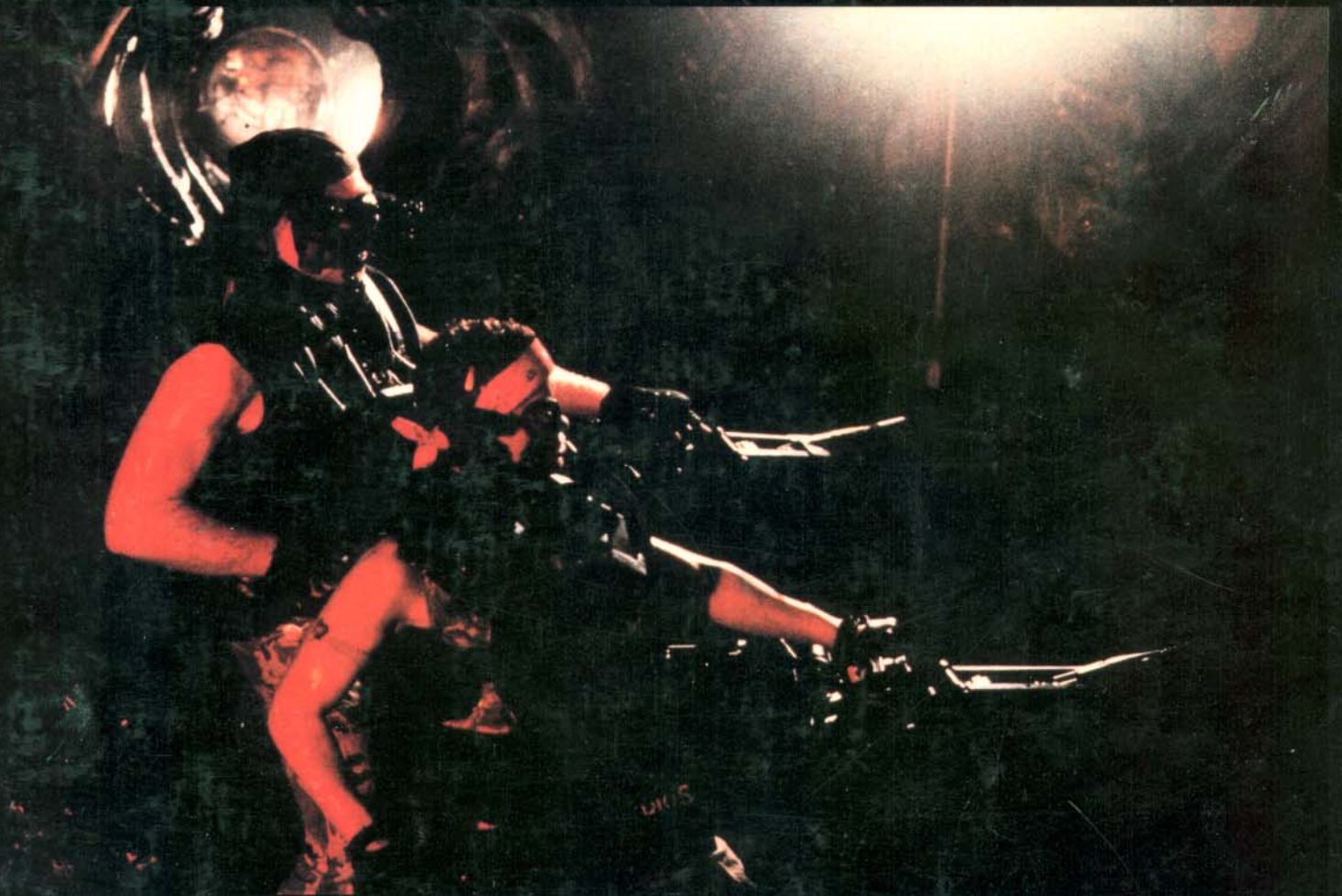


ALIENS™

ADVENTURE GAME



Book Of Tables

CHARACTER BACKGROUND AND MERIT POINTS / 1A									
Formal Education				Social Background					
Earth	Colony	Education	MP	Earth	Colony	Social Standing	MP	Characteristics	MP
00 - 40	00 - 05	Poor	0	00 - 61	00 - 01	Underprivileged	0	13 - 14	1
41 - 80	06 - 55	Fair	1	62 - 94	02 - 80	Social Norm	2	15 - 16	2
81 - 97	56 - 98	Good	3	95 - 98	81 - 96	Influential	6	17	3
98 - 99	99 - 99	Exceptional	6	99 - 99	97 - 99	Elite	10	18	5

SERVICE BRANCH / 1B		MINIMUM MP AND RANK / 1C				MERIT POINT AWARDS & REPRIMANDS / 1D		
Merit Points	Service Branch	NCO Rank	MP	Officer Rank	MP	Roll	Roll 00 - Will Medal / Award	Roll 91 - 99 Reprimands
0 +	Garrison Infantry	Private	-	Lieutenant	16	00 - 45	Service Ribbon + 1	Reprimand - 1
5 +	Colonial Marine	Corporal	11	Captain	17	46 - 77	Group Award + 2	Reprimand - 2
7 +	Auxiliary	Sergeant	12	Major	18	78 - 90	Commendation + 3	Loss of Rank - 4
12 +	Officer Candidate	Staff Sgt	13	Lt Colonel	20	91 - 96	Service Cross + 4	Court Martial
16 +	Corporate Staff Officer	Tech Sgt	14	Colonel	22	97 - 98	Medal of Valor + 6	4 years Prison
		Master Sgt	15	Commander	26	99 - 99	Medal of Honor + 8	8 years Prison

ACTIVE DUTY ASSIGNMENTS / 1E												
Active Duty Roll					Active Duty	Skill Advancement					Primary Skill Chances	Merit Point Chance
Troop Grade						General Skill Class						
Garrison	Line	Crack	Elite	Guard		1	2	3	4	5		
00 - 09	00 - 07	00 - 05	00 - 03	00 - 03	Move up a Grade	1	-	-	-	-	3	2
EARTH DUTY												
10 - 39	-	-	-	-	Garrison	-	-	-	-	-	1	1
40 - 43	-	-	-	-	Base Guard	-	-	-	-	1	1	1
44 - 45	-	-	-	-	Civil Disorder	-	1	-	-	-	-	1
46 - 58	08 - 22	-	-	-	Military Police	-	1	-	-	1	-	1
59 - 59	23 - 23	06 - 06	-	-	Honor Guard	-	-	-	-	1	-	2
60 - 60	24 - 25	07 - 08	04 - 04	04 - 04	Tactical Team	1	-	1	1	-	1	1
OFF WORLD												
61 - 90	26 - 43	09 - 27	05 - 19	05 - 06	Garrison	-	-	1	-	-	1	1
91 - 94	44 - 49	28 - 34	20 - 24	07 - 09	Security	-	-	1	2	-	1	1
95 - 96	50 - 52	35 - 36	25 - 25	10 - 10	Military Police	-	1	1	1	1	-	2
97 - 98	53 - 56	37 - 38	26 - 26	11 - 11	Civil Disorder	-	1	-	-	1	-	1
99 - 99	57 - 58	39 - 42	27 - 30	12 - 16	Tactical Team	1	-	1	1	-	1	2
STRIKE TEAM												
59 - 68	43 - 57	31 - 33	17 - 27		Patrol	-	-	1	-	-	-	1
69 - 89	58 - 75	34 - 36	28 - 44		Hot Patrol	1	-	1	-	-	1	2
90 - 91	76 - 77	37 - 37	45 - 46		Peacekeeping	-	-	1	-	1	-	1
92 - 93	78 - 81	38 - 41	47 - 47		Contraband	1	1	1	1	1	1	1
95 - 99	82 - 87	42 - 53	48 - 51		Colonial Revolt	1	-	1	-	-	1	1
	88 - 90	54 - 58	52 - 59		Corporate Raid	1	-	-	1	-	1	2
	91 - 93	59 - 60	60 - 63		Corp Extradition	1	-	-	1	1	-	2
	94 - 97	61 - 65	64 - 67		Corp Investigation	-	-	-	1	1	-	1
	98 - 99	66 - 75	68 - 77		Harvester/Tartarus	1	1	1	-	-	1	2
		76 - 83	78 - 79		Hazard Exploration	-	1	2	-	-	2	2
		84 - 91	80 - 83		Colonial Rescue	-	1	1	-	1	-	2
		92 - 92	84 - 88		Hostage Rescue	1	1	1	1	1	2	2
		93 - 97	89 - 93		Corporate Revolt	-	1	-	-	1	-	1
		98 - 98	94 - 96		Corp Military Coup	1	-	1	-	-	1	1
		99 - 99	97 - 99		Renegade Military	2	1	1	1	-	2	2

BASIC TRAINING TABLE / 2A

Skills	Service Branch		
	Marine	Auxil.	Officer
Basic Training			
Gun Combat	X	X	X
Balance	X	-	-
Hand-Hand Cmbt	X	-	-
Climbing	X	-	-
Scouting	X	-	X
Survival	X	X	X
Espionage	-	-	X
Infiltration	X	-	X
Diplomacy	-	X	X
Awareness	-	X	X

SPECIALIST SKILL TABLE / 2C

Minimum Requirements		Specialist Skills
Close Combat		Class 2 & 3 General
Merit Points	10+	Forward Observer
STR, AGI Char	14+	Gun Combat
All Primary Char	12+	Vehicle Weapons
Guerilla Warfare		Demolitions
Merit Points	12+	Diplomacy
INT Characteristic	16+	Class 3, 4, & 5 General
All Primary Chars	12+	Intelligence
		Propaganda
HARD		All in 1 Other Specialty
STR Characteristic	16+	Alien Worlds
INT Characteristic	14+	Hard-Core Suit
AGI Characteristic	11+	Zero G Combat
Heavy Weapons		Demolitions
Merit Points	10+	Gun Combat
STR Characteristic	15+	Rocket Launcher
All Primary Chars	12+	Vehicle Weapons
Intelligence		Comm / Computers
Merit Points	12+	Espionage
INT Characteristic	17+	Intelligence
All Primary Char	12+	Military Identification
		Surveillance
Machine Gun Operator		All Close Combat Skills
STR Characteristic	15+	Machine Gun Operation
AGI Characteristic	14+	Repair (Small Arms)
All Primary Chars	12+	Special Weapons
Recon		Forward Observer
Merit Points	8+	Intelligence
INT Characteristic	14+	Class 3 General Skills
All Primary Chars	12+	Class 4 General Skills
Airship Pilot / Co-Pilot		Airship Piloting
Merit Points	12+	Remote Piloting
INT, AGI Char	16+	Repair & Ops (Airship)
All Primary Chars	11+	Airship Weapons

COLONIAL MARINE SUPPORT SKILLS / 2B

Comm / Computer Op	Comm / Computer Repair
Motion Tracker Op	Specific Grd Veh Drive Rp
Specific Grd Veh Drive Op	Grd Veh Life Support Rp
Grd Veh Life Support Op	Grd Veh Weapon Sys Rp
Grd Veh Weapon Sys Op	Infantry Weapons Rp
Portable Welder Op	Special Weapons Rp
Special Weapons Op	
AUXILIARY SUPPORT SKILLS	
Air Comm / Computer Op	Space Weapon Sys Op
Specific Aircraft Drive Op	Air Comm / Computer Rp
Aircraft Drive Op Remote	Specific Aircraft Drive Rp
Aircraft Life Support Op	Aircraft Life Support Rp
Aircraft Nav Sys Op	Aircraft Nav Sys Rp
Aircraft Power Op	Aircraft Power Rp
Aircraft Weapon Sys Op	Aircraft Weapon Sys Rp
General Equipment Op	General Equipment Rp
Power Loader Op	Space Comm / Comp Rp
Spacecraft Comm / Comp.	Spacecraft Drive Rp
Spacecraft Drive Op	Spacecraft Life Support Rp
Spacecraft Life Support Op	Spacecraft Nav Sys Rp
Spacecraft Nav Sys Op	Spacecraft Power Rp
Spacecraft Power Op	Space Weapon Sys Rp
OFFICER SUPPORT SKILLS	
Administration	Logistics
Communications Skills	Military Etiquette
Covert Actions	Philosophy/Political Indoct.
Drill	Propaganda
Forward Observer	Public Relations
Guerilla Warfare	Security
Identification (military)	Smuggling
Intelligence	Surveillance
Interrogation	Tactical Command Post
Languages	Tactics
Law	Xenobiology
Leadership	
ADDITIONAL SKILLS	
Administration	Finance
Alien Worlds	Gambling
Astronomy	Gymnastics
Biking	History
Business	Journalism
Card Games	Languages
Carousing	Law
Chess	Manufacturing
Cinematography	Management
Communications Systems	Medical Aid
Computer Systems	Music
Con / Acting	Networking
Connoisseur	Performing Arts
Cooking	Photography
Driving	Political Science
Economics	Propaganda
Engineering Civil	Public Relations
Engineering Electrical	Science (specify field)
Engineering Mechanical	Sleight of Hand

COMBAT LOAD TABLE / 3A								
Strength	Vacuum			Colonial Marine Corps Combat Fatigue				HARDCore
	Clothing	Suit	Spacesuit	Basic	Light	Medium	Heavy	
21	320	315	300	320	310	300	290	290
20	210	205	190	210	200	190	180	180
19	130	125	110	130	120	110	100	100
18	95	90	75	95	85	75	65	65
17	75	70	55	75	65	55	45	45
16	55	50	35	55	45	35	25	25
15	45	40	25	45	35	25	15	15
14	35	30	15	35	25	15	5	5
9 - 13	30	25	10	30	20	10		
6 - 8	25	20	5	25	15	5		
5	20	15		20	10			
4	15	10		15	5			
3	10	5		10				

COMBAT ACTIONS TABLE / 3B																				
Skill Rating	Intelligence Characteristic																			
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
Untrained	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	4	4	4	5
Novice	2	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5	5	6	6	
Certified	3	3	4	4	4	4	4	4	5	5	5	5	5	5	6	6	6	6	6	
Professional	4	4	4	4	5	5	5	5	5	5	6	6	6	6	6	7	7	7	7	
Expert	4	4	5	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	7	
Master	5	5	5	5	5	5	6	6	6	6	6	7	7	7	7	7	7	7	7	
Grand Master	5	5	6	6	6	6	6	7	7	7	7	7	7	7	7	7	8	8	8	

KNOCKOUT VALUE TABLE / 3C																				
Skill Rating	Will Characteristic																			
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
Untrained	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	5	6
Novice	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	22	
Certified	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	
Professional	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	
Expert	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	
Master	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120	126	
Grand Master	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140	147	

OPTIONAL COMBAT ACTIONS MODIFIERS / 3D					
AGILITY MODIFIERS		ENCUMBRANCE MODIFIERS			
Agility	CA Modifier	Encumbrance	CA Modifier	Encumbrance	CA Modifier
3 - 4	- 1	15 pounds Less than CL	+ 1	Over Combat Load	- 1
5 - 13	0	25 pounds Less than CL	+ 2	30 pounds Over CL	- 2
14 - 16	+1	50 pounds Less than CL	+ 3	70 pounds Over CL	- 3
17 - 18	+2	90 pounds Less than CL	+ 4	130 pounds Over CL	- 4
19 - 21	+3	190 pounds Less than CL	+ 5	200 pounds Over CL	- 5

INFANTRY WEAPONS / 4A				
Weapon	Physical Characteristics	Aim Time	Shot Accuracy	
Pistol This compact, high capacity, pistol is the standard side arm of Colonial Marines. It fires the same ammo as the SMG.	Weight 3	1	-8	
	Cost 200	2	-1	
	Ammo Capacity 14	3	0	
	Ammo Weight 1	4	1	
	Ammo Cost 40	5	2	
	Rate of Fire SS	6	3	
Sub-Machinegun (SMG) Light SMG carried by security forces and Colonial Marines within colonies and built up areas.	Weight 7	1	-12	
	Cost 400	2	-1	
	Ammo Capacity 8	3	1	
	Ammo Weight 2	4	3	
	Ammo Cost 60	6	6	
	Rate of Fire LRAF	8	8	
Pulse Rifle Standard weapon of Colonial Marines operating in free fire zones. It comes equipped with a 30mm Grenade Launcher.	Weight 11	1	-15	
	Cost 800	2	-5	
	Ammo Capacity 16	3	0	
	Ammo Weight 4	4	2	
	Ammo Cost 130	6	5	
	Rate of Fire LRAF	8	8	
Sniper Rifle Semiautomatic rifle used for long range accuracy. It is a common weapon of Corporate espionage forces.	Weight 8	1	-11	
	Cost 1000	2	-1	
	Ammo Capacity 16	3	3	
	Ammo Weight 1	4	5	
	Ammo Cost 60	6	8	
	Rate of Fire SS	11	14	
Machine Gun Main fire support weapon of a Marine Strike Team. The weapon is operated by Specialists and is gyro mounted.	Weight 23	1	-17	
	Cost 2500	2	-7	
	Ammo Capacity 16	3	0	
	Ammo Weight 8	4	3	
	Ammo Cost 200	6	6	
	Rate of Fire MRAF	11	12	
Flame Unit Popular support weapon ideal for close combat. The weapon's range is limited to Very Close range.	Weight 16	1	1	
	Cost 500	2	11	
	Ammo Capacity 16	3	13	
	Ammo Weight 5	4	15	
	Ammo Cost 30	5	16	
	Rate of Fire SS			
Shotgun Changing technology has not outdated the effectiveness of this close combat weapon. Limited to Short range.	Weight 8	1	0	
	Cost 300	2	8	
	Ammo Capacity 8	3	9	
	Ammo Weight 1	4	11	
	Ammo Cost 6			
	Rate of Fire SS			

PERSONAL EQUIPMENT / 4B		
	Weight	Cost
Protective Gear		
Combat Fatigues	5	250
Light Armor	15	400
Medium Armor	25	450
Heavy Armor	35	550
Life Support	+ 10	650
1 Day Expend	+ 7	20
HARDCore Suit	120	9,000
1 Day Expend.	+ 7	20
Spacesuit	20	1,000
Jetpack	+15	1,000
Vacuum Suit	10	300
Infantry Weapons		
Demo Charge	10	300
Grenades (4 Blast)	1	400
Grenade (Smoke)	1	20
Radio Detonator	2	100
Rocket Launcher	10	2,500
Rocket Round	8	800
Sentry Gun	25	8,500
Silencer (pistol)	1	80
Silencer (SMG)	1	150
Stunner	2	150
Tear Gas	1	30
Personal Equip.		
Equip. Harness	1	20
Elect Lockpick	1	150
Field Radio	8	1,200
First Aid Kit	1	30
Intelligence Unit	12	2,000
Light / Comm Gear	1	100
Medical Kit	25	400
1 Set Supplies	4	60
Motion Tracker	3	1,000
Orbital Comm	25	1,500
Personal Data Trns	—	100
Portable Welder	1	150
Position Tracker	1	300
Pulse Comm	6	3,500
Survival Gear		
Bedroll	2	100
Canteen	2	10
Climbing Gear	3	60
100 Foot Rope	4	80
Entrenching Tool	2	25
Fire Extinguisher	5	60
Flares (6)	1	20
Flashlight / Lamp	2	30
Framepack	2	50
Handcuff Ties (50)	1	10
Knife	1	25
Night Vision Gear	1	800
Rations (20 days)	5	60

OTHER EQUIPMENT TABLE / 4B

Equipment	Weight	Cost	Equipment	Cost
Telecommunications & Finance			Aircraft Parts and Systems	
Business Cards (10)	—	1	Landing Gear	3,000
Computer Information Retrieval	400	1,000	Life Support	20,000
Credit Card	—	10	Navigations	4,000
Jammer	25	700	NonCritical Electronics	3,000
Locator	2	400	Photo Recon	3,500
Radiophone	2	200	Power	30,000
Security Device	2	500	Radar	16,000
Shopping Booth	400	900	Sensors	18,000
Video Camera	2	600	Tail	3,000
			Weapon Electronics	6,000
Large Equipment			Spacecraft Parts and Systems	
HARD Shelter	7000	4,700	Bridge	400,000
Hypersleep Pod	1200	5,000	Cargo Bay	12,000
Power Loader	3000	4,000	Drive System	1,500,000
Tactical Command Post	500	2,000	Hypersleep Pods	100,000
Vacuum Shelter	3000	2,200	Jump Clock	800,000
			Jump Drive	1,200,000
Ground Vehicle Parts			Life Support	50,000
Airlock		1,000	Maneuver Jets	50,000
Bathroom		500	Power Unit	40,000
Cargo / Passenger Bay		1,500	Sensors	40,000
Cold Stores		600		
Communications		800	Weapon Systems	
Critical Electronics		3,000	Chain Gun	10,000
Door		500	Ammunition	1,600
Emergency Power		800	Lase Cannon	30,000
Engine		16,000		
Kitchen		1,500	Disruptors	
Life Support		12,000	Light Gun Class 1	60,000
Navigations		3,000	Medium Gun Class 2	160,000
NonCritical Electronics		1,500	Heavy Gun Class 3	300,000
Power Train		8,000	Gun Class 5	600,000
Sleep Away		400	Gun Class 7	1,000,000
Suspension		2,000	Gun Class 9	1,500,000
Tank (Fuel or Ox)		500		
Tools		600	Mortar	10,000
Weapon Controls		1,200	Ammunition	200
Winch		600		
			Missile Bay	
Aircraft Parts and Systems			Light	5,000
Airframe		2,000	Heavy	5,000
Bay Door		1,000		
Cargo Bay		5,000	Missiles and Warheads	
Cargo Pod		1,000	Light HSI Sprint	3,000
Communications		1,000	Light TSI Dogleg	4,000
Critical Electronics		5,000	Heavy (Hammer)	6,000
Drive		100,000	Light Warhead	200
Intake		1,000	Heavy Warhead	250

MAJOR EQUIPMENT TABLE / 4C				
Major Equipment	Rental Cost Per Day	Cost	Overhead Cost Per Month	Operating Cost Per Day
Ground Vehicles				
Civilian Vehicles				
Cycle	15	1,800	20	5
Car	20	6,000	80	30
Limousine	150	20,000	200	60
Off Road Jeep	50	8,000	80	40
Sports Car	200	80,000	240	60
Trucks				
8 Foot	40	9,000	80	40
45 Foot	200	25,000	500	200
Off World Veh				
Exploration	500	64,000	1,300	1,000
APC	—	165,000	1,800	1,000
Aircraft				
Fixed Wing				
4 Person	500	40,000	2,300	1,000
12 Person	1,000	80,000	5,100	3,000
120 Person	4,400	300,000	40,000	20,000
Helicopter				
4 Person	700	60,000	3,000	1,200
12 Person	1,100	90,000	6,600	4,500
30 Person	4,100	300,000	32,000	12,000
Orbital Craft				
Carryall	2,400	220,000	7,000	450
Dropship	—	280,000	8,500	450
Gunship	—	620,000	8,500	450
Spacecraft				
Recon	—	6,700K	18,200	1,200
Marine Frigate	—	7,500K	19,000	1,600
Corp. Frigate	—	8,000K	19,000	1,600
Cruiser	—	9,400K	19,800	2,000
System Defense	—	6,400K	10,500	1,400
Synthetic Person				
Reprogramming	—	50,000	—	—

STANDARD OF LIVING TABLE / 4D		
Standard of Living	Long Term Cost Per Month	Short Term Cost Per Day
Bare Subsistence	150	5
Very Poor	250	10
Poor	400	15
Lower Class	600	30
Lwr Middle Class	1,000	50
Middle Class	1,500	90
Upr Middle Class	2,500	160
Affluent	5,000	400
Wealthy	15,000	1,500
Very Wealthy	40,000	6,000

STANDARD SERVICES TABLE / 4E	
Services	Cost
Insurance per 3 Months	
Medical	1,000
Military Equip per 10,000C	300
Medical Aid	
Aid Station	1,000
Field Hospital	3,000
Trauma Center	20,000
Space Transport per Jump	
Passenger Travel or	
1 Ton Cargo, no Life Support	
Jump 1 Craft	250
Jump 2 Craft	700
Jump 3 Craft	1,300
Jump 4 Craft	2,000
Interstellar Communications	
Charge / Message / Jump	
4 Jump per Day Speed	10
24 Jump per Day Speed	100
*60 Jump per Day Speed	500
*Available at Colonies and Major Worlds only	

ACTION TIME TABLE / 4F		
CA	Action	CA Action
1	Running Stance: Move Forward 6 foot	0 Change Facing 60°
3	Move Backward 6 foot	While Moving, per 6"
2	Low Crouch: Move Forward 6 foot	1 Change Facing 120°
4	Move Backward 6 foot	While Immobile
3	Hands & Knees: Move Forward 6 foot	2 Assume a Firing Stance
5	Move Backward 6 foot	1 Look Over/Around Cover
		8 Reload a Weapon
		4 Pick Up / Set Down a Weap
		6 Climb Through a Window
		3 Draw a Concealed Pistol
		2 Draw a Hand-Hand Weapon
		4 Arm & Throw a Grenade

ODDS OF HITTING / 5A							
Shot Accuracy	Target Range						
	1 - 12' Point Blank	13 - 24' Very Close	25 - 42' Close	43 - 84' Short	85 - 240' Medium	241 - 420' Long	421 - 600' Very Long
-30	00						
-28	01						
-26	02						
-24	03	01					
-22	05	01					
-20	07	02	01				
-18	12	04	01				
-16	18	06	02	00			
-14	27	09	04	01			
-12	39	15	06	02			
-11	46	18	07	02			
-10	53	22	09	03			
-9	60	27	12	04	00		
-8	67	33	15	05	01		
-7	74	39	18	06	01		
-6	80	46	22	07	01		
-5	86	53	27	09	02		
-4	90	60	33	12	02	00	
-3	94	67	39	15	03	01	
-2	96	74	46	18	04	01	00
-1	98	80	53	22	05	01	01
0		86	60	27	06	02	01
1		90	67	33	07	02	01
2		94	74	39	09	03	02
3		96	80	46	12	04	02
4		98	86	53	15	05	03
5			90	60	18	06	04
6			94	67	22	07	05
7			96	74	27	09	06
8			98	80	33	12	07
9				86	39	15	09
10				90	46	18	12
11				94	53	22	15
12				96	60	27	18
13				98	67	33	22
14					74	39	27
15					80	46	33
16					86	53	39
17					90	60	46
18					94	67	53
19					96	74	60
20					98	80	67
22						90	80
24						96	90
26							96

AUTOMATIC FIRE TABLE / 5B			
MULTIPLE HITS			
Target Range	Rate of Fire		
	Low	Med	High
P Blank	4	8	12
V Close	4	6	10
Close	3	5	8
Short	2	4	7
Medium	1	2	3
Long	1	1	2
V Long	1	1	1

OPTIONAL MODIFIERS / 5C	
Shot Accuracy	Situation
Modifier	
	Shooter
- 15	Moving or Ducking
	Target
- 5	Moving or Ducking
- 14	Firing Through Smoke
	Man Size Target
- 4	Looking Over Cover
0	Firing Over Cover
+ 8	Standing Exposed
+ 6	Kneeling Exposed
+ 2	Prone Exposed
	Alien Lifeforms
- 10	Facehugger
- 14	Chest Burster
Man +1	Warrior or Sentry
Man +5	Queen
	Harvester Lifeforms
+6	Drone
+14	Harvester or Carrier
	Vehicles and Airships
+ 16	Ground Exp Vehicle
+ 14	APC
+ 17	Gunship
+ 18	Dropship
+ 23	Carryall
Automatic Fire - All Automatic Fire is executed with a bonus of 1 Action to the Aim Time.	
Called Shots - The Shooter may choose to use the 'Firing Around Cover' Hit Location Table when firing at a target in the open. All such fire is executed with a 1 Action Aim Time penalty.	

HIT LOCATION AND DAMAGE TABLE / 6A

HIT LOCATION ROLL			Machine Gun Sniper Rifle Pulse Rifle Sub-Machinegun Pistol	Glancing Roll (0 - 9) Plus Glancing Modifier of Table 6B				
				-3 to -1 0 - 2 3 - 5 6 - 8 12 - 14	0 - 2 3 - 5 6 - 8 9 + 15 +	3 - 5 6 + 9 +	6 +	
Firing Around Cover	In The Open							
00 - 02	00 - 00	Head	Glance	7	Light Wound	200	1,000	80,000
03 - 17	01 - 02		Forehead	2,000	Critical Wound	60,000	Dead	Dead
18 - 22	03 - 03		Eye - Nose	3,000	Critical Wound	80,000	Dead	Dead
23 - 38	04 - 05		Mouth	300	Critical Wound	6,000	30,000	Dead
39 - 56	06 - 08	Arm	Glance	1	Superficial Wound	*5	*11	*32
57 - 69	09 - 10		Shoulder	*21	Disabling Injury	*500	*1,000	*1,000
70 - 76	11 - 11		Upper Arm - Flesh	3	Superficial Wound	*12	*100	*100
77 - 80	12 - 12		Upper Arm - Bone	*7	Disabling Injury	*60	*100	*100
81 - 83	13 - 13		Forearm - Flesh	3	Superficial Wound	*12	*50	*50
84 - 92	14 - 14		Forearm - Bone	*6	Disabling Injury	*60	*60	*60
93 - 95	15 - 15		Hand	3	Superficial Wound	*8	*15	*15
96 - 99	16 - 16		Weapon		Weapon Critical			
	17 - 19	Body	Glance	1	Superficial Wound	7	16	47
	20 - 23		Chest	51	Heavy Wound	100	300	2,000
	24 - 24		Base of Neck	300	Critical Wound	6,000	40,000	Dead
	25 - 25		Heart	4,000	Critical Wound	Dead	Dead	Dead
	26 - 30		Spine	300	Critical Wound	5,000	30,000	Dead
	31 - 42		Abdomen	35	Heavy Wound	900	5,000	30,000
	43 - 56		Pelvis	21	Medium Wound	100	500	4,000
	57 - 60	Leg	Glance	1	Superficial Wound	*7	*16	*47
	61 - 77		Thigh - Flesh	3	Superficial Wound	*88	*500	*600
	78 - 82		Thigh - Bone	*16	Disabling Injury	*400	*700	*700
	83 - 99		Shin - Foot	*14	Disabling Injury	*200	*200	*200

CLOTHING / ARMOR GLANCING MODIFIER / 6B

Clothing or Armor	Hit Location					Clothing or Armor	Hit Location				
	Head	Body	Arms	Legs	Shins		Head	Body	Arms	Legs	Shins
Clothing	+ 12	+ 12	+ 12	+ 12	+ 12	Combat Fatigues	+ 6	+ 6	+ 6	+ 6	+ 6
Vacuum Suit	0	+ 6	+ 6	+ 6	+ 6	Light Armor	0	0	+ 6	+ 6	0
Spacesuit	0	+ 6	+ 6	+ 6	+ 6	Medium Armor	- 6	- 6	+ 6	+ 6	0
HARDCore Armor	- 10	- 10	- 10	- 10	- 10	Heavy Armor	- 6	- 10	+ 6	+ 6	0

EXPLOSIVE DAMAGE TABLE / 6C

Range From Burst	Grenade or Chain Gun Light Cluster Missile Light Disruptor			Rocket Launcher or Mortar Heavy Cluster Missile Light Blast Warhead			Demolition Charge Heavy Blast Warhead Heavy Disruptor		
	Open Suit	Full Life Support		Open Suit	Full Life Support		Open Suit	Full Life Support	
		HARDCore Suit			HARDCore Suit			HARDCore Suit	
Point Blank	180	45	18	520	130	52	2000	500	200
Very Close	30	7	3	60	15	6	150	37	15
Close	10	3	1	25	6	3	50	12	5
Short	4	1		9	2	1	20	5	2

ALIEN HIT LOCATION AND DAMAGE TABLE / 6D									
HIT LOCATION ROLL		Machine Gun Sniper Rifle Pulse Rifle Sub-Machinegun Pistol		Glancing Roll (0 - 9)					
Firing Around Cover	In The Open			< 0		0 - 2		3 +	
				< 0		0 - 2		3 - 5	
				3 - 5		6 - 8		9	
				6 - 8		9			
WARRIOR / SENTRY									
00 - 05	00 - 00	Head	Glance	-	-	Dead	Dead	Dead	
06 - 16	01 - 02		Jaws	-	-	Disabled	Dead	Dead	
17 - 33	03 - 05		Skull	Dead	Dead	Dead	Dead	Dead	
34 - 51	06 - 08	Arm	Glance	-	-	-	-	-	-
52 - 63	09 - 10		Shoulder	-	-	Disabled	Disabled	Disabled	
64 - 87	11 - 14		Tissue	-	-	-	-	Disabled	
88 - 99	15 - 16		Bone	-	-	-	Disabled	Disabled	
	17 - 19	Body	Glance	-	-	-	-	-	-
	20 - 23		Chest	-	-	-	Dead	Dead	
	24 - 24		Heart	Dead	Dead	Dead	Dead	Dead	
	25 - 30		Spine	Disabled	Dead	Dead	Dead	Dead	
	31 - 56		Lower	-	-	Disabled	Disabled	Dead	
	57 - 60	Leg	Glance	-	-	-	-	-	-
	61 - 83		Tissue	-	-	-	-	Disabled	
	84 - 92		Bone	-	-	-	Disabled	Disabled	
	93 - 99	Tail	Bone	-	-	-	Disabled	Disabled	
FACEHUGGER									
	00 - 32		Glance	-	-	-	Disabled	Dead	
	33 - 84		Body	Dead	Dead	Dead	Dead	Dead	
	85 - 99		Tail	-	Disabled	Disabled	Disabled	Disabled	
CHEST BURSTER									
	00 - 21		Glance	-	-	-	Disabled	Dead	
	22 - 30		Head	Dead	Dead	Dead	Dead	Dead	
	31 - 63		Body	Dead	Dead	Dead	Dead	Dead	
	64 - 99		Tail	-	Disabled	Disabled	Disabled	Disabled	
QUEEN									
00 - 40	00 - 08	Head	Glance	-	-	-	-	-	-
41 - 45	09 - 09		Jaws	-	-	-	-	Dead	
46 - 50	10 - 10		Skull	-	-	Dead	Dead	Dead	
51 - 64	11 - 13	Arm	Glance	-	-	-	-	-	-
65 - 73	14 - 15		Shoulder	-	-	-	Disabled	Disabled	
74 - 92	16 - 19		Tissue	-	-	-	-	-	-
93 - 99	20 - 21		Bone	-	-	-	-	Disabled	
	22 - 33	Body	Glance	-	-	-	-	-	-
	34 - 38		Chest	-	-	-	-	Disabled	
	39 - 39		Heart	-	-	-	Dead	Dead	
	40 - 42		Spine	-	-	-	Disabled	Dead	
	43 - 58		Lower	-	-	-	-	Disabled	
	59 - 79	Leg	Glance	-	-	-	-	-	-
	80 - 85		Tissue	-	-	-	-	-	-
	86 - 89		Bone	-	-	-	-	Disabled	
	90 - 99	Tail	Bone	-	-	-	-	Disabled	

HARVESTER HIT LOCATION AND DAMAGE TABLE / 6E									
HIT LOCATION ROLL		Machine Gun Sniper Rifle Pulse Rifle Sub-Machinegun Pistol		Glancing Roll (0 - 9)					
				< 0	0 - 2	3 - 5	6 +		
				< 0	0 - 2	3 - 5	6 - 8	9	
				0 - 2	3 - 5	6 - 8	9		
Firing Around Cover	In The Open			6 - 8	9				
DRONE									
00 - 04	00 - 01	Head	Glance	-	-	Dead	Dead	Dead	
05 - 06	02 - 02		Eye - Nose	Disabled	Dead	Dead	Dead	Dead	
07 - 22	03 - 09		Jaws	-	-	Disabled	Disabled	Dead	
23 - 29	10 - 12		Skull	-	Dead	Dead	Dead	Dead	
30 - 34	13 - 14		Neck	Dead	Dead	Dead	Dead	Dead	
35 - 55	15 - 23	Foreleg	Glance	-	-	-	-	-	
56 - 69	24 - 29		Shoulder	-	-	Disabled	Disabled	Disabled	
70 - 85	30 - 36		Tissue	-	-	Disabled	Disabled	Disabled	
86 - 94	37 - 40		Bone	-	Disabled	Disabled	Disabled	Disabled	
95 - 99	41 - 42		Claw	-	Disabled	Disabled	Disabled	Disabled	
	43 - 48	Body	Glance	-	-	-	-	-	
	49 - 55		Chest	-	Disabled	Disabled	Disabled	Disabled	
	56 - 56		Heart	Dead	Dead	Dead	Dead	Dead	
	57 - 59		Spine	Dead	Dead	Dead	Dead	Dead	
	60 - 62		Abdomen	-	Disabled	Disabled	Disabled	Disabled	
	63 - 68		Pelvis	-	-	Disabled	Disabled	Disabled	
	69 - 80	Hindleg	Glance	-	-	-	-	-	
	81 - 86		Shoulder	-	-	-	Disabled	Disabled	
	87 - 92		Tissue	-	-	Disabled	Disabled	Disabled	
	93 - 96		Bone	-	Disabled	Disabled	Disabled	Disabled	
	97 - 99	Tail	Bone	-	Disabled	Disabled	Disabled	Disabled	
HARVESTER OR CARRIER									
00 - 04	00 - 01	Head	Glance	-	-	Dead	Dead	Dead	
05 - 07	02 - 02		Eye - Nose	Disabled	Dead	Dead	Dead	Dead	
08 - 18	03 - 06		Jaws	-	-	Disabled	Disabled	Disabled	
19 - 26	07 - 09		Skull	Dead	Dead	Dead	Dead	Dead	
27 - 29	10 - 10		Neck	-	Dead	Dead	Dead	Dead	
30 - 45	11 - 16	Foreleg	Glance	-	-	-	-	-	
46 - 61	17 - 22		Shoulder	-	-	-	Disabled	Disabled	
62 - 77	23 - 28		Tissue	-	-	Disabled	Disabled	Disabled	
78 - 88	29 - 32		Bone	-	Disabled	Disabled	Disabled	Disabled	
89 - 99	33 - 36		Grinder	-	Disabled	Disabled	Disabled	Disabled	
	37 - 42	Body	Glance	-	-	-	-	-	
	43 - 48		Chest	-	Disabled	Disabled	Dead	Dead	
	49 - 50		Heart	Dead	Dead	Dead	Dead	Dead	
	51 - 54		Spine	Dead	Dead	Dead	Dead	Dead	
	55 - 73		Abdomen	-	-	-	-	Disabled	
	74 - 79		Pelvis	-	-	Disabled	Disabled	Disabled	
	80 - 86	Hindleg	Glance	-	-	-	-	-	
	87 - 92		Shoulder	-	-	-	Disabled	Disabled	
	93 - 96		Tissue	-	-	Disabled	Disabled	Disabled	
	97 - 99		Bone	-	Disabled	Disabled	Disabled	Disabled	

UNARMED COMBAT / 7A			
Base Odds	Action	AC	ID
11 - SL	Punch, Jab	2	1
9 - SL	Punch	3	1-2
8 - SL	Punch, Set	4	2-4
7 - SL	Elbow	4	1-2
6 - SL	Elbow, Set	6	2-3
9 - SL	Kick, Jab	4	1-2
7 - SL	Kick	7	1-4
6 - SL	Kick, Set	10	2-6
6 - SL	Head Butt	5	1-2
11 - SL	Block	1	-

ARMED COMBAT / 7B	
Base Odds	Action
11 - SL	Cutting Blow, Jab
9 - SL	Cutting Blow
8 - SL	Cutting Blow, Set
10 - SL	Stabbing Blow, Jab
8 - SL	Stabbing Blow
7 - SL	Stabbing Blow, Set
11 - SL	Block with Parry Device
9 - SL	Block no Parry Device
Jabs do half ID but take 1 less AC.	
Set Blows do double ID, & take +1 AC.	

HAND TO HAND WEAPONS / 7C				
Weapon	AC	WC	IDc	IDs
Arcturian Axe	5	-2	(9) + 6	(5)
Arcturian Spear	4	-1	-	(6)
Billyclub	3	+2	(3) +1	(3)
Crowbar	3	0	(6) + 2	(3)
Hammer	3	-1	(3) + 3	(3)
Knife	3	+2	(3) + 1	(3)
Machine Pistol	4	-1	(6)	(6)
Pistol	3	0	(6) + 3	--
Rifle	4	-1	(6) + 3	(8)
Sword	4	0	(6) + 2	(3)

HAND TO HAND DAMAGE TABLE / 7D												
Hit Location		Glance Mod	Impact Damage (ID)									
		0	11	14	33	37	41	45	54	69	85	370
		+6	3	3	5	7	11	13	17	24	31	148
Left	Right	+12	1	2	3	4	5	6	8	12	16	80
Cutting Attack												
00 - 31	Head		1	1	29	90	400	800	3,000	10,000	20,000	Dead
32 - 32	Neck		3	1,000	1,000	1,000	1,000	2,000	2,000	2,000	2,000	Dead
33 - 44 45 - 49	Shoulder		1	1	4	7	13	17	28	100	200	5,000
50 - 50	Upper Chest		3	3	3	5	20	40	100	600	2,000	Dead
51 - 52	Lower Chest		3	3	3	5	18	25	52	400	10,000	Dead
53 - 59	Abdomen		2	8	25	52	71	100	300	700	2,000	20,000
60 - 69 70 - 82	Arm		3	4	6	11	16	19	40	1,000	2,000	2,000
83 - 92 93 - 99	Leg		2	6	13	35	52	72	100	300	300	4,000
Blunt Attack												
00 - 05	Head		1	2	4	34	200	400	1,000	4,000	8,000	Dead
06 - 14	Face		2	4	8	70	100	300	800	4,000	8,000	Dead
15 - 15	Neck		3	12	45	100	200	300	400	500	500	3,000
16 - 32	Upper Chest		1	2	3	6	11	18	37	100	300	10,000
33 - 50	Lower Chest		1	2	3	6	11	18	37	100	300	10,000
51 - 54	Groin		3	10	18	35	39	45	60	95	100	5,000
55 - 63 64 - 72	Arm		1	1	2	4	8	15	23	72	100	100
73 - 86 87 - 99	Leg		1	1	2	4	8	15	23	72	200	700
Stabbing Attack												
Hit Location		0	10	12	16	20	22	24	25	27	30	34
		+6	2	3	4	5	7	8	9	11	14	18
Left	Right	+12	1	2	3	4	5	6	7	9	12	16
00 - 05	Forehead		80	200	400	1,000	2,000	4,000	6,000	10,000	20,000	40,000
06 - 07	Eye		61	200	400	1,000	2,000	4,000	6,000	10,000	20,000	30,000
08 - 14	Mouth		2	4	20	31	41	51	200	4,000	5,000	6,000
15 - 17	Neck		25	67	100	200	1,000	3,000	4,000	4,000	6,000	6,000
18 - 19	Base of Neck		3	13	21	32	38	50	100	4,000	6,000	6,000
20 - 22 23 - 25	Shoulder		5	11	22	38	50	72	87	100	100	100
26 - 30	Lung		1	1	5	28	400	500	500	1,000	1,000	1,000
31 - 32	Heart		3,000	5,000	8,000	10,000	10,000	10,000	20,000	30,000	40,000	50,000
33 - 36	Liver		1	1	9	72	200	400	700	900	200	2,000
37 - 40	Stomach		1	1	6	27	52	100	200	200	500	600
41 - 43	Spine		14	65	100	100	200	600	2,000	5,000	7,000	7,000
44 - 47	Intestines		12	33	75	100	200	300	400	500	500	500
48 - 54	Pelvis		10	33	81	100	200	200	300	400	500	500
55 - 63 64 - 72	Arm		2	3	4	5	7	12	24	61	100	100
73 - 86 87 - 99	Leg		5	6	8	12	15	18	21	28	40	69

MEDICAL AID AND RECOVERY TABLE / 8A										
Damage Total	Healing Time	No Aid	First Aid	Aid Station	Field Hospital	Trauma Center				
						Recovery Roll				
DT	HT	CTP	RR	CTP	RR	CTP	RR	CTP	Outpost	Colony Major World
5	17	79h	94	25d	96	RR = 99				
10	25	75h	89	25d	92					
15	30	72h	85	25d	89					
20	35	68h	81	25d	86	RR = 99				
25	38	65h	77	25d	82					
30	41	62h	73	25d	79					
35	43	59h	69	25d	76	RR = 99				
40	44	56h	66	25d	73					
45	46	53h	63	25d	70					
50	47	51h	60	25d	68	RR = 99				
60	48	46h	54	25d	63					
70	50	41h	49	25d	58					
80	51	37h	44	25d	54	RR = 99				
90	52	34h	40	25d	50					
100	53	31h	36	25d	46		25d	97		
200	61	11h	12	23d	21	25d	67	25d	82	25d 82 96 94
300	65	4h	04	19d	10	25d	55	25d	74	25d 74 91 94
400	68	93m	01	16d	04	25d	45	25d	67	25d 67 88 92 97
500	70	35m	00	13d	02	25d	37	25d	61	25d 61 85 90 96
600	72	13m	00	10d	01	25d	30	25d	55	25d 55 82 88 95
700	73	6m		8d	00	25d	25	25d	50	25d 50 80 86 94
800	75	5m		7d		25d	20	25d	45	25d 45 77 84 94
900	76	4m		6d		25d	16	25d	41	25d 41 75 82 93
1000	77	90p		5d		25d	13	25d	37	25d 37 73 80 92
2000	84	85p	15h	6d	02	25d	13	25d	53	25d 53 64 85
3000	88	81p	2h	21h	00	5d	05	18d	38	18d 38 52 79
4000	91	76p	22m	4h	00	18h	02	72h	28	72h 28 41 73
5000	93	71p	6m	63m	00	5h	01	21h	20	21h 20 33 67
6000	95	67p	4m	36m	00	3h		12h	15	12h 15 27 62
7000	96	62p	87p	29m		2h		10h	11	10h 11 21 57
8000	98	57p	75p	25m		2h		8h	08	8h 08 17 53
9000	99	52p	67p	22m		2h		7h	06	7h 06 14 49
12000	102	38p	57p	19m	95m			6h	03	6h 03 07 39
16000	105	25p	44p	15m	75m			5h	01	5h 01 03 28
20000	107	1p	30p	10m	50m			3h	00	3h 00 01 20
40000	114	1p	15p	5m	25m			2h		2h 00 00 04
60000	118	1p	10p	3m	17m			68m		68m 01
80000	121	1p	8p	75p	13m			52m		52m 00
100000	123	1p	6p	60p	10m			40m		40m

INCAPACITATION TIME TABLE / 8B						
PD Total	Random Roll					
	0	1-2	3-5	6-7	8	9
0	1p	1p	2p	4p	6p	11p
50	4p	15p	29p	47p	73p	4m
100	25p	3m	5m	9m	14m	25m
200	3m	11m	21m	23m	53m	96m
300	10m	33m	63m	2h	3h	5h
450	25m	85m	3h	4h	7h	12h
600	50m	3h	5h	9h	14h	25h
750	2h	6h	11h	19h	29h	53h
1000	5h	17h	32h	53h	82h	6d

KEY	
CTP	= Critical Time Period; the maximum length of time between the time of the injury and the Recovery Roll (RR).
DT	= Damage Total. Total Physical Damage (PD) taken times 10, divided by the character's Health Characteristic (HLT).
HT	= Healing Time in days.
RR	= Recovery Roll; percent chance of surviving.
d	= Days
h	= Hours
m	= Minutes
p	= Phases (2 seconds)

WEAPON ACCURACY TABLE / 9A

Weapon	Range	Advantage	
		Yes	No
Light Sprint Cluster	Extreme	+ 6	- 2
Blast Warhead	Extreme	- 2	- 10
Light Dogleg Cluster	Far	+ 6	- 2
Blast Warhead	Far	- 2	- 10
Heavy Hammer Cluster	Extreme	- 2	- 10
Blast Warhead	Extreme	- 10	- 18
Lase Cannon	Near	+ 4	-
Chain Gun	Extreme	+ 2	-
Disruptor Light to Heavy	Extreme	0	-
Gun Class 5	Extreme	+ 5	-
Gun Class 7	Extreme	+ 7	-
Gun Class 9	Extreme	+ 9	-
Mortar	Far	- 2	-

MISSILE AND GROUND VEHICLE TABLE / 9B

Missile or Vehicle	Maneuver Number	Vulnerability
Sprint Light HSI Missile	-	- 2
Dogleg Light TSI Missile	-	- 3
Heavy Hammer Missile	-	0
Ground Cycle	+3	
Ground Car	0	
Ground Exploration Vehicle	+1	
Armored Personnel Carrier	+2	

VEHICLE ODDS OF HITTING TABLE / 9C

Shot Accuracy	Target Range			
	Near	Mid	Far	Extreme
-13				
-12	00			
-11	00			
-10	01			
-9	01			
-8	02			
-7	03	00		
-6	04	00		
-5	05	01		
-4	07	01	00	
-3	10	02	00	
-2	14	03	01	00
-1	18	04	01	00
0	25	05	02	01
1	33	07	03	01
2	44	10	04	02
3	58	14	05	03
4	78	18	07	04
5		25	10	05
6		33	14	07
7		44	18	10
8		58	25	14
9		78	33	18
10			44	25
11			58	33
12		HIT	78	44
13				58
14				78
15				

AIRCRAFT AND SPACECRAFT COMBAT TABLE / 9D

TARGET RANGE TABLE

Difference in Advantage Roll

Near	Mid	Far	Extreme
9 +	6 - 8	4 - 5	2 - 3

Each Turn, each Vehicle rolls 3 six-sided dice and adds the Pilot's Skill Rating Modifier (SRM) and the Vehicle's Maneuver Number to the total. If one Vehicle's Advantage Roll is 2 or more greater than the opponent's, that Vehicle has the Advantage. This means it uses the Advantage column of Table 9A when determining Shot Accuracy. In addition, the difference between the two Advantage Rolls is entered on the table above to determine the Range for combat that Turn.

The Vehicle that has the Advantage against it uses the No Advantage column of Table 9A, and fires at the same Range as its opponent.

If neither Vehicle gains Advantage, each fires using the No Advantage column, and at Extreme Range.

A Pilot who has Advantage from the previous Turn adds 1 to his Advantage Roll.

AIR-TO-GROUND COMBAT TABLE / 9E

Difference in Advantage Roll GVV

+ 7 or more	+ 16
+ 5 to + 6	+ 8
+ 3 to + 4	+ 4
+ 2	+ 2
+ 1	+ 1
0	0
- 1	- 1
- 2	- 2
- 3 to - 4	- 4
- 5 to - 6	- 8
- 7 or less	- 16

When an Aircraft attacks a Ground Vehicle, the Ground Vehicle Vulnerability (GVV) is added to the Shot Accuracy.

A Ground Vehicle's Advantage Roll equals the sum of 3 six-sided dice, the Vehicle's Maneuver Number (Table 9B), and the Driver's SRM.

To find the GVV, subtract the Ground Vehicle's Advantage Roll from the Aircraft's Advantage Roll, and check this table.

ALIENS MOVIE CHARACTERS TABLE / 10

Name Game Values	Primary Characteristics		Secondary Characteristics		Primary Equipment	Skills		Skills		Skills	
Apone Combat Actions 8 Knockout Value 60 Learning Roll 18	Strength 15 Intelligence 14 Will & Health 12 Agility 14	Charisma 13 Leadership 15 Perception 14 Motivation 14	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat E Scouting E Other General C Comm/Computer C	Motion Tracker C APC Driver N Veh Weapons C Spec Weapons C	Repair Veh Drive C Repair Inf Weap N Security C Tactics C					
Hicks Combat Actions 8 Knockout Value 65 Learning Roll 18	Strength 15 Intelligence 14 Will & Health 13 Agility 14	Charisma 12 Leadership 14 Perception 14 Motivation 14	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Shotgun	Gun Combat E Diplomacy N Other General C Comm/Computer N	Motion Tracker C APC Driver C Veh Weapons C Spec Weapons C	Guerrilla Warfare N Security C Smuggling C Tactics C					
Drake Combat Actions 6 Knockout Value 48 Learning Roll 14	Strength 16 Intelligence 12 Will & Health 12 Agility 14	Charisma 8 Leadership 9 Perception 10 Motivation 12	Lgt Armor / Fatigue Machine Gun 8 Grenades Pistol	Gun Combat P Hand-Hand C Survival C Diplomacy U	Awareness U Other General N Machine Gun C Veh Weapons C	Spec Weapons C Repair Inf Weap N Rep Spec Weap N Fwd Observer N					
Vasquez Combat Actions 7 Knockout Value 48 Learning Roll 15	Strength 15 Intelligence 13 Will & Health 12 Agility 15	Charisma 11 Leadership 10 Perception 10 Motivation 12	Lgt Armor / Fatigue Machine Gun 8 Grenades Pistol	Gun Combat P Hand-Hand C Survival C Infiltration C	Diplomacy U Awareness U Other General N Machine Gun C	Motion Tracker N Spec Weapons C Welder C Repair Inf Weap C					
Hudson Combat Actions 6 Knockout Value 48 Learning Roll 19	Strength 12 Intelligence 15 Will & Health 12 Agility 12	Charisma 14 Leadership 8 Perception 10 Motivation 14	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat P Survival C Infiltration C Diplomacy C	Other General N Comm/Computer C Motion Tracker C Veh Weapons N	Spec Weapons C Rep Com/Comp C Con / Acting N Engineer Elect. C					
Dietrich Combat Actions 5 Knockout Value 20 Learning Roll 18	Strength 12 Intelligence 15 Will & Health 10 Agility 12	Charisma 13 Leadership 10 Perception 14 Motivation 13	Lgt Armor / Fatigue Flame Unit First Aid Kit Pistol	Gun Combat C Diplomacy C Awareness C Other General N	Comm/Computer C Veh Life Support C Spec Weapons N Rep Com/Comp C	Rep Veh Life Spt C Medical Aid C					
Frost Combat Actions 5 Knockout Value 20 Learning Roll 14	Strength 14 Intelligence 12 Will & Health 11 Agility 12	Charisma 12 Leadership 10 Perception 11 Motivation 12	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat C Hand-Hand C Scouting C Survival C	Infiltration C Other General N APC Driver C Veh Weapons C	Spec Weapons N Rep APC Drive C Rep Veh Weap N					
Crowe Combat Actions 6 Knockout Value 24 Learning Roll 16	Strength 12 Intelligence 13 Will & Health 12 Agility 14	Charisma 10 Leadership 9 Perception 9 Motivation 13	Lgt Armor / Fatigue Flame Unit 8 Grenades Pistol	Gun Combat C Diplomacy U Awareness U Other General N	Veh Weapons C Spec Weapons C Veh Life Support C Welder N	Rep APC Drive C Rep Veh Life Spt C					
Wierzbowski Combat Actions 5 Knockout Value 22 Learning Roll 12	Strength 14 Intelligence 10 Will & Health 11 Agility 14	Charisma 10 Leadership 8 Perception 8 Motivation 12	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat C Diplomacy U Awareness U Other General N	Comm/Computer N APC Driver N Veh Weapons N Spec Weapons N	Rep Com/Comp C Rep Veh Life Spt N Rep Spec Weap C					
Gorman Combat Actions 4 Knockout Value 13 Learning Roll 18	Strength 12 Intelligence 13 Will & Health 13 Agility 12	Charisma 11 Leadership 13 Perception 9 Motivation 15	Combat Fatigues 1 Grenade Pistol	Gun Combat N Scouting C Survival C Diplomacy C	Other General N Comm/Computer C APC Driver N Administration C	Covert Actions N Guerilla Warfare C Security N Tactics N					
Ferro Combat Actions 7 Knockout Value 12 Learning Roll 21	Strength 12 Intelligence 16 Will & Health 12 Agility 16	Charisma 10 Leadership 10 Perception 12 Motivation 15	Combat Fatigues Pistol	Gun Combat N Survival C Other General N Air Comm/Comp C	Dropship Pilot P Air Life Support C Air Nav System C Air Power Sys C	Space Nav Sys C Rep Air Com/Cpt C Rep Air Nav C Rep Air Power C					
Spunkmeyer Combat Actions 7 Knockout Value 13 Learning Roll 17	Strength 13 Intelligence 14 Will & Health 11 Agility 14	Charisma 9 Leadership 9 Perception 10 Motivation 13	Combat Fatigues Pistol	Gun Combat N Survival C Other General N Dropship Pilot C	Air Weapons C Powerloader C Space Weapons C Rep Dship Drive C	Rep Air Life Spt C Rep Air Weap C Rep Space C/C C Rep Space Nav N					
Ripley Combat Actions 8 Knockout Value 32 Learning Roll 22	Strength 12 Intelligence 17 Will & Health 16 Agility 15	Charisma 16 Leadership 14 Perception 15 Motivation 15	Clothing Pulse Rifle	Gun Combat C Class 2-3 Gen. C Class 5 General P Other General N	Comm/Computer P Spec Weapons C Powerloader P Space Com/Cpt P	Space Nav Sys P Rep Space Drive C Rep Space Pwr C Engineer Elect C					
Newt Combat Actions 4 Knockout Value 4 Learning Roll 19	Strength 4 Intelligence 16 Will & Health 13 Agility 13	Charisma 13 Leadership 10 Perception 15 Motivation 13	Clothing	Gun Combat U Balance C Class 3 General C Class 4 General U	Class 5 General N Hand-Hand U						
Burke Combat Actions 4 Knockout Value 3 Learning Roll 18	Strength 12 Intelligence 14 Will & Health 10 Agility 10	Charisma 13 Leadership 9 Perception 11 Motivation 14	Clothing	Gun Combat U Balance C Espionage C Class 5 General C	Other General N Con / Acting C Business / Fin. C Law N	Management C Marketing C Networking C					
Bishop Combat Actions 16 Knockout Value — Learning Roll —	Strength 21 Intelligence 21 Will & Health 21 Agility 21	Charisma 10 Leadership 6 Perception 8 Motivation 21	Clothing	Gun Combat U Other General C Comm/Computer C Medical Aid C	Space Com/Cpt E Frigate Drive E Space Life Spt E Space Nav Sys E	Space Power E Rep Space Life S E Dropship Pilot E Dropship Remote E					

PRE-GENERATED COLONIAL MARINES TABLE / 11

Name Game Values	Primary Characteristics		Secondary Characteristics		Primary Equipment	Skills		Skills		Skills	
Marine Officer	Strength	13	Charisma	12	Lgt Armor / Fatigue	Gun Combat	C	Veh Weapons	C	Intelligence	P
Combat Actions 5	Intelligence	16	Leadership	15	Pulse Rifle	Class 3-5 Gen	P	Spec Weapons	C	Security	P
Knockout Value 24	Will & Health	12	Perception	14	8 Grenades	Other General	C	Fwd Observer	C	Smuggling	C
Learning Roll 20	Agility	12	Motivation	14	Pistol	Comm/Computer	C	Identification	C	Tactics	P
Staff Officer	Strength	12	Charisma	13	Combat Fatigue	Gun Combat	N	Veh Weapons	N	Comm. Skills	C
Combat Actions 5	Intelligence	14	Leadership	12	Pulse Rifle	Class 4-5 Gen	C	Spec Weapons	N	Identification	C
Knockout Value 11	Will & Health	11	Perception	12	Pistol	Other General	N	Fwd Observer	N	Net-Working	C
Learning Roll 19	Agility	12	Motivation	15	Field Radio	Comm/Computer	C	Administration	C	Tactics	C
Sergeant	Strength	14	Charisma	10	Lgt Armor / Fatigue	Gun Combat	P	APC Driver	C	2 Operator Skills	C
Combat Actions 6	Intelligence	14	Leadership	13	Pulse Rifle	1 Gen of Choice	P	Veh Weapons	C	1 Rep Skills	C
Knockout Value 52	Will & Health	13	Perception	12	8 Grenades	Other General	C	Spec Weapons	C	1 Officer Skill	C
Learning Roll 17	Agility	13	Motivation	13	Pistol	Comm/Computer	C	Fwd Observer	C	Tactics	C
Guard Trooper	Strength	14	Charisma	10	Lgt Armor / Fatigue	Gun Combat	P	APC Driver	C	2 Operator Skills	C
Combat Actions 6	Intelligence	10	Leadership	10	Pulse Rifle	2 Gen of Choice	P	Veh Weapons	C	1 Rep Skills	C
Knockout Value 64	Will & Health	16	Perception	10	8 Grenades	Other General	C	Spec Weapons	C	Tactics	C
Learning Roll 13	Agility	14	Motivation	13	Pistol	Motion Tracker	C	Fwd Observer	C		
Elite Trooper	Strength	14	Charisma	10	Lgt Armor / Fatigue	Gun Combat	P	APC Driver	C	2 Operator Skills	C
Combat Actions 5	Intelligence	10	Leadership	10	Pulse Rifle	1 Gen of Choice	P	Veh Weapons	C	1 Rep Skills	C
Knockout Value 64	Will & Health	16	Perception	10	8 Grenades	Other General	C	Spec Weapons	C	Tactics	C
Learning Roll 13	Agility	13	Motivation	13	Pistol	Motion Tracker	C	Fwd Observer	C		
Crack Trooper	Strength	13	Charisma	10	Lgt Armor / Fatigue	Gun Combat	C	6 Operator Skills	C		
Combat Actions 4	Intelligence	10	Leadership	10	Pulse Rifle	2 Gen of Choice	C	2 Rep Skills	N		
Knockout Value 28	Will & Health	14	Perception	10	8 Grenades	Other General	N	Tactics	C		
Learning Roll 12	Agility	12	Motivation	12	Pistol	Spec Weapons	C				
Line Trooper	Strength	12	Charisma	10	Lgt Armor / Fatigue	Gun Combat	C	2 Operator Skills	C	Tactics	N
Combat Actions 4	Intelligence	10	Leadership	10	Pulse Rifle	1 Gen of Choice	C	2 Operator Skills	N		
Knockout Value 20	Will & Health	10	Perception	10	8 Grenades	Other General	N	2 Rep Skills	C		
Learning Roll 10	Agility	10	Motivation	10	Pistol	Spec Weapons	N	2 Rep Skills	N		
Garrison Trooper	Strength	12	Charisma	10	Lgt Armor / Fatigue	Gun Combat	N	1 Operator Skills	N	Tactics	N
Combat Actions 4	Intelligence	10	Leadership	10	Pulse Rifle	1 Gen of Choice	C	3 Operator Skills	N		
Knockout Value 10	Will & Health	10	Perception	10	8 Grenades	Other General	N	1 Rep Skills	C		
Learning Roll 9	Agility	10	Motivation	9	Pistol	Flame Unit	N	2 Rep Skills	N		
Guard Combat Sp	Strength	15	Charisma	10	Lgt Armor / Fatigue	Gun Combat	M	APC Driver	C	2 Operator Skills	C
Combat Actions 8	Intelligence	12	Leadership	10	Pulse Rifle	2 Gen of Choice	P	Veh Weapons	C	1 Rep Skills	C
Knockout Value 96	Will & Health	16	Perception	10	8 Grenades	Other General	C	Spec Weapons	C	Tactics	C
Learning Roll 15	Agility	14	Motivation	13	Pistol	Motion Tracker	C	Fwd Observer	C		
Elite Combat Spec	Strength	15	Charisma	10	Lgt Armor / Fatigue	Gun Combat	E	APC Driver	C	2 Operator Skills	C
Combat Actions 8	Intelligence	12	Leadership	10	Pulse Rifle	2 Gen of Choice	P	Veh Weapons	C	1 Rep Skills	C
Knockout Value 80	Will & Health	16	Perception	10	8 Grenades	Other General	C	Spec Weapons	C	Tactics	C
Learning Roll 15	Agility	14	Motivation	13	Pistol	Motion Tracker	C	Fwd Observer	C		
Crack Combat Sp	Strength	15	Charisma	10	Lgt Armor / Fatigue	Gun Combat	P	4 Operator Skills	C		
Combat Actions 7	Intelligence	12	Leadership	10	Pulse Rifle	1 Gen of Choice	P	2 Rep Skills	N		
Knockout Value 56	Will & Health	14	Perception	10	8 Grenades	Other General	C	Tactics	C		
Learning Roll 15	Agility	14	Motivation	13	Pistol	Combat Lgt	C				
Machine Gun Sp	Strength	15	Charisma	10	Lgt Armor / Fatigue	Gun Combat	P	Veh Weapons	C	Repair Inf Weap	C
Combat Actions 7	Intelligence	13	Leadership	10	Machine Gun	1 Gen of Choice	P	Spec Weapons	C	Tactics	C
Knockout Value 52	Will & Health	13	Perception	10	8 Grenades	2 Gen of Choice	C	Fwd Observer	C		
Learning Roll 16	Agility	15	Motivation	13	Pistol	Other General	N	Machine Gun	C		
Recon Specialist	Strength	12	Charisma	10	Lgt Armor / Fatigue	Gun Combat	C	Comm/Computer	C	Identification	C
Combat Actions 6	Intelligence	14	Leadership	12	Pulse Rifle	1 Gen of Choice	P	Motion Tracker	C	Intelligence	C
Knockout Value 28	Will & Health	14	Perception	12	Special Equipment	4 Gen of Choice	C	Spec Weapons	C		
Learning Roll 17	Agility	14	Motivation	13	Pistol	Other General	N	Fwd Observer	C		
Heavy Weapon Sp	Strength	15	Charisma	10	Lgt Armor / Fatigue	Gun Combat	P	Comm/Computer	C	Demolitions	C
Combat Actions 5	Intelligence	12	Leadership	10	Pulse Rifle	1 Gen of Choice	P	Veh Weapons	C	Rocket Launcher	C
Knockout Value 52	Will & Health	13	Perception	10	Heavy Weapon	3 Gen of Choice	C	Spec Weapons	C	Rep Hvy Weap	C
Learning Roll 14	Agility	12	Motivation	12	Special Equipment	Other General	N	Fwd Observer	C		
HARD Combat Sp	Strength	16	Charisma	10	HARDCore Armor	Gun Combat	E	Motion Tracker	C	2 Operator Skills	C
Combat Actions 7	Intelligence	14	Leadership	12	Pulse Rifle	2 Gen of Choice	P	APC Driver	C	Alien Worlds	C
Knockout Value 60	Will & Health	12	Perception	12	8 Grenades	Other General	C	Veh Weapons	C	HARDCore Suit	C
Learning Roll 18	Agility	14	Motivation	14	Backup Weapon	Comm/Computer	C	Spec Weapons	C	Zero G Combat	C
HARD Intel Spec	Strength	16	Charisma	10	HARDCore Armor	Gun Combat	P	Motion Tracker	C	Surveillance	P
Combat Actions 7	Intelligence	16	Leadership	12	Pulse Rifle	1 Gen of Choice	P	APC Driver	C	Alien Worlds	C
Knockout Value 44	Will & Health	11	Perception	12	Special Equipment	Other General	C	Identification	C	HARDCore Suit	C
Learning Roll 21	Agility	14	Motivation	15		Comm/Computer	C	Intelligence	C	Zero G Combat	C


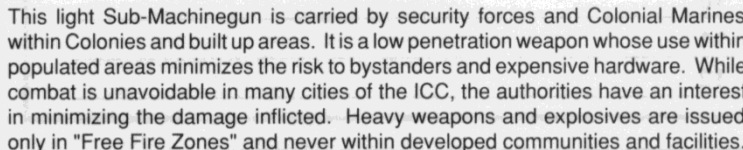
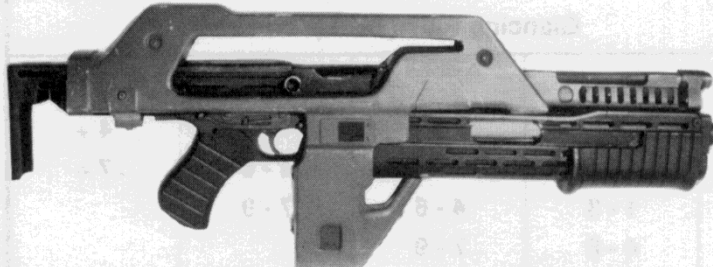
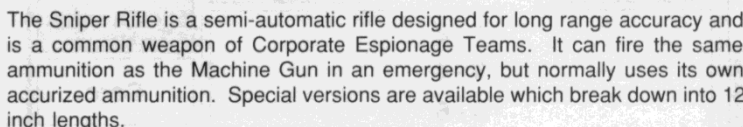

NON-PLAYER CHARACTER TABLE / 12

Name Game Values	Primary Characteristics	Secondary Characteristics	Primary Equipment	Skills	Skills	Skills
Civilian Poor Combat Actions 6 Knockout Value 9 Learning Roll 10	Strength 11 Intelligence 10 Will & Health 9 Agility 10	Charisma 9 Leadership 10 Perception 10 Motivation 10	Clothing	Gun Combat N Class 2 General C Class 3 General N Espionage U	Infiltration N Class 5 General C Con / Acting C Criminal Activity C	Driving N Gambling N 1 Job Skill N 1 Hobby - Sport C
Civilian Combat Actions 4 Knockout Value 3 Learning Roll 10	Strength 10 Intelligence 10 Will & Health 10 Agility 10	Charisma 10 Leadership 10 Perception 10 Motivation 10	Clothing Credit Card	Gun Combat U Class 5 General C Other General U Comm/Computer C	Driving N 1 Job Skill C 3 Job Skills N Administration N	1 Hobby - Sport C 3 Hobby - Sports N
Civilian Rich Combat Actions 6 Knockout Value 11 Learning Roll 12	Strength 12 Intelligence 12 Will & Health 11 Agility 11	Charisma 11 Leadership 13 Perception 12 Motivation 10	Clothing Credit Cards Personal Data Tran.	Gun Combat N Balance C Class 5 General C Other General U	Comm/Computer C Driving N Business C Finance C	Management C 1 Hobby - Sports P 3 Hobby - Sports C 4 Hobby - Sports N
Colonist Combat Actions 5 Knockout Value 3 Learning Roll 11	Strength 11 Intelligence 11 Will & Health 10 Agility 10	Charisma 10 Leadership 10 Perception 10 Motivation 10	Clothing Credit Card Personal Data Tran.	Gun Combat U Survival C Class 4 General U Class 5 General C	Other General N 2 Job Skills C 3 Job Skills N Administration C	1 Hobby - Sport C 2 Hobby - Sports N
Corporate Agent Combat Actions 8 Knockout Value 52 Learning Roll 21	Strength 14 Intelligence 16 Will & Health 13 Agility 14	Charisma 12 Leadership 13 Perception 16 Motivation 15	Clothing Credit Card Personal Data Tran. Special Equipment	Gun Combat P Class 4 General P Class 5 General P Other General C	Comm/Computer C Tactics C Identification C Intelligence P	Smuggling C Surveillance P 4 Job Skills C 8 Job Skills N
Corporate Auditor Combat Actions 7 Knockout Value 10 Learning Roll 20	Strength 9 Intelligence 15 Will & Health 10 Agility 9	Charisma 10 Leadership 10 Perception 14 Motivation 15	Clothing Credit Card Personal Data Tran.	Gun Combat N Class 5 General C Other General U Comm/Computer C	Administration C Bookkeeping C Computer Sys C Economics C	Finance P Law P
Corp. Bodyguard Combat Actions 9 Knockout Value 48 Learning Roll 15	Strength 15 Intelligence 13 Will & Health 12 Agility 14	Charisma 10 Leadership 10 Perception 14 Motivation 12	Clothing Credit Card Pistol	Gun Combat P Hand-Hand P Other General C Comm/Computer N	Motion Tracker C Veh Weapons C Spec Weapons C Security P	Tactics C
Corp. Executive Combat Actions 7 Knockout Value 12 Learning Roll 22	Strength 12 Intelligence 16 Will & Health 12 Agility 12	Charisma 12 Leadership 16 Perception 14 Motivation 16	Clothing Credit Card Personal Data Tran. Pistol	Gun Combat N 1 Gen of Choice C Class 5 General C Other General N	Administration C Business C Finance C Law N	Management P 2 Job Skills P 1 Hobby - Sports P 3 Hobby - Sports C
Explorer Combat Actions 8 Knockout Value 14 Learning Roll 17	Strength 14 Intelligence 14 Will & Health 14 Agility 14	Charisma 10 Leadership 10 Perception 13 Motivation 13	Clothing Personal Data Tran.	Gun Combat N Survival P Class 4 General U Other General C	Comm/Computer C 6 Operator Skills C 4 Repair Skills C 8 Repair Skills N	
Paramedic Combat Actions 4 Knockout Value 3 Learning Roll 15	Strength 13 Intelligence 12 Will & Health 10 Agility 12	Charisma 10 Leadership 12 Perception 12 Motivation 13	Clothing Personal Data Tran. Medical Aid Kit	Gun Combat U Class 2 General C Class 5 General C Other General U	Comm/Computer C Driving C Administration C Medical Aid C	Biology N Chemistry N
Medical Surgeon Combat Actions 6 Knockout Value 4 Learning Roll 18	Strength 10 Intelligence 14 Will & Health 14 Agility 14	Charisma 10 Leadership 10 Perception 12 Motivation 14	Clothing Personal Data Tran.	Gun Combat U Class 5 General C Other General U Comm/Computer C	Administration C Medical Aid E Biology C Chemistry C	
Scientist Combat Actions 6 Knockout Value 3 Learning Roll 24	Strength 9 Intelligence 17 Will & Health 10 Agility 10	Charisma 10 Leadership 10 Perception 12 Motivation 17	Clothing Personal Data Tran.	Gun Combat U Diplomacy C Other General U Computer Sys C	Administration C Finance N Management N 1 Science Field E	2 Science Field P 2 Eng or Science C
Starship Fit Eng. Combat Actions 7 Knockout Value 12 Learning Roll 20	Strength 12 Intelligence 16 Will & Health 12 Agility 12	Charisma 10 Leadership 12 Perception 12 Motivation 14	Clothing Personal Data Tran. Special Equipment	Gun Combat N Survival C Other General U Comm/Computer C	1 Starship Op Sk P 2 Starship Op Sk C 1 Starship Rp Sk P 3 Starship Rp Sk C	
Starship Fit Officer Combat Actions 7 Knockout Value 12 Learning Roll 20	Strength 10 Intelligence 16 Will & Health 12 Agility 12	Charisma 10 Leadership 12 Perception 12 Motivation 14	Clothing Personal Data Tran.	Gun Combat N Survival C Other General U Comm/Computer C	1 Starship Op Sk P 4 Starship Op Sk C 1 Starship Rp Sk P 1 Starship Rp Sk C	
Technician Combat Actions 5 Knockout Value 3 Learning Roll 16	Strength 10 Intelligence 14 Will & Health 11 Agility 13	Charisma 10 Leadership 10 Perception 11 Motivation 12	Clothing Personal Data Tran.	Gun Combat U Diplomacy C Other General U Computer Sys C	Administration C 4 Repair Skills C 4 Repair Skills N	
Senior Technician Combat Actions 5 Knockout Value 3 Learning Roll 20	Strength 10 Intelligence 16 Will & Health 12 Agility 12	Charisma 10 Leadership 12 Perception 12 Motivation 14	Clothing Personal Data Tran.	Gun Combat U Diplomacy C Other General U Computer Sys C	Administration C 2 Repair Skills P 5 Repair Skills C 4 Repair Skills N	

ALIEN LIFEFORMS DATA TABLE / 13

Lifeform	Height (feet)	Weight (lb)	Speed (Hexes / Phase)	Characteristics				Explosive PD to Kill	Armor PF	SAL	CA	KV
				STR	INT	Will	AGI					
Aliens												
Egg (small)	1.5	8	—	—	—	—	—	30	1	—	—	—
Egg (large)	3	60	—	—	—	—	—	60	1	—	—	—
Facehugger	.4	2	8	18	3	—	14	50	1	10	8	—
Chestburster	.5	2	8	16	6	—	14	150	1	10	8	—
Warrior	7	260	8	21	6	—	16	150	3	12	8	—
Sentry	7	280	8	21	8	—	16	180	3	12	8	—
Queen												
Stage 1	7	260	10	21	8	—	16	180	3	13	10	—
Stage 2	8	560	9	22	8	—	16	500	4	14	9	—
Stage 3	9	1,000	9	23	9	—	16	1,000	5	15	9	—
Stage 4	10	1,750	8	24	9	—	15	1,400	6	16	8	—
Stage 5	10	2,000	8	25	10	—	15	1,800	7	17	8	—
Stage 6	11	2,300	7	26	10	—	14	2,000	8	18	7	—
Stage 7	11	2,600	7	27	11	—	14	2,200	9	19	7	—
Stage 8	12	2,900	6	28	11	—	13	2,400	10	20	6	—
Stage 9	12	3,200	6	29	12	—	13	2,600	11	21	6	—
Stage 10	13	3,500	6	30	12	—	12	2,800	12	22	6	—
Harvester												
Harvester	9	18,000	8	26	5	—	8	500	3	10	8	—
Carrier	9	12,000	8	26	5	—	8	500	3	10	8	—
Drone	3	220	14	20	3	—	18	150	1	10	14	—
Arcturian												
Worker	5	130	6	13	6	12	12	—	0	10	6	24
Worker	5.5	140	7	14	6	12	13	—	0	11	7	30
Worker	6	160	8	15	6	14	14	—	0	12	8	42
Young	4	60	4	6	3	8	10	—	0	5	4	5
Queen	6	5,000	—	3	3	3	—	—	1	0	—	5
Morpher	.8	8	10	4	1	6	14	20	0	—	10	6
Brachous Slug	.2	1	1	—	—	—	—	10	0	—	—	—

PHOENIX COMMAND WEAPON DATA TABLE / 14

Weapon	Physical Data	Aim Time AC Md	Ballistic Data												
			Range in 2 yard hexes 10 20 40 70 100 200 300 400												
<div>9mm Automatic Pistol</div> <div>This 9mm Automatic Pistol is an updated version of those produced in the late 20th century. Known for its high capacity, light recoil, and accuracy, it is the standard sidearm of Colonial Marines and Corporate Forces. It fires the same ammunition as the SMG.</div> <div></div>	L 7 W 3.1 RT 4 ROF * Cap 14 AW .60 Mag KD 3 SAB 4	1 -18 2 -11 3 -10 4 -9 5 -8 6 -7	FMJ PEN 1.9 1.8 1.5 1.2 .9 .4 .2 .1 DC 3 3 2 2 1 1 1 1 JHP PEN 1.9 1.7 1.4 1.1 .9 .4 .2 .1 DC 4 4 3 2 1 1 1 1 AP PEN 5.5 5.0 5.2 3.3 2.5 1.1 .4 .2 DC 3 2 2 2 1 1 1 1 BA 50 41 31 23 18 9 3 -2 TOF 1 1 2 4 6 15 25 36												
<div>9mm Sub-Machinegun</div> <div>This light Sub-Machinegun is carried by security forces and Colonial Marines within Colonies and built up areas. It is a low penetration weapon whose use within populated areas minimizes the risk to bystanders and expensive hardware. While combat is unavoidable in many cities of the ICC, the authorities have an interest in minimizing the damage inflicted. Heavy weapons and explosives are issued only in "Free Fire Zones" and never within developed communities and facilities.</div> <div></div>	L 22 / 30 W 7.2 RT 8 ROF *6 Cap 48 AW 2.1 Mag KD 5 SAB 4	1 -22 2 -11 3 -9 4 -7 5 -5 6 -4 7 -3 8 -2	FMJ PEN 5.0 4.7 4.1 3.3 2.7 1.3 .7 .3 DC 6 6 5 4 4 2 1 1 JHP PEN 4.8 4.5 3.9 3.2 2.6 1.3 .6 .3 DC 7 7 7 6 6 3 1 1 AP PEN 14 13 11 9.3 7.5 3.8 1.9 .9 DC 6 5 5 4 3 2 1 1 MA .4 .8 2 3 4 8 13 17 BA 52 42 32 25 20 10 4 1 TOF 0 1 1 3 4 9 15 21												
<div>10mm Pulse Rifle</div> <div>The Pulse Rifle is the standard weapon of Colonial Marines and Corporate Forces operating in "Free Fire Zones". It combines a 10mm automatic rifle with a 30mm pump action grenade launcher. The Rifle fires a standard Armor Piercing round or an Explosive Tipped Armor Piercing round. The Explosive round has been designed for armor piercing and lethality. The explosive round is not used in normal combat among ICC combatants. It is used only on non-human life forms. The 30mm Grenade Launcher is pump fed and loaded like a 20th century shotgun. It is housed beneath the rifle barrel and fires standard High Explosive Grenades. Blast data for the Grenade and weapon characteristics for the Grenade Launcher are found in the bottom section of this weapon entry.</div> <div></div>	L 28 W 11.0 RT 8 ROF *6 Cap 95 AW 4.0 Mag KD 6 SAB 4	1 -25 2 -15 3 -10 4 -8 5 -6 6 -5 7 -4 8 -2	AP PEN 13 12 11 8.8 7.4 4.0 2.2 1.2 DC 6 6 6 5 4 2 1 1 Exp PEN 13 12 11 8.8 7.4 4.0 2.2 1.2 DC 6 6 6 5 4 2 1 1 MA .4 .7 1 3 4 7 11 14 BA 54 45 35 27 22 13 7 3 TOF 0 1 2 3 5 10 17 25												
	RT 22 ROF * Cap 5 AW .30 Rnd SAB 8	1 -25 2 -15 3 -10 4 -8 5 -6 6 -5	<div>Explosive Data</div> <div>Range from Burst in 2 yd hexes</div> <div>C 0 1 2 3 5 7 10</div> <div>PEN 5.1 4.7 4.3 3.7 3.2 2.3 1.8 1.0</div> <div>DC 10 1 1 1 1 1 1 1</div> <div>BSHC *1h *2 47 11 4 1 0 -3</div> <div>BC 13K 700 180 50 30 10 6 4</div>												
<div>10mm Sniper Rifle</div> <div>The Sniper Rifle is a semi-automatic rifle designed for long range accuracy and is a common weapon of Corporate Espionage Teams. It can fire the same ammunition as the Machine Gun in an emergency, but normally uses its own accurized ammunition. Special versions are available which break down into 12 inch lengths.</div> <div></div>	L 12 / 44 W 7.8 RT 8 ROF * Cap 16 AW 1.0 Mag KD 7 SAB 5	1 -21 2 -11 3 -7 4 -5 5 -3 6 -2 7 0 8 1 9 2 10 3 11 4	AP PEN 18 17 15 13 12 7.3 4.6 2.8 DC 6 6 6 5 5 3 2 1 Exp PEN 18 17 15 13 12 7.3 4.6 2.8 DC 6 6 6 5 5 3 2 1 BA 64 55 46 38 33 23 18 14 TOF 0 1 2 3 4 9 15 21												
<div>10mm Machine Gun</div> <div>The Machine Gun is the main fire support weapon of a Strike Team. It is carried by a Specialist and is mounted on a stabilized weapon harness. It has a heads-up visual gunsight.</div> <div></div>	L 48 W 23.2 RT 10 ROF *12 Cap 192 AW 7.8 Drm KD 9 SAB 3	1 -27 2 -17 3 -10 4 -7 5 -5 6 -4 7 -1 8 0 9 1 10 1 11 2	AP PEN 23 22 19 17 14 8.3 4.9 2.9 DC 7 7 7 6 6 4 3 1 Exp PEN 23 22 19 17 14 8.3 4.9 2.9 DC 7 7 7 6 6 4 3 1 MA .6 1 2 4 6 11 17 22 BA 55 45 36 28 23 13 8 4 TOF 0 1 1 2 3 8 12 18												

GROUND EXPLORATION VEHICLE																															
<div>Crit Electronics<input type="checkbox"/></div> <div>Engine<input type="checkbox"/></div> <div>Power Train<input type="checkbox"/></div> <div>Front Suspen<input type="checkbox"/><input type="checkbox"/></div> <div>Rear Suspen<input type="checkbox"/><input type="checkbox"/></div> <div>Life Support<input type="checkbox"/></div> <div>Comm System<input type="checkbox"/></div> <div>Nav Unit<input type="checkbox"/></div> <div>NonCrit Elect<input type="checkbox"/></div> <div>Ox Tanks<input type="checkbox"/><input type="checkbox"/></div> <div>Fuel Tanks<input type="checkbox"/><input type="checkbox"/></div>		<div>Winch<input type="checkbox"/></div> <div>Tool Bin<input type="checkbox"/></div> <div>Spares<input type="checkbox"/></div> <div>Sleep Away<input type="checkbox"/><input type="checkbox"/></div> <div>Airlock<input type="checkbox"/></div> <div>Door<input type="checkbox"/></div> <div>Emerg Power<input type="checkbox"/></div> <div>Bathroom<input type="checkbox"/></div> <div>Kitchen<input type="checkbox"/></div> <div>Cold Stores<input type="checkbox"/></div> <div>Expend Stores<input type="checkbox"/></div> <div>Crew Status</div> <div>Driver<input type="checkbox"/></div> <div>Co-Driver<input type="checkbox"/></div>		<div>Vehicle Maneuver Number 1</div> <div>Cargo Bay Contents</div> <table><tr><th>Section</th><th></th></tr><tr><td>1</td><td></td></tr><tr><td>2</td><td></td></tr><tr><td>3</td><td></td></tr><tr><td>4</td><td></td></tr><tr><td>5</td><td></td></tr><tr><td>6</td><td></td></tr><tr><td>7</td><td></td></tr><tr><td>8</td><td></td></tr><tr><td>9</td><td></td></tr><tr><td>10</td><td></td></tr><tr><td>11</td><td></td></tr><tr><td>12</td><td></td></tr></table>		Section		1		2		3		4		5		6		7		8		9		10		11		12	
Section																															
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12																															

HIT LOCATION AND DAMAGE TABLE							
Weapon		Glancing Roll (0 - 9)					
Chain Gun / Lase Cannon				0	1 +		
Machine Gun			0	1 - 3	4 +		
Sniper Rifle		0	1 - 3	4 - 6	7 +		
Pulse Rifle	0	1 - 3	4 - 6	7 - 9			
Sub-Machinegun	1 - 3	4 - 6	7 - 9				
Pistol	9						
Crew Status and Damage Notes	00 - 02	-	Winch	Crit Elect	Tool Bin		
	03 - 04	-	Comm Sys	Driver	Spares		
	05 - 09	-	Nav Unit	Co-Driver	NonCrit Elec		
	10 - 14	Suspension					
	15 - 19	Ox Tank	Engine				
	20 - 24					Suspension	
	25 - 29		Power Train			Ox Tank	
	30 - 34						
	35 - 39	Sleep Away	Cargo Bay	Sleep Away			
	40 - 44	Airlock					
	45 - 49	Fuel Tank	1 - 2			Door	
	50 - 54		3 - 4				
	55 - 59		5 - 6				
	60 - 64		7 - 8				
	65 - 69		9 - 10				
	70 - 74	Suspension	11-12			Fuel Tank	
	75 - 79	Suspension	Life Support				
	80 - 84	-					Suspension
	85 - 89	-	Emergency Power				Suspension
	90 - 92	-	Bathroom	Kitchen	Cold Stores		
	93 - 94	-					
	95 - 99	-	Expendable Stores				

ARMORED PERSONNEL CARRIER (APC)

Crit Electronics

Engine

Power Train

Weapon Controls

Weapons

Lase Cannon

Lgt Disruptor

Missile Lnchr

Missile Bay

Mortar

Mortar Bay

Life Support

Orbital Trans.

Comm System

Command Post

Nav Unit

Emerg. Power

Airlock

APC Door

Ox Tanks

Fuel Tanks

Stores

Suspension

Driver

Officer

Vehicle Maneuver Number 2

Crew Status

Passenger

12

Ammunition Status

Spare Infantry Weapons

Light Missiles

Mortar Rounds HE

Mortar Rounds Smoke

Mortar Rounds Gas

HIT LOCATION AND DAMAGE TABLE						
Weapon		Glancing Roll (0 - 9)				
Heavy Disruptor		0	1	2	3	4 +
Medium Disruptor		3	4	5	6	7 +
Chain Gun / Light Disruptor		6	7	8	9	10 +
Heavy Warhead		0	1 - 2	3 +		
Heavy Cluster / Light Warhead		2 - 3	4 - 5	6 +		
Lase Cannon / Light Cluster		5 - 6	7 - 8	9 +		
Crew Status and Damage Notes	00 - 02	Lase Cannon				
	03 - 04	-	Orbital Trans	Crit Elect		
	05 - 09	-	Nav Unit	Driver	Weap Cntrl	
	10 - 14	Suspension				
	15 - 19	Ox Tank	Engine			Suspension
	20 - 24					
	25 - 29		Power Train			
	30 - 34					
	35 - 39	Airlock	Cmd Post	Comm Sys	-	Ox Tank
	40 - 44			Officer	-	
	45 - 49		-	Crew 1 - 2	-	
	50 - 54	Fuel Tank	-	Crew 3 - 4	-	Stores
	55 - 59		-	Crew 5 - 6	-	Door
	60 - 64		-	Crew 7 - 8	-	
	65 - 69		-	Crew 9 - 10	-	Fuel Tank
	70 - 74	Suspension	-	Crew 11 - 12	-	
	75 - 79	-	Life Support			Suspension
	80 - 84	-				
	85 - 89	Lgt Disruptor	Emergency Power			
	90 - 92	Missile Lnchr	Missile Bay			
	93 - 94	Mortar				
	95 - 99	-	Mortar and Ordnance Bay			

DROPSHIP AIRCRAFT					
Crit Electronics <input type="checkbox"/>	Life Support <input type="checkbox"/>	Combat Speed 5			
Drive System <input type="checkbox"/>	Chain Gun Ammo <input type="checkbox"/>	Maneuver Number / Vulnerability versus # Airframe Units			
Power System <input type="checkbox"/>	Radar <input type="checkbox"/>	1	2	3	4
Weapon Controls <input type="checkbox"/>	NonCrit Elect <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	APC Door <input type="checkbox"/>	+13	+8	+5	+3
Weapons	Sensors <input type="checkbox"/>	Ammunition Status			
Chain Gun <input type="checkbox"/>	Intakes <input type="checkbox"/>	Chain Gun	Light Missile Bay 1	Light Missile Bay 2	Heavy Missile Bay 1
Lase Cannon <input type="checkbox"/>	Comm <input type="checkbox"/>				Heavy Missile Bay 2
Lgt Missile 1 <input type="checkbox"/>	Nav Unit <input type="checkbox"/>				
Lgt Missile 2 <input type="checkbox"/>	Landing Gear <input type="checkbox"/>				
Hvy Missile 1 <input type="checkbox"/>	Tail <input type="checkbox"/>				
Hvy Missile 2 <input type="checkbox"/>					
	Crew Status				
	Pilot				
	Co-Pilot				

HIT LOCATION AND DAMAGE TABLE						
Weapon		Glancing Roll (0 - 9)				
Heavy Disruptor			0	0	1	2 +
Medium Disruptor		1	2	3	4	5 +
Chain Gun / Light Disruptor		4	5	6	7	8 +
Heavy Warhead			0	1 +		
Heavy Cluster / Light Warhead		0 - 1	2 - 3	4 +		
Lase Cannon / Light Cluster		3 - 4	5 - 6	7 +		
Crew Status and Damage Notes	00 - 00	Chain Gun				
	01 - 01	-	Radar	Sensors 1	C.G. Ammo	
	02 - 02	-	Non Crit Elec	Sensors 2	Comm 1	
	03 - 03	-	Nav Unit 1	Crit Elec	Comm 2	
	04 - 04	-	Nav Unit 2	Pilot	Weap Cntrl	
	05 - 05	-	-	Co-Pilot		
	06 - 08	Airframe	Intake	Life Support		
	09 - 11	Lgt Missile Bay 1	Hvy Missile Bay 1			
	12 - 14			Lase Cannon	Intake	Airframe
	15 - 17	-	Airframe		Hvy Missile Bay 2	Lgt Missile Bay 2
	17 - 20	-	-	Drive		
	21 - 23	-	-		Airframe	
	24 - 32	-	-	Power		
	33 - 41	-	-			
	42 - 50	-	-			
	51 - 60	Landing Gear	APC			
	61 - 70	APC Door				
	71 - 80	-				Landing Gear
	81 - 90	-				APC Door
	91 - 93	-	Tail		-	
	94 - 96	-	-	Gear	Tail	
	97 - 99	-	-	Tail		

CARRYALL AIRCRAFT									
Crit Electronics	<input type="checkbox"/>	Life Support	<input type="checkbox"/>	Combat Speed 4					
Drive System	<input type="checkbox"/>	(Chain Gun Ammo)	<input type="checkbox"/>	Maneuver Number / Vulnberability	versus # Airframe Units				
Power System	<input type="checkbox"/>	Radar	<input type="checkbox"/>	1	<input type="checkbox"/>	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Photo Recon	<input type="checkbox"/>	Non-Crit Elect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Bay Door	<input type="checkbox"/>	+17		+12			
Cargo Pods		Sensors	<input type="checkbox"/>	Ammunition Status (Missile Launchers for Cargo Pods)					
Pod 1	<input type="checkbox"/>	Intakes	<input type="checkbox"/>	Chain	Light	Light	Heavy	Heavy	
Pod 2	<input type="checkbox"/>	Comm	<input type="checkbox"/>	Gun	Missile	Missile	Missile	Missile	
Pod 3	<input type="checkbox"/>	Nav Unit	<input type="checkbox"/>		Bay 1	Bay 2	Bay 1	Bay 2	
Pod 4	<input type="checkbox"/>	Landing Gear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
		Tail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
(Optional)		Crew Status							
Weapons		Pilot							
(Chain Gun)	<input type="checkbox"/>	Co-Pilot							
(Lase Cannon)	<input type="checkbox"/>								

HIT LOCATION AND DAMAGE TABLE						
Weapon		Glancing Roll (0 - 9)				
Chain Gun / Lase Cannon				0 - 2	3 - 5	6 +
Machine Gun			0 - 2	3 - 5	6 - 8	9
Sniper Rifle		0 - 2	3 - 5	6 - 8	9	
Pulse Rifle		3 - 5	6 - 8	9		
Sub-Machinegun		6 - 8	9			
Pistol		-				
Crew Status and Damage Notes	00 - 00	(Chain Gun)				
	01 - 01	-	Radar	Sensors	(C.G. Ammo)	
	02 - 02	-	Non Crit Elec	Sensors	Comm 1	
	03 - 03	-	Nav Unit 1	Crit Elec	Comm 2	
	04 - 04	-	Nav Unit 2	Pilot		
	05 - 05	-	-	Co-Pilot		
	06 - 08	Airframe	Intake	Life Support		
	09 - 11	Cargo	Cargo			
	12 - 14	Pod 1	Pod 2	(Lase Can.)	Intake	Airframe
	15 - 17	-	Airframe		Cargo	Cargo
	17 - 20	-	-	Drive	Pod 3	Pod 4
	21 - 23	-	-		Airframe	
	24 - 32	-	-			
	33 - 41	-	-	Power		
	42 - 50	-	-			
	51 - 60	Landing Gear	Cargo Bay			
	61 - 70	Bay Door				
	71 - 80	-				
	81 - 90	-				
	91 - 93	-	Tail	Photo Recon	-	
	94 - 96	-	-	Gear	Tail	
	97 - 99	-	-	Tail		

[illegible]

HIT LOCATION AND DAMAGE TABLE						
Weapon		Glancing Roll (0 - 9)				
Heavy Disruptor		0	1	2	3	4 +
Medium Disruptor		3	4	5	6	7 +
Chain Gun / Light Disruptor		6	7	8	9	10 +
Heavy Warhead		0	1 - 2	3 +		
Heavy Cluster / Light Warhead		2 - 3	4 - 5	6 +		
Lase Cannon / Light Cluster		5 - 6	7 - 8	9 +		
Crew Status and Damage Notes	00 - 00	Chain Gun				
	01 - 01	-	Radar	Sensors 1	C.G. Ammo	
	02 - 02	-	Non Crit Elec	Sensors 2	Comm 1	
	03 - 03	-	Nav Unit 1	Crit Elec	Comm 2	
	04 - 04	-	Nav Unit 2	Pilot	Weap Cntrl	
	05 - 05	-	Airframe	Co-Pilot		
	06 - 10	Airframe	Intake	Life Support		
	11 - 15	Lgt Missile Bay 1	Lgt Missile Bay 2		Airframe Intake	Airframe
	16 - 20			Heavy Disruptor	Lgt Missile Bay 3	Lgt Missile Bay 4
	20 - 25	Landing Gear	Airframe		Airframe	Landing Gear
	26 - 30	Airframe	Airframe		Airframe	Airframe
	31 - 35	Airframe	Hvy Missile Bay 1		Hvy Missile Bay 2	Airframe
	36 - 40	Airframe		Drive		Airframe
	41 - 45	-	Airframe			
	46 - 50	-	-			
	51 - 55	-	-			
	56 - 68	-	-	Power		
	69 - 81	-	-			
	82 - 86	-	Tail	Photo Recon		
	87 - 92	-	-	Landing Gear	Tail	
93 - 97	-	-	Tail			
98 - 99	-	-	Lase Cannon			

RECON SHIP									
Bridge <input type="checkbox"/>	Life Support <input type="checkbox"/>	Maneuver Number / Vulnerability versus # of Maneuver Jets							
Drive System <input type="checkbox"/>	Sensors <input type="checkbox"/>	1	2	3	4	5	6	7	8
Jump Drive 5 <input type="checkbox"/>	Hypersleep <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jump Clock <input type="checkbox"/>		+13	+8	+5	+3	+1	0	-1	-2
Disruptor		Combat Speed / Vulnerability versus Power Units							
Gun Class 7 <input type="checkbox"/>	Cargo Bay 1	1	2	3	4	5			
	Dropship 1 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	APC 1 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		+10	+5	+2	0	-2			

HIT LOCATION AND DAMAGE				
Gun Class	Glancing Roll			
9	-	-	0 - 2	3 - 5
8	-	0 - 2	3 - 5	6 - 8
7	0 - 2	3 - 5	6 - 8	9
6	3 - 5	6 - 8	9	
5	6 - 8	9		
Hit Location	Sensor	Cargo & Hypersleep	Bridge & Life Support	Sensors
00 - 03				
04 - 07				
08 - 11				
12 - 15				
16 - 19	Power Units			Power Units
20 - 23				
24 - 27				
28 - 31				
32 - 35	Maneuver Jets			
36 - 39				
40 - 43				
44 - 47				
48 - 51				
52 - 55				
56 - 59				
60 - 63				
64 - 67				
68 - 71	Power Units			
72 - 75				
76 - 79				
80 - 83				
84 - 87				
88 - 91				
92 - 95				
96 - 99				

COLONIAL MARINE FRIGATE

Bridge <input type="checkbox"/>	Life Support <input type="checkbox"/>	Maneuver Number / Vulnerability versus # of Maneuver Jets							
Drive System <input type="checkbox"/>	Sensors <input type="checkbox"/>	1	2	3	4	5	6	7	8
Jump Drive 4 <input type="checkbox"/>	Hypersleep <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jump Clock <input type="checkbox"/>		+15	+10	+7	+5	+3	+2	+1	0
Disruptors	Cargo Bay 1	Combat Speed / Vulnerability versus Power Units							
Gun Class 7 <input type="checkbox"/>	Dropship 1 <input type="checkbox"/>	1	2	3	4				
Gun Class 5 <input type="checkbox"/>	APC 1 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gun Class 5 <input type="checkbox"/>	Cargo Bay 2	+10	+5	+2	0				
	Dropship 2 <input type="checkbox"/>								
	APC 2 <input type="checkbox"/>								

HIT LOCATION AND DAMAGE

Gun Class	Glancing Roll				
9	-	-	0 - 2	3 - 5	6 +
8	-	0 - 2	3 - 5	6 - 8	9
7	0 - 2	3 - 5	6 - 8	9	
6	3 - 5	6 - 8	9		
5	6 - 8	9			
Hit Location	Hit Location				
00 - 01	Life Support	Bridge			Life Support
02 - 05	Maneuver Jet	Jump Clock			Maneuver Jet
06 - 09	Sensors	Disruptor GC 7			Sensors
10 - 13	Drive System				
14 - 17	Jump Drive				
18 - 21	Maneuver Jets	Cargo 1			Maneuver Jets
22 - 25		Cargo 2			
26 - 29		Hypersleep			
30 - 33		Power Units			
34 - 37		Power Units			
38 - 41		Power Units			
42 - 45	Power Units	Power Units			Power Units
46 - 49		Power Units			
50 - 53		Power Units			
54 - 57		Power Units			
58 - 61		Power Units			
62 - 65		Power Units			
66 - 69	Disruptor GC5	Disruptor GC 5			Disruptor GC5
70 - 73		Disruptor GC 5			
74 - 77		Disruptor GC 5			
78 - 81		Disruptor GC 5			
82 - 85	Power Units	Disruptor GC 5			Power Units
86 - 89		Disruptor GC 5			
90 - 94		Disruptor GC 5			
95 - 99		Disruptor GC 5			

CORPORATE FRIGATE									
Bridge <input type="checkbox"/>	Life Support <input type="checkbox"/>	Maneuver Number / Vulnerability versus # of Maneuver Jets							
Drive System <input type="checkbox"/>	Sensors <input type="checkbox"/>	1	2	3	4	5	6	7	8
Jump Drive 4 <input type="checkbox"/>	Hypersleep <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jump Clock <input type="checkbox"/>		+15	+10	+7	+5	+3	+2	+1	0
Disruptors	Cargo Bay 1	Combat Speed / Vulnerability versus Power Units							
Gun Class 7 <input type="checkbox"/>	Dropship 1 <input type="checkbox"/>	1	2	3	4				
Gun Class 5 <input type="checkbox"/>	APC 1 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gun Class 5 <input type="checkbox"/>	Cargo Bay 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Dropship 2 <input type="checkbox"/>	+10	+5	+2	0				
	APC 2 <input type="checkbox"/>								

HIT LOCATION AND DAMAGE					
Gun Class	Glancing Roll				
9	-	0	1 - 3	4 - 6	7 - 9
8	0	1 - 3	4 - 6	7 - 9	10 +
7	1 - 3	4 - 6	7 - 9	10 +	
6	4 - 6	7 - 9	10 +		
5	7 - 9	10 +			
Hit Location					
00 - 01	Life Support		Bridge		Life Support
02 - 05	Drive System				
06 - 09	Sensors	Disruptor GC 7			Sensors
10 - 13		Jump Clock			
14 - 17					
18 - 21	Maneuver Jets	Jump Drive			Maneuver Jets
22 - 25					
26 - 29					
30 - 33		Cargo 1			
34 - 37		Cargo 2			
38 - 41		Hypersleep	Power Units		
42 - 45					
46 - 49	Power Units				
50 - 53					
54 - 57		Power Units			
58 - 61					
62 - 65					
66 - 69	Disruptor GC5				
70 - 73		Disruptor GC5			
74 - 77					
78 - 81					
82 - 85	Power Units				
86 - 89					
90 - 94					
95 - 99					

SYSTEM DEFENSE FRIGATE

Bridge <input type="checkbox"/>	Life Support <input type="checkbox"/>	Maneuver Number / Vulnerability versus # of Maneuver Jets
Drive System <input type="checkbox"/>	Sensors <input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	1 2 3 4 5 6 7 8
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	+15 +10 +7 +5 +3 +2 +1 0
Disruptors	Cargo Bay 1	Combat Speed / Vulnerability versus Power Units
Gun Class 9 <input type="checkbox"/>	Gunship 1 <input type="checkbox"/>	
Gun Class 7 <input type="checkbox"/>	Gunship 2 <input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	1 2 3 4 5
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	+10 +5 +2 0 -2

HIT LOCATION AND DAMAGE

Gun Class	Glancing Roll				
9	-	-	0 - 2	3 - 5	6 +
8	-	0 - 2	3 - 5	6 - 8	9 - 11
7	0 - 2	3 - 5	6 - 8	9 - 11	
6	3 - 5	6 - 8	9 - 11		
5	6 - 8	9 - 11			

Hit Location	Hit Location				
00 - 01	Life Support		Bridge		Life Support
02 - 05	Drive System				
06 - 09	Sensors	Disruptor GC 7	Disruptor GC 9	Power Unit	Sensors
10 - 13					
14 - 17					
18 - 21	Maneuver Jets			Maneuver Jets	
22 - 25		Power Units			
26 - 29					
30 - 33					
34 - 37		Cargo 1			
38 - 41			Power Units		
42 - 45					
46 - 49	Power Units				
50 - 53					
54 - 57		Power Units			
58 - 61					
62 - 65					
66 - 69					
70 - 73					
74 - 77					
78 - 81					
82 - 85	Power Units				
86 - 89					
90 - 94					
95 - 99					

CORPORATE CRUISER

Bridge <input type="checkbox"/>	Life Support <input type="checkbox"/>	Maneuver Number / Vulnerability versus # of Maneuver Jets							
Drive System <input type="checkbox"/>	Sensors <input type="checkbox"/>	1	2	3	4	5	6	7	8
Jump Drive 4 <input type="checkbox"/>	Hypersleep <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jump Clock <input type="checkbox"/>		+16	+11	+8	+6	+4	+3	+2	+1
Cargo Bay 1		Combat Speed / Vulnerability versus Power Units							
Disruptors	Dropship 1 <input type="checkbox"/>	1	2	3	4				
Gun Class 9 <input type="checkbox"/>	APC 1 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gun Class 5 <input type="checkbox"/>	Cargo Bay 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gun Class 5 <input type="checkbox"/>	Dropship 2 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	APC 2 <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		+10	+5	+2	0				

HIT LOCATION AND DAMAGE

Gun Class	Glancing Roll					
9	-	0 - 1	2 - 4	5 - 7	8 - 10	11 +
8	0 - 1	2 - 4	5 - 7	8 - 10	11 +	
7	2 - 4	5 - 7	8 - 10	11 +		
6	5 - 7	8 - 10	11 +			
5	8 - 10	11 +				

Hit Location	Ship Components					
00 - 03	Life Support	Power Unit	Drive System		Power Unit	Life Support
04 - 08	Sensors					
09 - 12	Disruptor GC 9					
13 - 16	Power Unit	Jump Drive		Bridge	Sensors	
17 - 20						
21 - 24		Power Units		Power Units	Maneuver Jets	
25 - 28			Cargo 1			
29 - 32	Maneuver Jets		Cargo 2			
33 - 36						
37 - 40		Jump Clock		Maneuver Jets		
41 - 44						
45 - 48			Hypersleep			
49 - 52				Power Units		
53 - 56	Power Units					
57 - 60			Power Units			
61 - 64						
65 - 68						
69 - 72	Disruptor GC5	Power Units				
73 - 76			Disruptor GC5			
77 - 80						
81 - 84						
85 - 88	Power Units					
89 - 92						
93 - 96						
97 - 99						

ALIENS CHARACTER SHEET

Name: _____

Education: _____

Social Status: _____


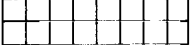
Merit Points:_____ **Branch:** _____

Rank: _____ Specialty: _____

CHARACTERISTICS	
Character Point Total _____	
Characteristics	
Primary	
Strength	_____
Intelligence	_____
Will	_____
Health	_____
Agility	_____
Secondary	
Charisma	_____
Leadership	_____
Perception	_____
Motivation	_____
Calculated Values	
Combat Actions	_____
Knockout Value	_____
Learning Roll	_____

[illegible][illegible]

PERSONAL STATUS		
PHYSICAL STATUS		KNOCKOUT TABLE
Age	_____	Total PD Incapacitation Chance
Money	_____	
Physical Damage	_____	Under 1/10 KV -
Disabling Injuries	_____	Over 1/10 KV 10
_____	_____	Over KV 25
_____	_____	Over 2 times KV 75
		Over 3 times KV 98

WEAPON DATA			
Weapon	Shot Accuracy	Weapon	Shot Accuracy
Weapon	1 ____	Weapon	1 ____
	2 ____		2 ____
Ammo Capacity	3 ____	Ammo Capacity	3 ____
	4 ____		4 ____
	6 ____		6 ____
Rate of Fire	8 ____	Rate of Fire	8 ____

[illegible]

ALIENS™

ADVENTURE GAME



Included are Sections covering:

- Character Generation
- Colonial Marine Background
- Other Character Backgrounds
- General and Professional Skills
- Specialized Skills and Training
- Personal Equipment
- Individual Combat
- Ground, Air, and
Space Vehicles and Combat
- Worlds, Colonies, and Outposts
- Missions and Campaign Settings
- Alien Lifeforms and, of course,
The **ALIENS** - Abilities, Metabolism,
and Scenario Ideas.

This Time It's War

Now you can be a part of the danger and excitement of the hit movie **ALIENS**, from Twentieth Century Fox! From the ruins of the Colony that was destroyed by the Aliens to the chaos and greed of Earth itself, the **ALIENS Adventure Game** pits you against Aliens, other dangerous lifeforms, and corrupt Humans as you find out what it takes to be a member of the Colonial Marine Corps.

Another Glorious Day in the Corps!

The accent of the game is on the Aliens, of course, but there is far, far more. For those who want to go beyond the Aliens and the Corps, there is a whole galaxy of deceit and danger in the bleak Corporate future of the **ALIENS** storyline. Try your hand at one of the other possibilities offered; corporate mercenary, explorer, businessman... your choices are limited only by your imagination.

The **ALIENS Adventure Game** prominently features full color and black and white art from the movie, as well as fast, fun game mechanics. Fast paced and intense, **ALIENS** is sure to thrill anyone who enjoyed the movie.



LEADING EDGE

G A M E S