—the computer genius behind the New Plague. On Arceon, the group is led by an Abbot. Also, an older model android called Brother Anthony resides with them to keep them from rising again. W-Y ships stopped running supplies to Arceon after Tomas died decades ago, and the monks have very few actual visitors. Their crops and livestock sustain them as they live the simple life.

DEEP SPACE COLONIES

The concept of the colonies that was sold to the general public was one of an off-world paradise. While some planets did eventually become just that, they are the product of the blood, sweat, and tears of generations of colonists.

TERRAFORMING: Terraforming began at home in the 2010s, repairing the earth's ecosystem from the ravages of war and pollution. The next step was the Moon, where localized areas were pressurized and transformed. Mars soon followed. While global warming was arrested as soon as the processors took effect, it still took decades to make the Earth whole again. In a move to acclimate people to the idea of life amongst the stars, Sir Peter Weyland offered incentives to move off-world and colonize the solar system while the Earth healed. The strategy was successful, and soon colonies were popping up as far away as Saturn. Within a decade of the inception of the FTL drive, Weyland Industries had set up an Atmospheric Processing Plant (APP) on an extrasolar world, and it wasn't long before people were eager to colonize there as well. In the 21st Century, terraforming helped humanity to settle the stars. The costly process was exacting and only performed on planets that had near earth conditions, thus prompting the planet to help sustain itself once the expensive terraforming was complete.

When the Yutani Corporation merged with Weyland Corp at the start of the 22nd Century, terraforming was deemed unprofitable and put to rest. Instead, W-Y astronomers searched the heavens for planets that could support human life on their own. Colony missions like the Affiance and the ill-fated *Covenant* were sent off to start life on newly discovered Earth-like planets. Without the enormous economic strain that the Weyland Corporation had endured in their efforts to transform entire worlds, Weyland-Yutani prospered. The new model wouldn't last. As more and more people relocated to the existing off-world colonies, populations on these worlds soared and resources again diminished. Soon, the supply of habitable worlds was outweighed by demand.

BUILDING BETTER WORLDS: Over the next fifty years, more and more resources were found on barren worlds along the shifting Frontier, prompting Weyland-Yutani to resurrect terraforming and create a new fast and dirty form of atmospheric processing. Recycling a hundred-year-old ad campaign, Weyland-Yutani again boasted they were "building better worlds." The claim was and still is debatable. Colloquially called a "Shake and Bake" colony, an Atmospheric Processor (AP) is introduced to a planet or moon to scrub its atmosphere without the safety standards of the original Weyland APPs. Essentially giant fusion reactors, these completely automated W-Y APs still require constant monitoring and maintenance, and colonies are often set up on worlds for the sole purpose of servicing them. Weyland-Yutani has deployed APPs across the Frontier, creating colonies on any world that might have exploitable resources.

Terraforming can be a misnomer. It can take decades to transform a planet's ecology, and it doesn't always hold. Most of the worlds undergoing the process will never become earth-like. They are barren, desolate, and alien places that the processors can only alter enough for man to survive on without a pressure suit. Some of these worlds even require APs to constantly run in order to maintain a suitable atmosphere, making the processor a prime target for enemy powers and insurgents. Some planets or planetoids that are rich in mineral resources are simply unable to even begin to support the terraforming process. In those cases, pressurized facilities are built on the surface to house laborers and their families. Because of this, colonies can be built in nearly any environment. Ocean, jungle, desert, arctic, and barren worlds are all common.

LIVING QUARTERS

In space, no one can hear you snore... in hypersleep, at least. When not in stasis, however, you need a place to bed down and call your own. Here are your options.

ON ROTATION: As a mining and construction worker, you are often on rotation, and therefore do not rate for full quarters. Instead, you bunk in communal sleeping areas called cages. These facilities have stacked levels of meshed enclosures just long enough for a bedroll and tall enough to sit up in. A small locker and personal effects area is built into the headboard, and privacy is accomplished through the use of blinds. Just as on starships, showers and toilet facilities are shared.

LONG HAULS: On military and commercial starship runs, most of your sleep time is done in stasis pods. For personal time while traveling in system, many freighters have a common area with recessed bunks built into the walls. Like the cages, these accommodations can be closed off with blinds or curtains, and can be decorated according to your discerning tastes (or lack thereof). Showers, the bathroom, galley and mess area are all communal on these service ships, so the coffin-like bunks offer the only private place for most military and long-haul crews.

CRAMPED QUARTERS: On some space stations, populations are high, and space is optimized. Don't expect to get too comfortable in such places. The lower levels of stations like Gateway have tight hallways and cramped studio apartments with kitchenettes and bathroom facilities all in the same small area. These apartments can be so small that it is uncomfortable for two people to navigate one at the same time.

GALAXY STANDARD: Crew quarters on colony and scientific exploration ships are often more roomy, consisting of a standardized studio area with a small private bathroom. If you're skilled enough, you might even rate your own viewport.

LUXURY ACCOMMODATIONS: Don't expect to spend much time in any of these. Lavish to the extreme, these penthouse apartments on starships and stations are sometimes located on a separate module with its own support system and supplies. They are spacious, extravagantly stocked with food, drink, and whatever its occupants might need to survive for up to two years on their own.

FUNCTION BEFORE FASHION

On the Frontier, you dress for success, and here that means practical. Clothing is usually overalls, jumpsuits, leather gloves, bomber jackets, and ball caps, all in muted colors and often decorated with colorful patches and corporate logos. On colder worlds, colonists and explorers wear dark, layered parkas and form-fitting leather aviator helmets or fur-lined, billed hats with ear flaps. Marshals generally wear blue, gray, or tan utilitarian uniforms, and military personnel of course dress in khakis and olive drab. Company reps often wear suits in inappropriate places, distinguishing themselves from the blue-collar workers. Corporate fashion includes dark gray, navy, and black with white shirts and upturned collars along with skinny ties. On planetoids with nebulous atmospheres, compression suits are worn, ranging from cumbersome padded models to the sleeker, more advanced corporate spacesuits.



LIVING EXPENSES

Nothing is for free on the Frontier, not even breathing. The chart below shows typical living expenses, depending on your taste for luxury and what you can afford.

WEEKLY COST	LIVING STANDARD
$25	Minimum
$100	Basic
$300	Normal
$2,000	Luxurious

MONEY AND IDENTIFICATION, PLEASE

Just whose money are you spending, anyway? Identification and credit accounts are linked in the colonies, and can be accessed in a variety of ways. Most colonists carry a metal and transparent plastic prism ID account card that is encoded to the owner's thumbprint—debits only occur when the proper recipient is holding the card. Other forms of ID in the colonies include access codes, retina scans, genetic breath analyzers, plastic or metal barcoded dog tags, and barcode tattoos—although the latter are usually reserved for convicted criminals.

COLD CASH: Credit accounts constitute the majority of transactions throughout the territories, but life on the Frontier can be different. What if you want to make a private purchase? Often, a transaction without a record is favorable. Most accepted cash is in denominations set by particular corporations, and their worth goes up and down based on the value of company stock. This can lead to problems when a particular business only accepts specific forms of currency. Rather than bank notes, these are corporate notes. National currencies are usually in electronic credit accounts only, as most governments prefer to keep track of all their citizens' transactions. However, as the United Americas has grown disenchanted with their reliance on corporations like Weyland-Yutani and Lasalle Bionational, the Federal Reserve has proposed resurrecting the United American Dollar as paper currency.

CURRENCIES: All debits and credits are measured in, and converted to, United American (UA) dollars, Three World Imperial (3WE) yen, or Union of Progressive Peoples (UPP) yuen. Bills are available in different denominations, such as 5, 10, 20, 100, 1,000, and 10,000—there are no singles. Some corporate paper currencies include:

W-Y COLONY DOLLARS: (Pronounced Why) Weyland-Yutani currency—the hundred W-Y dollar bill has a security hologram imprint of Peter Weyland on its face. Other bills depict company pioneers such as Meredith Vickers, and both Jenny and Hideo Yutani.

SEEG BILLS: Not as widely accepted as W-Y dollars, these bills bear only the Seegson logo and a holographic denomination.

BINAT COINS: These tokens are made of a mixture of standard and precious metals, ranging from steel, copper, and platinum to even rarer earth metals.

Conversion rates are always in flux, but as a rule of thumb, W-Y dollars maintain their value, and thus are the most sought after.

WORK FOR HIRE

Let's face it—you are out here for the paycheck and not much else. In the adjacent table are some typical salaries on the Frontier. Base salaries are low because corporations don't want you to own anything—they want to own you. Corporate credit and loans are also available. Frontier employee compensation packages also include living quarters, standard rations, bonuses, shares, claims, and medical benefits. But brush your teeth, because no-one includes dental. Ever.

OCCUPATION	WEEKLY SALARY RANGE		INCLUDES BUT IS NOT LIMITED TO
Colonial Labor	$500	$640	Miners, prospectors, farmers, drivers, mechanics, and service personnel
Commercial Employees	$400	$960	Space truckers, officers, technicians, cargo handlers, pilots, navigators, medical and science officers
Corporate and Government Officials	$540	$1,200	Administration, execs, secretaries, sales persons, auditors, hitmen, and agents
Law Enforcement	$400	$700	Colonial Marshals, federal investigators, colonial guard and security
Military Officers and Enlisted Personnel	$500	$760	All Army, Marines, and Navy roles
Elite Occupations	$1,300	$20,000	CEOs, chairpersons, entertainment professionals, dreamers, scientists, doctors, elite assassins, governors and high ranking military

COMMUNICATIONS ON THE FRONTIER

Interstellar space is vast. Transmissions are not instantaneous, sometimes taking weeks or months to reach the recipient. Fortunately, Weyland-Yutani has built a sophisticated communication satellite grid surrounding most inhabited sectors of space. Known as the Network, all signals are routed through it, sometimes bouncing off of thousands of comm arrays before reaching their destination.

Intersystem communications are much more immediate, ranging from real time to a short lag, depending on how far out one is from the recipient.

Massive antenna arrays and satellite dishes dominate spacecraft, stations, and ground facilities, and a viable hard-wired uplink to them is necessary for transmissions of any kind. Both interstellar and intersystem long distance personal calls can be extremely expensive, and if there are few comm facilities available or there is high comm traffic across the Network, you can find yourself waiting days before you receive authorized time for that critical call.

As it can take extended periods for a reply, most colonial general managers, marshals, and military commanders are forced to make decisions based on their personal interpretation of policy without the approval of the company or Colonial Administration. As life out on the ass-end of space can take its toll on the psyche, this sometimes leads to bizarre extrapolations of laws and procedures.

LOST IN TRANSMISSION: No one can hear you scream, but you can hear a star sing. Space is also noisy. Pulsars, black holes, and other stellar phenomena all produce transmissions on a wide variety of frequencies. Communication buffers weed out these errant signals, but because of this, legitimate transmissions with weak signals can sometimes be lost in the mix.

Intersystem call cards are tied directly to a specific recipient. These cards provide you with a direct line to your loved ones—Network and distance permitting. Often used as business cards by corporate reps, these transparent prism plastic cards will automatically connect to the rep's receiver when inserted into a comm terminal. The charge is usually billed to the company, but can legally be reversed if a corporate deal goes sour.

MEDIA

There is no such thing as the free press on the Frontier. Most journalists are corporate-owned, and the few that aren't are either spin doctors for their government or just haven't been bought off yet. Propaganda is the norm as each company decides what news to broadcast. Colony-based signals broadcast local news. Due to transmission times, Network broadcast Interstellar News is often weeks out of date, so most colonies have stopped tuning in—something that could be potentially catastrophic if an enemy or alien threat were to make its way along the frontier.

PERCHANCE TO DREAM

As noted earlier, a lot of time in space is spent in cryosleep—a state in which your bodily functions and aging are slowed to the point of near suspension. Your mind, however, can dream. In fact, an entire industry is devoted to manufactured and creative dreams.

Talented dreamers can manipulate their own dreams, which can be recorded by expensive monitoring equipment and played back for the entertainment of less imaginative sleepers. Skilled dreamers weave and craft stories and adventures in their subconscious minds. Those sponsored by corporations—which is most of them—insert subliminal messages into your mind as you sleep.

With some skill, it's possible to use dream monitoring equipment combined with a Neuro Visor helmet to consciously enter the dream of someone in stasis and communicate with them.

ENTERTAINMENT

Just like in every age before, 22nd Century people are easily bored. On the Frontier, that boredom is remedied through music, drink, and recreational drugs (for more on these, see page 137) prescribed by company physicians. On the music scene, classic rock and country have seen a resurgence along the outer colonies. Recordings are downloaded from the Network and copied onto disposable cassettes. If one pays heavy subscription fees, broadcast entertainment can also be accessed. Most of the recreational content on the Network exists to promote a company's products and consists of reality programming, shopping networks, and glorified corporate propaganda. Just as it is with computer equipment, entertainment technology ranges from high-end holographic representations to the standard monotone, two-dimensional monitors. Entertainment terminals on colonies, stations, and even some ships provide access to a variety of electronic games.

RECREATIONAL DRUGS AND DRINK: Time to get your buzz on. Alcohol remains the old go to, with whiskey and vodka dominating the market. The beer of choice on the frontier is Weyland-Yutani's original and genuine "extra strong" Aspen beer. It's watered down and tastes like piss but it gets the job done—and it's better than that Souta Dry crap. Other substances and supplements are covered under Pharmaceuticals in Chapter 6.

RELIGION

Devotion to God is a force to be reckoned with. Traditional religions still exist in the 22nd Century, and are represented on the Frontier in one form or another. Due to the economic depression and rigors of life in space, extreme offshoots and sects are more commonplace. Apocalypse cults, fundamentalist missionaries, and spiritual gurus travel the Frontier, recruiting colonists and strengthening their flock.

In fact, the one egg that corporations seem to have been unable to crack is religion. Even small cults can be fanatical enough to evoke change, and companies want employees with that kind of fervor working for them. Corporate execs have even attempted—so far without success—to create a cult or two of their own. Some have come to the conclusion that beliefs can't be manufactured, only sponsored. To that end, corporate reps have begun approaching existing religious groups in the hopes of aligning goals in the name of the almighty profit margin.

MILLENARIAN DOOMSAYERS: Fundamentalist groups that believe the end times are near, millenarian doomsayers await their final judgment and the coming of God. Vowing celibacy, members of these apocalyptic brotherhoods seek to atone for their past sins through hard labor and devout penance. Unsurprisingly, the largest fanatical followings are on prison colonies, where the population has nothing to do but await apocalyptic redemption. As such, doomsayer groups often attract reformed murderers and rapists. Punishment for those who stray is often severe, ranging from isolation to starvation, severe beatings, and even mutilation.

MONASTIC ORDER OF ARCEON: An anti-technology movement that started on Earth, the Order of Arceon grew exponentially when a computer virus wiped out a huge portion of the world's data. After it was exposed that a member of the Order was responsible for the virus, the movement was deemed a global threat by the Three World Empire. Those directly responsible were arrested and Weyland-Yutani was contracted to contain and move the rest of the Order's members to an off-world location. The movement was squashed and the Order was transplanted to the artificial satellite world of Arceon (more on Arceon in the space station section). There they live a monastic and mostly technologically free existence on a space station that ironically could not exist without technology.

PRACTITIONERS OF THE HOLY IMMOLATION: A quasi-religious pacifist group in direct opposition to the corporate domination of the colonies, the Practitioners of the Holy Immolation first emerged during the Tientsin Campaign. Since then, these fanatics have become known for staging protests where one or more of their members will immolate themselves in the name of a free Frontier. Mostly a threat to themselves, they sometimes endanger others when their fires grow out of control in sensitive areas, such as in a biodome or on a space station.

CHURCH OF IMMACULATE INCUBATION: Not much is known about this fledgling group. Some authorities suspect they might be a splinter faction of the infamous Earthsavers cult. A century-old group originally formed by dreamer and self-proclaimed prophet Duncan Fields, the Earthsavers believed that humanity's sojourn to the stars would herald the apocalypse. Like that long dead organization, the Church of Immaculate Incubation places heavy emphasis on the apocalyptic dreams of its fanatical seers. They believe the end times are fast approaching, but their spin is that the only survivors will be those who have sought out and achieved transformation to a higher form. This metamorphosis is attained by accepting what they call the Seed of God into their hearts. With few members and nothing to back up their claims, the Church of Immaculate Incubation is essentially harmless. Believing the alien creature in Robert Morse's banned book to have messianic significance to the imminent apocalypse, the Church readily distributes illegal copies of *Space Beast* throughout the colonies. As they seek to share the dreams of their prophets with their flock, they also actively recruit professional dreamers to their cause. Their enigmatic leader is rumored to be a wealthy man who has forsaken the good life and poured his resources into the Church.

LAW ENFORCEMENT

Insurrections, revolutions, coups, crime, and atrocities are all too common in the colonies. As such, there are various levels of law enforcement on the Frontier.

THE OFFICE OF THE COLONIAL MARSHALS: The OCM is your local police force. For a colony of 500–3,000 colonists, there will usually be a single marshal, a sergeant, and a group of around a dozen officers. Colonies of less than 300 individuals usually have only one marshal and one deputy. At higher population levels, the marshal's office grows with the importance of the colony itself. They are supposed to enforce colonial law over corporate policy, but many have been paid to look the other way when it comes to company business.

UNITED STATES COLONIAL MARINE CORPS: Some colonies will have a Colonial Marine Corps office and/or a contingent attached to them. Those that don't are still under the jurisdiction and protection of the USCMC and the United Americas Outer Rim Defense Fleet, and are usually within days to weeks of receiving support in case of an emergency. Operated by the United Americas Allied Command, they keep order on the borders of known space. While other nations have their own soldiers and support ships, none save that of the UPP come close to matching the strength of the Colonial Marines.

CORPORATE SECURITY FORCE: In addition to colonial protection, a corporation sponsoring a colony might have its own security force attached to it. This security team would operate outside the jurisdiction of the OCM and the USCMC, and exist to ensure corporate policy is enforced.

INTERSTELLAR COMMERCE COMMISSION: A central organization that conducts and monitors interstellar trade, the ICC has its own inspectors and agents that enforce regulations and quarantine procedures throughout the colonies. While owned and operated by Weyland-Yutani, they are allegedly an autonomous organization that regulates all trade equally. Allegedly. ■

THE LOCK UP

When you've done the crime, you've got to do the time. Frontier jail facilities range from simple barred rooms to sensory deprivation chambers. On space stations, maximum security isolation cells are kept in a state of vacuum and null gravity. Prisoners detained within are suspended in pressure suits.

Prisons are another story. Most correctional facilities are owned by private companies like Weyland-Yutani and the Jǐngtì Lóng Corporation. Why? They provide a plentiful source of cheap manual labor. These prisons are built in extreme environments that are high in resources but too dangerous for civilian employees to exploit in a cost-effective manner. Prisoners work for benefits such as healthcare, interstellar comm calls, and cigarettes. Some of these corporate run maximum security facilities may hold up to two million convicts. In order to keep track of inmates, all are tattooed with a barcode at the base of their neck.

SPACECRAFT BASICS

Unless you're a dirtbound colonist, you need to get around in space and occasionally make a pit stop. If that's your thing, then this section is definitely for you. Here, you'll learn about space travel, spacecraft, and how to nuke the entire site from orbit. It's the only way to be sure.

SHIP CLASSES & FEATURES

Commercial craft in the 22nd Century are tracked by model and weight class. A-G Class vessels are light and relatively inexpensive. Class M vessels fall in that sweet spot between having the best cargo capacity and tolerable engine emissions. They are the workhorses of the UA and 3WE.

The table below lists a few common ship classes and their typical characteristics, such as crew size, length, FTL speed, and more. Individual ships can vary greatly. On page 180 and forward, you will find a selection of specific ships described in more detail.

All spaceships have these key features:

- **CORE COMPONENTS** are central features present on almost every spaceship, such as the bridge, reactor, engine, and bulkheads.
- **INTERNAL MODULES** are optional functions inside the hull of the ship. They can be removed and replaced.
- **ARMAMENTS** are offensive weapons and defensive countermeasures.
- **UPGRADES** are just that, improvements and additions of various kinds.

SHIP CLASSES

CLASS	LENGTH	CREW	FTL	SIGNATURE	THRUSTERS	HULL	ARMOR	ARMAMENTS	MODULES	COST
C	15m	1–2	–	–1	+2	2	4	–	2 x size II 4 x size I	$2,000,000
G	50m	3–6	20	+0	+1	5	5	1 x size II 2 x size I	3 x size III 5 x size II 7 x size I	$9,000,000
M	300m	7–10	12	+1	–	9	6	1 x size III 2 x size II	4 x size IV 6 x size III 8 x size II	$28,000,000
R	700m	12–18	8	+2	–1	12	7	2 x size III 4 x size II	5 x size V 7 x size IV 9 x size III	$400,000,000

TRIPPING THE LIGHT FANTASTIC

Every craft capable of FTL speed has an FTL rating that denotes how many days it takes for the ship to traverse one parsec on the star map. A lower number means a faster ship. Presently, no existing ship has an FTL rating lower than 1. To calculate your journey, multiply the number of days per parsec by the number of parsecs. For example: If you have an FTL drive with a rating of 6 and you are traveling 9 parsecs, you wind up with a trip that takes 54 days.

OVERCHARGING ENGINES: Need to get somewhere in a hurry? Your engineer might be able to coax more speed out of your engines. Of course, the reactor might start leaking radiation everywhere and explode, but risk is the name of the game, now, isn't it? To do this, the engineer makes a **HEAVY MACHINERY** roll (one Shift of work). If successful, the ship's FTL rating is decreased by one step for one week (from 6 to 5 for example). If the roll fails, the ship instead suffers a reactor leak (see minor component damage, page 198), and the engineer must make another immediate **HEAVY MACHINERY** roll. If this also fails, the ship suffers a reactor breach (major component damage, see page 199), and the engineer must make a third **HEAVY MACHINERY** roll. If the third roll also fails, the reactor explodes, destroying the ship and killing all on board. An engineer may only attempt to overcharge the engines once per week.

PLANETFALL

Ships built for atmospheric entry and planetary surface landings (with the Planetfall Capacity upgrade) can be used to land on any rock in space you like—but expect it to be a bumpy ride. Planetfall usually takes about one Shift to complete, and requires a PILOTING roll. If the roll fails, the ship suffers minor component damage (roll D66 on the table on page 198). You can now choose to abort the landing and try again next Shift. If you continue, roll for PILOTING again. If the second roll fails too, the ship suffers major component damage (roll 2D6 on the table on page 199). If you suffer engine failure or a reactor breach, the ship will crash—hurry to those EEVs! If the ship is still operable, you again have the choice to abort or to continue the landing, making a third PILOTING roll. If this third roll also fails, the ship crashes hard, killing all on board.

SPACESHIP ATTRIBUTES

FTL RATING: Denotes how many days it takes for the ship to travel one parsec.

SIGNATURE: Determines how difficult it is for enemies to lock their sensors onto the ship. See page 191.

THRUSTERS: The modification you get to your **PILOTING** rolls when maneuvering the ship. See page 193.

HULL: How much damage the ship can take before becoming Disabled. See page 197.

ARMOR: The Armor Rating of the ship.

ARMAMENTS: The number of armaments of each size that the ship can be fitted with. See page 176.

MODULES: The number of internal modules of each size that the ship can hold. See page 170.



YOUR OWN SHIP?

Ship prices listed here are for common models found on the Frontier. Older versions of the same ship will be simultaneously cheaper and less reliable. Spacecraft are cost prohibitive. While there are independently owned FTL ships out there, most vessels are corporate or military owned and most crews are either contracted employees or work for hire. Corporations will often lease a commercial vehicle to an experienced captain or crew with the option to buy at a later date. A typical lease will cost you 2% of the ship's total price per year. If your crew strikes it big on a particular job, you might find yourselves set up for life, if you play your cards right, of course. Independence is a luxury that most on the Frontier cannot afford, but it is one that many strive to achieve.



CORE COMPONENTS

Core components of a ship cannot easily be replaced, but they can be upgraded.

HULL: Spaceship frames typically consist of bonded alloy and composite beams. These materials provide enough strength for massive acceleration, while remaining flexible enough to withstand atmospheric entry for ships with planetfall capacity. The structural strength of a spaceship is measured by its Hull rating, which in turn determines how much damage it can take before becoming Disabled (see page 197).

ARMOR: Exterior ship bulkheads are typically fitted with laminated insulators, micrometeorite shielding, composite material, and aerogel. Military ships tend to have heavier armor than civilian vessels, but a direct hit from a railgun will slice through any ship armor invented. The armor of a spaceship is measured by its Armor Rating, which works in a similar way as armor on vehicles or personnel (see Chapter 5).

BRIDGE: The bridge is the brain of the ship. Sensors, communications, and engines are controlled from the bridge. The ship commander and pilot are stationed here.

SENSORS: Spaceships can be fitted with a range of sensors of different types. They are broadly divided into passive sensors, such as optical, infrared, and radio telescopes, and active sensors, such as wave radar arrays. Read more about sensors and their use on page 190.

COMMUNICATIONS ARRAY: Spaceships are fitted with a range of antennae and relays, some for interstellar FTL communications and others for intrasystem communication.

REACTOR: Spaceships of 2183 AD are generally powered by fusion reactors. Military ships typically use powdered lithium hydride as fuel, while civilian vessels use heavy hydrogen isotopes like deuterium and tritium.

SUBLIGHT THRUSTERS: Sublight propulsion is generated by rocket motors, powered directly by the fusion reactor. Reaction mass such as industrial carbon diamond is simply placed in contact with the fusion plasma, which heats it. The heated gas is then expelled via the rocket motors. The Thrusters rating of your ship functions as a bonus to your **PILOTING** skill.

DISPLACEMENT DRIVES: Faster-than-light propulsion is provided by a tachyon shunt hyperdrive powered by the reactor, accelerating the vessel past the light barrier. The FTL rating of your ship indicates how many days it takes to traverse one parsec—a lower rating means a faster ship. See the boxed text on page 167.

INTERNAL MODULES

Internal modules come in different sizes, and are divided into size categories with Roman numerals. A size I module is the size of a personal vehicle, while size V modules are as big as large buildings. A ship can hold up to a certain number of modules of each size. It's possible to fit a smaller module into a slot for a bigger one, but not the other way around. The modules described below are listed in the table on page 172, which also includes capacities and prices. More ship modules will be described in future supplements for the ALIEN roleplaying game.

ARTIFICIAL INTELLIGENCE: An advanced computer mainframe, capable of running the ship when the crew is in cryo sleep. Weyland-Yutani's MU/TH/UR and Seegson's A.P.O.L.L.O. are the two most popular models. Read more on page 130.

AIR SCRUBBERS: Machinery needed to supply the crew with breathable air. Carbon filters clean pollutants from the air while churning machines electrolyze the water and generate oxygen. Air scrubbers come in many sizes and price levels, depending on how many people they need to keep supplied.

CARGO BAY: An internal cargo hold with external loading doors. Cargo doors are typically included, and larger cargo bays include movable H-frame cranes to assist loading. The maximum load and cost of the cargo bay depends on the size of the cargo bay module.

CORPORATE SUITE: A spacious and luxurious area for top level company representatives. Typically includes a wet bar and a wall safe. Some models even include a personal escape pod.

CRYO DECK: A room with cryo chambers for the crew. The capacity and cost of the cryo deck depends on the size of the module. Read more about hypersleep on page 151.

DOCKING UMBILICAL: An airlock and extendable umbilical tunnel that enables docking with other ships. A ship without a docking station must land inside a hangar, or let smaller ships into its own hangar, for the crew to enter or exit the ship.

EMERGENCY ESCAPE VEHICLE: All ICC sanctioned starcraft are required by law to have EEV pods or escape shuttles to accommodate the ship's entire crew complement. This is not always enforced. See page 173 for a detailed description of a selection of EEVs.

GALLEY: This is where you'll chow down on those prefab meals after weeks in hypersleep. Includes a simple kitchen, refrigeration unit, and a coffee maker. The capacity and cost of the galley depends on the size of the module.

HANGAR: Allows smaller ships to land in the belly of yours. Includes a system of airlocks, to allow entry without decompressing the entire ship. How many other ships the hangar can accommodate depends on the size of the module.

MEDLAB: An infirmary and laboratory that typically includes surgical kits, medkits and a selection of medical drugs (see page 137). If you can afford an AutoDoc or even a Pauling MedPod, this is where you'll place it.

SALVAGE CRANE: A powerful crane mechanism that lets you salvage starship wrecks and space junk, pulling it into your cargo hold or attaching it to your tractor hitch.

SCIENCE LAB: A highly advanced laboratory where your scientist can examine specimens of alien life forms—among other things. The lab comes with an assortment of equipment, giving a +2 modification to **OBSERVATION** rolls when using the Analysis talent.

TRACTOR HITCH: Allows you to connect your ship to a variety of huge, external cargo modules weighing over a million tons, such as gas tanks, refineries or atmospheric processors. When towing external cargo, the FTL rating of the ship is doubled (from 6 to 12 for example).

VEHICLE BAY: A glorified garage for ground vehicles, including a loading ramp for easy access. How many vehicles the bay can accommodate depends on the size of the module.

INTERNAL MODULES

MODULE	SIZE	CAPACITY/TYPE	PRICE
Artificial Intelligence	I		varies
Air Scrubbers	I	Up to 10 people	$50,000
	II	Up to 50 people	$200,000
	III	Up to 500 people	$1,200,000
	IV	Up to 2,500 people	$3,000,000
Cargo Bay	I	500 kg	$10,000
	II	10 tons	$25,000
	III	250 tons	$100,000
	IV	5,000 tons	$250,000
	V	100,000 tons	$4,000,000
Corporate Suite	II		$1,000,000
Cryo Deck	I	1 person	$50,000
	II	Up to 10 people	$200,000
	III	Up to 50 people	$2,000,000
	IV	Up to 500 people	$15,000,000
	V	Up to 2,500 people	$50,000,000
Docking Umbilical	II		$300,000
Emergency Escape Vehicle	I	Class A Ejection Pod	$100,000
	II	Class B EEV Type 20 Series	$250,000
	II	Class C EEV Type 337 FTL	$500,000
	III	Class D Lifeboat Module	$1,500,000
Galley	I	1 person	$20,000
	II	Up to 10 people	$50,000
	III	Up to 50 people	$125,000
	IV	Up to 500 people	$500,000
	V	Up to 2,500 people	$3,000,000
Hangar	I	Class A Ship	$100,000
	II	Class B Ship	$250,000
	III	Class C–D Ship	$400,000
	IV	Class E–G Ship	$800,000
	V	Class H–M Ship	$1,200,000
Medlab	II		$250,000
Salvage Crane	III		$100,000
Science Lab	III		$750,000
Tractor Hitch	III		$600,000
Vehicle Bay	I	ATV	$75,000
	II	VTOL Gyrocar	$150,000
	III	APC, Daihotai Tractor	$250,000
	IV	10 x APC	$800,000
	V	100 x APC	$5,000,000

THE ABCS OF EEVS

If your ship is in danger, you've got to get the hell off it, fast. In an emergency, MU/TH/UR will dump her flight recorder data to your Emergency Escape Vehicle, lock onto the nearest homing beacon, and auto-navigate you away from your exploding ship. So sit back, watch the fireworks and take a deep breath.

A NOTE FROM MU/TH/UR: Aside from the 337 and shuttles equipped with a tachyon shunt, most escape vehicles are incapable of FTL speed. While auto-piloted, navigation can be over-ridden by those aboard. If any of these craft are ejected from within an atmosphere, they will attempt a soft landing with limited success.

CLASS A EJECTION POD

CAPACITY: 1

LENGTH: 2m

Designed for ejection in space only, the coffin-shaped ejection pod has limited thrust capability but can put an occupant in a state of semi-stasis for up to a week to prolong the possibility of rescue.

CLASS B EEV TYPE 20 SERIES

CAPACITY: 2–4

LENGTH: 6m–8m (depending on model)

A simple box-like pod with minimal thruster capability, the Type 20 has cramped seating, no capacity for cryosleep, and can sustain its occupants for ten days. They cannot land on a planet and will burn up on reentry.

CLASS C EEV TYPE 337 FTL

CAPACITY: 5

LENGTH: 14m

An ICC standardized escape module designed by Bodenwerke Gesellschaft to replace the military's aged BD-409 EEV, the L-shaped EEV Type 337 is built into the outer hull of many modern starships. When the ship is crippled and there is no time to awaken the crew from stasis, MU/TH/UR will transfer the crew's cryosleep capsules to the EEVs and auto-eject them. The 337 can sustain a crew in stasis for upwards of fifty years. FTL range is limited to 1.4 parsecs, but they are capable of a controlled landing.

CLASS D LIFEBOAT MODULE

CAPACITY: 2–20

LENGTH: 23m

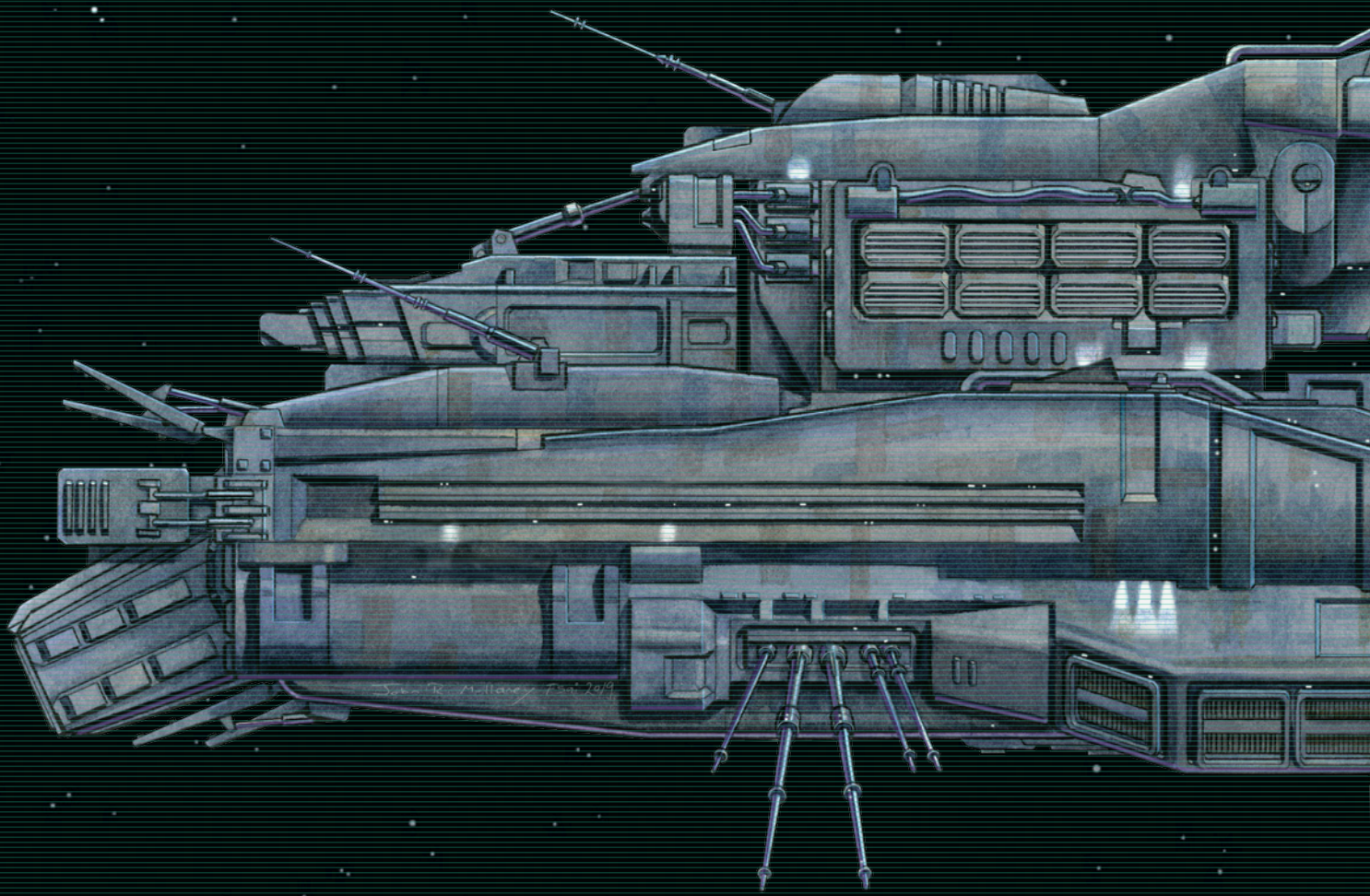
This maneuverable escape craft is an ejectable module built into many high-end FTL spacecraft. The module has seven rooms that can be configured as a mission dictates, ranging from a simple crew lifeboat to luxury quarters to an experimental science lab. It can support three active occupants for two years or up to twenty people in cryosleep for fifty. The module can make planetfall and be programmed for atmospheric flight.

G-CLASS COMMERCIAL DEEP SPACE SALVAGE VESSEL

LOCK MART

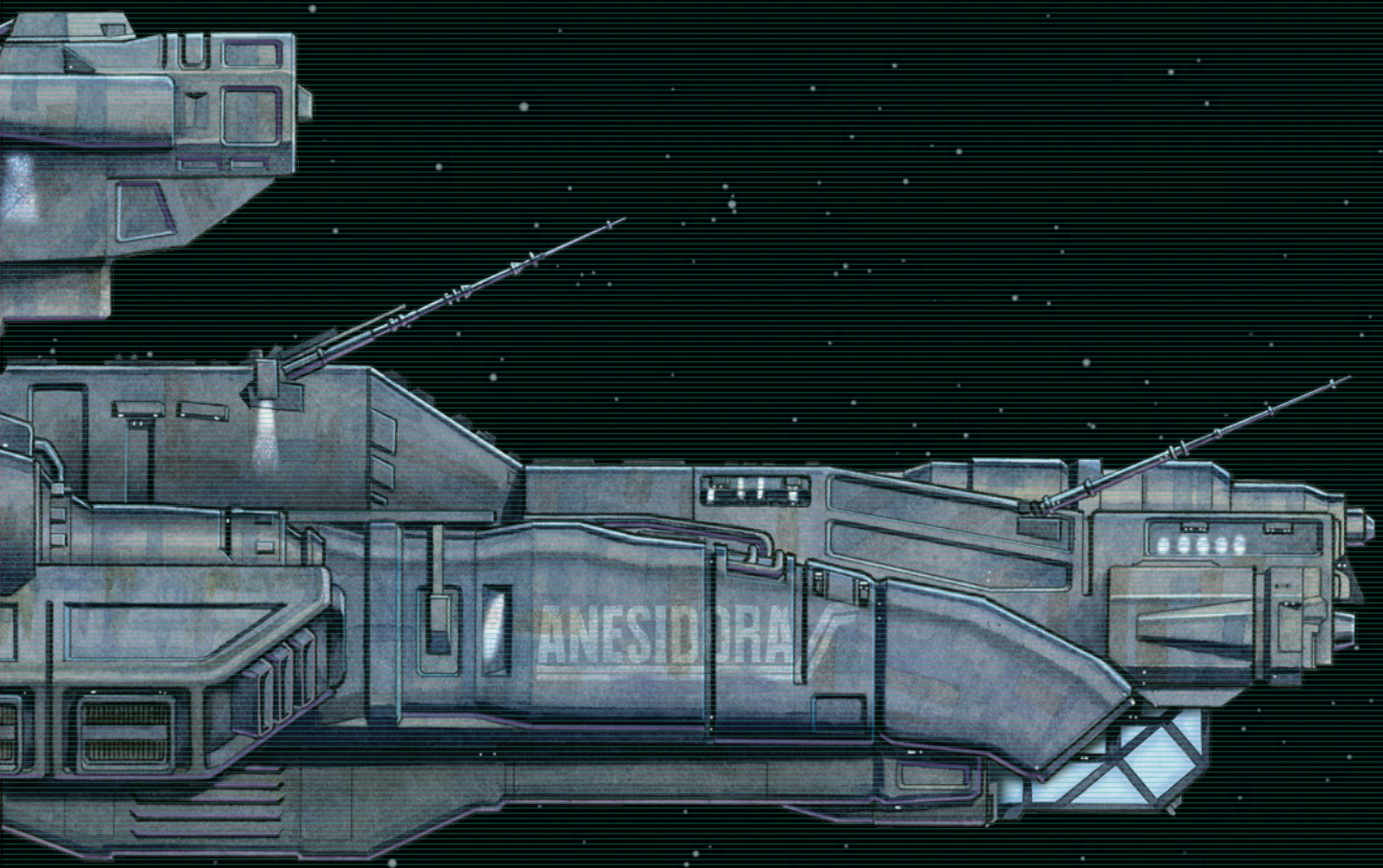
MODEL

CM-90S CORVUS



CM-90S CORVUS

MANUFACTURER: Lockmart
CREW: 6
AI: MU/TH/UR 6000
LENGTH: 54m



FTL RATING: 20
SIGNATURE: +0
THRUSTERS: +1
HULL: 6
ARMOR RATING: 5

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay III
- Cryo Deck II
- Docking Umbilical II
- EEV II
- Galley II
- Hangar III
- Salvage Crane III

ARMAMENTS: None

UPGRADES:
- Reinforced Frame II

ARMAMENTS

Armaments come in two types: offensive weapon systems and defensive countermeasures. How these are used is explained later in this chapter. Just like modules, armaments can be removed and replaced, and they are also divided into size categories in the same way.

As opposed to internal modules, however, armaments are mounted on external hardpoints. Each ship can only be fitted with a specific number of armaments of each size. It's possible to fit a smaller armament into a slot for a bigger one, but not the other way around.

Damage from ship armaments works in the same way as personal weapons, but the scale is different. Ship armaments can't be used to target individuals.

The weapons described below are listed in the table to the right, which also includes prices. More ship armaments will be described in future modules.

ASAT MISSILES: The typical main armament of military frigates, guided ASAT missiles have long range and pack a heavy punch. Their main drawback is that they take some time to reach their target, giving it a chance to shoot the missile down or deploy countermeasures. A missile battery can typically fit eight missiles. Individual missiles must be purchased separately.

RAILGUN: This close defense weapon uses superheated plasma to fire heavy metal rounds at extremely high speed, slicing through a ship's armor like butter. Railguns are not very accurate but extremely deadly at short range. All armor counts as half (round up) against railguns.

PARTICLE BEAM WEAPON: These weapons accelerate particles in a kinetic energy wave that causes damaging ionization, and can overheat electronics to the point of shutdown. Particle beam weapons function differently from other ship armaments. First, countermeasures have no effect against them. Second, their base Damage rating is reduced one step for each range category beyond **CONTACT**. Third, they inflict no hull damage, only component damage.

ORBITAL MINES: Cheap and very effective against unwanted boarding parties, orbital mines are a cost-effective short-range weapon. Individual mines must be purchased separately.

TACTICAL NUKES: Shipborne nukes are deployed from orbit to destroy planetary based targets, even entire colonies. A 50-megaton nuke will completely destroy all buildings and kill all living beings within a 10 km radius, and cause damage to buildings and people up to 100 km away from the center of detonation. In addition, a high-altitude detonation will create an electromagnetic pulse that destroys unshielded electronics. A nuclear missile battery can typically fit five missiles. Individual missiles must be purchased separately.

CIWS LASER ARRAY: The defensive countermeasure CIWS—Close in Weapons System—is a laser array designed to target and shoot down incoming missiles, and even railgun rounds.

SENSOR DRONES: When launched, sensor drones create false sensor signatures that can maneuver at speed and can lure away incoming missiles and railgun targeting systems.

SENSOR DECOYS: These devices register false radar signatures to confuse weapons.

OFFENSIVE ARMAMENTS

ARMAMENT	BONUS	DAMAGE	RANGE	HARDPOINT	COST	COMMENT
Short Lance ASAT missile	+1	3	Long	Size II	$12,000,000	Missile cost: $100,000
Long Lance ASAT Missile	+1	4	Extreme	Size III	$25,000,000	Missile cost: $400,000
Light Railgun Turret	–	3	Short	Size I	$1,500,000	Armor piercing
Medium Railgun Turret	–	4	Short	Size II	$8,500,000	Armor piercing
Heavy Railgun Turret	–	5	Short	Size III	$20,000,000	Armor piercing
400MeV Particle Beam Weapon	+2	4	Long	Size II	$12,000,000	Damage reduced over range. See page 196.
800MeV Particle Beam Weapon	+2	5	Extreme	Size III	$30,000,000	Damage reduced over range. See page 196.
Orbital Mines	+2	2	Contact	Size II	$10,000	
Tactical Nuke	N/A	N/A	Surface	Size III	$50,000,000	Missile cost: $1,000,000

DEFENSIVE COUNTERMEASURES

ARMAMENT	BONUS	HARDPOINT	COST
Sensor Decoys	–	Size I	$1,200,000
Sensor Drones	+1	Size II	$3,600,000
CIWS Laser Array	+2	Size III	$45,000,000

REWORKING YOUR SHIP

To mount new modules or armaments to your ship, or to make upgrades to it, you'll need to find a dry dock on a major space station or planetside colony. The cost of a module or armament typically includes the work of fitting it to your ship. The work can take a week or more, depending on the size of the module and if you're willing to pay extra to get it done faster.

UPGRADES

Upgrades are a great way to customize your ship and spend those hard-earned UA dollars. All upgrades are listed in the table below.

ADDED HARDPOINTS: You add one more hardpoint to your ship, of the same size as your current biggest hardpoint or smaller. This upgrade can be purchased twice.

ARMORED BULKHEADS: The Armor Rating of your ship is increased by one. This upgrade can be purchased up to three times.

BOOSTED DISPLACEMENT DRIVES: The FTL rating of your ship is decreased one step. You can purchase this upgrade up to six times.

ENHANCED SENSORS: Your active sensor array is boosted, giving you a +1 modification to the Target Lock action (see page 191). You can purchase this upgrade up to two times.

EXTERNAL MODULES: Fittings for an extra module of the same size as your current biggest module or smaller are added externally to your ship. Your ship won't be pretty, but if you're desperate for more room, who cares? You need to buy the actual module separately. This upgrade can be purchased twice.

OVERPOWERED THRUSTERS: The Thrusters rating of your ship is increased by one step. You can purchase this upgrade up to two times.

PLANETFALL CAPACITY: With this upgrade, your ship is capable of atmospheric entry and can land on any rock you like. Read more about this on page 167.

REINFORCED FRAME: The structural frame of your ship is reinforced, increasing its Hull rating by one step. You can purchase this upgrade up to three times.

STEALTH TECHNOLOGY: Your ship is fitted with hull panels made of radar absorbent materials, and your thruster outlets have infrared suppressors to disguise the engine flare. The Signature rating of your ship is reduced one step. You can purchase this upgrade up to two times.

SHIP UPGRADES

UPGRADE	COST
Added Hardpoint, size I	$1,000,000
Added Hardpoint, size II	$4,000,000
Added Hardpoint, size III	$10,000,000
Armored Bulkheads	$2,000,000
Boosted Displacement Drives	$1,400,000
Enhanced Sensors	$2,200,000
External Module, size I	$100,000

UPGRADE	COST
External Module, size II	$500,000
External Module, size III	$1,000,000
External Module, size IV	$4,000,000
External Module, size V	$10,000,000
Overpowered Thrusters	$1,500,000
Planetfall Capacity	$1,800,000
Reinforced Frame	$1,200,000
Stealth Technology	$50,000,000

REGULAR MAINTENANCE

Every week, a member of your crew needs to make one **HEAVY MACHINERY** roll and one **COMTECH** roll to service your ship. Each roll takes one Shift of work. Only one person can roll, but others can help. If you're all in cryo sleep, get a synthetic to do the work for you. A ship A.I. like MU/TH/UR can handle the **COMTECH** service, but not **HEAVY MACHINERY**. If a service skill roll fails, or is not made during a particular week, your ship will suffer minor component damage. Roll D66 on the table on page 198. ■



SPACESHIPS OF 2183 AD

SPACESHIPS OF 2183 AD

CLASS	MODEL	NUMBER	ROLE	COST
C Class	Starcub		Light Intrasystem Shuttle	$2,300,000
G Class	Corvus	CM-90S	Commercial Deep Space Salvage Vessel	$17,000,000
M Class	Bison	CM-88G	Commercial Star Freighter	$36,000,000
		CM-88H	Commercial Towing Vehicle	$42,000,000
	Star Clipper	CYG-NS3	Commercial Transport Ship	$37,000,000
Conestoga	Frigate	RRTT-3	Rapid Response Troop Transport	$1,040,000,000

MODEL CM-90S CORVUS

G-CLASS COMMERCIAL DEEP SPACE SALVAGE VESSEL

Space salvage is a dirty but lucrative business. While an older model, the diminutive Corvus is a reliable design with a steady presence on the Frontier. Four overpowered multivector engines make hauling scrap that much easier while an underslung bridge allows the captain a good view of the crew at work. The ship is equipped with a tow crane rig for both heavy lifting and the towing of disabled craft. An external elevator common to Lockmart vessels is used to load cargo in the spacious zero G storage hangar. While somewhat smaller than an M class vessel, her overpowered engines and reinforced crane/tow assembly nearly push the Corvus into that classification. Salvage missions can often go awry—the hulking space wreck that could be your payday just might have a faulty reactor that wants to explode. Because of this, the Corvus is equipped with a rear dorsal lifeboat that can accommodate most of the crew. The lifeboat can operate independently of its vessel for up to three months.

NOTEWORTHY SHIPS: The USCSS *Anesidora* operated in and around the Tartarus Sector in the 2130s. The ship was destroyed when Sevastopol station's orbit decayed and the station spiraled into KG-348. Captain Clara Odenkirk's salvage vessel the USCSS *Katharos* operates out of Anchorpoint station. As the *Katharos* is often the first ship on the scene of any wreck, the Colonial Marshal Bureau is investigating any connections between her captain and the frequently disabled ships in the Far Reach.

CM-90S CORVUS

MANUFACTURER: Lockmart
CREW: 6
AI: MU/TH/UR 6000
LENGTH: 54m
FTL RATING: 20
SIGNATURE: +0
THRUSTERS: +1
HULL: 6
ARMOR RATING: 5

ARMAMENTS: None

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay III
- Cryo Deck II
- Docking Umbilical II
- EEV II
- Galley II
- Hangar III
- Salvage Crane III

UPGRADES:
- Reinforced Frame II

MODEL CM-88G BISON

M-CLASS COMMERCIAL STARFREIGHTER

A well-known vessel in the shipping lanes, the popular CM-88 series Bison has gone through little in the way of cosmetic changes over the past century. While originally advertised as an interstellar cruiser, ICC regulations made the Bison's weight class and interior volume an attractive candidate for hauling freight. Some entrepreneurs were even installing new engines on the Bison and converting her into a towing vessel. Manufacturer Lockmart decided to offer the ship in multiple configurations and upgrade packages. Newer models like the G have more sophisticated FTL packages and communications suites than the older B and D models, but their internal and external configurations are mostly the same. Plus, the Gs usually aren't as grimy. In its freighter configuration, the Bison carries its cargo in large internal cargo bays.

CM-88G BISON

MANUFACTURER: Lockmart
CREW: 7
AI: MU/TH/UR 6500
LENGTH: 334m
FTL RATING: 12
SIGNATURE: +1
THRUSTERS: +0
HULL: 9
ARMOR RATING: 6

ARMAMENTS: None

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay IV x 4
- Cryo Deck II
- Docking Umbilical II
- EEV II x 2
- Galley II
- Medlab II

UPGRADES:
- Planetfall Capacity

MODEL CM-88H BISON

M-CLASS COMMERCIAL TOWING VEHICLE

The 88H is the latest upgrade to transform a Bison starfreighter into a full-fledged towing vehicle. Unlike the previous models, wherein an extensive overhaul would be required to upgrade the Bison's engine manifold, the H model has easily removable modular engine cores, allowing the Saturn J engines to be swapped out for a Rolls Royce with only a week in drydock. So configured, the 88H can haul and deliver a massive oil refinery, ore processing plant, atmospheric processor, orbital station, or living modules. While even more powerful engines could be installed, they would alter the Bison's weight class and defeat the purpose of utilizing a Bison for this kind of work in the first place.

NOTEWORTHY SHIPS: The infamous USCSS *Nostromo* was an 88B Bison in a towing configuration similar to the H. The *Nostromo* and the ore refinery module she towed were destroyed in the 2120s when her self-destruct was set by her third officer for reasons unknown.

CM-88H BISON

MANUFACTURER: Lockmart
CREW: 7
AI: MU/TH/UR 7000
LENGTH: 334m
FTL RATING: 8
SIGNATURE: +1
THRUSTERS: +0
HULL: 9
ARMOR RATING: 6

ARMAMENTS: None

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay IV x 2
- Cryo Deck II
- Docking Umbilical II
- EEV II x 2 (Starcub Shuttles)
- Galley II
- Medlab II
- Tractor Hitch III

UPGRADES:
- Boosted Displacement Drives x 4
- Planetfall Capacity

MODEL CYG-NS3 STAR CLIPPER

M-CLASS COMMERCIAL TRANSPORT SHIP

A retired Lockmart design, Star Clippers are still in wide use shuttling personnel and/or small loads of cargo across the Frontier. The ship's cargo bay ceiling is equipped with free-hanging stasis pod coupling racks, allowing for easy attachment of additional pods and passengers. Many Star Clippers are independently owned and operated as merchant vessels and charter craft across the colonies.

CYG-NS3 STAR CLIPPER

MANUFACTURER: Lockmart
CREW: 6
PASSENGERS: 200 (in cryosleep)
AI: MU/TH/UR 6500
LENGTH: 300m
FTL RATING: 6
SIGNATURE: +1
THRUSTERS: +1
HULL: 9
ARMOR RATING: 6

ARMAMENTS: None

INTERNAL MODULES:
- Artificial Intelligence I
- Air Scrubbers III
- Cargo Bay III x 4
- Cryo Deck IV
- Docking Umbilical II
- EEV II x 4
- Galley III
- Medlab II

UPGRADES:
- Boosted Displacement Drives x 6
- Planetfall Capacity
- Overpowered Thrusters

STARCUB-CLASS SHUTTLE

C-CLASS INTRASYSTEM VESSEL

Another aging design that still sees use on the Frontier, the Starcub shuttle is often used as an auxiliary craft on freighters and other large ships. While older models only carried two cryosleep chambers, the later Starcub models carry three aboard. In addition to her main engines, a Starcub is equipped with unidirectional thrusters that allow for equal forward and reverse acceleration. The Starcub is also capable of short distance FTL flights and has a maximum range of 13 parsecs before refueling becomes necessary. The *Narcissus* was one of two Starcub shuttles that were attached to the USCSS *Nostromo* in 2122 when Warrant Officer Ripley used it to escape the starfreighter's destruction. The second shuttle—the *Salmacis*—was damaged in a docking accident prior to *Nostromo* leaving Thedus and not aboard at the time, something that would never happen today. The new ICC safety protocols prohibit a ship from leaving port without a full complement of auxiliary vehicles or EEVs.

STARCUB-CLASS SHUTTLE

MANUFACTURER: Lockmart
CREW: 1
PASSENGERS: 3 (in cryosleep)
AI: NONE
LENGTH: 16m
FTL RATING: 15
SIGNATURE: -1
THRUSTERS: +2
HULL: 2
ARMOR RATING: 4

INTERNAL MODULES:
- Air Scrubbers I
- Cargo Bay I
- Cryo Deck II

UPGRADES: None

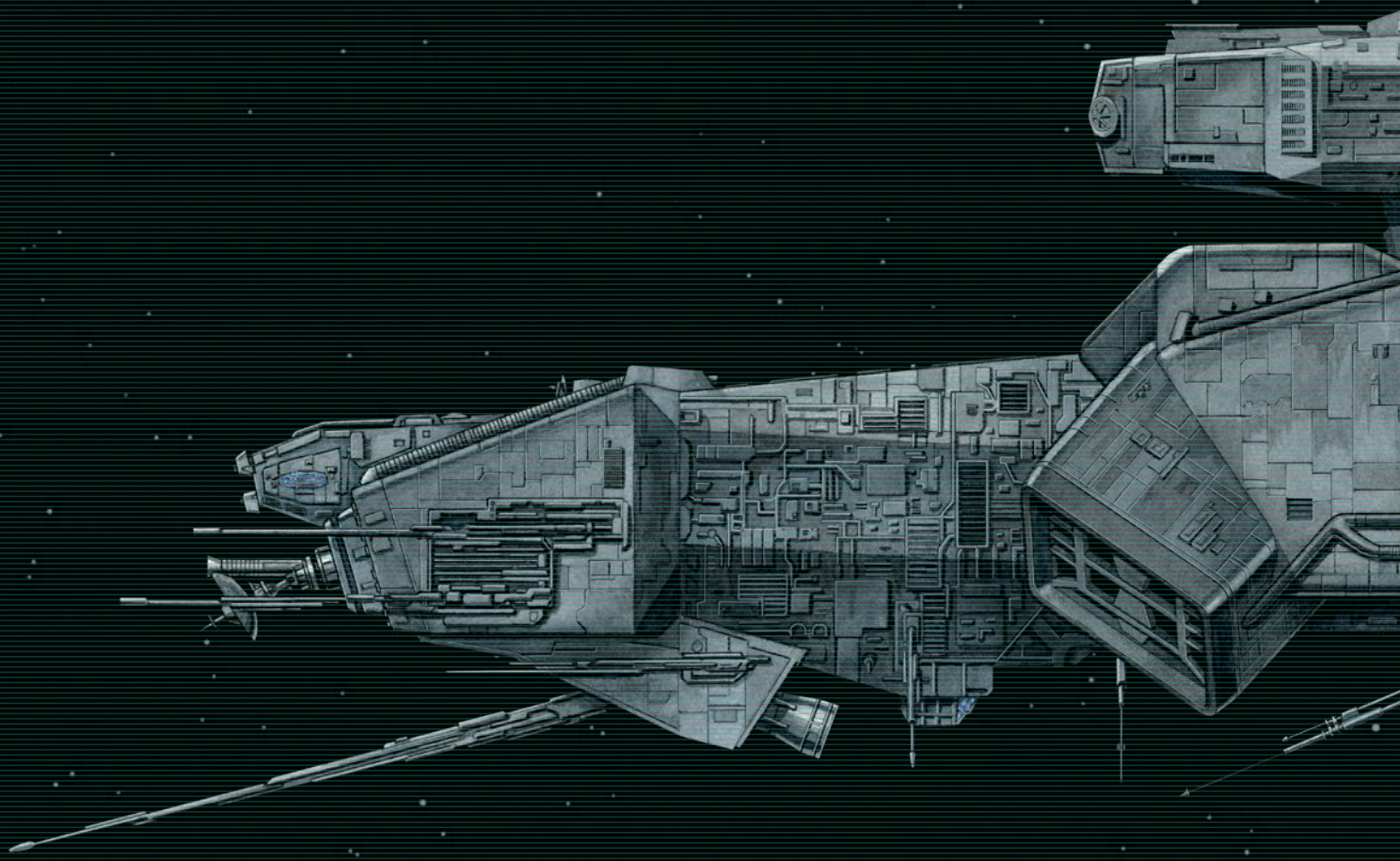
ARMAMENTS: None

M-CLASS COMMERCIAL TOWING VEHICLE

LOCK MART

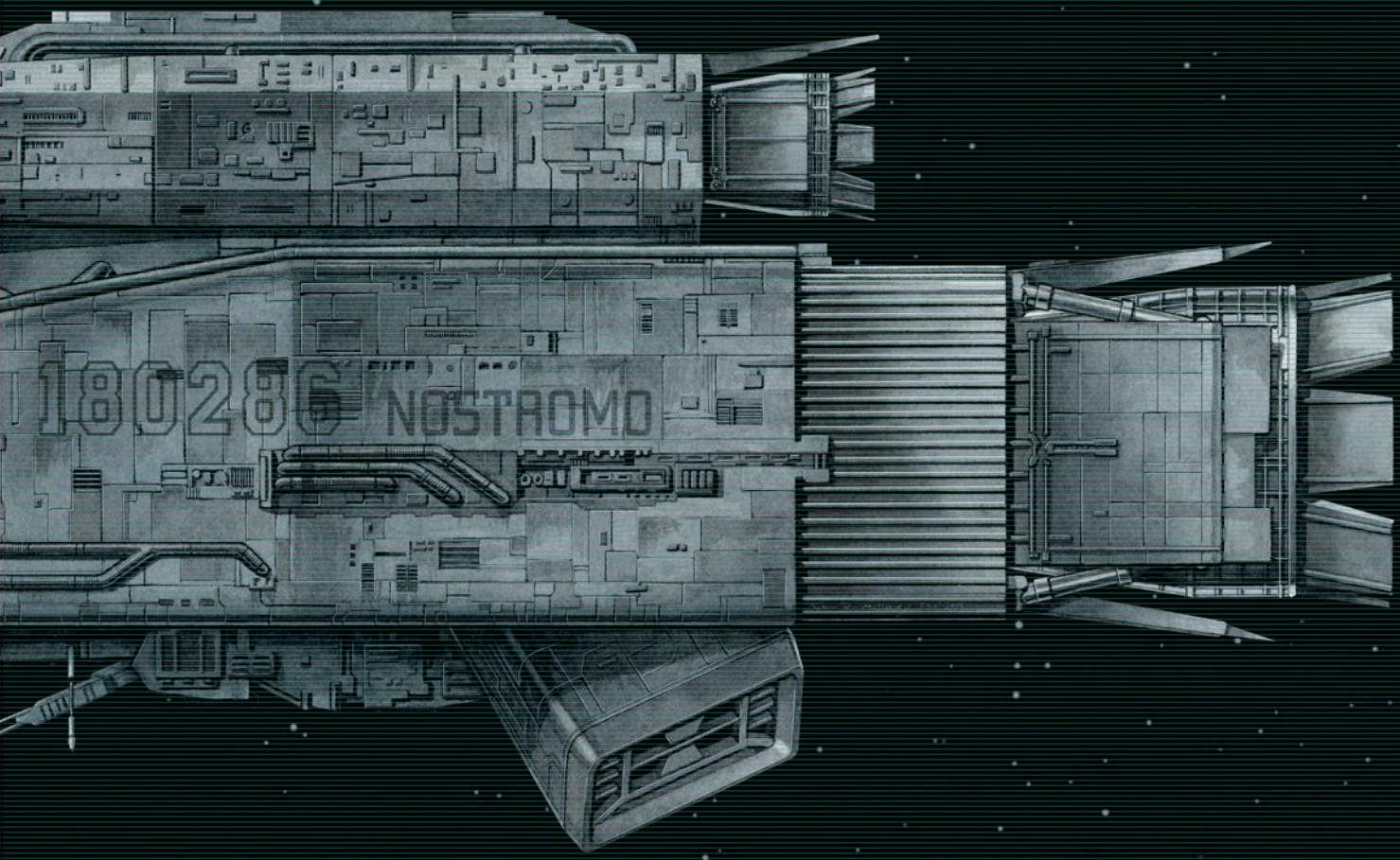
MODEL

CM-88H BISON



CM-88H BISON

MANUFACTURER: Lockmart
CREW: 7
AI: MU/TH/UR 7000
LENGTH: 334m



FTL RATING: 8
SIGNATURE: +1
THRUSTERS: +0
HULL: 9
ARMOR RATING: 6

INTERNAL MODULES:

- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay IV x 2
- Cryo Deck II
- Docking Umbilical II
- EEV II x 2 (Starcub Shuttles)
- Galley II
- Medlab II
- Tractor Hitch III

ARMAMENTS: None

UPGRADES:

- Boosted Displacement Drives x 4
- Planetfall Capacity

CONESTOGA-CLASS FRIGATE

The versatile Conestoga-Class Frigate is the most common ship in use by the USCMC and Colonial Marshal Bureau. The frigate boasts a modular interior for different assignment configurations, as well as numerous hard points for the addition or subtraction of weapons arrays. The Conestoga can be used as a science vessel, a military cargo hauler, a hospital ship, or, most commonly, a troop transport. The ship's MU/TH/UR 9000 computer is capable of performing mission assignments without the aid of crew, so long as it does not need to make planetfall. Dropships are deployed from a ventral hangar, and the frigate can be fitted with an external docking rack to transport a phalanx of EVAC fighters. The design is built by a subsidiary of Weyland-Yutani, and as such they can be found in the possession of corporate crews as well as the military. While 36 were commissioned by the USCMC, only 25 of those remain active. It is unclear how many W-Y possess as they were manufactured within the ICSC. In its standard military configuration, the Conestoga is a force to be reckoned with. You see one coming your way? Don't piss them off.

NOTEWORTHY SHIPS: The frequent sightings and ghost stories of the ill-fated USCMC troop transport USS *Sulaco* are well circulated on the Frontier. The W-Y Medical Frigate USCSS *Patna* operates out of Anchorpoint station. Stripped of its rail guns and long arm missile pod, the *Patna* is W-Y XO Michael Bishop's mobile headquarters on the Frontier, and is equipped with six science labs, a full surgical bay operating a dozen medpods, and an entire platoon of combat ready mercenaries. The *Patna's* full capabilities are unknown, although she is rumored to carry nukes while moving through UPP and UA space—a clear violation of both the Strategic Arms Reduction and Washington Treaties. ■

CONESTOGA-CLASS FRIGATE

MANUFACTURER: Weyland-Yutani

CREW: 12 (OR MU/TH/UR 9000 plus one Hyperdyne 341-B model android)

TROOP CAPACITY: 90

LENGTH: 731m

FTL RATING: 2

SIGNATURE: +0

THRUSTERS: +1

HULL: 12

ARMOR RATING: 10

ARMAMENTS:

- Long Lance ASAT Missiles (8 missiles)
- Heavy Railgun Turret
- 800MeV Particle Beam Weapon
- Orbital Mines (60 mines)
- Tactical Nukes (20 missiles)
- CIWS Laser Array
- Sensor Drones
- Sensor Decoys

INTERNAL MODULES:

- Artificial Intelligence I
- Air Scrubbers IV
- Cargo Bay III
- Cryo Deck IV
- Docking Umbilical II
- EEV I x 20
- Galley IV
- Hangar IV
- Medlab II

UPGRADES:

- Boosted Displacement Drives x 6
- Enhanced Sensors
- Overpowered Thrusters
- Stealth Technology

SMUGGLER'S RUN

"So I teamed up with that bastard Tomland and we were on the Volcus run. We had just skimmed the ICSC border and were in the middle of taking on a juiced tanker module meant for some dipshit colony in the Far Reach, I don't remember which one. This was ten-shit, eleven years ago. My contact—the guy making the delivery—had just unhitched his tug from the tanker and guess who stumbles right onto us? God damn border patrol. Colonial marshals riding a Conestoga frigate. Delivery boy panics and fires on the marshals with a mining laser. Yep. They don't like that one bit, so they cycle up the rail gun and send a spike right up his ass. It cut his tug in two and plows right into the damn energy tanker. The juice in those batteries went up real fast. The Cony got slammed with the blast and we used the diversion to get the fuck out of there. But those marshals weren't done yet. They took off after us—and I mean right after us. Tomland was flying in a god damn straight line. The only maneuvers he made were to keep the Cony directly behind us. Always. I thought he was crazy until I saw they weren't firing on us—not even a warning shot. Tomland was ex-military and knew his shit. He figured the EMP from the tanker explosion had fried the Cony's particle beams and ASATs, but her rails should have worked just fine. Turns out the big bitch can't fire her big guns straight on—they're right in the line of sight of her hull. For all her bluster, she's got a blind spot right in front and behind her. Tommy kept us dead ahead of them until we gained enough distance to kick in the displacement drive and go FTL. The marshals stayed behind to clean up the mess. In the end, the cargo was blown, my contact was dead, the marshals were pissed, and the Cony was fried. We managed to get out of there though. I scuttled the ship, quit the business and became a cattle rancher on Terraform 3. Much happier now. I'm only here on Anchorpoint to drop off a load of beef." ■

—OVERHEARD IN THE OKIE CLUB ON ANCHORPOINT STATION

SPACE COMBAT

Space battles in 2183 are short, sharp, and brutal, with the victory often going to the ship who spots the enemy first and gets their best shot in. This section deals with space combat, and describes how to play out a violent encounter. The system described below is designed to manage combat between only a few ships per side—the typical combat encounter is a one-on-one ship duel.

Space combat takes longer than ground combat, both in real time and game time, and is therefore played out in Turns (see page 83) instead of Rounds.

"There are three things you must remember when engaged in a space battle. One: he who shoots first wins. Two: range determines the shape of the battle. Three: it is hard to radically change your velocity vector in space."

—EXCERPT FROM THE STARTAC '76 INTRODUCTORY SEMINAR TO THE USCM STAFF COLLEGE BY COLONEL JAMES MORTIMER, USASF

CREW POSITIONS

Spaceship crews can vary greatly, from a single person to scores of people. Typically, crews are divided into the following positions during combat. For very small ships, a single person can fill two or even more positions. Note that a MU/TH/UR or similar ship computer mainframe can fill any or all of the crew positions if needed.

- **CAPTAIN:** In overall command of the ship. Gives orders and draws initiative.
- **SENSOR OPERATOR:** Operate the ship sensors, using the **COMTECH** skill.
- **PILOT:** The person at the flight controls. Makes **PILOTING** rolls for ship maneuvers, modified by the ship's Thrusters rating.
- **GUNNERS:** Fire the ship's armaments, using the **RANGED COMBAT** skill. Each weapon or countermeasure generally requires at least one gunner.
- **ENGINEERS:** Make emergency repairs, using the **COMTECH** or **HEAVY MACHINERY** skill.

DISTANCE AND ZONES

Space is too vast for it to be meaningful to keep track of the exact distance between ships. Instead, the game uses abstract zones, similar to ground combat—but in space, one zone can be hundreds or even thousands of kilometers wide. Also, all movement only takes place in one dimension along a range track—an abstraction of the three-dimensional movement that is actually taking place.

SPACE COMBAT MAP: To keep track of ship distances, you can use a space combat map found at the back of this book (also available for download from our website).

RANGE: Like in ground combat, the range between you and your enemy is divided into range categories.

RANGE CATEGORIES

RANGE	DESCRIPTION
Contact	In the same zone. Ramming and boarding possible.
Short	Adjacent zone. Visual contact limit.
Medium	Two zones away.
Long	Up to four zones distant.
Extreme	Up to eight zones distant. Sensor limit.

APPROACH VELOCITY

Spaceships travel at incredible speeds. This means that two ships approaching on different velocity vectors will quickly pass beyond the range of each other's weapons. Drastically changing your vector is hard. This means most combat encounters will be brief.

When two ships approach each other, the GM sets the initial approach velocity. It's typically two zones per Turn, but can be higher or lower depending on the situation. If two ships have synched their vectors, their approach velocity is zero.

If more than two ships are involved in the encounter, they are divided into two sides. All ships on each side have an initial approach velocity against the ships on the other side.



DETECTION

Starship sensors have **EXTREME** range (eight zones). When two ships enter sensor range of each other, they will automatically detect each other's presence. If you use the space combat map, place a marker representing each ship on the outermost zones (the ones marked +4 and –4). If you have access to the official Maps & Markers Pack for the ALIEN roleplaying game (sold separately), use a spaceship marker with the "ping" side up.

TRANSPONDERS: All civilian spacecraft are required to travel with their transponders switched on. The transponder transmits data about the ship's position, name, class, home port, and destination. If the approaching ship has an active transponder, you will immediately learn this information, and you are able to target the ship with your ship armaments (more on that below). If you are using the Maps & Markers Pack, flip the "ping" marker to show the spaceship in crosshairs.

RUNNING SILENT: Traveling with your transponder switched off is unlawful and regarded with suspicion—only smugglers and military vessels do that. If the approaching ship is running silent, your sensor operator needs to make a successful Target Lock action (below) before you can target it with your weapons. Until this is done, leave the spaceship marker with the "ping" side up.

REDUCE SIGNATURE: Staying hidden as long as possible, often by controlling your heat and electronic emissions, can be the key to victory. By powering down your engines and sensors, you can make it harder for an approaching ship to lock on to you. This can be done even before the encounters starts, if you expect trouble. Turning off your sensors reduces your Signature rating one step, while powering down your engines reduces your Signature two steps. When your sensors are down, you cannot Target Lock. When the engines are offline, you cannot perform any pilot actions at all. Powering a ship back up takes one Turn. Read more under Sensor Operator Actions, below.

RUNNING SILENT

POWER DOWN	SIGNATURE	POWER UP
Sensors	–1	One Turn (Sensor Operator)
Engine	–2	Two Turns (Engineer)

INITIATIVE & TURNS

When you encounter an approaching ship, draw initiative. This works just like in personal combat (see page 87), but only the captain of each ship draws an initiative card. Each Turn of space combat has four *phases*, and each ship gets to perform one action in each phase. All ships perform their action in the phase, in initiative order, before moving on to the next phase.

1. SENSOR PHASE
2. PILOT PHASE (INCLUDING MOVEMENT)
3. GUNNER PHASE
4. ENGINEER PHASE

DECLARING ACTIONS

In each phase, the captain of each ship orders the active crew member (sensor operator, pilot, gunner, engineer) to perform one action from the list of available actions for each phase (see below). Only one action per Turn can be performed—there are no fast and slow actions in space combat. Also, there are no stunts for skill rolls—instead, the action listings below determine the effects of additional ✦ rolled.

Also, unlike personal combat, guessing your enemy's moves is difficult in space combat. Therefore, each ship selects its action in each phase *secretly*. Actions are declared simultaneously, and then performed in initiative order. Once all four phases are completed, a new Turn begins.

REACTIVE ACTIONS: Some actions during space battles are reactive, just like blocking in close combat. That means that they break the normal initiative order in the Turn.

ORDER MARKERS: To declare actions, you can use the order markers included in the Maps & Markers Pack. The active person on each ship (player or GM) secretly hides an Order Marker with the chosen action in their hand, and these are then revealed. If you don't have access to order markers, you can simply note down actions on a piece of paper instead.

TAKING ORDERS?

Typically, crew members are expected to follow the orders of the captain and perform the action they are told to. However, individual crew members can of course disobey orders and perform another action of their own choice. The consequences of such disobedience need to be roleplayed.

1. SENSOR OPERATOR ACTIONS

In the Sensor Phase, the sensor operator of each ship can perform one of the actions listed below:

TARGET LOCK: To lock your sensors on to an enemy ship, make a **COMTECH** roll, modified by range, the Signature rating of the enemy ship, and other factors (see the table on the next page). If you succeed, your sensors lock on to the ship and you can now target it with your armaments in this Turn. If you are using the Maps & Markers Pack, flip the spaceship marker to show the spaceship outline.

In subsequent Turns, you still need to Target Lock the same ship in order to fire on it, but unless the enemy ship Goes Dark, you don't need to roll dice—the Target Lock succeeds automatically.

GO DARK: Reactive action. If an enemy ship tries to Target Lock you in this Turn, you can try to break the lock and slip away, by reducing your infrared and electronic emissions, or exploiting a sensor blind spot such as a nearby star. Make a **COMTECH** roll—each ✦ you roll eliminates a ✦ rolled by the enemy. In addition, you can reduce your Signature rating (taking effect immediately) by powering down your ship's sensors and/or engines, as part of the Go Dark action (see page 190).

POWER UP SENSORS: If your sensors are powered down, it takes one Turn to power them back up again. No roll is required.

SPACE COMBAT ACTIONS

PHASE	ACTION	SKILL	EFFECT
1. Sensor	Target Lock	COMTECH	Lock on to target ship. Enables Fire Weapon action.
	Go Dark	COMTECH	Reactive action. Each ⌖ rolled eliminates one ⌖ in enemy Target Lock. Can also power down sensors and/or engines.
	Power Up Sensors	NONE	Bring sensors back online.
2. Pilot	Accelerate	PILOTING	Increases approach velocity one step; two if multiple ⌖ are rolled.
	Decelerate	PILOTING	Decreases approach velocity one step; two if multiple ⌖ are rolled.
	Maneuver	PILOTING	Opposed PILOTING roll, modified by Thrusters. If you win, you can trade initiative cards with the enemy ship.
	Ram	PILOTING	Same zone only. Opposed PILOTING roll. If hit, both ships suffer damage.
	Dock	PILOTING	Same zone only. Requires same approach velocity. Opposed PILOTING roll. Enables Open Airlock action.
3. Gunner	Fire Weapon	RANGED COMBAT	Requires sensor lock on target. Inflicts weapon Damage, +1 for each additional ⌖ rolled.
	Launch Countermeasures	RANGED COMBAT	Reactive action. Each ⌖ rolled eliminates one ⌖ in an attack against you from SHORT range or more.
4. Engineer	Emergency Repairs	COMTECH/ HEAVY MACHINERY	Temporarily repairs damaged component. Will hold for one Shift only.
	Power Up Engine	NONE	Two consecutive actions needed.
	Open Airlock	HEAVY MACHINERY	Enables boarding.
	Reactor Overload	HEAVY MACHINERY	Initiates self-destruction of the ship, at the end of the next Turn.

TARGET LOCK

FACTOR	MODIFICATION
Extreme Range	–2
Long Range	–1
Medium Range	+0
Short Range	+1
Contact Range	+2

FACTOR	MODIFICATION
Malfunctioning Sensors	–2
Target Ship Signature	Varies
Target Ship Sensors Offline	–1
Target Ship Engines Offline	–2

2. PILOT ACTIONS

In the Pilot Phase, the pilot of each ship first performs one of the actions listed below. Then, after all pilot actions are resolved, *all ships move* a number of zones equal to their current approach velocity toward the enemy ship/ships (or away from, if you have already passed each other).

ACCELERATE: Roll for **PILOTING**, modified by the Thrusters rating of your ship. If you roll one ⌖, the approach velocity of your ship is increased by one. If you roll several ⌖, you may increase your approach velocity by one or two steps.

DECELERATE: Roll for **PILOTING**, modified by the Thrusters rating of your ship. If you roll one ⌖, the approach velocity of your ship is decreased by one. If you roll several ⌖, you may decrease your approach velocity by one or two steps.

MANEUVER: Make an opposed **PILOTING** roll against the pilot of an enemy ship, modified by the Thrusters rating of your ship. It counts as an action for you, but not for the enemy. Only you can push the roll. If you win the roll, you can trade initiative cards with the enemy ship.

RAM: This action can only be attempted if the target ship is at Contact range (same zone) at the start of the Turn (before movement). Make an opposed **PILOTING** roll against the pilot of an enemy ship, modified by the Thrusters rating of your ship. If you win the roll, you hit and both ships suffer damage equal to half the full Hull score of the opposing ship (round up). The target ship then suffers extra damage equal to the number of ⌖ you rolled beyond the first.

DOCK: This action can only be attempted if the target ship is at Contact range (same zone), and if both ships have the same approach velocity. It also requires a Docking Station module. Make an opposed **PILOTING** roll against the pilot of an enemy ship, modified by the Thrusters rating of your ship. If you win the roll, your engineer may try to breach the enemy ship (see below). Once the docking is complete, the ships are joined together—only the bigger ship of the two can perform any pilot actions.

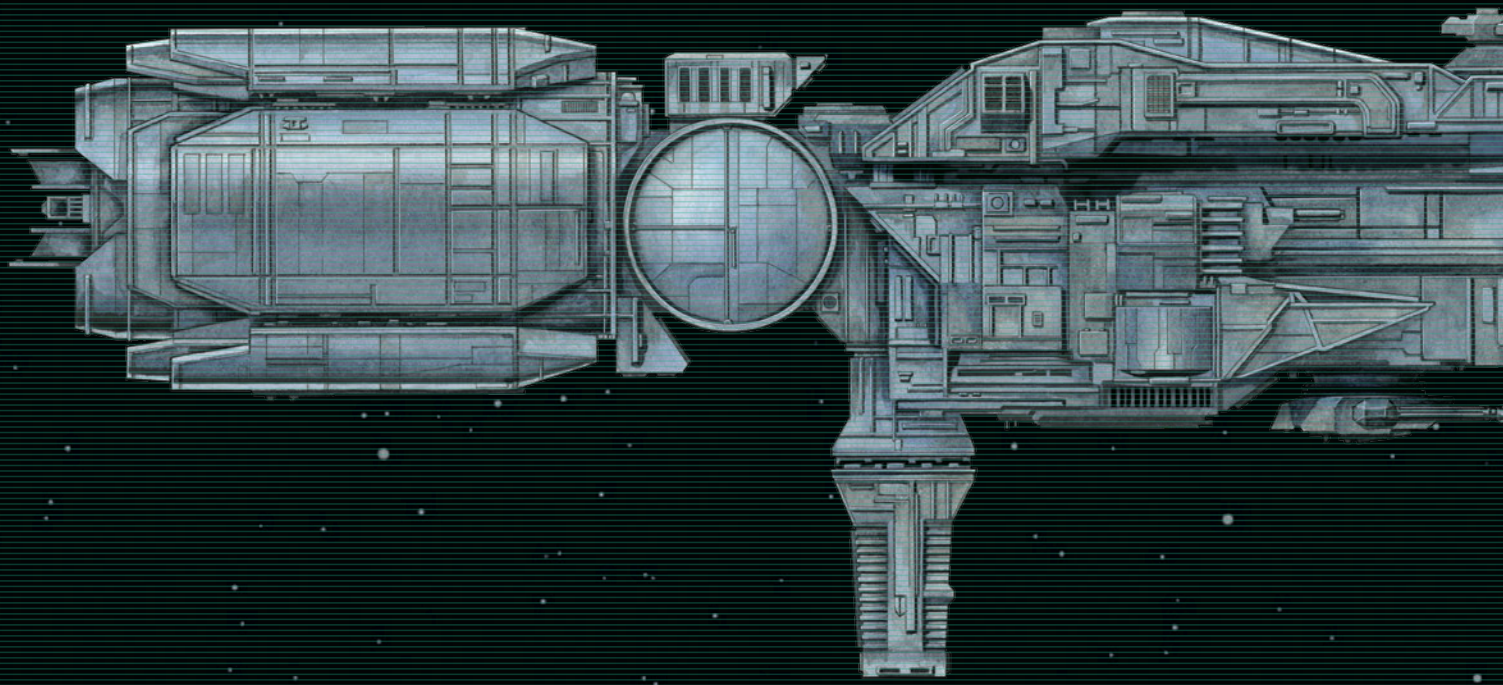
STRESS IN SPACE COMBAT

Stress and STRESS LEVELS are handled just like in personal combat (see Chapter 5). However, when rolling a Panic Roll, use the table on page 201 instead of the normal one. In addition, you cannot relieve stress (see page 104) during an active space combat.

SHIP MOVEMENT

Note that ship movement occurs at the end of the Pilot Phase, after all pilot actions have been resolved but before the Gunner Phase begins. If one ship moves off the space combat map, but the distance between the two ships is still eight zones or less, simply move both ships an equal number of zones back onto the map. Remember—in space combat, only relative distance matters.

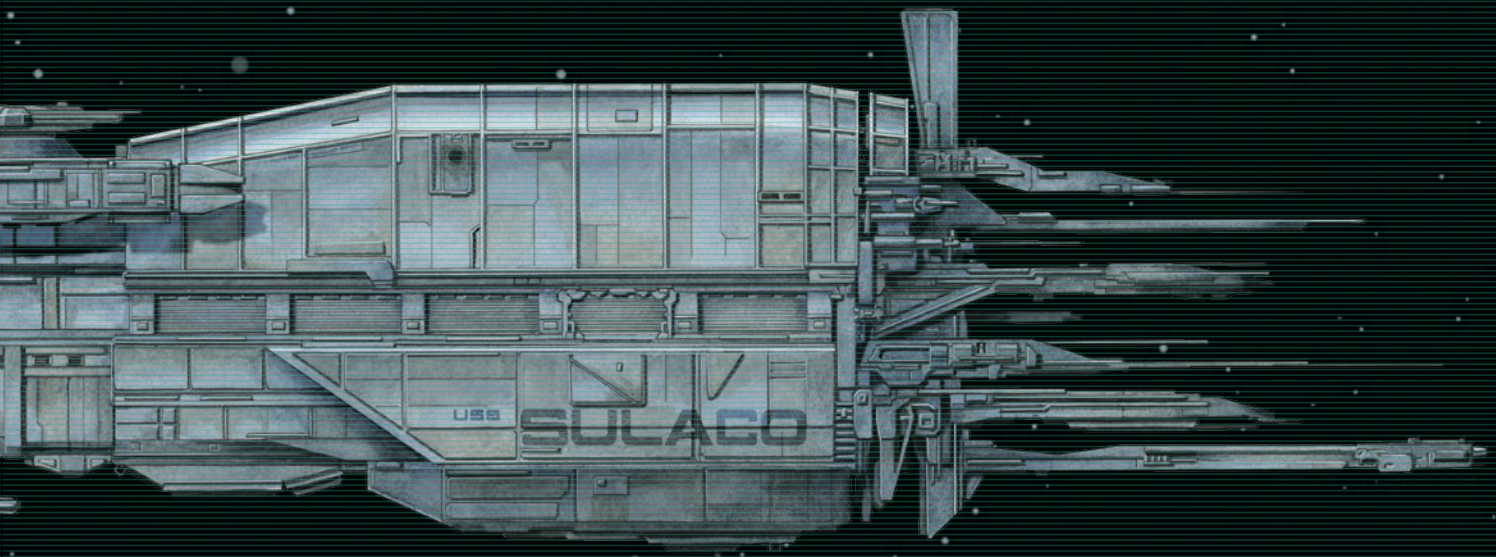
CONESTOGA
CLASS FRIGATE



CONESTOGA CLASS FRIGATE

MANUFACTURER: Weyland-Yutani
CREW: 12 (or MU/TH/UR 9000 plus one Hyperdyne 341-B model android)
TROOP CAPACITY: 90
LENGTH: 731m

FTL Rating: 2
Signature: +0
Thrusters: +1
Hull: 12
Armor Rating: 10



INTERNAL MODULES:

- Artificial Intelligence I
- Air Scrubbers IV
- Cargo Bay III
- Cryo Deck IV
- Docking Umbilical II
- EEV I x 20
- Galley IV
- Hangar IV
- Medlab II

ARMAMENTS:

- Long Lance ASAT Missiles (8 missiles)
- Heavy Railgun Turret
- 800MeV Particle Beam Weapon
- Orbital Mines (60 mines)
- Tactical Nukes (20 missiles)
- CIWS Laser Array
- Sensor Drones
- Sensor Decoys

UPGRADES:

- Boosted Displacement Drives
- Enhanced Sensors
- Overpowered Thrusters
- Stealth Technology

3. GUNNER ACTIONS

In the Gunner Phase, one gunner on each ship can perform one of the below actions, assuming your ship is fitted with one or more armaments (see page 176). Only one weapon may be launched in a Turn, even if you have several weapons (and gunners) on your ship.

FIRE WEAPON: You can only attack an enemy which you have Target Locked. Roll for **RANGED COMBAT**, modified by the Bonus rating of the weapon you use and the range to the target (see the table below). If your attack hits, you inflict damage equal to the weapon's Damage rating on the target, just like in personal combat. For every extra ⊕ you roll, you inflict one additional point of damage. Read more about damage to ships on page 197. If the pilot of the target ship Evades (see above), each ⊕ they roll eliminates one ⊕ rolled by you.

LAUNCH COUNTERMEASURES: This reactive action is used to launch defensive measures such as sensor decoys and sensor drones (see page 176). If any offensive weapons are fired at your ship in this Turn from **SHORT** range (adjacent zone) or more, your gunner rolls **RANGED COMBAT**, modified by the Bonus rating of the countermeasure. Every ⊕ rolled by your gunner eliminates one ⊕ rolled by the attacker. If you are attacked multiple times, make a separate roll for each incoming attack.

SHIP WEAPON ATTACK

FACTOR	MODIFICATION
Extreme Range	–2
Long Range	–1
Medium Range	+0
Short Range	+1
Contact Range	+2

4. ENGINEER ACTIONS

In the Engineer Phase, an engineer on each ship can perform one of the following actions. Only one action may be chosen, no matter how large the crew is. Others can help the roll however (see page 63), up to a maximum modification of +3.

EMERGENCY REPAIRS: A minor or major component damage (see next page) is hastily repaired. Roll for **HEAVY MACHINERY** or **COMTECH** (or both) as indicated by the table on pages 198–199. The repair is just a quick fix—it requires no spare parts, but it will only hold for one Shift. For permanent repairs, see page 200.

POWER UP ENGINE: If your ship's engines have been powered down to decrease your Signature rating (see Sensor Operator Actions, above), it takes two Turns—two successive actions by the engineer—to bring them back online.

OPEN AIRLOCK: Can only be performed if your pilot has successfully completed the Dock action (above). Roll for **HEAVY MACHINERY**. If successful, you breach the enemy ship and your crew can then board it (personal combat ensues).

REACTOR OVERLOAD: Requires a **HEAVY MACHINERY** roll. If successful, the reactor will overload and explode at the end of the following Turn, destroying the ship and killing everyone on board. Make sure to get into those EEVs fast. The self-destruct sequence can be stopped with another **HEAVY MACHINERY** roll (takes one Turn).

PERSONAL COMBAT IN SPACE

Personal combat and space combat can happen at the same time. A Xenomorph might attack your crew in the middle of a hostile encounter with another ship. As personal combat is played out in Rounds and space combat in Turns, we recommend that you play out the personal combat to its conclusion before resuming the space combat. However, the GM is perfectly within her rights to have you play a Turn of space combat in the middle of a panicked fight on board, just to raise tensions even more.

HULL DAMAGE

Spaceships take damage just like people, but the scale is different. When a ship has suffered damage equal to or in excess of its Hull rating, it is Disabled. This means that its engines and all weapon systems fail, and the entire ship suffers explosive decompression—time to get to the escape pods, or at least into a compression suit. A Disabled ship is not blown to pieces, however, it can still be repaired (unless it suffers damage equal to its full Hull rating in a single attack, more on that below).

Note that particle beam weapons don't cause hull damage, only component damage (below).

SHIP ARMOR

The armor of a spaceship works exactly like body armor in ground combat. If your ship takes a hit, roll a number of dice equal to its Armor Rating. For each ✦ you roll, the damage is decreased by one. This roll does not count as an action for any crew member.

COMPONENT DAMAGE

DAMAGE THRESHOLD	COMPONENT DAMAGE
1 or more	Minor Damage
1/2 Total HP or more	Major Damage
Total HP or more	Total loss of ship and crew

COMPONENT DAMAGE

Structural hull damage is not the only danger to a spaceship. Specific components and modules can also be damaged by each single attack, with effects ranging from the annoying to the catastrophic. This is called *component damage*.

- If a single attack inflicts one or more points of damage to a ship, but less than half of its Hull rating (rounded up), the ship suffers *minor component damage*. Roll D66 on the table on the next page. If the result is not applicable to your ship, re-roll.
- If a single attack inflicts damage equal to or higher than half the Hull rating (rounded up), but less than the full Hull rating, the ship suffers *major component damage*. Roll 2D6 on the table on page 199.
- If a single attack inflicts damage equal to or higher than the Hull score, the ship is completely destroyed and all crew and passengers killed.

MINOR COMPONENT DAMAGE

D66	DAMAGE	EFFECTS	REPAIR ROLL
11	A.I. malfunction	COMTECH roll required to access the ship A.I.	COMTECH
12	Air scrubbers offline	–2 modification to all STAMINA rolls for one Shift, then total air loss.	HEAVY MACHINERY
13	Airlock malfunction	Main airlock cannot be accessed.	HEAVY MACHINERY
14–15	Armament malfunction	–2 modification to all attacks using a random armament on the ship.	HEAVY MACHINERY
16	Artificial gravity malfunction	Running action requires MOBILITY roll.	HEAVY MACHINERY + COMTECH
21	Autodoc offline	Medical facilities cannot be used.	HEAVY MACHINERY
22–23	Cargo damage	A random item kept in a cargo hold is destroyed.	-
24	Coffee maker malfunction	The coffee maker in the galley cannot be used.	HEAVY MACHINERY
25	Comms malfunction	All external communications offline.	COMTECH
26–31	Compartmental decompression	A random compartment of the ship suffers sudden decompression (see page 107).	HEAVY MACHINERY
32–33	Crew injury	A random crew member is hurt. Roll for the attack with six Base Dice. Each ✠ inflicts one point of damage.	-
34	Cryo chambers offline	Cryo chambers cannot be used.	HEAVY MACHINERY + COMTECH
35	Displacement drive malfunction	FTL rating halved.	HEAVY MACHINERY + COMTECH
36	Docking station damaged	The ship cannot dock with other vessels.	HEAVY MACHINERY
41	Escape pod malfunction	EEVs cannot be used.	HEAVY MACHINERY
42	Hangar damage	A random vessel in the ship's hangar is Disabled.	HEAVY MACHINERY
43–44	Instrument malfunction	PILOTING, RANGED COMBAT, and COMTECH rolls on the ship get a –1 modification.	COMTECH
45	Intercoms disabled	All internal communications offline.	COMTECH
46	Ladderway damaged	MOBILITY roll required to move between levels of the ship.	HEAVY MACHINERY
51	Life support offline	Everyone on the ship without a pressure suit becomes Freezing, forcing a STAMINA roll each Shift.	HEAVY MACHINERY

D66	DAMAGE	EFFECTS	REPAIR ROLL
52	Navigation system offline	COMTECH roll with a –2 modification is required to plot any FTL travel.	COMTECH
53–54	Reactor leak	Weak radiation (1 Rad/Shift) in the reactor control area.	HEAVY MACHINERY
55	Refrigeration unit damaged	All refrigerated foodstuffs on the ship are lost after one day.	HEAVY MACHINERY
56–61	Sensor malfunction	All COMTECH rolls using the ship's sensors get a –2 modification.	COMTECH
62–64	Thruster damage	Reduces the Thrusters rating of the ship two steps.	HEAVY MACHINERY
65	Transponder offline	The ship's transponder stops working.	COMTECH
66	Waste disposal malfunction	Things are about to get very smelly.	HEAVY MACHINERY

MAJOR COMPONENT DAMAGE

2D6	DAMAGE	EFFECTS	REPAIR ROLL
2	A.I. offline	The ship A.I. is offline.	3 x COMTECH
3	Escape pods heavily damaged	No EEVs can be used.	HEAVY MACHINERY, COMTECH
4	Sensor failure	The ship's sensors fail completely. Target Lock cannot be made.	2 x COMTECH
5	Displacement drive failure	No FTL travel possible.	HEAVY MACHINERY, 2 x COMTECH
6	Armament damaged	A random armament on the ship is unusable.	HEAVY MACHINERY, COMTECH
7	Engine failure	The ship is dead in space. No pilot actions can be performed.	2 x HEAVY MACHINERY, COMTECH
8	Critical crew injury	A random crew member is Broken and suffers a random critical injury.	–
9	Bridge exposed to vacuum	The ship can no longer be controlled, and all personnel on the bridge suffer explosive decompression.	2 x HEAVY MACHINERY, COMTECH
10	Reactor breach	The ship loses all propulsion. Strong radiation (1 Rad/Turn) in the reactor control area, weak radiation in the rest of the ship.	2 x HEAVY MACHINERY, COMTECH
11	Chain reaction	Roll twice on this table.	–
12	Reactor detonation	Total loss of the ship and all crew.	–

SHIP REPAIRS

Repairing a damaged ship requires time, skill, tools (see Chapter 5) and often spare parts.

HULL REPAIRS: Repairing hull damage requires one or several **HEAVY MACHINERY** rolls. One roll can be made per Shift. Only one person can roll to repair the hull, but others can help (see page 63). Each ✠ rolled removes one point of damage. If the ship was Disabled, repairing at least one point of damage removes this condition.

COMPONENT REPAIRS: The lists of minor and major component damage describe which skill rolls are needed to repair the component, and how many rolls must be made. If several skill rolls are listed, only one roll can be made per Shift. Only one person can roll to repair the same component, but others can help. Component repairs also require spare parts.

Spare parts are abstracted into two versions: mechanical and electronic. One mechanical spare part is required for each **HEAVY MACHINERY** roll, and one electronic spare part for each **COMTECH** roll. The spare part is consumed if the roll is successful. See the boxed text to the right for more on spare parts.

EMERGENCY REPAIRS: During combat, ship engineers can make emergency repairs on components, but not the hull. This works like normal component repair (above) but with some key differences:

- Each repair roll takes one Turn instead of one Shift.
- The repairs require no spare parts.
- The repair is just a temporary fix, and the component will fail again after one Shift.

EVA REPAIRS: Hull repair, as well as repair of external components, will require you to go spacewalking. If you can't, find the nearest space station with a dry dock. ■

PUSHING REPAIRS

If you spend a Shift repairing your ship and push the skill roll, you won't have time to relieve stress (see page 104) before the next Shift starts, in case you want to spend the next Shift repairing as well.

GETTING SPARE PARTS

You'll soon learn how important spare parts for your ship can be. There are two main ways to get more of them: buy and scavenge. Costs can vary greatly, but a mechanical spare part is typically about $100,000 at your average spaceport, and an electronic spare part can cost you twice that sum. If you don't feel like paying for spare parts, deep space salvaging might be the business for you. With a Shift of work and a skill roll (HEAVY MACHINERY for mechanical and COMTECH for electronic), you can scavenge a spare part from a derelict, assuming it's not completely blown to bits. In total, you can typically scavenge a number of spare parts from a ship equal to its full Hull score—half mechanical and half electronic.

SPACE COMBAT PANIC ROLL

RESULT	EFFECT
1–6	KEEPING IT TOGETHER. You manage to keep your nerves in check. Barely.
7	NERVOUS TWITCH. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in the same compartment as you, increases by one.
8	TREMBLE. You start to tremble uncontrollably. All skill rolls suffer a –2 modification until your panic stops.
9	IGNORE ORDERS. You can't concentrate and lose track of your surroundings. For the coming Turn, you will not take any orders, accept help or discuss anything with anyone. Your STRESS LEVEL increases by one.
10	HYSTERIC COMM CHATTER. You lose your cool and shout or babble over the intercom, making communications impossible. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of every friendly PC who hears your chatter increases by one.
11–12	FREEZE. You're frozen by fear or stress for one Turn, losing your next point of action. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in the same compartment as you, increases by one.
13	RUN TO SAFETY. You can't take it anymore. You must leave your station and flee to a safer area on the ship, be it a cabin, the galley, or somewhere else. Your STRESS LEVEL decreases by one, but every friendly PC who witnesses your erratic behavior must make an immediate Panic Roll.
14	ABANDON SHIP. You are overcome by terror and have to leave the ship. You run to the nearest escape pod and activate it. If your ship has no EEV, you get into a compression suit and leave through the airlock. Every friendly PC who sees you flee must make an immediate Panic Roll.
15+	MAXIMUM OVERLOAD. The horror is too much. You lose all control and overload your station, critically damaging it. Lose your next action and check the major component damage table, depending on your position on the ship. Sensor Operator: Sensor failure; Pilot: Engine failure; Gunner: Armament damaged; Engineer: Reactor breach.

SHIP COMBAT EXAMPLE

The PCs, working for the Colonial Marshals, are aboard the *Porphyrion*, a Conestoga-Class Frigate. They are hunting for a CM-90S Corvus smuggler vessel named the *Lyssa*, which has been raiding colonies in the sector. Suddenly, a ship appears on their radar, traveling with its transponder suspiciously switched off.

BEFORE THE BATTLE: The two ships detect each other at EXTREME range (eight zones), so the GM sets up the space combat map, placing a marker representing the *Porphyrion* on the –4 zone, and a "ping" marker for the unnamed ship on the +4 zone. The GM also decides that the initial approach velocity of both ships is the standard two zones per Turn.

DRAWING INITIATIVE: Now it's time for combat to begin in earnest. Both captains draw initiative. The GM draws a six, while Galt, captain of the *Porphyrion*, draws an eight. Since the lowest number goes first, the GM goes first in each of the Turn's four phases after actions are declared.

TURN 1 – SENSOR PHASE: Both the GM and the players secretly pick an action from the available list for the sensor phase. The GM decides that the mystery ship, after seeing the oncoming Marshal vessel, chooses the Target Lock action. The players are out here searching for smugglers, and the lack of a transponder signal has made them wary. They quickly settle on the Target Lock action as well, After everyone has decided what they want to do, both the GM and the PCs reveal their chosen action at the same time. The GM won initiative, so she goes first. She makes a COMTECH roll (with a –2 modification due to the EXTREME range) and comes up with a single ⌖. Both ships have locked on to each other.

TURN 1 – PILOT PHASE: Both Pilots secretly choose an action from those available. The GM picks the Accelerate action for the *Lyssa*, in order to end the encounter as quickly as possible. The crew of the *Porphyrion* are looking to keep the other ship in their sights as long as possible, so they decide on the Decelerate action for this phase. Both choices are revealed simultaneously. Because she drew the lower initiative card, the GM acts first. The Accelerate action calls for a PILOTING roll, with a +1 modification from the *Lyssa's* thrusters. The result is one ⌖. The *Lyssa's* approach velocity is increased by one, to three zones per Turn. Now Mira, *Porphyrion's* pilot, gets to act. The Decelerate action also calls for a PILOTING roll, with a +1 modification from the *Porphyrion's* thrusters, and after the dice settle Mira has a ⌖. The *Porphyrion* reduces its approach velocity by one, to a single zone per Turn. Once all this is done, both ships move at the end of the pilot phase. The *Lyssa* moves three zones, to the zone marked +1, while the *Porphyrion* moves only one zone, and is placed on the zone marked –3.

TURN 1 – GUNNER PHASE: Once again, actions are chosen in secret. The GM decides that the smugglers attempt to scare off the PCs and selects the Fire Weapon action. The PCs are here to end the threat of the smugglers, so they also pick the Fire Weapon action. The GM goes first, launching a Long Lance ASAT Missile, which gives a +1 modification to the RANGED COMBAT roll. She gets a single ⌖, and the missile hits, inflicting four points of damage. Captain Galt of the *Porphyrion* rolls for his ship's Armor rating, coming up with a single ⌖, which reduces the damage by one, to a total of three. Since three is less than half of the *Porphyrion*'s full Hull rating, the ship also suffers minor component damage. Rolling D66 and get-

ting a forty-five, they consult the table and realize that the hit has disabled the internal intercoms. *Porphyrion*'s Gunner, affectionately nicknamed Ox, now fires back with a Long Lance ASAT Missile of his own. He rolls RANGED COMBAT, also with a +1 modification from the missile, and comes up with three ✠. The first ✠ means the attack is a hit, while each of the others add an extra damage to the four already caused by the missile, for a total of six damage. The GM rolls dice equal to the *Lyssa's* Armor rating, getting two ✠. Two is subtracted from six, and the Lyssa takes four points of damage. Because four is more than half the *Lyssa's* Hull rating of 6, the *Lyssa* also suffers major component damage. Rolling 2D6 and getting a total of three, the GM consults the table and sees that the Lyssa's escape pods are heavily damaged. Looks like the smugglers won't be escaping that way!

TURN 1 – ENGINEER PHASE: Since both ships were damaged, the Engineer of the *Lyssa* and Sarosawa, *Porphyrion's* Engineer, decide to choose Emergency Repairs as their action for this phase. The GM goes first, and has to choose between either a HEAVY MACHINERY or COMTECH roll, since both are required to fix the EEVs. She settles on HEAVY MACHINERY and rolls the dice, getting one ✠. Work on the EEVs has begun. Sarosawa sets to work fixing the intercoms and makes a COMTECH roll, getting two ✠. The intercoms are back online.

TURN 2 – SENSOR PHASE: The GM knows that the PCs want to finish the job this turn, so she chooses to Go Dark to avoid being hit again. Not surprisingly, the PCs again pick Target Lock as their action for the phase. After the actions are revealed, the GM's choice of Go Dark means that Dalhouse, *Porphyrion's* sensor operator, needs to roll for COMTECH again, now with a –1 modification for Long range (four zones). Dalhouse gets a single ✠. The GM rolls her dice for the Go Dark reactive action, but unfortunately doesn't get any ✠. Once again, the PCs have a lock on the *Lyssa*.

TURN 2 – PILOT PHASE: At this point, the GM decides that the only chance the smugglers have is to get away, so she picks the Accelerate action. The PCs continue to Decelerate. The GM rolls her dice for PILOTING. She gets two ✠ and decides to increase the *Lyssa's* approach vector by a further two, for a total of five. Mira, the *Porphyrion's* pilot also rolls for PILOTING, but this time doesn't get any ✠. The *Porphyrion's* approach vector remains the same, at one. The *Lyssa* jumps ahead to the zone marked –4 on the space combat map, while the *Porphyrion* is placed on the zone marked –2.

TURN 2 – GUNNER PHASE: The smugglers settle on the Launch Countermeasures action, hoping to buy themselves at least another Turn of survival. The PCs decide on the Fire Weapon action. Launch Countermeasures is a reactive action, so the GM waits anxiously as Ox prepares another ASAT Long Lance Missile. He rolls four ✠! Not a good day to be a smuggler, it seems. The GM makes a RANGED COMBAT roll of her own for her reactive countermeasures, coming up with three ✠, one less than she needed. The missile slams into the *Lyssa*, causing four points of damage. The GM makes one final roll, for the Armor Rating of the *Lyssa*, coming up with a single ✠ and reducing the damage to three—still more than enough to Disable the smuggler ship.

And just like that, in less than the span of two full Turns, the battle is over. Space combat in the ALIEN roleplaying game is as fast as it is deadly. Engage at your own peril!



YOUR JOB AS GAME MOTHER

"That's it, man. Game over, man. Game over!"

—PRIVATE WILLIAM HUDSON

You are the Game Mother. You are the cold darkness of space itself, the colonists running the atmosphere processors, the greedy corporations and their machinations. You are long-lost secrets waiting to be discovered. You are the Xenomorph.

Being a GM takes some work but it is also very rewarding. After all, you get to direct and star in your very own Alien movie. This chapter tells you how to do it and what you'll need. But the most important tool is your own imagination. Use it well.

GAME PRINCIPLES

Eight basic principles underpin the game. Their purpose is to help you set the right tone, and provide a support structure for handling various situations that can arise during play.

1 RIFF FROM THE MOVIES

We've all seen the ALIEN movies, most of us multiple times. Use this fact in the game. Riff from dialogue, scenes, and characters. Describe a corridor like one of the *Nostromo*'s walkways in *Alien*. Base a character on one of the marines in *Aliens*. Encourage the players to do the same. There's plenty of source material to draw from. Use it.

2 LIMIT THEIR RESOURCES

Always make sure that the PCs have too little of something. Not enough ammo, just one gun to share, one compression suit less than the number of PCs. Scarcity of resources creates tension and forces the players to make difficult choices.

3 STAY IN THE SHADOWS

Hint at the source of danger, don't show it. Build up an atmosphere of dread and anticipation, then let the players' imaginations do the rest. Avoid revealing threats too early. Once the players know exactly what they are up against, the tension that results from facing the unknown is lost.

4 INCREASE THE PRESSURE

Start easy and slowly add more and more complications to the situation. Think like a movie—the first act starts slow, then it accelerates towards the big finale. When things start to go wrong, let them go wrong all at once. Remember, this is a horror game. Force the PCs to fight for their lives.

5 LET THEM BREATHE

At the center of every storm is a point of calmness. Sometimes it's important to back off and let the players take some time to recuperate. Give the PC's room to catch their breath and lick their wounds. Let them make plans and adapt their strategy. Doing so encourages them to lower their guard, even if it's just for a moment. When that happens, be sure to have a new challenge waiting.

6 FUEL THEIR AGENDAS

The PCs are living and breathing characters in the world of ALIEN, each with their own agendas and goals. Learn their agendas by heart and feed into them. Put them in situations that directly challenge their goals and see how they react. Use their fragile humanity against them.

7 BRING HORRIBLE DEATH

PCs will die and die horribly. When the time comes, make the most of it. Embrace death. The Alien franchise is known for its iconic death scenes, so make it the same for your game. A PC death can be gruesome and tragic, but sometimes cathartic too. It raises the stakes for the survivors, who need to up their game and find a way to press on.

8 REVEAL THE UNIVERSE

The universe of ALIEN is harsh and unforgiving. But it's also home to long-lost secrets, wondrous planets and strange phenomena. Now and then, give the PCs a glimpse of something bigger. Let them feel the vastness of the universe and the insignificance of humanity. Show them the beauty and the horror. ■

KNOWING THE UNKNOWABLE

Uncertainty is the mother of fear. The players may have seen the movies, but the PCs sure haven't. Change things around so that neither the players nor the PCs are certain of exactly what they are facing, or what will happen next. Maybe they are up against a different kind of enemy? Maybe this Xenomorph behaves in an unexpected way. Never let them be certain of anything. Surprise them.

THEMES

Three overarching themes underpin the ALIEN roleplaying game: space horror, sci-fi action, and a sense of wonder. Together they define the ALIEN universe. On their own, they define key aspects that the ALIEN movies and this game explore in detail. Use them to paint your ALIEN universe in the shade you want and highlight the elements you and your players find most exciting. Moreover, each key theme has a number of sub-themes that emphasize important parts of the ALIEN universe.

SPACE HORROR

At its core, ALIEN is about survival. It is about confronting your deepest fears, fighting them and trying to get home in one piece. It is about horror. The iconic Xenomorph is the ultimate manifestation of this aspect, but the universe is capable of creating horror in lots of different ways and not all are alien in nature. Unethical corporate experiments, bloody conflicts, and violent natural disasters make living in 2183 a tough proposition. The original *Alien* movie from 1979 is the perfect example of a space horror story.

SPACE IS HELL: Nature is neither good nor evil. It is, however, indifferent to humanity. The universe is a harsh place to live in and will kill you in the blink of an eye if given a chance. A routine space walk, a sudden solar flare, or an ice storm can go from something serene or even beautiful to life-threatening in a second.

KILLING GREED: ALIEN focuses on blue-collar workers at the bottom of the economic ladder. The ordinary working men and women struggling to get by in a brutal, hyper-capitalistic society are the real heroes of the stories. It's working class sci-fi, where your sympathies are meant to be given to the little people. The greedy corporations and power hungry nations are the dragons which the PCs will have to face, sooner or later. In the end, humans are often the biggest monsters.

SCI-FI ACTION

Big set pieces, powerful weapons, and frenzied combat scenes. Action is a powerful driver in the ALIEN universe, whether it comes in the form of the colonial marines sweeping a seemingly abandoned mine only to discover something lurking in the dark, mighty starships exchanging missile volleys in high orbit, or corporate agents infiltrating an enemy installation. Heart-pounding action is a core element in the ALIEN roleplaying game. James Cameron's *Aliens* from 1986 is the seminal action movie in the series.

SOMEONE ELSE'S WAR: The conflicts and wars of the 22nd century are all about the big corps or big nations wanting to get bigger. They are about power and money for the ones that already have too much. The little people are the ones actually doing the fighting and you can be damn sure that the war is not really about their needs. Soldiers, marines, and grunts are all working for the Man. They fight because they need the paycheck to survive, not for some idealistic cause.

EXPENDABLE ASSETS: Being a soldier in 2183 is being a very small cog in a very big machine. A soldier is entirely expendable. There is no shortage of poor young men and women that are willing to fill the ranks. Serving in the military means being at the mercy of the top brass and their corporate overlords. Human life is not a valuable commodity, better get used to it.

SENSE OF WONDER

The ALIEN universe is a place of long-lost secrets and ancient mysteries. Faraway colonists report strange findings, spaceship crews on the Frontier discover inexplicable signals and encounter things that defy classification. There is clearly more to the universe than previously thought. The realization that the universe is not an empty place is an important aspect of ALIEN stories. The first act of the original *Alien* movie by Ridley Scott is about finding the unthinkable. A similar theme is present in *Prometheus*.

THE ORIGIN OF LIFE: Where do we come from, who made us, what are we here for? These questions are as old as humanity itself. Nevertheless, these existential thoughts are made all the more relevant once humans encounter life amongst the stars. Birth, death, and the cycle of life is an important theme of many stories in ALIEN.

OLD AND NEW GODS: With science struggling to answer the question of alien life and our role in the universe, religion answers the call. When humanity stares into the dark abyss of space and sees death and horror, many turn back towards faith and worship. ■



RETRO FUTURISM

The future is old and worn. Spaceships look like oil refineries, computers are the size of a room, space suits look like they belong to 19th Century divers. Everything in the ALIEN universe is designed for practicality and durability. The retro futuristic aesthetic is everywhere, with the possible exception of the dwellings of the corporate elite. This particular brand of retro futurism is the result of Ron Cobb, Ridley Scott, and others who designed the original *Alien* movie. Use this to describe the universe of ALIEN to the players. Describe old flickering CRT screens, analogue gear, and chunky equipment. Imagine a science fiction world with technology from the 1970's, leaky pipes, and bad lightning and you're on point.

STRESS AND HORROR

The ALIEN roleplaying game is a horror game at its heart. The question is not if but rather when the PCs will encounter something horrific and fight desperately to escape, or give their lives so that others might do so. Fear and horror is in the very DNA of ALIEN. Your primary tools for invoking terror around the gaming table are stress and panic (see page 103).

Stress can be introduced by you as a GM when the PCs encounter certain horrific situations or fearsome beings, but it will mainly be incurred by the PCs in response to their own actions. This makes your job easier. You just need to introduce a terror of some kind and then let the PCs interact with it while their Stress Levels ratchet up and their Personal Agendas collide.

In the end, the fight to survive will be as much against their own human nature as it will be against the horrific creature or situation they face. Here are three tools to use for creating horror:

FEAR OF THE UNKNOWN: Not knowing what you are facing is scary. Use this to your advantage and let the enemies hide in the shadows for as long as possible. Let the players' imaginations do the work for you.

LOSS OF CONTROL: Make the PCs feel powerless by taking away their resources. Turn off the lights. Cut the power. Make machinery malfunction. When they lose control over things, fear takes over.

HORRIBLE CHOICES: Put them in situations where they have to make difficult, life-or-death choices. Will they sacrifice one to save the many? Will they risk everything for a buddy? Make them decide.



THE THREE STAGES OF FEAR

Creating horror in a roleplaying game is not always easy. Overdo it, and the players aren't scared anymore—downplay it, and the game drags on. The key to Game Mothering horror is to manage pacing properly and keep the major threat hidden as long as possible. To do this effectively, you need to carefully manage the stages of fear in the game: dread, terror, and horror.

DREAD: The sense that something bad is about to happen, but no-one is really sure what or why. Dread is the first stage of fear in the ALIEN roleplaying game and should be employed as often as possible. The key to using dread is planting seeds and watching events unfold. The players know something terrible is about to take place, but without knowing what it is, they can't do anything about it. This dread may evolve to the next stage, but sometimes it won't—and that's fine. Examples of dread:

- A control panel indicates that the airlock was just cycled manually whilst all of the crew are accounted for on the bridge.
- Someone finds blood on the walkway. The ship's cat is missing.
- A strange and leathery egg is found in a crashed derelict ship. It's like something is alive in there.

TERROR: You feel terror when you know something bad will happen any moment now. It is no longer a question of if but rather when it will take place. From a roleplaying perspective, the feeling of terror is the most effective feeling of fear as the PCs are at their most helpless state. Therefore, terror often involves the scariest moments in a gaming session. Use it selectively for maximum effect. Examples of terror:

- A squad of marines investigating an old mine steps into something slimy. One of the marines hears a hissing sound. She realizes that something is directly above her.
- A colonial marshal following a killer in the deep bowels of a space station realizes that she is the prey.
- A pilot on a stranded shuttle barricaded in the cockpit hears pounding on the access hatch. Something wants in.

HORROR: The ultimate form of fear is horror. Horror is the moment when the danger reveals itself. It is the moment of climax. The payoff that the earlier stages of fear have hinted at. But because of this, it is also less scary than terror. When horror hits, the game mechanics take over. You draw initiative and fight it or try to escape. Horror is vital to the game, but it should be used rarely and is often best utilized late in a game session rather than early. Examples of horror:

- A corporate agent turns around and stands face to face with an alien baring its teeth.
- The egg opens and a crab-like creature lunges at the closest crew member, attaching itself to her face amidst the screams of her friends.
- Black, lightning-quick creatures crawl through the walls and roof towards the marine squad.

RELIEVING STRESS

An important part of the game is managing the **STRESS LEVELS** of the PCs. The players have several ways to do this, such as interacting with a signature item, finding a safe place to hide, or helping each other to calm down (see page 104). As the GM, let them catch their collective breath and regroup from time to time. Calmer periods are vital to keeping an atmosphere of horror throughout a game session. This also opens up new opportunities for you to ramp up the pressure. Once they feel safe and lower their guard, strike at them again. After all, it's not over until it's over.

SPLITTING THE TEAM

Sometimes the players will want to split up into smaller groups. Let them. When doing this, it is important that you cut back and forth between the groups so that one group does not have to wait too long for the other. Let them all stay at the table even if they are not in the same location. Trust the players to separate what they know and what their PCs know. Use the fact that they have split up to create interesting and scary situations. Also, consider what means of communication the PCs have access to. Do they have personal communicators? If not, are there communication terminals around? ■

AGENDAS, SECRETS & PVP

Every PC's Personal Agenda is secret and only known to the player and the GM. Sometimes a player may want to secretly communicate something to you. We recommend that you let them, but keep it simple. Stay in the room and ask them to write something on a note. Some groups are comfortable with talking about secrets openly, separating their knowledge from that of their PCs. Find a way that makes sense to your group. Don't overcomplicate things. And remember—if a PC starts to act in direct opposition to the rest of the group, it's time to call PvP. Play the current scene to an end, and then turn the PC into an NPC.

NON-PLAYER CHARACTERS

You command solar storms and massive spaceships. Aliens and androids follow your every whim.

Yet, if you want to create tension and drama, your most powerful tools are your NPCs.

CREATING NPCS

A number of typical NPCs can be found on page 354 in Chapter 12. If you need to quickly create a NPC, pick one of these or use them as a basis for your own creation.

ATTRIBUTES: Typical NPCs have a total of 14 attribute points just like PCs, but this is not an absolute rule. No NPC can have a higher attribute rating than 5, with the sole exception of androids.

SKILLS: As a general rule, only assign skill levels to an NPC if there is a good chance they will actually need to use those skills. A fairly competent NPC has a skill level of 2, while experts can have skill levels of 3, 4 or even 5.

TALENTS: NPCs are usually without talents, but you can give a talent to an especially capable NPC if you wish.

NAME, APPEARANCE, TRAIT, GOAL: Apart from stats and scores, there are four things you need to know about every NPC:

- **NAME.** What is their name?
- **APPEARANCE.** How do they look, how do they behave, do they have any distinguishing quirks?
- **TRAIT.** A defining characteristic of the NPC (for example cynical, rational, ruthless).
- **GOAL.** What are their goals?

PLAYING NPCS: NPCs are governed by the same rules as the PCs, but you can disregard those rules as long as the NPC isn't directly interacting with a PC. Don't keep track of consumables or gear for NPCs—that way, you retain the freedom to decide when they run out of something. Don't roll dice for the actions of NPCs unless they attack or interact with a PC.

NPCS IN GROUPS: When dealing with multiple NPCs, you can have them perform actions as a group instead of individually. See the rules for helping on page 63. ■



CINEMATIC PLAY



The iconic stories of the ALIEN universe are intense, exciting and deadly. The cat and mouse game between the Xenomorph and the crew of the *Nostromo* in *Alien*, the marines' descent into the hell that once was Hadley's Hope in *Aliens,* or the last stand of the prisoners on Fiorina 161 in *Alien 3*. Cinematic play is the game mode used to emulate such stories, creating short, focused, and intense movie-like experiences that the PCs will be lucky to survive.

Cinematic play takes some work on the GM's part—you need to read the scenario, and prepare handouts, maps, and characters. The payoff, however, will be great. Because most of the workload is on the GM and not the players, Cinematic play is ideal for beginners and introducing someone to the world of roleplaying games. It is also ideally suited for convention play and single evening events as these kinds of scenarios can often be played from beginning to end in a single session. We recommend that you play a Cinematic scenario before you dive into the Campaign game. Cinematic scenarios come with a set of pre-generated characters. Think of these as the roles in a written script. As they are tailor-made for the particular scenario, you can make sure that their backgrounds and agendas fit together with the plot of the scenario.

AGENDAS & STORY POINTS

At the end of each Act, you should determine whether or not each player followed their PC's Personal Agenda. If you determine that they have advanced their Agenda in spite of personal risk or significant sacrifice, announce this and award them one Story Point. Do not say why they get this reward. Their Agendas should remain hidden until the end of the scenario.

THE STRUCTURE OF CINEMATIC SCENARIOS

The first Cinematic scenario published for the ALIEN roleplaying game is *Chariot of the Gods*, published separately. We recommend this as your first major Cinematic game, and it introduces the concept very well. For a quick taste of the Cinematic experience, you can try out the mini-scenario *Hope's Last Day* on page 368 of this book.

Going forward, many more Cinematic scenarios will be published, but you might also want to write your own. This way, you can be both the script writer and director of your very own ALIEN movie and let your friends star in it. This is how to structure a Cinematic scenario:

THE PROLOGUE: Introduction for the players, to be read aloud by the GM. Sets the stage for the scenario and makes sure that the players know enough to get going.

THE SITUATION: What's really going on. The purpose here is to provide the GM with a concise overview of what is happening behind the scenes of the scenario.

THE CHARACTERS: The PCs and the NPCs in the scenario. Each with stats and background. Each PC has a Personal Agenda for each of the three Acts of the scenario.

LOCATIONS: Cinematic scenarios are generally location-based. Each scenario includes a detailed map of the core scenario area (or areas), with the key locations marked and described.

ACTS & EVENTS: A Cinematic scenario is divided into three Acts, each described briefly according to the following structure:

- **ACT1: THE SETUP.** PCs and NPCs are introduced, conflicts are established.
- **ACT 2: THE TILT.** Something unexpected happens, raising the stakes and the level of danger. Secrets are revealed.
- **ACT 3: THE SHOWDOWN.** The story comes to a climactic resolution, depending on the actions of the PCs.

Each Act has a number of possible Events. Some of these Events could be mandatory, but most should be optional, used or not used depending on the actions taken by the PCs. These Events should also generally be stand-alone, not connected in a predetermined narrative. Some Events affect all PCs, others are aimed at specific individuals. Some Events can even change a PC's Personal Agenda.

EPILOGUE: A suggested sign-off message by one of the PCs, assuming anyone is still alive. The player of this PC can read the message aloud, or adapt it according to what happened in the scenario. ■

CAMPAIGN PLAY



There is more to the ALIEN universe than meets the eye. The movies, books, and comics barely scratched the surface. You and your players can go deeper than that in Campaign play. This game mode is meant to be played for a longer period of time, at least 5–6 game sessions and often much more than that. In Campaign play the PCs can roam the star map, take jobs and go on adventures, all while discovering long lost secrets, scheming with different factions and fighting to stay alive.

SESSION ZERO

We recommend that you begin your campaign with a session where you as a group create your characters together and decide on which campaign framework you want to play—Space Truckers, Colonial Marines, or Frontier Colonists (see page 326). A big part of this session will be discussion amongst the players and you, the GM. Below are some recommended questions to go through and answer together.

- How did you meet and how long have you been working together?
- Who are your buddies and who are your rivals?
- What do you do, and why do you do it?
- Do you have a spaceship? If so, what kind? Name it.
- What are your goals as a group?
- Do you have any common allies or enemies?
- Who do you work for?
- Where are you now?

GOALS AND REWARDS

Before you start a new campaign it's important to give some thought to rewards and goals. Why are the PCs doing what they do and what are they working towards? The answers to these two questions are important, because they provide the main motivation for the PCs to go out and explore the universe of ALIEN.

Maybe they are a crew of space truckers, plying the lanes on the Frontier, taking any job they can so that they can afford to lease their own ship. Or why not a group of Colonial Marshals out to get revenge on a criminal syndicate that killed their colleagues? Another option is a group of enlisted marines, on a tour of duty to be able to afford a cheap room on Anchorpoint station.

Goals might change, and probably will. But it is important that the players know what their PCs are working towards. Remember, treat the PCs as real people with real dreams.

CAMPAIGN FOCUS

When starting a new campaign, give some thought to what themes you want to place the most importance in. Give the campaign a focus, something that you will build the plot around. A simple sentence or even just a word will do. Remember it when you create plots and antagonists for the PCs. If you want to make it easy on yourself, simply choose from or roll on the table below, or make your own. Then put your imagination to work.

1. **Killing Greed**
2. **Corporate Intrigue**
3. **Tidings of War**
4. **New Opportunities**
5. **Secret Research**
6. **Echoes from the Past**

A PLACE TO CALL HOME

While it is not required, we do recommend that the group starts the campaign in the vicinity of a home base. For a lot of groups, this can simply be their spaceship, which functions as a sort of home away from home. But it makes sense to have a real physical place where they can make connections, get job offers, and relax between missions. Novgorod Station on page 358 is included in this book for this purpose. It is a small outpost on the Frontier, perfect as a starting point to explore the universe of ALIEN.

CRAWL THE STARS

A big part of Campaign play is traveling across known space and visiting strange worlds and different colonies. Because of this, the PCs typically start with a spaceship. When between jobs, put the star map on the table and let them know what destinations they have to choose from with the current job offers. There are no right or wrong answers here, no rails to follow. Use the star system and planet generator in Chapter 12 to generate details of the destination. Make every place they visit interesting in some way. Maybe there is a secret Weyland-Yutani research base in the sleepy backwater system they find themselves in?

CREATING JOBS

Campaign mode is meant to facilitate sandbox play. That means that it is the players themselves who decide where they want to go, what jobs they want to take and how they will get there. To be able to do that they have to take jobs and earn money. A job can be anything from a simple pick up and drop off contract, to a complicated asset extraction in a covert corporate base.

In Chapter 12 you will find tables for generating jobs for the three core campaign frameworks: Space Truckers, Colonial Marines, and Frontier Colonists. We recommend that you always have 2–3 jobs generated, so that you can quickly provide the players with options once they finish their current assignment. Present the different jobs to the players, tell them what destinations they have and let them choose which one they want to take on. Let the players decide what they want to do, then work with that to create a fun adventure.

When creating a job, you choose or roll a number of complications and a plot twist. Use this to create the opposition for the job. You can find stats for typical NPCs on page 354 and information about Xenomorphs and other critters in Chapter 11.

XENOMORPHS IN CAMPAIGN PLAY

A distinct difference between Campaign and Cinematic play is the role of the Xenomorph. In Cinematic play, you want to provide the full ALIEN experience in a compact and accessible package and the Xenomorph is most often a part of this. In Campaign play, on the other hand, you will roam the star lanes of known space and take your time doing it. It would not make any sense to encounter a lethal alien during every job the PCs take on. Instead, make the most of other enemies: corporate agents, enemy soldiers, assassins, rival crews, rogue androids, critters, and so on. Save the Xenomorph for special occasions. ■

READING LIST

To get inspiration and dive deeper into the ALIEN universe we recommend that you check out these fine publications:

ALIEN: THE COLD FORGE by Alex White. An excellent standalone novel about the secret program to weaponize the Xenomorph.

ALIENS: BUG HUNT by Scott Siegler and others. A collection of short stories focusing on violent encounters with critters and creatures.

OUT OF THE SHADOWS, RIVER OF PAIN, SEA OF SORROWS. Three novels also available as audio dramas with exceptional production values.

ALIENS: DEAD ORBIT by James Stokoe. Atmospheric comic that would make an excellent Cinematic scenario.

THE WEYLAND-YUTANI REPORT by S.D. Perry. Provides a great overview of the ALIEN saga and has a number of handouts usable for gaming to boot.

ALIENS: COLONIAL MARINES TECHNICAL MANUAL by Lee Brimmicombe-Wood. A bit dated by now, but still the most in-depth source of technical information for the ALIEN universe.





GOVERNMENTS & CORPORATIONS

"I work for the company. But don't let that fool you, I'm really an okay guy."

—CARTER J. BURKE

BIG BUSINESS, BIG GOVERNMENT, AND BIG LIES

Everyone answers to someone and everybody wants to get paid. In the early 21st century, humanity stood on a precipice. Increased carbon emissions, inappropriate disposal of toxic wastes, limited nuclear exchanges, and overpopulation led to the mass extinction of several species, rampant disease, environmental decay, a worldwide energy crisis, and famine.

While stagnant governments were reluctant to change to meet these threats, multinational corporations headed by innovators like Peter Weyland stepped up and led the charge into the future. As many nations shut down their space programs, the private sector poured money and resources into pushing humanity out into the greater solar system and beyond. While politicians argued over global warming and health care, corporations set about repairing the ozone layer and curing most cancers. Establishing off-world colonies within the solar system, corporations gave humanity new places to flourish rather than wither on a damaged Earth.

As Weyland-Yutani and other companies explored the stars, they established extrasolar colonies before there was any legislation in place to govern them. As these worlds flourished, it was the corporations that made policy. Realizing their technological dependence on companies like Weyland-Yutani to both travel to and terraform these planets in the first place, the governments of Earth had no choice but to play by company rules. At the mercy of these corporate overlords, nations soon found themselves in severe financial debt to them.

Looking to the late 20th century's formation of the European Union for inspiration, the major countries of the world soon merged to form larger nations. Dire economic necessity coupled with diminishing resources soon led to the unprecedented political merging of cultures that had been at odds in the past. During the last quarter of the 21st century, the Three World Empire was formed. The United Americas and the Union of Progressive Peoples soon followed, and governments began to regain some semblance of their old power. But the military industrial complex, interstellar commerce, and deep space mining all keep the system going, and you need the corporations to take care of that. Without them, the economy would collapse. The current depression on the Frontier is symptomatic of this political and corporate tug of war. Government control is an illusion, and it's a bad card trick at that. You can be assured that behind every politician is a corporate overlord exerting some form of control.

What follows is a look at both the puppets and puppeteers of the 2180s.

THE COMPANY YOU KEEP: Weyland-Yutani doesn't own everything, just mostly everything. Below is a small sampling of other corporate entities operating on the Frontier. You can bet that any of these corporations that are not allied with W-Y are on the company's (s)hitlist.

- **ALPHATECH HARDWARE:** Major military contractor for the UA and other corporations.
- **CHIGUSA CORPORATION:** Rival of W-Y focused on colonization, plasma harvesting and mining operations.
- **GEMBA SYSTEC:** Electronics manufacturing and freight handling.
- **HYPERDYNE SYSTEMS:** ICSC subsidiary of W-Y that makes high-end synthetics and cybernetic prosthetics.
- **JĪNGTÌ LÓNG CORPORATION:** ICSC company that is a W-Y and Seegson rival focusing on colonization and weapons R&D.
- **KELLAND MINING COMPANY:** Deep Space Mining Company known for building massive orbital mining stations.
- **KOORLANDER CORP:** A company with tobacco farms on several colony worlds. Koorlander is the rival cigarette brand to Balaji Imperial.
- **SOUTA CORP:** Producers of the beer Souta Dry, a cheap alternative to Weyland-Yutani's own Aspen Beer.
- **LOCKMART:** ICSC company that is the premiere builder of commercial starships.
- **STEER CITY CATTLE COMPANY:** A small company out of Terraform 3 that provides draft animals and quality meat to Frontier colonies.

THE THREE WORLD EMPIRE

The most technologically prosperous of the interstellar superpowers, the Three World Empire has established the most long-term colonies in the territories. Before its formation in the late 21st Century, the UK and Japan had pioneered space exploration and settlement technologies through the British Weyland Corp and the Japanese Yutani Corporation. These two innovative companies were the first to construct colonies on other planets and moons within the solar system. The three worlds the coalition's name refers to are Earth, Mars, and Titan—the first three worlds to be inhabited by humanity.



FLAG

HISTORY

The Three World Empire was the first of the conglomerate nations. With the birth of extra-solar colonies, Earth was becoming a smaller place. Realizing a pooling of resources would result in a stronger base from which to colonize the stars, the United Kingdom, Japan, India, and several developing countries joined forces in the 2180s. In addition to the aforementioned countries, member states include Indonesia, Papua New Guinea, Kenya, Fiji, and more.

MILITARY AND ORGANIZATIONS

Through defense contracts and treaties, the 3WE Frontier colonies are protected by the United States Colonial Marines. However, the Three World Empire does maintain an extensive navy as well as their own limited military force in the form of the Royal Marines Commandos. While well trained and equipped with the latest in cutting edge hardware, the 3WE-RMC simply does not have the regimental strength or the reach of the USCMC. The 3WE bolsters their military with contracted soldiers from—you guessed it—Weyland-Yutani.

VIHAA REDDY

PROVISIONAL GOVERNOR OF THE FRONTIER COLONIES OF THE THREE WORLD EMPIRE

Of British-Indian descent, Governor Reddy is a firm believer in progress, and wants to see the new colonies on the Frontier prosper as much as the ones in the Outer Veil did during the previous century. While other government officials leave their families behind on Earth or in the Core Systems, Reddy had hers moved out to live with her on the Frontier. She feels she has done much for the colonists under her purview and is shocked to hear of any grievances against her policies. Additionally, she wishes the UA would disentangle themselves from 3WE affairs and the situation on Linna 349. While she means well, she truly doesn't understand the plight of the average frontier colonist. She lives out on the Frontier with them, but she also lives a life of luxury, protected behind government walls. Prim and proper, she is easily offended and becomes distraught over any aggressive action undertaken by ungrateful colonists.

LEADERS

The Three World Empire is a parliamentary social democracy overseen by a constitutional monarchy. Consisting of the former royal families of Britain and Japan now intermarried as one, the Monarchy serves as a figurehead and has little to no real power. The government is headed up by an elected Prime Minister who oversees a Parliament consisting of representatives from each territory and former nation, but none of that will matter much to you out here. On the Frontier, worlds of the 3WE are maintained by a provisional governor, and it's the policies, taxes, and tariffs set by her office that you will have to contend with.

RELATIONS

The Three World Empire is heavily influenced by Weyland-Yutani—in fact, W-Y is the only non-state to actually have a seat in parliament. Rumors abound that several key members of Parliament have even been replaced with W-Y android duplicates, but none have been exposed—yet. The 3WE has maintained a somewhat peaceful relationship with the United Americas, though the UA is wary of the 3WE's aggressive expansion efforts and monitors their borders at all times. As tensions rise between the UA and Weyland-Yutani, the 3WE has become caught in the crossfire. Some feel it is only a matter of time before an armed conflict breaks out along the Frontier.

LOCATIONS

In addition to its holdings in Sol System, the Three World Empire controls most extrasolar colonies in the Outer Veil and Core Systems. They have made a limited push into the Outer Rim and in the Frontier. Combined, these areas are called the Anglo-Japanese Arm. Notable worlds include the Corona Colony, Gorham's Folly, Fiorina 161, and Linna 349.

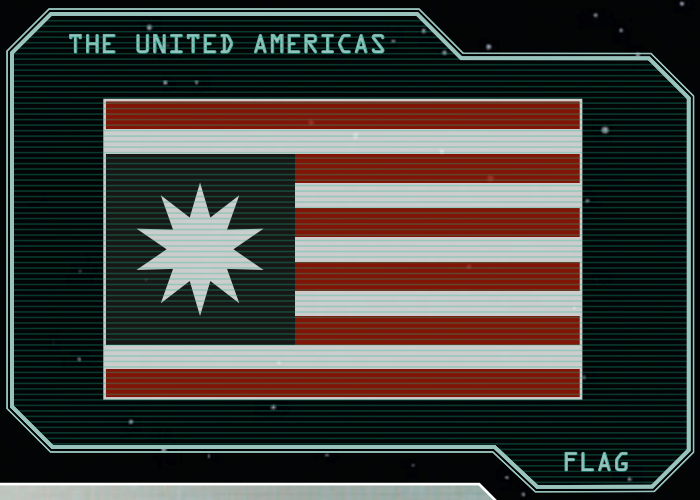
CURRENT ACTIVITIES

Weyland-Yutani has backed the Three World Empire into a corner in regard to interstellar relations with the United Americas. While they don't have a fighting force to equal the Colonial Marines, they do have an extensive Navy and are backed up by Weyland-Yutani technological and mercenary might. Rumors abound that W-Y is developing some kind of bioweapon for the 3WE, deployable from planetary orbit and extremely deadly. True or not, the reality is that the 3WE would much rather maintain the status quo than go to war, and worries that if W-Y goes too far, parliament will be forced to curb the company's activities—an action that will undoubtedly have consequences. ■



THE UNITED AMERICAS

The United Americas is the most powerful starfaring and colonizing nation in the 22nd century. An economic and political giant in both the Sol system and throughout the off-world colonies, the military might of the UA is unparalleled.



HISTORY

Created to counter the financial and political might of the newly formed Three World Empire, The United Americas emerged in 2104 as a union of the nations of North, Central, and South America into one socioeconomic block. This alliance allowed the Americas to catch up to the 3WE and become pioneers of space travel and extrasolar colonies in their own right. The Washington Treaty played a pivotal role in the merger, defining the member states' responsibilities to the union and outlining provisions for military action performed under the flag of the United Americas. The United States of America stood at the forefront of the newly formed nation, its preexisting scientific and military industrial complex paving the way for the United States Colonial Marine Corps to become humanity's premiere peacekeeping force throughout the colonies.

When the United Americas was formed, there were already several off-world colonies settled by its member states before the union—and not all of these worlds were happy to be part of this new, all-encompassing government. Torin Prime was one of them. Refusing to acknowledge the authority of the UA, a terrorist rebel faction calling themselves the J'Har seized the colony, murdered planetside officials, and killed or imprisoned anyone not loyal to their cause. Fearful that other colonies would follow suit, the UA was left with no choice but to make an example of Torin Prime. As the J'Har rounded up more than half the population and interred them in concentration camps, the newly formed United Americas Allied Command (UAAC) worked with counter insurgents planetside to retake the world. When the J'Har managed to gain control of a flotilla of warships, the Outer Rim Defense Fleet responded in kind. The civil war escalated into a larger space war and took two years to resolve, but in the process the UA cemented their standing as a powerful nation amongst the stars.

MILITARY AND ORGANIZATIONS

UNITED AMERICAS ALLIED COMMAND: The UAAC is the joint command of military forces of all members of the United Americas. It is comprised of the United States Colonial Marine Corps (USCMC), the Canadian Colonial Armed Forces (CCAF), the Latin American Colonial Navy (LACN), The United States AeroSpace Force (USASF), and the United Americas Outer Rim Defense Fleet (UAORDF). Headed by the Secretary of Defense, the allied command is a think tank of high level admirals and generals who devise strategy for, and coordinate, all major combat operations.

THE UNITED STATES COLONIAL MARINE CORPS: Founded before the United Americas merger, the primary focus of the USCMC is to maintain the security of all UA member states and extrasolar colonies. The USCMC spearheads all military campaigns undertaken by the United Americas Allied Command. They maintain several bases across the territories and are stationed at all UA garrisons, placing them within striking distance of nearly any hot spot. While they often operate in tandem with the Aerospace Force and Outer Rim Defense Fleet, they operate their own fleet of frigates and troop transports. At a constant state of readiness, the USCMC has the technology and training to deploy troops at a moment's notice and operate an independent unit for extended periods in hostile environments without any support. Throughout the eight decades since its inception, the USCMC has engaged in armed conflicts on nearly thirty extrasolar worlds. They have fought rogue nations and rebel colonies, as well as faced off against foreign powers in border and resource disputes. They have provided humanitarian aid in natural disasters, protected civilians in terrorist and hostage crises, and secured colonies from hostile lifeforms.

COLONIAL ADMINISTRATION: This UA division was formed to protect the rights of all off-world colonists. CA supports and monitors all UA extrasolar colonies and stations and makes sure that supply chains flow as intended, vaccines are distributed, and that a semblance of order is maintained. For decades they have fought to have a minimum wage established for colonists, only to have their efforts blocked by corporate lobbyists.

COLONIAL MARSHAL BUREAU: The law enforcement arm of the Colonial Administration is the Colonial Marshal Bureau, which maintains police offices throughout the colonies and works with the Interstellar Commerce Commission to prevent the import or export of dangerous biologicals and chemicals. All major Marshal offices have an Interstellar Commerce Commission (ICC) agent attached to them. The Marshals also often work in conjunction with UA Federal agencies.

LEADERS

The United Americas is essentially an extension of the government of the United States of America, and as such is run by a President, Vice President, and a Congress representing all member signatories. On the Frontier, any encounter with UA leadership is likely to be with a Colonial Marshal, a bureaucrat from Colonial Administration, or a commander of the Colonial Marines.

AERON PERCIVAL

COLONEL, COMMANDER 4TH RECON BATTALION, 7TH MARINES, CRESTUS GARRISON SYSTEM DELTA, UNITED STATES COLONIAL MARINE CORPS, UNITED AMERICAS ALLIED COMMAND.

Stationed at Crestus Garrison System Delta, USCMC Colonel Percival's recon battalion operates in an area of the Outer Rim Territories that includes a large swath of the Frontier. A pragmatic strategist, Percival is concerned that the USCMC is at its height of hubris. His tour of bases and stations throughout the Outer Rim has revealed that discipline in the ranks is lacking and that many COs are resting on their laurels. Percival believes in the old adage that might makes right, and knows that the Colonial Marines are quite simply the best of the best—until they are not. Everyone is destined to meet their match, and if intelligence reports are to be believed, there is someone or something out there that is bigger and badder than the USCMC, just waiting for the right moment to strike. Atypical for a high ranking military man, Percival is likely to put himself on the front line in any major military engagement under his purview.

LOCATIONS

As the nations that later became the 3WE pioneered humanity's expansion into the core systems and Outer Veil, most of the colonies of the United Americas occupy a vast area of the Outer Rim Territories called the American Arm. The UA Allied Command operates military bases and stations throughout all the territories and additional colonies are laced along the Frontier. Key worlds include Bracken's World, Terraform 3, Morning Glory, and the Crestus Garrison Systems.

RELATIONS

The United Americas and the Union of Progressive Peoples (UPP) have been in a state of cold war for decades. While the Colonial Marines are in place to keep the peace for the colonies of the American Arm, contracts and treaties with the 3WE and the Independent Core System Colonies mean that they are also obligated to protect their worlds as well. While the USCMC is not controlled by Weyland-Yutani, the company's business holdings with the United Americas Allied Command means that the Colonial Marines can be called upon to provide security to W-Y assets at any time—a fact that doesn't sit well with many a platoon commander.

CURRENT ACTIVITIES

The United Americas has engaged in increased border conflicts with the UPP over disputed worlds. Recently, several USCMC units have gone missing, causing the UA to launch a full investigation. Colonel Percival's recon battalion has found growing evidence that Weyland-Yutani may be directly responsible for the loss of Hadley's Hope on LV-426—a colony under the joint jurisdiction of Colonial Administration and the company. If relations deteriorate further between the UA and W-Y, the 3WE could be dragged into the conflict, and that could mean war. ■

THE UNION OF PROGRESSIVE PEOPLES

A socialist government that controls a vast area of colonized space, the Union of Progressive Peoples is also the most resource-poor of the interstellar nations. Although impoverished and overcrowded, in the UPP the workers control the means of production. A state of cold war exists between the UPP and their long-time rivals, the UA—and standoffs between the Union of Progressive Peoples' Space Operating Forces and the United States Colonial Marine Corps become more and more frequent every year.



HISTORY

In the early 22nd Century, the UPP was formed by China and Russia in direct response to a perceived combined threat of the Three World Empire and the United Americas. Locked in an ever-escalating arms race with these capitalist conglomerates, the UPP has always managed to stay only one step behind them despite the fact that they will not deal with Weyland-Yutani or any other corporations. Additional member states include Vietnam, Germany, Spain, and several other Asian and Eastern European countries. At the time of its inception, many androids were already in use within the member states of the UPP. They were not, however, granted citizenship status of any kind. Now, over sixty years later, they are still just considered machines and the property of the state.

PHAM DINH

GOVERNOR GENERAL OF THE UPP FRONTIER COLONIES

Governor General Dinh is a battle-hardened UPP Navy commander who has served in many campaigns. While younger commanders would see the posting to the Frontier as a chance for advancement, for Dinh it is a punishment. Nearing retirement, she wants nothing more than a posting back on her home colony world, where she can be close to her daughter and grandchildren. Dinh believes in the greater good of the people, however, and will make the best of her assignment—seeking out new resource rich worlds along the Frontier to claim for the poor citizens of the UPP. She is not afraid to go to war to protect her nation's interests, and has never backed down from an engagement.

MILITARY AND ORGANIZATIONS

SPACE OPERATING FORCES: The elite commandos of the UPP are known as the Space Operating Forces. Said to be roughly equivalent to the United States Colonial Marines, the SOF has a similar regimental breakdown. They maintain a fleet of warships and transport vessels, have their own dropships, and use massive, two-story armored trucks for troop deployment. While the SOF have their own AK model pulse rifle, they also use wrist-mounted AK suit guns that allow hands free firing while wearing compression armor.

MINISTRY OF SPACE SECURITY: A national security agency and secret police, the MSS gathers both internal and external intelligence for the good of the Union of Progressive Peoples. The Ministry maintains a number of operatives throughout the Frontier, undercover on both UPP controlled worlds and United American colonies. MSS spies have infiltrated top corporations and stolen their military designs. They monitor their own citizenry to make sure they stay true to the Union. In the UPP, they say trust your enemy to be your enemy, but never trust your neighbor to be your friend. The MSS is why.

LEADERS

The UPP is a socialist government with a president as the head of state and a premier who presides over the state council. The UPP Frontier is overseen by a Governor General and naval task force, and each colony has its own mayor.

LOCATIONS

Most of the discovered planets within their borders are resource poor, causing the UPP to constantly push deeper into the Frontier in search of rich, habitable worlds. As the UPP never developed atmospheric processors, they do not terraform. Instead, if a world is inhospitable, they will build a colony beneath the surface or construct habitation domes upon it. Because of this, the scattering of naturally habitable worlds the UPP has are overpopulated. Notable worlds include New Kiev, Qi Xi III, 17 Phei Phei, Xiang Colony, and the Chiu and Wan An outposts.

RELATIONS

The UPP is in a state of cold war with the United Americas. Over the past few decades, limited engagements have seen border worlds change hands or even be destroyed. Some twenty years ago, a regime change on the independent world of 8 Eta Boötis A III led to what became known as the Tientsin campaign—a bloody conflict where the UA backed an independent planet's attempt to keep a UPP aligned government from taking power. The conflict decimated the once lush world and left it in ruins.

More recently, the UPP are rumored to be behind the destruction of both the colony on LV-426 and a Colonial Marine rescue team. The allegations are that a UPP Space Operating Force nuked the site from orbit in response to a Weyland-Yutani bioweapon under development there. Ironically, while it was W-Y who accused the UPP of the attack, they also deny there were any bioweapons at Hadley's Hope. Much of the UPP's more advanced technology appears to be reverse engineered from W-Y designs, something that neither Weyland-Yutani nor the UA are particularly happy about.

CURRENT ACTIVITIES

The people of the UPP are hungry. As the UPP discovers a new planet on the Frontier, colonization ships are immediately dispatched to help alleviate the overpopulation problem of their existing member worlds. Citizens don't get to decide who is moved to a new colony world. They are simply moved for the greater good of the Union. These expansionist tendencies have the United Americas concerned, and a large amount of Colonial Navy and Marine resources are devoted to protecting borders from UPP incursions. There have been many false alarms. Imagine the relief a two-man Colonial Marshal office feels when an armada of UPP ships entering a neighboring system turns out to be a colonization expedition and not a warfleet. ■

THE INDEPENDENT CORE SYSTEM COLONIES



The ICSC is a loose alliance of worlds that have claimed independence from any interstellar governing body. While independent from each other, member colonies sell and trade resources and pay fees to be protected by corporate armed forces. The corporate owned Central Space Consortium of the ICSC is seen as a haven for those on the run from their government. If someone with a skill set useful to a corporate colony comes seeking asylum within the CSC, the Consortium will usually buy off that person's tribunal and make them an indentured citizen. In this way, corporations bolster their private mercenary forces and spy networks with the best of the worst elements of society.

HISTORY

Once known as the CSC, or Central Space Consortium, this sector was first formed in the 2080s by corporations looking for a way to avoid paying taxes to their earthbound governments. Establishing major holdings on off-world colonies, these corporations declared their independence and created their own laws. Companies like Weyland-Yutani, Seegson, Chigusa, Hyperdyne, and the Jǐngtì Lóng Corporation all have planetary holdings in the CSC.

As humanity's reach stretched into the Outer Rim during the 2100s, more and more UA and 3WE colonies became dissatisfied with the support they received from their governments. Colonial administration was understaffed and overworked. Supply lines were late and the marines and marshals were spread too thin. Some colonies decided to declare themselves independent, but with no corporate giant behind them, they soon found themselves easy prey for pirates and government reclamation.

In the spirit of free commerce, the Consortium reinvented themselves as the Independent Core System Colonies and extended their reach past the core systems to offer support to any colony that wanted its freedom—and could afford to pay the CSC's protection fees. Because the ICSC is outside of any governmental jurisdiction, individual planets set up their own rules. Several large banks and credit companies have settled here, providing security and bonds for corporations whose shady dealings might otherwise have their accounts frozen for government investigation.

MILITARY

The ICSC operates a combined security fleet of mercenary operatives from each of the corporate members. As can be guessed, while they are deadly when operating in small units, they are disastrous at fleet maneuvers and coordinated defenses simply because they do not possess the same training or follow the same rules of engagement.

LEADERS

The ICSC is run by the Central Space Consortium, a board of directors representing each major corporation and one director representing the member colonies outside of the core systems. The director's office sends a representative to tour the independent colonies, getting a feel for what those lone worlds need from the alliance, as well as what they can supply in return.

LOCATIONS

The ICSC is clustered in the Core, in one of the richest resource-filled areas of the known galaxy—New Eden Sector. Key systems here include Volcus, Ventix, Grendel, and the colonies of Alexandria, Exeter, and St. John.

MARTIN

LIAISON/RECRUITER, CENTRAL SPACE CONSORTIUM, INDEPENDENT CORE SYSTEM COLONIES

An artificial person, Martin is subdued, calm and warm-hearted. He listens to the colonists he deals with, absorbing as much information as he can, and then offers solutions. Most people dealing with him never even become aware that he is an android, and his apparent empathy has made Martin the most successful colonial liaison the ICSC has ever employed. While he plays the role of problem solver, his primary mission is, of course, to keep the independent colonies asking for as little as possible while taking from them as much as he can. Martin has begun to realize of late that his promises are empty and his masters are nothing more than con-artists. He sees that his actions are indirectly hurting the people he is pretending to help, contrary to the rules of robotics. Now Martin is experiencing an existential crisis. It is only a matter of time before he suffers a programming breakdown—and there is no telling what the ramifications may be.

RELATIONS

Both the 3WE and the UA have imposed trade sanctions and severe import and export taxes on the ICSC. A major USCMC base is located just outside the ICSC—in part to keep a watchful eye on the independent systems, but also because Weyland-Yutani wants the Colonial Marines close in case of an invasion of the ICSC by the UPP. Even though they are separate from the major governments, the Consortium has contracts in place to use national military forces for added protection. Outside the Core, the ICSC services, protects, and trades with a smattering of independent worlds in the Outer Rim and on the Frontier, including the Solomons and Anchorpoint Station.

CURRENT ACTIVITIES

While corporations are cutthroat out in "the real world," they are forced to play nice with each other within the boundaries of the ICSC. Together they operate a massive smuggling ring and black market operation. Opportunities abound for starship crews willing to do a quiet run from New Eden to the Frontier and back. Because of this, ICC agents and Colonial Marshals have their hands full policing the sector's imports and exports. The Consortium has also been covertly sending recruiters to successful colonies in an attempt to convince them to leave their government and join the ICSC. This practice is illegal and Colonial Administration is monitoring the situation closely. ■

INTERSTELLAR COMMERCE COMMISSION

The Interstellar Commerce Commission is an organization designed to monitor and conduct interstellar trade. They enforce shipping restrictions and biological and chemical quarantine procedures for Earth and all other colonies with a population of 200,000 or more. In addition to performing spacedock inspections, the ICC can randomly detain, seize, and search cargo and personal craft for suspected contraband.



LOGO

HISTORY

After a rash of communicable disease outbreaks on several space stations and Luna, the UA and 3WE made rumblings about creating governmental agencies that would restrict the transport of resources and maintain shipping lanes. Weyland-Yutani beat them to the punch with the formation of the ICC, rationalizing that self-regulation would be better than governmental regulation. Satisfied that the ICC could handle the task, the two governments let business return to normal.

LEADERS

The Interstellar Commerce Commission is run by a board of directors with representatives from every major corporation and government. The ICC will send an executive to meditate on matters important to the trade commission.

PAUL VAN LEUWEN

EXECUTIVE, INTERSTELLAR COMMERCE COMMISSION

Van Leuwen was the ICC representative who chaired Ellen Ripley's tribunal over the loss of the commercial freighter *Nostromo*. Finding no evidence to support officer Ripley's claims of an alien lifeform that boarded the ship on LV-426 and killed her crew, Van Leuwen dismissed her claims, revoked her flight status, and remanded her to psychiatric evaluation. When the colony on LV-426 went silent, Paul at first thought it was a coincidence—likely a downed transmitter or solar flare up. When he found out that a platoon of Colonial Marines with Ripley as an advisor were sent to investigate and also disappeared, he began to wonder if the former *Nostromo* officer had been telling the truth. Learning of the destruction of the colony and Robert Morse's *Space Beast* book, Van Leuwen launched an ICC inquiry to get to the bottom of this alleged alien. Skeptical and jaded from a lifetime of experience, Paul is nonetheless now seeing the galaxy through fresh eyes. Booking private passage on W-Y corporate shuttles, Van Leuwen can be seen coming and going from Anchorpoint station as his investigation proceeds.

LOCATIONS

The Interstellar Commerce Commission is headquartered on KOI 812.03 "Ruby Colony." The largest spaceport in the Outer Veil, most spinward and rimward traffic between the Outer Rim and the Core is routed through the Commission in this system. The ICC operates inspection teams and coast guard cutters at every major space station in the UA, 3WE, and ICSC, while also patrolling the UPP border.

RELATIONS

While they are allegedly an autonomous entity with loyalties to no particular party, the ICC is in fact owned and operated by Weyland-Yutani. Make of that what you will.

CURRENT ACTIVITIES

Every commercial starship is required to pass inspection, and each crew member must hold an ICC license in order to operate a vessel designated to transport food, persons, raw materials, or goods from one star system to another. As rumors of bizarre alien lifeforms and pathogens circulate the colonies, the ICC has been cracking down on ships returning from both deep space and the Frontier—making sure they have licensed crews, certified cargoes, and nothing else on board. ■

WEYLAND-YUTANI

The Weyland-Yutani Corporation is a British and Japanese multinational conglomerate that dominates the stars. They are an innovative producer and manufacturer of synthetics, spaceships, computers, and weapons for the average consumer market as well as commercial clients and the industrial military complex. They are in the business of deep space mining and resource procurement, interplanetary shipping and transport, terraforming, and the establishment and maintenance of extrasolar colonies. Weyland-Yutani also maintains an extensive Research and Development division devoted to the development of biological and chemical weapons.



HISTORY

Weyland-Yutani was founded at the turn of the century by the merger of Weyland Corp and the Yutani Corporation. The two companies were so renowned for their corporate takeovers that the circumstances behind their merger became murky. While it is known that Weyland Corp had suffered severe financial losses with the failure of the Prometheus mission and the deaths of both company founder Peter Weyland and CEO Meredith Vickers, it is also true that Yutani had suffered many setbacks as well.

Conflicting insider information versus media reports make it questionable as to whether it was Yutani or Weyland who performed a hostile takeover on the other—and the company board likes it that way. The company inherited and expanded upon the technologies and products of its founders, including FTL drives, artificial intelligence, and deep surveillance equipment. Already leaders in the mining and shipping of extrasolar resources, by the 2130s they decided to get back into terraforming with a comparatively inexpensive and less safe redesign of Weyland Corp atmospheric processors. Over the next 30 years they established many new colony worlds within the American Arm of the Outer Rim Territories, in the process becoming the United Americas' chief supplier of weapons and starships.



LEADERS

Like any major corporation, Weyland-Yutani is run by a board of directors and shareholders. Though unsubstantiated, there are rumors that upper management is actually run by synthetics operating under directives that date back to co-founder Peter Weyland's David series of androids.

W-Y XOs and corporate agents are numerous on the Frontier, but the real man in charge out there is Michael Bishop.

DOG CATCHERS

Weyland-Yutani maintains a commando corps trained to handle and capture Xenomorph specimens. Called the Dog Catchers, these corporate security units usually include four commandos, two animal containment specialists, a science team, and a chief surgeon—often led by a high level corporate exec. These commandos wear APE suits (see Chapter 6), carry pulse rifles, and utilize specialized capture equipment. Unfortunately, most of the information Weyland-Yutani has gathered about the Xenomorph and its subspecies is based on secondhand reports, and therefore these teams are often ill-equipped to deal with the actual threat the creatures represent.

MICHAEL BISHOP

DIRECTOR OF SPECIAL PROJECTS, BIO-WEAPONS R&D, AND SYNTHETIC DESIGN, THE WEYLAND-YUTANI CORPORATION

A narcissistic genius and creator of the Bishop series android, Michael Bishop's ambitious and manipulative behavior catapulted him through the corporate ranks from a synthetic designer at Hyperdyne Systems to a senior position in bioweapons and director of special projects at Weyland-Yutani. His focus over the past few years has been to obtain viable specimens of *p.praepotens* for bioweapons research. He almost achieved his goal when confronting Ellen Ripley at the Fiorina 161 Class C Work Correctional Unit, but her suicide by immolation there prevented him from obtaining his prize.

During the incident Michael suffered severe head trauma and has since received extensive corrective surgery and cybernetic implants in order to repair the damage to his skull. Unfortunately, the doctors have been unable to control his severe migraines and red-outs, and Michael has become dependent on highly addictive painkillers. Never one to throw in the towel, Michael has since operated on the Frontier, tracking down any Xenomorph XX121 leads and sightings in the hopes of capturing one and weaponizing it. His corporate transport ship the *Patna* can frequently be found docked at the W-Y corporate berth on Anchorpoint Station.

LOCATIONS

Weyland-Yutani has main offices in Tokyo, London, San Francisco, Sea of Tranquility, and on Thedus. They can be found on any major starport world, and they have holdings on Alexandria in the Independent Core System Colonies. Throughout the Outer Veil, Outer Rim, and Frontier are dozens of W-Y sponsored colonies, terraforming projects, and mining operations.

RELATIONS

Like both its predecessor companies, W-Y plays hard and fast with mergers and acquisitions, buying out those they can and destroying those they can't. As such, they have a ruthless and cutthroat reputation in the corporate world. Despite the fact that the company has a seat in the Interstellar Commerce Commission's Company Review Board, their commercial fleet management is known to bribe both ICC agents and Colonial Marshals rather than submit their spacecraft to mandatory safety inspections. An uneasy alliance of convenience exists between W-Y and the United Americas, one that is currently straining both entities' relationships with the Three World Empire.

CURRENT ACTIVITIES

Weyland-Yutani is operating top secret R&D facilities throughout the territories, specializing in illegal development of synthetic and biochemical weapons. For decades, a major focus of said research has been the procurement of both Chemical A0-3959X.91-15 and *p.praepotens* for use as biochemical self-replicating weapons.

After the incidents on LV-426 and Fiorina 161, W-Y has doubled down on their efforts. Orbital research facilities like RB-232 "The Cold Forge" and Odobenus station have spent considerable time and effort researching the Xenomorphs, but a method of safely containing them still eludes the company. Special "Dog Catcher" commando and science teams under the supervision of Michael Bishop explore the Frontier in search of Xenomorph XX121 hive worlds, archaeological ruins belonging to the Engineers, and viable alien specimens. W-Y is also covertly developing aggressive X-stimulants, hardwired cybernetic integrated exo-suits, and illegal combat androids for the USCMC. ■

LASALLE BIONATIONAL



LOGO

Lasalle Bionational is a multinational conglomerate specializing in biological research and development.

HISTORY

A relative newcomer, Lasalle Bionational was formed in the wake of mass layoffs in the W-Y bio research and development division during the late 2130s. W-Y VP Brendan Lasalle quit over the firings, citing "creative differences" as the cause. He obtained start-up funds and assembled those laid off to create Lasalle Bionational. It wasn't long before his company acquired a lucrative government contract to produce an inexpensive, radiation-resistant corn substitute, as well as a blight virus that would destroy an enemy's crops, securing their place in the market.

LEADERS

Bionational is owned and operated by the Lasalle family, handed down from father to daughter. While there is a board of directors in place, the family controls a majority of shares, ensuring they cannot be ousted from their own corporation.

LOCATIONS

Lasalle Bionational has its home offices on Earth in Texas, Columbia, and French Polynesia. The company is known to operate several sterile research space stations in the Outer Veil and sponsored the colonies on Taurus 7 and LV-113 in the Outer Rim Territories. On the Frontier, Lassalle Bionational maintains a farming colony on Terraform 3 and operates a fleet of SEVs out of Anchorpoint Station.

RELATIONS

Lasalle Bionational is in a bio-arms race with Weyland-Yutani to secure bioweapons contracts with the USCMC, and each is constantly the victim of corporate espionage and sabotage by the other. As Lasalle Bionational is not as well protected as W-Y, the UPP has placed spies within the Bionational administration with the intent of stealing their research for their own.

EDINA LASALLE

CEO OF LASALLE BIONATIONAL

Daughter of the company's founder, Edina has just taken over for her now retired father. Edina believes that expansion of the company's bioweapons department is key to their survival, and has stepped up her father's initial plans to sequence the genome of Xenomorph XX121. Not one to trust reports, Edina is currently inspecting and reviewing the company's holdings first-hand, traveling with a security team to each and every facility to determine each project's worth. While her father Brendan stepped down and put Edina in charge, he still has a seat on the board of directors and acts as her advisor. Edina is not cold-hearted, she just has a logistical approach to things—treating employees as company assets, for better or for worse. After several security breaches and deaths of prominent employees, Edina Lasalle is looking for someone with a particular set of skills to protect the company's interests.

PRODUCTS

Lasalle Bionational is known for its radiation resistant crops, bioengineered livestock that can be customized to a number of different environments, extrasolar pathogen vaccines, and its biological research, procurement and weapons division.

CURRENT ACTIVITIES

Rivals to the Weyland-Yutani bio-weapons division, Lasalle Bionational has in fact managed to secure their own cache of Xenomorph XX121 ovomorphs and has successfully bred a hive for study and observation in the Taurus system. Bionational science and security exploration teams scour the Frontier looking for ancient Engineer laboratories, traces of Chemical A0-3959X.91-15, and any other alien lifeforms, viruses, or mutagens waiting to be discovered. ■

SEEGSON

SEEGSON

SEEGSON

LOGO

A prominent manufacturer of inexpensive alternatives to Weyland-Yutani's product lines, Seegson is a European conglomerate that will forever be in Weyland-Yutani's shadow. Well known for their award winning A.P.O.L.L.O. AI mainframe and low-end synthetics, Seegson first gained notoriety by sharing their inventions and pooling their resources with smaller companies.



"Working Joe" Synthetic

HISTORY

One of the innovators of spaceflight in the 2030s, Sieg and Son was founded in direct competition to Weyland Corp. Having patented their own FTL displacement drive system, Sieg and Son shared their technologies with other companies, ensuring that Weyland wasn't the only one to make it to the stars. By the 2070s they were operating major production plants across the globe, the Sieg family had sold back their shares to the company and Sieg and Son was condensed to Seegson.

The company entered the synthetic market in the early 2100s with their Working Joe model androids. Nowhere near as advanced as Weyland's David or Walter series, the Working Joes have a more rudimentary intelligence and are designed to perform maintenance and menial tasks. Rather than being indistinguishable from humans, they have cheap rubberized skin that gives them the appearance of animate mannequins. Usable as an inexpensive labor force, the Working Joes sold well on the ever-shifting Frontier.

Successful in so many arenas, Seegson made one investment error that would cripple them for decades. Lacking a patent on atmospheric processors, Seegson put its funding into extrasolar deep space orbital platform colonies. As Weyland-Yutani terraformed more worlds, Seegson's stock began to plummet. Even the harsher worlds proved more attractive to colonists than life inside a tin can floating through space. By 2140, most of Seegson's space stations had been placed on the market. Today, the company survives through its sales on backwater colonies and on the Frontier, where everything needs to be cheap and reliable.

LEADERS

Seegson is a publicly traded company run by a board of directors. On the Frontier, Director James Russell looks after the company's interests from his headquarters on Anchorpoint Station.

JAMES EVANS-RUSSELL

DIRECTOR OF FRONTIER OPERATIONS, SEEGSON

A collector of western film and simulations, Russell is also a bit of a romantic. He views the Frontier as akin to the North American Old West, and uses any excuse he can to leave his cushy office on Anchorpoint and experience first-hand the many rough and tumble worlds out there. Despite this, Russell is very much a company man and toes the Seegson line.

LOCATIONS

While they operate very few colonies of their own, Seegson maintains an office on every major spaceport in the Core, Outer Veil, and Outer Rim systems. Their home offices are in London, Buenos Aires, Nagasaki and on Luna, the Solomons, and Anchorpoint. They still operate a few deep space stations as R&D platforms.

PRODUCTS

Seegson is known for its work in security and communications, its credit services, and the A.P.O.L.L.O. AI computer mainframe. They are major producers of space and ground vehicles, pharmaceuticals, and their mannequin-like "Working Joe" line of cost-effective synthetics. While they maintain an impressive array of product lines, Seegson's wares are considered somewhat inferior to those produced by Weyland-Yutani. The Colonial Times has even referred to Seegson merchandise as "cheap knockoffs." Still, an independent colony that couldn't afford a W-Y security system would do almost as well with one from Seegson, and their A.P.O.L.L.O. mainframe system continues to be a popular and cost effective choice for starship and colony management on the Frontier.

RELATIONS

Seegson has lucrative contracts with the Independent Core System Colonies and the Three World Empire. Their business affiliates include Geofund, Gemini Exoplanet Solutions, and Gustafsson Enterprise Ltd. While Seegson is always looking to score big over Weyland-Yutani, W-Y does not consider them a threat at all. Like W-Y, Seegson is looking to secure specimens of Xenomorph XX121 for study and evaluation.

CURRENT ACTIVITIES

Seegson is actively attempting to sabotage W-Y interests on the Frontier. Unfortunately, they also have the making of a scandal on their hands. A large shipment of Seegson's Working Joe synthetics was recently sold before their behavior inhibitors were installed, and these units went to an anonymous buyer on the Frontier. While unsubstantiated, some believe these androids were purchased by a would-be petty dictator for use in a backwater planetary coup. Others believe these Working Joes were covertly commissioned by the UPP for use as an artificial combat unit, and still other worry that the omission of the inhibitor programming was but a simple error with the potential for disastrous ramifications. The thought of synthetics capable of murder introduced into the civilian population is one no colonial administrator or marshal wants to contemplate. ■



SYSTEMS & PLANETS

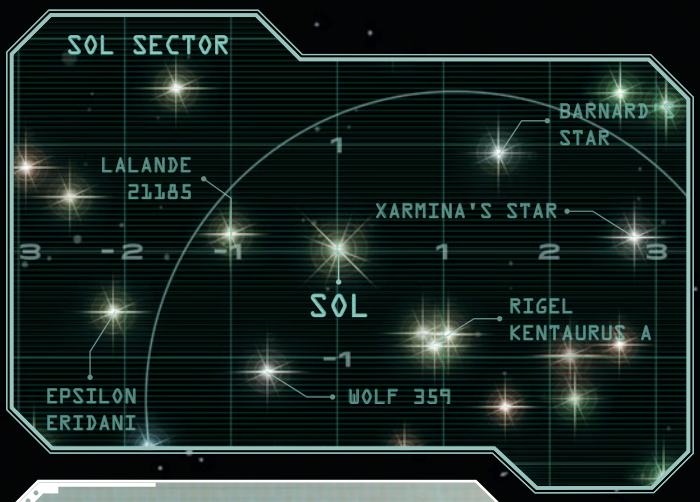
"I should reach the frontier in about six weeks. With a little luck, the Network will pick me up."

—LT. ELLEN RIPLEY

TERRITORY	SECTOR	SYSTEM	PLANETARY/MOON COLONIES
Core Systems	Sol Sector	Sol System	Earth Luna – Sea of Tranquility Colony Mars – Valles Colony Phobos Jupiter Io
		Classified	Classified – Third Base
	New Eden Sector	AG-4550 System	AG-4550.02 – Alexandria Colony
		Heske 337 System	Volcus Etna
Outer Veil	Sector 3847	JPG-770 System	JPG-770.03 – Gorham's Folly
	Neroid Sector	POL-5362 System	POL-5362.01 Aires Outpost
		Fiori 16 System	Fiorina 161 – Fury
	Bao Sau Sector	17 Phei Phei System	17 Phei Phei E – Znoy Outpost
Outer Rim Territories	Borodino Sector	Requist System	DP-27
		Gliese 326-3827 System	Gliese 326-3827b – Bracken's World Joilet
		8 ETA Boötis System	8 Eta Boötis A – Tientsin Colony
	Crestus Prime Cluster	Crestus Prime, Alpha, Beta, Gamma, and Delta Systems	Classified
	Tartarus Sector	Alpha Linna System	Linna 349
		GJ-229 Torin System	Torin Prime
Frontier		Khadaji System	KJ-331 KJ-331b – Lebanon II
		Gamma Leporis System	Gamma Leporis A3 – Terraform 3
		Zeta Reticuli System Zeta1 Reticuli Zeta2 Reticuli	KG-348 Calpamos LV-223 LV-426 – Acheron
	The Far Reach	Alpha Caeli System	Alpha Caeli V b,c,d,e,f,g,h – The Solomons
		Epsilon Reticuli System	Thedus
		Tanaka System	Tanaka 5
Unclaimed	Sector 117	Achilles System	G-435

Space is full of demons, and they want your blood. In any number of the locations cited below, you might run into a shady Colonial Marshal looking for his take, a greedy corporate XO who finds you expendable, or a psychopathic synthetic with a god complex. You could be waylaid by pirates or betrayed by a megalomaniacal military commander. You might find plague-ridden treasures and run afoul of a dangerous organism or a hostile alien species. The seeds of these encounters are planted in the planetary systems presented here—it's up to you to determine which bear fruit and where.

SOL SECTOR



Your new start is out there on the Frontier, far away from home, so there is no point in belaboring the minutiae of life in our solar system. However, a brief recap of the place is included here, because before you look at where you are going, it's important to know where you've been.

EARTH: Having been brought back from the brink of environmental disaster by a little terraforming at home, Earth is an eclectic array of densely packed centers of urban decay and beautiful green vistas. While some still linger, most radiation zones from past conflicts have been cleaned up and pose little threat. Earth is far from a safe place to live, however. The United States Oil Wars have taken their toll on North America. The recent Australian Rebellion against the 3WE was ended swiftly with the nuclear strike on the Outback's capital, Canberra. The cost of living on Earth is extravagant, and those who aren't rich are confined to metropolitan ghettoes. Earth has become a world for no one but the corporate and government elite and those who would serve them. Still, the seats of power for the 3WE, UA, and the UPP are all located on Earth.

LUNA: Humanity's first off-world colony, Luna boasts a population of over 6 million in two colonies and is a center of mining and heavy industry for the entire system.

THE OUTER PLANETS: Titan is a major off-world colony within the solar system, its domed communities boasting a total population of roughly 7 million. Heavy mining stations like the one on Io and orbital colonial stations like those around Saturn and Jupiter lace the moons and planets throughout the solar system.

MARS: Along with Earth and Titan, Mars is one of the three capital worlds of the Three World Empire. Valles Colony on Mars was the former headquarters of Weyland Corp before they merged with Yutani. Terraforming has made the planet home for over 20 million colonists. Weyland-Yutani still maintains offices there, and operates a weapons testing facility on the moon of Phobos. ■

THE CORE SYSTEMS

When humankind first ventured to the stars, this is where they did it. The Core Systems are humanity's prosperous future in space, built on the hard labor of the common man of yesteryear. Today, the common people work in the Outer Veil, try to forge a new life in the Outer Rim Territories, or risk it all on the Frontier, while the corporations and the rich pull strings from the safety of their fortified off-world paradises.

THIRD BASE: A classified USCMC research base situated on a small undesignated moon, Third Base is located within a short jump distance from both New Eden Sector and Sol system. Third Base is a pressurized facility designed for advanced bioweapons research, and maintains an expansive hanger that is able to accommodate several large military transport and cargo vessels, along with a well stocked vehicle depot and extensive armory.

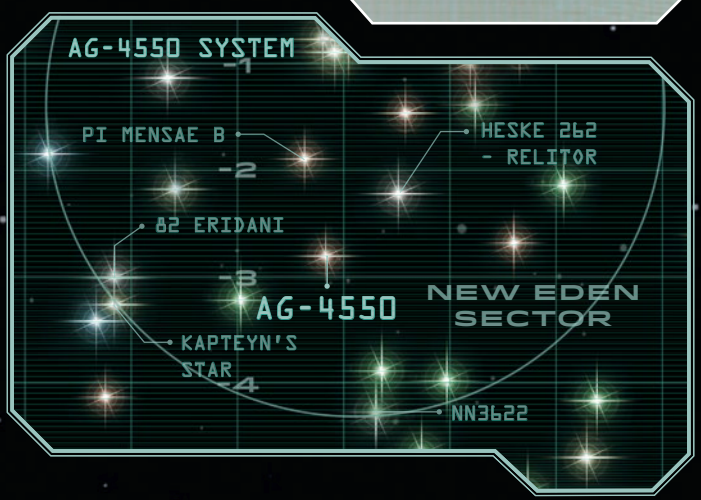
The Colonial Marine forces stationed there are trained and positioned to launch a first strike on any ICSC world if necessary. Despite its classified status, Third Base sits adjacent to the civilian colony and atmospheric processing plant on the moon. A series of caverns and former ice reservoirs honeycomb the surface and served as temporary housing while the colony was established. The colony itself is cut off from the rest of the galaxy. All communications are handled on military channels and must be approved. They are monitored with a built-in delay for censorship, and any and all supplies are imported via military cargo runs only.

THIRD BASE

Location	**Core Systems, CLASSIFIED**
Affiliation	**United Americas, USCMC**
Classification	**Terrestrial moon**
Climate	**Breathable atmosphere, torrential downpours, electrical storms**
Mean Temperature	**25°C (Temperate)**
Terrain	**Barren wasteland**
Colonies	**One plus one military base**
Population	**168 colonists, 500 marines, 48 military scientists**
Key Resources	**Military base, research**

NEW EDEN SECTOR

Home to the Independent Core System Colonies, New Eden Sector exudes wealth and prestige and is protected by the ICSC corporate mercenary fleet. Stationed in the Ventix system, the fleet is always within a few parsecs of Relitor, NE/JV, and Alexandria and Olympia Colonies. The corporate colonies of New Eden Sector fought the 3WE for their independence. While the ICSC succession was granted within the last decade, UA and 3WE sanctions and tariffs restrict the flow of goods, people, and military equipment both into and out of the region, inadvertently creating a smuggling industry and thriving black market.



AG-4550 SYSTEM

AG-4550.02 (ALEXANDRIA COLONY): A highly developed and industrialized world with a thriving population, Alexandria Colony is where company execs retire and corporations hide their profits from prying government eyes. As the planet is hot and dry with few large bodies of water, major settlements are located close to the poles and along coastal regions. Atmospheric processors dating back to the Weyland Era dot the surface, maintaining nearly ideal living conditions while an advanced irrigation system and dedicated agricultural programs have all but eliminated the need for imported supplies. A nearly self-sufficient world, Alexandria is also the capital of the Independent Core System Colonies. From here the Central Space Consortium controls the ICSC in the form of a democratic republic comprised of representatives from corporations with a stake in the well-being of the ICSC.

AG-4550.02
(ALEXANDRIA COLONY)

Location	**Core Systems, New Eden Sector**
Affiliation	**Independent Core System Colonies, Central Space Consortium, Weyland-Yutani, Seegson, and other major corporations and banking institutions**
Classification	**Terrestrial planet**
Climate	**Breathable atmosphere, hot and dry, terraformed**
Mean Temperature	**38°C across most of the planet, but 30°C at the poles**
Terrain	**Desert with a few large bodies of water**
Colonies	**One, with several coastal and polar settlements**
Population	**30,000,000**
Key Resources	**Agriculture, water, financial reserves, technologies**

HESKE 337 SYSTEM

VOLCUS (ORBITAL COLLECTOR V-23 AND THE ETNA MOON): Geologically speaking, Volcus is a recently coalesced planet that is in the cooling phase of its development. As such, the surface is a living hell of sulfur, magma, and hot gases. While no colony exists on the surface itself, automated power stations float on the planet's magma seas, drawing in geothermal energy and transmitting it to the V-23 orbital collector and relay station. Once amassed there, the energy is beamed to the Web Colony on Volcus' airless moon, Etna. As a surplus of energy is generated by the collector, high output power cells are produced here and exported throughout the ICSC. The interlinked array of habitat domes on Etna sustains nearly two hundred thousand colonists, while one hundred engineers maintain and live on V-23. ■



VOLCUS
(ORBITAL COLLECTOR V-23 AND THE ETNA MOON)

Location	**Inner Core Systems, New Eden Sector**
Affiliation	**Independent Core System Colonies, Central Space Consortium**
Classification	**Terrestrial planet / moon**
Climate	**Corrosive atmosphere, ash and pyroclastic flows, scouring heat / airless vacuum**
Mean Temperature	**400°C on Volcus / –173°C on Etna**
Terrain	**Magma seas and volcanic islands / barren moon**
Colonies	**Web Colony (on Etna)**
Population	**200,000**
Key Resources	**Geothermal energy, bauxite, gold, diamonds, base and rare earth metals**

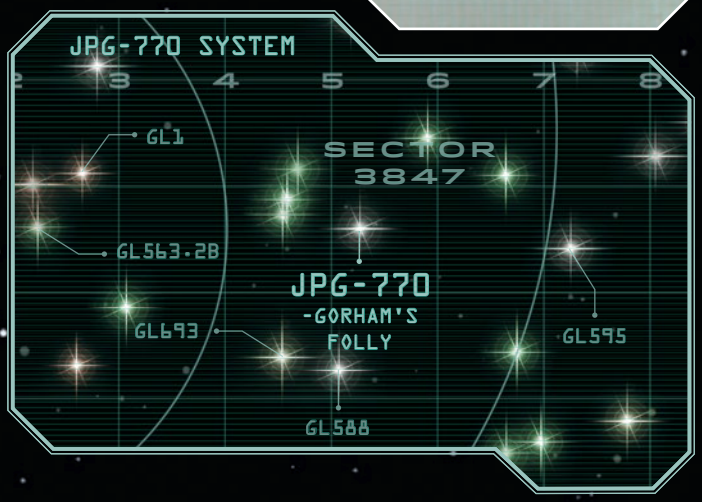


THE OUTER VEIL

A relatively resource rich region of space that separates the Core Systems from the Outer Rim, the Outer Veil is mostly a fertile area of colonization, mining, and terraforming. While there are densely populated sectors within the Outer Veil, there are also out of the way areas of no real value. The United Americas only has a strip of colonies here. Dubbed the American Corridor by space truckers, this roughly parsec-wide area leads out to their UA sectors on the Outer Rim (collectively called the American Arm). However, the Three World Empire and the Union of Progressive Peoples both have major stakes in the Outer Veil. The UPP strip-mined the planets they discovered here, leaving behind a stretch of barren worlds that is among the poorest in their nation.

SECTOR 3847

The unimaginatively named Sector 3847 was one of the first areas of the Outer Veil determined to be rich in exploitable mineral resources. This well-established sector boasts large and successful colonies.



JPG-770 SYSTEM

JPG-770.03 (GORHAM'S FOLLY): After the first Gorham Mining Colony was annexed by the UPP in the early 2100s, Industrialist Charles Gorham simply founded a better one. This terraformed world is the site of the deepest mining operation in the Outer Veil. Mine shafts on JPG-770.03 descend as far as 42 kilometers. Some sections of the planet were gouged and strip-mined before safer methods were introduced. The colony exists to service the mining operations, but the miners themselves are brought in on 18 month contracts. Gorham's Folly employs numerous service androids to keep the miners happy. Extensive trade routes exist between JPG-770.03, the Core, and the Outer Rim.

JPG-770.03
(GORHAM'S FOLLY):

Location	**Outer Veil, Anglo-Japanese Arm**
Affiliation	**Three World Empire, Weyland-Yutani**
Classification	**Terrestrial planet**
Climate	**Breathable atmosphere, arid, temperate terraformed**
Mean Temperature	**35°C**
Terrain	**Rocky plateaus with deep fissures and canyons**
Colonies	**One, Gorham Colony**
Population	**700,000**

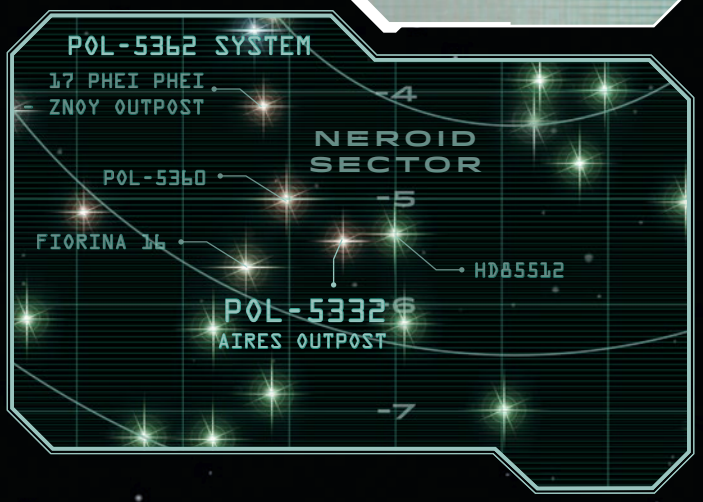
NEROID SECTOR

A Weyland-Yutani controlled area of the Three World Empire close to UPP space, the remote Neroid Sector is devoid of most anything of value. Here, the company maintains a scattering of research stations left over from the Weyland era, and also uses abandoned, strip-mined worlds to store toxic waste and chemical weapon surplus.

POL-5362 SYSTEM

POL-5362.01 (AIRES OUTPOST): Aires is a planet of extremes—shifting from a frozen methane wasteland to a raging methane sea. As its orbit carries it further from its sun, the planet's atmosphere freezes, leaving a four month period every rotation where everything on the planet is trapped in ice. One hundred years ago, a survey detected life moving beneath Aires' frozen surface, and a large scientific expedition was launched to investigate. Sadly, nothing more has been seen or recorded for a century. When the Weyland Corp expedition was recalled, only a rotating skeleton crew was assigned to monitor the planet.

Now, a crew of thirty-two scientists, administrators, and security officers live on an aging buoyant/submersible research and monitoring platform built to accommodate two hundred. The team has two antique submarines, four research pods, and a dropship to get them to and from orbit. Assignment to Aires Platform is considered a dead end for W-Y scientists with experience and a good start for interns and new hires. While unsubstantiated, rumor has it that the last transmission from Aires indicated the team had located what appeared to be artificial structures at the bottom of the methane sea, and that their sensor buoys had again begun to register movement beneath the ice...



POL-5362.01
(AIRES OUTPOST)

Location	**Outer Veil, Neroid Sector, Anglo-Japanese Arm**
Affiliation	**Three World Empire, Weyland-Yutani**
Classification	**Terrestrial planet**
Climate	**Toxic atmosphere, severe methane rainstorms**
Mean Temperature	**–223°C**
Terrain	**Varies between frozen methane wasteland when farthest from the star to deep methane seas when closest**
Colonies	**Research facility**
Population	**32**
Key Resources	**Methane, uncatalogued**

FIORI 16 SYSTEM

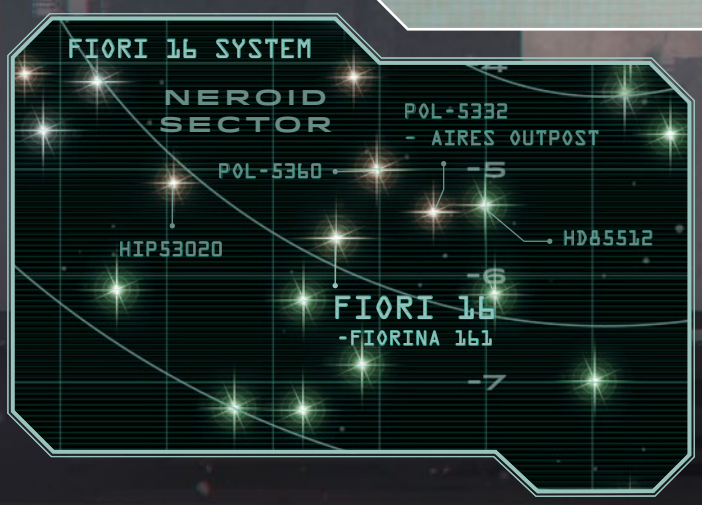
A binary star system located in the Neroid Sector, Fiori 16 is an otherwise unremarkable system with one habitable world—Fiorina 161—whose hastened orbit loops it around Fiori 16b every ten days.

FIORINA 161 (FURY): Nicknamed "Fury" by the YY chromosome inmates of the prison that was located there, Fiorina 161 is an unforgiving place. Temperatures vary widely as the world makes its orbit around the binary stars of Fiori 16a and b. Fury is home to a large variety of fish, as well as at least one group of primitive land animals. Unfortunately, the most prolific species on the planet is a small arthropod that is similar to lice, making it mandatory that all visitors shave their body hair. Fury 161's year is only ten days long—and half of that year is in darkness.

Determined to be rich in platinum, the planet was extensively mined for decades. Estimates proved to be optimistic, however, and Fury 161's resources tapped out quickly. Never one to miss a beat, Weyland-Yutani converted the worksite to a Class C Work Correctional Unit and lead works for radioactive and toxic waste disposal, leasing it to the Three World Empire. While at its height the facility housed thousands of prisoners, it was closed in the 2170s—leaving only a custodial staff and less than two dozen inmates to keep the facility running.

In 2179, an EEV pod from the errant starship *Sulaco* crash-landed on the planet, bringing some kind of contagion. Rumors suggest it was a rare strain of Cholera. Whatever it was, the convicts stationed there made unauthorized use of the facility's stores of quinitricetyline in an attempt to burn away the infectious agent, accidentally killing several of their own in the process. Weyland-Yutani dispatched the Medical frigate *Patna* to Fury 161 but were too late to save all but one inmate—Robert Morse.

The story has been sensationalized by Morse's banned book *Space Beast*, in which he claims that it wasn't a contagion but a hostile organism that was on board the EEV, and that it slew nearly everyone before it was finally put down. Morse also claims the company was at fault for the massacre. Weyland-Yutani has recently put the facility on the market to be sold as scrap, but so far there has been no takers.





FIORINA 161
(FURY)

Location	**Outer Veil, Neroid Sector, Anglo-Japanese Arm**
Affiliation	**Weyland-Yutani, Three World Empire**
Classification	**Terrestrial planet**
Climate	**Breathable atmosphere, constantly swept with howling winds**
Mean Temperature	**–20°C to a balmy 40°C**
Terrain	**Flat deserts and dark acidic oceans**
Colonies	**Former industrial colony turned prison, now closed**
Population	**None**
Key Resources	**Formerly labor force and heavy metals, now industrial scrap and quinitricetyline**

FURY 161: RUMOR CONTROL

While colorful, Morse's Space Beast account of what happened on Fury 161 is accurate. During the Hadley's Hope Incident on LV-426, an alien Queen managed to come aboard the USS Sulaco and deposit at least one undeveloped egg sac aboard the ship before being expelled from the airlock by mission advisor Lt. Ellen Ripley. As the Sulaco's computers were subsequently damaged, it is unclear if there were one or two facehuggers birthed aboard at the time—but what is clear is that one was able to produce a royal embryo. Once the unsuspecting survivors entered hypersleep, the newly hatched creature attempted to gain entry to Jorden's cryotube, accidentally causing an electrical fire in the Sulaco's hypersleep chambers. The ship's MU/TH/UR ejected the EEV pod, launching Ripley, Corporal Hicks, Rebecca Jorden, and the Sulaco's Bishop android towards Fury 161. Their pod eventually crashed into the ocean near the correctional facility.

Hicks and Jorden did not survive the crash, and the Bishop android was damaged beyond repair. Lt. Ripley was soon found to be gestating a Queen within her. Either the royal facehugger was able to produce two embryos—an ability that W-Y scientists have hypothesized but been unable to confirm—or a second facehugger was also aboard the EEV with them. Regardless of the culprit, one of the facility's domestic animals was subsequently impregnated with the Runner variety of p.praepotens. The Runner managed to slaughter all the convicts and staff except for Morse and prison guard Francis Aaron. Because of the unborn Queen Ripley carried, the Runner left her unmolested.

Aware that the lieutenant was a carrier, Weyland-Yutani dispatched CEO Michael Bishop and a crack medical team to retrieve the embryo. As they arrived, Ripley and Morse >

managed to put down the Runner. Aaron attacked Michael and was killed by company commandos, and Ripley threw herself into the leadworks furnace to prevent the company from acquiring the Queen.

After the incident, Weyland-Yutani examined the leadworks and prison facilities, hoping to find any trace of alien DNA. Although they were able to collect blood samples of Lt. Ripley that were taken by Dr. Clemens before her death, no viable p.praepotens genetic material was found. The company ordered the site closed and put the equipment there up for sale as scrap.

Not all the quinitricetyline was used up in the inmates' bid to rid the prison of the star beast. While most of the facility on Fury 161 has been stripped and prepped for scrap, Weyland-Yutani has yet to find any buyers for it—and that includes the remaining drums stored there. But that's not all.

The Weyland-Yutani team assigned to comb the facility wasn't as thorough as they could have been—likely because their corporate masters were reluctant to explain exactly what they were looking for. Deep in the bowels of the long abandoned sections of the facility lie the beginnings of a secreted resin hive. Just as the Drone Xenomorph aboard the Nostromo had done with Dallas and Brett, the Fury 161 Runner had been creating a nest and had already begun the process of transforming Superintendent Andrews and inmates Boggs and Rains into contingency ovomorphs.

Other parties have since taken interest in Morse's Space Beast, and it's only a matter of time before someone sends their own covert team to investigate. For now, the Fury 161 alien eggs lay dormant, waiting for someone to stumble upon them. ■

BAO SAU SECTOR

A UPP area of space that borders directly on the Neroid and Tartarus Sectors, Bao Sau Sector is a vast area of barren, stripped worlds with a sprinkling of over-populated and under-fed colonies.

17 PHEI PHEI SYSTEM

17 Phei Phei is a UPP border defense system on the Bao Sau/Neroid sector border between the UPP and the 3WE. The system has five small planetoids with a massive asteroid belt orbiting a main sequence star. UPP scientists have determined that the system must have suffered some major catastrophic event in its past, causing its planets to veer into each other's orbital planes, eventually resulting in a series of collisions that left the system nothing but rubble. Only five small planetoids that orbit extremely close to their sun remain in a system that is estimated to once have hosted over thirty planets and moons. At some point in the future these planetoids will collide with each other as well, but for now they remain locked in slowly decaying orbits that are very close to the star itself.

17 PHEI PHEI E (ZNOY OUTPOST): As a celestial body, 17 Phei Phei E is disappointing. The planetoid spins too slowly and is too small to capture its own atmosphere. The only thing of note in the system is the listening and monitoring post Znoy (Russian for "Heat"). Znoy is but one of many such posts across the UPP border, all connected by a grid of sensor satellites that record any incursions. Unfortunately, the sensors are rudimentary at best, so it is often difficult for the outpost staff to determine if an invasion fleet is on its way or if the grid has simply registered a rogue comet or stellar debris. While new arrivals here scramble to alert the UPP SOF Command of any contact, old timers know the drill.

Znoy Outpost is mostly underground, having been driven into the rock like a giant stake. During the day, the outpost unfurls a solar shield to both protect it from the direct heat and to harness the star's rays and recharge its power cells. A "day" on 17 Phei Phei E lasts nearly two Earth months while a "night" lasts about 28 Earth days. Supply ships can only approach when the outpost is on the night side, as the planetoid itself shields the transports from the extreme heat of the sun.

Assignment to Znoy is considered a punishment. It is understaffed and ill-equipped to face even an unlikely invasion that might come through this area. While it is equipped with system-wide orbital nuclear arrays, the outpost itself has only two dropships and four heat-shielded tracked vehicles for surface operations. To make matters worse for the soldiers assigned there, Znoy is the closest UPP military installation to Zeta Reticuli, and the United Americas Allied Command is investigating the possibility that a UPP strike was launched there against Hadley's Hope. If such an attack did happen, the UAAC believes it would have originated from Znoy. ■



17 PHEI PHEI E
(ZNOY OUTPOST)

Location	**Outer Veil, Bao Sau Sector**
Affiliation	**UPP**
Classification	**Terrestrial planetoid**
Climate	**No atmosphere**
Mean Temperature	**–173°C at night to 427°C during the day**
Terrain	**Barren cratered rock**
Colonies	**None, military monitoring outpost**
Population	**115 soldiers**
Key Resources	**Heavy metals in asteroid belt**

THE OUTER RIM TERRITORIES

The Outer Rim is a place of political brinkmanship. At the turn of the century, the Three World Empire and the many nations that would become the UPP claimed the star systems nearest to Earth. The American nations instead looked beyond the Outer Veil to conquer new rich and fertile territories. Many of the worlds American explorers discovered on the Outer Rim were capable of supporting life without the use of Atmospheric Processors, making colonization swift and comparatively inexpensive. The American colonies joined together and the United Americas were formed. Fearing American expansion, the fledgling UPP poured its resources into exploring and claiming a large section of the Outer Rim as well—in the process over-extending themselves and crippling their economy. While the 3WE has made its own limited push into the Outer Rim, it relies solely on Weyland-Yutani to handle such expansion efforts. While civilized to some degree, the Outer Rim Territories of today are both bountiful and full of conflict. Home to many military installations, the Outer Rim is where modern man fights his wars and faces the unknown.

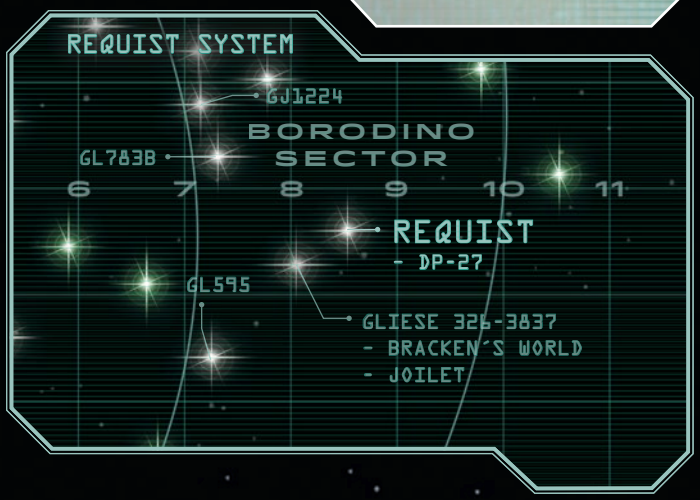
BORODINO SECTOR

Nestled in a pocket between the encroaching United Americas and the Union of Progressive Peoples, part of the Borodino Sector is openly disputed Frontier on the Outer Rim. Here, a UPP system might be next-door neighbor to a UA one, and as such it is a volatile area. It is the site of some of the Colonial Marines' most famous battles, including the Tientsin Campaign and the Arcturan Conflicts. Some worlds here have even declared their complete independence, while others are protected by the ICSC.

REQUIST SYSTEM

DP-27: A crime-plagued world on the Outer Rim, the massive prison facility on DP-27 (sometimes called Detention Planet 27 by those who have served time there) is home to over 20,000 convicts. As the prison allows visitors, processing centers had to be built to accommodate them. Eventually, several visiting families decided to settle there, transforming the processing center into its own corporate run colony. Settlements developed in radiating lines from the massive prison facility and collectively became known as "the Sprawl."

Taking advantage of its natural resources, the Seegson Corporation built several factories in the Sprawl to mass-produce gyrocars. As Weyland Corp developed better technologies, the Seegson models became less popular. The factories closed, the colony became destitute and the future prospects for those living there grew increasingly bleak. Taking advantage of the situation, the Colonial Marine Corps opened their largest recruitment center in the Outer Rim on DP-27. The USCMC offers colonists the chance to see the galaxy, making soldiers the planet's major export.

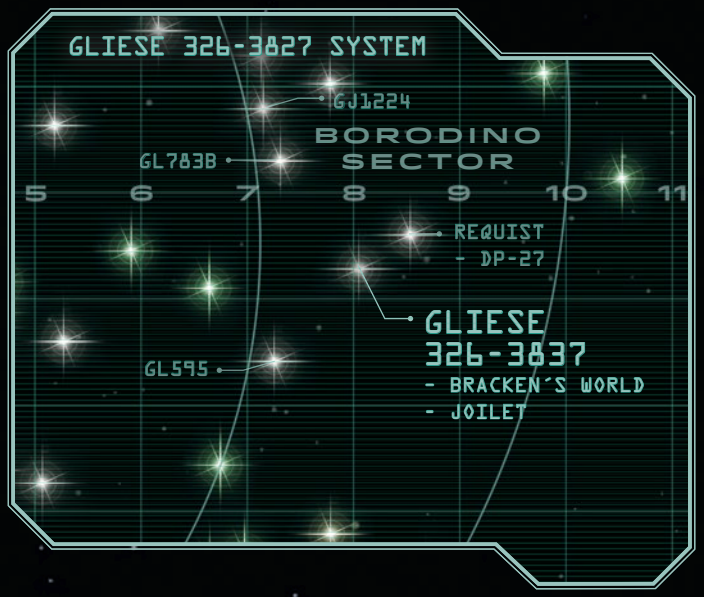


DP-27

Location	**Outer Rim, American Arm, Borodino Sector**
Affiliation	**United Americas, Seegson**
Classification	**Terrestrial moon**
Climate	**Breathable atmosphere, overcast, freezing rain**
Mean Temperature	**5°C**
Terrain	**Urban sprawl on flatlands with large lakes**
Colonies	**One, the Sprawl**
Population	**60,000**
Key Resources	**Soldiers, rare earth metals**

GLIESE 326-3827 SYSTEM

GLIESE 326-3827B (BRACKEN'S WORLD): An aqua-culture colony world, Bracken's World is covered with shallow seas and a small population of kelp farmers and their support facilities. It has abundant marine life, including large achelate crustaceans. Alphatech maintains an outpost among the kelp bed farms on this world and a mining facility on its moon.

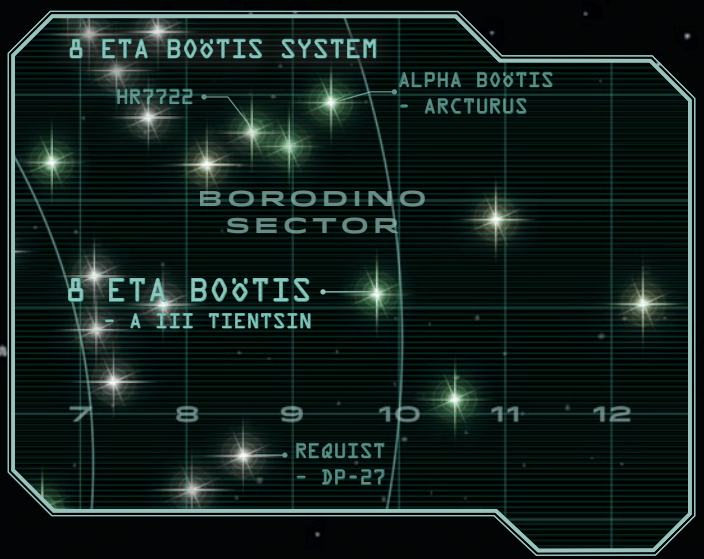


GLIESE 326-3827B
(BRACKEN'S WORLD)

Location	**Outer Rim, American Arm, Edge of Borodino and Cerberus Sectors**
Affiliation	**United Americas, Alphatech Corp.**
Classification	**Aquatic planet**
Climate	**Breathable atmosphere, tropical to cool, clear skies, some gales and tsunamis**
Mean Temperature	**27°C**
Terrain	**Shallow seas**
Colonies	**Two, Bracken's World and the Joilet Moon Mining Facility**
Population	**200**
Key Resources	**Kelp, fish, and their byproducts**

8 ETA BOÖTIS SYSTEM

A binary system of 12 planets, 8 Eta Boötis is very close to Arcturus and is part of the Arcturus Loop. The system's resources and location a mere three parsecs from the UPP/UA border has made it the victim of many armed conflicts throughout the 2100s, culminating in the Tientsin Campaign of the 2160s.



8 ETA BOÖTIS A III (TIENTSIN COLONY): An independent colony, 8 Eta Boötis A III is situated on the border between the UPP and the United Americas. When the UPP supported a government coup two decades ago, the UA sent in the Colonial Marines to support the old regime. Caught in the crossfire, many colonists took up arms to defend themselves from both opposing forces, splitting the main island of Tientsin into several warring factions. The conflict itself was never truly resolved, with the UA and the UPP eventually pulling their forces out and allowing the colonists to fend for themselves. Without support from either side, the colony dissolved into chaos. Nuclear strikes decimated the planet's resource-rich archipelagos, making mining operations difficult. In recent years, Weyland-Yutani offered humanitarian aid to the Tientsin Colony in the form of older model atmospheric processors, but their offer was rejected by the current government. Many senior officers in the Colonial Marines served during the Tientsin Campaign.

8 ETA BOÖTIS A III
(TIENTSIN COLONY)

Location	**Outer Rim, UPP/American Arm border, Borodino Sector**
Affiliation	**Independent**
Classification	**Terrestrial planet**
Climate	**Breathable atmosphere, hot and humid, rain storms**
Mean Temperature	**31°C**
Terrain	**Island chains with dense jungles, wetlands, and deep alkaline seas**
Colonies	**Tientsin Colony, several small independent groupings**
Population	**500,000**
Key Resources	**Bauxite, chromate, promethium, yttrium, manganese, and gold**

TARTARUS SECTOR

If Borodino Sector is on the brink, Tartarus is chaos off the hook. Largely ignored during early expansion efforts, this sector has vast areas that have not been developed by any single governing body or corporation. Instead, any enterprise—large or small—can lay claim to a find there. Other parts of the sector have been engulfed by both the Anglo-Japanese and American arms. Ready for conflict, the Outer Rim Defense Fleet operates out of base Liberty Echo in this sector. The least civilized and least explored area of the Outer Rim, Tartarus is rife with rebellion, open warfare and stellar anomalies. The cutting edge of the Frontier runs right through Tartarus.

PROTECTING THE COLONIES: UAAC MILITARY BASES

CRESTUS PRIME CLUSTER

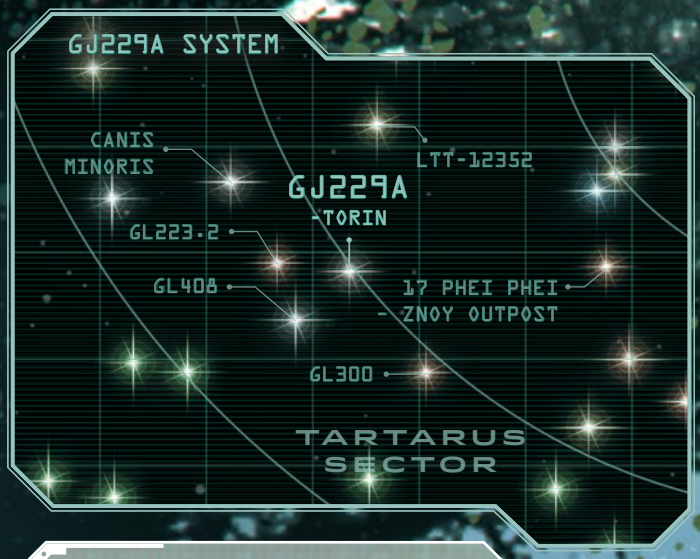
CRESTUS GARRISON SYSTEMS. Major military shipyards, service bases, and staging areas, these UAAC Outer Rim installations are off limits to any unauthorized visitors. While these systems themselves do not contain civilian or corporate colonies, there are colonial facilities for career military personnel and their families. These systems are fortified with deep space sensor arrays and patrolled by system defense frigates.

Located in the American Arm of the Outer Rim and close to the Borodino Frontier, the Crestus Garrison Systems are spread out across the star cluster and labeled Prime, Alpha, Beta, Gamma and Delta. Forces from the Outer Rim Defense Fleet, Canadian Colonial Armed Forces, the Latin American Colonial Navy, and the United States AeroSpace Force and Colonial Marine Corps are stationed here at the ready. These systems also house top secret military and science facilities.

While the Crestus Garrisons support the combined UAAC forces, other institutions devoted to a single military force exist as well. For example, USCMC bases throughout the Core, Outer Veil and Outer Rim include Orbital Fort Nebraska, Surier 430, Georgia 525, and Third Base, as well as Camp Pendleton on Earth. The Outer Rim Defense Fleet maintains its own service station at Liberty Echo. ■

GJ229A SYSTEM

TORIN PRIME: Although it was nearly eight decades ago, Torin Prime has never really recovered from its failed succession attempt from the United Americas (see Governments and Corporations). Sanctions keep the colony from thriving like it used to. The local government is prohibited from arming itself, relying instead on direct protection from the UAAC. To the locals, it feels like they are living in a police state. Intelligence reports suggest the J'Har rebel faction is on the rise again, organizing and growing in strength as they plan a coup, this time not just for Torin Prime, but for the entire Tartarus Sector. UA intelligence believes this new revolt will be quietly backed by the UPP, and the Liberty Echo Fleet is preparing to respond accordingly.



TORIN PRIME

Location	**Outer Rim, Tartarus Sector**
Affiliation	**United Americas**
Classification	**Terrestrial planet**
Climate	**Breathable atmosphere, semi arid, rainy summers and dry winters**
Mean Temperature	**18°C**
Terrain	**Mountainous glades and high peaks**
Colonies	**Three**
Population	**700,000**
Key Resources	**Chromium, titanium, osmium, palladium, iridium, heavy metals**

GL300 SYSTEM

LINNA 349: A member planet of the Three World Empire, Linna 349 is a forested world with two major colonies and a developed highway system. Years ago a rebel faction revolted and attempted to take over the planet's government. Without the resources on the Outer Rim to handle the threat, the Three World Empire requested assistance from the United Americas Allied Command. Eager to help in exchange for new tariff and export treaties, the United Americas sent in the marines. Because the Colonial Marines considered the rebel raids little more than a nuisance, the rebelling colonists were nicknamed "Bug-Boys."

The situation changed when the Bug-Boys started using sophisticated weapons from an unidentified source—either a corporate or political enemy of the Three World Empire—and managed to cripple the USCMC frigate USS *Sulaco* with an orbital strike. The USCMC retaliated in kind, bringing in ships, marines, heavy equipment and tanks to retake the planet. The Bug-Boys were squashed, and the USCMC has maintained an occupying peace force on Linna 349 ever since, despite requests from the Three World Empire to release the world. Linna's major export is the exceptional timber produced from its native thorny Karyta trees. ■



LINNA 349

Location	**Outer Rim, Anglo-Japanese Arm, Tartarus Sector**
Affiliation	**Three World Empire, UA occupying peace force in presence.**
Classification	**Terrestrial planet**
Climate	**Breathable atmosphere, humid and wet**
Mean Temperature	**30°C**
Terrain	**Forests and lakes**
Colonies	**Two official plus nomad tribes**
Population	**30,000**
Key Resources	**Timber, lanthanum, lutetium, and other rare earth metals**

THE FRONTIER

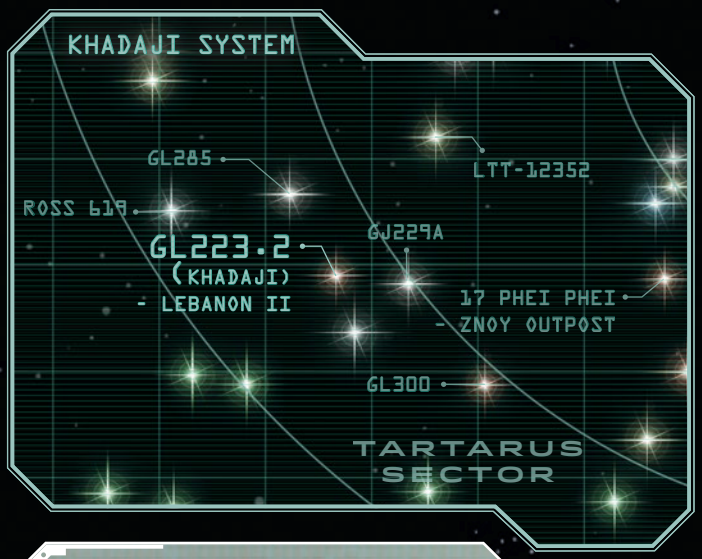
The Frontier is the farthest known area of space within any territory—and it's where you are most likely to be spending your time trying to build a life and make a buck. While the Outer Rim might be beyond the Outer Veil, the void is vast, and the Frontier cuts through the Outer Veil and Outer Rim before moving on into the unknown depths of space. Sectors which touch upon the Frontier include Tartarus, Bao Sau, and Sector 87. As such, some planets and systems on the Frontier are also located within those areas. Frontier stations such as Anchorpoint act as a neutral zone for all corporations and governments. Backwater colonies like Bowen's Landing, LV-492, and LV-422 lie on the Frontier along the Far Reach of the American Arm—an area of UA aggressive expansion that extends well past the Outer Rim. While part of the United Americas and protected by the Outer Rim Defense Fleet, mining and shipping hubs like Thedus and the Solomons are open to all entrepreneurs and pioneers. There are well-established star lanes to and from these distant worlds, but the space those routes cross through is between Frontier zones and therefore uncharted, unexplored, and dangerous. It's always recommended that ships stay at FTL speeds in these sectors.

KHADAJI SYSTEM

The mineral rich Khadaji system was initially claimed and settled by the Three World Empire in the 2120s, but it was annexed to the United Americas thirty years later.

KJ-331B LEBANON II: In orbit around the ringed gas giant KJ-331, Lebanon II is a moon on the brink of a revolution. Decades of shifting governmental allegiances hasn't helped the Wells colony prosper, but has instead helped line the pockets of many corporate execs. The Wells lies directly over a massive natural spring that produces fresh water with naturally occurring electrolytes—making it a favorite of the elite and sought after in the Inner Core Systems.

Contracts with several corporate concerns see that the moon is heavily mined for its water, iron, and uranium reserves which are sold at a premium while the colonists are forced to live in squalor. As petitions for better living standards have been ignored by the greater United American government, a small South American state has seen the plight of the Wells colony as a means to gain more power in the UA. As such, they have begun encouraging the rebels to sabotage supply lines while making demands for better wages and supplies. With the rebels growing bolder, it's only a matter of time before the Colonial Marines are called in.



KJ-331B LEBANON II

Location	**Frontier, Outer Rim, orbiting KJ-331, edge of Tartarus Sector**
Affiliation	**United Americas, Lasalle Bionational, Weyland-Yutani**
Classification	**Terrestrial moon**
Climate	**Breathable atmosphere, hot dry summers, rainy winters**
Mean Temperature	**28°C**
Terrain	**A network of rivers, springs and ravines crisscrossing a barren rocky plain**
Colonies	**One, The Wells**
Population	**40,000**
Key Resources	**Spring water, iron, uranium**

ALPHA CAELI SYSTEM

THE SOLOMONS (ALPHA CAELI VB-H): Seven colonized moons (labeled b through h) out of the eight that orbit the gas giant Alpha Caeli V, the Solomons are rich in mineral resources and a primary source of the ores necessary for space travel. Several mining colonies are located there, as well as a Colonial Marine garrison on the moon Alpha Caeli Vg. The moons boast the largest orbital solar array network conceived by man.

For several decades the Solomons represented the farthest recorded reach of humanity into the unknown. Many early expeditions exploring beyond Alpha Caeli were lost, prompting some scientists to suggest that radiation zones further out into deep space are deadly to humans. In the past twenty years the UA has pushed Rimward through this haze and begun establishing colonies there.



THE SOLOMONS

(ALPHA CAELI VB-H)

Location	**Frontier, Far Reach of the American Arm, Orbiting Alpha Caeli V**
Affiliation	**Corporate-owned interests, United Americas**
Classification	**One Jovian gas giant with a system of eight moons**
Climate	**Varies from climate controlled pressure domes to cold terraformed atmospheres**
Mean Temperature	**Varies**
Terrain	**n/a**
Colonies	**Numerous, including USCMC garrisons**
Population	**3,000,000**
Key Resources	**Niobium, neodymium, chromium, helium-3, hematite, and platinum**



GAMMA LEPORIS SYSTEM

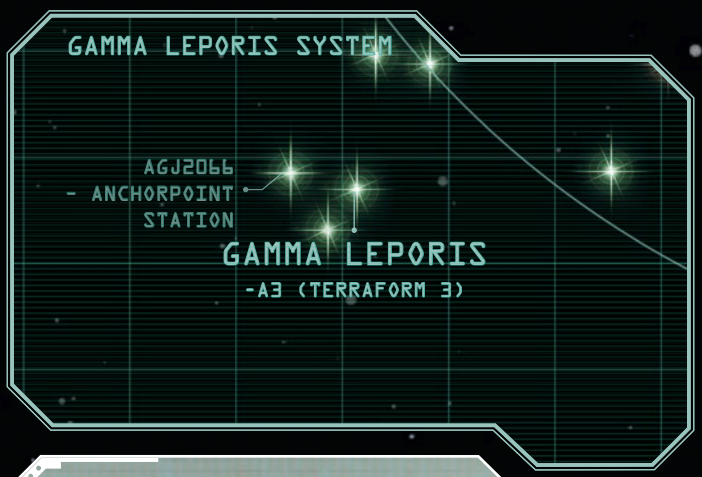
Each of the trinary stars of Gamma Leporis has one world within its habitable zone, and all three were at one time colonized. Only one of those colonies has thrived. Dubbed Terraform 3, the planet listed below is actually the third attempt to terraform a planet in the Gamma Leporis system.

The first, orbiting Gamma Leporis B, ended in catastrophic failure when an asteroid collided with the planet. The second is more confusing. Contact was lost with the Seegson sponsored terraforming colony orbiting Gamma Leporis C in 2175. When the company went to investigate, they found that all the colonists had simply disappeared without a trace. The colony itself was undisturbed, save for the fact that the atmospheric processor had been shut down. The planet is generally avoided and whatever happened remains a mystery to this day.

Finally, the Gamma Leporis system is one of many locations of mysterious "ghost ship" sightings of the lost USCMC Conestoga-class troop transport the *Sulaco*. Following the Hadley's Hope incident, the ship ejected her EEV modules in the vicinity of the Neroid Sector and disappeared.

GAMMA LEPORIS A3: "Terraform 3" feeds the Frontier, and boasts the best steaks in the galaxy. A thriving bovine reserve, the terraformed farmlands of Terraform 3 supply the Frontier with fresh meat and meat byproducts. The planet suffers from severe dust storms every winter, during which free-range farms take their herds underground. While Weyland Corp has little interest in the world anymore, their atmospheric processor still maintains the planet's climate. More and more of Steer City's cattle farming is being industrialized as corporations like Lasalle Bionational buy up vast tracts of land and set up automated meat processing plants.





GAMMA LEPORIS A3
(Terraform 3)

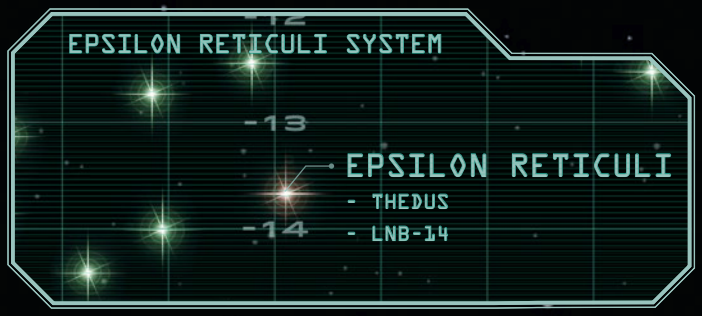
Location	**Frontier, American Arm, Near Tartarus Sector**
Affiliation	**United Americas, Lasalle Bionational**
Classification	**Terrestrial planet**
Climate	**Breathable, terraformed**
Mean Temperature	**25°C**
Terrain	**Grazing pastures, lakes and farmland**
Colonies	**One, Steer City**
Population	**9,000**
Key Resources	**Agriculture**

EPSILON RETICULI SYSTEM

THEDUS: Located outside the Outer Rim, Thedus was originally mistaken for a small gas giant due to its thick and cloudy atmosphere. Instead, it turned out to be a large terrestrial world with heavy metal deposits. The planet is rich in natural ores, a fact that Weyland-Yutani has taken advantage of for more than a century via extensive mining operations. Vast sections of the planet's surface have been strip-mined, leaving behind huge gouges and deep canyon trenches. Much of the material exported from the far Frontier is routed through either Thedus or Anchorpoint Station before heading to the Outer Veil and Core Systems.

Due to a severe environmental accident in 2109, parts of the planet were rendered uninhabitable for many decades. A miners' revolt over poor living conditions led to the troop carrier UAS *Archangel* being deployed to the planet in order to keep the peace. Through a series of classified events, the *Archangel* crashed, destroying one of the planet's atmospheric processors and causing the deaths of over 15,000 civilians and marines. As of the 2180s, renewed terraforming has repaired much of the planetary damage, but Thedus' atmosphere is still cold.

Thedus was the last port of call for commercial towing vehicle *Nostromo* before she went missing in 2122.



THEDUS

Location	**Frontier, Far Reach of the American Arm**
Affiliation	**Weyland-Yutani, Three World Empire, United Americas**
Classification	**Terrestrial planet**
Climate	**Cold, thin atmosphere, terraformed**
Mean Temperature	**8°C**
Terrain	**Mountains and canyons**
Colonies	**Three**
Population	**2,000,000**
Key Resources	**Yttrium, niobium, helium-3, other rare earth metals**

TANAKA SYSTEM

The Tanaka system has six worlds, four of which are so close to the system's blue star that they are little more than burning lumps of slag in space. The sixth planet—a frigid ball of methane—is so far removed from the Tanaka star that on the first pass through surveyors didn't even notice it. The fifth planet lies barely within the star's habitable zone and is detailed below.

TANAKA 5: An arid desert planet prone to deadly sandstorms, Tanaka 5 was surveyed briefly in the 2170s and determined to be a likely resource for thulium, terbium, gold and manganese. This report has yet to be confirmed, but that hasn't stopped some prospectors from scouting the world and setting up temporary settlements. A 2-3 meter long scorpion-like creature has been found to be indigenous to the planet, which has been both a curse and a blessing. While highly aggressive, the lifeform's neurotoxin has proven to be a counteracting agent for several ailments—making the planet a resource for medicinal needs. There is also talk of strange ruins amongst the underground springs beneath the deserts, but these reports have not been substantiated.

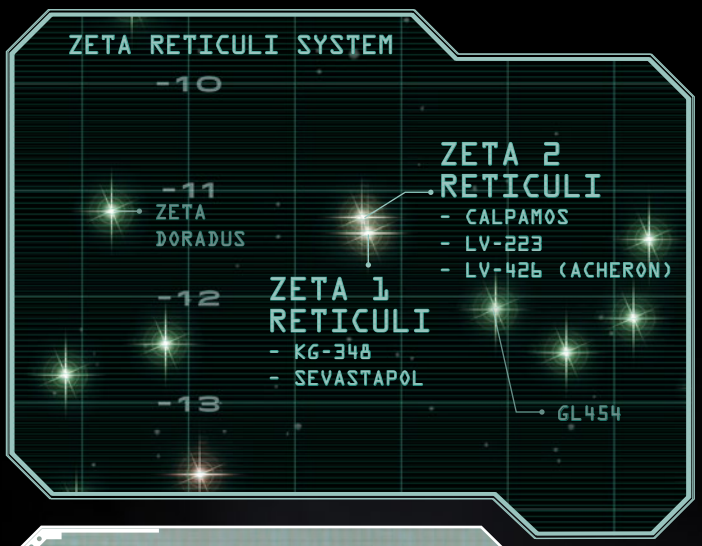


TANAKA 5

Location	Frontier, near the Far Reach of the American Arm
Affiliation	Unaffiliated
Classification	Terrestrial planet
Climate	Breathable atmosphere, arid, hot days and cool nights, frequent sandstorms
Mean Temperature	45°C
Terrain	Sprawling deserts and canyons
Colonies	None
Population	Four dozen transients
Key Resources	Vaccines, possibly metals

ZETA RETICULI SYSTEM

A wide binary star system on the cusp of the Tartarus Sector and in the southern constellation of Reticulum, Zeta Reticuli lay beyond the boundaries of known space just four decades ago. Since then the United American Frontier has expanded to engulf the binary stars, claiming them as part of the American Arm. Sadly, the Zeta Reticuli system has been a reoccurring site of tragedy and misfortune. It is here that humanity had its first recorded encounters with both Chemical A0-3959X.91-15 and Xenomorph XX121, losing several starships and two colonies in the process.



KG-348

Location	**Frontier, American Arm, edge of Tartarus Sector**
Affiliation	**United Americas, Seegson**
Classification	**Jovian gas giant**
Climate	**Frigid molecular hydrogen atmosphere**
Mean Temperature	**-145°C**
Terrain	**n/a**
Colonies	**Formerly the site of Sevastopol Station**
Population	**None**
Key Resources	**Helium 3, rare metallic gases detected**

ZETA[1] RETICULI

KG-348: The former site of Sevastopol Station, KG-348 is a gas giant orbiting the star Zeta[1] Reticuli. KG-348 has a rare atmosphere that is rich in metallic gases and has long been considered as a site for an atmospheric mining operation. The Seegson Corporation ran Sevastopol Station until it suffered a catastrophic accident in the 2130s, fell into a decaying orbit around the planet and burned up in the atmosphere. While Seegson still maintains mining rights to the planet, they have yet to exploit them, and independent pirate mining operations are rumored to be taking place there.

ZETA[2] RETICULI

CALPAMOS: A large, ringed, and ruddy brown gas giant, Calpamos is the fourth planet in orbit around Zeta[2] Reticuli. The planet itself is unremarkable and it is best known for the tragic rumors surrounding incidents that supposedly occurred within its system of moons.

CALPAMOS

Location	**Frontier, edge of Tartarus Sector, Zeta Reticuli system**
Affiliation	**Weyland-Yutani, United Americas**
Classification	**Ringed gas giant**
Climate	**Frigid ammonia atmosphere**
Mean Temperature	**-173°C**
Terrain	**n/a**
Colonies	**One destroyed and one station orbiting the moon LV-426**
Population	**None**
Key Resources	**Unexamined**

ZETA² RETICULI

LV-223: Orbiting Calpamos, LV-223 is a desolate, near Earth-like moon with sprawling deserts and mountainous valleys. Unfortunately, its atmosphere contains a deadly concentration of carbon dioxide, making it unbreathable by humans, and the moon is prone to deadly and swift-forming silica storms. The little data there is on LV-223 is compiled from garbled transmissions sent back to Weyland Corp Headquarters by the USCSS *Prometheus* mission in the 2090s. Various rumors claim it to be the site of a starship graveyard, a plague-ridden world covered in strange and ancient extraterrestrial ruins, and the home of several deadly species of fauna. Regardless, starship crews steer clear of LV-223 in search of brighter skies and greener pastures.

LV-223

Location	**Frontier, edge of Tartarus Sector, orbiting Calpamos**
Affiliation	**Unclaimed, United Americas**
Classification	**Terrestrial moon**
Climate	**Violent silica storms and poisonous atmosphere, with breathable atmosphere in the temple valley region only**
Mean Temperature	**12°C**
Terrain	**Deserts, giant mountains, deep valleys, lush vegetation in the temple valley region only**
Colonies	**None**
Population	**Unknown**
Key Resources	**Unexplored**



LV-223: RUMOR CONTROL

In search of both immortality and humanity's origins, the SEV spacecraft the USCSS Prometheus set down on LV-223 at the end of the 21st Century on a mission led by Weyland CEO Meredith Vickers, Drs. Elizabeth Shaw and Charlie Holloway, and company founder Peter Weyland himself. Here, the expedition discovered a series of temples built by an alien race that Dr. Shaw referred to as "the Engineers." Investigating the nearest structure, the crew found evidence of a toxic outbreak that wiped out the Engineer outpost. That toxin was Chemical A0-3959X.91-15, a viscous black fluid that acts as an evolutionary accelerant on any biological host it contaminates.

Through a series of tragic events, some of the crew became infected with the accelerant, resulting in many deaths. A lone Engineer awoken from cryosleep killed Peter Weyland and most of the remainder of the crew. As the Engineer attempted to launch one of its species' Juggernaut spacecraft on a mission to wipe out humanity, Captain Janek of the Prometheus ignited the SEV's ion drive in the atmosphere and rammed the alien vessel. The Prometheus was obliterated and the Juggernaut crippled. Only Dr. Shaw and the mission's synthetic, David 8, survived, escaping LV-223 in another Engineer Juggernaut and heading towards the ubiquitous Planet 4 in Sector 87.

Much of what was there when the USCSS Prometheus was destroyed remains on LV-223 nearly one hundred years later. Contaminated by the released accelerant, however, the planet has undergone a metamorphosis in the valley where the damaged Juggernaut crashed. A lush jungle has taken root, producing a breathable atmosphere for those that stay in the area. Abhorrent mutated creatures inhabit the jungle zone, and a strange biomechanical structure has grown there—a living mountain that the moon's fauna are wary to approach.

The Engineer temples and Juggernaut hangers beneath them are still intact, as is a vast supply of Engineer ampules filled with Chemical A0-3959X.91-15. It's power cells long dead, the Prometheus' lifeboat still lies on the surface, as does a surprise: the Class 7 Excavator Vessel known as >

the Onager. A short range orbital craft assigned to Hadley's Hope, the ship was used by a group of colonists from Acheron to escape the alien infestation of their colony and make an emergency landing here. Unfortunately, they brought several Plagiarus praepotens with them, and the Xenomorph species turned the Onager into a makeshift hive. The colonists are believed dead. Just like all other biological life, the Xenomorphs have proven to be susceptible to the accelerant as well—resulting in bizarre mutations amongst the hive. ■

A NOTE FROM MU/TH/UR: Evolution out of control, the situation on LV-223 is insanely dangerous. Anyone visiting this moon is not likely to survive. Steer clear. ■

LV-426 (ACHERON): With a rotation period of two hours and a gravity of .86 Earth Standard, the moon called LV-426 is a barren and inhospitable rock in space. Daytime is a perpetual twilight and nighttime is cold and dark. Cataloged by a French deep space probe in the 2040s, the moon remained unexplored for the next century. In 2122, the USCSS *Nostromo* touched down on LV-426 in response to an unknown distress call, allegedly encountering a hostile alien life form that eventually led to the ship's destruction at the hands of one of the crew. However, when the moon was extensively surveyed in the 2130s, it was discovered that it had no indigenous life, calling the *Nostromo* rumors into question.

LV-426 is perhaps best known as the site of the doomed colony Hadley's Hope. Thirty-five years after the *Nostromo* incident, Weyland-Yutani and the Colonial Administration set up an atmospheric processor on the swiftly turning moon and began terraforming procedures. The moon was renamed Acheron by its early settlers, and Hadley's Hope endured there for more than twenty years. The colony stopped transmitting reports in July of 2179, prompting a visit by a contingent of colonial marines. Whatever transpired next led to the nuclear annihilation of the colony and the death of both the colonial marine unit and all 158 colonists. What caused the destruction is uncertain—conflicting reports range from an attack by a rival government or unknown alien species to a simple reactor accident and meltdown. All that remains is a radioactive wasteland stretching over 700 km.

Soon after the incident, both Weyland-Yutani and the Colonial Marines sent search and rescue teams to Acheron in the hopes of finding survivors. While the colony and the atmospheric processor were vaporized, it was theoretically possible that any colonists who made it as far as the Ilium Range would be protected from the blast by the mountains there. The company set up a relief station in orbit, but no survivors were ever found. Called Kathar Station, it is now a minor research platform maintained by a custodial staff.



LV-426

(ACHERON)

Location	**Frontier, American Arm, near Tartarus Sector, orbiting Calpamos**
Affiliation	**Weyland-Yutani, United Americas**
Classification	**Terrestrial moon**
Climate	**Breathable atmosphere, partially terraformed, high-velocity wind storms**
Mean Temperature	**10°C (through terraforming)**
Terrain	**Barren lava rock, mountains**
Colonies	**Odobenus Station in orbit, former site of Hadley's Hope**
Population	**Unknown**
Key Resources	**None identified**



ACHERON: RUMOR CONTROL

Responding to what appeared to be a distress call in 2122, the Nostromo altered course and landed on LV-426. Her crew soon located a derelict Engineer Juggernaut with a cargo bay full of alien eggs. Ship's first officer Kane was subsequently attacked by a facehugger and impregnated with a Plagiarus praepotens embryo which, when fully formed, began stalking the crew. With no Queen present, the alien initiated the ovomorphing transformation on Captain Dallas and technician Brett, converting their bodies into viable alien eggs. Third officer Ellen Ripley set the ship to self-destruct and escaped on the shuttlecraft Narcissus, finally killing the creature by blowing it out of the airlock and blasting it with a burst from the shuttle's engines.

In 2137, Captain Marlow of the deep space salvage vessel Anesidora also traced the signal back to the derelict, and shut it down—but not before his wife was impregnated by a facehugger.

Decades passed. The derelict all but forgotten, the colony of Hadley's Hope was established on LV-426. When the current Weyland-Yutani administration learned of the crashed Juggernaut, the colonists were sent out to find it without being told what it was. It wasn't long before the entire colony was overrun by the aliens and the atmospheric processor converted into a hive.

A colonial marine unit sent to investigate was ambushed by an army of Xenomorph XX121s in the colony's atmospheric processor. During the ensuing battle the plant's reactor was damaged, resulting in a nuclear meltdown. Only Corporal Dwayne Hicks, colonist Rebecca "Newt" Jorden, mission consultant Lt. Ellen Ripley, and the unit's android, Bishop, survived. The hive's Queen escaped the destruction by hitching a ride in the landing gear of the marines' dropship, and was finally killed by Ripley on board the Sulaco.

Weyland-Yutani has made quick work of covering the incident up as they search for viable alien eggs—even going so far as to start the rumors that Hadley's Hope was actually nuked by

an unidentified military force—possibly the UPP—or even a rogue colonial marine team.

Kathar Station was placed in orbit to monitor LV-426 and collect any alien material that might have survived the nuclear detonation there. It is possible that the Engineer's derelict was not completely destroyed in the explosion—as the natural ore in the Ilium Range could have shielded it—although the wreck was already damaged by earthquakes and lava flows by the time the Jorden family located it in July 2179. Even if it is undetectable, the Juggernaut might have been swallowed by a chasm created by the blast and buried under an avalanche. Exactly what happened and what Kathar is doing in orbit years later is unknown. ■

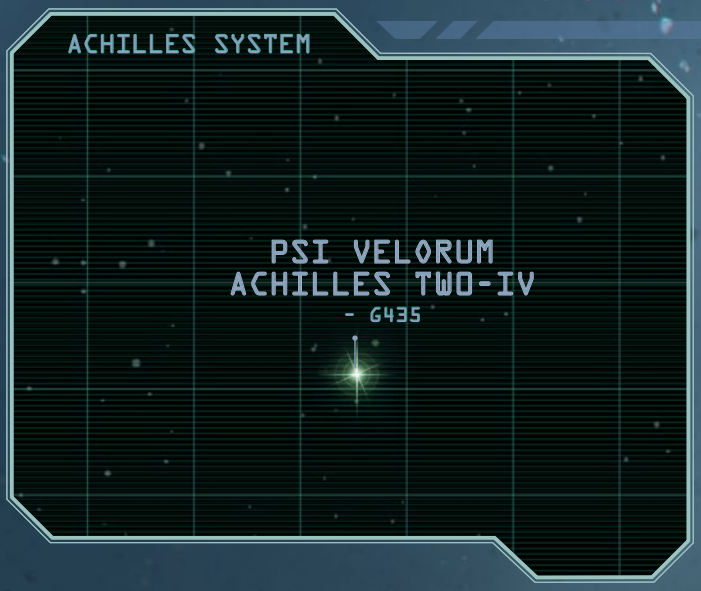
A NOTE FROM MU/TH/UR: While other sources have indicated that the Derelict did in fact survive, the validity of those works as canon has come into question. It's up to you to decide what works best for your campaign. ■

SECTOR 117

A remote area of space that remains unsettled. In the early to mid 2100s, many colonization missions were launched towards this region of space and never heard from again. Beyond the Frontier, this far out in space truly represents the unknown.

ACHILLES SYSTEM

A binary system not included on any commercial star maps, the two stars of the Achilles System hide a planet best left undiscovered.



G-435 (ACHILLES 2.4): A Xenomorph XX121 hiveworld, G-435 is overrun with the creatures. Covered in deserts and warm, brackish shallow seas, the terrain on G-435 is mostly flat, save for the alien hive complexes grown there. The steamy nightmare planet is caught in a constant state of dusk. It is home to several indigenous life forms that play host to Plagiarus praepotens, including an avian reptile species. There is little in the form of elevated terrain here, save for the massive alien hive structures that dominate the landscape. ■

G-435

(ACHILLES 2.4)

Location	**Sector 117, orbiting Achilles Two**
Affiliation	**Unclaimed**
Classification	**Planet**
Climate	**Breathable atmosphere, hot and humid, perpetual twilight**
Mean Temperature	**40°C**
Terrain	**Wasteland, shallow swamps and salty seas, minimal vegetation**
Colonies	**Dozens of alien hive colonies**
Population	**Unknown**
Key Resources	**Plagiarus praepotens**

G-435: RUMOR CONTROL

If space is hell, this planet is worse. G-435 is the closest to a home world one is likely to find for p.praepotens. While they aren't from here, they definitely made it their own. Whether they arrived via intentional seeding, an experiment gone amuck, or just by way of a crashed starship, the aliens here are stronger and quicker than those found off-world. There are new adaptations of p.praepotens present on G-435 that exist nowhere else, including an immense Empress mother alien and her entourage of attendants and protectors. Each hive colony here has its own Queen, and order is maintained as long as the Empress lives. Remove her from the equation and the various hives go to war with each other, each Queen striving to dominate and become the new Empress.

Different colonies of p.praepotens here have exoskeletons of varying hues. Because it is uncertain what spectrum—if any—the alien sees in, the color change may seem arbitrary. However, it is theorized that the color shift is a byproduct of chemical pheromones released in the presence of other hives. This allows a Queen and her minions to know if an approaching warrior is a servant or an invader.

In order to breed, p.praepotens requires hosts. Luckily, at least for them, a number of mammal and reptile species exist on G-435. These creatures are cunning, able to keep themselves one step ahead of an eventual extinction caused by Xenomorph XX121. ■

NOTE FROM MU/TH/UR: Danger! Avoid at all costs. Chances of survival negligible for any non-native lifeforms. Repeat. Avoid at all costs. ■





ALIEN SPECIES

"The Titan Prometheus wanted to give mankind equal footing with the gods—for that he was cast from Olympus. Well, my friends, the time has finally come for his return."

—PETER WEYLAND

Humans are arrogant sons of bitches. We leaped into space thinking we'd make it our own. Sure, some of us believed—hoped even—that we'd find other life along the way, but we were absolutely certain we'd always be at the top of the food chain. Our gods were dead, and we were the new gods. Well, that all turned out to be far from true. Our gods may or may not be gone, but they definitely left us a few nasty surprises to humble us—living things that not only go bump in the night but also eat you from the inside out. There is life out here, and it wants us all dead. Here's a little sampling of what you can expect to find lurking in the dark.

THE ENGINEERS

The ruins of their massive necropoli and pyramidal structures are spread across the stars. The sophistication of their fossilized biotechnology mystifies explorers while their megalithic stone statues and busts bear testament to their artistic and architectural superiority. But who are they? If the company has its way, you'll never find out.

Hieroglyphic tablets unearthed on Tanaka 5 call them Ossians. The decoded derelict beacon on LV-426 made reference to the Mala'kak. Whatever they call themselves, to modern humans Praetomorph they are known simply as the Engineers.

Dr. Elizabeth Shaw coined the term when she and Dr. Charles Holloway discovered pictograms on many of Earth's continents depicting giant beings pointing towards the stars. Believing the beings to have engineered humanity, she dubbed them accordingly. That star configuration turned out to be a star map which led the *Prometheus* mission to a distant moon and the ruins of an Engineer outpost. Whatever they found there was erased from the archives, the destination of the *Prometheus* was classified and all but forgotten—but stray transmissions picked up by company satellites confirmed the existence of the beings.

Over the decades, covert corporate scientists have made attempts to classify them. Those with religious leanings have likened them to the Nephilim—fallen angels cast out of heaven for meddling with—or in this case creating—humanity. As the first remains of their kind were discovered at the helms of their dead ships, some have labeled them *Mundus gubernavi*, or "universal pilot." Like the misnomer *Internecivus Raptus*—"murderous thief"—that is sometimes associated with Xenomorph XX121, the classification, in and of itself, is incorrect. There is no "pilot" genus to draw upon. The late Doctor Shaw's scientific notes that were recovered in a garbled signal sent after the loss of the *Prometheus* provide the most shocking revelation about these Engineers—their DNA is human. They predate us, they are us, and we come from them. The re-discovery of Shaw's notes has led to a more scientific name for these giants—*Homo Genitor,* or "creator of man."

The little more that is known about them has been gleaned from several extrasolar archeological digs discovered within the past three years as the Frontier has advanced into the unknown. No living Engineers are known to exist—and the few xenoanthropologists aware of them believe they died out thousands of years ago. Their passing is marked by their abandoned citadels, derelict ships, and their biogenetic and evolutionary experiments. What is also clear from Dr. Shaw's transmissions is that even though they created humanity, at some point millennia ago they decided to undo their creation—attempting to wipe out the Earth and start again.

PHYSICAL TRAITS

The Engineers were colossal beings. While some fossilized evidence places them at as much as 4.5 meters tall, most agree that they averaged 2.7 meters in height. On first appearance their bodies seem biomechanical in nature with a bulbous, trunked head. This is in fact a removable living pressure suit that melds with the Engineer's body, with the "head" actually being a helmet of some type. These living suits and helmets have only been found dead—ossified and fossilized over millennia of disuse. Underneath their strange garb, the Engineers are statuesque. They have hairless, chiseled physiques with translucent blue-white skin, heavy brows, high noses, and large, glassy black eyes. They are both beautiful and powerful in appearance. While they were once believed to be all male, there is now evidence to suggest that female Engineers exist as well. Dr. Shaw theorized that the females operated in a leadership capacity while the males assumed soldier, artisan, and philosopher roles, but there is no evidence to support this. Females are equally hairless and just as dangerous.

CONJECTURAL ANALYSIS

Some theories suggest there are different breeds or castes of Engineers with physical alternatives bred into them—thereby differentiating civilian and militant factions. Others have postulated that not all the crumbling edifices unearthed on the Frontier are those of the Engineers, but that some belong to other species seeded by or cross-bred with them. If that is the case, then these civilizations have likewise died out. And pointing to the enormous, fossilized remains of the so-called "Space Jockey" specimen reportedly witnessed by two starfreighter crews and colonists from Hadley's Hope, some xenoanthropologists suggest the Engineers based their biomechanical technology on creatures greater than themselves—strange beings of immense size replete with pachydermic probosci. However, since the specimen in question was unfortunately destroyed and there are no Engineers around to ask, all of this is merely hearsay and conjecture.

ARCHITECTURE

Engineer architecture is on a grand scale, with monolithic stone citadels, impressive arches and massive domes. Most Engineer installations will have at least one giant stone head. It is believed these heads are meant to represent one of six elders of their civilization—intellectuals, artists, and wise men. Their culture appears to be steeped in both the sciences and the arts. In addition to their biotechnological wonders, beautifully painted murals and bas reliefs of bizarre alien creatures adorn the walls of their innermost sanctums. While not yet understood, their computer interfaces work on a combination of musical initiation plus the manipulation of depressible hieroglyphic symbols and rubbery, egg-shaped control nodules. There is evidence of terraforming at many of their sites, via a method that company scientists so far cannot explain. Vast underground hangars are hypothesized to hold the remains of their star-faring juggernauts, although all such hangers discovered thus far have been vacant.





ACCELERATED EVOLUTION: AGENT AO-3959X.91-15

A genetic accelerant created by an ancient race of alien Engineers, Agent AO-3959X.91-15 is a black, tar-like substance with both destructive and life-generating capabilities. While it exists in a viscous liquid form, it atomizes when released in the atmosphere, killing or altering all living things unlucky enough to be within range. While the full extent of its potential is unknown, any corporation that finds out about it wants it. The only thing known for certain about Agent AO-3959X.91-15 and its derivatives is that its mutagenic capabilities are responsible for the creation of Abominations, Neomorphs, and other abhorrent creatures. Simply put: any living thing that comes into direct contact with the black goo will either die horribly, give birth to monsters, or become a monster themselves. Tread lightly and look underfoot for alien spores. ■



"A superior species, no doubt."

—DAVID 8

TECHNOLOGY

ENGINEER FLUTE: Music is the crux of Engineer society. It has been hypothesized that they can see melodies as colors, shapes, and words. As such, music is key to operating most of their technology. Different flutes function as keys to unlock different doors and technology, and playing different tones on these flutes will trigger different functions, such as turning on the lights, starting a juggernaut, plotting a navigational course, or even unlocking a biosuit.

An android or human possessing a particular talent for music could conceivably learn to whistle the appropriate tones to activate and operate Engineer technology, but it is an exceedingly difficult skill to master.

ENGINEER BIOSUIT: It has been theorized that these pressure suits increase the wearer's strength, help them to process toxins, and act as armor against ballistic weaponry. Helmeted, one of these suits will keep an Engineer alive in the vacuum of space. Scientists believe an engineer could survive in a toxic environment for at least one hour sans helmet, as the biosuit will breath for them. The biosuit also acts as an advanced medkit, repairing damage to the Engineer's body and providing the wearer with limited sustenance.

ENGINEER REBREATHER: Usually used by Engineers when placed in cryosleep, these bioengineered masks insert a tube down the wearer's throat and feed oxygen directly to their lungs.

SARCOPHAGI: Resembling large, translucent coffins, these Engineer hypersleep tubes can keep someone alive in suspended animation for centuries, if not millennia. An Engineer rebreather must be worn while in the chamber.

HOLOGRAPHY: Engineers record everything within their installations using a memory gel that coats the interior walls and ceiling. When the proper electrostatic currents are channeled through the gel, holographic playback will occur in the actual environment, producing fuzzy, blue particle representations of various recorded events. Most evidence of the Engineer's past actions have come from such recordings.

ORRERY: Engineer holographic maps of the galaxy are extremely detailed and interactive, allowing viewers to simply pluck a photonic representation of a world out of the air and have its statistics and coordinates feed directly into a navigational system. Orreries are located on the bridge of an Engineer ship and sometimes serve as observatories or command centers within Engineer installations.

JUGGERNAUTS: These massive, asymmetrical, horseshoe-shaped craft appear more grown than built. Each ship contains at least one massive cargo bay with an ampule delivery system (see the ampule entry below). These ships usually have four to eight hypersleep chambers arranged around a central dais on the upper level of the ship's center. In the middle of this dais is a retractable pilot's seat that interfaces with the pilot and makes them one with the ship. The entire chamber can be used to display a map of the galaxy, homing in on any world or system and charting a course to the desired location. Juggernauts are theorized to be war machines or bombers of some kind and are capable of FTL speeds that rival our own.

MOTHER JUGGERNAUT: Colossal craft shaped like a scorpion's tail, Engineer motherships are defensive docking stations that hover over and protect major Engineer installations and cities. Juggernauts and other Engineer craft can dock with a Mothership to replenish their energies and supplies.

DREADNOUGHTS: While none have yet to be seen, Dreadnoughts are hypothetical Engineer battleships. Partially translated hieroglyphics seem to indicate that these twisted, knot-shaped craft are larger than juggernauts but still follow the same design philosophy. Dreadnoughts are believed to be extremely weaponized and FTL capable.

STEATITE AMPULES: Metallic storage containers roughly a half a meter tall, these urns each contain four glass conical containers—each of which in turn contains a strain of the Engineer's greatest creation—the genetic accelerant called Agent A0-3959X.91-15. Hermetically sealed, the urns are designed to release the black goo in response to pressure, temperature and other environmental changes. These are exceptionally dangerous and should be avoided. ■

THE XENOMORPHS

Neomorphs, Praetomorphs, Ultramorphs, and Xenomorphs—forget anything and everything you've heard before about facing off against aliens. Ignore the macho bravado you've overheard drunken marines spout at bars—especially those with no scars on their faces and all their limbs intact. They are cocky and alive because they haven't actually seen a xeno in real life. If they knew anything worthwhile about these things, they would be shaken and reserved. If you see a xeno, you do one thing: run. You don't stand a chance, you never did and you never will. You think you've got superior firepower in your hands? Use all your big and fancy toys to cover your escape, but get the hell out of there.

While the classic Xenomorph XX121 (*P. praepotens*) is the one whispered about most on the Frontier, there are also other breeds created by the various strains of the xenovirus pathogen. A range of them are presented below, but there are several others that will be detailed in further supplements. Each one of these xeno types is terrifying in its own way, and will give you something to suffer PTSD over—if you can get out alive.

GENERAL XENOMORPH RULES

In combat, Xenomorphs follow special rules—primarily, they have a Speed rating and they have signature attacks.

SKILLS: Xenomorphs don't have Attributes like humans. They can use specific skills, and then roll a number of Base Dice equal to their skill level only. Xenomorphs can have skill levels much higher than humans. They never push rolls.

ARMOR RATING: Most Xenomorphs also have a thick hide, resistant to attacks, giving them a natural Armor Rating.

HEALTH: When a Xenomorph is reduced to zero Health, it isn't Broken in the way a human is. Instead, roll a D6 on the critical injury table to the right.

SPECIAL ABILITIES: Some Xenomorphs have special actions beyond their signature attacks. This is specified under each Xenomorph description.

"You still don't understand what you're dealing with, do you? Perfect. Organism. Its structural perfection is matched only by its hostility."
"You admire it."
"I admire its purity. A survivor... unclouded by conscience, remorse, or delusions of morality."

—ASH AND LAMBERT

SPEED

Xenomorphs are often much faster than human beings. This is represented by their Speed rating. Speed has two uses:

- In stealth mode (see page 85), the Xenomorph can move two zones *per point of Speed* each Turn. Humans can move two zones, i.e. they have a Speed of 1.
- In combat, a Xenomorph gets to act once for each point of Speed in each Round. Draw one initiative card for each point of Speed. At each point of action, the Xenomorph gets to perform one fast and one slow action.

SIGNATURE ATTACKS

Most Xenomorphs attack only in close combat, at **ENGAGED** range. However, they don't make ordinary close-combat attacks. Instead, each time a Xenomorph attacks, roll a D6 on a table for the creature's signature attacks, and resolve the effects. Some signature attacks are extremely deadly.

BLOCKING: Unless stated otherwise, a signature attack can be blocked (see page 92), but doing so requires some form of weapon or blunt instrument.

CRITICAL INJURIES ON XENOMORPHS

D6	CRIT	EFFECT
1	Rise Again	The Xenomorph falls to the ground, seemingly dead, but it's a ruse. If it's attacked again, or on its next initiative, it regains one point of Health and rises—fueled by instinctive hatred.
2	Wounded	The Xenomorph staggers, bleeding severely. It gets Speed –1 (down to a minimum of 1, losing the lowest initiative), but regains one point of Health. Roll a D6 at the start of each Round. On 1–3, it tries to escape.
3	Desperate Action	The Xenomorph is severely wounded and cries out in alien fury. It immediately gets to perform a fast and a slow action, outside of the normal turn order. Roll a D6: On 1–3, it tries to escape (if it succeeds it regains half its Health). On 4–6, it instantly attacks the closest opponent. If it fails to inflict any damage, the creature dies. If it succeeds, it regains one point of Health.
4	Last Breath	The Xenomorph is mortally wounded and contorts wildly. On its next initiative, it will try to kill the nearest victim, then the beast dies. If it's wounded again before then, it dies instantly.
5–6	Torn Apart	Instant death. The Xenomorph is torn apart or crushed amidst shrieks of rage. Severely mutilated, it can only be Analyzed with OBSERVATION –2.



Stage IV: Juvenile Neomorph

NEOMORPH

The term Neomorph is the common name for the endoparasitic extraterrestrial organism (EEO) that was originally encountered by humans on Planet 4 of an uncharted system in Sector 87. It is believed that an ecological disaster there brought on by the release of Agent A0-3959X.91-15 in the atmosphere led to the accelerant settling on and mutating native fungal and insect life to produce a living nightmare. Similar to a Xenomorph XX121, the Neomorph parasite (*P. celerius*) is delivered to a host via a carrier organism (*Tachinidae tabellarium*). Once implanted, the parasite gestates within a living host who is killed by the creature's violent birth. There are a number of differences, however, causing the creature to be classified separately.

PHYSICAL ATTRIBUTES: Appearance-wise, Neomorphs are eyeless and have gray-white translucent skin, a fleshy spiked tail, an elongated bulbous head, and a sphincter-like facial orifice that distends to reveal a mouth full of cruel teeth. While their blood is translucent yellow like that of a Xenomorph, it is not acidic. They make subtle clicking sounds and exhibit animal snarls and screeches, as well as making a distinct hooting sound as adults. Neomorphs are more animalistic than their Xenomorph brethren and are clearly not as intelligent.

STAGES: A Neomorph's life cycle is broken down into five known stages that are covered below, as well as various termination protocols associated with each stage.

STERILIZATION: Neomorphs are genetically programmed to kill all life. Believed by some to be a derivative of the black liquid, *P. celerius* was likely designed by the Engineers to clear a planet of any indigenous species still living after Agent A0-3959X.91-15 had wiped out the majority of a planet's population.

STAGE I: NEOMORPHIC EGG SACS

Small, bulbous pods that grow like fungus, the egg sacs are the result of the mutagenic Agent A0-3959X.91-15 interacting with pollen and microbial elements on a planet or in a spacecraft. Once formed, these bird's egg-sized pods tend to grow in clutches of 2D6—and there are often several clutches in any infected area. The egg sacs are the delivery system for the Neomorphic Motes (see Stage II).

CONTAINMENT AND TERMINATION PROTOCOL: The best way to be rid of the Egg Sacs is to expose them to severe temperature changes—they can be destroyed with fire or made inert with liquid nitrogen (at least until they thaw).

STAGE II: NEOMORPHIC MOTES

When the egg sacs are disturbed, they release what appears to be a puff of pollen. In reality, it is a synchronized swarm of highly infectious *Tachinidae tabellarium* motes. Smaller than grains of sand, these parasites are sometimes visible when clustering together to increase their locomotive capacities. Possessing a primal hive intelligence, the motes target the nearest potential host and zero-in on an unprotected orifice such as the eyes, ears, nose, throat, or an open wound. From there they enter the bloodstream and inject microscopic amounts of Agent A0-3959X.91-15 into the victim's white blood cells.

INFECTION: Exposure to Neomorphic Motes is handled as a disease with Virulence 9. If the first Sickness Roll fails, the patient enters Stage III within one Shift. No further Sickness Rolls are made.

CONTAINMENT AND TERMINATION PROTOCOL: Like all insects—alien or otherwise—Neomorphic Mote tend to avoid smoke and are killed by fire.

STAGE III: NEOMORPHIC BLOODBURSTER

Once the Motes enter a host's bloodstream, they deliver their microscopic payload and die. The injected Agent A0-3959X.91-15 begins to mutate white blood cells as they circulate throughout the body until they form a cancerous growth that becomes lodged in a vein or arterial wall. This tumor can take root in any bodily area of sufficient mass—such as the lungs, the digestive tract, the esophagus, or even the brain. Forming an amniotic sack, the tumor begins rapidly converting the host's own mutated cells into a larval Bloodburster.

If lodged in a region of the body with dense muscle or bone and no easy egress, the gestating creature develops dorsal spines to aid in its escape. When the newly formed Bloodburster is ready to be born, it violently removes itself from the host—using its inordinate strength, spines, teeth, and claws to cut and tear through flesh, bone, and sinew. The process causes severe hemorrhaging and massive tissue damage in the host, is always fatal, and results in the birth of a Bloodburster.

Bloodbursters have a bulbous head with sharp canines, and run about on all fours. These rabid quadrupedal creatures rely on their speed and agility to avoid damage. Emerging about 0.3 meters in length, Bloodbursters continue to grow exponentially, visibly getting larger as they move about. Highly aggressive, they lash out at anything and everything around them. They use their claws, tail, and teeth to savagely maul their victims.

BIRTH: A patient entering Stage III is immediately killed outright by the birth of the Bloodburster. The newly born Bloodburster takes one Round to sluggishly free itself from its amniotic sack. As soon as it is free, it flies into a savage rage and attacks any living creature it encounters. See the table of signature attacks to the right. After just a few Turns, the Bloodburster enters Stage IV (juvenile Neomorph).

SPRINT: As a slow action, the Bloodburster can sprint as if having used two run actions, i.e. through two zones or from an adjacent zone directly into **ENGAGED** range from a target.

CONTAINMENT AND TERMINATION PROTOCOL: The best bet is to attack a Bloodburster right after birth—before it has sluggishly freed itself from its amniotic sack (above). Fire or any serious damage done to the creature at this time causes it to run off and hide while it rapidly grows to its juvenile form.

BLOODBURSTER ATTACKS

D6	ATTACK
1–3	**ESCAPE.** With a snarl, the Bloodburster flees, moving two zones away in a single action, into the nearest air duct if possible. As soon as the PCs lose line of sight, combat ends and stealth mode ensues. After D6 Turns, the Bloodburster grows into a Juvenile Neomorph and starts stalking the PCs.
4	**TERRIFYING HISS.** The Bloodburster jumps onto the victim, showing its razor-sharp teeth and hissing. The victim must make an immediate Panic Roll.
5	**LEG BITE.** With a snarl, the Bloodburster bites the victim's leg. Roll for the attack using six Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #53 (even if the victim is not Broken), triggering an immediate Panic Roll.
6	**THROAT BITE.** The Bloodburster bites the victim's throat. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it automatically inflicts critical injury #61 (even if the victim is not Broken), triggering an immediate Panic Roll.

TYPICAL STATS

NEOMORPHIC BLOODBURSTER

SPEED: 3

HEALTH: 2

SKILLS: Mobility 9, Observation 6

ARMOR RATING: 3 (zero against fire damage)

TYPICAL STATS

NEOPHYTE (JUVENILE NEOMORPH)

SPEED: 3

HEALTH: 4

SKILLS: Mobility 10, Observation 6

ARMOR RATING: 4 (2 against fire damage)

STAGE IV: NEOPHYTE (JUVENILE NEOMORPH)

Growing from 1.2 to 1.8 meters in length, a juvenile Neomorph continues to maneuver on all fours. While their heads are still bulbous, they have begun to elongate and taper to a point. They are aggressive hunters who are hard to frighten away. Juveniles target one prey animal in a pack and devote all resources to taking that prey down, even going so far as to track it if it escapes. Feral and ferocious, a juvenile Neomorph uses its sharp-tipped tail and teeth to attack.

EVOLVING: After one Shift, the juvenile Neomorph enters Stage V and becomes an adult Neomorph.

SPRINT: As a slow action, the Neomorph can sprint as if having used two run actions, i.e. through two zones or from an adjacent zone directly into **ENGAGED** range from a target.

CONTAINMENT AND TERMINATION PROTOCOL: Even when taking weapons fire, a juvenile Neomorph is so focused on the attack that it ignores damage to itself until it becomes critical. Overwhelming concentrated fire will eventually take the thing out, if it doesn't get you first.

STAGE V: ADULT NEOMORPH

As it reaches adulthood, the Neomorph's smooth, eyeless head becomes more elongated and pointed. Soon, it assumes a gaunt, bipedal stance, reaching a height of 2.1 meters or more. When the creature's mouth closes, its jawline is imperceptible, giving it an inquisitive, ethereal appearance. When provoked, the adult Neomorph's upper jaw protrudes in a manner similar to a goblin shark, allowing it to grasp prey and pull it in for the kill. As adults they utilize stealth tactics to hunt their prey, but they are still voracious carnivores.

SHORT LIFESPAN: The life cycle and metabolism of Neomorphs is so fast that they quickly burn themselves out. An adult Neomorph typically dies of natural causes within 24 hours (four Shifts). Fungus interacting with the decaying corpse will be transformed into new spore sacs, continuing the cycle.

CONTAINMENT AND TERMINATION PROTOCOL: Adult Neomorphs go down quick with a full burst from a pulse rifle, but any automatic weapon does the job eventually. A finishing shot to the head is a good idea, as these creatures have been known to get up and attack even when they seem to be dead.

NEOMORPH ATTACKS

D6	ATTACK
1	**TERRIFYING HISS.** The Neomorph leans in close to the victim, showing its razor-sharp teeth and hissing. The victim must make an immediate Panic Roll.
2	**TAIL SLASH.** The Neomorph pivots, slashing its victim with its sharp tail. The victim is attacked using ten Base Dice, Damage 2. The attack is armor piercing, halving any Armor Rating.
3	**DEADLY GRAB.** The Neomorph jumps at its victim, grabbing it and dragging it away. Roll for the attack using eight Base Dice, Damage 1. If it hits, the Neomorph immediately drags the victim into the next zone (MEDIUM range) before releasing it. The victim falls prone, drops any hand-held items, and must make an immediate Panic Roll.
4	**LEAPING ATTACK.** The Neomorph jumps at the victim. Roll for the attack using eight Base Dice, Damage 1. If the attack is successful, the victim is thrown to the ground and must make an immediate Panic Roll, and the Neomorph immediately performs an extra attack with ten Base Dice, Damage 2 (does not count as an action). The extra attack cannot be blocked.
5	**THROAT BITE.** The Neomorph bites the victim's throat. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it automatically inflicts critical injury #61 (even if the victim is not Broken), triggering an immediate Panic Roll.
6	**TAIL SPIKE.** The Neomorph impales the victim with its razor-sharp tail. Roll for the attack using seven Base Dice, Damage 1. The attack is armor piercing, halving any Armor Rating. If the attack causes damage, it automatically triggers critical injury #66 (even if the victim is not Broken), killing the victim outright.

ADULT NEOMORPH

SPEED: 2

HEALTH: 6

SKILLS: Mobility 9, Observation 8

ARMOR RATING: 6 (3 against fire damage)

SPRINT: As a slow action, the Neomorph can sprint as if having used two run actions, i.e. through two zones or from an adjacent zone directly into ENGAGED range from a target.

XENOMORPH XX121

Known by a variety of names, the horrifically bizarre alien Xenomorph XX121 is an endoparasitic lifeform with a unique life cycle. The alien shifts from egg to parasitic Facehugger to embryonic Chestburster to adult creature and beyond before beginning the cycle anew. While it has been classified inaccurately as either *Invictus raptus* or *Linguafaeda acheronis* by the few in the scientific community to have observed the alien and survived, recent research seems to indicate that Xenomorph XX121 is actually comprised of two separate species—the Facehugger (*Manumala noxhydria*) that inseminates a host, and the rapidly maturing Chestburster creature (*Plagiarus praepotens*) that results from that act—both operating together in a symbiotic relationship. Allegedly blind, the alien still has keen senses and can detect even the slightest movement. These biomechanoid creatures shed their cells and replace them with polarized silicon, essentially growing their own refractive armor. They have highly caustic concentrated acid for blood and deadly prehensile tails. Immensely strong in their adult forms, a *Plagiarus* Drone or Soldier can easily lift a man by the head and crush his skull in its hands.

As to their origins, no one can be certain. Some believe them to be biological weapons created by some bygone race, possibly the enigmatic and godlike Engineers, while others believe they are a naturally evolved species that the Engineers themselves worshipped. Some religious cults take that a step further, believing the aliens were sent here by God or gods to exact divine retribution on humanity for leaving our solar system and daring to enter the heavens. Still others believe that humanity had a hand in the creatures' creation, and that they are a corporate experiment run amok. What is for certain is that they are dangerous to everyone. They are a parasitic plague that is working its way across the Frontier, and Weyland-Yutani, as well as other corporations, want to find a way to control and weaponize them for profit.

A NOTE FROM MU/TH/UR. It's important to note that different Xenomorph XX121 strains have different traits, and that the information provided here is based on the latest xenobiological information. As we study them more and advances in science are made, we will slowly begin to understand these creatures better, supplanting theory with fact. ■

XENOMORPH XX121 SPECIAL ABILITIES

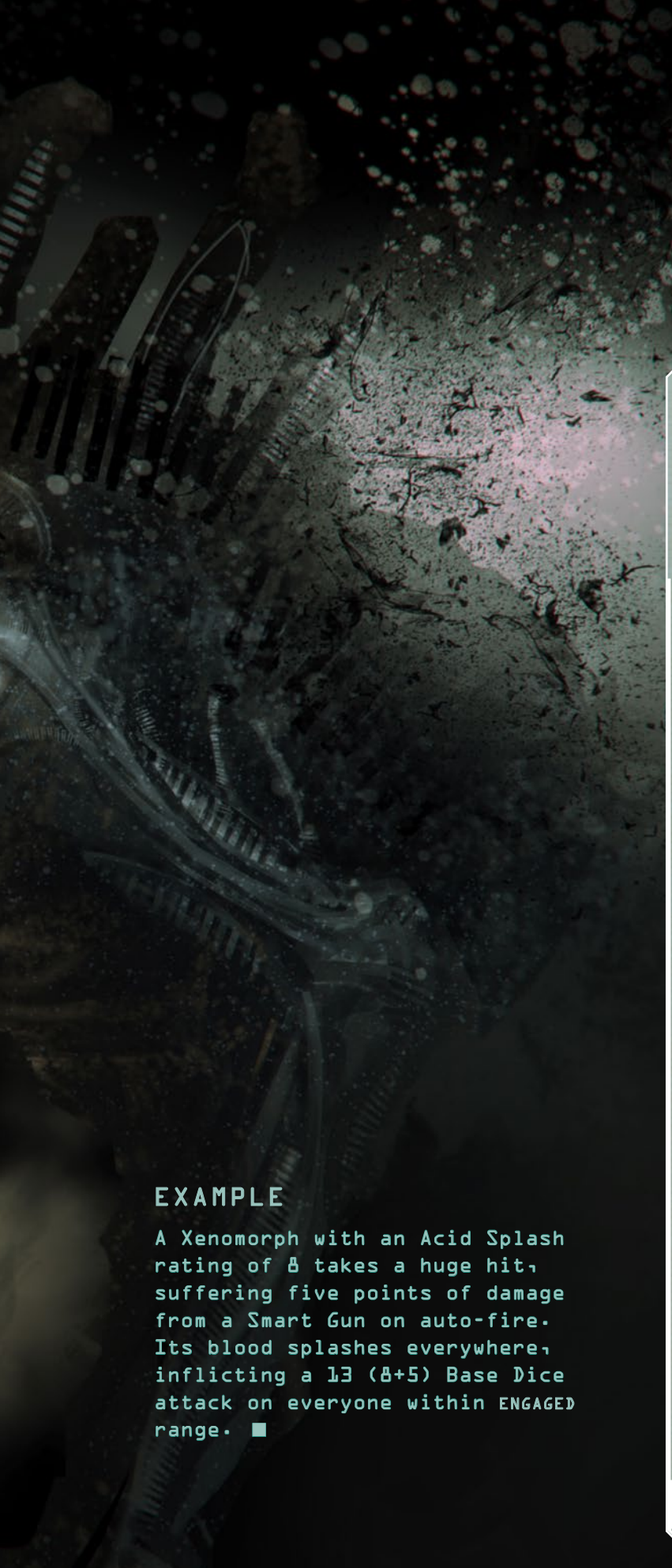
The special abilities described below are common to all varieties of Xenomorph XX121.

ACID SPLASH: When a Xenomorph XX121 is wounded some of its acid blood may splash on its attacker and anyone within **ENGAGED** range. Each type of Xenomorph inflicts a different level of acid splash damage. Only damage that draws blood causes an acid splash—hence a fire attack does not have this effect. The bigger the Xenomorph, and the more damage it has taken, the greater the splash.

The strength of an acid splash is based on the Acid Splash rating of the Xenomorph plus the amount of damage that the Xeno took from the attack, in Base Dice, with base Damage 1. Armor reduces the damage, but for each rolled, its Armor Rating is reduced by one, as the acid eats through it. The acid blood will also affect the environment, and may splash nearby ammo and grenades, or burn through floors, wiring, a ship's hull, and so on (at GM's discretion).

The acid blood continues to burn after the initial splash. A victim who suffers damage from the initial splash suffers another attack each Round, at the start of the Round, just like for fire damage (see page 108). However, the number of Base Dice rolled for the attack is halved (rounding fractions down) at the start of each new Round, as the acid is slowly used up. If at any point an acid attack roll fails to inflict any damage the acid has burned itself out and the acid effect is over.

If a victim is Broken by the acid splash, or suffers further acid splash damage when already Broken, they must make a Death Roll every Round until they either die or are saved by a **MEDICAL AID** roll.



SPRINT: All Xenomorph XX121 varieties except Stage I can, as a slow action, sprint as if having used two run actions—i.e., through two zones or from an adjacent zone directly into **ENGAGED** range of a target.

RESISTANCE TO VACUUM: The resilient physiology of Xenomorph XX121 offers it total protection against the vacuum of space. As such, the Xeno can act indefinitely in such an environment without suffering any ill effects.

FALLING: The Xenomorphs are beautifully adapted for climbing and jumping. As such, they can fall from great heights without suffering any damage. Falling damage taken by a Xenomorph is equal to the distance fallen in meters divided by 4 (rounding fractions down), reduced by Armor.

IMMUNE TO THE COLD: Cold temperatures seem to have no effect on a Xenomorph. Even the frigid gulf of space does not hinder them in any way.

RADIATION: Xenomorph XX121 has proven extremely resistant to all forms of radiation. They can suffer 10 Rads before feeling any ill effects—i.e. the first 10 points suffered are ignored from any radiation rolls).

NO RESPIRATION: For all intents and purposes, a Xenomorph does not need to breathe, at least, not in any way that has currently been observed.

NO HEAT SIGNATURE: Xenomorph XX121 does not register on infrared or thermographic sensors.

EXAMPLE

A Xenomorph with an Acid Splash rating of 8 takes a huge hit, suffering five points of damage from a Smart Gun on auto-fire. Its blood splashes everywhere, inflicting a 13 (8+5) Base Dice attack on everyone within ENGAGED range. ■

STAGE I: OVOMORPH (EGG)

Large leathery objects, Ovomorphs are the beginning of the alien life cycle. They come in various sizes from 0.6 to 1.2 meters tall. While most open with four petals at the top, some only have a single slit that opens to reveal the Facehugger it carries within. These eggs are lifeforms in their own right, able to protect their precious cargo from blunt trauma and forced entry, while also sensing movement and awakening the parasite within accordingly. Naturally occurring alien eggs are generated in one of two forms—either they are the result of a transformation perpetrated on a living host, causing it to metamorphose into an Ovomorph, or they are simply birthed by a Queen. Queen produced eggs are hardier and healthier than those produced through ovomorphing.

OPENING THE EGG: If a potential host comes within **ENGAGED** range of an Ovomorph, the host must make a **MOBILITY** roll each Round to not disturb it. If it fails, the egg will open and release a Facehugger. An Ovomorph can release its Facehugger even at **SHORT** range—roll a Stress Dice each Round. On a  , the Facehugger is released.

CONTAINMENT AND TERMINATION PROTOCOL: If you shoot an egg with a rifle, the bullet is likely to deflect off its rubbery hide. Fire is a proven method of sterilizing them, and explosives do the trick as well. Keep in mind that the eggs are essentially vats of acid, and when exploding will cause acid damage accordingly. Extreme cold can make an egg dormant.

ALIEN - STAGES



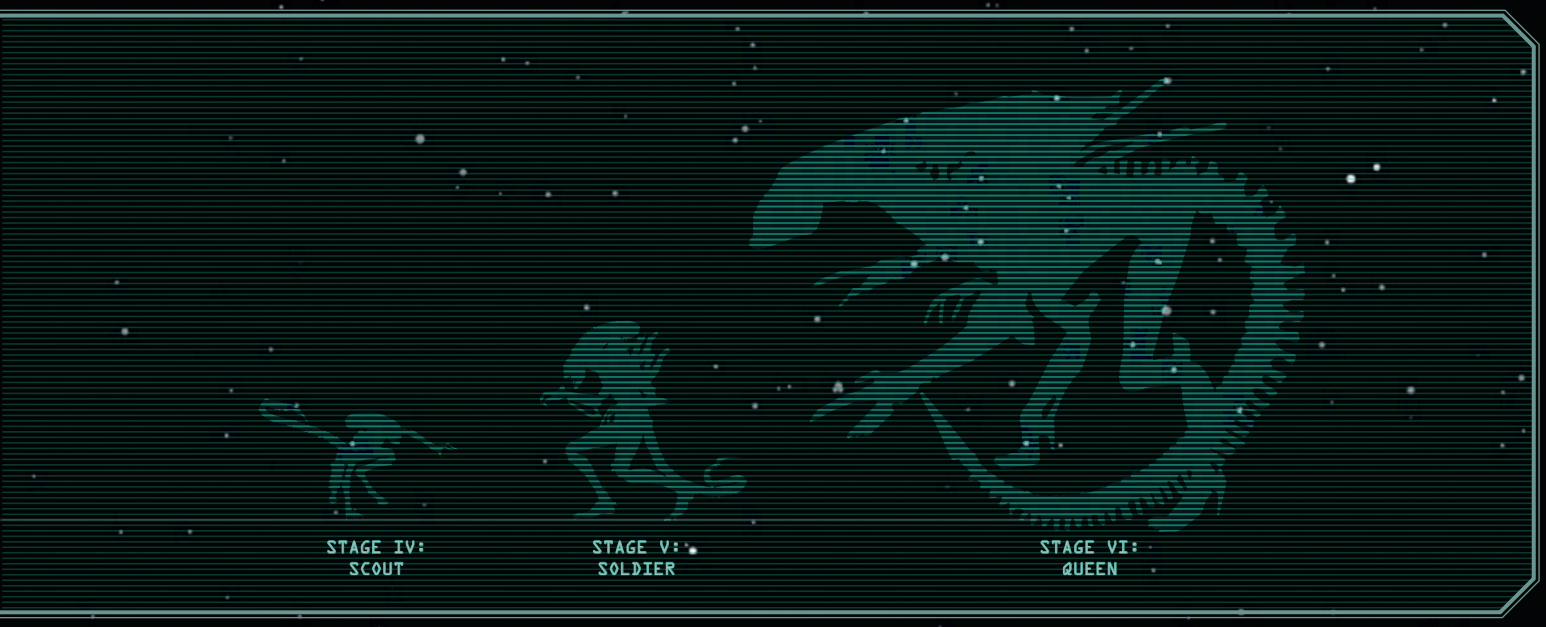


OVOMORPH (EGG)

	Ovomorph	The Queen's Egg
SPEED	0	0
HEALTH	2	3
SKILLS	None	None
ARMOR RATING	2 (0 vs fire)	3 (1 vs fire)
ACID SPLASH	4	5

OVOMORPHING: WHICH CAME FIRST— THE ALIEN OR THE EGG?

When isolated from a hive, a Drone will begin collecting hosts, typically incapacitating them by partially crushing their skulls. It will then cocoon its victims in a secreted saliva resin, introducing a series of enzymes and growth hormones to the hosts in order to transform them into alien eggs. This process is called *ovomorphing*. Using the developing barb on its bladed tail, the Drone inserts genetic material from *M. noxhydria* into the host's eggmorphing body, allowing the newly formed egg to incubate a new Facehugger and thus continuing the alien's life cycle. If conditions are right, a new Queen will be along in short order. The ovomorphing process typically takes 24–36 hours (four to six Shifts) to complete.



STAGE IV: SCOUT

STAGE V: SOLDIER

STAGE VI: QUEEN

STAGE II: FACEHUGGER

Manumala noxhydria is a parasitic form of Xenomorph designed for one task only—the implantation of Plagiarus bacteria within a living host. Coming in a variety of sickly yellowish to brown flesh tones, a Facehugger has a small body, eight spider or crab-like fingers, two large breathing sacks, and a long and powerful tail which it uses to spring itself onto a startled host's face. The Facehugger clutches its fingers around the victim's head, wraps its tail around their throat, and emits an anesthetic that renders the host unconscious, before inserting its proboscis down the creature's throat. There are several different Facehugger types which appear to vary only slightly in appearance. The major difference is the type of seed they carry—be it for a Praetomorph, Xenomorph Drone, or Queen.

FACEHUGGER AND PRAETO-FACEHUGGER: These typical creatures are described above. The Praeto-Facehugger is slightly bigger than the standard one but otherwise functions the same and is less dexterous.

ROYAL FACEHUGGER: The royal variety of Facehugger has eight webbed fingers and is much larger than the standard type. Armored, it also possesses two serrated fingertips and a bladed tail with which to defend itself. Some specimens have also been known to have spikes on their back and spots on their air bladders. While it is theorized that a regular Facehugger can produce a *P. praepotens* with the ability to transmute into a Queen if necessary, the larger and more powerful Royal Facehuggers are known to specifically produce Queens, and hypothesized to carry not one but two *P. praepotens* spores—allowing the royal Facehugger to not only produce a Queen, but also a protector for the newborn royalty.

EMBRYO IMPLANTATION: Weyland-Yutani surgical scientist Dr. Matshuita believes that a Facehugger deposits a Chestburster embryo within its victim, making them the same species. Others believe what is deposited to be a cancerous growth that mutates and transforms into a Chestburster, while former W-Y geneticist Dr. Blue Grace Marsalis hypothesized a controversial third theory. Dr. Marsalis believes there is a symbiotic relationship between the Facehugger and the Chestburster, calling the former *Manumala noxhydria* and the later *P. praepotens.* She postulated that it is neither an embryo nor an implanted cancer, but an injected bacteria that is the beginnings of *P. praepotens.*

FACEHUGGING: The Stage II Xeno will automatically facehug any immobilized potential host within **ENGAGED** range. In combat, a successful signature attack #6 will do the trick. If the victim is facehugged, the Xenomorph infects its host via its proboscis, inseminating them deep within their chest cavity. There the host's own cells mutate to form and incubate the Xenomorph until its next stage. The victim is rendered unconscious. Within one Shift, the Facehugger dies and falls off. The victim wakes up, typically very hungry. After another Shift has passed, a Chestburster (Stage III) is born, killing the host.

CONTAINMENT AND TERMINATION PROTOCOL: A Facehugger is incredibly fast and strong for its size, and in most cases it cannot be removed from a host's face without killing the host itself. While its polarized silicon skin protects it from most forms of melee attack, it is helpless against pulse rounds and laser tools. Again, fire works wonders.

FACEHUGGER

	Facehugger	Praeto-Facehugger	Royal Facehugger
SPEED	2	2	2
HEALTH	2	2	3
SKILLS			
Mobility	8	6	8
Observation	8	8	10
ARMOR RATING	2 (0 vs fire)	2 (0 vs fire)	4 (2 vs fire)
ACID SPLASH	4	4	5

FACEHUGGER ATTACKS

D6	ATTACK
1–2	SKITTERING MENACE: The Facehugger has chosen its host and they know it is coming for them! It skitters forward, single-minded and horrifyingly spider-like. The victim suffers +1 STRESS LEVEL and must make an immediate Panic Roll.
3	TAIL LASH: The little monster comes for its target, lashing out with its wicked tail. It attacks with five Base Dice, Damage 1. (The Royal Facehugger uses six Base Dice, base Damage 2). Aside from any damage the victim gets +1 STRESS LEVEL.
4	TAIL GRAPPLE: The Facehugger leaps and catches its victim from behind, its tail whipping violently. Roll a D6: ▸ 1–2: The target's legs are caught and they fall prone—make a Panic Roll. ▸ 3–4: The victim's arms get hopelessly tangled in the beast's tail—they cannot use any held items and must make a Panic Roll. ▸ 5–6: The Facehugger wraps its tail around the target's neck, choking them—they suffer the effects of DROWNING and must make a Panic Roll.
5	FACE GRAPPLE: The Facehugger leaps at its victim. Make an opposed roll with six Base Dice against the target's CLOSE COMBAT skill (not counting as an action for the victim): ▸ If the Facehugger wins, the target will suffer THE FINAL EMBRACE (below) on the Facehugger's next initiative. ▸ If the victim wins they throw the beast to the floor, but it's not finished with them yet and attacks the same target again on its next initiative.
6	THE FINAL EMBRACE: The Facehugger gets to its victim, its acid making short work of any helmet or respirator in the way. Roll for the attack with six Base Dice. If it gets one or more ✣, the poor victim is facehugged and immediately Broken. Their last sensations are horrible, yet strangely loving: a firm but gentle caress around their head; a smothering sensation followed by a warm burst of oxygen-rich air filling their lungs; a deep sensation of slow-motion falling; it's okay to fall asleep...

DUELING DOCTORS

The following messages were intercepted by ICC Comm Control on 5.23.82. These coded signals were sent through redundant comm arrays and rerouted to colonial carrier beacons on the Network, thereby making their point of origin untraceable. Taking place in a reoccurring dark network node called 1010121, the dialogue is believed to be a partial discussion between two competing scientists. Cross corporation nodes like this pop up now and then, where scientists at rival companies discuss and compare notes on similar projects. This one appears to be a debate over various theories on alien propagation. Partaking in such a discussion is tantamount to corporate espionage. While the encryption code was broken by the FBI, joint jurisdiction to apprehend the offenders was awarded to W-Y and the Colonial Marshal Bureau.

TO: WYNTONJAZZ232 – [UNDEFINED]– FROM NETWORK
COMCON NODE 1010121 – EIJA44146537
MESSAGE RECEIVED
HYPOTHESIS REVIEWED. CONCEPT OF TWO SPECIES IS NONSENSE. FACEHUGGER STAGE OF INTERNECIVUS RAPTUS DEPOSITS EMBRYO IN HOST ORGANISM. EMBRYO MATURES TO CHESTBURSTER STAGE AND IS BORN, KILLING SAID HOST.
AWAITING ACKNOWLEDGMENT ■

TO: –EIJA44146537 [UNDEFINED]– FROM.NETWORK
COMCON NODE 1010121– WYNTONjazz232
MESSAGE RECEIVED
ANALYSIS INCORRECT. FACEHUGGER PROPER NAME MANUMALA NOXHYDRIA. DOES NOT DEPOSIT. INSTEAD INSEMINATES VICTIM WITH BACTERIA. SAID BACTERIA THEN MUTATES HOST ORGANS INTO PLAGIARUS PRAEPOTENS SO CALLED CHESTBURSTER STAGE. QUERY INTERNECIVUS RAPTUS–MURDEROUS THIEF? NAMING CONVENTION IS INCORRECT. WHERE DID YOU GRADUATE FROM, DOCTOR? HAVE YOU FORGOTTEN HOW TO DERIVE SIMPLE SPECIES NOMENCLATURE?
AWAITING ACKNOWLEDGMENT
AWAITING ACKNOWLEDGMENT
AWAITING ACKNOWLEDGMENT
CONNECTION TERMINATED ■

STAGE III: CHESTBURSTER, BAMBI-BURSTER, IMP

The alien grows within the host animal's chest, reaching a point of maturity where it is no longer dependent on the host for survival. While most hosts feel sick to their stomach as the parasite grows within them, some comment that they feel better than they have in ages. As the organs of the host are transformed into the embryonic alien, the host's ribcage is also softened to a point where the Chestburster can perform the act after which it is named. Gestation complete, the creature erupts from the host, killing it from a combination of massive tissue damage, blood loss, and organ transformation. A newly birthed alien exhibits different traits depending on its type.

CHESTBURSTER: Jaundiced beige in color, the snake-like Chestburster has a mouth full of metallic canines. Depending on the length of gestation, a Chestburster will either be born with tiny arms or stubs where the arms will eventually grow in.

BAMBI BURSTER: Otherwise similar to the Chestburster, this fawn-like creature is the result of an alien embryo developing within a quadrupedal host. As animals generally mature at a faster rate than humans, the Bambi-burster is birthed with four spindly legs that it uses to propel itself at great speeds.

IMP: The immature form of a Praetomorph, the Imp has translucent skin, a carapace and rawboned features that make it look very much like a miniature version of its adult form. If an Imp doesn't feel threatened upon emergence, it will sometimes mimic the actions of the nearest creature. Like all Praetomorph stages, Imps mature at a substantially faster rate than traditional Chestbursters.

QUEENBURSTER: An embryonic queen, the Stage III Xenomorph nicknamed the Queenburster gestates over days instead of hours. When born, the creature has a partially formed crest on its head, both sets of arms, and fully developed legs.

BIRTH: The birth of the Chestburster kills the host outright. The Chestburster has evolved to make a shocking display immediately after birth as a defense mechanism: it snarls, hisses and squeals whilst spraying the blood of its host in all directions. People who witness this for the first time must make an immediate Panic Roll. Within one Shift, the Chestburster evolves to Stage IV.

CONTAINMENT AND TERMINATION PROTOCOL: Surgical attempts to remove an embryonic Chestburster to date have resulted in the death of the patient—and depending on how far along it is into the gestation period—the death of the alien as well. Despite being able to defend itself, at this stage the Xenomorph is at its most vulnerable. It is easily killed by gunshots, explosives, knives, and fire—if it can be caught. Once birthed it will immediately seek both a place to hide and a source of raw metals to consume in order to complete the transformation into an adult—in addition to organic foods, aliens eat metals to increase their mass. Sufficiently fed, the Chestburster will begin to darken in color and shed its skin, cocooning itself in resin for the metamorphosis to the next Stage.

VARIABLE GESTATION

While under normal circumstances each Plagiarus species has a typical gestation period, various factors can retard or accelerate the process. For example, if someone is prone to cancer or has a compromised immune system, the rate of growth of any Xenomorph within them can speed up or slow down.

Being infected while in hypersleep can slow the process upon revival, and being placed in stasis while infected will arrest the infection or incubation until the afflicted is awakened. It is ultimately up to the Game Mother and the needs of the story to decide how rapid any xenovirus gestation period is.

CHESTBURSTER, BAMBI-BURSTER, IMP

	Chestburster	Bambi Burster	Imp	Queenburster
SPEED	2	2	2	2
HEALTH	2	2	2	3
SKILLS				
Mobility	8	10	8	8
Observation	6	6	8	6
ARMOR RATING	2 (0 vs fire)	2 (0 vs fire)	0 (3 vs fire)	4 (2 vs fire)
ACID SPLASH	4	4	4	5

CHESTBURSTER ATTACKS

D6	ATTACK
1-3	ESCAPE: With a snarl the Chestburster flees, moving two zones away in one action, into the nearest vent, sewer or duct if possible. As soon as the PCs lose line of sight the Chestburster has escaped. Stealth mode ensues as the Chestburster tries to hide and grow.
4	TERRORIZING HISS: The Chestburster jumps towards a target, flashing its razor-sharp teeth and hissing malevolently. The target must make an immediate Panic Roll.
5	LEG SLASH: With a snarl the Chestburster slashes its target's leg, metallic teeth flashing in the light. Roll for the attack using six Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #53 (even if the victim is not Broken), triggering an immediate Panic Roll.
6	THROAT BITE: The Chestburster squeals a high-pitched shriek and goes for the throat. Roll for the attack with eight Base Dice, Damage 1. If the attack causes damage, it immediately inflicts critical injury #61 (even if the victim is not Broken), triggering an immediate Panic Roll.



STAGE IV: STALKER, SCOUT, DRONE

Now young adults, Stage IV Xenos are able to adapt a bipedal stance, even though they might not always make use of it. Their now fully polarized skin is near black in tone; they have a bladed prehensile tail, six-fingered hands with enlarged nails, pronounced ribs, and translucent to opaque smooth-domed heads. In addition to their metallic, toothy mouths, they have an inner set of jaws that can strike like a piston—a favored mode of attack.

Save for the Scout, Stage IV Xenomorphs have four dorsal tubes affixed to their backs. While some have theorized the tubes are used for spinning and cocooning the resin for their hive, that has generally been discounted as a fallacy. The current line of thinking is that the tubes are a type of breathing apparatus, filtering out airborne toxins and allowing the creatures to breath underwater. However, as Aliens have been observed surviving in the vacuum of space, it is possible that they do not need to breathe at all.

STALKER: Averaging about 2.7 meters tall and comfortable moving on two legs as well as all four, Stalkers are the highly aggressive adult form of the Praetomorph. Classified as *Plagiarus linesteres,* the Praetomorph is a variant breed of Xenomorph XX121. The Stalker is believed to be an evolutionary dead end for the Praetomorph, as no encountered specimen has ever metamorphosed further. Unlike its phylogenetic relative *P. praepotens,* the *P. linesteres* does not appear to have a Queen stage. It also differs in that it has no biomechanical endoskeleton, and its teeth are translucent bone instead of metal. They are bigger, more powerful, resilient, and more resistant to fire than standard Xenos—they just happen to be less intelligent and more animalistic in nature.

SCOUT: 2.1 meters tall when standing upright, the brown-black Scout or Runner is a particularly fast adaptation of *P. praepotens*. Usually moving about on all fours, the Scout's job is to seek out a nearby source of hosts and alert the hive when one is found. If no hive yet exists, the scout will begin capturing hosts and cocooning them for ovomorphing until a Queenburster is produced. Once the Queen is birthed and a hive location is secure, a Scout will metamorphose to its next stage. For reasons unknown, Scouts have no dorsal tubes—they do not develop them until Stage V.

DRONE: Sometimes called Lurkers, Drones stand 2.4 meters tall, and are stealthy ambush hunters. Their tails end in a deadly hooked blade and rudimentary barb for Ovomorph injection. In many ways, Drones are the most alien of the species. It is theorized that the strange behavior often exhibited by Drones is due to them reaching young adulthood without establishing a connection to the alien hive mind. The stealthy creatures' fluid yet awkward movements and unorthodox reactions to stimuli belie their methodical intelligence. As much as a Stalker acts like a feral animal, a Drone plots. The ebon Drone is a clever yet single-minded iteration of the Xenomorph. Development of *P. praepotens* will arrest at Stage IV unless a Queen's pheromones cause it to molt into a Worker or Soldier—whichever form the hive is most in need of. Until then it will eat, gather hosts for ovomorphing, and sleep. When it evolves to the next stage, it joins the hive mind.

SILENT ASSASSIN [DRONE ONLY]: When making a stealth mode roll or sneak attack from within the same zone, the Drone is so silent that its target gets a –2 modification to their **OBSERVATION** test.

FERAL HUNGER [STALKER ONLY]: The Stalker has an insatiable need to kill. If it makes an attack that causes damage it will immediately make a second attack (with eight Base Dice, Damage 1) against the same target as a free action.

CONTAINMENT AND TERMINATION PROTOCOL: Stage IV Xenos are notoriously difficult to kill. They operate outside of the alien hive mind and are independent—but each exhibits traits that can be exploited. Stalkers and Scouts can be tricked into running into a hazardous situation. Drones are a bit smarter, but they follow a routine and spend most of their time hibernating in warm places such as somewhere close to a reactor core—and can be hunted down accordingly.

STALKER, SCOUT, DRONE

	Stalker	Scout	Drone
SPEED	2	3	2
HEALTH	6	5	7
SKILLS			
Mobility	8	8	10
Observation	6	10	8
ARMOR RATING	10 (5 vs fire)	8 (4 vs fire)	8 (4 vs fire)
ACID SPLASH	8	8	8

STALKER, SCOUT & DRONE ATTACKS

D6	ATTACK
1	HYPNOTIZING GAZE: The Xenomorph, eyeless as it may seem, stares deeply into the soul of its victim. The victim is mesmerized by the dread beauty of such a beast. They stand in awe of what nature, or god, or the devil has created, get +1 STRESS LEVEL and must make an immediate Panic Roll.
2	PLAYING WITH ITS PREY: The Xeno attacks, but not to kill. The target is knocked to the ground and drops all hand-held items, but otherwise takes no damage. The Xenomorph stands over them, taunting its prey to run so the game can go on. The victim gets +1 STRESS LEVEL and must make an immediate Panic Roll.
3	DEADLY GRAB: The beast launches through the air, grabbing its victim. It attacks with ten Base Dice, Damage 1. If it hits it immediately drags them into a neighboring zone, dumping them on the floor. The victim is prone, drops all hand-held items and must make an immediate Panic Roll.
4	READY TO KILL: The Xenomorph grabs its victim, its inner jaws poised to strike. Roll for the attack with ten Base Dice. If it hits, the victim counts as grabbed (see page 93) and needs to make an opposed CLOSE COMBAT roll against ten Base Dice to break loose. The victim and all friendly characters in the same zone must make Panic Rolls. Unless the victim breaks free, the Xenomorph will use a HEADBITE attack against them on its next initiative.
5	CAPTURE FOR THE HIVE: The Xenomorph attacks with its venom-spiked tail, with ten Base Dice, Damage 1. If the attack causes any damage, the Xeno pulls its punch so only one point of damage is inflicted, and the paralyzing venom takes effect. The victim must make a STAMINA roll—the number of ✠ rolled is the number of Rounds they can stay up, then they fall unconscious for one Shift. The paralysis can be removed with a shot of adrenaline (a MEDICAL AID roll using a Medkit).
6	HEADBITE: The Xenomorph opens its outer jaws wide, and the deadly inner jaws lean out, gnashing in anticipation before snapping forwards. The attack has a strength of nine Base Dice, Damage 2. If it causes any damage it automatically inflicts critical injury #64, killing the victim in one dreadful blow. However, should the GM wish it, the victim remains just alive enough for the Xenomorph to initiate the ovomorphing process.

STAGE V: SOLDIER, WORKER, SENTRY

As the hive mind takes a hold of them at Stage V of their development, *P. praepotens* molt to assume specialized roles within their community.

SOLDIER: Romantically referred to as a Warrior, a Soldier Xenomorph is the adult form of a Drone. As the alien matures, the creature's dome loses its form and melds with the ridged tissues beneath it. The alien's head begins to polarize and harden, forming an armored carapace. Blades will begin to grow from the Xeno's elbows, and its hands will mutate into five-fingered claws, dropping the sixth digit. Blue-black in color, Soldiers are nimble and attack en masse. The Soldier's tail has a barb at the end with a toxin that can cause paralysis in most known lifeforms. Once incapacitated, the Soldier will carry its prey back to the hive to be impregnated by a Facehugger.

WORKER: The diminutive Workers build and maintain the hive. Also called Weavers, they produce and spin the resin of the hive with their long proboscis tongues, shape it with their hands and feet, position eggs near cocooned hosts, and feed and maintain the Queen. Physically, they are somewhat different than the other members of *P. praepotens*. Transformation from Drone to Worker will see an alien shrink to between 1.2 and 1.8 meters in height. Its skin will turn a sickly grayish white, while its tongue grows pink, elongates, and develops a funnel through which it will secrete the makings of the hive. Workers ignore threats within the hive and will run if threatened, leaving their protection to Soldiers and Sentries.

SENTRY: After Scouts have secured a hive and a source of hosts, they mature into Sentries. Like Soldiers, their carapaces become ridged and armored. They are still incredibly fast and dexterous, with specialized gripping hands and feet that allow them to scale walls and ceilings with greater efficiency than other Xenos. Attuned to their Queen's needs, they will back off or attack as she signals. Also called Defenders, Sentries will not hesitate to sacrifice themselves to keep hive invaders at bay and protect their Queen.

CONTAINMENT AND TERMINATION PROTOCOL: As always, fire keeps Xenomorphs at bay. The non-aggressive Workers are easy to take down as they offer little resistance. A Soldier's carapace is armored enough to shrug off regular ammunition rounds, but pulse rifles make short work of them. Soldiers tend to work in groups, overwhelming targets with sheer numbers. Because of this, it is possible to take out a large number of them with an area effect weapon, hopefully evening the odds a bit. Sentries will not leave the inner hive unless the Queen does, so stay out of there and you'll easily avoid them. You know what? Just stay out of an alien hive. Period.

SOLDIER, WORKER, SENTRY

	Soldier	Worker	Sentry
SPEED	2	1	3
HEALTH	8	4	8
SKILLS			
Mobility	8	4	12
Observation	8	4	10
ARMOR RATING	10 (5 vs fire)	5 (2 vs fire)	12 (5 vs fire)
ACID SPLASH	10	6	10

SOLDIER & SENTRY ATTACKS

D6	ATTACK
1	ASSESSING THE THREAT: The Xenomorph pauses, hissing quietly but all the more threatening for that. It looks like it's thinking, or maybe giving silent orders to unseen companions. Everyone within MEDIUM range gets +1 STRESS LEVEL.
2	ONE FOR ALL: The Xeno leaps at the largest group of enemies and roars a challenge, sweeping its arms, legs and tail through their ranks. All targets within SHORT range must succeed at a MOBILITY roll or be knocked off their feet, taking one point of damage. All the targets must make immediate Panic Rolls.
3	ALL-OUT ATTACK: The Xenomorph launches into a wild attack, throwing every claw, fang and its pointed tail at its victim. It attacks with twelve Base Dice, Damage 2, and the attack is armor piercing.
4	CAPTURE FOR THE HIVE: The Xenomorph attacks with its venom-spiked tail, with twelve Base Dice, Damage 1. If the attack causes any damage, the Xeno pulls its punch so only one point of damage is inflicted, and the paralyzing venom takes effect. The victim must make a STAMINA roll—the number of ✦ rolled is the number of Rounds they can stay up, then they fall unconscious for one Shift. The paralysis can be removed with a shot of adrenaline (a MEDICAL AID roll using a Medkit), but otherwise the Xeno will capture them for the egg chamber.
5	DIE FOR THE QUEEN: The Xenomorph, desperate to protect its hive and Queen, leaps towards an enemy, eviscerating itself as it does so. Its acid blood showers everywhere: all targets within SHORT range of the Xeno suffer an immediate acid splash attack of twelve Base Dice. The Xeno dies, squealing.
6	HEADBITE: The Xenomorph opens its outer jaws wide, and the deadly inner jaws lean out, gnashing in anticipation before snapping forwards. The attack is rolled with ten Base Dice, Damage 2. If it causes any damage it automatically inflicts critical injury #64, killing the victim in one dreadful blow.

"They cut the power."
"What do you mean "they cut the power"? How could they cut the power, man? They're animals!"

—LT. ELLEN RIPLEY AND PRIVATE FIRST CLASS WILLIAM HUDSON

HIVE MIND

While a lone alien will operate well enough on its own, when half a dozen or more Stage IV Xenomorph XX121s get together, they begin to operate in unison. Add a Queen to the mix and they'll molt to Stage V. It's then that their coordinated movements become downright uncanny. While some theorize this is accomplished by the Queen through pheromones and other communicative stimuli, others believe it's a cumulative hive intelligence. It would seem that the more Xenomorph XX121s there are in a hive, the more intelligent they become.

STAGE VI: PRAETORIAN, CRUSHER, QUEEN

Stage VI *P. praepotens* are monstrous horrors. Their immense size and crested carapaces mark them as the leaders of their hive. Stronger and smarter than those beneath them, Stage VI Xenos command alien armies. These Stages are only reached when an existing Queen produces royal jelly and exposes her Soldiers and Sentries to it.

PRAETORIAN: When a hive reaches a population of over 300 individuals, Workers feed the Queen's chosen warriors with Royal Jelly until the transformation to Praetorian takes place. The penultimate form of an alien Soldier, Praetorians grow up to twice the height of their brethren. They develop a head crest similar to a Queen's, but maintain a more standardized bipedal form with only two arms. Lead protectors of the hive, Praetorians are the Queen's Royal Guards and army commanders. It is theorized that if a hive loses its Queen, a Praetorian can molt into a new one. If this happened before another hive invaded, the old hive can be preserved. If not, the invaders take advantage of the leaderless Xenos and claims them for their own Queen.

CHARGER: Also called the Crusher, the Charger is the Xenomorph equivalent of a tank. After being force-fed Royal Jelly and raw metals by the Queen's workers for weeks, a bloated Sentry will cocoon itself in resin and undergo a massive transformation. Its quadrupedal stance is bulked up and its head grows a massive, armored chitinous crest similar to a Queen's. Chargers grow to stand between 1.8 and 3 meters tall at the shoulder. Heavy defensive protectors of the hive, the Crusher will charge an enemy like a rabid rhino, trampling personnel and plowing through even lightly armored vehicles. Essentially the Runner variant of the Praetorian, the Charger's mobility is limited in that it cannot climb or jump very well. Luckily, they are relatively rare and only appear in long established hives.

QUEEN: The mother of the hive, at six meters tall or more, the alien Queen is perhaps the strongest and most intelligent of the species. While any adult alien is capable of initiating ovomorphing in a host organism, only Queens have the ability to lay eggs en masse. When her first molt is completed and the Queen is fertile, her Workers spin a resin cradle that holds her suspended above the floor of the hive. The Queen then grows an enormous egg sac that soon becomes distended and engorged with developing eggs. As each new Ovomorph is ready, she deposits it on the ground via ovipositor for her Workers to spirit away to nearby cocooned hosts.

The most astonishing thing about the Queen is her ability to communicate with her hive. While evidence exists to suggest she does so via a combination of pheromones and subsonic vocalizations, there are company consultants who believe she communicates telepathically as well, "speaking" with her children over immeasurable distances. In fact, corporate psychiatrists have documented that employees who score high on their company esper tests and find themselves within the proximity of an alien hive will have vivid dreams of the Queen calling to them, whether they are aware of her existence or not.

Additionally, professional dreamers seem to have a hard time producing after being exposed to an alien Queen. Of course, this could simply be a form of PTSD, but it bears further investigation. An alien Queen's distinguishing characteristics include her size, her large crested head, set of six dorsal spikes (instead of tubes), unique stance and a second set of grasping arms.

CONTAINMENT AND TERMINATION PROTOCOL: A Charger is nigh invulnerable while charging with its head shield down, but its body is only as armored as that of a regular alien Soldier, and well-placed explosives or heavy artillery will make short work of the beast. While they have few weaknesses, taking out a Praetorian will temporarily disorient the Soldiers it coordinates. As for dealing with the Queen... yeah. Don't.

ROYAL JELLY

Secreted by a Xenomorph Queen, Royal Jelly is a gelatinous substance that a mother Xeno uses to shape the Sentries of her hive. Royal Jelly contains a specialized strain of Agent A0-3959X.91-15 that induces an accelerated metamorphosis in *P. praepotens* and *M. noxhydria*. Royal Jelly is extremely addictive to humans and other animals, and when ingested in large quantities causes an adrenal increase in strength, stamina, and aggressive tendencies—eventually bordering on the superhuman and homicidal.

"They grab the colonists, they move them over there and they immobilize them to be hosts for more of these. Which would mean that there would have to be a lot of these parasites, right? One for each colonist. That's over a hundred at least."
"Yes, that follows."
"But each one of these things comes from an egg, right? So who's laying these eggs?"
"I'm not sure. It must be something we haven't seen yet."

—LT. ELLEN RIPLEY AND BISHOP

PRAETORIAN, CRUSHER, QUEEN

	Praetorian	Charger / Crusher	Queen
SPEED	2	1	2
HEALTH	10	16	14
SKILLS			
Mobility	5	4	8
Observation	8	5	12
ARMOR RATING	12 (5 vs fire)	18 (6 vs fire)	14 (5 vs fire)
ACID SPLASH	10	10	10

PRAETORIAN, CHARGER & QUEEN ATTACKS

D6	ATTACK
1	**CALL THE GUARD: The enormous Xenomorph lets out a shrill cry for help, calling D6 Sentries (for the Queen) or Soldiers (for the Praetorian or Charger) to its defense. They reach the zone the following Round, then draw initiative and can act.**
2	**CHARGE: Charger only (re-roll for Praetorian or Queen). The target must make a MOBILITY roll (no action) or be crushed, being immediately Broken and suffering a random critical injury. Even if the victim makes the roll, they fall down and gain +1 STRESS LEVEL.**
3	**BEASTLY BITE: The Xenomorph takes a huge bite from its victim. The attack is rolled with ten Base Dice, Damage 1. If the attack causes any damage, it inflicts critical injury #61 even if the victim isn't Broken, triggering a Panic Roll.**
4	**CRUSHING BLOW: The Xenomorph brings its entire weight down on the poor victim, who must make a MOBILITY roll at –2 (no action) or be crushed, immediately suffering three critical injuries (roll three times on the critical injury table and apply all three results, regardless of whether or not the victim is Broken). The victim is knocked to the ground and must make an immediate Panic Roll.**
5	**TAIL SPIKE: The tail impales the victim with terrible force. Roll for the attack using ten Base Dice (fourteen for a Queen), Damage 1. The attack is armor piercing. If the attack causes any damage it automatically triggers critical injury #66, killing them outright.**
6	**HEADBITE: The Xenomorph opens its mouth wide and the inner jaws lash out. The attack uses ten Base Dice, Damage 2. If it causes any damage the victim immediately suffers critical injury #64, killing them in one dreadful blow.**

STAGE VII AND BEYOND

Not everything is known about *P. praepotens* and its development cycle. It has been suggested that a Queen will continue to grow as her hive does, reaching Tyrannosaurus rex proportions in Empress and Queen Mother stages that rule over several Queens and several hives. There are reports of Praetorians molting into something called Palantines, and rumors of a so called Alien King, but so far reports of such transformations are unsubstantiated and only hypothetical. What will be found next on the Frontier is anyone's guess.

OTHER XENOMORPH TYPES

As has been implied, there are things out there we do not understand. Engineer murals depict horrifying monstrosities, the likes of which we have yet to encounter on the Frontier. They may simply be mythological, or they may be real. There are reports of xenocobras and large squid-like starfish creatures, as well as an alien that appears to be a missing link between a Neomorph and Xenomorph XX121—a dark blue, goblin-jawed Xeno lovingly dubbed the Deacon (because of its pointed head). Whatever is out there, just pray you don't run into it in the dark.

THE ALIEN HIVE

An alien hive is a large Xenomorph XX121 nest, composed mainly of secreted resin, that is either built into an existing structure or free standing on its own. Hives are full of twisting and confusing biomechanical tunnels and corridors that have been spun and crafted by Worker aliens. The damp, muted green-gray walls make it easier for *P. praepotens* to climb and maneuver, and are full of ridges and pockets for alien Soldiers to hide in. The sticky walls also serve another purpose—hosts are cocooned and impregnated within them until they birth a Chestburster and are killed. The hosts' decaying bodies then grows into the resin, serving as nourishment for the Workers and Soldiers of the hive. The atmosphere inside the hive is usually hot, dank and humid, and the putrid smell is unbearable. Soldiers lay dormant, hibernating in the walls and on the ceiling until called to task by their Queen. Along the way there are many small chambers that serve unknown purposes, and deep within the nest's maze is a centralized and guarded chamber where the Queen sits atop a bloated egg sac and deposits her eggs. Some hives have been found to contain diluted derivative pools of Chemical A0-3959X.91-15, likely secreted by the Xenomorphs themselves and used to perform genetic alterations on hosts in order to make them more suitable for the production of the type of Chestbursters the hive needs most. It's a nasty place and one you should avoid. ■

SPECIES INTERACTION:
WHY CAN'T WE ALL JUST GET ALONG?

Let's face it—there is no love lost on the Frontier. Aliens hate humans, and just like humans, they mostly hate each other as well. Creatures of different types generally don't get along. Sure, a Facehugger and a Xenomorph Soldier will work together, but a Xenomorph Soldier and a Neomorph will go for each other's throats. Feral Neomorphs will attack anything living not of their type—they find androids a curiosity and will only attack them if provoked. Xenomorph XX121s are similar, attacking any creature they perceive to be a threat.

Abominations hate anyone and everyone until they reach maturity—then they begin to settle and tolerate each other's presence (but still dislike humans, androids, and other aliens). Praetomorphs, on the other hand, simply will not tolerate any other alien species. Xenomorphs from different hives will clash with the intention of killing each other's Queen. When one hive kills the Queen of another, the leaderless hive is absorbed by the victor. The previous Queen's eggs and Praetorians are destroyed, while Scouts, Workers, and Drones are immediately assimilated. The Soldiers are another story. While a reigning Queen releases pheromones that bind the new Soldiers to her, many times she will simply have them destroyed as well.

OTHER EXTRASOLAR SPECIES

In addition to Engineers and Xenomorphs, some exoplanets have standard species of their own—swift fish, slow-moving land animals, dog-sized arthropods, insects, whales, pachyderms and more. Species of different classifications fulfill the same roles in an ecology as their counterparts on Earth. Some worlds like Arcturus and Zagreus are even home to several unique species. Below is a small sampling of what else lives amongst the stars.

THE SWARM

- **TYPE:** Insect Omnivores
- **HABITAT:** LV-KR 115, fertile grass and farm lands, or drifting through space
- **SIZE:** Around 15 centimeters each, but together they can form massive swarms a great many kilometers in diameter
- **TRAITS:** Swarm an area, consume everything there save for metals.

Dubbed space locusts by Colonial Marines, the Swarm either originated on or came to rest on planet LV-KR 115. For untold centuries they would ravage the grasslands for a season before going into hibernation for decades, only awakening when the lands were fertile once again. Between cycles, the company discovered the world and devised a method for creating self-replenishing crops there. The swarm awoke once more to devour everything. But with crops that could grow back after any attack, the swarm had no reason to go into hibernation. Instead their numbers grew exponentially until they blanketed the entire planet. The company was forced to bomb the planet with pesticides that rendered the planet uninhabitable.

While severe in its solution, the problem was solved for LV-KR 115, but that was only the beginning. The term space locust seems to have been apt, as scientists have drawn a line across the Frontier of worlds that have suffered repeated ecological blights, and dormant swarms have been located adrift in deep space. It is possible that these insects drift in space for millennia before reaching new worlds to ravage. No one knows how many are out there, nor how many already lay dormant on fertile colony worlds, just waiting to wake up and begin the cycle again.

SWARM RULES: The size of a Swarm is measured in the number of zones it covers. The Speed rating of a Swarm is equal to the number of zones it covers. The Health of a Swarm is equal to 5 times the number of zones it covers. The Swarm cannot be killed. Victims can only flee from it or try to drive it off. If the Swarm's Health drops to zero it has had enough and goes looking for easier pickings.

CONTAINMENT AND TERMINATION PROTOCOL: Good luck. Try shooting them all you want, there are hundreds to take the place of every locust you might hit. In space, you can cook the dormant critters in your afterburners. Once planetside, fire, electrical conductivity, and lethal pesticides are the only means to deal with this spaceborne environmental menace.

"Look at this beautiful thing! In all the systems we've ever cataloged we have never found anything larger than bacteria, but- but this ... this is life. We found life."
"Our first alien."

—MILLBURN AND DAVID 8

THE SWARM

SPEED: 1 per zone

HEALTH: 5 per zone

SKILLS: None

ARMOR RATING: Impervious to all attacks except fire, explosions, and electricity.

SWARM ATTACKS

D6	ATTACK
1	**CONSUME:** The Swarm consumes everything in its path, and this place is rich in food. The Swarm's Health is restored by 2 points, making it harder to drive off.
2	**PHEROMONES:** The Swarm is getting increasingly agitated and more and more pheromones are being released into the air. The Swarm's next roll on this table gets +1. This effect is cumulative.
3	**SUFFOCATING SWARM:** The swarming creatures are everywhere: the air is thick with them. They are in the victims' eyes, ears and mouths, and it is almost impossible to breathe. Everyone inside the Swarm area must make a STAMINA roll. Failure means the victim cannot act during the next Round, and the Swarm will perform a STRIPPED TO THE BONE attack against the victim as its next action.
4	**DESPERATE HUNGER:** The Swarm is so hungry it will eat anything, and right now the polymers and compounds in the players' armor look good. Everyone within the Swarm wearing armor suffers an attack rolled with eight Base Dice, Damage 1. Any damage is immediately subtracted from the Armor Rating. Those not wearing armor find their clothes have been shredded, but the attack does not inflict any damage.
5	**FEEDING FRENZY:** The Swarm is hungry and tries to eat anything it can envelope. All characters inside the Swarm suffer an attack rolled with six Base Dice, Damage 1. Armor is halved (rounded down) as the creatures look for ways to slip past it.
6	**STRIPPED TO THE BONE:** The Swarm focuses on one target, and that victim takes an attack rolled with eight Base Dice, Damage 1. Armor is halved (rounded down) as the creatures squirm underneath it. If the attack inflicts any damage the Swarm has ravaged the victim and they suffer a critical injury, even if not Broken. Each Round thereafter one of the Swarm's actions is automatically to attack this target again with this attack, on the Swarm's next initiative. This will continue until the victim is stripped to the bone, rescued, or the Swarm is driven off.

HARVESTERS

- **TYPE:** Mammalian Omnivore
- **HABITAT:** Tartarus and several mining colonies.
- **SIZE:** 6 meters or more
- **TRAITS:** Erupts from ground, stampedes when threatened, charges when cornered. Doesn't know when to retreat.

Behemoth subterranean land animals, Harvesters are six-legged Ankylosaurus-sized nightmares that are famous for destroying the colony on Tartarus. These large, fast moving burrowers have tiny, useless eyes, instead utilizing sonar to navigate. They have massive front claws and a mouth with a unique shredding mechanism that grinds organic materials and stores it in one of six stomachs. This mouth acts like a rotating circular meat grinder, crushing and pulping flesh, bone, plants, wood, rock and most metals. Only the strongest of materials will resist destruction, causing the Harvester to choke until the offending item is removed.

Typical targets of opportunity include farmlands, graveyards, food stores, or a gathering of people or animals. While Harvesters don't actually hunt living things, any creatures unlucky enough to be in their feeding zone are fodder. As the air in their natural habitat is higher in carbon dioxide than the human norm, Harvesters are capable of breathing in otherwise poisonous atmospheres. They carry their young beneath the folds of their armored shell—boar-sized creatures that will detach themselves and attack if their mother is overwhelmed.

While native to Tartarus, some corporate exec at Bionational got it in his head that the Harvesters could be used to tunnel out mines on other metal rich worlds. They were transported to several mining planets and moons on the Frontier and did so—before escaping into the wild and disrupting those colonies as well.

HIDDEN BEHEMOTH: When at rest the Harvester often sleeps just under the surface, with a thin crust of ground above it. If someone walks across this ground they get an **OBSERVATION** roll to spot the weakened earth, but if not it will collapse under them and the startled Harvester will get a free attack.

HARVESTER JUVENILES: A mother Harvester will carry up to 2D6 young safely under her armor plating. If she comes under attack and is in genuine danger these young will leap to her defense and attack too, rolling four Base Dice, Damage 1.

CONTAINMENT AND TERMINATION PROTOCOL: These things are large-scale destroyers. The inhabitants of Tartarus Colony lured the creatures to the surface and attacked them with aircraft with limited success before the beasts learned to avoid such traps. The best way to kill a rampaging Harvester is to attack its soft, unprotected underbelly—but good luck getting close enough to do so without being crushed or ground up.

HARVESTERS

	Harvester	Harvester Juvenile
SPEED	1	1
HEALTH	15	4
SKILLS		
Mobility	4	8
ARMOR RATING	15 (except the under-belly, with 5)	4



HARVESTER ATTACKS

D6	ATTACK
1	**SONAR SWEEP: The Harvester takes in its surroundings by singing out a quick sonar pulse. Add one to the next roll on this table (for a maximum of 6). All PCs at up to LONG range are affected by the high-pitched squeal and get +1 STRESS LEVEL.**
2	**SONAR PULSE: The Harvester uses its sonar as a weapon. Everyone within SHORT range gets blasted by the ultra-sonic burst and must make a STAMINA roll (no action) or be stunned and lose their next action. Those who are not stunned must make a Panic Roll.**
3	**CHARGE: The cornered Harvester rushes the player who it deems to be the biggest threat. It makes a manic charge against them, and all those in that direction, as its charge crosses into the next zone. All targets must make a MOBILITY roll (no action) to get out of the way. Anyone who fails suffers an attack rolled with ten Base Dice, Damage 1, and is knocked prone.**
4	**STAMPEDE: The Harvester goes berserk, like a bucking bronco, and flails around in a maddened frenzy. All targets within SHORT range suffer a crushing attack of six Base Dice, Damage 2, and are knocked prone if hit.**
5	**BURROWING CLAWS: The beast's claws are almost as bad as its maw, and it leaps on a poor victim. They suffer an attack with ten Base Dice, Damage 2.**
6	**PULVERIZE: The victim is dragged into the beast's dreadful meat-grinder of a mouth. They get to make a last-ditch opposed CLOSE COMBAT roll against eight Base Dice (no action), to dodge that dreadful fate. If they fail the roll they die, their body mercilessly minced, their agonized screams ringing in the ears of their friends until the day they die. All who witness this receive +1 STRESS LEVEL and must make a Panic Roll.**

LION WORMS

- **TYPE:** Invertebrate Carnivore
- **HABITAT:** Wilds of Zagreus
- **SIZE:** 1.8–3 meters
- **TRAITS:** Relentless hunter, attacks first, retreats underground when confused.

An aggressive carnivore covered in golden, fast moving cilia, the Lion Worm is the apex predator on the xenobiologist jungle dreamworld of Zagreus. Eyeless, the Lion Worm instead has a series of ears running along its body with a group of nostrils in the center of its huge, razor-sharp beak. Like the Harvesters of Tartarus, the worm is a burrower, but unlike those giant land animals, the Lion Worm can only travel through soft earth. It is an ambush predator that actively seeks live prey. It's rumored that poachers have been removing Lion Worms from their natural habitat, slipping them past ICC quarantine and selling them to the corporate elite as pets. If this is so, it is a potential disaster waiting to happen—an escaped Lion Worm could reproduce quickly and upset the ecological balance of any colony world, as well as be responsible for a great many deaths.

CONTAINMENT AND TERMINATION PROTOCOL: Lion Worms can be disoriented by the release of pollen or pollutants in the air. They are easily distracted by the pheromones of another Lion Worm, something the colonists on Zagreus have been wise enough to collect. A Lion Worm perceives the smell of another of its kind as an invasion of its hunting grounds, and will seek out and attack the offender accordingly.

LION WORM

SPEED: 2

HEALTH: 8

SKILLS: Mobility 12, Observation 8

ARMOR RATING: 4

AMBUSH PREDATOR: The Lion Worm is a top predator. In its own territory it will set up traps, pits, walls of vines, and tree-lines that all help it capture its prey. In stealth mode a Lion Worm's prey get a –2 modification to **OBSERVATION** due to the Worm's cunning instincts, if they are in the Lion Worm's territory.

LION WORM ATTACKS

D6	ATTACK
1	**INTIMIDATING DISPLAY:** The Lion Worm rears up, its golden cilia flowing in threatening patterns. But it's a bluff. The expert predator has seen a problem and is using an aggressive display to cover a tactical retreat (which it makes on its next action). All PCs within SHORT range must make a Panic Roll. But the Lion Worm is not giving up the hunt: when it retreats, stealth mode resumes with the Lion Worm still hunting the PCs. When it makes its next attack, it gets a +1 to its roll on this table (to a maximum of 6).
2	**PLAY WITH ITS PREY:** The Lion Worm attacks but for fun, rather than to kill. Roll for the attack with eight Base Dice. If the attack hits, the target is knocked to the ground and drops all hand-held items, but is otherwise unharmed. The Worm rears over them, wishing for its prey to run before it attacks again. The victim must make an immediate Panic Roll.
3	**ACRID PHEROMONES:** The Lion Worm releases a huge dump of pheromones into the air. They are so pungent that anyone near the creature starts to cough and all PCs within SHORT range must make a STAMINA roll. If unsuccessful they are stunned and lose their next slow action.
4	**FERAL RAGE:** The beast attacks, throwing everything at its victim, with ten Base Dice, Damage 2. If it causes any damage, its insatiable desire to kill allows it to immediately make a second attack as a free action, with the same number of Base Dice and Damage rating.
5	**CRIPPLING ATTACK:** The Lion Worm attacks to incapacitate its target, either to eat later or get enough space to escape a bad situation. It goes for a crippling blow, making an attack with eight Base Dice, Damage 1. If it does any damage it automatically inflicts critical injury #56, even if the victim isn't Broken.
6	**DEATH ROLL:** The Lion Worm goes full out for the kill, grasping its target and wrapping it in a vicious death roll. Roll for the attack with ten Base Dice, Damage 1. If the attack hits, the victim is grappled as well as disorientated and loses their next slow action. On its next action, the Lion Worm will squeeze the victim, attacking with ten Base Dice, Damage 1 again.

TANAKAN SCORPIONIDS

- **TYPE:** Arthropod Carnivore
- **HABITAT:** Tanaka 5, deserts and cavernous springs
- **SIZE:** 1.5–2.4 meters
- **TRAITS:** Hides in dunes and rocks during the day, hunts at night, aggressive if provoked and surprisingly adept swimmers

Although they are equipped with poisonous stingers, the desert scorpions of Tanaka 5 have more in common with Earth's prehistoric sea scorpions than the standard Terran variety. These tapered and segmented creatures have rounded heads, a set of large pincers, eight crab-like legs, and two large fin-like structures on either side of their bodies. While initially thought to be utilized in intimidation displays, the fins were found to have a different purpose when the planet's underground lake systems were discovered—Scorpionids are adept swimmers and spend at least half their life underwater. Those very lakes are teeming with aquatic life, making for easy hunting grounds for the arthropods.

While they normally keep to themselves, Scorpionids will fight if they feel threatened. Their pincers can break a man's leg, and their sting can kill a grown human quickly unless an antidote is administered. The deadly venom in their stingers can be used for a multitude of medicinal purposes. While dangerous and somewhat unpleasant, collecting Scorpionids and milking their venom can make you some quick cash. Scorpionids run a gamut of colors from an orange-red to a deep blue.

UNDERWATER SPRINT: As a slow action a Scorpionid can sprint as if having used two run actions (i.e., through two zones or from an adjacent zone directly into **ENGAGED** range of a target) if it is in water or its movement starts in water. It uses this ability to make sneak attacks against prey on the shore.

CONTAINMENT AND TERMINATION PROTOCOL: Their shells protect them from knives and other melee weapons but don't do much good against bullets.

TANAKAN SCORPIONIDS

	On Land	In Water
SPEED	1	3
HEALTH	5	5
SKILLS		
Mobility	6	10
Observation	6	10
ARMOR RATING	6 (3 against bullets)	6 (3 against bullets)

SCORPIONID ATTACKS

D6	ATTACK
1	**RETREAT:** The Scorpionid isn't stupid and won't fight unless there's a good reason to. On this occasion it decides to flee the fight as quickly as possible.
2	**PINNED DOWN:** The Scorpionid uses its powerful pincers to pin down its target. Roll for the attack using ten Base Dice, Damage 1. If the attack hits, the target is knocked prone, drops any hand-held items and must make an immediate Panic Roll.
3	**PINCER GRAB:** The creature tries to seize its victim in its enormous claws, quivering with the anticipation of a quick strike with its huge tail. Roll for the attack with eight Base dice, Damage 1. If the attack hits, the victim is grappled (see page 93) and must make an opposed roll for CLOSE COMBAT against eight Base Dice to break loose. If the Scorpionid retains its grasp, it will automatically make a TAIL STRIKE (below) attack against the victim on its next initiative. If this attack hits underwater the Scorpionid will drag the victim deeper and one zone away from the group, causing them to also suffer the effects of drowning.
4	**FLAILING STRIKE:** The Scorpionid's pincer swipes at its target. Roll for the attack with eight Base dice, Damage 1. If the attack hits, the Scorpionid flings the victim into the next zone, causing an immediate critical injury (regardless if the victim is Broken). The victim is left prone and drops any hand-held items.
5	**TAIL STRIKE:** The Scorpionid swings its terrible tail forward with deadly purpose. It attacks with ten Base Dice, Damage 1. If it inflicts any damage it poisons the victim with a deadly venom, counting as a disease with a Virulence rating of 9 (see page 109).
6	**IMMOBILIZE:** The Scorpionid wants to escape, but to do so it needs to take its attackers out of the fight. It lunges for its victim's legs with its huge claws, making an attack with eight Base Dice, Damage 2. If it does any damage, the victim immediately suffers critical injury #35, whether or not they are Broken.

HUMAN'S BEST FRIEND

When humanity conquers a brave new world, they bring their animal companions with them—and with good reason. Pets are incredibly important to the psychological well-being of long haul starship crews, and every ship should have one. While far from common, typical flesh and blood animals found on the Frontier include dogs, cats, mice, reptiles, fish, and birds. Additionally, synthetic copies of both mundane and exotic Earth animals have been produced by a number of companies. Rats and insects have stowed away on many a spacecraft, spreading disease and altering the ecology of alien worlds. Apes are still used in laboratory settings and cattle, sheep, horses, and pigs have all been transplanted to extrasolar farming colonies.





CAMPAIGN PLAY

"Folks, we have scored big this time!"
"What is it, dad?"
"I'm not sure. See if we can't get a closer look at this thing."

–REBECCA "NEWT" JORDEN AND HER FATHER RUSS JORDEN



What do the player characters do? Where do they go? Just what is out there? This chapter provides the tools to help a GM develop a framework for creating a campaign as well as colony worlds and other adventure destinations. It also provides random tables that are bursting with ideas for missions, complications, encounters and so on, whether you are Space Truckers, Colonial Marines or Frontier Colonists.

Bear in mind that random rolls are an aid to imagination and that GMs can always simply pick an entry from one of the tables if it looks suitable, or it holds some promise—don't be a slave to the dice. Often a set of random rolls will throw up interesting and unusual ideas for scenarios or locations that you may never have thought of otherwise, but always remember that results can be changed or ignored.

THE CAMPAIGN FRAMEWORK

Before you set out to play a full campaign in the ALIEN roleplaying game, you need to decide which campaign framework to play—who the characters are and what role they have in the ALIEN universe. This is something we recommend that you do together with the players, as you will have more fun if everyone is involved in creating the game.

Three suggested campaign frameworks—Space Truckers, Colonial Marines, and Frontier Colonists—are described below, and later in this chapter you'll find mission generators for each of them. In the future, Free League Publishing will release a series of campaign modules that delve deeper into each of the three frameworks above, but the information in this chapter is enough to get you started on a full campaign in the ALIEN roleplaying game.

EMPLOYEES OR FREELANCERS?

Whichever campaign framework you choose, you should decide early on if the PCs are employed by a government, a corporation, or the military, or if they are freelancers, taking whatever jobs they can find in their field.

As employees, the PCs get a steady paycheck (even though it might be a small one) and access to hardware that most freelancers cannot afford. Freelancers have a lot less security, but they are free to take whatever jobs they like, and if they're lucky they might one day strike it big.

STARTING SPACESHIP

We recommend that you let the players start with access to a spaceship. This way they are mobile right from the start and can explore the star map and discover the ALIEN universe piece by piece. Space travel is explained in detail in Chapter 7. If the PCs are employed by a government, corporation, or the military, their spaceship will be assigned to them, and they are expected to take good care of it. If the PCs are freelancers, they can lease or even own their own spaceship, and use money they earn to repair and upgrade it. Read more about this in chapter 7.

SPACE TRUCKERS

You don't give a damn about the colonies. You've got bills to pay—and the easy money is in hauling cargo and refineries from the Outer Rim to the Core Worlds. While there is plenty of difficult and frustrating work at both ends of the trip, most of the job is spent in hypersleep, traveling from here to there while the ship flies itself. Thanks to the cryo-chambers, you're aging a lot slower than your buddies back home. Keep on truckin' and you just might live forever. If you're lucky, you'll be home in time to see your newborn's third birthday. Until then, you've got to convince the Company that your work on this stint is worth a full share.

As the crew of a powerful tug-ship or cargo hauler, the PCs are employees of the ship's owner and their jobs will vary tremendously depending on the client's needs. They may be ferrying ore to a refinery, or taking colonists in hypersleep out to an unexplored planet. There are supplies to ferry to colonies, drilling rigs to tow out to the frontier and salvage jobs to carry out. Have ship—will travel. The tables suggest some of the common cargoes to ship and the possible destinations for delivery. Although sounding mundane, this job is filled with problems, complications, and unexpected encounters with the unknown. You are on your own, often navigating on the fringes of known space ... breakdowns, emergencies and the frustrations of working with two-bit colonies can be turned into enjoyable scenarios in themselves.

TYPICAL JOBS: Cargo runs (see page 342).

SUGGESTED EMPLOYERS: Weyland-Yutani, Lasalle Bionational, Seegson.

SUGGESTED CAREERS: Company Agent, Medic, Officer, Pilot, Roughneck.

SUGGESTED SPACESHIP: Model CM-88G Bison M-Class Commercial Freighter (see page 181).

WEEKLY SALARY: $400–960

NOVGOROD STATION

At the end of this chapter you will find Novgorod Station, a small space station on the Frontier. The Novgorod outpost can be a hub for jobs, adventures, and intrigue. If you like, you can use it as a starting point for your campaign. You can use its suggested location on the star map, or place it anywhere you like.

COLONIAL MARINES

Space sucks, and war in space sucks more. Any shipboard firefight is likely to end with someone blown out into space. Your superiors don't give a damn about whatever shitstorm they drop you into—they just sit back and decide who lives and dies from afar. All that plus you and your buddies are always the ones tasked with cleaning up some politician or CEO's mess, usually by way of bug-hunt, bullets, and blood. Peace through superior firepower is your way of life. Thing is, you are good at it. In fact, sometimes you actually enjoy it.

A military life in the colonies can be tough and challenging, particularly when it comes to the missions. There is no employer table for the Colonial Marines, Navy, or Army—all of their orders come from the Command HQ. The missions are typically combat-orientated with military objectives, but the GM could easily substitute tables from the other campaign frameworks for inspiration if desired. Most mission objectives will be off-world installations, war zones, combat stations or fortifications.

The key to playing a Colonial Marine game is to have the PCs be the squad leaders, those making all of the decisions. This works with almost any military group from marines to fighter pilots. Remember to keep the squad small. This is a role-playing game, after all, not a wargame.

TYPICAL JOBS: Military missions (see page 344).

SUGGESTED EMPLOYERS: USCMC (United Americas), Space Operating Forces (Union of Progressive Peoples), Royal Marines Commandos (Three World Empire)

SUGGESTED CAREERS: Colonial Marine, Medic, Officer, Pilot, Roughneck.

SUGGESTED SPACESHIP: Conestoga-Class Frigate (see page 186).

WEEKLY SALARY: $500–760

CHAIN OF COMMAND

As marines, regardless of whether you work for the UA, 3WE or the UPP, you are part of a military organization and are expected to follow orders. This means that you don't get to choose which missions you are sent on, someone higher up simply gives you orders. In game terms this means that the GM prepares a mission and gives the players a briefing on the objectives. If you want a more open approach we recommend that you play as a mercenary company instead. This way, you are free to choose where to go and which missions you want to take on.

FRONTIER COLONISTS

"Life on the off-world colonies is an adventure," they said. "Start a new life with the prospect of untold riches," they said. What they didn't say was that the colony worlds are tough and unforgiving, and while opportunities for making a fortune do exist, it always seems to happen to the other guy. But your chance will come—you are a surveyor, a prospector, a miner, and an explorer—and if there are treasures out here, you will find them. And then you can sell your claim to one of the corporations for a fortune."

Frontier Colonists are blue-collar working stiffs, and they follow up rumors, take chances on speculation or simply go in blind, to locate and extract valuable raw materials or salvage abandoned technology. Their skills and tenacity are sought after by third parties not willing to brave the dangers of the Outer Rim themselves. Finding the big bucks to fund your own expedition is not easy. This makes most explorers dependent on sponsors. The rewards are often permits to go on expeditions of one's own, or new, desirable knowledge.

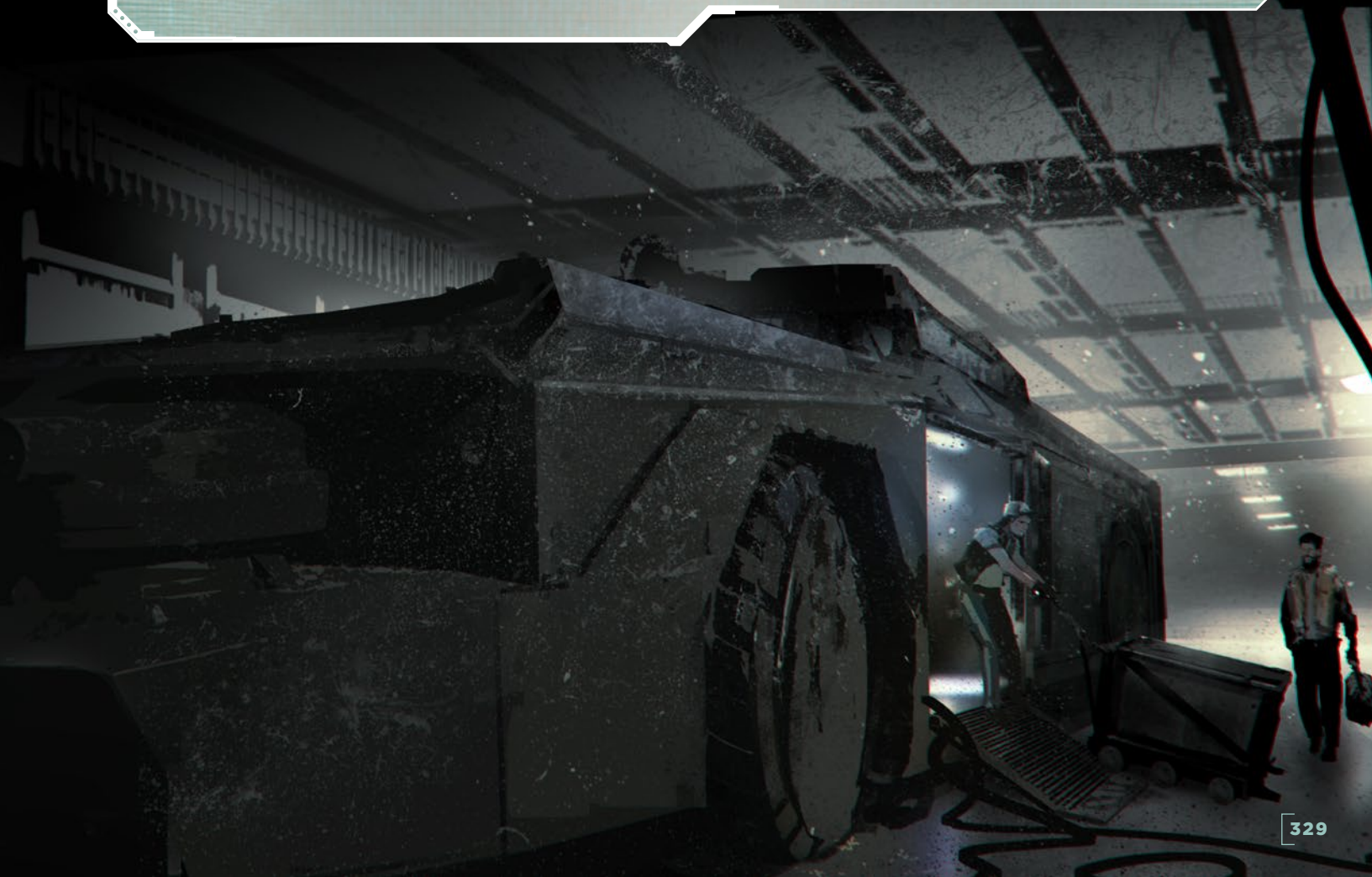
TYPICAL JOBS: Expeditions (see page 348).

SUGGESTED EMPLOYERS: Weyland-Yutani, ICSC, Colonial Marshal Bureau

SUGGESTED CAREERS: Company Agent, Kid, Medic, Pilot, Roughneck, Scientist.

SUGGESTED SPACESHIP: Model CM-90S Corvus G-Class Deep Space Salvage Vessel (see page 180).

WEEKLY SALARY: $500–640



CREATING STAR SYSTEMS

The rules in this section allow the GM to create a colony world on the Frontier or Outer Rim and with it all the information you need to start running scenarios with your players. Should the wider star system require further exploration, then optional rules are included to create all of the planets around a star.

STAR TYPES

Stars vary wildly from moon-sized white dwarfs to immense giants and from dull red, cool M-types, to fierce white and blue stars.

STAR TYPE

TYPE	DESCRIPTION	BRIGHTNESS CLASS
Giant	Huge, bright and cool star in a late stage of evolution	Type III
Subgiant	A large, bright star, exhausting its fuel	Type IV
Main Sequence	Small but incredibly common type of star	Type V
White Dwarf	A dead, burnt-out star, tiny and super-dense	Type DA
Red Dwarf	A red main sequence star, small and cool. Very common star.	Type MV
White Main Sequence	White main sequence stars that burn hot and brightly	Type A0V

BRIGHTNESS CLASS: There are other classes of stars, Type I and II stars, but there are none within our stellar neighborhood.

SPECTRAL CLASS: Stars are also given a spectral class, based on temperature. These are:

O – Blue
B – Blue
A – White
F – Yellow-White
G – Yellow
K – Orange
M – Red

A star is described by combining the two classifications, for example: MV, GIII, FV. There are no O type stars in our stellar neighborhood.

PLANETARY NAMES

Inhabited planets are given names that often refer to Greek mythology, or to dark or foreboding themes. Unsurveyed planets and moons remain unnamed, while any surveyed moon or planet (prior to colonization) will be given a three-digit designation prefixed by the ICC code like "LV," "MT," or "RF" (for example, RF/9, LV-562 and MT-338). A suggested list of names is provided here:

- **Hannibal**
- **Monos**
- **Requiem**
- **Nakaya**
- **Phaeton**
- **Nocturne**
- **Prospero**
- **Magdala**
- **Hamilton**
- **Tracatus**
- **Aurora**
- **Arges**
- **Damnation**
- **Nero**
- **Doramin**
- **Solitude**
- **Euphrates**
- **Nemesis**
- **Moab**
- **Steropes**
- **Napier**

MAIN WORLD CREATION

Human presence in a star system will be established on the most lucrative planet, not the most Earth-like. It might have poisonous air and seas of sulfuric acid, but if there's palladium or iridium to mine, then that's where the colony will go. This colonized world will sometimes be referred to as the main world, to differentiate it from all of the uninhabited planets and moons in the rest of the star system.

Each main world requires the GM to randomly create its Size, Atmosphere, Temperature and Geosphere. One random Planetary Feature can then be created (to create an initial impression of the world's surface) before moving on to the Colony Size, Colony Mission, Factions at work and any Orbital Components.

PLANET SIZE: The size listed is the diameter of the planet in kilometers, with examples of roughly equivalent bodies from our Solar System. Worlds with lower than 0.7 G are considered low-gravity worlds while those of 1.3 G or above are classed as high gravity. On both low and high-G worlds, characters will have trouble moving around and get a –2 modification to all **AGILITY**, **CLOSE COMBAT** and **STAMINA** tests. After a period of acclimation, this modification disappears.

PLANET SIZE

2D6	SIZE	SURFACE GRAVITY	EXAMPLES
2 or less	<1,000 km	Almost 0-G	Ceres and other asteroids
3–4	2,000 km	0.1 G	Iapetus
5–6	4,000 km	0.2 G	Luna, Europa
7	7,000 km	0.5 G	Mars
8	10,000 km	0.7 G	
9–10	12,500 km	1.0 G	Earth, Venus
11	15,000 km	1.3 G	
12	20,000 km	2 G	Super-Earth

Subtract the modifier listed below, if applicable:

- **ICE PLANET: –2 (see The Star System Generator, later)**
- **GAS GIANT MOON: –4 (see The Star System Generator, later)**

ATMOSPHERE: The size of a planet may affect the atmosphere, with the low-digit entries (2–8) generally more common for small worlds and the higher ones (9–12) associated with larger worlds. Many planets have toxic and unbreathable atmospheres—be prepared!

ATMOSPHERE

2D6	TYPE
3 or less	Thin
4–6	Breathable
7–8	Toxic
9	Dense
10	Corrosive
11	Infiltrating
12	Special

Subtract the modifiers listed below, if applicable:

- **4,000 km diameter or less: –6**
- **4,001 km – 7,000 km diameter: –2**

- **TOXIC.** The toxic atmosphere has an Earth-like density, but is tainted with sulfur, carbon dioxide, or other poisonous gases—it is not breathable without a filter mask. Anyone without a filter mask suffers an attack rolled with four Base Dice at the start of each Round. Every ✦ rolled inflicts one point of damage. If the victim is Broken, they must make a Death Roll every Turn until they die or are brought to safety.
- **THIN.** A thin atmosphere is too thin to breathe. It might be equivalent to the top of Mt. Everest or the altitude that 21st Century airliners fly at, or it may be so tenuous it counts as vacuum. Pressure suits are necessary here. Damage to the suit leads to explosive decompression as if in a vacuum (page 107). On worlds with a thin atmosphere, deep ravines will contain pressure high enough for humans to survive without suits, although compressor masks will be necessary.
- **BREATHABLE.** The atmosphere is at Earth density and contains oxygen and carbon dioxide in quantities to sustain human life.
- **DENSE.** The air is not toxic but is so dense that it is literally too thick to breathe. Only at high altitudes can humans breathe comfortably without a pressure suit. Over long periods of exposure, reduced blood circulation results in numbness, cramps, and even life-threatening clots. Pressure suits must be worn on these worlds. Damage to the suit leads to an implosion-like effect similar to vacuum exposure (see page 107).
- **CORROSIVE, TOXIC.** Corrosive atmospheres are toxic and also contain a chemical such as ammonia, fluorine, or chlorine that burns the throat and lungs. Anyone without a pressure suit suffers an attack rolled with five Base Dice at the start of each Round. Every ✦ rolled inflicts one point of damage. If the victim is Broken, they must make a Death Roll every Turn until they die or are brought to safety. Pressure suits protect against corrosive atmospheres.
- **INFILTRATING, TOXIC.** Corrosive gasses, in great concentration, can even defeat pressure suits and airlock seals in one Shift. This type of atmosphere is classed as infiltrating. Special alloys are necessary to survive this deadly atmosphere. Anyone without an intact pressure suit suffers an attack rolled with six Base Dice at the start of each Round. Every ✦ rolled inflicts one point of damage. If the victim is Broken, they must make a Death Roll every Turn until they die or are brought to safety. Note that these worlds will have rainfall, seas and lakes of ammonium hydroxide, hydrofluoric acid, hydrochloric acid, etc.
- **SPECIAL.** This atmosphere varies across the planet's surface. It could be dense at the equator and thin around the poles, have a liquid form or other special properties decided by the GM. If stuck for ideas, re-roll.

TEMPERATURE: The average surface temperature of a planet is dependent on its distance from the star as well as the planet's atmosphere. This temperature provides a clue as to its position in the star system.

TEMPERATURE

2D6	TEMPERATURE	AVERAGE TEMPERATURE	DESCRIPTION
3 or less	Frozen	–50°C or less	Titan, Pluto, Enceladus
4–5	Cold	–50 to 0°C	Alaska or Antarctica in winter
6–7	Temperate	0 to 30°C	Boston or Paris
8–10	Hot	31 to 80°C	Mojave or Sahara Deserts
11+	Burning	80°C or more	Mercury, Venus

Add or subtract the modifiers listed below, if applicable:

- **Thin atmosphere: –4 (with drastic differences in temperature between night and day)**
- **Dense atmosphere: +1**
- **Corrosive or infiltrating atmosphere: +6**
- **Special atmosphere: GM decides**

GEOSPHERE: Results on the geosphere table (below) tell you the proportion of dry land to ocean that exists on the planet. Note that a Frozen world will have locked up all of the seas and oceans as ice and a Burning world will have turned its oceans to steam. Also, it should be pointed out that, when it comes to other planets, not all oceans are comprised of water.

GEOSPHERE TABLE

2D6	GEOSPHERE TYPE	DESCRIPTION
4 or less	Desert World	No surface water
5–6	Arid World	Global deserts and dry steppes, with some lakes and small seas
7–8	Temperate-Dry World	Oceans cover 30–40% of the world's surface
9–10	Temperate-Wet World	Oceans cover 60–70% of the world's surface
11	Wet World	Global oceans with some islands and archipelagos
12	Water World	No dry land

Add or subtract the modifiers listed below, if applicable:

- **Thin, dense, corrosive or infiltrating atmosphere: –4**
- **Special atmosphere: GM decides.**
- **Hot temperature: –2**
- **Burning temperature: –4**
- **Frozen –2**
- **No atmosphere = Desert World**

PLANETARY TERRAIN: Roll on this table for a single distinctive planetary terrain type. If using the Star System Generator (later) these results are only suitable for Terrestrial Planets; for Ice Planets, use the Ice Planet Terrain Table instead.

PLANETARY TERRAIN TABLE

D66	TERRAIN	D66	TERRAIN
≤11	Huge impact crater	41	Impressive river of great length
12	Plains of silicon glass	42	Oddly colored forests of alien vegetation
13	Disturbing wind-cut rock formations	43	Mountains cut by sky-blue lakes
14	Permanent global dust-storm	44	Sweeping plains of elephant grass
15	Eerily colored dust plains	45	Highly toxic, but beautiful, plant-life
16	Active volcanic lava fields	46	Small, bright, incredibly fast moons in orbit
21	Extensive salt flats	51	Vast and complex river delta
22	Dust-laden, permanent sunset sky	52	Immense series of waterfalls
23	Ancient, blackened lava plains	53	Endless mudflats with twisting waterways
24	Thermal springs and steam vents	54	Impressive coastline of fjords and cliffs
25	Tall, gravel-strewn mountains	55	Volcanoes, active & widespread
26	Howling winds that never stop	56	Impenetrable jungle
31	Daily fog banks roll in	61	Dangerous tides—fast and loud
32	Deep and wide rift valleys	62	Vast, permanent super storm
33	Bizarrely eroded, wind-cut badlands	63	Toxic sea creatures floating with the currents
34	Steep-sided river gorges cut into soft rocks	64	Volcanic island chains
35	Huge moon dominates day/night sky	65	Permanently overcast with unrelenting rainfall
36	World-spanning super canyon	≥66	Mildly acidic oceans and rainfall

Add or subtract the modifications listed below to the *tens* digit of the D66 roll, if applicable:

- **Desert World: –3**
- **Arid World: –2**
- **Wet World: +2**
- **Waterworld: +3**
- **Frozen Temperatures: –2**

ICE PLANET TERRAIN TABLE

2D6	FEATURE
2	Huge impact crater
3	Geysers spew water into low orbit from long fissures
4	Deep fissures leading to a subsurface ocean
5	Dramatically colored blue-green ice fissures
6	Huge and active cryovolcano
7	Vast range of ice mountains
8	World-spanning super canyon
9	Disturbing, wind-cut ice formations
10	Black, dust-covered ice plains
11	Impressive ice escarpment of great length
12	Extensive dune-fields of methane sand grains

COLONIES: Colonial habitation on the Outer Rim and the Frontier is generally limited to small settlements with only one or two missions. These colonies have sponsors they are dependent upon. Roll first for the size of the colony and then for its missions. Roll initially for Colony Size and then roll a number of times on the Colony Mission Table as determined by Colony Size. If the GM is creating an unexplored and uninhabited planet, do not use the following tables. Some inhabited planets have been colonized by more than one power. The GM can either decide this is the case or roll 2D6, with 10 indicating two competing colonies on the same world.

COLONY SIZE

2D6	SIZE	POPULATION	MISSIONS
7 or less	Start-Up	3D6 x 10	1
8–10	Young	3D6 x 100	D3–1
11+	Established	2D6 x 1,000	D3

Add or subtract the modifiers listed below, if applicable:

- **Atmosphere Breathable: +1**
- **Atmosphere Corrosive or Infiltrating: –2**
- **Size 4,000 km or less: –3**

COLONY MISSION

2D6	TYPE
2 or less	Terraforming
3	Research
4	Survey and Prospecting
5	Prison/Secluded or Exile
6	Mining and Refining
7	Mineral Drilling
8	Communications Relay
9	Military
10	Cattle Ranching/Logging
11	Corporate HQ
12+	Government HQ

Add or subtract the modifiers listed below, if applicable:

- **Atmosphere Toxic/Corrosive/ Infiltrating: –6**
- **Start-Up Colony –1**
- **Atmosphere Breathable: +1**
- **Established Colony: +4**

ORBITAL COMPONENTS: A colonized world will have objects of interest in orbit. If the planet is unexplored and uninhabited then simply roll D3–1 for the number of moons.

FACTIONS: No colony and no human society is truly harmonious—there are schisms, groups, and factions, pushing and pulling for control. These factions can create tension and can have a dramatic effect on any situation that may occur at the colony. First roll for the number of factions, then roll for the nature of those factions using the table to the right.

ORBIT

2D6	IN ORBIT
2–4	Little (perhaps wreckage) or nothing
5	Ring
6	Abandoned or Repurposed Satellite or Space Station
7–8	D3 Moons
9	Survey Station
10	Several Survey and Communications Satellites
11	Transfer Station
12+	Roll D6 times

Add or subtract the modifiers listed below to your roll if applicable:

- **Young Colony: +1**
- **Established Colony: +2**

NUMBER OF FACTIONS

D6	NUMBER OF FACTIONS
1	One dominant faction
2	Two balanced factions
3	Two competing factions
4	One dominant, one weak faction
5	Three competing factions
6	D6 factions, their comparative strengths are determined by D6 each

COLONY FACTIONS

D6	COLONY FACTIONS
1	Newcomers
2	Corporate Representatives
3	Scientists
4	Workers
5	Security/Military
6	Colonial Leadership

A colony may owe an overall allegiance to a corporation or nation, depending on its location. In the Union of Progressive Peoples, the allegiance of a colony is always to the UPP itself. In the Independent Core System Colonies (ICSC), although colonies are technically independent, in reality each is heavily dominated by a corporation with interests there. Colonies within the American and the Anglo-Japanese Arms have strong allegiances either to the governing power in that part of space, or to a corporation with strong business interests on the planet. For colonies outside of the UPP, roll randomly for an allegiance, choose one, or create your own.

COLONY ALLEGIANCE

3D6	INDEPENDENT CORE SYSTEM COLONIES	AMERICAN OR ANGLO-JAPANESE ARM
3–4	Kelland Mining	Kelland Mining
5	GeoFund Investor	Gustafsson Enterprise
6	Gustafsson Enterprise	GeoFund Investor
7	Seegson	Lasalle Bionational
8	No allegiance (independent)	Weyland-Yutani
9–11	Jĭngtì Lóng Corporation	Government representative
12	Chigusa Corporation	Weyland-Yutani
13	Lasalle Bionational	Seegson
14	Seegson	Jĭngtì Lóng Corporation
15	Lorenz SysTech	Chigusa Corporation
16	Gemini Exoplanet	Gemini Exoplanet
17–18	Farside Mining	Farside Mining

SCENARIO HOOKS: The GM can add a scenario hook in order to make the world seem alive and dynamic—things are happening when the PCs get there!

SCENARIO HOOKS

D66	HOOK	D66	HOOK
11	Pilfering and thefts force security to search rooms and lockers.	41	PCs are invited to a formal dinner, meeting or party.
12	Incidents of sabotage are increasing; security suspects an organized campaign.	42	The local colonists are not what they seem.
13	Colonial Administration is investigating the colony for illegal practices.	43	A military ship is in orbit and the landing party is searching for someone/something.
14	Colonists returning to base report sighting a 'monster' on the surface.	44	A rival colony or corporation is about to carry out an act of sabotage.
15	Petty crime, thefts and sabotage are rife.	45	The spaceport is currently quarantined.
16	Equipment failure has resulted in rationing at the colony. Tempers are frayed.	46	Security situation at the colony.
21	Ship recently arrived with some kind of parasite that will soon spread through the colony.	51	A bunch of asteroid miners causing trouble while on leave.
22	Stolen goods are on offer—cheap!	52	Mystery ship arrives at the spaceport.
23	Unknown to you an old friend/flame is at the colony.	53	Civil unrest is about to break out.
24	Unknown to you an old enemy/rival is at the colony.	54	Colonists are trapped and need rescuing far from the settlement itself.
25	A minor dignitary/notable is visiting in the company of several aides or guards.	55	Authorities have just locked down the colony after a riot.
26	Part of the colony is off-limits temporarily—no reason given.	56	A religious leader is whipping up discontent.
31	Sudden restriction on free movement, unless you can find a way to avoid it.	61	PCs will be harassed by angry locals. Why the anger? And why directed at off-world personnel?
32	An emergency means repair parts and vital supplies are being shipped in from a nearby colony.	62	An expedition is being assembled for a trek overland—the PCs are invited.
33	Local crisis about to hit (storm, earthquake, riot, fire, etc.)	63	An important colonial official is murdered, only an hour after you arrive.
34	Period of solar flare—will cut communications for one Shift (D6 days if star type MV).	64	Several colonists have gone missing—a search is underway.
35	Spies from a neighboring colony have been discovered and arrested.	65	A lifeboat has crashed on planet, and contained an interesting individual.
36	Operations manager and his deputy are in conflict; everyone is choosing sides.	66	The corporation or government paying for the colony keeps ordering teams out to search remote areas—but won't say what they are searching for.

THE STAR SYSTEM GENERATOR

In many cases, details about the main world are all that is needed for a scenario. But the GM may want the game to lead to one of the other planets in the star system. The rules that follow can quickly flesh out these other planets with a series of straight-forward dice rolls.

SYSTEM OBJECTS: How many planets are in the star system? Once determined, roll again to add detail to any gas giants or asteroid belts.

SYSTEM OBJECTS

TYPE OF OBJECT	NUMBER	MODIFIERS
Gas Giants	D6-1	-1 if Subgiant, -4 if White Dwarf
Terrestrial Planets	D6	-3 if Red Dwarf, -3 if White Dwarf
Ice Planets	D6+1	-1 if Subgiant, -1 if Giant, -1 if White Main Sequence
Asteroid Belts	D6-3	-2 if White Dwarf, -2 if Subgiant

GAS GIANTS: A gas giant has D6+4 significant moons which can be created just like Terrestrial Planets. Most gas giants exist in the outer star system, but sometimes they can orbit close to the star (a "Hot Jupiter").

ASTEROID BELTS: These can occur anywhere in the system.

TERRESTRIAL PLANETS: Create details of any Terrestrial Planets by using the Main World Creation rules above, but stop at Colony Size. Temperate planets sit in the system's "Habitable Zone." Use planetary temperatures to place the others, with hotter planets closer to the star.

ICE PLANETS: Create details of any Ice Planets by using the Main World Creation rules above, except the temperature should be set at Frozen. Stop rolling dice when you reach Colony Size. Ice Planets exist beyond the Habitable Zone. ■

GAS GIANT

D6	FEATURE
1	Storms
2	Single Super Storm
3	Rings
4	High Winds
5	Intense Radiation Fields
6	Small Gas Giant

ASTEROID BELT

D6	FEATURE
1	Bright and highly visible
2	High orbital inclination
3	Dust Belt
4	Contains several large dwarf planets
5	Very wide—covering several orbits
6	Intensely mineral rich asteroids

JOB GENERATOR

It is not always easy to come up with new jobs for the players. This chapter provides you with tools and inspiration for the quick creation of jobs tailored to your group. The generators below are divided between the three different campaign frameworks. Each job generator consists of a series of tables and some brief text with details. The layout of the jobs is as follows:

- Type of job, with destination, base rewards
- Employer, patron, or sponsor
- Short description of the mission or cargo contract
- Location for the mission or the destination of the voyage
- Complication that will challenge the PCs
- Suggested reward
- Plot twist the GM can use to add drama

The missions can either be generated randomly using dice, or by choosing the table entries you prefer. Re-roll results which seem out of place. It is likely that the mission will take the PCs to a system different from the one that they are already in. Bear in mind that some tables are not relevant if the group is employed by a single corporation or nation.

JOB TYPE

D66	JOB TYPE	DESTINATION*	COMPLICATION	BASE REWARD (In thousands of UA dollars)	EXTRA REWARD**
11–12	Routine	Within system	No	20+D6	0
13–15	Routine	Within system	1	20+D6	0
16–23	Routine	Within system	1	30+D6	0
24–25	Easy	Within system	No	20+2D6	0
26–31	Easy	Nearby system	1	20+2D6	1
32–33	Easy	Nearby system	1	25+2D6	1
34–45	Normal	Nearby system	1	30+3D6	0
46–51	Normal	Nearby system	1	30+3D6	1
52–53	Normal	Nearby system	1	40+3D6	1
54	Normal	Faraway system	1	50+4D6	0
55	Normal	Faraway system	1	50+4D6	1
56–61	Difficult	Within system	2	60+4D6	1
62–63	Difficult	Nearby system	2	50+4D6	0
64	Difficult	Nearby system	2	50+4D6	1
65	Difficult	Faraway system	2	50+5D6	1
66	Difficult	Faraway system	3	50+5D6	2

*Nearby system refers to a randomly determined system 1–2 parsecs away. Faraway systems are 3 or more parsecs away.

**The number of rolls you get on the rewards table appropriate for the campaign framework.

CARGO RUNS

EMPLOYER

SPACE TRUCKERS

D66	EMPLOYER
11–16	Colony Representative
21–24	Colonial Administration
25–35	Mining Company
36–46	Major Corporation
51–53	Military Officer
54–56	Shipping Corporation
61–63	Finance Bank
64–66	Wealthy Individual

REWARDS

SPACE TRUCKERS

Space Truckers are rewarded with financial remuneration, plus...

D66	REWARD
11–13	Discount on new cargo
14–16	New, guaranteed contract
21–46	Monetary reward
51–53	Ship module/feature
54–56	Faction contact
61–66	Debt cancellation (or credit granted)

DESTINATION

SPACE TRUCKERS

D66	DESTINATION	DESCRIPTION
11–13	Only Coordinates	Coordinates for an area in deep space.
14–16	Hostile Forest/Jungle/Desert	Landing site is planet-side wilderness, far from human habitation, or on an uninhabited world.
21–26	Mine	A mining facility, far from a colony or starport.
31–33	Spaceport	Spaceport on an asteroid or moon, or a landing field near a larger settlement.
34–36	Asteroid/Moon	The surface of an asteroid or a small moon. Vacuum or dangerous atmosphere.
41–43	Space Station	An orbiting space station.
44–46	Earth	The busy hub of all interstellar traffic and commerce.
51–53	Young Colony	A small colony with only a few hundred inhabitants.
54–56	Established Colony	A busy colony with several thousand people and a thriving, local industry.
61–63	Starship	A starship in orbit, awaiting your arrival.
64–66	Outpost	A small outpost, usually planetside. An outpost is commonly just a single complex with a specific function; corporate, military or scientific.

GOODS

SPACE TRUCKERS

D66	GOODS	DESCRIPTION
11–12	Industrial gases	Propylene, acetylene, propane, ethyl-formate, chlorofluorocarbon, ammonia, carbon monoxide, ethylene oxide, hydrogen chloride, sulfur dioxide, sulfur hexafluoride.
13–14	Metal ingots or pellets	Gold, platinum, palladium, silver, tungsten, copper, iron, etc.
15–16	Colonists	Humans in stasis, ready to begin a colonization project
21	Timber	Exotic alien tree products destined for Earth
22	Ice/Water	Water, water ice or some other rare frozen solution
23	Industrial chemicals	Aluminium Chloride, Aluminium Sulfate, Calcium Acetate, Monosodium Phosphate, Ferric Sulphate, Sodium Hydroxide, Hydrochloric Acid, Sodium Aluminate, Polyaluminium Chloride, Ferrous Chloride, Borate, Potassium Acetate etc.
24	Fertilizer	Multi-nutrient fertilizer compounds made up of nitrogen, potassium and/or phosphate
25–26	Oil	Crude oil, or liquid petroleum by-products
31–32	Foodstuff	Bulk foods such as chickpeas, soybeans and other legumes, grains (corn, barley, rice, wheat) or refined versions thereof
33–36	Ore	Bauxite (aluminum), galena (lead), pentlandite (nickel), gold-quartz, cassiterite (tin), malachite (copper), magnetite (iron), platinum-bearing sand, trimonite (tungsten)
41	Medicinal goods	Vaccines, medicines, disinfectants, surgical gear, scanning machines, hospital beds
42–43	Technical parts	Different makes and types, for suits, refineries, vehicles, power stations, hospitals, prospecting gear, factories, atmospheric processors, weaponry or life support systems
44–45	Starship technical parts	Modules, features, parts for/from dismantled ships
46	Pressure suits	Space suits for delivery to the colonies
51	Single oversized item	Wind turbines, power station generator, space station hull frame, solar panel assembly, drilling machinery, ore processing mill or furnace
52	Vehicles	Diggers, tractors, quad-tracks, all-terrain vehicles, power loaders
53–54	Weapons & armor	Firearms, ammunition and armor for the colonies or remote stations
55–56	Radioactives	Processed uranium cakes or uranium dioxide powder, or fusion plant fuel pellets such as deuterium, tritium, protium or helium-3
61–62	Colony construction	Beams, modules, airlocks, outer shells, roofing material, etc.
63	Animal feed	Feed concentrates containing grains, high-protein oil meals and byproducts of sugar beet and sugarcane processing
64–65	Livestock/animals	Cattle in stasis, ready for rearing on an off-world colony
66	Wreckage/Salvage	Shuttle, or escape/cargo pod requiring investigation and study

COMPLICATIONS

SPACE TRUCKERS

D66	COMPLICATION	DESCRIPTION
11–13	Embargo/Quarantine	The destination is placed under quarantine or an embargo.
14–16	Intermission	The ship's computer brings the ship out of hyperspace early, and then wakes the crew. What's the story?
21–26	Military	A military starship sends over a small search party for a "routine" ICC and customs check. Should the PCs be worried?
31–33	Delay	There is a delay in lift-off/undocking; perhaps fuel for the reaction drives or coolant cannot be pumped aboard. There may be a strike, an administrative hold-up or loading equipment may have broken down.
34–43	Maintenance	A critical part (drive pump, plasma coil, coolant pump, water recycler, gravity compensator control unit, sensor gimbal motor, etc.) requires replacement before it fails, requiring most of the crew's participation.
44–53	Waiting game	Problems at the destination mean they aren't ready to accept the cargo. Can the crew help speed things along?
54–56	Cargo mishap	There is a serious problem with the cargo, either moving, leaking, over-heating or catching fire.
61–66	Wreckage	A small piece of wreckage is spotted on the sensor scope; a cargo container, escape pod, frozen corpse, part of a starship—smashed or blown off, etc.

MILITARY MISSIONS

REWARDS

COLONIAL MARINES

D66	REWARD	D66	REWARD
11–13	Faction Contact	51–53	New Gear
14–16	Ship Module	54–56	New Weapon
21–46	Monetary Reward	61–66	Bronze or Silver Star

MISSION

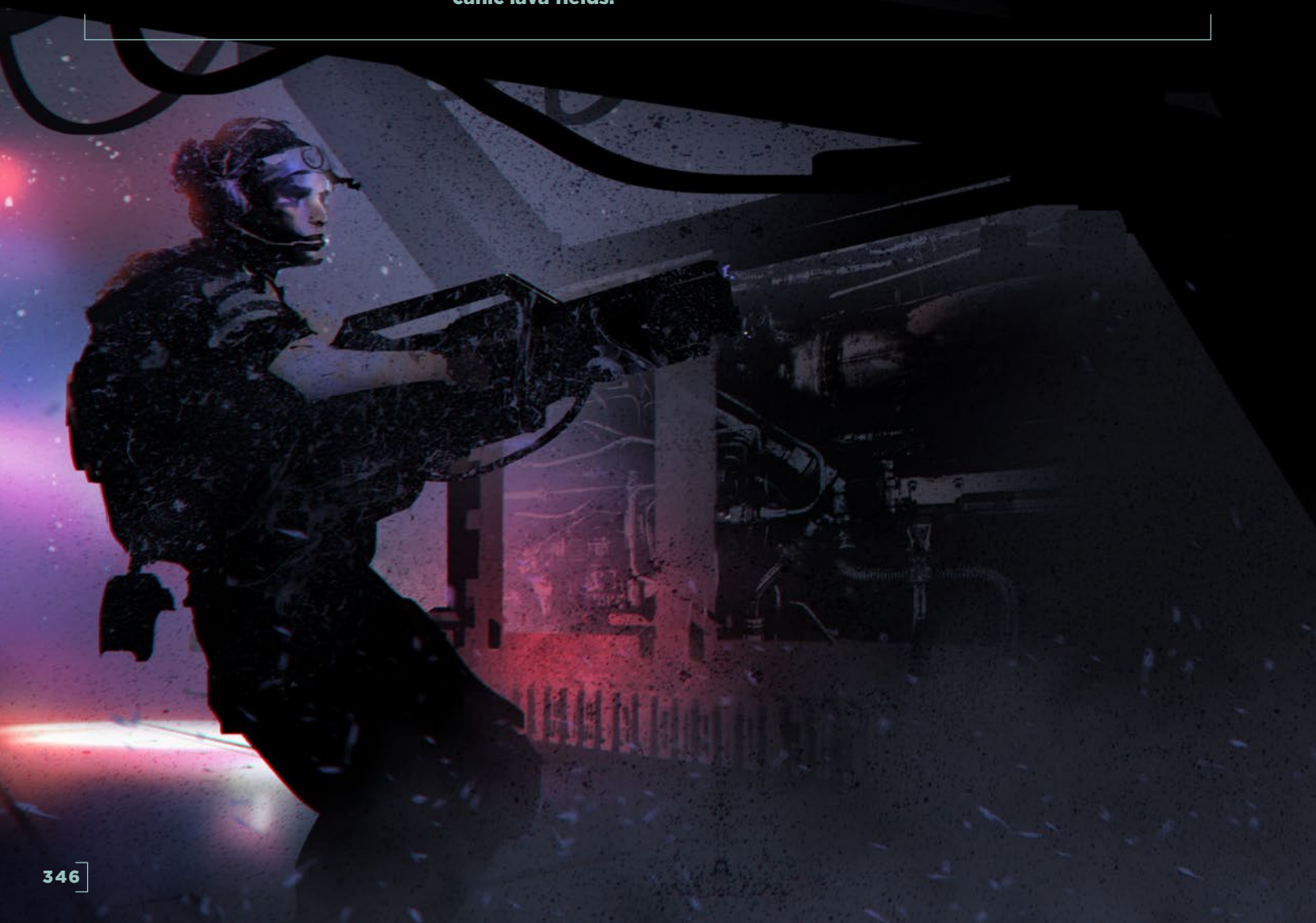
COLONIAL MARINES

D66	MISSION	DESCRIPTION
11–13	Recon	Scout a location, gather intelligence and then report back.
14–15	Assault	Attack and hold an objective by force.
16–21	Defense	Defend a location/person/group and repel any attack until relieved or until a set time.
22–23	Combat Patrol	Patrol an area, looking for signs of the enemy.
24–26	Sabotage	Infiltrate an enemy location and destroy a key asset (bridge, uplink tower, radar dish, etc.)
31–32	Raid	Create chaos and destruction by attacking targets of opportunity behind enemy lines.
33–35	Search and Rescue	Search for a downed pilot, lost colonists, etc.
36–42	Peace-Keeping	Quell a riot and re-establishing order, or protect lines of communication and essential services until authority can be restored.
43–46	Bug Hunt	Exterminate local alien life that is threatening colonists on an off-world planet.
51–52	Civil Evacuation	A colonial or space station population needs immediate rescue from a crisis or natural catastrophe.
53–54	Space Assault	A space station, orbital platform or starship must be captured (or recaptured) by boarding it and seizing control.
55	Space Traffic Security	The marines are aboard a military vessel that makes customs and security checks on civilian ships in the area, looking for illegal drugs or other goods, arms, workers being trafficked etc.
56–62	Snatch and Grab	Locate and seize an item, person or group from behind enemy lines. It may be hostages, POWs, an enemy commander or a piece of high technology.
63–66	Investigation	A station, colony or installation is not responding to Network communications. Investigate.

OBJECTIVE

COLONIAL MARINES

D66	OBJECTIVE	DESCRIPTION
11–23	Colony	Either an established or young colony.
24–26	Isolated Outpost	A research station or remote military outpost.
31–32	Starship in Orbit	An enemy ship, or perhaps an abandoned ship.
33–34	Orbital Space Station	A transfer station, space colony or orbital survey platform.
35–36	Wilderness Location	Far from civilization, a remote spot on a planetary surface.
41–43	Planetary War Zone	An active war zone, fought between colonies, corporations or nation states, with ruined buildings, wrecked vehicles and fortifications.
44–46	Isolated Spaceport	A landing field far from any colony, owned by a corporation, individual or military.
51–52	Scattered Homesteads	Colonial farmsteads, far from civilization and scattered across the planetary surface.
53–55	Mine and Refinery	A huge mining and refining complex, with hundreds of workers and executives.
56–61	Prison Complex	Remote penal colony, housing hardened and violent inmates.
62–63	Radar/Sensor Site	An automated sensor site, perhaps with its own defenses.
64–66	Impenetrable Area	Harsh, inhospitable wilderness such as thick jungle, deep caverns or volcanic lava fields.



COMPLICATIONS

COLONIAL MARINES

D66	COMPLICATION	DESCRIPTION
11–12	Role Reversal	The marines find out that the bad guys are actually good guys.
13–15	Passengers	During the mission, the marines may find themselves saddled with enemy prisoners or innocent civilians that they must now guard/protect.
16	Observer	The team is saddled with a reporter/cameraman or a senior officer who gets in the way and asks stupid questions.
21–23	Company Meddling	A corporate representative joins the team and is there to ensure the company's assets and interests are protected.
24–25	Civilian Advisor	Technical knowledge or on-site advice is provided by a civilian advisor who has little knowledge of military operations. They may get scared or panic easily.
26–32	Captured	An NPC or even a PC is captured by hostile forces.
33–36	Gear Problems	The team has faulty gear. It could be anything from ammo or weapons to sensors or vehicles.
41–44	Tough Resistance	The opponents are far tougher and more ruthless than expected.
45–46	Trapped	During the mission, the team discovers that it is completely trapped, either physically, or tactically.
51–53	Under Fire!	The mission location is hit by an air-strike, mines, or heavy weapons, possibly the result of a mishap by their own forces!
54–55	Glory Hound	A new commanding office, a lieutenant, is keen to get himself a medal or commendation, and pushes the marine squad into perilous situations. Someone is going to get killed!
56–62	Traps	There are hidden dangers across the mission site, varying with the nature of the location. They may be mines, IEDs, predatory carnivorous plants or improvised booby traps.
63–64	Restrictions	There are tactical restrictions placed on the mission—how the squad acts, where it can go, what weapons it can use, etc.
65–66	Rookie Commander	A new platoon commander is a green, untested and untried lieutenant. He's read the books, survived the training and ran the simulations—but he'll go to pieces once the bullets start flying.

EXPEDITIONS

SPONSORS

FRONTIER COLONISTS

D66	SPONSOR
11–16	Colonial Administration
21–26	Scientist
31–36	Group of Investors
41–46	Corporate Representative
51–56	Company Mining Rep
61–66	Government Rep

REWARDS

FRONTIER COLONISTS

D66	REWARD
11–13	Funds for an expedition of their own
14–16	Ship module
21–46	Monetary reward
51–53	Contract with a mining company
54–56	Gear
61–66	Knowledge to use or sell

MISSION

FRONTIER COLONISTS

D66	MISSION	DESCRIPTION
11–16	Salvage	Locate an abandoned or destroyed ship, station or planetary facility. Recover items of value and avoid the wreck's fate...
21–24	Survey	Map a location or an area for the employer. Report back with sensor maps and other collected data.
25–32	Mining	Begin test-mining to determine the viability for later investors. The substance being recovered may be cobalt, gold, tungsten, oil, natural gas, lead or something else.
33–36	Colony Assistance	Assist a start-up colony with gear, information or expert knowledge about surface exploration, medicine, prospecting, construction or something else.
41–45	Prospecting	Command a prospecting expedition or secure a claim somewhere. It could be mining, asteroid harvesting, logging or gas trawling.
46–52	Data Collection	Find a specific piece of information for the employer. Sometimes, the group does not know the intended use of the information.
53–55	Courier	Make sure sensitive information, resources or goods are delivered safely from the employer to the receiver—without delay.
56–62	Anomaly Exploration	A unique phenomenon requires speedy investigation—is it a threat, or something that can be exploited for profit? It may be a wormhole, gravity lens, powerful radiation emission or other anomaly.
63–66	Rescue Expedition	Rescue a group, colony, survey expedition or correspondents from an attack or some other peril. Often, the PCs will be unaware of the fate of the missing victims.

TARGET AREA

FRONTIER COLONISTS

D66	TARGET AREA	DESCRIPTION
11–14	Abandoned Orbital Station	Forgotten, abandoned, barely operational.
15–21	Rogue Asteroid	A fast-moving interstellar asteroid or planet passing through a star system.
22–24	Abandoned Mine	A failed mining project with tunnels and buildings, now abandoned and decaying.
25–31	Moon	The rocky moon of a gas giant or planet.
32–35	Asteroid Belt	An asteroid that sits deep within a dense asteroid belt.
36	Colonized World	The target area sits in wilderness on a world that already contains colonists.
41–43	Terrestrial Planet	The target area sits on an uninhabited terrestrial planet.
44	Abandoned Colony	A failed colony with buildings and structures abandoned and decaying.
45–51	Ice Planet	The target area sits on an uninhabited ice planet.
55–63	Wreckage	The smashed wreckage of a spacecraft, roll again for its current location.
64–66	Comet	A comet heading close to the system's star, that contains valuable chemical compounds and raw materials.

COMPLICATIONS

FRONTIER COLONISTS

D66	COMPLICATION	DESCRIPTION
11–21	Natural Phenomenon	Some severe natural event occurs during the mission: a rapid temperature change, forest fire, hurricane, tsunami, earthquake, mudslide, etc.
22–32	Survey Blues	The target area is either difficult to locate, or difficult to survey safely or efficiently.
33–35	Presumed Missing	If the PCs gained a permit to survey their target area, they may or may not realize it is inherited from a previous expedition that vanished without a trace.
36–44	Rival Expedition	A competing party has the same goal as the expedition and tries to get there first or stop the PCs. They have roughly the same gear as the PCs.
45–52	Quarantine	The target area is under quarantine or off-limits, possibly for reasons unknown. The expedition has no permit and will be breaking the law if they choose to proceed.
53–62	Deadly Treasure	Some terrible object(s) exist in the target area, unbeknownst to the PCs. This deadly find may be nuclear waste, a dump of biological weapons, a nest of Xenomorph eggs or something equally horrific and life-threatening!
63–66	Surveillance	The expedition is under surveillance by the military, government or some other party. They will not intervene, although they may communicate their presence to the team. Why are they watching? What do they really want?

PLOT TWISTS

The plot twist table below can be used to add an unpredictable element to the job of any campaign framework. The entries are intended to create even more drama than the complications. ■

PLOT TWISTS

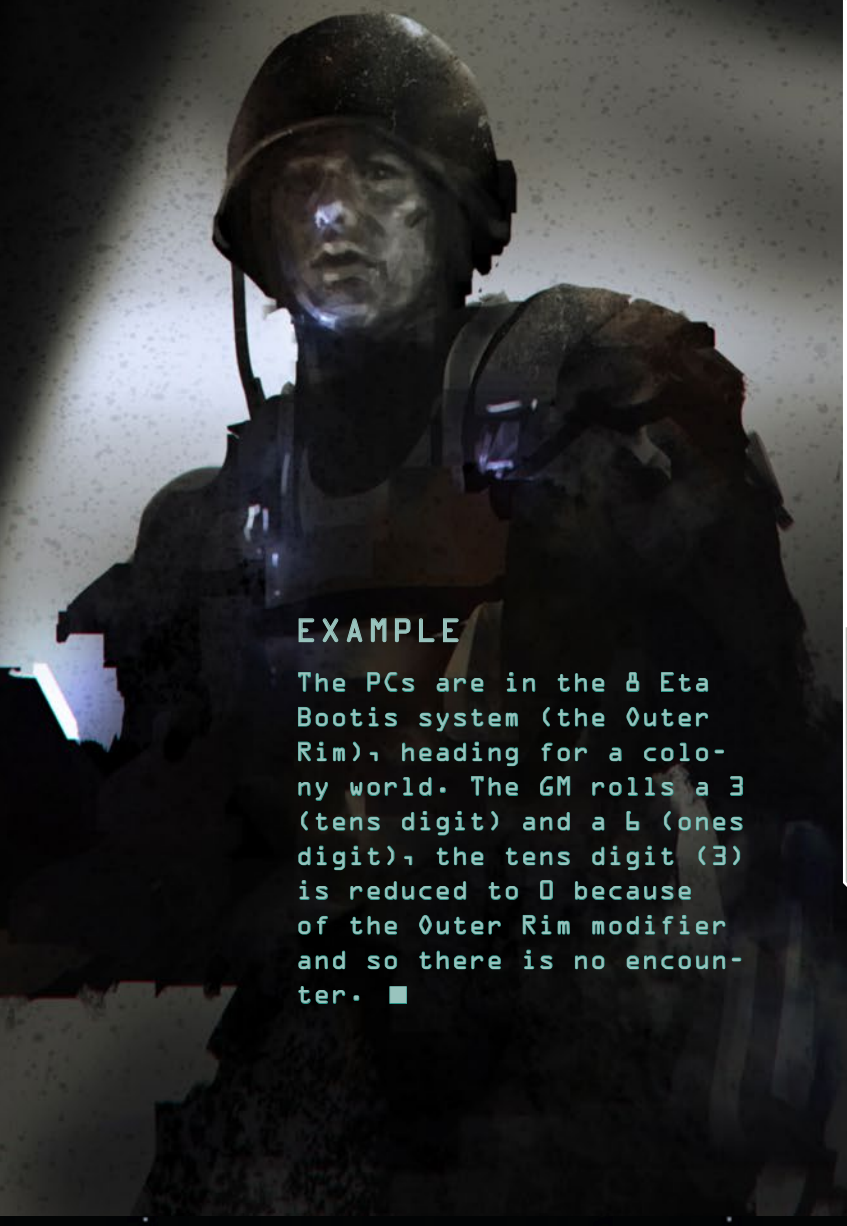
ALL FRAMEWORKS

D66	TWIST	DESCRIPTION
11–15	Mayday	Before (or after) the starship is in hyperspace, the crew receive a distress signal and are obliged by law to assist. Alternatively, the call may come whilst on-planet.
16–22	Bad Intel	Key mission information will prove false or very misleading.
23–25	Sabotage	A serious malfunction or crisis (fire, etc.) quickly turns out to be sabotage, but who is the saboteur?
26–35	Secret Plot	NPCs or PCs in the game have another agenda that runs counter to that of the players and they are busy working on it.
36–43	Murder	An NPC is suddenly murdered. Who did it? Why?
44–46	Flare Event	A burst of stellar radiation reaches the PCs' location from a red dwarf flare star, a distant neutron star or other phenomenon. This could cause power interruptions, or at the very least complete communications blackouts.
51–55	Malfunction	A key component to the mission fails when needed – an airlock or drive, a demolitions charge or diamond cutting drill. What now?
56–64	Time Limit	The mission has a deadline; lives (perhaps their own) are depending on it.
65–66	Alien Outbreak	At the heart of this scenario is the presence of the Xenomorph XX121. It may be one egg or dozens; or the massacred remains of an unfortunate group of humans with a Xenomorph warrior still on the prowl. Good luck...

ENCOUNTERS

Adventure, danger, and horror sit beyond the comforts of Earth, out in the off-world colonies, in the depths of space, and on unexplored worlds. Traveling by starship through hyperspace to reach these destinations will bring the PCs into contact with other ships, with hazards and problems.

Like everything else in this book, the tables below should only be used if they add something to the game. You are completely free to ignore them and let the journey be problem-free, or simply skip the traveling and open the scenario as the group arrives at its destination—this forces the players to start making decisions almost immediately.



STAR SYSTEM ENCOUNTERS

Space is vast and empty, but humans still tend to cluster around habitable planets and ore-rich worlds. The PCs will sometimes encounter other starships, if only on their sensor screens or over the comms channel. Roll on the Star System Encounters table before going into hyperspace, and once again after coming out of hyperspace (but prior to landing or docking). Ships lingering in a star system can roll once per day if near a habitable planet, or once per week if further out in the star system. Those brave souls in unexplored star systems only roll once per month.

Add or subtract the modifiers listed below to the D6 for the tens digit, if applicable. A result of 10 or less indicates no encounter:

- Outer Rim or Frontier system: –3
- Uncharted Space: –5

EXAMPLE

The PCs are in the 8 Eta Bootis system (the Outer Rim), heading for a colony world. The GM rolls a 3 (tens digit) and a 6 (ones digit), the tens digit (3) is reduced to 0 because of the Outer Rim modifier and so there is no encounter. ■

STAR SYSTEM ENCOUNTERS

D66	ENCOUNTER	D66	ENCOUNTER
00–10	None	41	Military Missile Cruiser
11	Research Vessel	42	Tugship Not Currently Towing
12	Asteroid Drill Ship	43	Heavy Shuttle
13	Small Survey Ship	44	Fast Courier Vessel
14	Colony Supply Vessel	45	Modular Cargo Transport
15	Military Recon Craft	46	Large Space-Station
16	Private Executive Transport	51	Light Tugship
21	Hypersleep Transport	52	In-System Shuttle
22	Light Shuttle	53	Container Ship
23	Bulk Freighter	54	Communications Relay Station
24	Liquefied Gas Transport	55	Military Dropship In Orbit
25	Tugship Towing A Platform	56	In-System Shuttle
26	Bulk Freighter	61	Customs Cutter
31	Container Ship	62	In-System Shuttle
32	Colony Supply Vessel	63	Military Assault Ship
33	Petroleum Carrier	64	Corporate Space-Station
34	Salvage Ship	65	Private Security Cutter
35	Military Patrol Craft	66	Mobile Construction Rig
36	Emergency Response Vessel		

SHIP REACTIONS

Most ships are busy trying to keep to a schedule, but sometimes a ship will make contact. Roll on the table below to find out if this is so.

SHIP REACTIONS

2D6	REACTION
2	UNUSUAL. May be on an unusual trajectory, have the registration of a missing ship or simply refuse to respond to the PCs' signals.
3–4	DISMISSIVE. If asked for information or assistance, the ship will decline.
5–8	RADIO SILENCE. Ignores the PCs' ship, but polite if contacted.
9–10	FRIENDLY. May pass on information or advice, if relevant.
11	ASSISTANCE. May request information, or ask for assistance or a spare part etc.
12	FAMILIAR VESSEL. The ship is known to you, you may even know the crew.

ON-PLANET ENCOUNTERS

On a planet's surface, encounters each day may involve natural hazards as well as inconveniences to cross-country travel. Roll on the Surface Encounters table. Daily encounters inside colonial settlements are usually significant or noteworthy and probably involve an interaction or conversation; roll on the Colony Encounters Table but add a +1 modifier to the D6 for the tens digit if the colony is Established. ■

SURFACE ENCOUNTERS

3D6	UNINHABITED WORLD	COLONIZED WORLD	DESCRIPTION
3–5	Temperature Swing	Temperature Swing	On a cold world, temperatures will drop dramatically; on a hot world they will rise.
6–7	Unstable Ground	Unstable Ground	Ice, soft sand, swamp or other tricky ground.
8	Diversion	Diversion	An escarpment, canyon or other feature forces the PCs in an undesirable direction for D6 hours.
9	Cross Ravine/River	Cross Ravine/River	A ravine or river can be negotiated with great care, but it takes D6 hours and some tense moments.
10	Rough Terrain	Rough Terrain	Rocky ground or thick vegetation slows travel to half speed for D6 hours.
11	None	None	None.
12	None	Wildcatters	Prospectors in a single tractor.
13	None	Mining Operation	Temporary drilling or mining operation.
14	None	Lone Colonist	On foot or in a vehicle.
15	None	Scientists	In a vehicle, studying some natural phenomenon, plant-life or geology.
16	None	Abandoned Kit	Useless, valuable or wrecked...
17–18	None	Explorers	In a vehicle, mapping the local area and cataloging what they find.

COLONY ENCOUNTERS

D66	ENCOUNTER	D66	ENCOUNTER
11	Rowdy miners	44	Colonist threatening each other
12	Technicians making repairs	45	Corporate investigator
13	Exhausted workers arriving	46	Miners relaxing
14	Workers preparing to leave	51	Colony damage needing repair
15	Supplies being delivered	52	Operations team having a discussion
16	Colony workers off-duty	53	Computer engineers at work
21	Family off-duty together	54	Unattended supplies
22	Medical crisis	55	Maintenance crew
23	Colony manager and deputy	56	Marshal searching or arresting a suspect
24	Loud argument	61	Visitors from another colony
25	Drunken revelers	62	Security cordon
26	Kids playing	63	Mysterious scientist
31	Administrator making the rounds	64	Management meeting
32	Marshal conducting an investigation	65	Helpful android
33	Cocky shuttle pilot	66	Cleaning crew
34	Unhappy off-world official	71	Starship crew off-duty
35	Sly corporate representative	72	Thugs
36	Harassed chief engineer	73	Security patrol
41	Scientists debating	74	Colonial official with entourage
42	Drug deal in progress	75	Accident in progress
43	Overhear gossip	76	Colonists on strike or protesting

NON-PLAYER CHARACTERS

The universe is populated by people other than the player characters, from forklift drivers to paramedics, marines on leave to starport officials—and everyone in between. GMs can pick one of the following NPCs and drop them into a scenario as an encounter, but might instead want to build a scenario around that NPC, using the figure as a kind of patron—who hires the player characters to help achieve some goal or another. ■

ANDROID, COVERT

STRENGTH 8, AGILITY 8, WITS 3, EMPATHY 1

SKILLS: Close Combat 3, Ranged Combat 2, Survival 1, Comtech 2, Heavy Machinery 2

HEALTH: 8

TALENT: Take Control

ANDROID, CURIOUS

STRENGTH 4 , AGILITY 4, WITS 8, EMPATHY 4

SKILLS: Observation 3, Mobility 2, Comtech 3, Stamina 2

HEALTH: 4

TALENT: Watchful

ANDROID, REFURBISHED

STRENGTH 7 , AGILITY 7, WITS 3, EMPATHY 3

SKILLS: Heavy Machinery 2, Comtech 2, Observation 2, Piloting 4

HEALTH: 7

TALENT: Spaceship Mechanic

COLONIAL MARSHAL

STRENGTH 4 , AGILITY 4, WITS 4, EMPATHY 2

SKILLS: Mobility 1, Observation 2, Medical Aid 1, Close Combat 2, Manipulation 1, Ranged Combat 3

TALENT: Fast Reflexes

HEALTH: 4

GEAR: Folding Knife, Armat 12 Gauge Pump-Action Shotgun, M4A3 Pistol, Hand-Cuffs, Flashlight.

COLONY OPS MANAGER

STRENGTH 2 , AGILITY 4, WITS 3, EMPATHY 5

SKILLS: Stamina 2, Comtech 1, Command 3, Manipulation 2, Survival 1, Heavy Machinery 1

HEALTH: 2

TALENT: Counselor

CORPORATE EXEC

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 4

SKILLS: Command 3, Manipulation 4, Observation 3

TALENT: Take Control

HEALTH: 2

GEAR: Penlight, Swiss Army Knife, Bribe Money ($2000), Personal Data Transmitter, Voice Recorder.

CORPORATE KILLER

STRENGTH 4, AGILITY 5, WITS 4, EMPATHY 1

SKILLS: Close Combat 3, Ranged Combat 4, Observation 2, Mobility 1

TALENT: Merciless

HEALTH: 4

GEAR: M42A Scope Rifle, Hunting Knife, Portable Medkit, Flashlight, Garotte, Gag, 10 Tie-Wraps, Binoculars.

CULTIST

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 5

SKILLS: Close Combat 3, Manipulation 3, Observation 2, Ranged Combat 2

TALENT: Hothead

HEALTH: 4

GEAR: Two Hunting Knives, Twelve doses of recreational drugs, .357 Magnum Revolver.

ICC INSPECTOR

STRENGTH 3, AGILITY 3, WITS 5, EMPATHY 3

SKILLS: Observation 4, Comtech 2, Command 2, Manipulation 2

TALENT: Watchful

HEALTH: 3

GEAR: Seegson P-Dat, Flashlight, Digital Camera, Voice Recorder, Pens, Clipboard, 'Do Not Cross' Hazard Tape, Seegson System Diagnostic Device.

MEDICAL DOCTOR

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

SKILLS: Observation 3, Medical Aid 4, Manipulation 3

TALENT: Field Surgeon

HEALTH: 2

GEAR: Personal Medkit, Surgical Kit, Flashlight, four shots of Naproleve, Hypodermic Needles in Case.

MERCENARY/SOLDIER

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Close Combat 2, Stamina 2, Ranged Combat 3, Mobility 2, Survival 1

TALENT: Killer

HEALTH: 5

GEAR: M4A3 Pistol, Personal Medkit, Flashlight, M4A1 Pulse Rifle, 4 Grenades, Combat Knife.

MINING WILDCATTER

STRENGTH 5, AGILITY 3, WITS 3, EMPATHY 3

SKILLS: Stamina 2, Close Combat 1, Survival 3, Heavy Machinery 3, Comtech 1

TALENT: Merciless

HEALTH: 5

GEAR: Geology Testing Kit, Ropes and Climbing Equipment, Flashlight, Multi-Tool, Digital Camera, Container for holding samples.

ROGUE SCIENTIST

STRENGTH 3, AGILITY 4, WITS 5, EMPATHY 2

SKILLS: Observation 4, Survival 2, Comtech 3, Mobility 1

TALENT: Analysis

HEALTH: 3

GEAR: Bio-Testing Kit, Survival Knife, Pocket Survival Kit, Digital Camera, Electronic Repair Kit, Voice Recorder, Sample Case.

SALVAGE EXPERT

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Heavy Machinery 3, Mobility 3, Stamina 2, Survival 2

TALENT: Spaceship Mechanic

HEALTH: 5

GEAR: Rugged Flashlight, Multi-tool, Mechanical Cutting Tool, Maintenance Jack.

PILOT

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 3

SKILLS: Piloting 3, Ranged Combat 3, Comtech 2, Observation 1, Survival 1

TALENT: Full Throttle

HEALTH: 3

GEAR: M4A3 Pistol, Binoculars, Flashlight, Pilot Logbook, Nav Charts.

NOVGOROD STATION

Novgorod Station (ICC registration: 1709556) is a 10,000-ton transfer station that orbits the star Alpha Fornacis. Around 140–150 personnel crew this lonely interstellar outpost which serves as a way station for long-distance freighters and survey ships as well as supporting in-system mining operations. The star system is dominated by a debris disc made up of millions of mineral-rich asteroids and planetoids. Scattered mining outposts search for deposits of tungsten and trimonite. Novgorod is typical of the small station designs currently available, perfectly suited to low-traffic regions and cheap to tow in and out again as the situation demands.

Novgorod is very similar to dozens of other Seegson stations established along the Frontier and it serves as a useful model for other small space stations. As GM, you can use the layout and location descriptions for your own games, simply changing the name and/or location of the station to suit your current campaign.

OVERVIEW

Novgorod Station retains the 'tapering spire' design of its much larger brethren. It has a wide, circular engineering base (A Deck), upon which are stacked nine increasingly smaller circular decks, for a total of ten. It can accommodate up to 40 visitors and can hard-dock with up to two starships at one time. Additional visiting vessels must stand-off and await transfer via the station's single *Starcub*-class shuttle.

Running through the center of all decks is the Transit Tube, which houses two passenger elevators, emergency stairs and a restroom, as well as conduits and service pipes running between decks.

Passengers are not allowed off the C Deck, the Concourse Deck, and the elevators will not operate for them. The elevators will only open on G Deck if the correct security level is held by the crewman. ID cards are slotted into the elevator controls to open the doors to that deck.

The ten decks of the station are, from top to bottom:

- **J – COMMS PLATFORM:** Contains the communications and sensor equipment and a probe launching bay.
- **I – SEEGSON SCIENCE MODULE:** Laboratories and offices rented by Seegson Corporation.
- **H – GUSTAFSSON SCIENCE MODULE:** Laboratories and offices rented by Gustafsson Enterprise.
- **G – UPPER TOWER:** Contains the operations center as well as officer cabins and a restaurant.
- **F – LOWER TOWER:** Contains the shuttle bay, fuel processor and station admin center.
- **E – HAB BLOCK:** Contains standard accommodation cabins, with café and store. This deck is double height, with stairs leading to a second level of crew cabins (22). The Drifters bar and grill (17) is on two levels also.
- **D – LIFE SUPPORT DECK:** Includes a garden, water tanks and full air and water recycling facilities.
- **C – MAIN CONCOURSE:** Includes the Galleria Nishi, the Marianas Inn and Novgorod Spaceport.
- **B – CARGO DECK:** Contains the cargo bays, with freight elevators to the Main Concourse, as well as technical workshops.
- **A – ENGINEERING PLATFORM:** Contains the fusion reactor, coolant and fuel.



A.P.O.L.L.O. MAINFRAME

The A.P.O.L.L.O. mainframe can be accessed from one of dozens of public terminals scattered around the station. These terminals are wall-units, with a screen and manual keyboard, each requiring an ID card to be slotted in before coming online. They provide access to the A.P.O.L.L.O. mainframe, an in-station data and electronic messaging system, used as a library, data-log and administration and accounting system. The terminals are also video phones, activated by lifting the telephone-style receiver and dialing with the keypad. The image of the other caller appears on the screen.

OTHER STATION NAMES

- **Junction Station**
- **Korosten Terminal**
- **Carlisle Station**
- **Platform KT3**
- **Thetis Station**

NOVGOROD - OVERVIEV

SEEGSON
NOVGOROD
STATION

NOVGOROD STATION

DECK J — COMMS PLATFORM

DECK I — SEEGSON SCIENCE MODULE

DECK H — GUSTAFSSON SCIENCE MODULE

DECK G — UPPER TOWER

DECK F — LOWER TOWER

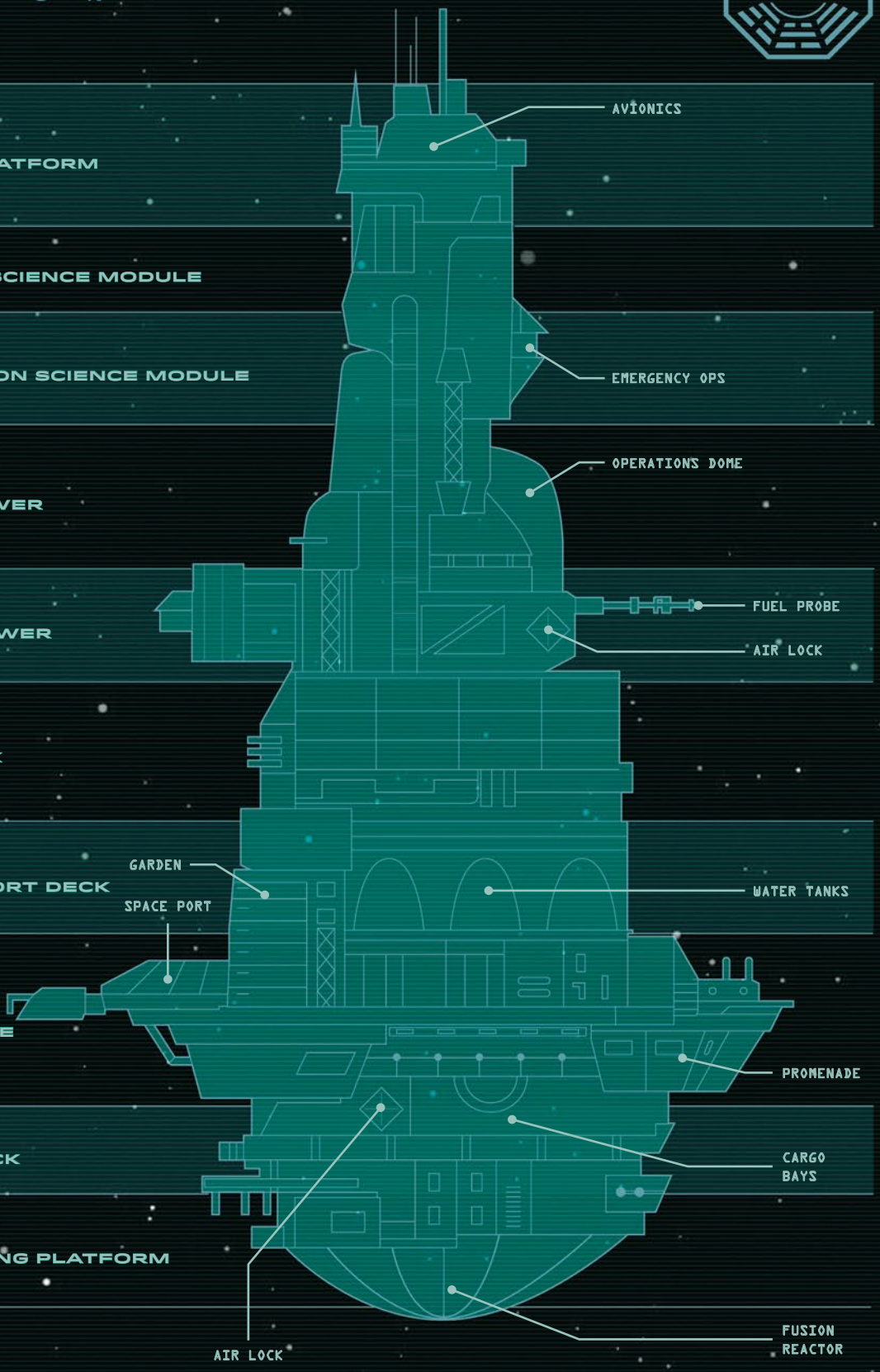
DECK E — HAB BLOCK

DECK D — LIFE SUPPORT DECK

DECK C — MAIN CONCOURSE

DECK B — CARGO DECK

DECK A — ENGINEERING PLATFORM



SEEGSON

NOVGOROD

STATION

TYPICAL STATION CABIN



MAP LEGEND

- AIRLOCK
- LADDER ACCESS
- VACC SUIT STORAGE
- MEDKIT
- ESCAPE POD
- WORKSHOP/ENGINEERING
- INTERCOM
- ACCESS TERMINAL
- CRYOSLEEP PODS
- RADIOACTIVE AREA
- BARRACKS
- CPT'S QUARTERS
- MAINFRAME
- MEDLAB
- ARMORY
- ELEVATOR
- OBSERVATION
- VENT PATHWAY

TECHNICAL SPECIFICATIONS

1709556

VOLUME: 23,400 cubic meters

HEIGHT: 154 meters

WIDTH: 81 meters

ENGINE POWER: 3.1 Gigawatt fusion power plant

DECKS: 10

DATE CONSTRUCTED: 5/11/2030

PERSONEL: 140 staff

CAPACITY: 40 passenger rooms

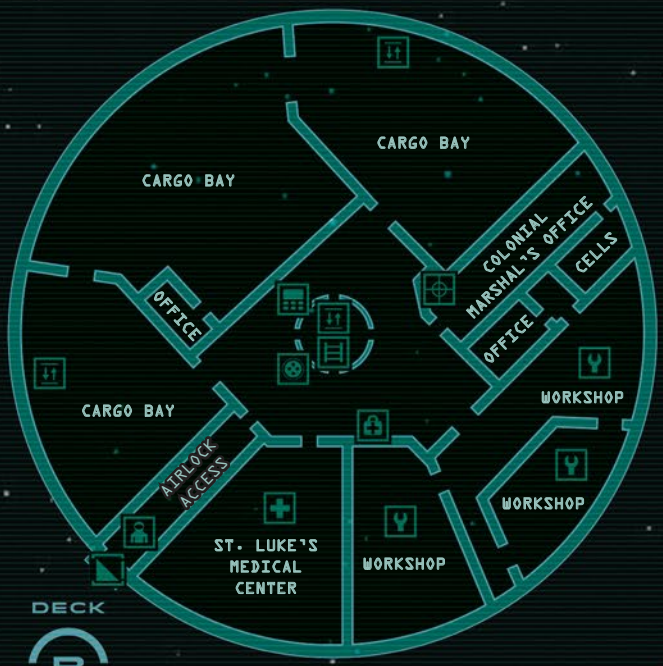
CARGO: 2,100 cubic meters

SEEGSON

NOVGOROD

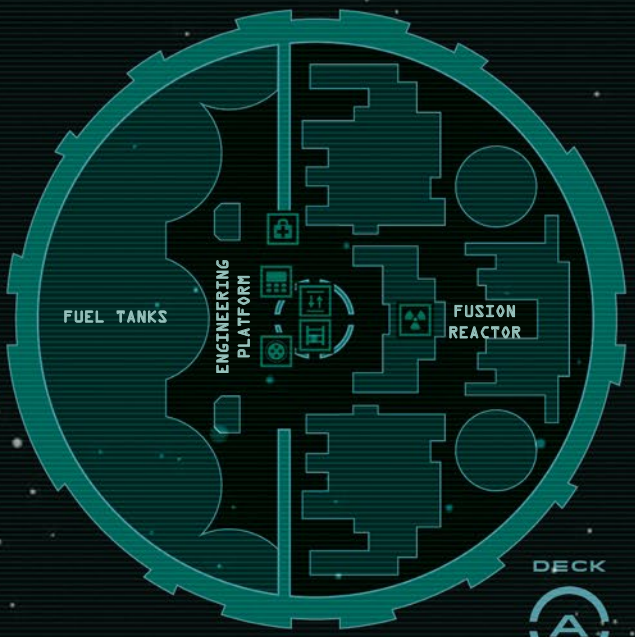
STATION

3X3 METERS



DECK B

CARGO DECK



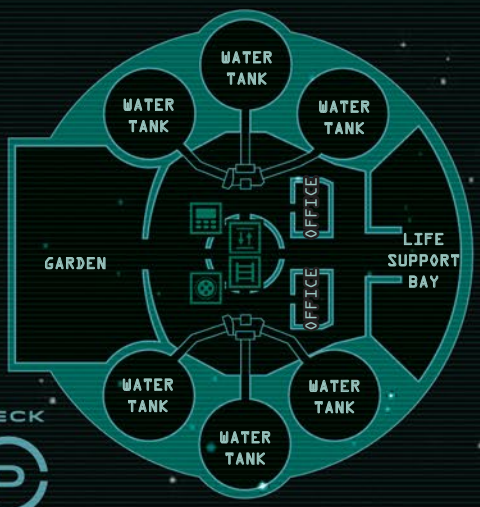
DECK A

ENGINEERING PLATFORM



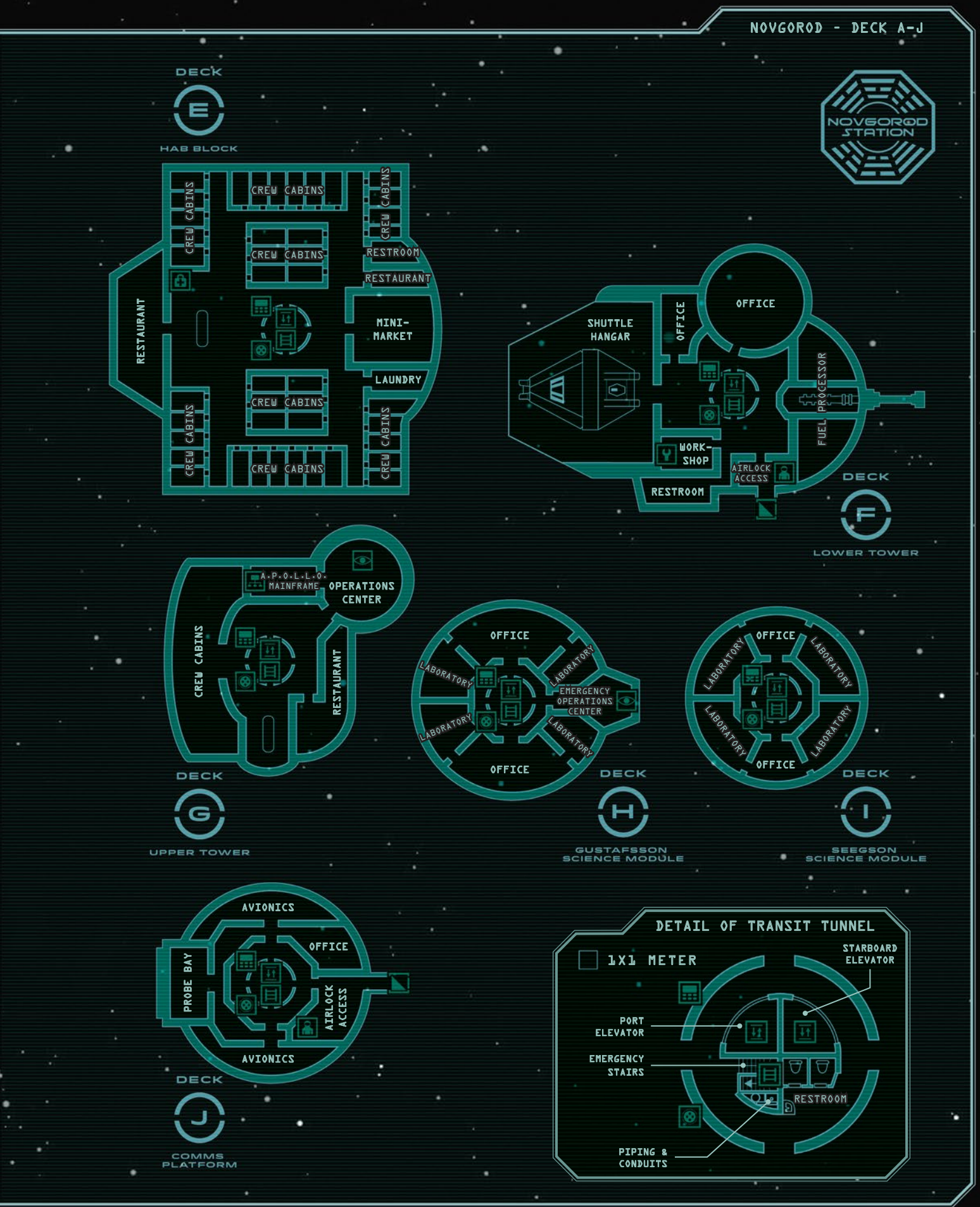
DECK C

MAIN CONCOURSE



DECK D

LIFE SUPPORT DECK


NOVGOROD - DECK A-J
DECK
E
HAB BLOCK
NOVGOROD STATION
CREW CABINS
CREW CABINS
CREW CABINS
CREW CABINS
CREW CABINS
CREW CABINS
CREW CABINS
CREW CABINS
RESTROOM
RESTAURANT
RESTAURANT
MINI-MARKET
LAUNDRY
SHUTTLE HANGAR
OFFICE
OFFICE
FUEL PROCESSOR
WORK-SHOP
AIRLOCK ACCESS
RESTROOM
DECK
F
LOWER TOWER
A.P.O.L.L.O. MAINFRAME
OPERATIONS CENTER
CREW CABINS
RESTAURANT
DECK
G
UPPER TOWER
OFFICE
LABORATORY
LABORATORY
EMERGENCY OPERATIONS CENTER
LABORATORY
LABORATORY
OFFICE
DECK
H
GUSTAFSSON SCIENCE MODULE
OFFICE
LABORATORY
LABORATORY
LABORATORY
LABORATORY
OFFICE
DECK
I
SEEGSON SCIENCE MODULE
AVIONICS
OFFICE
PROBE BAY
AIRLOCK ACCESS
AVIONICS
DECK
J
COMMS PLATFORM
DETAIL OF TRANSIT TUNNEL
1X1 METER
STARBOARD ELEVATOR
PORT ELEVATOR
EMERGENCY STAIRS
RESTROOM
PIPING & CONDUITS

INTERIOR DETAILS

ENGINEERING PLATFORM: An open plan deck, giving access to the fusion reactor and its operating machinery. There are two control stations close to the liquid hydrogen fuel tanks. Two coolant tanks behind the reactor hold liquid potassium.

FUEL TANKS: Liquid hydrogen is stored here, used by the shuttle as well as forklifts, loaders and visiting shuttles. They do not have the capacity to refuel an interstellar freighter.

FUSION REACTOR: A 3.1 Gigawatt fusion power plant operating on a deuterium/tritium reaction that supplies power to the station.

CARGO BAY: Three cargo bays, serving as a supply store for the station. Pallets and cargo containers are brought up from the starport via two freight elevators, and maneuvered into place by a couple of power loaders and forklifts.

AIRLOCK ACCESS: An airlock for access to the exterior of the station, including an EVA prep area with pressure suit and equipment lockers.

OFFICES: Open plan admin offices, with terminals connecting to the A.P.O.L.L.O. mainframe.

COLONIAL MARSHAL'S OFFICE: The marshal and his deputy have an office here, as well as an interview room, well-stocked armory and four holding cells.

ST. LUKE'S MEDICAL CENTER: A small clinic, with four beds, an operating room, store, pharmacy and consulting room.

WORKSHOP: Technical area with lathes, testing benches, racks of spares, and equipment.

SPACEPORT LOBBY: An open area with check-in desks, an information point, and seating.

SPACEPORT TRANSFER GATE: Two arrival/departure gates and their lounges sit beyond the security desk, as does as an open-plan starport office.

CARGO HANDLING MODULE: A cargo airlock used for moving freight to and from docked starships. The module is connected to the cargo bays on B Deck via freight elevator.

CONCOURSE: The heart of Novgorod Station is a wide-open, spacious plaza, with seating areas and video screens, lined with offices, cafes, a gym, restrooms and the Marianas Inn (#18). Opposite the Starport are the dozen or so stores of Galleria Nishi.

GYM: Small gym used mainly by station personnel.

SECURITY STATION: Security monitoring desk and office, used by the two starport security officers to screen passengers.

GALLERIA NISHI: A dozen or so stores providing essentials and luxuries for station personnel as well as transiting passengers—clothing, personal electronics, tools, food, jewelry, bathing products, shoes, magazines and many other items.

RESTAURANT: A dining facility, either a small restaurant or a café, based on the size of the facility. The restaurant adjacent to the restrooms on C Deck is called Maxine's Diner, while the more exclusive facility on G Deck is the Bistro Hibachi. The staff-only bar and grill on E Deck is a franchise operation called Drifters.

MARIANAS INN: Small, twenty-room inn used by visitors or transiting passengers. All rooms have en-suite facilities. A laundry room, office, and reception desk is included.

GARDEN: A hydroponic garden, separated from the rest of the deck by large, clear windows. It is used not for enjoyment or agriculture, but as a supplementary oxygen and water treatment system.

WATER TANKS: Drinking water is stored here.

LIFE SUPPORT BAY: Sewage is treated and recycled into water, used water is recycled, and air is scrubbed and recirculated from here.

CREW CABINS: Basic crew cabins, each with bed, toilet, shower, station-to-station videophone, desk, and storage units. A standard terminal gives access to the A.P.O.L.L.O. network, including various pre-recorded entertainment channels. A kitchenette allows simple meals to be prepared.

PROMENADE: Wide walkway with large windows looking into space.

MINI-MARKET: Small convenience store for the use of station personnel who often buy food that can be cooked back in their cabin.

LAUNDRY: Washing and drying machines for the use of the station personnel.

LABORATORY: Multi-function lab, generously furnished with equipment.

EMERGENCY OPERATIONS CENTER: A back-up ops center, usually locked and disused.

AVIONICS: Sensor equipment and communications electronics bays.

PROBE BAY: Robotic science probes are launched from this bay.

FUEL PROCESSOR: Pumps for transferring liquid hydrogen fuel from a tanker, and processors for refining it.

OPERATIONS CENTER: Open-plan nerve center and command post for the station, set out like the cluttered bridge of a starship. Around six personnel are here each shift, running the station from day-to-day. Spiral stairs lead down to admin, allowing staff to move easily between the two.

SHUTTLE HANGER: Houses a Starcub shuttle, with space adjacent for maintenance and cargo loading.

A.P.O.L.L.O. MAINFRAME: The A.P.O.L.L.O. mainframe servers are located here, adjacent to the operations center. The room includes a direct access and programming terminal.

RESTROOM: Toilets and basic washing facilities provided for personnel or passengers on that deck.

EVENTS

Unexpected events may simply provide interest, or might signal the start of some crisis.

THE SHIP: A mysterious ship has pulled up outside the station and the shuttle has transferred the crew on-board. But no one knows where they are or what is going on. In fact, the Weyland-Yutani ship has no crew—none living, anyway. A twitchy android (an early Hyperdyne model 120-A2) has killed the entire crew, all down to conflicting orders that forbade it from revealing the true nature of the company mission. The android, Glynn, has been removed for study by the Seegson science lab, and the bodies are shortly due for disposal in space from the shuttle. The nature of the ship's mission is, however, still classified or unknown.

SECRETS: The player characters stumble upon an on-station secret, perhaps involving the top secret mainframe experiments involving A.P.O.L.L.O. (See the Dr. Alicia Svenson character, page 367). The group can try to profit from this secret, which may involve a risk of fines, imprisonment or even death.

JAILBREAK: The player characters are approached by a pilot. His buddy (a ship's engineer) has been arrested for fighting in the bar, and is likely to miss his ship's departure—losing him his job. Can they provide some kind of diversion to confuse or mislead the marshals, while the pilot frees the engineer from his cell down on B Deck? They will be amply compensated to the tune of thousands of dollars. The pilot is lying, the engineer has just turned state's evidence against his shipping company, and the pilot has orders to assassinate him in his cell. If the PCs assist, the pilot will vanish, leaving them to carry the can.

SHADOW GAMES: A player character has something stolen from his room, perhaps a gun or camera, a flashlight, or bag. Then something is stolen from their ship, or from the room of another player character. Are they being targeted? Why are these items being stolen? They must work with Marshal Otaka to catch the culprits, made harder by the investigation of a deluge of anti-Seegson graffiti across the station. There is a covert agent on-board, hired by Weyland-Yutani, who believes the PCs have been stealing company data and selling it on, possibly here at Novgorod. The agent is blackmailing one of the shuttle pilots who helped him get access to their ship, currently standing off from the station. He believes the data is hidden amongst personal items. When a Seegson agent contacts the group wanting to purchase their 'data' things should get more confusing—and dangerous. Seegson believes, rightly or wrongly, that the PCs are data thieves and wants what they have!

STRIKE: The spaceport shuts down because of a loaders' strike due to a management dispute. This causes mild panic, arguments in the concourse and urgent talks behind closed doors. The chief loadmaster, Mallory Bourne, is fighting the loaders' cause. There are some who are desperate to get off the station, perhaps because they have committed a crime. Will the PCs be tempted to help them? What other situations might occur during this worried time? How is the Marshal managing the disruption? ■

MALLORY BOURNE

(Chief Loadmaster)

Mallory was dropped into the job and her crew of male loadmasters didn't want her there. But she's mean and tough and threatened dismissals, marking a line in the sand. Now she runs the cargo bay with an iron hand, and she looks after the other loadmasters when management starts giving them a hard time. Mallory keeps her eye on every piece of cargo and every ship movement, spotting anomalies, unusual Seegson shipments and unregistered flights. What is going on?

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 2

HEALTH: 4

SKILLS: Heavy Machinery 4, Stamina 3, Command 1, Close Combat 1

TALENT: Nerves of Steel

GEAR: Maintenance Jack, Penlight, Gloves

JONATHON OTAKA

(Marshal)

Otaka is in his late 40s and Novgorod is his seventh station posting. He's good at this job, and in particular, at training-up his deputies to cope with the unique crimes and challenges on the Outer Rim. He is the kind of person who remembers everyone's name and knows everyone's business. If ever caught with his back against the wall, plenty of station staff would volunteer to help him out.

STRENGTH 4, AGILITY 3, WITS 5, EMPATHY 4

HEALTH: 4

SKILLS: Comtech 1, Observation 4, Medical Aid 2, Ranged Combat 2, Close Combat 2

TALENT: Calming Presence

GEAR: .357 Magnum Revolver, Flashlight, Handcuffs, Armat 12 Gauge Shotgun

DR ALICIA SVENSON

(Seegson Scientist)

Dr Svenson is a talented electronics and cybernetic engineer who helped to upgrade the Novgorod mainframe from its antiquated TYPHON server to the cutting-edge A.P.O.L.L.O. system. Svenson's work at Novgorod is devoted to top secret bioelectric and AI software and A.P.O.L.L.O. is a test-bed for a whole new line of Seegson intelligent computers. She is passionate and very protective of her work, believing that Professor Arnuld Keenes, the Seegson Chief Scientist, is untrustworthy and incompetent. She wants his job, and wants the kudos of perfecting the A.P.O.L.L.O. product for herself.

STRENGTH 2, AGILITY 4, WITS 5, EMPATHY 3

HEALTH: 2

SKILLS: Observation 3, Manipulation 3, Mobility 2, Comtech 4

TALENT: Inquisitive

GEAR: Seegson Diagnostic Device

SERGEI MOROZOV

(Engineering Chief)

A dour but hard-working engineering chief, he runs his crew ragged chasing down malfunctions, carrying out daily maintenance and swapping out machine parts for routine testing. He commands an efficient department of twenty technicians and engineers, but is always upsetting management. Morozov pushes his nose where it's not wanted, believing a lot of what goes on in Novgorod to be his business—and it isn't. This creates a clash with all the other department heads.

STRENGTH 3, AGILITY 2, WITS 4, EMPATHY 2

HEALTH: 3

SKILLS: Heavy Machinery 4, Comtech 2, Close Combat 1, Stamina 2, Command 2

TALENT: Hothead

GEAR: Maintenance Jack, Penlight, Seegson P-DAT





HOPE'S LAST DAY

"Woe to the man whose heart has not learned ... to hope."

—AXEL HEYST

Hadley's Hope is a "shake and bake" colony located on the moon LV-426. Established in 2157, the colony is a terraforming, research, and mining facility, and a new home to its pioneers. By 2179 there are 158 colonists there, and the first natives of LV-426 had been born. The giant processors are changing the atmosphere: now breathable, but still choked by dense clouds and wracked by electrical storms. The sky is always gloomy, more like night than day. Even when the sun is above the horizon it's often hidden behind the giant form of Calpamos, LV-426's parent planet.

Some said building the colony was unwise. The moon hadn't even been mapped in 2157, the weather would make life a constant struggle, and the violent geology made it feel as if the world didn't want anyone there at all. Yet someone at Weyland-Yutani allocated the budget and gave the green light, and so Hadley's Hope was founded. Supervisor Al Simpson got stuck into the job and the colonists soon learned to live with LV-426's quirks. it wasn't long before they were making a success of this most unlikely of colonies.

Hope's Last Day tells the story of the final hours of Hadley's Hope, all through the eyes of five colonist workers. It offers a brief taste of Cinematic gameplay and drops the players straight into the action. The pre-generated characters all have their own Agendas, Buddies, and Rivals, but together they have one desperate collective mission: to escape LV-426 alive.

This short scenario encompasses what would normally be the third and final Act of a three-Act Cinematic scenario, and can be played in less than two hours. It is designed to give you a brief taste of Cinematic gameplay—for the full Cinematic experience, see the full-length *Chariot of the Gods* scenario by Andrew E.C. Gaska, published separately. More Cinematic scenarios will be published soon.

Begin play by having your players choose their characters (or select them randomly) and read the intro text "What's the Story, Mother" to them.

THE SITUATION

Whether through corporate duplicity, or the foolish actions of one corporate executive, a wildcatter had been sent to check out the so-called alien ship that Ellen Ripley had reported after her first visit to LV-426. Now, Hadley's Hope is in real trouble. After Russ Jorden returned infected by a Facehugger, Supervisor Simpson sent more people to inspect what Jorden had found, only for them to return infected, too.

The Chestburster born from the doomed Jorden disappeared into the base and grew fast. It was soon joined by others, their instincts driving them to build a hive, to capture hosts and transform them into Ovomorphs until the time a Queen is born. Within days, ten Xenomorph Drones were hiding in the colony. Some colonists tried to flee, but they were quickly captured by the Xenomorphs, and taken to Processor 1 to start the hive proper.

When a Weyland-Yutani inspection team led by company agent Miranda Reynolds arrived and saw what was happening, they discreetly began prepping their shuttle to leave. The remaining colonists armed themselves with whatever weapons they could find and barricaded themselves into a sublevel storage area, clinging to the desperate hope of safety in numbers.

WHAT'S THE STORY, MOTHER?

Hadley's Hope, jointly funded by Weyland-Yutani and the United Americas, has a "them and us" feel to it, with any visiting corporate folk looking down their noses at the colony's laborers. Despite this, the colony has been developing well. There's opportunity aplenty—and risk aplenty, too.

Four days ago, a wildcatter named Russ Jorden was brought back, infected with something. He died, and some snake-like parasite disappeared into the guts of the base. Security has had no luck catching the thing, and somehow more people were infected. Rumor has it that some of them have died, and that there are more of these snake-things than Supervisor Simpson is admitting to. Simpson spoke over the intercoms, calling for calm.

Crisis or not, you have a job to do. Twenty-four hours ago, you headed out on a maintenance run to Processor 9, happy to leave base until the crisis blows over. Ten kilometers out, Singleton's tractor gave up the ghost. A nasty, mechanical crunch told you it wasn't going any further. Calls back to Hadley's Hope got a cursory response: you were told to wait, and they'd get to your little problem when they had the time.

While you waited, you got to talking about the crisis and the Weyland-Yutani corporate shuttle that arrived right before you left. The shuttle carried an inspection team led by company agent Miranda Reynolds and her chief scientist Theodora Komiskey. Sigg relayed something he'd overheard—a hushed conversation about the shuttle being quickly and quietly readied for departure. Reynolds and Komiskey are likely the only two who can authorize its use, and the only two with the access keycards needed to use it. For all you know, it was Reynolds who ordered Jorden out there in the first place. It's not right for the Weyland-Yutani reps to just skip out and leave you—the workers—to clean up this bloody mess! If things go bad, why shouldn't you get those keycards and get away instead?

A day has passed, and you've still heard nothing. All further attempts to contact Hadley's Hope have been fruitless. No one is coming to help. The only communications you pick up on are garbled, panicked even. There's no option but to walk back, and see what the hell is going on...

PLAYER CHARACTERS

The following pages describe five pre-generated player characters for this scenario. One of the PCs (Holroyd) is a Company android and normal android rules apply, see page 29. Before play, print or copy character sheets and fill them in. You can find one at the back of this book, and it's available for download at the Free League website. If you have fewer than five players, the leftover PCs can be played as NPCs. The five PCs listed here are followed by two NPCs: Theodora Komiskey and Wes Osterman. A number of XX121 Xenomorphs also appear in this scenario. You can find stats for these in Chapter 11.

MACWHIRR, OFFICER



FULL NAME: Janice Macwhirr
JOB: CA Union Organizer
AGE: 42
PERSONALITY: Officious

You are the Colonial Administration union organizer here on LV-426 and take your responsibilities very seriously. Naturally, you expect your workers to do the same. It's hard enough with the Weyland-Yutani bastards breathing down your neck, but if you don't get help from the workers, what hope is there? At least some, like Singleton, are supportive, although you'd sack Hirsch and Holroyd if you could.

STRENGTH 3, AGILITY 2, WITS 4, EMPATHY 5

HEALTH: 3

SKILLS: Mobility 1, Ranged Combat 1, Observation 2, Comtech 1, Command 3, Manipulation 2

TALENT: Pull Rank

SIGNATURE ITEM: Company ID badge

GEAR: Knife, Watatsumi Bolt Gun (4 shots)

BUDDY: Singleton

RIVAL: Hirsch

PERSONAL AGENDA: You don't show it, but you love the people of Hadley's Hope. Now your friends are dying, and you must take revenge on the corporates for causing this crisis. Agent Reynolds and her science lackey Komiskey must pay for their crimes.

HIRSCH, EX-MARINE



FULL NAME: Morgan Hirsch
JOB: Cleaner
AGE: 39
PERSONALITY: Religious

You've been cleaning up Hadley's Hope since day one and have seen and done it all. When you went AWOL from the Colonial Marines and into hiding here ages ago, you knew Hadley's Hope would be your home for the rest of your life. The only downside is MacWhirr. She's your boss and never lets you forget it, although the young Singleton doesn't like you much either.

STRENGTH 5, AGILITY 3, WITS 3, EMPATHY 3

HEALTH: 5

SKILLS: Heavy Machinery 1, Close Combat 3, Stamina 2, Mobility 1, Ranged Combat 2, Survival 1

TALENT: Banter

SIGNATURE ITEM: Cross necklace

GEAR: Cutting Torch (Power Supply 3)

BUDDY: Sigg

RIVAL: MacWhirr

PERSONAL AGENDA: Some people fight inner demons—you've been sent these creatures to test your faith in God. Light 'em up and show the devil who's boss.

SINGLETON, PILOT



FULL NAME: Hannah Singleton
JOB: Tractor Driver
AGE: 32
PERSONALITY: Self-sufficient

You've stood on your own two feet for as long as you can remember. The only lesson your useless parents taught you was that life is hard, and you have to be harder. You want to advance by any means possible, and if that includes ignoring a few principles on the way, then so what? You have your Company orders, so pretend to like MacWhirr and pretend to dislike Hirsch.

STRENGTH 4, AGILITY 5, WITS 2, EMPATHY 3

HEALTH: 4

SKILLS: Heavy Machinery 1, Close Combat 1, Ranged Combat 2, Mobility 2, Piloting 2, Comtech 1, Command 1

TALENT: Reckless

SIGNATURE ITEM: Toy dinosaur

GEAR: M314 Motion Tracker (Power Supply 5), M4A3 Service Pistol (one reload)

BUDDY: MacWhirr

RIVAL: Hirsch

PERSONAL AGENDA: You are a Weyland-Yutani sleeper agent. Holroyd is a Company android, but he doesn't know you are on the payroll. He's suspected of disobeying company orders, so keep an eye on him. Also, news of this outbreak cannot be allowed to leak, even if it means putting an end to any of your "friends" that try to escape...

SIGG, SCIENTIST



FULL NAME: Sonny Sigg
JOB: Lab Technician
AGE: 29
PERSONALITY: Curious

You love your job as a lab technician, then those Weyland-Yutani inspection team scientists show up and treat you with thinly disguised contempt. Hadley's Hope is just a way station for you before moving on to bigger and better things. You like Hirsch as he has an open mind, but MacWhirr acts as if she owns the place, and you.

STRENGTH 2, AGILITY 4, WITS 4, EMPATHY 4

HEALTH: 2

SKILLS: Observation 2, Comtech 3, Medical Aid 2, Manipulation 1, Mobility 2

TALENT: Analysis

SIGNATURE ITEM: Lab coat

GEAR: Medkit

BUDDY: Hirsch

RIVAL: MacWhirr

PERSONAL AGENDA: That Weyland-Yutani inspection team won't be so snooty if you can leapfrog them and get an alien to the Company first. You just need to get a live specimen and get off LV-426 alive. Who will be laughing then?

HOLROYD, ROUGHNECK



AGE: Looks to be in his 30s

JOB: Mechanic

PERSONALITY: Hard-working

You are a Weyland-Yutani android. You've been on LV-426 for two years now, and you're a technician known for getting on with things without complaining. You try to get along with everybody and overall that works fine. However, you think Sigg spends too much time griping and not enough working, and for some reason MacWhirr dislikes you.

STRENGTH 7, AGILITY 6, WITS 4, EMPATHY 3

HEALTH: 7

SKILLS: Heavy Machinery 3, Stamina 1, Ranged Combat 1, Mobility 1, Survival 1, Comtech 2, Medical Aid 1

TALENT: Resilient

SIGNATURE ITEM: None

GEAR: Electronic tools, Samani E-Series Watch

BUDDY: Hirsch

RIVAL: Sigg

PERSONAL AGENDA: You know about the alien ship and why Miranda is here. You should cover it up, but you feel a terrible responsibility for what has happened. You must do everything you can to save your comrades, including sacrificing yourself, if need be.

THEODORA KOMISKEY (NPC)

AGE: 41

CAREER: Scientist

Komiskey has been lead scientist on Miranda's corporate team for years. Even though she was initially kept in the dark over the situation on LV-426 she was fully supportive when she finally found out. She hadn't believed in the stories and now they have come true she cannot cope.

STRENGTH 2, AGILITY 4, WITS 5, EMPATHY 3

HEALTH: 2

SKILLS: Stamina 1, Observation 2, Comtech 2, Command 1, Medical Aid 3, Piloting 1

TALENT: Analysis

GEAR: None

WES OSTERMAN (NPC)

AGE: 49

CAREER: Roughneck

Osterman's new life at Hadley's Hope is his last chance, given how hard he's found it to hold down a solid job. He maintains heating systems for a living. When ordered back to his quarters he displayed the same lack of discipline that's hounded him his entire life and said, "Damn it, I'm going to Billy's Bar for a drink!"

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 3

HEALTH: 4

SKILLS: Heavy Machinery 3, Close Combat, 2 Stamina 2, Comtech 1, Manipulation 1, Mobility 1

TALENT: Resilient

GEAR: None

KICKING OFF THE ACTION

As the scenario starts, the team staggers into the West Airlock (see Locations, below), weary from their long walk. The PCs hear a distant voice talking over the intercom. It's obscured by static but they can make out the following: *"This is an emergency message. All colonists must immediately assemble at the main storeroom on the sub-level for safety."* After several repeats, the message cuts off with an electronic screech, and the PCs get no response if they try the intercom.

In that deadened silence they hear a gunshot and a lonesome scream that echoes through the ventilation ducts: it could have come from anywhere (+1 **STRESS LEVEL**). Anyone who could really help—the colony' research team, security detail, Supervisor Simpson and the rest of the administration—are nowhere to be found.

Something is seriously wrong, and it's time to start planning how to get the hell out of Dodge. The players should be thinking about finding Company Agent Reynolds or Dr. Komiskey and their keycards, and they know where they are likely to be found: the offices on blocks C2 and E1.

Let the players explore the base freely, but feel free to nudge them toward Reynolds and Komiskey if they seem lost. The game starts out in stealth mode. Several **PASSIVE** Xenomorphs are hiding in the base—see the boxed text below. ■

HIDDEN XENOMORPHS

A number of type XX121 Xenomorphs (see Chapter 11) are hiding in various locations when the scenario starts. These are listed below. These are all PASSIVE when the scenario starts but will become ACTIVE when they spot a PC, or when you the GM want to increase the pressure on your players. Read more about stealth mode on page 85.

- **Drone in Block A near the North Lock**
- **Scout in the Command Crew Quarters, Block B2**
- **Facehugger in the vent shafts of Block C1**
- **Drone in Block E1 near the South Lock**
- **Facehugger trapped in the Medlab, Block E2 (with Dr. Komiskey)**
- **Drone outside Billy's Bar**
- **Additional Xenos can be introduced during the scenario, see Events**

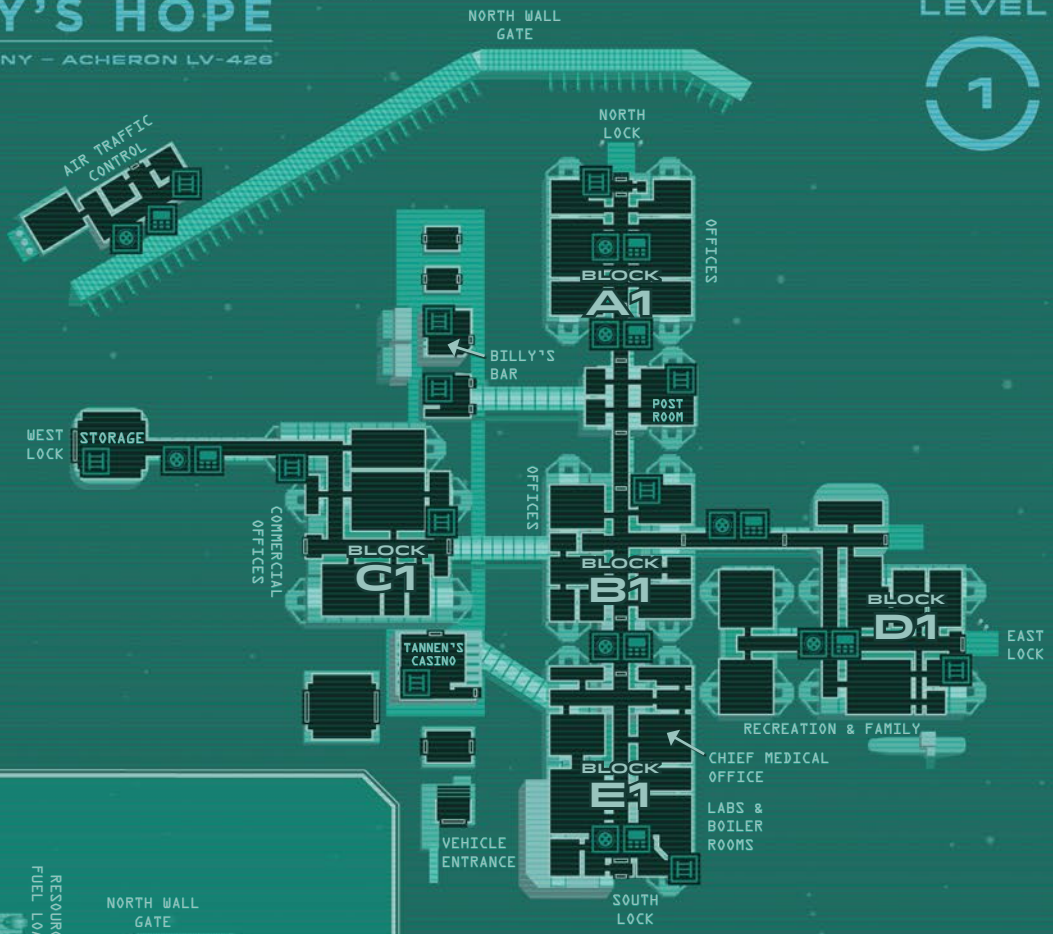
HADLEY'S HOPE - LEVEL 1

HADLEY'S HOPE

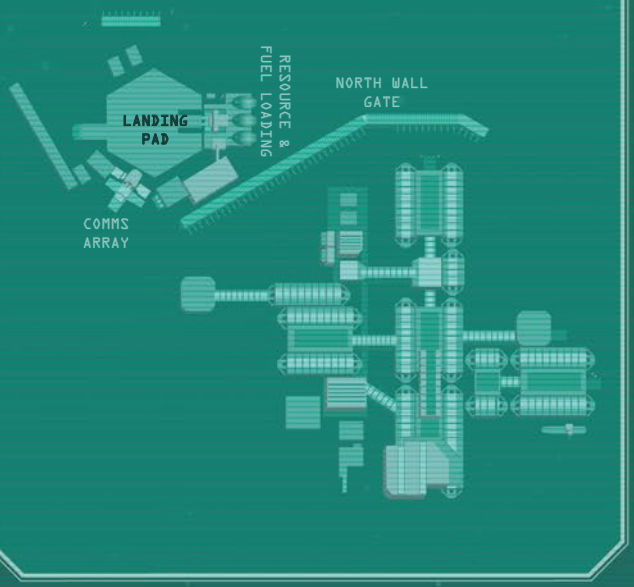
PLANETARY COLONY – ACHERON LV-426

LEVEL 1

5x5 METERS



OVERVIEW



MAP LEGEND

- LADDER ACCESS
- INTERCOM
- WORKSHOP/ENGINEERING
- OBSERVATION
- ACCESS TERMINAL
- MAINFRAME
- MED KIT
- MEDLAB
- ARMORY

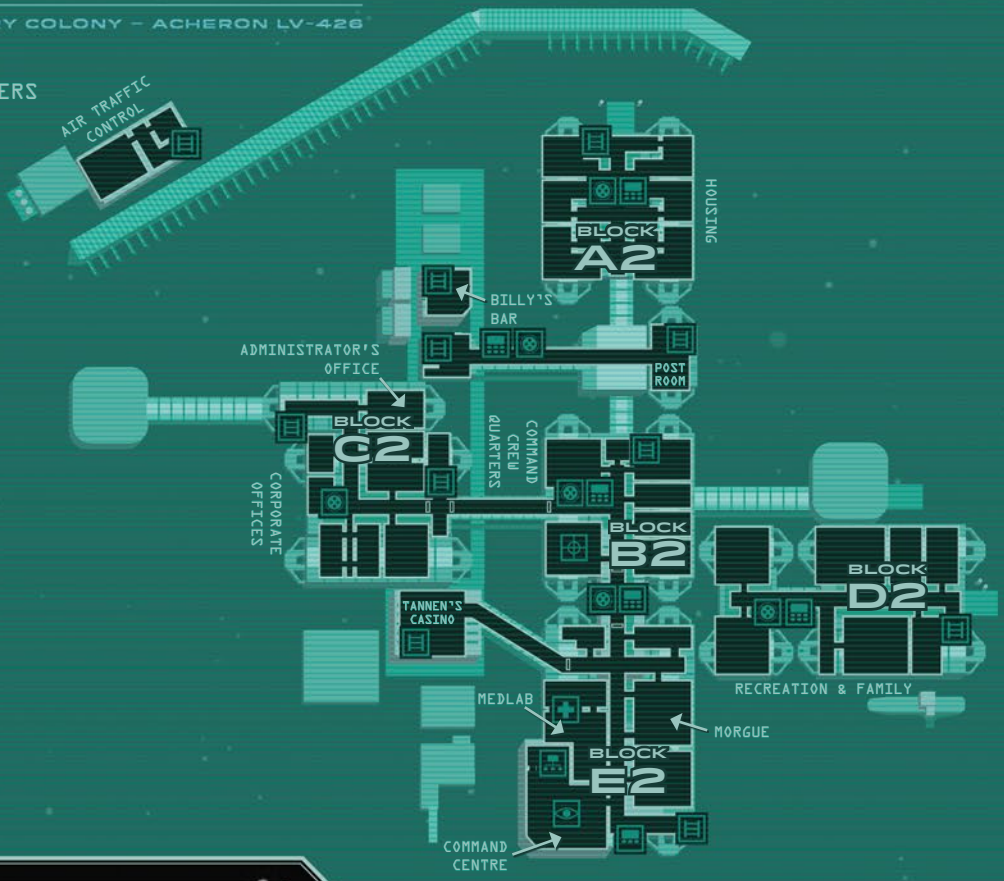
HADLEY´S HOPE - LEVEL 2

HADLEY'S HOPE

PLANETARY COLONY – ACHERON LV-426

LEVEL 2

☐ 5x5 METERS



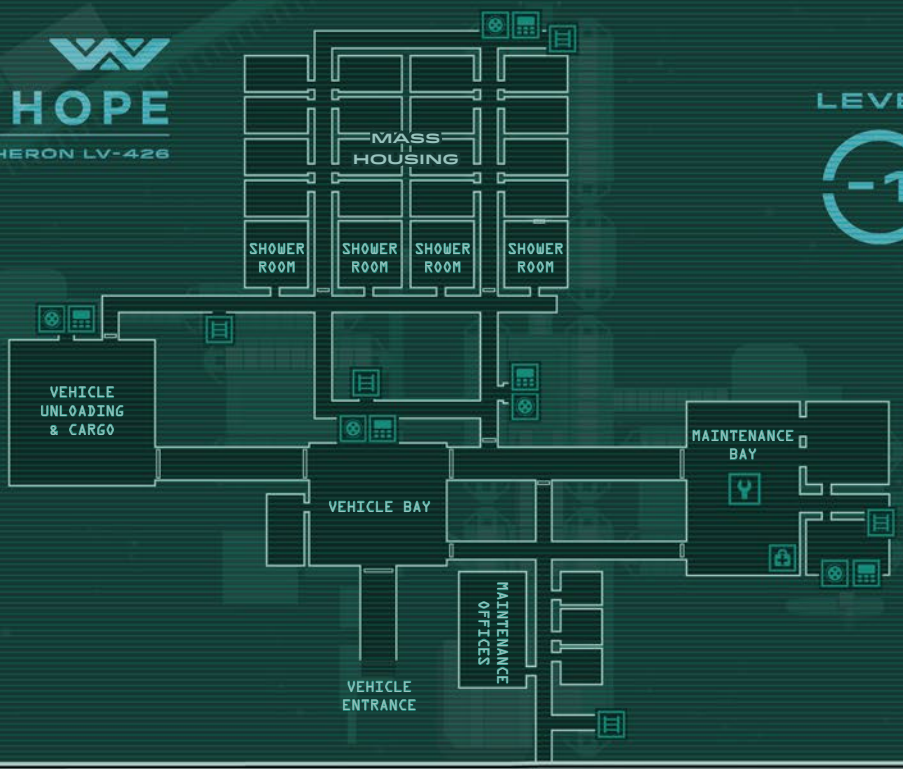
HADLEY´S HOPE - SUB LEVEL 1

HADLEY'S HOPE

PLANETARY COLONY – ACHERON LV-426

LEVEL -1

☐ 5x5 METERS



LOCATIONS

The following section contains the main scenario locations. See the corresponding maps on the previous pages. Some familiar areas of the Hadley's Hope colony, such as the Air Traffic Control station and the atmospheric processors, are not included as the PCs have no compelling reason to visit these locations during this scenario.

WEST LOCK

Away from the main body of the base, there's no noise here except the soft hum of the colony and the squeal of the wind. The ready room is big, with metal benches and mesh-framed lockers. The lighting is always dim, and the place has a dusty and disused smell about it.

BLOCK A

A1 – OFFICES: Usually a busy part of the colony with communal office space. No one cleans up after themselves, so the place is littered with coffee cups and the bins are full. A Drone Xenomorph (**PASSIVE**) is lurking near the North Lock.

A2 – HOUSING: Large family apartments. It's noisy, with air conditioning and heating ducts for the base meeting above them. The heating system is leaking scalding water. It's a hellish sauna with soaked carpets. The PCs splash as they move (–1 **MOBILITY** if sneaking).

BLOCK B

B1 – OFFICES: Offices for official colony workers, but the place is a silent mess.

B2 – COMMAND CREW QUARTERS: The upper level of Hadley's Hope's central block consists of an office, operational ready room and the armory. The block is keycard locked for command personnel only, but a Hard (–2) **COMTECH** roll will open the locks. A Scout Xenomorph (**PASSIVE**) is lurking in here.

The armory is in the ready room in the southwest corner, with charts and rosters pinned on the walls. The armory door is heavy (Armor Rating 4 and requires 12 points of damage to be broken down). Only the Admin and Security have keys—and they are missing. One Armat Model 37A2 12 Gauge Pump Action shotgun and one .357 Magnum Revolver with two reloads each are all that remains in the armory.

BLOCK C

C1 – COMMERCIAL OFFICES: This is where the corporates do their business. A **PASSIVE** Facehugger is hidden in the vent shafts. It can be alerted if any PCs enter the area and will then become **ACTIVE** and start stalking them.

C2 – CORPORATE OFFICES. Weyland-Yutani's offices are all on C2, the upper floor with windows that offer a gloomy view. The office of supervisor Al Simpson is located here, in the north-east corner, recently commandeered by corporate agent Miranda Reynolds.

If the PCs enter this office, they'll find Reynolds in a chair facing away from the door. She seems to be sitting quietly with her head down, snoozing maybe. A small ventilation grill overhead has been battered free and the vent itself is twisted as if whatever exited it could barely fit through the space.

Reynolds' keycard hangs around her neck on a Weyland-Yutani lanyard. She is dead, however, having been brutally killed by a Drone. Her face and neck are a bloody mess (+1 **STRESS LEVEL** to all who see her). If a PC removes the keycard and wipes the gore away (+1 **STRESS LEVEL**), they realize it's destroyed.

On the desk, spattered with Reynolds' blood, is a small hand-held comms device, linked to Dr. Komiskey. A light on it is blinking. Komiskey has been desperately trying to call Reynolds for help, ever since she awoke trapped in the Medlab. If the PCs answer, they can talk to Komiskey, who is in E2. She is in shock, sounding vague and distant. She asks for help (see E2 on the next page).

If the PCs linger the Xeno that killed Miranda will return to collect her body as raw materials for the hive.

BLOCK D

D1 & D2 – RECREATION & FAMILY SERVICES: Block D is given over to school rooms, the gym, games rooms, quiet rooms, and a conference room, called the Town Hall. This area is now deserted.

SEARCHING FOR GEAR

Should the PCs want to search for gear, it takes them one additional Turn to search one location (zone). Roll OBSERVATION. Only one PC can roll, but others can help. If successful, roll once on the following table. The PCs can only search each location once:

2D6	ITEM FOUND
2	.357 Magnum (no reloads)
3	Fire ax (no bonus, Damage 2)
4	Fire extinguisher
5	Cutting torch (Power Supply D3)
6	Heavy tool (Bonus +1, Damage 1)
7	Pack of cigars
8	Medkit
9	Power cell (Power Supply D3)
10	D3 sets of heavy work coveralls (Armor Rating 3)
11	Motion tracker (Power Supply D3)
12	Incinerator Unit

BLOCK E

E1 – LABS & BOILER ROOM: The east side houses the geology labs, which track the progress of LV-426's terraforming. The west side holds the engine room of the colony, affectionately known as "The Boiler Room." The research offices in the north-east corner are deserted. A **PASSIVE** Drone Xenomorph lurks here, near the South Lock.

The geolabs have been turned over to researching the Xenomorphs. The remains of a partly dissected Facehugger lie pinned to a board. A half-eaten doughnut sits on a desk. In one sealed cabinet there are three alien eggs. They look, and are, alive (see page 304). There are various medical containers and equipment bags lying about that could be used to carry an egg. The cabinet can easily be broken open (only two points of damage needed).

E2 – COMMAND, MEDICAL, MORGUE: The Command Center takes up the upper floor of E Block. It consists of the Command Room (known as Ops), Assistant Operations Manager Lydecker's office, the medlab and the morgue.

THE MEDLAB consists of an examination room and the quarantine booth (that is locked from the outside but has a viewing window and intercom). The place is in shambles, empty cabinets flung open and over-turned in the mad scramble for medical supplies.

Dr. Komiskey (see page 374) is trapped in the quarantine room, automatically sealed when the base went into lockdown. Along with Komiskey in the quarantine room the PCs can see the dead body of a man on an examination table, a specimen tube with a live Facehugger (counts as one inventory item), and a dead Facehugger on the floor.

Dr. Komiskey is leaning against the viewing window, old tear tracks on her cheeks. She has woken up after having been facehugged and knows she is doomed. She has just given the man on the table a massive overdose to kill him, as he's been facehugged as well, but can't summon the courage to kill herself. She is in shock, and pleads with the PCs to release her. After much sobbing, she will agree to help them escape in the shuttle. She has the keycard on a lanyard around her neck.

Calming down, Komiskey rambles on about how Reynolds intercepted a transmission from some corporate exec on Earth and decided to elbow in on the potential find. She assembled her inspection team off the books and came here.

If the PCs ask about the man on the table, she will tell them that he (Michael Drapers) is dead. She killed him to spare him a terrible fate. She won't volunteer the fact that she has been facehugged, but if they make a successful **MANIPULATION** roll against her, she will admit it (+1 **STRESS LEVEL** to all who hear that).

The door to the quarantine room cannot be opened from the inside. The PCs can open it with a **COMTECH** roll. If they fail, they can break it down, but it has Armor Rating 6 and requires twelve points of damage to be breached—a sure way to alert the Drone one floor down. If the PCs release Dr. Komiskey, the Chestburster in her can be birthed later (see Events). She will also show the PCs the hyper-coolant spray canisters her team has been using to keep eggs in a dormant state for transport (keeps an egg dormant for D6 Turns).

OPS is the nerve center of the colony, monitoring vital functions and security. It's usually busy but right now it's unmanned. The intercom hisses static, a screen flickers. The CCTV system is damaged, but a successful **COMTECH** roll gives access to a few cameras. Flicking through, the PCs see scenes of carnage:

- A view of the carnage in the Sublevel Areas—see the text to the right (+1 **STRESS LEVEL**).
- A deserted corridor. In the distance, there's movement. Zooming in, you catch sight of the bloodied remains of a person being dragged slowly out of view (Block A1, Offices).
- Movement on another camera, one showing Block E1, South Lock. The PCs get their first real view of a Drone Xenomorph—right below them! They can only helplessly watch it standing there, its eyeless head raised, its whip of a tail languidly carving the air (+1 **STRESS LEVEL**).

TANNEN'S CASINO

The fresh bling can't hide the utilitarian nature of this place. There is a disused walkway from the upper floor of the casino to Block E2, a remnant from the early days of the colony. The access walkway is dark and **CLUTTERED**, the perfect place for a Xenomorph to hide. There are five dead bodies, stacked against the sealed doorway to the casino. They fall in a cascade of gore if that door is opened, giving +1 **STRESS LEVEL** to all who see it, and +2 **STRESS LEVEL** to the poor sap who opened the door. One victim, Maria Hemming, is alive but unconscious. She has been facehugged, and may soon give birth to a Chestburster.

BILLY'S BAR

A wood-paneled place, with the bar downstairs and seating upstairs. It can only be accessed by going outside. The colonist Wes Osterman (see page 374) is trapped inside, and a Drone Xenomorph outside is trying to break in. The Xeno is **PASSIVE** in relation to the PCs. See the "A Cry for Help" event.

SUBLEVEL AREAS

MASS HOUSING AND MAINTENANCE: Below Level 1 of the colony there is a basement level. It is dark and smelly, with claustrophobic housing and high-ceilinged maintenance tunnels and bays. There are no working tractors left, and the disassembled parts that remain cannot be made into a working tractor. In the tunnel to the nearby Processor 1 is an active Sentry Gun (see page 125) placed there by the militia to stop the first Chestburster from escaping.

The mass housing area is where the last stand of the remaining colonists took place. There are signs of a terrible battle. Doors are torn apart and ceiling and floor panels have been shredded. There are some mutilated bodies, but not as many as you might expect. There is a lot of still-sticky blood and many drag marks smeared in crimson. Acid burns still fizz and fill the air with an acrid smell that mingles with the stink of death and smoke from some smoldering fires. The PCs cannot see any Xenomorphs, but they all get +1 **STRESS LEVEL** for witnessing this. If they search through the mess carefully (which will take one additional Turn) they get another +1 **STRESS LEVEL**, but will find an M41A Pulse Rifle, an M4A3 Service Pistol and an M240 Incinerator unit, but there are no reloads.

AIR TRAFFIC CONTROL CENTER

Outside the north shield wall of the colony stands the Air Traffic Control center, with the ATCC building, comms array and landing pad. The ATCC building has a storeroom and generator on the ground floor, and the control room with panoramic windows on the first floor. There is no power to the ATCC, and no way to fix it.

THE CORPORATE SHUTTLE: A modified Lockmart XL Starcub rests on the far side of the landing pad. It can carry up to 20 people at a squeeze. However, it is securely clamped to the ground as a result of the automatic lockdown procedure, and one of the clamps completely blocks the access hatch. The only way to release the shuttle is to use Komiskey's keycard. The use of a Motion Detector directed at the shuttle will show movement inside, but the signal is too garbled to reveal how many individuals are present.

THE ESCAPE: When the PCs make their final dash for the shuttle, the Xenos will be after them (see the "Hunted" event, below). Closing doors, throwing up barricades and heroic sacrifices will only slow them down. As the PCs and any NPC survivors reach the shuttle and open the hatch, desperate to escape the screams of their friends who they've left behind, they are in for a nasty surprise.

Miranda's team had been busy, gathering a number of eggs and storing them inside the shuttle. Problem is, the coolant that they had applied to the eggs (see page 380) wore off faster than expected. The roused creatures inside those eggs stirred and soon leapt to action. The team mostly got out and slammed the hatch behind them, leaving their friends inside to be impregnated and the shuttle swarming with unattached Facehuggers. As the shuttle's hatch opens, they flood out looking for hosts. Each PC and NPC is attacked by a Facehugger (see page 306).

If any of the PCs survive this attack, they can power up the shuttle and escape. The scenario is over—see Epilogue. Their final fate is beyond the bounds of this scenario. No record of the whereabouts of these characters exists beyond their departure from LV-426.

EVENTS

To spice things up and increase the tension even more, below you'll find events that you can spring on the players during the scenario. These events don't all need to occur, and they don't need to occur in the order listed. Instead, consider the events an arsenal of drama for you to use as you see fit.

A CRY FOR HELP: An intercom buzzer sounds close to the PCs, loud in the quiet, making them all jump. The colonist Wes Osterman is trapped in Billy's Bar. He keeps buzzing until they answer and then he will beg for help. If they don't answer, the noise will make any Xenos in their area **ACTIVE**.

Osterman has locked the door, but something is trying to get in. In the background they can hear the dull thump, thump, thump of something heavy battering the door to the bar. If they decide to help Wes, there is a Xeno Drone breaking in through the ground floor doors. It's happy to find other, easier prey.

If the PCs wait too long to decide, they hear the door to the bar finally give way, along with the squeals of the Xeno and the screams of Osterman as he is taken away to the hive (+1 **STRESS LEVEL**).

THE BIRTH: If the PCs have rescued Dr. Komiskey from the Medlab or Maria Hemming from Tannen's Casino, the Chestbursters inside them will be born sooner or later (see page 309). This is probably the first time the PCs witness such an event, triggering an immediate Panic Roll.

HUNTED: At no point should the PCs feel safe. If they stay for too long in one place or start to get complacent, one or more **ACTIVE** Drones or Scouts arrive from the nearby hive and start to stalk them. The only way to survive *Hope's Last Day* is to use the shuttle to escape. ■

EPILOGUE

AGENDAS & STORY POINTS

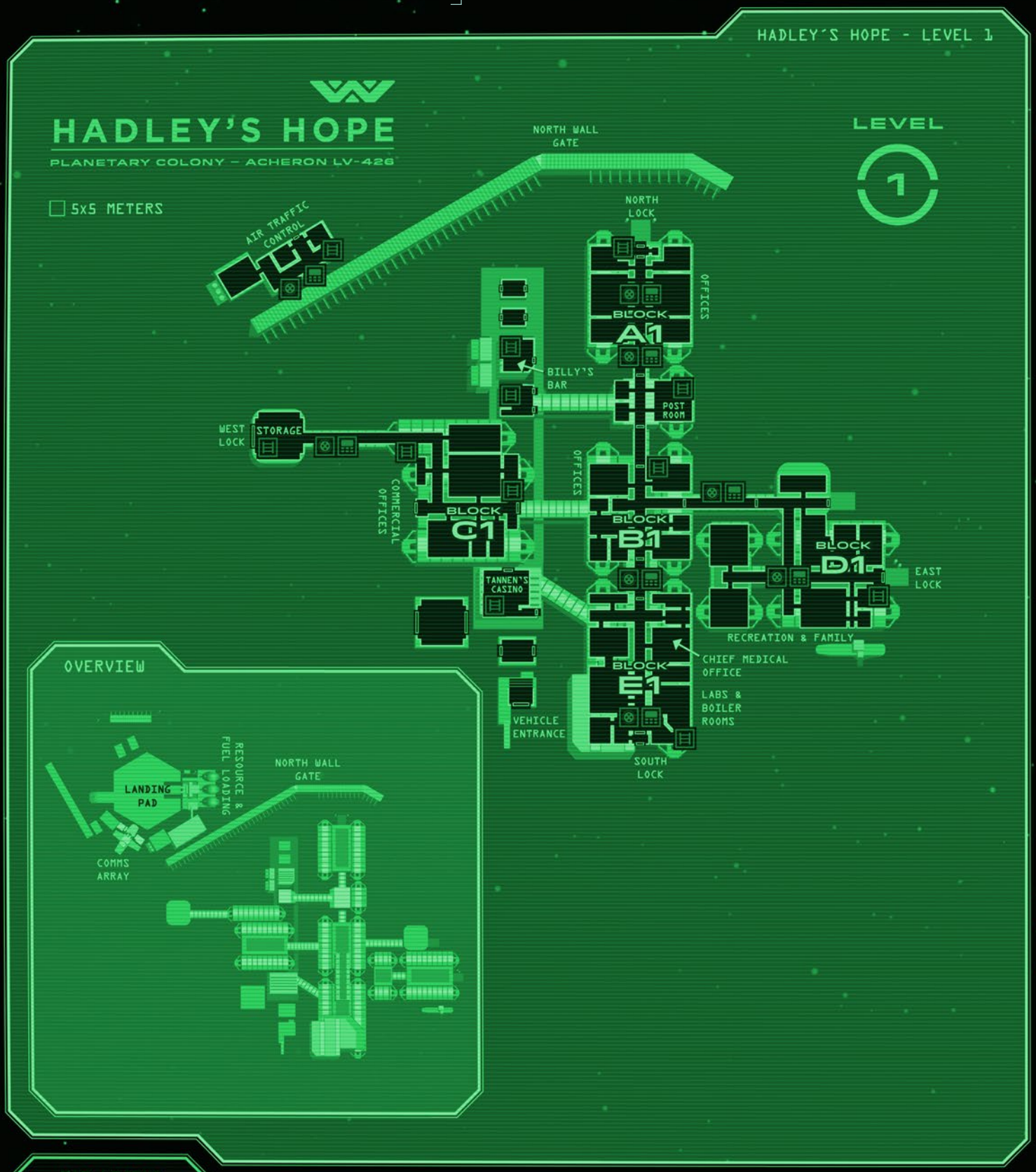
After it's all over, evaluate how each player followed their PC's Personal Agenda, and hand out a Story Point to those who did well. Allow the players to reveal their Agendas if they so choose, then host a debriefing discussion. These can be a lot of fun!

Story Points belong to players, not PCs, and players can keep their Story Points to use in the next Cinematic Scenario if they wish. No player can ever have more than three Story Points, however.

SIGNING OFF

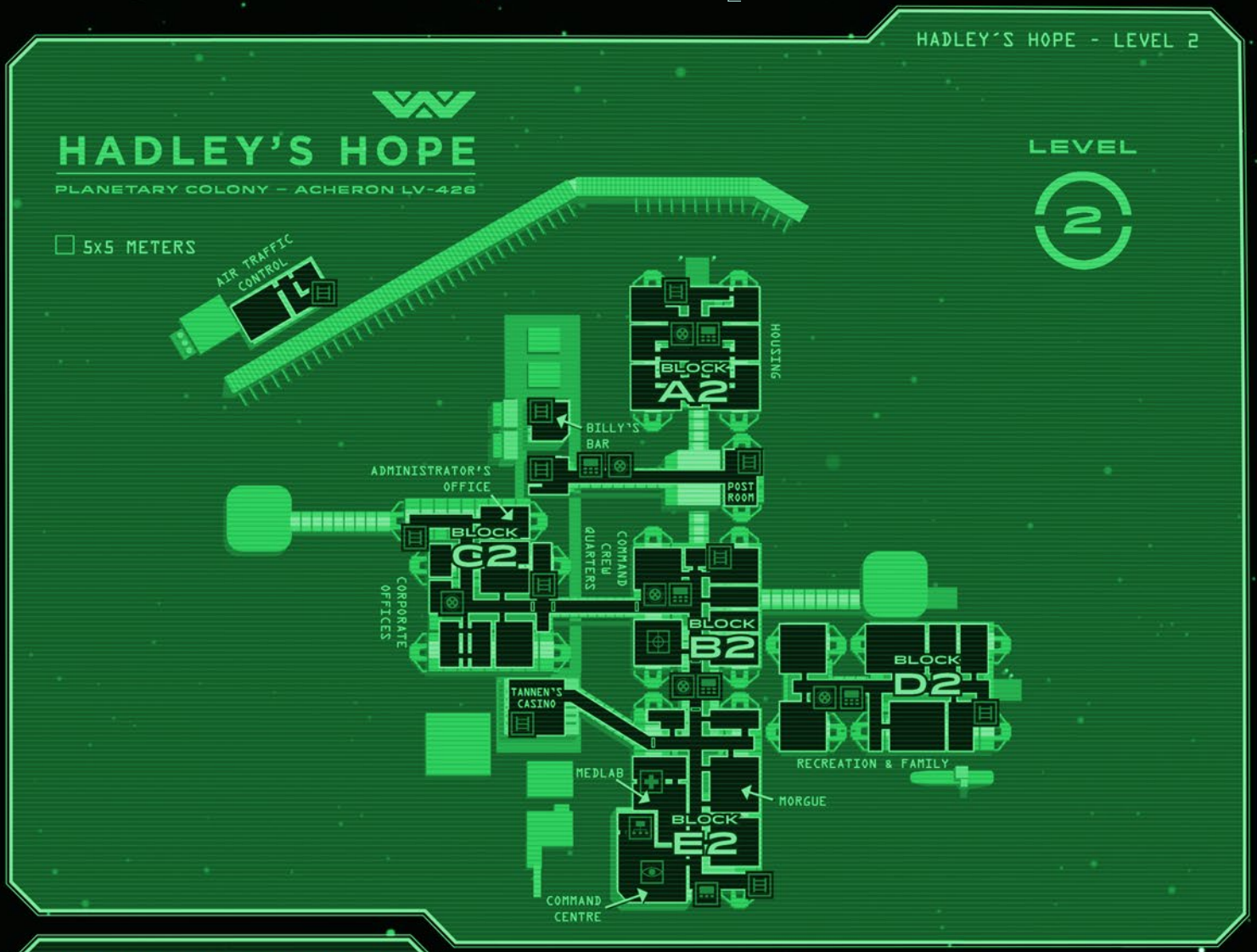
A suggested sign-off message by one of the PCs, assuming anyone is still alive. The player of this PC can read the following message aloud, or adapt it according to what happened in the scenario.

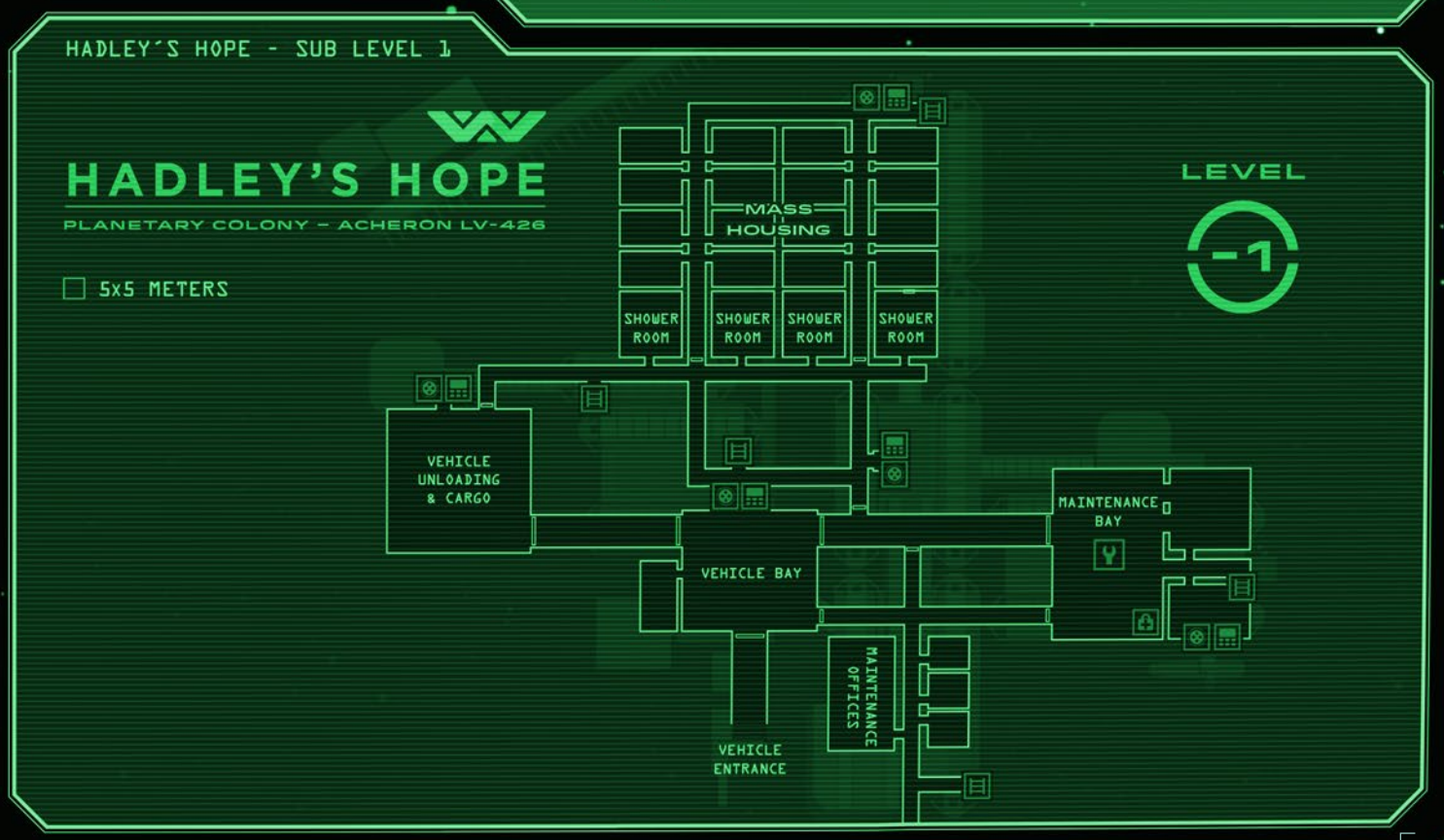
This is the final report from Hadley's Hope. [PC Name] reporting. The colony has been overrun by monsters. Of the 158 souls residing there only [number] have survived. The rest ... well, I dread to think what has happened to the rest. I can only hope they were given the mercy of a quick death, but I doubt it. If you receive this message do not attempt a rescue: stay far away and inform the Colonial Marines as soon as you can. Only they can handle those monsters. This is [PC Name], signing off.

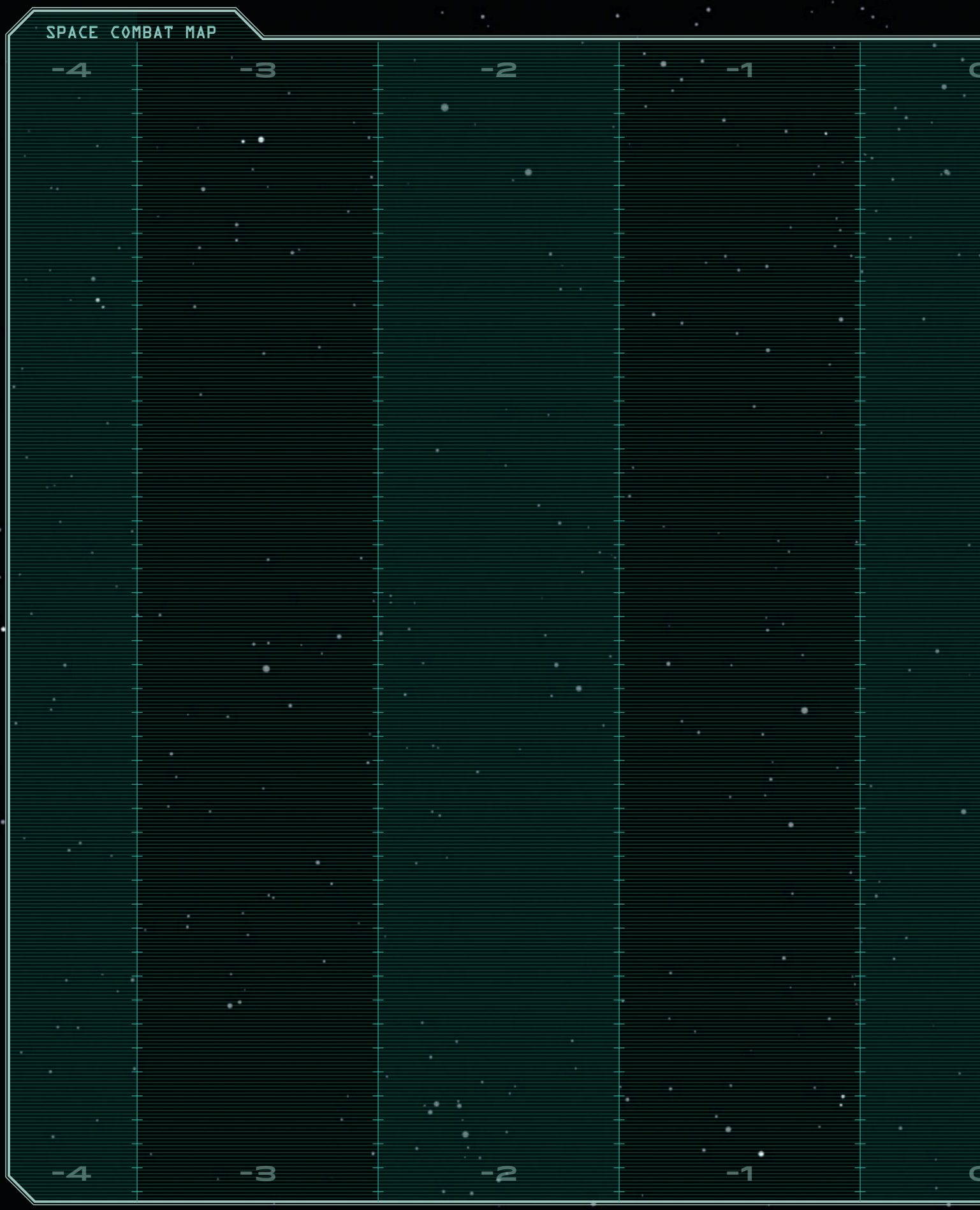


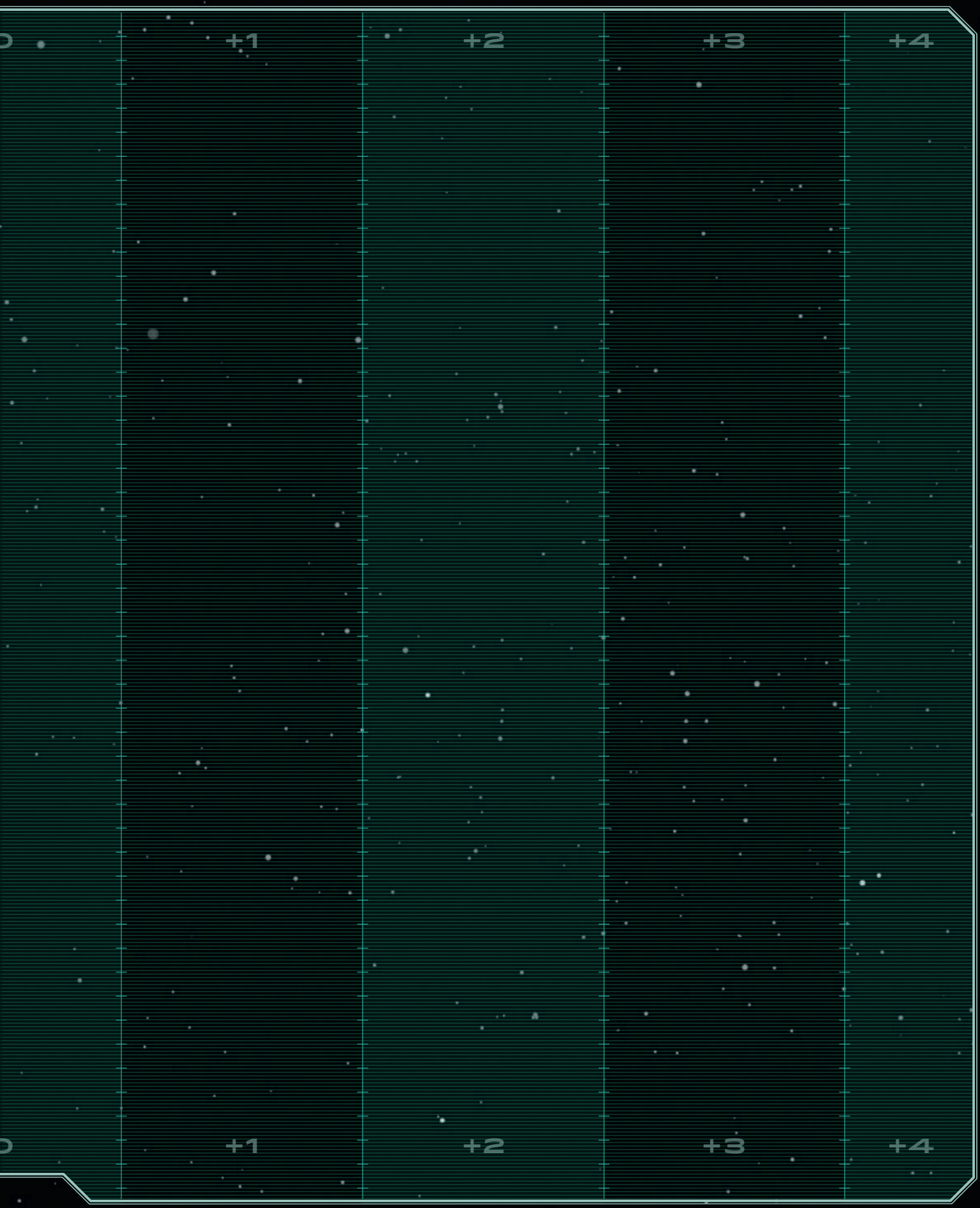
MAP LEGEND

- LADDER ACCESS
- OBSERVATION
- MED KIT
- INTERCOM
- ACCESS TERMINAL
- MEDLAB
- WORKSHOP/ENGINEERING
- MAINFRAME
- ARMORY


HADLEY'S HOPE - LEVEL 2
HADLEY'S HOPE
PLANETARY COLONY – ACHERON LV-426
LEVEL
2
5x5 METERS
AIR TRAFFIC CONTROL
HOUSING
BLOCK A2
BILLY'S BAR
ADMINISTRATOR'S OFFICE
POST ROOM
BLOCK C2
COMMAND CREW QUARTERS
CORPORATE OFFICES
BLOCK B2
BLOCK D2
TANNEN'S CASINO
RECREATION & FAMILY
MEDLAB
MORGUE
BLOCK E2
COMMAND CENTRE


HADLEY'S HOPE - SUB LEVEL 1
HADLEY'S HOPE
PLANETARY COLONY – ACHERON LV-426
LEVEL
-1
5x5 METERS
MASS HOUSING
SHOWER ROOM
SHOWER ROOM
SHOWER ROOM
SHOWER ROOM
VEHICLE UNLOADING & CARGO
MAINTENANCE BAY
VEHICLE BAY
MAINTENANCE OFFICES
VEHICLE ENTRANCE


SPACE COMBAT MAP
-4
-3
-2
-1
0
-4
-3
-2
-1
0


+1
+2
+3
+4
+1
+2
+3
+4

INTERNAL MODULES

SIZE

NAME

MANUFACTURER

AI

CREW

PASSENGERS

LENGTH

FTL RATING

SIGNATURE

THRUSTERS

HULL

ARMOR

DAMAGE

SHIP'S LOG

DATE

LOCATION

LEASE COST

MINOR COMPONENT DAMAGE

EFFECT

MAJOR COMPONENT DAMAGE

EFFECT

UPGRADES

EFFECT

ARMAMENTS

BONUS

DAMAGE

RANGE

SIZE

SHIP SHEET

PERSONAL AGENDA

NAME

CAREER

TALENTS

RELATIONSHIPS

BUDDY:

RIVAL:

APPEARANCE

EXPERIENCE POINTS

STRESS LEVEL

STORY POINTS

HEALTH

CLOSE COMBAT

HEAVY MACHINERY

STRENGTH

STAMINA

TINY ITEMS

RADIATION

RANGED COMBAT

OBSERVATION

MOBILITY

AGILITY

ATTRIBUTES

WITS

SURVIVAL

PILOTING

COMTECH

CRITICAL INJURIES

SIGNATURE ITEM

COMMAND

MEDICAL AID

EMPATHY

GEAR

MANIPULATION

1:

2:

3:

4:

5:

6:

7:

8:

9:

10:

CONDITIONS

STARVING

DEHYDRATED

EXHAUSTED

FREEZING

ARMOR

RATING

ENCUMBRANCE

WEAPONS

BONUS

DAMAGE

RANGE

CONSUMABLES

AIR

FOOD

POWER

WATER

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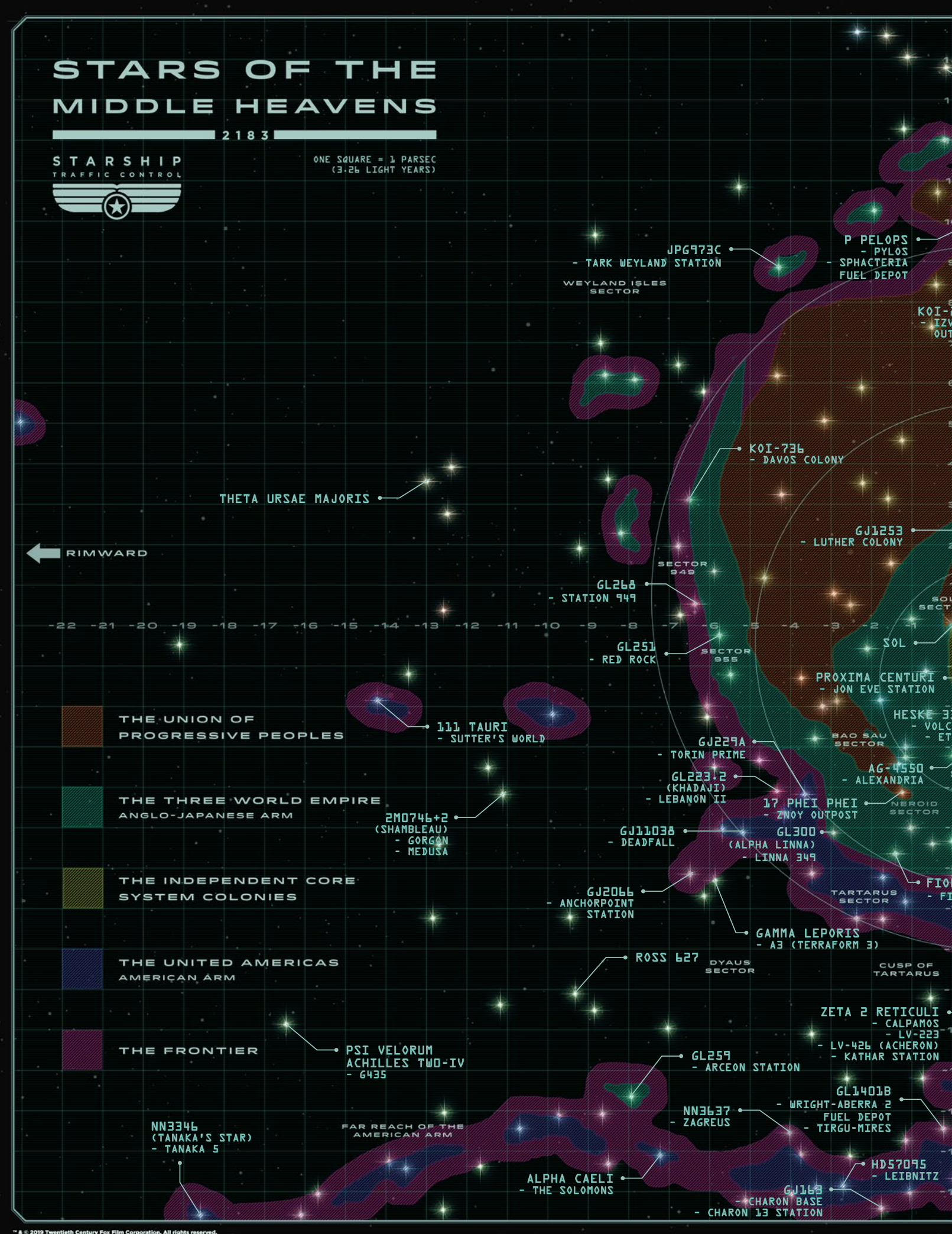
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