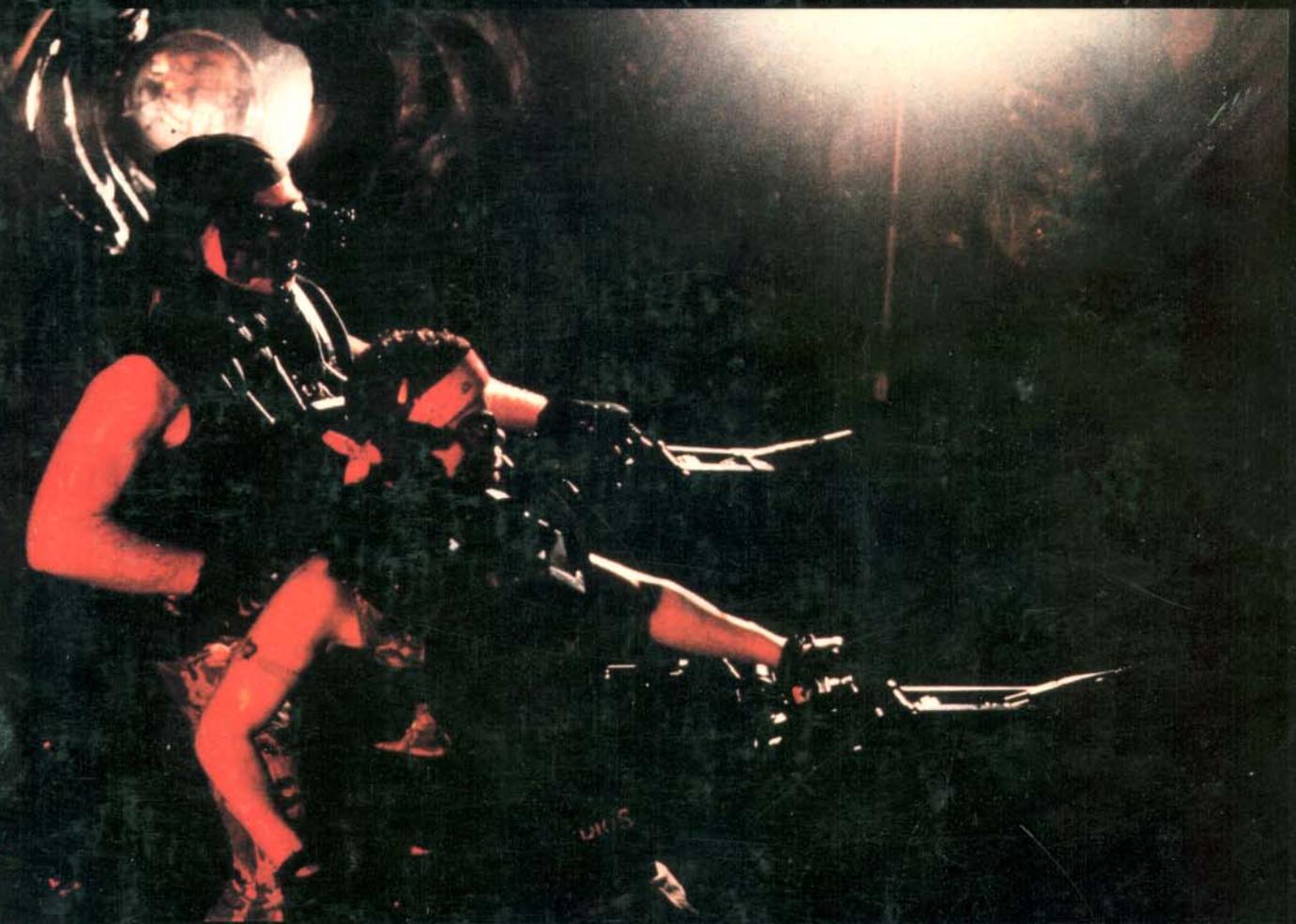


ALIENS™

ADVENTURE GAME



Book Of Tables

CHARACTER BACKGROUND AND MERIT POINTS / 1A

Formal Education				Social Background				Characteristics	
Earth	Colony	Education	MP	Earth	Colony	Social Standing	MP		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		Officer Rank		Roll	Roll 00 - Will Medal / Award	Roll 91 - 99 Reprimands
		Rank	MP	Rank	MP			
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	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	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
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	Weapon Systems	
Communications		800	Chain Gun	10,000
Critical Electronics		3,000	Ammunition	1,600
Door		500	Lase Cannon	30,000
Emergency Power		800		
Engine		16,000	Disruptors	
Kitchen		1,500	Light Gun Class 1	60,000
Life Support		12,000	Medium Gun Class 2	160,000
Navigations		3,000	Heavy Gun Class 3	300,000
NonCritical Electronics		1,500	Gun Class 5	600,000
Power Train		8,000	Gun Class 7	1,000,000
Sleep Away		400	Gun Class 9	1,500,000
Suspension		2,000		
Tank (Fuel or Ox)		500	Mortar	10,000
Tools		600	Ammunition	200
Weapon Controls		1,200		
Winch		600	Missile Bay	
			Light	5,000
Aircraft Parts and Systems			Heavy	5,000
Airframe		2,000	Missiles and Warheads	
Bay Door		1,000	Light HSI Sprint	3,000
Cargo Bay		5,000	Light TSI Dogleg	4,000
Cargo Pod		1,000	Heavy (Hammer)	6,000
Communications		1,000	Light Warhead	200
Critical Electronics		5,000	Heavy Warhead	250
Drive		100,000		
Intake		1,000		

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	500	250,000	3,000	10
	—	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	CA	Action
1	Running Stance:	0	Change Facing 60°	8	Reload a Weapon
3			While Moving, per 6'	4	Pick Up / Set Down a Weap
2	Low Crouch:	1	Change Facing 120°	6	Climb Through a Window
4			While Immobile	3	Draw a Concealed Pistol
3	Hands & Knees:	2	Assume a Firing Stance	2	Draw a Hand-Hand Weapon
5		1	Look Over/Around Cover	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

MISS

HIT

AUTOMATIC FIRE TABLE / 5B

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
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 +		
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	HARDCore Suit	Open Suit	Full Life Support	HARDCore Suit	Open Suit	Full Life Support	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)				
			< 0	0 - 2	3 - 5	6 - 8	9
Firing Around Cover	In The Open		< 0	0 - 2	3 - 5	6 - 8	9
			3 - 5	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
Firing Around Cover	In The Open			0 - 2	3 - 5	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)									
			11	14	33	37	41	45	54	69	85	370
Left	Right	0	3	3	5	7	11	13	17	24	31	148
		+6	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	Shoulder	45 - 49	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	Arm	70 - 82	3	4	6	11	16	19	40	1,000	2,000	2,000
83 - 92	Leg	93 - 99	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	Arm	64 - 72	1	1	2	4	8	15	23	72	100	100
73 - 86	Leg	87 - 99	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		+12	1	2	3	4	5	6	7	9	12	16
Right												
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	Shoulder	23 - 25	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	Arm	64 - 72	2	3	4	5	7	12	24	61	100	100
73 - 86	Leg	87 - 99	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			
		CTP	RR	CTP	RR	CTP	RR	CTP	RR	CTP	Outpost	Colony	Major World
5	17	79h	94	25d	96								
10	25	75h	89	25d	92	RR = 99							
15	30	72h	85	25d	89								
20	35	68h	81	25d	86	25d	96	RR = 99					
25	38	65h	77	25d	82	25d	95						
30	41	62h	73	25d	79	25d	94						
35	43	59h	69	25d	76	25d	93	25d	97	RR = 99			
40	44	56h	66	25d	73	25d	92	25d	96				
45	46	53h	63	25d	70	25d	91	25d	96				
50	47	51h	60	25d	68	25d	90	25d	95				
60	48	46h	54	25d	63	25d	89	25d	94				
70	50	41h	49	25d	58	25d	87	25d	94				
80	51	37h	44	25d	54	25d	85	25d	92				
90	52	34h	40	25d	50	25d	83	25d	91				
100	53	31h	36	25d	46	25d	82	25d	90	25d	97		
200	61	11h	12	23d	21	25d	67	25d	82	25d	94	96	
300	65	4h	04	19d	10	25d	55	25d	74	25d	91	94	
400	68	93m	01	16d	04	25d	45	25d	67	25d	88	92	97
500	70	35m	00	13d	02	25d	37	25d	61	25d	85	90	96
600	72	13m	00	10d	01	25d	30	25d	55	25d	82	88	95
700	73	6m		8d	00	25d	25	25d	50	25d	80	86	94
800	75	5m		7d		25d	20	25d	45	25d	77	84	94
900	76	4m		6d		25d	16	25d	41	25d	75	82	93
1000	77	90p		5d		25d	13	25d	37	25d	73	80	92
2000	84	85p		15h		6d	02	25d	13	25d	53	64	85
3000	88	81p		2h		21h	00	5d	05	18d	38	52	79
4000	91	76p		22m		4h	00	18h	02	72h	28	41	73
5000	93	71p		6m		63m	00	5h	01	21h	20	33	67
6000	95	67p		4m		36m	00	3h		12h	15	27	62
7000	96	62p		87p		29m		2h		10h	11	21	57
8000	98	57p		75p		25m		2h		8h	08	17	53
9000	99	52p		67p		22m		2h		7h	06	14	49
12000	102	38p		57p		19m		95m		6h	03	07	39
16000	105	25p		44p		15m		75m		5h	01	03	28
20000	107	1p		30p		10m		50m		3h	00	01	20
40000	114	1p		15p		5m		25m		2h		00	04
60000	118	1p		10p		3m		17m		68m			01
80000	121	1p		8p		75p		13m		52m			00
100000	123	1p		6p		60p		10m		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	-

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				

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	

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

PRE-GENERATED COLONIAL MARINES TABLE / 11

Name Game Values	Primary Characteristics	Secondary Characteristics	Primary Equipment	Skills	Skills	Skills
Marine Officer Combat Actions 5 Knockout Value 24 Learning Roll 20	Strength 13 Intelligence 16 Will & Health 12 Agility 12	Charisma 12 Leadership 15 Perception 14 Motivation 14	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat C Class 3-5 Gen P Other General C Comm/Computer C	Veh Weapons C Spec Weapons C Fwd Observer C Identification C	Intelligence P Security P Smuggling C Tactics P
Staff Officer Combat Actions 5 Knockout Value 11 Learning Roll 19	Strength 12 Intelligence 14 Will & Health 11 Agility 12	Charisma 13 Leadership 12 Perception 12 Motivation 15	Combat Fatigue Pulse Rifle Pistol Field Radio	Gun Combat N Class 4-5 Gen C Other General N Comm/Computer C	Veh Weapons N Spec Weapons N Fwd Observer N Administration C	Comm. Skills C Identification C Net-Working C Tactics C
Sergeant Combat Actions 6 Knockout Value 52 Learning Roll 17	Strength 14 Intelligence 14 Will & Health 13 Agility 13	Charisma 10 Leadership 13 Perception 12 Motivation 13	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat P 1 Gen of Choice P Other General C Comm/Computer C	APC Driver C Veh Weapons C Spec Weapons C Fwd Observer C	2 Operator Skills C 1 Rep Skills C 1 Officer Skill C Tactics C
Guard Trooper Combat Actions 6 Knockout Value 64 Learning Roll 13	Strength 14 Intelligence 10 Will & Health 16 Agility 14	Charisma 10 Leadership 10 Perception 10 Motivation 13	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat P 2 Gen of Choice P Other General C Motion Tracker C	APC Driver C Veh Weapons C Spec Weapons C Fwd Observer C	2 Operator Skills C 1 Rep Skills C Tactics C
Elite Trooper Combat Actions 5 Knockout Value 64 Learning Roll 13	Strength 14 Intelligence 10 Will & Health 16 Agility 13	Charisma 10 Leadership 10 Perception 10 Motivation 13	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat P 1 Gen of Choice P Other General C Motion Tracker C	APC Driver C Veh Weapons C Spec Weapons C Fwd Observer C	2 Operator Skills C 1 Rep Skills C Tactics C
Crack Trooper Combat Actions 4 Knockout Value 28 Learning Roll 12	Strength 13 Intelligence 10 Will & Health 14 Agility 12	Charisma 10 Leadership 10 Perception 10 Motivation 12	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat C 2 Gen of Choice C Other General N Spec Weapons C	6 Operator Skills C 2 Rep Skills N Tactics C	
Line Trooper Combat Actions 4 Knockout Value 20 Learning Roll 10	Strength 12 Intelligence 10 Will & Health 10 Agility 10	Charisma 10 Leadership 10 Perception 10 Motivation 10	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat C 1 Gen of Choice C Other General N Spec Weapons N	2 Operator Skills C 2 Operator Skills N 2 Rep Skills C 2 Rep Skills N	Tactics N
Garrison Trooper Combat Actions 4 Knockout Value 10 Learning Roll 9	Strength 12 Intelligence 10 Will & Health 10 Agility 10	Charisma 10 Leadership 10 Perception 10 Motivation 9	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat N 1 Gen of Choice C Other General N Flame Unit N	1 Operator Skills N 3 Operator Skills N 1 Rep Skills C 2 Rep Skills N	Tactics N
Guard Combat Sp Combat Actions 8 Knockout Value 96 Learning Roll 15	Strength 15 Intelligence 12 Will & Health 16 Agility 14	Charisma 10 Leadership 10 Perception 10 Motivation 13	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat M 2 Gen of Choice P Other General C Motion Tracker C	APC Driver C Veh Weapons C Spec Weapons C Fwd Observer C	2 Operator Skills C 1 Rep Skills C Tactics C
Elite Combat Spec Combat Actions 8 Knockout Value 80 Learning Roll 15	Strength 15 Intelligence 12 Will & Health 16 Agility 14	Charisma 10 Leadership 10 Perception 10 Motivation 13	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol	Gun Combat E 2 Gen of Choice P Other General C Motion Tracker C	APC Driver C Veh Weapons C Spec Weapons C Fwd Observer C	2 Operator Skills C 1 Rep Skills C Tactics C
Crack Combat Sp Combat Actions 7 Knockout Value 56 Learning Roll 15	Strength 15 Intelligence 12 Will & Health 14 Agility 14	Charisma 10 Leadership 10 Perception 10 Motivation 13	Lgt Armor / Fatigue Pulse Rifle 8 Grenades Pistol/Combat Lgt	Gun Combat P 1 Gen of Choice P Other General C Spec Weapons C	4 Operator Skills C 2 Rep Skills N Tactics C	
Machine Gun Sp Combat Actions 7 Knockout Value 52 Learning Roll 16	Strength 15 Intelligence 13 Will & Health 13 Agility 15	Charisma 10 Leadership 10 Perception 10 Motivation 13	Lgt Armor / Fatigue Machine Gun 8 Grenades Pistol	Gun Combat P 1 Gen of Choice P 2 Gen of Choice C Other General N	Veh Weapons C Spec Weapons C Fwd Observer C Machine Gun C	Repair Inf Weap C Tactics C
Recon Specialist Combat Actions 6 Knockout Value 28 Learning Roll 17	Strength 12 Intelligence 14 Will & Health 14 Agility 14	Charisma 10 Leadership 12 Perception 12 Motivation 13	Lgt Armor / Fatigue Pulse Rifle Special Equipment Pistol	Gun Combat C 1 Gen of Choice P 4 Gen of Choice C Other General N	Comm/Computer C Motion Tracker C Spec Weapons C Fwd Observer C	Identification C Intelligence C
Heavy Weapon Sp Combat Actions 5 Knockout Value 52 Learning Roll 14	Strength 15 Intelligence 12 Will & Health 13 Agility 12	Charisma 10 Leadership 10 Perception 10 Motivation 12	Lgt Armor / Fatigue Pulse Rifle Heavy Weapon Special Equipment	Gun Combat P 1 Gen of Choice P 3 Gen of Choice C Other General N	Comm/Computer C Veh Weapons C Spec Weapons C Fwd Observer C	Demolitions C Rocket Launcher C Rep Hvy Weap C
HARD Combat Sp Combat Actions 7 Knockout Value 60 Learning Roll 18	Strength 16 Intelligence 14 Will & Health 12 Agility 14	Charisma 10 Leadership 12 Perception 12 Motivation 14	HARDCore Armor Pulse Rifle 8 Grenades Backup Weapon	Gun Combat E 2 Gen of Choice P Other General C Comm/Computer C	Motion Tracker C APC Driver C Veh Weapons C Spec Weapons C	2 Operator Skills C Alien Worlds C HARDCore Suit C Zero G Combat C
HARD Intel Spec Combat Actions 7 Knockout Value 44 Learning Roll 21	Strength 16 Intelligence 16 Will & Health 11 Agility 14	Charisma 10 Leadership 12 Perception 12 Motivation 15	HARDCore Armor Pulse Rifle Special Equipment	Gun Combat P 1 Gen of Choice P Other General C Comm/Computer C	Motion Tracker C APC Driver C Identification C Intelligence C	Surveillance P Alien Worlds C HARDCore Suit 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												
Morpher	.8	8	10	4	1	6	14	20	0	-	10	6
Brachous Slug												
Brachous Slug	.2	1	1	-	-	-	-	10	0	-	-	-

GROUND EXPLORATION VEHICLE

Crit Electronics <input type="checkbox"/> Engine <input type="checkbox"/> Power Train <input type="checkbox"/> Front Suspen <input type="checkbox"/> <input type="checkbox"/> Rear Suspen <input type="checkbox"/> <input type="checkbox"/> Life Support <input type="checkbox"/> Comm System <input type="checkbox"/> Nav Unit <input type="checkbox"/> NonCrit Elect <input type="checkbox"/> Ox Tanks <input type="checkbox"/> <input type="checkbox"/> Fuel Tanks <input type="checkbox"/> <input type="checkbox"/>	Winch <input type="checkbox"/> Tool Bin <input type="checkbox"/> Spares <input type="checkbox"/> Sleep Away <input type="checkbox"/> <input type="checkbox"/> Airlock <input type="checkbox"/> Door <input type="checkbox"/> Emerg Power <input type="checkbox"/> Bathroom <input type="checkbox"/> Kitchen <input type="checkbox"/> Cold Stores <input type="checkbox"/> Expend Stores <input type="checkbox"/> Crew Status Driver <input type="checkbox"/> Co-Driver <input type="checkbox"/>	<p align="center">Vehicle Maneuver Number 1</p> <p align="center">Cargo Bay Contents</p> <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th style="width:10%;">Section</th> <th style="width:90%;"></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																												
1																												
2																												
3																												
4																												
5																												
6																												
7																												
8																												
9																												
10																												
11																												
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	Engine			
	15 - 19	Ox Tank	Power Train			Suspension
	20 - 24		Sleep Away	Cargo Bay	Sleep Away	Ox Tank
	25 - 29		1 - 2			
	30 - 34	Fuel Tank	3 - 4			Door
	35 - 39		5 - 6			
	40 - 44		7 - 8			
	45 - 49		9 - 10			
	50 - 54	Suspension	11-12			Fuel Tank
	55 - 59	Suspension	Life Support			Suspension
	60 - 64	-	Emergency Power			Suspension
	65 - 69	-	Bathroom	Kitchen	Cold Stores	
	70 - 74	-	Expendable Stores			
	75 - 79	-				
80 - 84	-					
85 - 89	-					
90 - 92	-					
93 - 94	-					
95 - 99	-					

ARMORED PERSONNEL CARRIER (APC)

Crit Electronics <input type="checkbox"/> Engine <input type="checkbox"/> Power Train <input type="checkbox"/> Weapon Controls <input type="checkbox"/> Weapons Lase Cannon <input type="checkbox"/> Lgt Disruptor <input type="checkbox"/> Missile Lnchr <input type="checkbox"/> Missile Bay <input type="checkbox"/> Mortar <input type="checkbox"/> Mortar Bay <input type="checkbox"/>	Life Support <input type="checkbox"/> Orbital Trans. <input type="checkbox"/> Comm System <input type="checkbox"/> Command Post <input type="checkbox"/> Nav Unit <input type="checkbox"/> Emerg. Power <input type="checkbox"/> Airlock <input type="checkbox"/> APC Door <input type="checkbox"/> Ox Tanks <input type="checkbox"/> Fuel Tanks <input type="checkbox"/> Stores <input type="checkbox"/> Suspension <input type="checkbox"/> Driver <input type="checkbox"/> Officer <input type="checkbox"/>	Vehicle Maneuver Number 2 Crew Status <input type="checkbox"/> Passenger <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12 <input type="checkbox"/> Ammunition Status <table style="width:100%; text-align: center;"> <tr> <td style="width:20%;">Spare Infantry Weapons</td> <td style="width:20%;">Light Missiles</td> <td style="width:20%;">Mortar Rounds HE</td> <td style="width:20%;">Mortar Rounds Smoke</td> <td style="width:20%;">Mortar Rounds Gas</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>	Spare Infantry Weapons	Light Missiles	Mortar Rounds HE	Mortar Rounds Smoke	Mortar Rounds Gas	<input type="checkbox"/>				
Spare Infantry Weapons	Light Missiles	Mortar Rounds HE	Mortar Rounds Smoke	Mortar Rounds Gas								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								

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	Engine			
	15 - 19	Ox Tank	Power Train			Suspension
	20 - 24					
	25 - 29					
	30 - 34		Cmd Post	Comm Sys	-	Ox Tank
	35 - 39			Officer	-	
	40 - 44	Airlock		Crew 1 - 2	-	Stores Door
	45 - 49			Crew 3 - 4	-	
	50 - 54			Crew 5 - 6	-	
	55 - 59	Fuel Tank		Crew 7 - 8	-	
	60 - 64			Crew 9 - 10	-	
	65 - 69			Crew 11-12	-	Fuel Tank
	70 - 74	Suspension				
	75 - 79	-	Life Support			Suspension
	80 - 84	-	Emergency Power			
85 - 89	Lgt Disruptor	Missile Bay				
90 - 92	Missile Lnchr	Mortar and Ordnance Bay				
93 - 94	Mortar					
95 - 99	-					

DROPSHIP AIRCRAFT

Crit Electronics <input type="checkbox"/> Drive System <input type="checkbox"/> Power System <input type="checkbox"/> Weapon Controls <input type="checkbox"/>	Life Support <input type="checkbox"/> Chain Gun Ammo <input type="checkbox"/> Radar <input type="checkbox"/> NonCrit Elect <input type="checkbox"/> APC Door <input type="checkbox"/>	Combat Speed 5 <input type="checkbox"/> Maneuver Number / Vulnerability versus # Airframe Units 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> +13 +8 +5 +3											
Weapons Chain Gun <input type="checkbox"/> Lase Cannon <input type="checkbox"/> Lgt Missile 1 <input type="checkbox"/> Lgt Missile 2 <input type="checkbox"/> Hvy Missile 1 <input type="checkbox"/> Hvy Missile 2 <input type="checkbox"/>	Sensors <input type="checkbox"/> Intakes <input type="checkbox"/> Comm <input type="checkbox"/> Nav Unit <input type="checkbox"/> Landing Gear <input type="checkbox"/> Tail <input type="checkbox"/> Crew Status Pilot <input type="checkbox"/> Co-Pilot <input type="checkbox"/>	Ammunition Status <table style="width: 100%; text-align: center;"> <tr> <td>Chain Gun</td> <td>Light Missile Bay 1</td> <td>Light Missile Bay 2</td> <td>Heavy Missile Bay 1</td> <td>Heavy Missile Bay 2</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>		Chain Gun	Light Missile Bay 1	Light Missile Bay 2	Heavy Missile Bay 1	Heavy Missile Bay 2	<input type="checkbox"/>				
Chain Gun	Light Missile Bay 1	Light Missile Bay 2	Heavy Missile Bay 1	Heavy Missile Bay 2									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>									

HIT LOCATION AND DAMAGE TABLE

Weapon		Glancing Roll (0 - 9)				
Heavy Disruptor		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	
	15 - 17	-	Airframe		Hvy Missile Bay 2	
	17 - 20	-	-	Drive	Lgt Missile Bay 2	
	21 - 23	-	-		Airframe	
	24 - 32	-	-			
	33 - 41	-	-	Power		
	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"/> Drive System <input type="checkbox"/> Power System <input type="checkbox"/> Photo Recon <input type="checkbox"/> Cargo Pods Pod 1 <input type="checkbox"/> Pod 2 <input type="checkbox"/> Pod 3 <input type="checkbox"/> Pod 4 <input type="checkbox"/> (Optional) Weapons (Chain Gun) <input type="checkbox"/> (Lase Cannon) <input type="checkbox"/>	Life Support <input type="checkbox"/> (Chain Gun Ammo) <input type="checkbox"/> Radar <input type="checkbox"/> Non-Crit Elect <input type="checkbox"/> Bay Door <input type="checkbox"/> Sensors <input type="checkbox"/> Intakes <input type="checkbox"/> Comm <input type="checkbox"/> Nav Unit <input type="checkbox"/> Landing Gear <input type="checkbox"/> Tail <input type="checkbox"/> Crew Status Pilot <input type="checkbox"/> Co-Pilot <input type="checkbox"/>	Combat Speed 4 Maneuver Number / Vulnerability versus # Airframe Units 1 <input type="checkbox"/> 2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +17 +12	Ammunition Status (Missile Launchers for Cargo Pods) <table style="width: 100%; text-align: center;"> <tr> <td></td> <td>Light Missile</td> <td>Light Missile</td> <td>Heavy Missile</td> <td>Heavy Missile</td> </tr> <tr> <td></td> <td>Bay 1</td> <td>Bay 2</td> <td>Bay 1</td> <td>Bay 2</td> </tr> <tr> <td>Chain Gun</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>		Light Missile	Light Missile	Heavy Missile	Heavy Missile		Bay 1	Bay 2	Bay 1	Bay 2	Chain Gun	<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"/>		<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"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Light Missile	Light Missile	Heavy Missile	Heavy Missile																																																	
	Bay 1	Bay 2	Bay 1	Bay 2																																																	
Chain Gun	<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"/>																																																	
	<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"/>																																																	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																																	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																																	

HIT LOCATION AND DAMAGE TABLE

Weapon	Glancing Roll (0 - 9)					
			0 - 2	3 - 5	6 +	
Chain Gun / Lase Cannon						
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	<input type="checkbox"/>		
	09 - 11	Cargo	Cargo	Life Support		
	12 - 14	Cargo Pod 1	Cargo Pod 2	(Lase Can.)	Intake	
	15 - 17	-	Airframe	<input type="checkbox"/>	Cargo Pod 3	
	17 - 20	-	-	Drive	Cargo Pod 4	
	21 - 23	-	-	<input type="checkbox"/>	Airframe	
	24 - 32	-	-	<input type="checkbox"/>		
	33 - 41	-	-	Power		
	42 - 50	-	-	<input type="checkbox"/>		
	51 - 60	Landing Gear	Cargo Bay			
	61 - 70	Bay Door				
	71 - 80	-				
81 - 90	-		Landing Gear			
91 - 93	-	Tail	Photo Recon	-		
94 - 96	-	-	Gear	Tail		
97 - 99	-	-	Tail			

RECON SHIP

Bridge <input type="checkbox"/> Drive System <input type="checkbox"/> Jump Drive 5 <input type="checkbox"/> Jump Clock <input type="checkbox"/>	Life Support <input type="checkbox"/> Sensors <input type="checkbox"/> <input type="checkbox"/> Hypersleep <input type="checkbox"/> <input type="checkbox"/>	Maneuver Number / Vulnerability versus # of Maneuver Jets <table style="width: 100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td> </tr> <tr> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> </tr> <tr> <td>+13</td><td>+8</td><td>+5</td><td>+3</td><td>+1</td><td>0</td><td>-1</td><td>-2</td> </tr> </table>	1	2	3	4	5	6	7	8	<input type="checkbox"/>	+13	+8	+5	+3	+1	0	-1	-2							
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"/>																			
+13	+8	+5	+3	+1	0	-1	-2																			
Disruptor Gun Class 7 <input type="checkbox"/>	Cargo Bay 1 Dropship 1 <input type="checkbox"/> APC 1 <input type="checkbox"/>	Combat Speed / Vulnerability versus Power Units <table style="width: 100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td> </tr> <tr> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> </tr> <tr> <td>+10</td><td>+5</td><td>+2</td><td>0</td><td>-2</td> </tr> </table>	1	2	3	4	5	<input type="checkbox"/>	+10	+5	+2	0	-2													
1	2	3	4	5																						
<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			Gun Class
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			Drive System	
12 - 15				
16 - 19	Power Units		Disruptor GC7	Power Units
20 - 23				
24 - 27				
28 - 31				
32 - 35	Maneuver Jets		Maneuver Jets	
36 - 39				
40 - 43		Jump Drive		
44 - 47				
48 - 51			Power Units	
52 - 55				
56 - 59				
60 - 63		Jump Clock		
64 - 67				
68 - 71	Power Units			
72 - 75				
76 - 79		Power Units		
80 - 83				
84 - 87				
88 - 91				
92 - 95				
96 - 99				

COLONIAL MARINE FRIGATE

Bridge <input type="checkbox"/> Drive System <input type="checkbox"/> Jump Drive 4 <input type="checkbox"/> Jump Clock <input type="checkbox"/>	Life Support <input type="checkbox"/> Sensors <input type="checkbox"/> Hypersleep <input type="checkbox"/> Cargo Bay 1 Dropship 1 <input type="checkbox"/> APC 1 <input type="checkbox"/> Cargo Bay 2 Dropship 2 <input type="checkbox"/> APC 2 <input type="checkbox"/>	Maneuver Number / Vulnerability versus # of Maneuver Jets <table style="width: 100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td> </tr> <tr> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> </tr> <tr> <td>+15</td><td>+10</td><td>+7</td><td>+5</td><td>+3</td><td>+2</td><td>+1</td><td>0</td> </tr> </table>	1	2	3	4	5	6	7	8	<input type="checkbox"/>	+15	+10	+7	+5	+3	+2	+1	0							
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"/>																			
+15	+10	+7	+5	+3	+2	+1	0																			
Disruptors Gun Class 7 <input type="checkbox"/> Gun Class 5 <input type="checkbox"/> Gun Class 5 <input type="checkbox"/>		Combat Speed / Vulnerability versus Power Units <table style="width: 100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td> </tr> <tr> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> </tr> <tr> <td>+10</td><td>+5</td><td>+2</td><td>0</td> </tr> </table>	1	2	3	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+10	+5	+2	0												
1	2	3	4																							
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																							
+10	+5	+2	0																							

HIT LOCATION AND DAMAGE

Gun Class	Glancing Roll				Gun Class
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				
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				
18 - 21	Maneuver Jets		Maneuver Jets	
22 - 25		Jump Drive		
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 GC 5		
74 - 77				
78 - 81				
82 - 85	Power Units			
86 - 89				
90 - 94				
95 - 99				

CORPORATE FRIGATE

Bridge <input type="checkbox"/> Drive System <input type="checkbox"/> Jump Drive 4 <input type="checkbox"/> Jump Clock <input type="checkbox"/>	Life Support <input type="checkbox"/> Sensors <input type="checkbox"/> Hypersleep <input type="checkbox"/> Cargo Bay 1 Dropship 1 <input type="checkbox"/> APC 1 <input type="checkbox"/> Cargo Bay 2 Dropship 2 <input type="checkbox"/> APC 2 <input type="checkbox"/>	<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th colspan="9">Maneuver Number / Vulnerability versus # of Maneuver Jets</th> </tr> <tr> <td align="center">1</td><td align="center">2</td><td align="center">3</td><td align="center">4</td><td align="center">5</td><td align="center">6</td><td align="center">7</td><td align="center">8</td><td></td> </tr> <tr> <td align="center"><input type="checkbox"/></td><td align="center"><input type="checkbox"/></td> </tr> <tr> <td align="center">+15</td><td align="center">+10</td><td align="center">+7</td><td align="center">+5</td><td align="center">+3</td><td align="center">+2</td><td align="center">+1</td><td align="center">0</td><td></td> </tr> </table> <table border="1" style="width:100%; border-collapse: collapse;"> <tr> <th colspan="4">Combat Speed / Vulnerability versus Power Units</th> </tr> <tr> <td align="center">1</td><td align="center">2</td><td align="center">3</td><td align="center">4</td> </tr> <tr> <td align="center"><input type="checkbox"/></td><td align="center"><input type="checkbox"/></td><td align="center"><input type="checkbox"/></td><td align="center"><input type="checkbox"/></td> </tr> <tr> <td align="center">+10</td><td align="center">+5</td><td align="center">+2</td><td align="center">0</td> </tr> </table>	Maneuver Number / Vulnerability versus # of Maneuver Jets									1	2	3	4	5	6	7	8		<input type="checkbox"/>	+15	+10	+7	+5	+3	+2	+1	0		Combat Speed / Vulnerability versus Power Units				1	2	3	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+10	+5	+2	0								
Maneuver Number / Vulnerability versus # of Maneuver Jets																																																						
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"/>																																														
+15	+10	+7	+5	+3	+2	+1	0																																															
Combat Speed / Vulnerability versus Power Units																																																						
1	2	3	4																																																			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																																			
+10	+5	+2	0																																																			

HIT LOCATION AND DAMAGE

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

SYSTEM DEFENSE FRIGATE

Bridge <input type="checkbox"/> Drive System <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 0 +1 +2	Life Support <input type="checkbox"/> Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 +2 +1	Maneuver Number / Vulnerability versus # of Maneuver Jets <table style="width: 100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td> </tr> <tr> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> </tr> <tr> <td>+15</td><td>+10</td><td>+7</td><td>+5</td><td>+3</td><td>+2</td><td>+1</td><td>0</td> </tr> </table>	1	2	3	4	5	6	7	8	<input type="checkbox"/>	+15	+10	+7	+5	+3	+2	+1	0							
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"/>																			
+15	+10	+7	+5	+3	+2	+1	0																			
Disruptors Gun Class 9 <input type="checkbox"/> Gun Class 7 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Cargo Bay 1 Gunship 1 <input type="checkbox"/> Gunship 2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Combat Speed / Vulnerability versus Power Units <table style="width: 100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td> </tr> <tr> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> </tr> <tr> <td>+10</td><td>+5</td><td>+2</td><td>0</td><td>-2</td> </tr> </table>	1	2	3	4	5	<input type="checkbox"/>	+10	+5	+2	0	-2													
1	2	3	4	5																						
<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				Gun Class
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	Life Support	Bridge	Life Support
00 - 01	Life Support	Bridge	Life Support
02 - 05	Drive System		
06 - 09	Sensors	Disruptor GC 7	Power Unit
10 - 13			
14 - 17		Disruptor GC 9	
18 - 21	Maneuver Jets		Maneuver Jets
22 - 25		Power Units	
26 - 29			
30 - 33			
34 - 37		Cargo 1	
38 - 41			
42 - 45		Power Units	
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"/> Drive System <input type="checkbox"/> Jump Drive 4 <input type="checkbox"/> Jump Clock <input type="checkbox"/> Disruptors Gun Class 9 <input type="checkbox"/> Gun Class 5 <input type="checkbox"/> Gun Class 5 <input type="checkbox"/>	Life Support <input type="checkbox"/> <input type="checkbox"/> Sensors <input type="checkbox"/> <input type="checkbox"/> Hypersleep <input type="checkbox"/> Cargo Bay 1 Dropship 1 <input type="checkbox"/> APC 1 <input type="checkbox"/> Cargo Bay 2 Dropship 2 <input type="checkbox"/> APC 2 <input type="checkbox"/>	<p>Maneuver Number / Vulnerability versus # of Maneuver Jets</p> <table style="width:100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td> </tr> <tr> <td><input type="checkbox"/><input type="checkbox"/></td><td><input type="checkbox"/><input type="checkbox"/></td> </tr> <tr> <td>+16</td><td>+11</td><td>+8</td><td>+6</td><td>+4</td><td>+3</td><td>+2</td><td>+1</td> </tr> </table> <hr/> <p>Combat Speed / Vulnerability versus Power Units</p> <table style="width:100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td> </tr> <tr> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> </tr> <tr> <td>+10</td><td>+5</td><td>+2</td><td>0</td> </tr> </table>	1	2	3	4	5	6	7	8	<input type="checkbox"/> <input type="checkbox"/>	+16	+11	+8	+6	+4	+3	+2	+1	1	2	3	4	<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"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+10	+5	+2	0							
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"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>																															
+16	+11	+8	+6	+4	+3	+2	+1																															
1	2	3	4																																			
<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"/>	<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	Hit Location					
00 - 03	Life Support	Power Unit	Drive System		Power Unit	Life Support
04 - 08						
09 - 12	Sensors	Disruptor GC 9				
13 - 16	Power Unit					Sensors
17 - 20			Jump Drive	Bridge		
21 - 24						
25 - 28		Power Units		Power Units	Maneuver Jets	
29 - 32	Maneuver Jets		Cargo 1			
33 - 36			Cargo 2			
37 - 40		Jump Clock		Maneuver Jets		
41 - 44						
45 - 48			Hypersleep			
49 - 52				Power Units		
53 - 56						
57 - 60	Power Units					
61 - 64			Power Units			
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™

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