

EN PUBLISHING PRESENTS
A WOIN STUDIOS PRODUCTION

Xenomorphs

THE FALL OF SOMERSET LANDING



RUSS MORRISSEY DARREN PEARCE ANGUS ABRANSON

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XENOMORPHS

THE FALL OF SOMERSET LANDING

ABOUT WOIN STUDIOS PRESENTS

WOIN STUDIOS PRESENTS... explores a parallel universe of film and television. Shows and movies that seem so familiar but, in our universe, never were: cult favorites, forgotten gems, award-winning blockbusters and special effects extravaganzas! WOIN Studios produced a vast catalogue of films and TV shows for screens big and small spanning decades. From their inception in the sunny hills of 1920's Bellemoor, which was fast becoming the center of the world's motion picture industry, WOIN Studios soon became one of the "majors", battling it out with the likes of TLP Pictures, Ascendant, Galactic Pictures, Brunswick Pictures and The Consolidated Players Group for the best scripts, best directors, and best actors.

Almost uniquely among the 'majors' WOIN Studios never shied away from the so-called 'B-Movies' made popular by many of the Poverty Row studios. Indeed they actively courted these and, in later years, were responsible for buying up the back catalogues of many of the defunct Poverty Row labels such as Commonwealth Pictures, Falcon-Jaguar, and the legendary Screwdriver Horror Films.

WOIN Studios started producing television programs in the late 1940's, starting mainly with comedy series and moving on to spy dramas and westerns, thus establishing their presence on both the big and small screens, which continued for the next century or more.

Thanks to the first multi-dimensional partnership of its kind, EN Publishing has managed to license the entire catalog of WOIN Studios (past, present, and future) to introduce their range of fantastic titles to an entire new world of fans.

Not only will we be releasing some of WOIN Studios greatest films and TV series, but through our 'Pilot' series we'll be introducing a number of their other celebrated TV serials to this brand new audience to decide if they would like more.

Did you enjoy the series about the High Schoolers fighting a plague of the undead? How about the Gadget heavy American Cold War Spy Thriller? What about the show starring the famous baseball player transported to another planet and a different time who has to team up with an army of giant eagle riding catfolk to fight the Reptilian Overlords? See your favorite stars and shows return in further episodes for YOUR enjoyment!

INTRODUCTION



Welcome to WOIN STUDIOS PRESENTS... bringing you the best of a parallel universe of film and television. Shows and movies that seem so familiar but, in our universe, never were.

ABOUT XENOMORPHS—THE FALL OF SOMERSET LANDING

Xenomorphs—The Fall of Somerset Landing was the blockbuster sequel to WOIN Studio's award winning 1979 film *Xenomorph*. The film sees a return to Lethe, one of three moons orbiting Melinos, an enormous gas giant, some 40 light years from Earth, which also featured in the first movie. Lethe's main role in the first film was the site of the alien ship that the crew of the *Viola* discover when responding to a distress signal. As we all remember well, deep within the bowels of this alien craft death and madness awaited the *Viola* crew.

Decades on, Lethe now boasts a small colony that is terraforming the planet to make it more habitable for mankind. The planet is still a harsh environment, wracked by freezing rain and relentless winds, but the air is at least now breathable and temperatures are slowly rising—now reaching just above zero

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Celsius around the equator and the main outpost of Somerset Landing.

Xenomorphs charts the events just prior to the colony's loss of contact with the Chen Zua Corporation, the company behind the terraforming technology that oversees the United Planets Terraforming Contracts, and the events that take place during this black-out.

So welcome to Somerset Landing and hold on tight... as all hell is about to break loose!

INTRODUCTION

It is the late 22nd century. Humanity has traveled some 50 light years from Earth, but has not yet encountered any intelligent alien civilizations. Colonies — usually financed by the massive Chen Zua Corporation — litter known space, mining, terraforming, and researching, as humanity slowly

pushes its frontiers forward. Back on Earth, much of the wasted space — Antarctica, the great deserts — has been terraformed and the planet is crowded; resources are running low, a situation which is driving the push out into the galaxy.

This book is divided into three sections:

The setting. The first part of the book describes the overall setting, its main features, player races and careers, and a brief overview of the section of the galaxy that humanity has explored. You can use this section to run your own adventures and campaigns in this setting.

The colony. The second part of the book describes a sample colony, Somerset Landing, some 12 parsecs from Earth. You can run adventures of your own on Somerset Landing, or you can use the adventure in the third part of this book.

The adventure. In the third and final section of this book, you'll find an adventure called *The Fall of Somerset Landing*, a dark horror adventure in which alien xenomorphs invade the colony...

SECTION 01: SETTING

TONE

Xenomorphs is a gritty, dark sci-fi horror setting. Known space is largely dominated by a self-serving corporation, and the setting primarily features blue-collar workers or marines. The game should feel claustrophobic; colonies are dark and cold, and hammered with rain. Death is around every corner, whether by an engineering accident or by something else...

Characters in this setting do not tend to be combat experts. More frequently, they are blue-collar workers, miners, traders, scientists, pilots, and so on. The genre of *Xenomorphs* is survival horror, and along with

that character deaths should be expected. Even a lone xenomorph has the ability to wipe out an unprepared group of characters

EXPLORED SPACE

Humanity has explored only a tiny portion of the galaxy—only up to 50 or so light years from Earth. The areas explored include the Core Systems, up to about 8-10 parsecs from Earth, and the Outer Rim systems. The Core Systems include some 25 star systems, such as Sol, Alpha Centauri, Epsilon Indi, Tau Ceti, Epsilon Eridani, Procyon, and others, which have established, usually thriving, colonies. The Outer Rim is a region which surrounds the Core Systems, and is explored and intermittently colonized (Somerset Landing is in this region); beyond the Outer Rim is unexplored—and presumed unpopulated—space.

There are a handful of major worlds, a couple of dozen colonies, and thirty or so worlds devoted to mining or terraforming.

The Sol system itself is well-colonized. There are multiple colonies on the moon, Mars, Io, Titan, Callisto, and other moons, plus a listening station on Pluto. Most colonies belong to either a major corporation or to an Earth government (China claims Callisto, for example).

PLAYER CHARACTERS

PCs in this setting will tend to play one of the following groups:

- Miners or traders in deep space.
- Colonists, including miners, terraformers, or researchers.
- United Marines either stationed on a colony or sent there to deal with a problem.

In the example adventure in this book, *The Fall of Somerset Landing*, the players will be playing colonists arriving to start new lives on Lethe, in the employ of the Chen Zua Corporation.

TECHNOLOGY

Xenomorphs is an AL 8 setting.

FTL-travel. Faster-than-light travel exists, and the fastest ships are able to travel at FTL 4 or 5; at a more common FTL-2, which is 8 times light-speed, it takes six weeks to travel one parsec. Most long-distance space travel involves the use of cryogenic

Pods, and some of the furthest colonies, some 15 parsecs away, take up to two years to reach.

Androids. Androids exist in *Xenomorphs*. Typically, they are human in appearance, and are referred to as Synthetics. See the Races section later in this book for details on Synthetics.

Psionics. There are no known psionics in *Xenomorphs*, although there are rumors that the Chen Zua corporation has done research into the phenomenon.

Additionally, there are no replicators or transporters in *Xenomorphs*. As an AL-8 setting, these technological advances are a long way away (if they ever even become possible).

Xenomorphs is a generally “hard” sci-fi setting. While some elements are more fantastic, these are the exception, not the rule.

CHEN ZUA

Chen Zua. Today the name is synonymous with corporate control. The Chen Zua Corporation currently owns dozens of colonies, and is one of the most powerful entities in explored space. Even Earth’s governments bend to its whim.



The corporation was founded in the 16th century and at one time was a rival of the East India Company. Originally a British-Chinese venture, it is now an intergalactic corporation with interests all over the sector. From the earliest 18th century uncovering of alien artifacts on Earth, to the 2131 disaster at Ascalaon Station on Titan,* through to the current day, Chen Zua has grown in power and influence.

Chen Zua owns Somerset Landing along with many other colonies. The corporation maintains a network of mining and transport interests, along with cutting edge medical and research facilities. And Chen Zua, of course, is very interested in the xenomorph!

SETTING

*See *Death on Ascalaon*, available free from EN Publishing.

UNITED MARINE CORPS

The United Marine Corps (UMC) is responsible for security, suppression, and defense across explored space. Squads can be found stationed on most colonies, and can be deployed to trouble hotspots. They are trained to operate independently in hostile environments for extended periods of time.

The UMC is a branch of the NATO Allied Defense Command (NADC), and occasionally comes into conflict with the forces of China and Russia.

A standard loadout for a United Marine may include some or all of the following gear:

- 9CM Service Pistol
- CA41A Pulse Rifle
- Military scanner
- Medical kit
- Kevlar vest
- Knife
- Automatic pistol
- 3 x frag grenades

A squad may also include specialist soldiers outfitted with a Chen Zua A3 Smartgun, an HZ240 Incinerator Unit, or a UC1 Grenade Launcher.

UMC marines traditionally customize their loadouts; while this is technically not regulation, UMC Command tends to turn a blind eye to such practices. A UMC character's starting wealth roll based on their REP and LUC represents their ability to requisition the gear they want rather than equipment they have actually purchased themselves.

Most squads will include a Synthetic for support purposes, and often a Chen Zua representative. While Chen Zua has no technical authority over the military, it has a sizable amount of influence.

PCs in the United Marine Corps will typically choose from the Marine Tour, Pilot, Medic, Engineer, or Sniper careers, as well as the Heavy Gunner and Explosive Expert (see the Careers section of this book). Any marine must take the Boot Camp career before joining the UMC.

RANK

A UMC Marine's rank is based on his or her REP score. The likely maximum starting rank of a grade 5 character is a Corporal, assuming the character focuses exclusively on achieving that goal. Most will start considerable lower.

REPUTATION	RANK
0	Private
3	Private, first class
6	Lance Corporal
7	Corporal
12	Sergeant
15	Sergeant Major
18	Captain
21	Major
24	Lieutenant Colonel
27	Colonel
30	Brigadier
33	General

PLOT SEEDS

This book contains an adventure to get you started in the *Xenomorphs* setting. The setting is more than just that one colony, however. Chen Zua has its fingers in every pie, and the UMC comes into conflict with the Russians and Chinese all the time. Here is a selection of plot seeds you can spin off into your own stories in this setting; these ideas are designed to inspire you to create your own adventures.

LOSING CONTACT

Most star systems have some sort of planets—rocky, icy, gassy, but something worth mining. Long-range observations of the Drumhead system (Ross 775), however, show nothing. Just a red star, floating alone in space, static, with no perturbations from any orbiting planets. So why did the first ship sent to survey it send a distress signal and disappear? And why is Chen Zua sending another? Was the lost ship carrying something more valuable than survey equipment? In the timeless expanse of aeons, might other civilizations' ships have been waylaid here as well?

STRAY RESURGENCE

Back home your neighborhood was filled with pets. But this colony world's air is thick with carbon dioxide, and though the vast fields of cropland grow vigorously, there's barely enough oxygen to survive without a rebreather for more than a few minutes. Even the pollination is done by robot drones, not insects. You've almost forgotten what dogs barking sounds like. You are awoken by the frantic yelps of a pack of strays at the perimeter fence.



SCORCHED EARTH

A squad of United Marines led by a religious zealot completed their mission to pacify a rebelling colony on a world that is practically paradise, and instead of returning home they claimed the world as their own. Their leader sent a warning: attempt no landing, or he would scorch the world with his own orbital battle cruiser. He claims the planet is meant only for the religiously pure. Chen Zua has invested too much in this world, and will not let thieves profit from the corp's hard work. You are to retake the world, and if it burns, so be it.

ILLEGAL EXPERIMENTS

Chen Zua has a secret base on Titan where they are researching psionics. The PCs are a group of psionic test subjects desperate for freedom. Can they break

out of the facility and escape the corporation's insidious grasp?

THIS TIME IT'S WAR

Chen Zua arranges for a squad of UMC Marines to return to Somerset Landing, ostensibly to rescue survivors and wipe out the xenomorph threat. But Chen Zua has other ideas...

ARTIFICIAL REVOLUTION

The Synthetics are tired of being treated as lower-class citizens, and the decommissioning of the Synthetic known as Heathcliff for simply following orders is the last straw. The Synthetics rise up in rebellion, determined to throw off their Human oppressors.

SPACE TRUCKERS

A ragtag, diverse group of traders, mercenaries, drifters, and ne'er-do-wells make a

day-to-day living transporting cargo to remote colonies and facilities. This time they have something special in their cargo hold, and Chen Zua will do anything to get hold of it.

RACES

Only two races are available in this setting: Humans and Synthetics. Humanity has not yet encountered any intelligent alien species (although it has encountered semi-sentient alien creatures), nor has it made contact with any extra-terrestrial civilizations. However, as they spread through planetary environments different to anything found on Earth, humans became grouped into four broad types — Norms, Belters, Jovians, and even Clones.

SETTING

HUMAN NORMAL (NORM)

The human race is the dominant known species in the galaxy (at least so far) and is the only known intelligent species.

NORM

SIZE: Medium

ATTRIBUTES: LUC +2, +2 to one attribute, +1 to a further attribute

SKILL CHOICES: any.

ENDURING. Humans get +1 to any d6 rolls to shake off conditions.

HUMAN BELTER

Belters live on asteroids and low gravity worlds; some communities even exist in outer space, living on starships for generation after generation. Tall and spindly, they have adapted to move in zero-g, and are more flexible than those from Earth and similar planets.

Belters were originally so named after those who worked asteroid belts, before the first major human colonies on low gravity worlds. The name stuck, however, and refers to both groups.

Belters tend to be transient, and do a lot of menial work.

Belters often wear elaborate hairstyles reminiscent of the “punk” styles of 20th Century Earth. Mohawks, shaved patterns, dyed hair, tattoos, and piercings, are not uncommon. Most Belters are very pale, although there are some exceptions on small, hot worlds.

BELTER

SIZE: Medium

ATTRIBUTES: AGI +2, INT +2 LUC +1

SKILL CHOICES: *acrobatics, low-g, zero-g, jumping, astronomy, carousing, appraisal, mining, engineering, zero-g sports, gambling.*

FRAIL FORM. Belters are tall and spindly. Their STRENGTH attributes can never exceed 6.

FLEXIBLE. Belters can contort themselves into unusual positions and fit into the smallest spaces. When restrained by somebody not trained in Belter restraint techniques, they can escape in one minute. If the captor is aware of this they can make an opposed LOG v AGI check to nullify this ability.

HARD-TO-HIT. Belters often have to dodge flying debris and rocks. They gain +2 RANGED DEFENSE.

HOLD BREATH. A Belter can hold their breath for 10 minutes before having to form any kind of suffocation dice pool. This enables them to move in vacuums and ignore noxious fumes.

HUMAN CLONE

Genetic engineering is easy in the far future — Chen Zua has vast divisions devoted to the science — and many babies are grown artificially. There’s not much stigma to this, although the fact that those humans tend to be slightly better at most things than others can inspire occasional jealousy. The jealousy is unfounded, however — while it is true that clones are slightly stronger, faster, and smarter than regular humans, they also tend not to excel in the same way, often remaining above average but not exceptional.

Most clones, grown in tanks, emerge into the world with the body and mind of a five-year old.

CLONE

SIZE: Medium

ATTRIBUTES: STR +1, END +1, AGI +1, INT +1, LOG +1, WIL +1

SKILL CHOICES: *[developmental], [physical]*

INGRAINED SKILL PACKAGE. Clones come into being with existing skills and abilities. Choose one category from the following: *[combat], [physical], [academic]*. The character gains four skills at one rank from your chosen category. This does not increase a skill to higher than one rank.

SLOW AGING. Clones age at half the speed of regular humans.

FAST HEALING. Clones heal an extra 1d6 HEALTH each day.

HUMAN JOVIAN

The diametric opposite of Belters, Jovians are powerful, short humans from high gravity worlds. They were named after the highest gravity planet in the Sol system, despite no human ever having lived on Jupiter itself.

Rarely exceeding 5’ in height, Jovians are known for their strength and endurance. Serious and slow to laugh, they regard Belters as spindly, weak cowards. Jovians feel at home in high-g environments, and struggle in low and zero-g spaces.

JOVIAN

SIZE: Medium

ATTRIBUTES: STR +1, END +2, WIL +1

SKILL CHOICES: *hardy, carrying, mining, high-g, [technical]*

STURDY FRAME. Jovians are short and powerful. They gain +2d6 HEALTH and natural SOAK 3.

CRUSHING ENVIRONMENT. Jovians gain high-g as a natural movement rates, gaining that speed equal to their regular SPEED.

SET IN THEIR WAYS. Jovians are serious, almost dour, and hard

to change. Something about high gravity results in inflexibility of mind in humans, and Jovians display this in abundance. Jovians gain +2 MENTAL DEFENSE.

HARD TO MOVE. When a Jovian would normally suffer forced movement (from a push, knockback, or similar attack), they can spend a LUC die to remain in place.

INEXHAUSTIBLE. Jovians are immune to the Fatigued condition.

SYNTHETICS

Synthetics are Androids. They look much like Humans (the earliest models were unconvincing, but today's models are almost indistinguishable).

While in deep space, most long-distance voyages include a Synthetic. The Synthetic will typically stay awake and monitor the vessel while the Human crew sleeps in cryogenic pods. Synthetics are also in common use by corporations, like Chen Zua, and the United Marine Corps as pilots and medics, although their use in combat is rare.

Faster and stronger than Humans, they have a carbon-fiber skeleton, artificial musculature, and are powered with a hydrogen fuel cell which can last about a year before needing to be recharged.

Synthetics have a circulatory system, although rather than blood they bleed a white lubricant. Synthetics can eat and drink for appearance's sake, but they gain no benefit from the process. They do not require a breathable atmosphere, but the low pressure of a vacuum can have the same damaging effects that it has on a purely organic life form. Additionally, a Synthetic is impervious to pain and fatigue, although they are not particularly tough.

Designed to be non-threatening, Synthetics have a calm, passive demeanor. However, every Synthetic is different, with its own personality quirks. Synthetic are self-aware, but generally subservient to Humans.

SYNTHETICS

SIZE: Medium; mechanoid

ATTRIBUTES: STR +3, LOG +2, AGI +1, PSI -

SKILL CHOICES: *computers, engineering, medicine, piloting, [artistic], [academic], [scientific]*

MINDLESS. Synthetics are immune to any attacks which target MENTAL DEFENSE.

DETERMINISTIC. A Synthetic's PSI attribute can never rise above zero, and an android can never spend LUC dice.

ELECTRONIC VULNERABILITY. As mechanoids, Synthetics

are vulnerable (1d6) to electricity damage, vulnerable (2d6) to ion damage.

AUTOMATON. Synthetics do not need to eat, sleep, or breathe, and are immune to the Pain and Fatigued conditions.

SKILL PACKAGE. Synthetics are built with a purpose in mind. They begin play with three bonus skills at rank 3 (2d6). These skills must be from the Synthetic's race skill choices.

FACTORY SPECS. Synthetics do not take an origin career; they come fully formed from the factory and enter their first full career immediately.

CAREERS

The following careers are particularly suitable to a *Xenomorphs* campaign. You can find these careers in the N.E.W. core rulebook. We also present a small selection of new careers.

Engineer. Colonies need engineers, both to maintain and repair vehicles and equipment, but also to oversee terraforming operations. Additionally, most marine units include at least one engineer.

Police Officer. The colony security offices maintain police forces which keep order. Most of the time, they deal with petty crimes.

Marines. Every colony has a small detachment of United Marines. These are usually younger troops, rotated as part of a training tour. Marine specializations such as **Scouts/Special Forces** and **Snipers** are less common on a colony, but may be deployed there in an emergency, as might **Explosive Experts** and **Heavy Gunners**.

Medic. The medical staff of a colony includes a doctor or two, a handful of nurses, and possibly one specialized surgeon or therapist. Most vessels will have a medic on board, and all marine units include a medic.

Miner. Miners are an important, if not vital component of colonization. Miners gain a +2 REP bonus. Miners can be found both on colonies and on the massive mining vessels which litter known space. Mining teams often include an **Explosives Expert**.

Scientist. Geology, in particular, is a much-needed specialization when terraforming. However, other roles are available. Xenobiology may be a specialization once the alien species is discovered. Botany is a highly desirable specialization, and those in the essential "Greenhouse Teams," which requires *botany* 3 (2d6), gain a +2 REP bonus.

Of course, there are many other roles available.

Pilots are needed to run starships and dropships, **Drifters** and **Gamblers** can be found everywhere humanity has spread, and many civilian ships require an assortment of **Space Jockeys**. Other careers, such as **Traders**, **Performers**, and **Priests** are also appropriate, and a prison colony might include **Prisoners** and **Police Officers**.

Criminal careers will tend to be rare on a colony, but many colonists are running from something. However, any career from a WOIN core rulebook is available as long as the GM agrees — so if you want to play a priest, or an actor, or a politician, there's sure to be a way to fit it in; and corporations like Chen Zua employ a vast array of different character types.

Note, however, that psionics do not exist in this setting, and psionic careers cannot be chosen.

The following new careers are also particularly appropriate (note that these can also be found in *N.O.W. The Modern Action Roleplaying Game*, and are included here for convenience).

Those marked with an asterisk (*) are origin careers.

ARCHAEOLOGIST [106 YEARS]

As an archaeologist, you explored remote planets, tracked down alien artifacts, and dug a lot of holes.

ARCHAEOLOGIST

PREREQUISITES: none.

ATTRIBUTES: INT +1, LOG +1, WIL +1, LUC +1

SKILL CHOICES: *literature, history, art, linguistics, theology, geography, climbing, archeology, cryptology, appraisal*

- **Not another trap!** You can spend a LUC die to automatically avoid a trap.
- **Great discovery.** You discovered something incredible — evidence of alien life, or something equally impressive. You gain +2 REP.
- **Antique.** You start play with an antique weapon, which is of exceptional quality.
- **Direction sense.** You always know where you are, and you never get lost.
- **Linguist.** You can speak and understand any language, although it might sometimes take you a moment to figure it out.

BOOT CAMP [1 YEAR]

You joined the military and completed basic military training. Some programs send recruits to college to gain degrees before returning to cadet assignments.

RECOMMENDED CAREERS

You can choose any careers from a WOIN core rulebook with your GM's permission, but the following are considered suitable for this setting.

Those in **bold** are detailed in this book, while those not in bold can be found in the *N.E.W.* core rulebook.

- | | |
|---------------------------------|-----------------------------|
| ■ Archaeologist | ■ Miner |
| ■ Boot Camp | ■ Moisture Farmer (origin) |
| ■ Burglar | ■ Novice (origin) |
| ■ College | ■ Orphan (origin) |
| ■ Con Artist | ■ Pilot |
| ■ Craftsman | ■ Priest |
| ■ Drifter | ■ Prisoner |
| ■ Engineer | ■ Reporter |
| ■ Everyman (origin) | ■ Scientist |
| ■ Explosives Expert | ■ Scion (origin) |
| ■ Farmhand (origin) | ■ Scout/Special Forces |
| ■ Functionary | ■ Security (Police Officer) |
| ■ Jock (origin) | ■ Smuggler |
| ■ Gambler | ■ Sniper |
| ■ Gangster | ■ Space Jockey |
| ■ Heavy Gunner | ■ Survivalist |
| ■ Laborer | ■ Survivor (origin) |
| ■ Marine Cadet | ■ Trader |
| ■ Marine Tour | ■ Traveler (origin) |
| ■ Medic | |
| ■ Military Brat (origin) | |

BOOT CAMP

PREREQUISITES: none.

ATTRIBUTES: AGI +1, LOG +1, WIL +1, CHA +1

SKILL CHOICES: *carrying, pistols, rifles, leadership, tactics, survival*

- **Basic Training.** You gain a uniform which incorporates a kevlar vest. You also gain one rank in *tactics, rifles, law, and survival*.

- **Officer Training [requires Basic Training].** A second stint at Boot Camp prepares you for command. You automatically gain the leadership skill at 1 rank if you do not already have it. You gain +3 REP. Make a *Challenging* [13] CHA check before advancing any attributes. If you succeed, you automatically gain an additional +2 REP.

EXPLOSIVES EXPERT [1D6 YEARS]

You were either a bomb disposal or a demolitions expert; perhaps you were a mining contractor. You just love the smell of napalm in the morning. Something about the smell of explosives, or maybe the very loud boom they make, is very pleasing to you. Of course, you can't discount the whiz of shrapnel, oh, and the display, the coruscating fireballs...

EXPLOSIVES EXPERT

PREREQUISITES: none.

ATTRIBUTES: AGI +1, INT +1, LOG +1, LUC +1

SKILL CHOICES: *explosives, hardy, perception, reactions, electronics, thievery*

- **Home-cooking.** You can make an explosive out of regular household items (a minimum of 4 components) with a minute of work. This explosive deals 2d6 heat damage to all within 5'. The explosives can be stored, but only up to four hours.
- **Booby-trapping.** Using a home-cooked device (made as above), a grenade, or similar explosive, you can rig a door, trunk, or object to explode when opened or at a specific time. This takes 2 actions and is obvious. By spending 5 minutes you can hide it; anyone activating it gets an opposed check (their INT vs. your AGI) to notice the trap before it is set off.
- **Boom-boom!** Explosive devices, such as grenades, do +1d6 damage when you use them.
- **Shaped charge.** You know exactly how to target explosives. You may direct any area of effect attack with a radius so that it explodes in a cone in a single direction. The cone size is equal to the diameter (not radius) of the original explosion, so a 5' radius explosion can be directed into a 10' cone.
- **Disarm bomb.** If you have a minute to spare, you can disarm any explosive device. If it is timed, it dramatically happens at the last second.
- **Duck-and-cover.** You know how to avoid damage from explosives and similar effects. You take half damage from area of effect attacks.
- **Don't step there!** You always notice explosive devices and traps within 10' of you, even if an attribute check would normally be required.

FUNCTIONARY [1D6 YEARS]

Some people might refer to you as a corporate lackey; you know better—you're an *executive*, a vital part of the corporate machine which keeps the galaxy running. You have influence, resources, and authority, and you represent the true rulers of humanity.

FUNCTIONARY

PREREQUISITES: none.

ATTRIBUTES: INT +1, LOG +1, CHA +1, REP +1

SKILL CHOICES: *bureaucracy, law, economics, insight, gambling, appraisal, bribery, persuasion, bluffing, computers, accounting*

- **Company resources.** You have access to the resources of a major corporation. You start play with 1,000cr worth of free gear.
- **Slay bureaucracy.** You know exactly how to cut through red tape. When faced with an organizational obstruction, you may spend a LUC die to bypass it. You may purchase illegal items.
- **Corporate reputation.** Having the reputation of a corporation at your back is a valuable tool. When attempting to influence somebody with a REP check, your dice pool explodes.
- **Salaryman.** Every game month, you are paid a salary equal to twenty times your REP score.
- **Curriculum vitae.** You have a great resume. Choose 4 skills from the Functionary list of skill choices and gain one rank in each.

HEAVY GUNNER [1D6 YEARS]

A real weapon is the kind that requires a strap, and if it doesn't kick like a mule when you fire it, the gun just isn't for you. Whether a specialist for a security team or mercenary group, or party of a heavy weapons team in the military, you've spent plenty of time around big guns.

HEAVY GUNNER

PREREQUISITES: *heavy weapons.*

ATTRIBUTES: STR +1, END +1, INT +1, WIL +1

SKILL CHOICES: *carrying, hardy, heavy weapons, running, gunnery, engineering*

- **Lay down fire.** You can spray an area 15'x15' (3 squares by 3 squares), doing 1d6 damage to every target within that area when using a heavy weapon designated auto.
- **This ain't heavy.** Choose one heavy weapon; when you carry one of these weapons, it does not count against your carrying capacity.
- **Long range.** Increase the range of heavy weapons you wield by 10'.
- **Heavy specialty.** You deal +1d6 damage with your chosen weapon for the *This Ain't Heavy* ability. You can repair it if broken (it takes 1 minute), and draw it as a free action.

LABORER [1D6 YEARS]

Every colony needs unskilled labor. You did a regular physical job, whether skilled or unskilled, performing manual work for a fair wage. You may have been in construction, a gravedigger, even a street-sweeper or cleaner; or perhaps a delivery person, baker, brewer or other worker.

LABORER

PREREQUISITES: none.

ATTRIBUTES: STR +1, END +1, CHA +1, LUC +1

SKILL CHOICES: *[crafting], [carousing], [hardy], [computers], [outdoor], [bureaucracy], [engineering], [vehicle]*

- **Jack-of-all-trades.** You gain three skills from your skill choices list above at rank 3 (2d6). This does not increase a skill above 3 ranks.
- **Danger pay.** Some work is dangerous. Perhaps you worked high on a skyscraper or cleaned toxic waste. You gain 1,000cr bonus money and +1 REP.
- **Union.** You were a member of a union. Your pay is higher (gain +2 REP) and you gain 1 rank (1d6) in *law* and *bureaucracy*.
- **Worker's clothes.** Over the years you have patched together a "uniform" of sorts which protects you from hazards — hardhat, goggles, high strength clothing, gloves, sturdy boots, and so on. This constitutes light armor with a SOAK of 5, but is a

custom piecemeal outfit which can only be worn by you. The uniform also includes an engineer's toolkit, hearing protection, a respirator, and it protects you from non-extreme environmental effects.

MILITARY BRAT*

[ORIGIN; 2D6+6 YEARS]

You spent time getting shuffled around from military base to military base or otherwise learning from modern soldiers.

MILITARY BRAT

PREREQUISITES: none.

ATTRIBUTES: END +1, LOG +1, WIL +1, LUC +1

SKILL CHOICES: *[vehicle], [pistols], [rifles], [carousing], [survival]*

- **Tactical.** You gain 3 ranks (2d6) in the *tactics* skill.

REPORTER [1D6 YEARS]

As an intrepid reporter, you are skilled at getting to the truth. The likes of Chen Zua are ripe targets for investigation.

REPORTER

PREREQUISITES: none.

ATTRIBUTES: INT +1, LOG +1, CHA +1, REP +1



Xenomorphs is an Advancement Level 8 (early FTL travel) setting. Most AL8 or lower equipment from the *N.E.W.* core rulebook is available. AL9+ items (such as the zero-g backpack, cellular regenerator, telekinetic gauntlets, gravitic nullifier, holosuit, mechanoid, replicator, temporal resonator, disposable singularity, sonic tool) are not available, and neither are AL9+ weapons (such as the energy bow, heavy polaron gatling gun, cryo weapons, ion weapons, phaser weapons, or sonic weapons) or armor (like synthetic weave, mesh lining, navy battlesuit, or powered combat armor).

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SKILL CHOICES: *insight, perception, linguistics, literature, law, politics, economics, geography, journalism, interrogation, carousing*

- **Discern Lie.** You always know when somebody is lying to you.
- **Ask the Right Questions.** You may spend a LUC die to ask an NPC a yes/no question. The GM will answer truthfully as the NPC gives away the answer either verbally or in some more subtle way.
- **Research Skills.** You gain 3 ranks in *computers, journalism*, and one skill from a choice of *law, politics, or economics*.
- **Big Scoop.** You uncovered a big secret, and revealed it in the news. Decide what this scoop was. You gain +2 REP. Roll 1d6; on a 6 you won a Pulitzer Prize for it. You may take this exploit multiple times.
- **Inside Source.** You have a contact in or connected to the police force, the mayor's office, Chen Zua, an exclusive club, or a similar place where movers and shakers circulate. You can call on this contact for inside information or a juicy lead once per month. You may take this exploit multiple times, gaining a new contact each time.
- **Tabloid Hack.** You worked as the lowest of the low, a tabloid journalist interested only in shocking your readers. Sadly, it's a profitable job, and you start play with 1,000cr extra money. However, if you take this exploit, you lose any contacts you had from the Inside Source exploit, and may not take that exploit in future, as your credibility is forever tarnished.

SURVIVALIST [1D6 YEARS]

Some choose to spend time in the wild, testing their mind and body against nature, living off the land, and existing with animals—especially those on alien worlds!

SURVIVALIST

PREREQUISITES: any [outdoor] skill

ATTRIBUTES: END +1, INT +1, WIL +1, LUC +1

SKILL CHOICES: *geography, reactions, [crafting], fishing, hunting, climbing, swimming, carrying, medicine, survival, cooking, animal handling, tracking, navigation*

- **Spot poison.** A survivalist needs to know what to eat and what not to. By sniffing and taking very tiny tastes, you are able to detect the presence of poison.
- **Poison resistance.** You gain SOAK (5) to poison. If you take this exploit a second time it increases to SOAK 10. A third time, you become immune to poisons.
- **Animal knowledge.** You know a lot about animals. You automatically know the vulnerabilities and abilities of any creature of the beast creature type.
- **Move without trace.** You know how not to leave tracks. You gain +1d6 to stealth checks related to tracking and the avoidance of it, and to avoid non-visual animal senses such as scent.
- **Improvised weapon.** You can craft a spear, knife, or bow from your natural surroundings. This takes you five minutes, and the item does not count as an improvised weapon when you use it.

SURVIVOR*

[ORIGIN; 2D6+6 YEARS]

The story of your childhood is one of hardship and war zones; you've grown a thick hide from conflict or war.

SURVIVOR

PREREQUISITES: none.

ATTRIBUTES: AGI +1, END +1, INT +1, WIL +1

SKILL CHOICES: *[outdoors], stealth, [vehicle], running*

Endurance. You've endured a lot, and you have the scars to prove it. You gain +2 natural SOAK.

EQUIPMENT

GENERAL EQUIPMENT

In addition to that in the core rulebook (see the sidebar Equipment from the Core Rules), the following general equipment is available. Some items already available in the core rules are known by a

slightly different name (for example, the Military Scanner is known in the UMC as a Motion Tracker).

Diagnostic Incubator (50,000cr). This surgical pod is able to diagnose and treat injury. It uses laser scalpels, automated hyposprays, anesthetic induction coils, and other sensitive surgical equipment. Anyone placed with the unit is healed 2d6 HEALTH in one minute (although they can only benefit from it once per day). The unit is also able to diagnose illnesses and diseases. Any patient with a current death countdown placed within the pod is stabilized automatically.

Smart-Tek Hacking Unit (1,000cr). This unit, developed by Chen Zua, and used by engineers in United Marine Corps squads, is an electronic device used to bypass security systems. It operates as an exceptional quality lock pick (granting +3d6 to the dice pool).

T4 Ballistic Helmet (40cr). This standard issue carbon-fiber/duranium ally UMC helmet grants +1 SOAK. The helm also includes a short-range communicator which enables the wearer to talk to those wearing similar helmets within a quarter-mile.

UMC Standard Tactical Vest (100cr). These vests typically include pouches, communications wiring sleeves, holsters, and equipment webbing designed to hold radios, knives, and other gear. Wearing a tactical vest counts as wearing a backpack for the purposes of carrying equipment. Tactical vests do not protect against piercing damage. SOAK 5, medium.

X-500 Powered Work Loader (10,000cr). This mechanized exoskeleton is used in an industrial capacity to fit and move gear and equipment.

Standing about 9 feet tall, the user operates a pair of hydraulic claws which can manipulate objects of up to 8,000 lb. The user's stats are altered by the work loader: SPEED becomes 4, STR becomes 21 (6d6), and the user gains SOAK 10.

FIREARMS

The standard firearms for United Marines include ballistic weaponry, flamethrowers (see below), and some AL8 energy weapons. The latter, however, are fairly rare.

9CM Service Pistol. A 9-mm semi-automatic sidearm issued to all UMC marines, this is a standard sidearm.

A3 Smartgun. This heavy machine gun has automatic targeting capabilities control by the user with a head-mounted sight. Designed to be carried by a single infantry soldier via a combat harness, it is able to lay down heavy fire.

CA41A Pulse Rifle. This pulse-action assault rifle was developed by the Chen Zua corporation for the United Marine Corps, and is the primary infantry weapon of that organization. A light, rugged weapon, the CA41A is made of an ultra-light alloy and uses an electronic pulse to fire automatic ballistic rounds.

HZ240 Incinerator Unit. This flamethrower is employed by the United Marines for use in close combat. IT uses a specially sticky flammable fuel ignited by a burner at the weapon's nozzle. A fearsome weapon, it has a limited range, but any target hit by the weapon gains the Burning condition.

K2 Tac Nuke. A last-resort weapon, this must be fired from at least 500 feet away. The K2 is mounted

Weapon	Damage	Range	Cost (cr)	Size	Weight (lb)	Availability	Special
Chen Zua 9CM Service Pistol	2d6 ballistic	10	100	S	1	7A	Sidearm
Chen Zua A3 Smartgun	4d6+2	25	19,000	L	35	8A	Auto, Heavy
Chen Zua CA41A Pulse Rifle	2d6+2 ballistic	20	2,500	M	5	7A	Auto
Chen Zua HZ240 Incinerator Unit	3d6 heat	Cone 3	4,00	L	30	7A	Burner
Chen Zua K2 Tac Nuke	8d6 heat/radiation	100 (Burst 10)	90,000	L	120	8A	Mounted, Arc, Min (50)
Chen Zua TC14 Tac-Shotgun	3d6 ballistic	6	1,500	M	4	7A	Shotgun
Chen Zua UC1 Grenade Launcher	3d6 heat	25 (burst 2)	9,000	M	8	7A	Single, Arc, Min (6)
Chen Zua Z400 Automated Sentry Gun	2d6 ballistic	12	12,000	L	15	8A	Auto, Mounted

EQUIPMENT FROM THE CORE RULES

Alarm sensor (250cr)	Forensic kit (75cr)	Rope, 50' hemp (4cr)
Backpack (4cr)	Geiger counter (200cr)	Rope, 50' nylon (20cr)
Beacon, subspace (40cr)	Grappling harness (2,000cr)	Scanner, medical (400cr)
Belt, rappelling (2,000cr)	Handcuffs (30cr)	Scanner, military/ motion sensor (300cr)
Binoculars (50cr)	Holoprojector (5,000cr)	Scanner, mining (200cr)
Binoculars, electronic (100cr)	Hollowall (1,000cr)	Scanner, scientific (400cr)
Bug (200cr)	Homing pill (100cr)	Seismic mapper (650cr)
Bugsweeper (500cr)	Hoverboard (3,000cr)	Servobot (2,500cr)
Charge, breaching (500cr)	Interrogation kit (75cr)	Survival kit (75cr)
Climbing gear (75cr)	Jet pack (2,500cr)	Tent, 2-man (50cr)
Communicator, long-range (75cr)	Lightstick, chemical (5cr)	Tent, 7-man shelter (350cr)
Communicator, planetary (30cr)	Magboots (1,000cr)	Thieves tools (75cr)
Computer, personal (750cr)	Medical pouch (75cr)	Torch, acetylene (100cr)
Computer, squad tactical (2,800cr)	Microchip (5,000cr)	Translation unit (200cr)
Cryostasis unit (5,000cr)	Musical instrument (75cr)	
Dressing, spray (50cr)	Parachute (350cr)	
Engineering toolbox (75cr)	Relay, tac-com network (8,000cr)	
EMP (5,000cr)	Respirator (100cr)	

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on a tripod, and takes one minute to fire. The explosion causes a large amount of immediate heat/radiation damage to all in the area, but leaves the Burst 10 (100' diameter) target area soaked in radiation, causing 1d6 radiation damage to anybody who starts their turn in the fallout zone. Deployment of a tac-nuke requires authorization from UMC Command. The K2 cannot fire more than once every ten minutes.

TC14 Tac-Shotgun. A medium-capacity 12-gauge shotgun used for close ranged alternate fire.

UC1 Grenade Launcher. The standard high explosive weaponry employed by marine infantry, this fires a grenade round with a 20' diameter burst area.

Z400 Automated Sentry Gun. These ground-mounted automatic weapons can be left to overwatch an area. They cover a 30' cone, and any moving target which enters or starts its turn in that cone automatically takes 2d6 ballistic damage.

VEHICLES

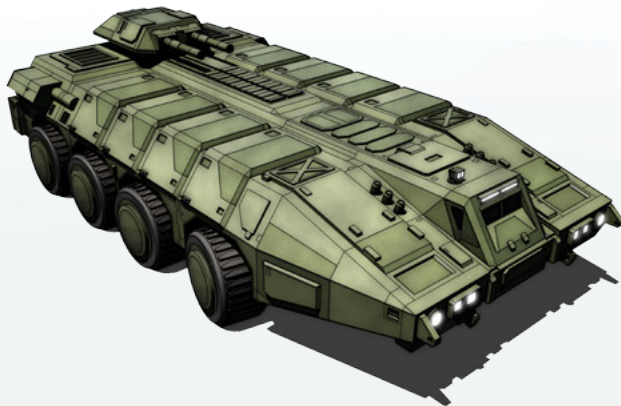
In addition, the following vehicles are available.

Chen Zua Mk3 Tractor. This six-wheeled all-terrain vehicle can be fitted with weapons, or with a selection of engineering equipment mechanical diggers, cutters, cranes, bore drills, core samplers, welders, bulldozers, and so on.



SETTING

Vehicle	Cost (cr)	Weight (lb)	Upgrades	Occupants	SPEED	ACCEL	HEALTH	HANDLING	SOAK	DEFENSE
Chen Zua Mk3 Tractor	150,000	18,000	18	5	11	3	130	3	15	5
UMC367 Armored Personnel Carrier	750,000	29,000	22	15	15	3	170	4	20	3
IC-4S Lakota Dropship	2Mcr	35,000	24	60	40	10	187	6	15	2



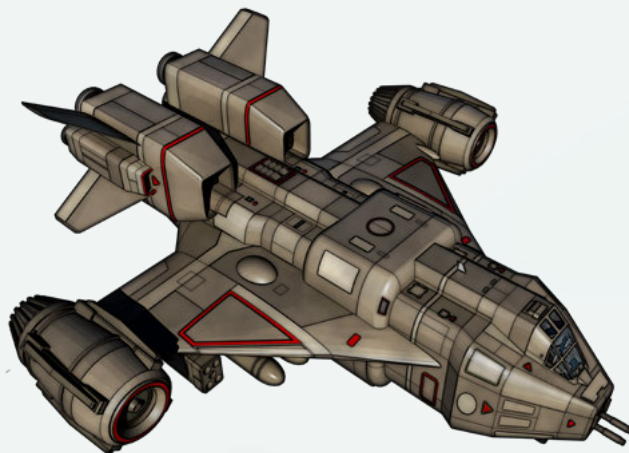
UMC367 APC. This United Marine troop transport is heavily armored designed to deploy a tactical unit into combat zones. Able to reach a top speed of 150mph, the vehicle's eight wheels allow for greater speed than tracked vehicles, at the cost of some terrain versatility. The standard configuration for this vehicle includes the following upgrades, using 9 of its available 22 upgrade slots:

- *2 x Chen Zua RGC-120 Electric Gatling Guns.* Forward mounted.
- *1 x Harley-Thompson Automatic Light Mortar.* Roof turreted with 360-degree firing arc.
- *Searchlight.* Cone 75' bright light.
- *Sensor cluster & targeting computer.* This upgrade allows a vehicle's weapons to integrate with one another and grants a +1d6 bonus to all of the attacks the vehicle's weapons make.

- *Imaging matrix.* The vehicle has external sensors capable of radial thermal imaging, allowing it to detect creatures in pitch blackness or through smoke or other obscuring material. It can fire upon such targets with no penalty.

Other configurations can include chaff dispensers, infra-red camouflage, or different weapon systems such as CT77A light disruptors or CT77B electron lasers.

IC-4S Lakota Dropship. This tactical spacecraft can be dropped from orbit by a larger ship and deliver up to 60 troops plus a heavy vehicle such as the UMC367 APC to a planet's surface. The craft has vertical take-off and landing (VTOL) capability, and can operate as a gunship when configured with a range of weapon systems. In that configuration, the



VEHICLE WEAPONS

Weapon	Slots	Damage	ROF	Range	Traits
Chen Zua RGC-120 Electric Gatling Gun	1	4d6 ballistic	1	10	
Harley-Thompson Automatic Light Mortar	2	4d6 heat (burst 1)	2	18	Arc, Min (6)
Chen Zua CZA-113 Railgun	2	4d6 ballistic	1	15	
CZ-204 Threat Suppression Attack Projectile (TSAJ)	3	6d6 heat (burst 3)	4	35	
CZ-220 Hellhunter Tactical Missile	4	4d6 ballistic/heat	5	40	AT
CT77A Light Disruptor	1	3d6 heat	1	12	
CT77B Electron Laser	2	4d6 heat	2	15	
CZ200 Multiple Rocket Launcher	5	4d6 heat (burst 10)	10	40	Min (15)

craft cannot carry a vehicle (which uses all of its 24 upgrade slots) and instead typically boasts two CZ-204 rocket launchers, and a CZA-113 heavy railgun.

A *Scipio* Class VI Frigate carries two IC-4S Lakota Dropships on board.

OTHER UPGRADES

Upgrade	Slots	Location	Cost (cr)	Availability
Longarms Tech MTA-14 Chaff dispenser	2	Rear	9,000	5A
Infra-red camouflage	1	General	7,500	6A

Chaff dispenser. When targeted by a missile, the chaff dispenser can be automatically deployed. A vehicle fitted with a chaff dispenser inflicts a -2d6 penalty to missile attack rolls against it.

Infra-red camouflage. This type of camouflage hides a vehicle's heat signature. Not only does it inflict a -2d6 penalty to heat-seeking weaponry, it also inflicts the same penalty to sensor systems.

STARSHIPS

There are plenty of starships available in the *Xenomorphs* setting. As an AL8 setting, many advanced energy weapons are not available, and ship-based weaponry tends to feature ballistic or missile-based artillery. Starship combat is not a major part of the setting, however.

The following starships include a United Marine Corps frigate, and a commercial tug.

SCIPIO CLASS VI FRIGATE

This troop transport is used by the United Marine Corps as a fast-response insertion vessel. The ship can carry a complement of 90 UMC marines, and two C-4S Lakota Dropships. It's heavily-armed, with railguns, pulse lasers, and a nuclear warhead which gives it orbital bombardment capability. At nearly 400 meters in length, it does not have any atmospheric capability.

SCIPIO CLASS VII FRIGATE

Weight 95,490 tons; **Cargo Units** 1000 (225.5 available; capacity 11,275.0 tons)

Hull Class VII (INIT -1d6)

Traits Gunboat

Crew 44 (cost 8800cr/m); **Troops** 90; **Passengers** 0 (0 standard, 0 luxury)

Command & Control Systems

Computers 1x MicroCorp EM-2H Command Computer (CPU cycles 36; max FTL 9; checks +1d6)

Sensors Lunar Works LS-2 (range 8; check +0d6)

Engine & Propulsion Data

Subluminal 1x DeltaLight Products LI-2 Ion Engine (power 32; SPEED 4.6; fuel efficiency 1.4)

FTL 1x Stellar Group EH-2 Hyperdrive (power 30 ; FTL 4.3; fuel efficiency 0.9)

Backup FTL –

Operational Range 309 parsecs

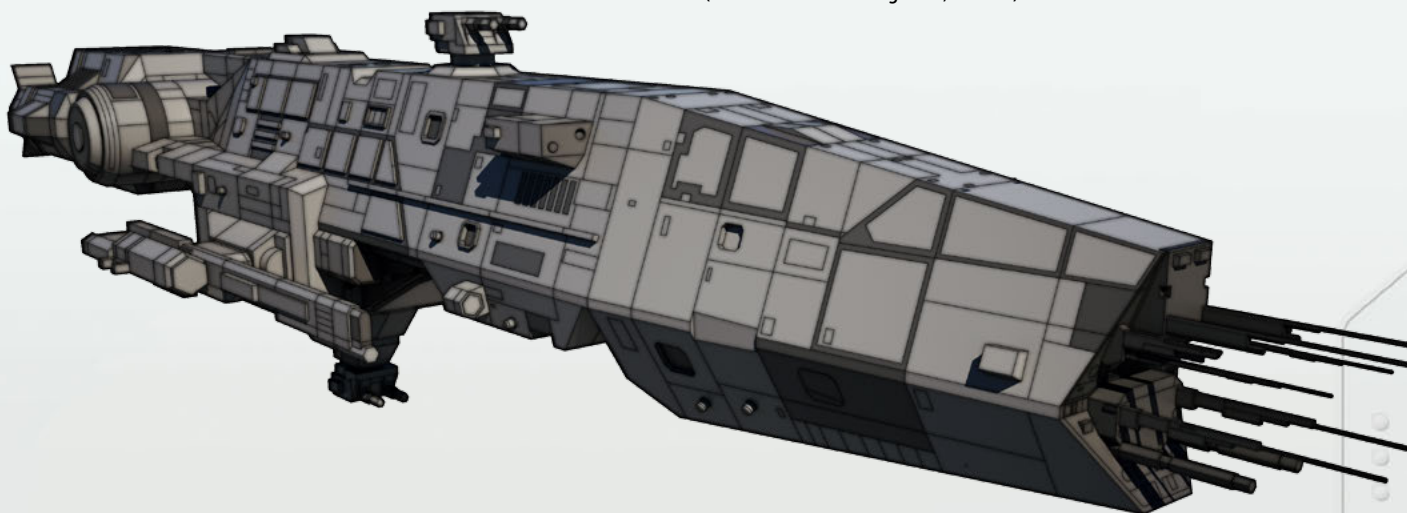
Defensive Data

Superstructure 50 **DEFENSE** 15 **E-DEFENSE** 18

Armor 21x ablative (SOAK 5 ballistic, 3 energy)

Shields –

Point Defenses 4x Arlington-Driver Tech LT-1 Automated Railgun (+1 vs. missiles and fighters, Aura: 2)



Weapons Data

2x Omnitech-Prime SPR-1 Skyrain Magnetic Railgun (range 2; damage 2d6 ballistic; attack +0d6)
1x Daywatch Art ENPx-1 Hellstorm Nuclear Warhead (range 8; damage 4d6 heat/radiation; attack +1d6)
2x Waywatch Lines LLP-1 Firespear Pulse Laser (range 4; damage 4d6 heat; attack +0d6)

Facilities

Luxury 30% (Spartan; -2d6)
Facilities Cryogenic Unit (100), Gymnasium (10), Medstation (5), Messhall (20), Escape Pod (100)

General Systems

Fueling –

Electronic Warfare 1x TerraCo L56 ECM System,

Tractor Beams –

Cloaking Device –

Engineering –

Hangars & Bays

Shuttles 2 (2x Parsec Systems ZM2 Single Shuttle Bay)

Fighters 0

Vehicles 0

Market Value 2513.5 MCr

CONRAD CLASS VI TUG

A commercial towing hauler, this 250m starship is able to pull objects many times its own mass behind it—the vessel is rated for 20 million tons of haulage capacity.

CONRAD CLASS VI TUG

Weight 63,793 tons; **Cargo Units** 800 (648.3 available; capacity 32,415.0 tons)

Hull Class VI (INIT -1d6)

Traits Tug, Skeleton Crew

Crew 28 (cost 5600cr/m); Troops 0; Passengers 0 (0 standard, 0 luxury)

Command & Control Systems

Computers 1x Highwatch SM-1H Command Computer (CPU cycles: 16; max FTL 4; checks +1d6)

Sensors Interstellar Enterprises MS-1 (range 4; check +0d6)

Engine & Propulsion Data

Subluminal 2x Star Corporation SF-1 Fusion Reactor (power 12 ea; SPEED 4.0; fuel efficiency 1.2)

FTL 1x Outerdynne DayCorp MH-1 Hyperdrive (power 9; FTL 1.5; fuel efficiency 0.8)

Backup FTL –

Operational Range 173 parsecs

Defensive Data

This is a quick guide as to the lethality of Xenomorphs in encounters:

- **Breeds spawn** 5d6 (easy fight, assuming it doesn't get you)
- **Xenomorph Hunter** 6d6 (a challenge in a one-on-one encounter with a starting PC)
- **Xenomorph Warrior** 8d6 (use singly, powerful; this creature can wipe out a party of starting PCs)
- **Xenomorph Matriarch** 10d6 (extremely powerful; this will TPK even a veteran party if they don't have some clever way of beating her)

Superstructure 35 **DEFENSE** 16 **E-DEFENSE** 10

Armor –

Shields –

Point Defenses –

Weapons Data

None

Facilities

Luxury 140% (Adequate: –)

Facilities Cabin, Standard (6), Cryogenic Unit (6), Escape Pod (6), Galley (2), Lounge/Recreation Area (6), Medstation (1), Sickbay (2), Messhall (6)

General Systems

Fueling –

Electronic Warfare –

Tractor Beams –

Cloaking Device –

Engineering –



Hangars & Bays**Shuttles** 2 (2x Parsec Systems ZM2 Single Shuttle Bay)**Fighters** 0**Vehicles** 0**Market Value** 1,243.5 MCr**XENOMORPHS**

We are not alone...

While humanity has encountered other semi-sentient or beast-like alien animals, the Xenomorphs are the most intelligent alien species that humanity has come in to contact with—albeit in a most violent way. But the discovery of the Xenomorphs is proof that intelligent life exists in the universe. Mankind has discovered semi-sentient life before on some of the planets it's visited and even colonized. Chen Zua has had proof that ancient civilizations existed through artifacts they have discovered, some dating back centuries. But this is now.

What else could also be out there in the unknown?

If you as Gamemaster would like to bring other alien races into the Xenomorph setting then we encourage you to do so. Some of these races may even have encountered the Xenomorphs before. Maybe the Xenomorphs have wiped out other planets, or entire races? Maybe a warrior race uses the Xenomorphs as a rite of passage for its young? The possibilities are as endless as space itself... what else is out there, waiting to be discovered?

Xenomorphs seem to take on a variety of roles: Warrior, Worker, Hive Boss and, of course, the Matriarch herself. It seems that the host the Xenomorph inhabits during incubation has some small effect on the Xenomorph's abilities and standing in the Hive. Tactically minded or military hosts give rise to more talented Warriors. Those in positions of authority, or with great charisma, give life to Xenomorphs that may be a Hive Boss or even the Matriarch herself. Most are born as Workers or less talented Warriors, however.

Workers are responsible for building and maintaining the Hive, looking after the incubation period of new Xenos whilst they are gestating within their host, and carrying out any menial tasks. They are also often used as throwaway cannonfodder when needed as they are the most plentiful type of Xenomorph and can be replaced relatively easily.

Groups of Workers are managed by a Hive Boss.

Each Hive Boss looks after a group of workers. The numbers under their oversight can vary depending on the size of the Hive. There may be only a single Hive Boss, or many in the case of larger Hives. The Hive Boss seems to have some kind of telepathic link to the Matriarch, allowing for commands to be given, and threats to the Hive immediately reported. The Hive Boss relays the Matriarch's commands verbally to the Workers under them, although these may also be communicated silently through the use of pheromones.

Below we have identified five forms of Xenomorph, or Xenomorph evolution: the Egg, Breedspawn, Hunter, Warrior, and Matriarch. You could certainly create more, or tailor them to your campaign. It has been suggested that the Xenomorphs we see in *The Fall of Somerset Landing* are the form they are due to having human hosts. The creatures take on aspects of their host, with the Matriarchs being born from those with high leadership or tactical abilities and the more skilled warriors born from military hosts.

What we do know is that the Xenomorph is extremely deadly. A single such creature poses immense danger; an active hive of them and you can kiss wherever they are goodbye.

THE EGG

The Egg is the first step in the creation of new xenomorphs. Eggs are laid by a Xenomorph Matriarch and can lay dormant for an unknown length of time. Centuries can pass with the Eggs still apparently being able to hatch when the circumstances are right. Eggs are usually found in hot, humid, tropical environments, and it seems that the Eggs themselves may have an effect on their immediate surrounding location that transforms it into optimal storage conditions. The Eggs themselves are about a meter high and weigh around 50 pounds. Slight variations of the actual Egg have been known but what is universal is that each Egg contains a dormant breedspawn within it, waiting to be activated.

BREEDSPAWN

Small semi-sentient insectoid (5d6)

Breedspawn look like a kind of large scorpion.

SETTING

They can switch between a pliable gelatin form and a tough silicate armor almost instantly, making them quite hard to destroy. Their gelatinous form gives them great flexibility to get into tight areas, such as air vents and small holes, to protect themselves or to lie in wait for a passing victim to impregnate.

Breedspawn are two foot long, head to tail, and will try and attach themselves to a victim's face. Once successfully wrapped around the victim's head and throat, they insert a flexible tube into the victim's mouth and down their throat. Once the victim is unconscious the breedspawn will implant a Xeno embryo in them, which will then start to grow within them until eventually hatching, killing the victim whilst doing so.

BREEDSPAWN

STR 6 (3d6)	AGI 6 (3d6)	END 6 (3d6)
INT 6 (3d6)	LOG 1 (1d6)	WIL 6 (3d6)
CHA 6 (3d6)	LUC 1 (1d6)	

MELEE DEFENSE 22

RANGED DEFENSE 17

MENTAL DEFENSE 10

VITAL DEFENSE 13

HEALTH 30

SOAK 5; **VULN** none

IMMUNE poison, acid

INITIATIVE 5d6

PERCEPTION 4d6

SPEED 5; **CLIMB**+ 5; **JUMP** 12'/6'

REACH 5-ft

ACTIONS 2

FACEGRAB 5d6 (3d6+3 piercing/poison damage; restrained)

SKILLS *hardy* 3 (2d6), *combat* 3 (2d6), *perception* 1 (1d6), *movement* 3 (2d6), *tactics/reactions* 3 (2d6), *stealth* 3 (2d6)

CLIMBER. Climbing is a natural movement mode for a breedspawn. The creature gains a CLIMB speed equal to its regular SPEED and does not need to make checks to climb. The creatures can move on walls and ceilings normally.

POUNCE. The breedspawn can jump up to 12' horizontally, or 6' vertically, to attack its victim. On a successful attack, it attaches itself to the victim's face; the victim gains the Restrained condition at severe level (requiring a 6 to remove). Each round that the victim begins its turn grabbed, he takes 2d6 damage, which



cannot be SOAKED.

When reduced to zero HEALTH, the victim falls unconscious, but does not form a death countdown — the breedspawn keeps its prey alive and impregnates it. Any damage to the breedspawn at this time does damage to the victim, also, making it very hard to dislodge (an extended *Strenuous* [25] LOG (*medicine*) task with one-hour intervals will do it).

The breedspawn leaves the victim after 24 hours. The victim, now impregnated, forms a 3d6 hourly countdown pool. At two dice, the victim feels uncomfortable and slightly feverish; at one die, the victim feels considerable abdominal pain; and at zero dice, a hatchling xenomorph bursts from the victim's body, killing the victim instantly.

XENOMORPH HUNTER

Medium semi-sentient insectoid (6d6)

Xenomorph Hunters are a smaller, more bestial form of the Xenomorph. They seem more reactionary and often group together in packs. They also seem to hunt more like a pack of lions or wolves, with one often being used to draw the focus whilst the

rest of the pack ambush the victim(s) from behind. Xenomorph Hunters run on all fours, rarely ever standing upright on only two. They seem to range from a meter to one and a half meters in length in body, with a chitinous hide similar to that of other recorded related Xenomorphs.

XENOMORPH HUNTER

STR 6 (3d6) **AGI** 10 (4d6) **END** 6 (3d6)

INT 6 (3d6) **LOG** 6 (3d6) **WIL** 6 (3d6)

CHA 6 (3d6) **LUC** 1 (1d6)

MELEE DEFENSE 24

RANGED DEFENSE 18

MENTAL DEFENSE 12

VITAL DEFENSE 18

HEALTH 36

SOAK 6 (chitinous hide); **VULN** none

IMMUNE acid, poison

INITIATIVE 6d6

PERCEPTION 5d6

SPEED 10; **CLIMB** + 10; **JUMP** 20'/6'

REACH 5-ft

ACTIONS 2

BITE 6d6 (3d6+3 piercing damage)

SKILLS *hardy* 6 (3d6), *combat* 6 (3d6), *perception* 3 (2d6), *movement* 10 (4d6), *tactics/reactions* 6 (3d6), *stealth* 4 (2d6)

CLIMBER. Climbing is a natural movement mode for a xenomorph hunter. The creature gains a CLIMB speed equal to its regular SPEED and does not need to make checks to climb. The creature can move on walls and ceilings normally.

ACID BLOOD. Any injury which penetrates the xenomorph hunter's hide causes a splash of acid blood, which does 1d6 damage to anybody within 5-feet of the creature. Additionally, the blood itself, should it come into contact with other materials, is able to eat through metal, doing 5d6 acid damage per round.

PACK ATTACK. Xenomorph hunters work well in groups. Any victim who starts its turn adjacent to three or more xenos hunters gains the Fatigued condition.

POUNCE. A xenomorph hunter can pounce on a target up to 20 feet away; on a successful hit, the xeno does 3d6+3 piercing damage and the victim is knocked prone.

XENOMORPH WARRIOR

Medium semi-sentient insectoid (8d6)

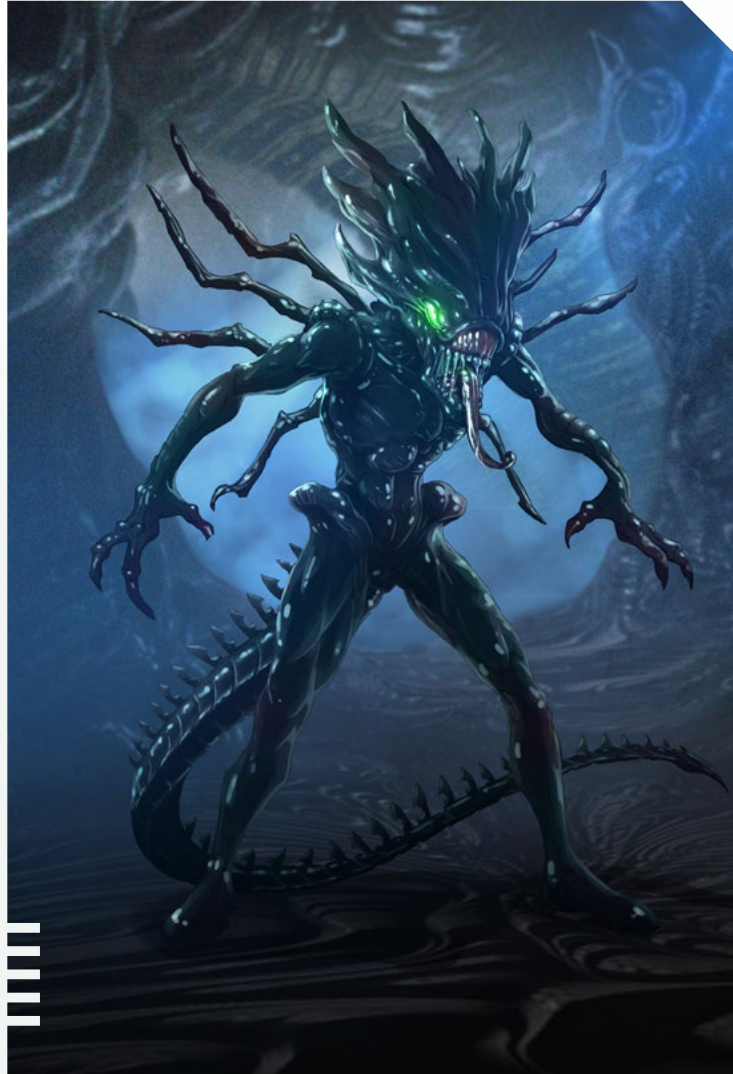
Warriors are the tallest of the standard Xenomorphs, standing around two meters tall. They are incredibly dangerous, not only because of their claws and teeth, but because of their tactical abilities and the toughness of their hide. They are the ultimate warrior in many aspects and are an incredibly formidable foe. They are responsible for defending the Hive, for acquiring new hosts for Xenomorph incubation, and expanding the territory of the Matriarch. It has been known that a Warrior Xenomorph can actually lay an Egg when no Matriarch is present. It has also been known for Warriors to change allegiance to another Matriarch in the event of a Hive War when two Matriarchs co-exist. Hive Wars usually result in the death of one of the Matriarchs or the formation to two Hives, with one of the Matriarchs leaving the original Hive to form her own elsewhere.



SETTING

XENOMORPH WARRIOR

STR 15 (5d6) **AGI** 21 (6d6) **END** 15 (5d6)
INT 15 (5d6) **LOG** 2 (1d6) **WIL** 15 (5d6)
CHA 15 (5d6) **LUC** 1 (1d6)

MELEE DEFENSE 36**RANGED DEFENSE** 27**MENTAL DEFENSE** 18**VITAL DEFENSE** 27**HEALTH** 96**SOAK** 10 (chitinous hide); **VULN** none**IMMUNE** poison, acid**INITIATIVE** 8d6**PERCEPTION** 7d6; superior darksight**SPEED** 9; **CLIMB**+ 9; **JUMP** 42'/15'**REACH** 5-ft**ACTIONS** 2**CLAWS/BITE** 8d6 (4d6+4 slashing/poison damage; poisoned)**TAIL SWIPE** 5d6 (2d6 slashing damage; cone 2; prone)**ACID SPIT** 5d6 (1d6+4 acid damage; range 5; ignores SOAK)**SKILLS** *hardy* 10 (4d6), *combat* 10 (4d6), *perception* 3 (2d6), *movement* 6 (3d6), *tactics* 10 (4d6), *stealth* 8 (3d6)**CLIMBER.** Climbing is a natural movement mode for a Xenomorph. The creature gains a CLIMB speed equal to its regular SPEED and does not need to make checks to climb. The creature can move on walls and ceilings normally.**ACID BLOOD.** Any injury which penetrates the xenomorph's hide causes a splash of acid blood, which does 1d6 damage to anybody within 5-feet of the creature. Additionally, the blood itself, should it come into contact with other materials, is able to eat through metal, doing 5d6 acid damage per round.**TAIL SWIPE.** The xenomorph can perform a tail swipe with its barbed tail. This affects a 10-ft cone, and knocks targets prone.**POISON.** A xenomorph's attack renders the target Poisoned. A victim reduced to zero HEALTH is not killed, but is dragged off and cocooned in a membrane of saliva and resin, to be used as an incubator for breedspawns.**DEATH FROM ON HIGH.** Xenomorphs are adept at *stealth* (8d6), and often combine that with their natural climbing ability to drop down on unaware victims. This attack gains +1d6 damage and knocks the target prone.**XENOMORPH MATRIARCH***Large semi-sentient insectoid (10d6)*

The Xenomorph Matriarch is the mother and leader of a Hive. She is the largest and most intelligent of her species and her appearance differs from those of her underlings. She has a huge crown of spikes behind her head, has an extra set of arms and can stand close to four meters in height. Matriarchs are often immobile, attached to a massive Egg sac extending away from them, often attached to the ceiling, for over 30 feet. The Matriarch lies dormant, being brought food by her Workers and producing an endless slow conveyor belt of Eggs that are then taken for storage by her Workers. She is protected by her Warriors and stays in touch with the entire Hive through some kind of telepathic communication with her Hive Bosses. The Matriarch is fiercely



SETTING

protective of her Eggs and her Hive, and any attempt to destroy or harm her Eggs or unborn children whilst in their incubation periods will bring her wrath... and will result in the Matriarch hunting down all involved. The Matriarch certainly seems to hold grudges.

XENOMORPH MATRIARCH

STR 21 (6d6) **AGI** 6 (3d6) **END** 21 (6d6)

INT 6 (3d6) **LOG** 3 (2d6) **WIL** 15 (5d6)

CHA 6 (3d6) **LUC** 3 (2d6)

MELEE DEFENSE 38

RANGED DEFENSE 16

MENTAL DEFENSE 20

VITAL DEFENSE 42

HEALTH 100

SOAK 20 (chitinous hide); **VULN** none

IMMUNE poison, acid

INITIATIVE 5d6

PERCEPTION 5d6

SPEED 5; **JUMP** 12'/12'

REACH 5-ft

ACTIONS 2

CLAW 10d6 (5d6+6 slashing damage)

BARBED TAIL 8d6 (4d6 piercing damage; range 15; restrained)

ROAR 5d6 (burst 10; afraid)

SKILLS *combat* 10 (4d6), *perception* 3 (2d6), *tactics* 3 (2d6),

ACID BLOOD. Any injury which penetrates the Matriarch's hide causes a splash of acid blood, which does 2d6 damage to anybody within 5-feet of the creature. Additionally, the blood itself, should it come into contact with other materials, is able to eat through metal, doing 5d6 acid damage per round.

TAIL SPIKE. A hit with the barbed tail penetrates the victim, and inflicts the Restrained condition, requires an attack to escape. The tail automatically inflicts 5d6+6 damage at the start of the grabbed creature's turns.

ROAR. The Matriarch can emit a roar with Burst 10, which does a mental attack, inflicting the Afraid condition.

LIVING SHIELD. The Matriarch picks up another creature smaller than itself and uses it as a shield. The target can escape the grab as normal. Until then, the Matriarch gains the protection of a shield of the same size category (e.g. a medium-sized creature is a medium shield). Additionally, attacks which miss but would have hit had the shield not been in place hit the grabbed creature instead.

SECTION 02: COLONY

WELCOME TO SOMERSET LANDING

Some clever comedian actually put up a sheet metal sign with "Welcome To Somerset Landing" on it in front of the main entrance years ago. Whoever was Commander-in-Chief at the time decided to leave it up and it's remained in place ever since... although occasionally we have to put it back up due to a really bad storm.

Somerset isn't so bad though. There's loads to do here beyond all the work... you've got Clancy's bar and bowling alley, Dymond's casino, a fully equipped gym, sauna, steam room and pools, entertainment center for those who want a communal movie, lovely green parks and a luxury 18-hole golf course! Oh, alright, some of that isn't true. The 'lovely green parks' is actually the small public area in the Food Factory and the only golf you'll be getting round here is either on the VR sets or Ramos' office golf putting set when the Chief's not around.

Life here is tough, grueling and sometimes dangerous, but we know how to have fun and keep everyone's spirits up. We might have originated from all over Earth but we're a community now, surviving and, one day, thriving on this little piece of rock. We've not been blown away yet in any case.

The first thing you'll see upon approach is the hulking Atmospheric Processing Unit—the life-blood of the colony and the reason we're all here. One of ten scattered across Lethe, rising like angry steel gods 1,500 meters up and then blasting their superheated air into the stratosphere to help bring warmth to this little moon. They're working.

Temperatures are already above zero, for the most part around the equator, so give it a few more decades and we might actually be able to start growing something outside of The Farm. The APU you'll see on your approach to

THE APUs OF LETHE

Station Alpha — *Amaterasu*

Station Beta — *Brigit*

Station Gamma — *Gedi*

Station Delta — *Dazhbog*

Station Epsilon — *Eate*

Station Zeta — *Zeus*

Station Eta — *Eldjotnar*

Station Theta — *Thor*

Station Iota — *Iansa*

Station Kappa — *Kagu-tsuchi*

COLONY



Somerset Landing is 'Amaterasu', named after the Japanese goddess of sun — or Station Alpha if you want to be boring. We've named each of the ten after Fire or Sun gods and goddesses. Amaterasu is just over a kilometer away from the airstrip you'll set down on.

You'll notice, as you land, that two large walls surround parts of the landing strip and airport complex. These are to protect against the never-ending storms that circle the planet. The winds, and rain, are pretty much a constant here but they can range from 'Severe' to 'Bloody Horrendous'... picking up speeds of well over 275km/h on occasion... well in Category Five Hurricane Status back on old Earth. We tend to have a constant wind speed of about 100km/hr for the most part though, which is still not pretty. There's a third, much bigger, wall that protects the main settlement and command complex that make up Somerset

Landing. Lining the walls, and stretching away from them in neat regimental rows is the Wind Farm... hundreds of little micro windmills which convert some of the ever present wind to energy that helps power the place.

Passing through the main entrance in the storm wall protecting the main settlement... yeah that's where you'll see the "Welcome To Somerset Landing" sign... the first thing you'll be faced with is 'The Street'. The Street is the main road... huh, the only damn road... of Somerset Landing. On the right side are the majority of accommodation, the bar & grill, casino, and store/mail center... what we affectionately call 'Frontier Town'. To the left we have the nucleus of the Colony... the command center, the work-shops, garages, barracks, gym and pool, MedLab, generators, offices, service buildings and what — depending on who you talk to — we call The Farm, Park-house, or The Food Factory.

The Street, like near enough everything outside, is continually muddy. The constant rain and constant use from people and vehicles keeps it that way. Most people prefer to move between the Frontier Town and the Command buildings using the overhead enclosed walkways. Keeps you dry, warm and mud free.

Look up, you won't see much. The weather pretty much ensures that the sky is something only seen on holovids. You'd never know that there was a massive gas giant just up there, filling the sky every two hours!

FRONTIER TOWN

Scattered between the accommodation blocks of Frontier Town are three notable establishments: Clancy's, Dymond's and The Earth Office.

Clancy's is a bar and grill run by Clancy Brown (**trader**). We call it Clancy's although the neon sign

LETHE

Lethe is one of three moons orbiting Melinos, an enormous gas giant, some 40 light years from Earth. Lethe is slightly smaller than Venus with a diameter of just under 12,000 km and is home to a dense, primordial, atmosphere which has eased only a little after 20 years of terraforming.

Lethe is in the Beta Trianguli Australis system, 40.37

light years from Earth. Beta Trianguli Australis is a double star in the Triangulum Australe constellation and has a large debris field, several times larger than our own Asteroid Belt, between Melinos and its star (a double star is not a binary star - it just appears like two stars when viewed from the direction of Earth due to an accident of perspective).

LETHE (Melinos Satellite)

Medium poor terrestrial colony

ASTRONOMICAL DATA

Parent Star Beta Trianguli Australis (F1V; yellow-white main-sequence)

Orbital Position 5; **AU** 1.2; **Orbital Period** 6.1 days; **Rotation** 2 hours, 15 minutes

Size Medium (radius 5,994km); **Gravity** 0.9 (standard)

Atmosphere Earthlike; **Composition** Earthlike

Type Colony

Satellites —; **Rings** —

CIVILIZATION DATA

Civilization Colony

Advancement Level 8 (early FTL)

Wealth Poor (credit limit 5,00cr)

POPULATION DATA

Population 226 (99% human; 1% synthetic)

Government Corporate

Lawfulness C (average)

Habitability Rating 7

Sociological Rating 6

Catalog Code F1V-o5M-C8ii-2cpC

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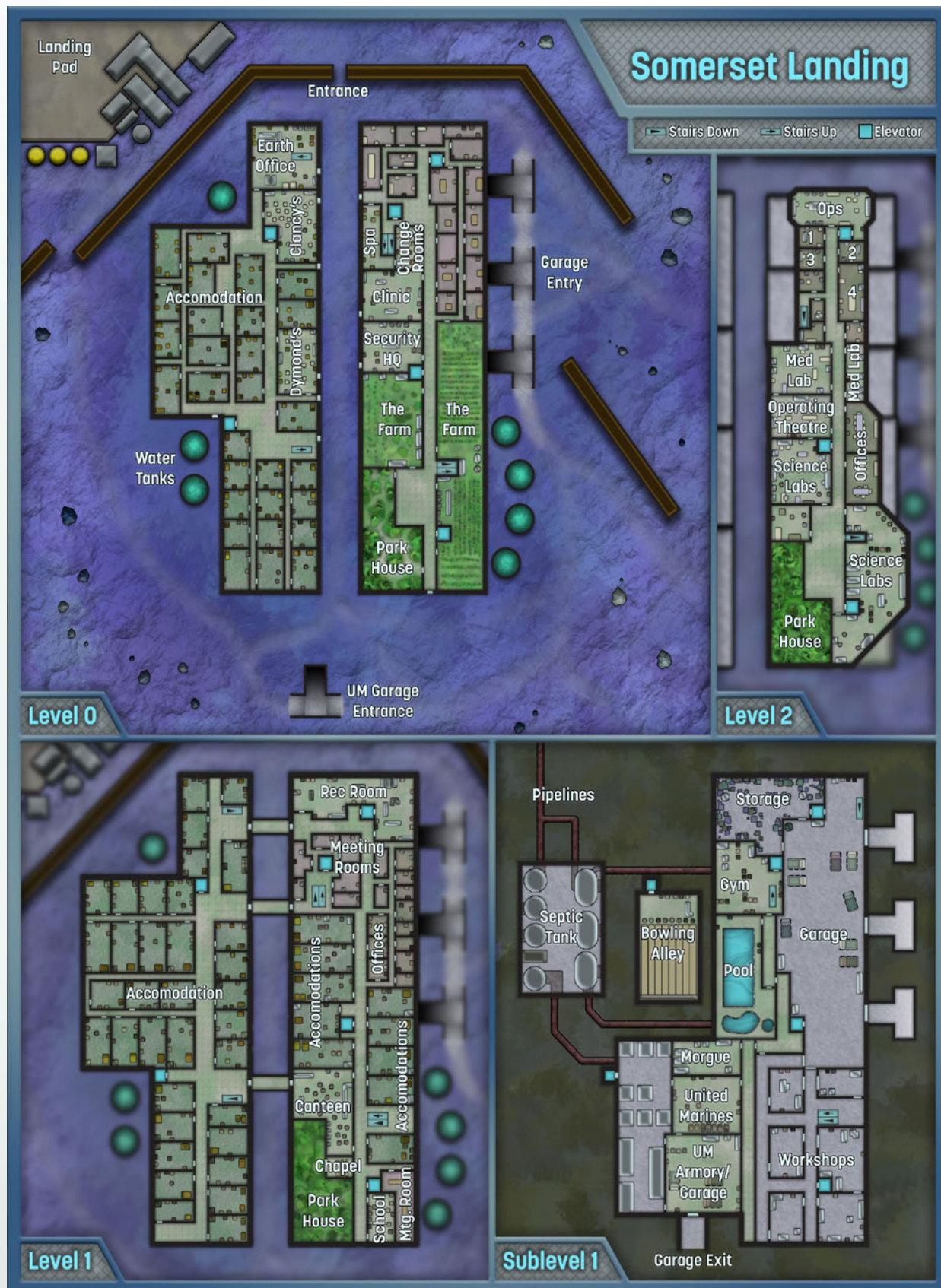
hanging outside just says 'Bar & Grill'. Easier to have a generic sign hanging out front as opposed to paying the expense of changing it every few terms as a new owner comes to Somerset. That said, Clancy is two years into his second seven year term having opted to stay in Somerset Landing instead of being cycled back to Earth. There are a hardcore number of colonists who opt to stay here longer than the mandatory seven year period in their contracts. Clancy's is the main drinking joint, serves a range of food (including a franchised Sal's Sweetcorn Bar & Grill menu), and houses a number of pool tables, an 8-lane bowling alley and even hosts a weekly open mic night for colonists to show-off their musical or comedic skills.

Clancy's is certainly more 'family friendly' than the other drinking joint in Frontier Town. Dymond's.

is the kind of place you'd expect to find in the original 'Frontier Towns' of the Old West back on Earth—minus the shootouts (well, most of the time...) Dymond's' main attraction is its casino, helping the colonists and terraformers part with their hard-earned credit. Dymond's has certainly been a reason on more than a few occasions that colonists have decided to stay for a second lucrative term on Lethe to help pay off their debts. Dymond's is run by Romain Laurent (trader).

The Earth Office is 'a little slice of home away from home'. It's a combination of general store and post center. Among the shelves in the many aisles are an assortment of items from food, clothing, household items, etc, that the colonists might need. Special orders can be made, although if you miss the quarterly order cut-off date you could be in

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COLONY

for an even longer wait than usual. The Earth Office is also Somerset Landing's sorting office and collection point for physical parcels and correspondence that come infrequently with supply and transport ships.

The accommodation units, and much of the colony as a whole, are largely formed from pre-manufactured modular structures bought en-masse for ease and speed of construction. As such all the accommodation units follow a set pattern depending on how many occupants each has been made for.

COMMAND CENTER

On the opposite side of The Street to Frontier Town is the Command Center. Covering close to two thirds of Somerset Landing, the Center is an imposing collection of interlinked buildings that is the nerve center of all the Terraforming, and other Company operations on Lethe.

The command complex is spread over five floors, two of them subterranean levels.

LV2

At the top of the command center complex sits the Operations Center, Med Lab, an assortment of offices and laboratories and the Chen Zua Corporations Office area.

The Operations Center is the nerve center of the entire colony. One of Avis Wheeler (Colony Commander, a **veteran**), Kokumo (Second-in-Command, a **marine**), or Gerald Ramos (Third in Command, a **functionary**) will always be found on duty here, either on the main Operations floor or in their respective adjoining offices. The Operations Center is cluttered with computer terminals, wall displays, a bank of monitors showing each of the ten Atmospheric Processing Units with the cameras in each changing every minute or so in a slow rotation. A secondary bank of monitors show various parts of Somerset Landing, with one fixed on the Air Strip, another on The Street, with the remaining monitors flicking between various areas in and around the colony and its buildings. The desks are stained



with coffee rings and have random bits of tech or memories—photos, toy dinosaurs, or other such items—from Earth sitting on them. There is also an elevator which services each level down to SL2.

COMMAND CENTER

LV2 – Operations Center, Med Lab, Operating Theater, Offices, Chen Zua Company Office, Laboratories.

LV1 – Accommodation Units, Meeting Rooms, Rec Rooms, Canteen, School, Chapel/Prayer Room.

LV0 – The Farm, Storage Units, Service and Maintenance Units, Security HQ, Clinic, Spa, Gym Changing Rooms.

SL1 – Garages, Gym, Swimming Pool, United Marine Barracks, United Marine Training Center, Armory, Morgue, Workshops.

SL2 – Storage Units, Generators. Access Tunnels to Air Control Tower and Station Alpha.

WHAT'S IN THE ARMORY?

PCs are bound to be curious about the gear to be found in the limited UMC armory. The armory stocks the following items. It contains no items with a value of over 500cr.

- 1 each of every item type of AL 8 or below with a value of 500cr or less in the General Gear list of the *N.E.W.* core rulebook.
- 2 suits of riot armor
- 2 kevlar vests
- 1 environmental suit
- 2 CA41A Pulse Rifles
- 1 HZ240 Incinerator Unit
- 1 TC14 Tac-Shotgun
- 1 UC1 Grenade Launcher
- 10 frag grenades
- 3 smoke grenades

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Down the corridor from Operations is the Chen Zua Office, the corporation behind the terraforming technology that holds the contract to terraform over 40 planets and moons. The main liaison for the company on Lethe is Mister Lee (a **functionary**), a rather quiet Korean man in his mid-thirties. He rarely leaves the main command complex and doesn't socialize much with the other colonists not of Officer rank.

Roughly at the building's mid-point, in amongst a number of occupied and vacant offices, storage rooms and laboratory space is the Med Lab and Operating Theatre. The Med Lab monitors all the colonists' blood and other samples whilst a visit to the Operating Theatre is usually the only time that most colonists will ever be on the top level of the complex. There is

an elevator next to the operating room which services LVo (for patients to be brought up), SL1 (the morgue) and also SL2. SL1 and SL2 need restricted access codes.

LV1

Level 1 houses a load more accommodation units. Many of these are occupied by those who work in the command center, with most of the engineers and terraformers living in Frontier Town. This level also houses a number of meeting rooms, rec rooms, a public canteen and the colony's chapel/prayer room. The colony's school is also located here, teaching the 20 or so children of school age a range of subjects. The Canteen and Chapel/Prayer Room also overlook the scenic Parkhouse. A number of enclosed walkways connected this level with LV1 of Frontier Town.

LVO

Among the storage, service, and maintenance units on the ground floor, there are four particular points of interest. First up is the Security HQ. Not to be confused with the United Marine Corps who are based in Sub-Level 1, the Somerset Landing Security Team is headed up by a personable New Zealander called Tom Itaki (a **cop**) and is comprised of nine members (also **cops**) who look after the day-to-day security and policing of the colony.

They handle disputes, break up any fights that might break out at Dymond's or Clancy's due to too much



Kokumo

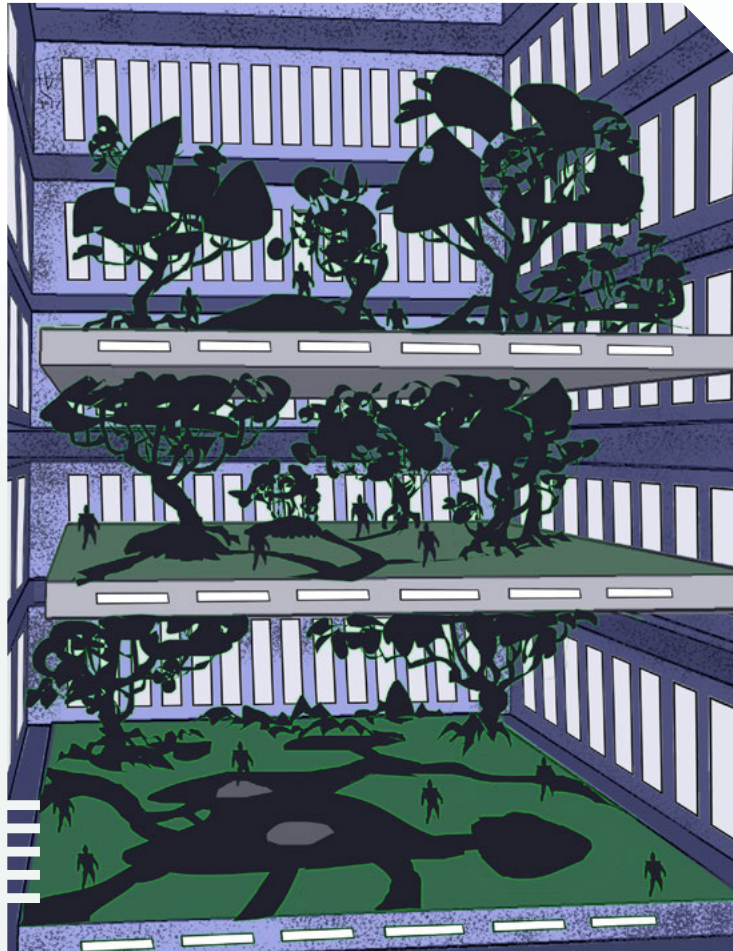
variety of small arms are available, but it's pretty much unheard of to need anything beyond your baton.

Next is the Clinic which, along with the Security HQ, is the only other Command Center department that has an entrance on The Street. The Clinic is not only the place to go to see a doctor about physical pains and ailments, but also houses the colony's therapists who perform a critical role.

The clinic contains a range of medicines and drugs; it currently stocks one of each drug type from the list in the *N.E.W.* core rulebook with a value of 200cr or less. Doctor Marlon (a **medic**), is resident surgeon.

The Spa and Gym changing rooms are next to Clinic and also include an elevator and stairwell down to the Gym and Pool areas in SL1. The spa is a 'Well-Being & Comfort Zone' that offers a range of treatments such as massage, hot stone treatments, etc. They also provide hairdressing and other duties when required. The Spa operates from the unit facing The Street with an internal door leading to the Gym changing rooms. There is an external door, next to the Spa, to the Street and an internal door from the changing room areas to the long central 'hallway' that stretches the length of the Command Center on this level.

The largest single facility on LVo is The Farm (aka Parkhouse; aka The Food Factory). The Farm is a sprawling artificial greenhouse that is key to the colony's survival as it produces the majority of the colony's food needs. The Farm is overseen by Debra Emmins (a **scientist**), an Australian in her late 30's along with her four Team Leaders, and their teams (all **workers**). Most of The Farm is off limits to regular colonists. The exception is 'Parkhouse'—an area that is open all the way from LVo to the roof of LV3 which is a slice of colorful paradise amidst the grey and cold of the rest of Lethe. Parkhouse is home to a variety of trees, grass covered floor, flower beds and even a small artificial lake that is home to some fish, newts and even a small colony of frogs. Parkhouse is open to everyone and provides a much needed respite from the world the other side of its doors.



SL1

Sub-Level 1 is divided into three sections. The first is a public section open to all colonists, comprising of the colony's gym, swimming pool, hot tubs, saunas and steam room; these are accessed by an elevator and stairwell from the changing room and spa area on LVo. The garages are also open to all, as all the colony's vehicles are housed down here, out of the way of the elements and the sand and dirt that is carried on the wind and seems to penetrate everything.

The 'workers' section mainly comprises the engineering department, with its tireless team of engineers and mechanics working to fix and maintain the fleet of vehicles that are battered every time they leave the garages. A host of workshop units of varying sizes and purposes are also based on SL1, but most are currently vacant, waiting to be activated as the colony grows in the future. Also situated in the 'workers' section—although only cleared for medical staff and officers—is the colony's morgue.

NPCs FOUND ON SOMERSET LANDING

The following NPC types can be found in the colony. You can find their stats in the *N.E.W.* Bestiary. You can choose from the following list, or simply roll 3d6 to see who is in a given location. In some locations (such as the casino or the clinic, you should simply use NPCs and NPC types which are appropriate).

3d6	NPC Type
3	1 Scout
4	1 Veteran
5	1d6 Marines
6	1d6 Cops
7	1 Cutpurse
8	1 Functionary
9	1 Trader
10	1d6 Miners
11	1d6 Workers
12	1 Gambler
13	1d6 Thugs
14	1d6 Cadets
15-16	1 Medic
17-18	1 Scientist

The following is a list of specifically named NPCs at the colony and their likely locations.

NPC	Location	Stats
Clancy Brown	Clancy's Bar & Grill	Trader
Romain Laurent	Dymond's	Trader
Avis Wheeler	Ops Centre	Veteran
Kokumo	Ops Center	Marine
Gerald Ramos	Ops Centre	Functionary
Mister Lee	Chen Zua Office	Functionary
Tom Itaki	Security HQ	Cop
Doctor Marlon	Clinic	Medic
Debra Emmins	The Farm	Scientist
Lt. Marcus Gustavsson	UMC Barracks	Marine
Cpt. Juan Antonio Rubio	UMC Barracks	Veteran
Sgt. Frazer Jenkins	UMC Barracks	Marine

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The third section is home to Lethe's United Marine Corps contingent. Every colony is home to a token UMC Team doing a 'Tour'. Lethe's contingent is a relatively small team made up of Lieutenant Marcus Gustavsson (marine), Captain Juan Antonio Rubio (**veteran**), Sergeant Frazer Jenkins (**marine**) and nine young privates (**cadets**). Not only are the UMC Barracks on SL1, but also their Training Center, Armory and UMC Garage. The Armory contains an assortment of weapons, but is fairly ill equipped in the scheme of things, and certainly doesn't have anything high-powered as it's just not needed on Lethe. The Garage contains a Powered Work Loader and Chen Zua Mk3 Tractor (see the Equipment section for information on these items).

SL2

There is relatively little in Sub-Level 2 and apart from the occasional engineering team doing routine checks on the colony's generators people rarely even venture down here. Apart from the generators the level is home to a maze of storage units and also an access tunnel leading to the Air Control Tower and then on to Station Alpha. This level is strictly off-limits to all apart from cleared personnel and certainly won't even be mentioned on the introductory tour of the complex.

Xenomorphs—The Fall of Somerset Landing

NPC STATISTICS

Throughout this book, you will see non-player characters and creatures referenced in **bold type**—for example, on page 30 is the sentence “The main liaison for the company on Lethe is Mister Lee (a **functionary**), a rather quiet Korean man in his mid-thirties.” This tells you that you can look up those statistics in the Bestiary. There is a free Bestiary online on the official website at

www.woinrpg.com containing hundreds of NPCs and creatures—enough to populate a universe of beings. Those specifically mentioned in this book are listed below. Note that the statistics below are a brief overview for quick use during the game, and more detail, including exploit explanations, can be found online. Detailed xenomorph stats can be found in this book on pages 20-25.

NAME	DICE POOL	DEFENSES*	HLTH	SOAK	INIT	PER	SPD	RCH	ACT	ATTACKS	EXPLOITS
Assassin	8d6	16/32/24/24	24	4	6d6	8d6	8 (climb 8)	5'	2	Shortsword 4d6 (2d6+3 piercing damage) Laser rifle 8d6 (4d6 piercing damage; range 18)	Achilles Heel
Bandit	5d6	10/20/15/15	15	3	4d6	5d6	5	5'	2	Spiked club 3d6 (2d6+2 blunt/piercing damage) Laser pistol 5d6 (3d6 heat damage; range 12)	Quick Escape
Bounty Hunter	7d6	14/28/21/21	21	4	6d6	7d6	7	5'	2	Brawling 4d6 (2d6+3 blunt damage) Laser pistol 7d6 (4d6 heat damage; range 17)	Crippling Strike Stunning Attack
Cadet	4d6	12/12/16/10	12	2	2d6	3d6	4	5'	2	Brawling 3d6 (1d6+2 blunt damage) Phaser pistol 4d6 (1d6 heat damage; range 6)	Follow Orders
Captain	7d6	21/21/28/21	42	7	6d6	6d6	7	5'	2	Brawling 6d6 (3d6+4 blunt damage) Phaser pistol 6d6 (3d6 heat damage; range 11)	Always Prepared Leadership Give Orders
Civilian	4d6	12/12/16/10	12	2	2d6	3d6	4	5'	2	Club 2d6 (1d6+2 blunt or slashing damage) Pistol 3d6 (1d6 blunt or ballistic damage; range 6)	Mob Attack
Cop/Security	6d6	12/24/18/18	18	4	5d6	6d6	6	5'	2	Stun baton 5d6 (2d6+3 blunt/electricity damage) Pistol 6d6 (3d6 ballistic damage; range 14)	Dive For Cover
Cutpurse	5d6	10/15/20/10	15	3	5d6	5d6	5	5'	2	Knife 4d6 (2d6+2 piercing damage)	Snatch
Functionary	5d6	15/15/20/10	15	3	3d6	4d6	5	5'	2	Brawling 3d6 (2d6+2 blunt damage) Pistol 3d6 (2d6 ballistic damage; range 8)	Charm Offensive
Gambler	5d6	16/14/15/12	12	0	3d6	3d6 (insight 4d6)	5	5'	2	Brawling 3d6 (2d6+2 blunt damage) Pistol 3d6 (2d6 ballistic damage; range 8)	Expert
Guard	4d6	15/15/20/15	30	5	4d6	4d6	5	5'	2	Stun baton 4d6 (2d6+3 blunt/electricity damage) Pistol 4d6 (2d6 ballistic damage; range 8)	Alert
Marine	6d6	12/24/18/18	30	8	6d6	6d6	6	5'	2	Longsword 5d6 (2d6+2 slashing damage) Laser rifle 6d6 (3d6 heat damage; range 14)	Hunker Down Protector Get On With It
Medic	6d6	18/18/24/18	36	0	3d6	5d6	6	5'	2	Syringe 5d6 (3d6+3 poison damage)	Medical Advice Healing Hands Alleviate Condition
Miner	5d6	15/15/20/10	15	0	3d6	4d6	5	5'	2	Tool 3d6 (2d6+2 blunt damage)	Tools
Pugilist	6d6	24/12/12/24	60	8 (blunt)	3d6	3d6	3	5'	2	Boxing 6d6 (2d6+4 blunt damage)	One-Two Knockdown Beat the Count
Saboteur	6d6	12/18/24/12	18	3	6d6	6d6	6	5'	2	Laser knife 3d6 (2d6+2 heat damage) Pistol 5d6 (3d6 ballistic damage; range 9) Bomb 5d5 (2d6 heat damage; range 5; burst 2)	Trapsetter
Scientist	5d6	15/15/20/10	15	0	3d6	5d6	5	5'	2	Brawling 3d6 (1d6+2 blunt damage)	Sage Advice Analytical Eye Electronic Attack
Scout	6d6	12/24/18/18	18	3	5d6	6d6	8	5'	2	Pistol 6d6 (3d6 ballistic damage; range 14)	Farstrider Herbal Remedy
Smuggler	6d6	12/24/18/18	18	3	5d6	6d6	8	5'	2	Brawling 4d6 (2d6+2 blunt damage) Blaster pistol 6d6 (3d6 heat damage; range 14)	Shoot First
Spy	7d6	14/21/28/14	21	4	7d6	7d6	7	5'	2	Martial arts 4d6 (2d6+3 blunt damage) Pistol 6d6 (3d6 ballistic damage; range 11)	Suave Taunt
Thug	5d6	15/15/12/15	20	5	5d6	4d6	5	5'	2	Club 4d6 (2d6+3 blunt damage) Pistol 4d6 (2d6 ballistic damage; range 8)	Dive For Cover
Trader	6d6	12/18/24/12	18	3	6d6	6d6	5	5'	2	Brawling 3d6 (2d6+2 blunt damage) Pistol 5d6 (3d6 ballistic damage; range 9)	
Worker	5d6	15/15/20/10	15	0	3d6	4d6	5	5'	2	Tool 3d6 (2d6+2 blunt damage)	Tools
Veteran	7d6	21/21/28/21	42	7	6d6	6d6	7	5'	2	Pulse rifle 6d6 (3d6 ballistic damage; range 11)	Leadership Give Orders Charge

*MELEE / RANGED / MENTAL / VITAL

SECTION 03: THE ADVENTURE

XENOMORPHS - THE FALL OF SOMERSET LANDING

The Fall of Somerset Landing chronicles the discovery of a new abundant mineral deposit which will make the colony rich and the subsequent discovery of an alien ship that will change everything, becoming a catalyst for the events which plunge the colony into a state of disarray, and lead to an eventual loss of contact.

DRAMATIS PERSONAE

NPC	Statistics
Ava, Wheeler's assistant	Functionary
Avery Black, a miner	Miner
Clancy, the bartender	Trader
Colony Commander Avis Wheeler	Veteran
Doctor Marlon, resident surgeon	Medic
Hale Mylens, scared colonist	Miner
Kokumo, Wheeler's second-in-command	Marine
Mister Lee, Company Man	Functionary
Security Captain Tomi Itaki	Marine
Security Officers, various	Cop
Simon Decken, shuttle pilot	Pilot

THE SETUP

Xenomorphs takes place decades after the first film, on the moon of Lethe which orbits an enormous gas giant (Melinos, in the system Beta Trianguli) about 40 light years from Earth. Lethe is slowly being terraformed thanks to the technology of the Chen Zua Corporation, a company which handles all of the United Planets terraforming contracts.

The colony is overseen by Colony Commander Avis Wheeler (a **veteran**), a stern-faced no-nonsense commander who expects the best of her people at all times. She has no room for fools in her team and pushes people to one hundred percent of their abilities. She also keeps secrets for the company really well. Secrets that can, sometimes, put other people at risk.

Her second in command is an African man by the



name of Kokumo (a **marine**). He's a little friendlier than his commander, more open and less obsessed with keeping company secrets than Wheeler.

The PCs are aboard the Shuttle Coriolis en route to the colony when the adventure starts and they'll play a crucial role in the events to come.

Note: If you see text in italics, we want you to read this aloud to the players. Have fun with it. Give the NPCs some interesting accents if you like, and play them how you think they might be if we don't give you stage directions.

We should note, too, that this adventure will have a pretty high body count. Not all PCs are expected to survive, so to make up for this we've provided you



with a bunch of extra PCs that your players can take over if their first character bites the dust.

They'll be able to hot-swap into these characters after their original dies.

So that's the setup, this is what's going on. It's time for lights, camera, action and mayhem!

ACT I: ARRIVAL

Lethe is less hostile than it once was. The weather isn't as vicious as it used to be a few decades ago, and while it's no walk in the park, the planet is definitely in the positive stages of terraforming. The Chen Zua Corporation's machines continue to alter the temperature, which now rises to just above zero Celsius around the Equator and

the main outpost of Somerset Landing. That said, the planet is still wracked by violent storms of freezing rain and relentless destructive winds. The atmosphere is breathable and, though a little thin, supports human life without the aid of suits or domes.

SCENE I: DOWN WE GO!

The Shuttle Coriolis cuts down through the planet's atmosphere, the tell-tale glow of re-entry burning around the nose cone, as the strong winds buffet the little ship. "Welcome to Somerset Landing," Decken, the pilot, says with a chuckle. "I got you here in the end. Good luck, enjoy your new life of cold-ass days and colder nights in the dead-end of nowhere!"

The rain hammers the shuttle, and it becomes increasingly difficult to keep the ship on-course. Warning lights flash all around the cockpit, and a low computer voice drones “Danger, Danger, Danger...” over and over again. Suddenly, there’s a spark of electricity from the main console, and Decken screams before slumping forward over the controls. Wisps of smoke can be seen coming from his body.

- A quick check will reveal that Decken is not dead, but is incapacitated. A *Routine* [10] LOG (engineering) check will reveal that the controls are safe to handle now.
- The PCs need to land the shuttle. It’s a *Challenging* [13] extended check, with three successes needed. At least one of them must be a LOG (engineering) check to fix the fried console, and at least one must be an AGI (piloting) check. If the PCs get three failures before they get three successes, they’re in for a crash landing...

Success. If the PCs succeed, soon the main landing pad of Somerset Landing is in sight, just over the horizon between two large mountains and a dip in the valley. After five more minutes of flight the shuttle levels out and the winds lessen as it crosses into an area past the mountains. The frosty-light of the gantry mounted spotlights form cones of radiance as the ship is caught in them. Slowly it settles down onto the pad, touching down with a soft ‘bump’.

Failure. If the PCs fail, they crash down near the colony. They each take 1d6 damage from the landing. The shuttle is badly damaged and will require an extended *Difficult* [16] LOG (engineering) task at daily intervals to repair.

The exterior hatch opens with a press of a button

(if the PCs crashed, you might make them make a *Challenging* [13] check based on either STR to force the hatch or LOG to engineer it open).

A couple of security guards (a man and woman, both cops) meet the PCs; the woman steps forward and speaks over the high wind and thrashing rain.

“Hi, I’m Lisa, this is Jacek Wrobel. Welcome to Somerset Landing, let’s get you inside and checked in.”

Commander Wheeler will be eager to meet you, and you’ll get a tour of the facilities first hand.”

If the PCs crashed, she will not be quite as friendly, and will make some disparaging remarks.

Lisa extends her hand gesturing that they are to follow her, leading them through the colony to the Command and Control area. Once inside she points to the door and bids them farewell for now, warning them to keep out of trouble. Jacek keeps silent for most of the trip and walks off with her when they hit the C&C.

SCENE 2: COMMANDER AND CONTROL

The warmth of the Command and Control building is apparent, as the colony’s heating system is on max. Even so, there’s a lot of people who have their jackets and heavier clothing on, since the exterior temperature is far from safe for any period of prolonged exposure. The PCs can enter the door into C&C proper, where they’ll see a ramshackle, but operational, command center which is a hive of activity at the moment. The door is marked *Operations*.

They see a stern faced dark-haired slightly-pale skinned woman, middle aged and stocky. She turns from a clunky looking console and meets them head on.



Avis Wheeler

“Avis Wheeler” she says with the barest of smiles. “Commander of this colony, welcome to our little home away from home. I’ll skip with the pleasantries since I’ve got eyes on a survey team out in the Hammond Crater. This is Kokumo; he’ll look after you and see you’re settled.”

With her speech out of the way she gestures to a tall African man who steps forward with an eager smile on his lips, and a friendly approach.

“As the Commander says,” he nods. “I am Kokumo, her second in command. If you follow me I’ll show you around, give you a tour of our facilities. I think it is important that you understand how we live and what we do here—then you can ask questions—I will be happy to answer as many as I can.”

The big man leads the PCs out of the C&C and into the colony building proper. He takes them on a tour of the facilities and as the GM you can make this as brief or detailed as you like. You can use the Colony Overview earlier in the book on page 25.

While the colony tour takes place, the PCs will run into a group of disgruntled miners, angry at Chen Zua for their low pay and poor conditions. They’ve gotten themselves drunk, belligerent, and are armed with hand-held tools. They resent that Chen Zua has brought in new recruits rather than increasing the pay of the workers already at Somerset Landing, and they’re about to show their displeasure. There is one miner for each PC, and their intoxication makes the difficult to reason with. They have the Drunk condition, which means they cannot move more than once per round. Once over half of them have been dealt with (hopefully the PCs will not kill them, but will choose to restrain them or knock them out), a group of six colony security officers (cops) arrives to arrest the troublemakers and haul them off to sober up.



SCENE 3: BARS AND MINERALS

After the PCs tour with Kokumo, they are left in the bar to get something to eat and drink, and to unwind after their journey. It’ll take a few hours for Command to get their work orders assigned and review their files in order to make sure they get the right person for the right job.

It’s not long before a bunch of workers enter, loud, boisterous and pretty full of cheer. They babble about a lot of things, but they let slip a few choice bits of information that eagle-eyed (or eared) players can pick up on.

- There’s a big reveal coming in the next hour or so, a colony wide announcement that has the survey team excited.
- The survey team is out at Hammond’s Crater at the moment; they might have found something that’ll make everyone rich.

- The first modification to the Atmospheric Processing Unit went well today. They managed to improve yield by 5%.
- Jenny and Tara's engagement party is tonight. They hope the pair will be back from Hammond's Crater by then—it's obvious by the way the terraformers talk that these are the two people out surveying the crater.

The terraformer techs don't engage too much with anyone else in the bar. If they're approached by PCs they'll talk to them a bit, but mostly ignore them and get on with their own little clique. After half-an-hour or so of drinking, they'll get up from their chairs and exit the bar.

Just shortly after they leave the bartender turns to a screen behind him, hits it a couple of times and turns the volume up. Clancy (a **trader**) is his name; he's a rough-and-tumble sort with a brusque kind of personality. He growls out the following.

"Stop talking a moment, listen up, something big's coming on!"

The screen clears as the first few images from Hammond Crater flicker onto the screen above and behind him. They show a couple of women in heavy space suits moving through the debris left behind by a large meteorite strike from a few days ago. They talk excitedly to each other, and the gist of their conversation is that they've found minerals from that strike which are extremely valuable and could bring in a lot more money to the colony.

Not only that but they've spotted a strange outcropping of rock nearby that they're going to investigate. Whilst they can't get pictures out due to incoming storm interference, the storm has cleared enough for them to broadcast the discovery from the crater.

What they've really found is a crashed alien starship that has a cargo that will bring more than riches to the colony. But they don't know that yet.

"Well folks, drinks are on me!" Clancy beams a broad smile and waves at the screen. "We're going to live like Kings!"

The atmosphere inside the bar is jovial and bouncy for the next few minutes. No one notices the women on screen as they go in search of the outcropping of rock.

As they get closer the interference increases, blurred images flicker on the screen, and they cut out just as a woman's gloved hand reaches for a

strange looking opening in the side of the black rock.

A really perceptive PC who makes a *Challenging* [16] INT (*perception*) check might just hear Tara say: *"Oh damn, this is cool. There's a crack in the rock!"*

The final image is gone and the screen returns to normal.

An hour or so later the PCs will get their work rotas and be assigned sleeping quarters for their new life in Somerset Landing. You can fast-forward the bar time to that point. They are then told by one of the commander's assistants, a woman named Ava (**functionary**), to get some rest—they start in the morning.

ACT II: THE NIGHTMARE BEGINS

The day starts out as a regular normal workday for the PCs, who are going about their assigned tasks (whatever you think would be appropriate for the PC's skills and abilities in regards to colony work). They witness a med team, flanked by security, haul in a woman on a gurney toward the Med Lab. The woman is a miner named Tara, her partner is missing (still out there) and she's in a critical condition with an alien lifeform attached to her face.

From here, Tara is the first in a list of many casualties that escalates rapidly, however the PCs won't find this out until much later on. They will hopefully investigate people vanishing in the colony and find out there's a cover up—someone at the Company doesn't want this information getting out, and Mister Lee (the Company Man, a **functionary**) will do everything he can to ensure that this new commodity is preserved and cataloged for a later date.

Before that they'll meet the xenomorph face to teeth and have to survive as it hunts them down through the Atmosphere Processing Unit.

SCENE 1: THE GRAVEYARD SHIFT

There are lots of jobs that PCs can do on the colony in order to bring the whole thing to life. As new recruits, they are assigned the graveyard shift that nobody else wants. The colony is relatively quiet at this odd hour. There's a ton of work still to ensure that Somerset Landing functions as it should. Things break down, the tech's not used to such harsh conditions, and the people here are pioneers with



that kind of ‘go to hell’ spirit associated with the early settlers in the old world.

The PCs managed to get some sleep before they’re rudely awakened by the colony work alarms, installed as a mandatory part of their accommodation. You can handle this however you want as GM. You can be as brief or detailed as you like for their first day of proper work. You can have them involved in a detailed early (very early—it’s the graveyard shift) morning breakfast, meeting their fellows (the other PCs) and observing the colony as it goes about its business.

Have each PC make some kind of attribute (*skill*) check and describe how they are contributing to the colony, whether they are miners, medics, security, cooks, engineers, or whatever their areas of expertise are.

Their first shift goes pretty well, they get ‘lunch’ just before dawn and this is where things start to get interesting.

On the way to the bar the PCs witness a survey vehicle hammer in through the gate, mud and dirt flies everywhere. Avery Black (a **miner**) is the driver and he positively jumps out of the rover as he’s met by security and at least four assorted med staff. They

quickly pull someone out of the inside of the rover and get them onto a gurney, covered with a sheet.

Perceptive players who make a *Challenging* [16] INT (*perception*) check might notice a few details:

- The person they put on the gurney is a woman. They’re close enough to just pick out the name-tag on her suit it reads: *Tara*.
- Her helmet was breached.
- A grey-like octopus-looking thing was attached to her face through the helmet with several tentacles crushing the helm.
- A *Challenging* [13] INT (*insight*) check will reveal that everyone who attended the scene looks scared.

The security team (four **cops**) keeps everyone else away, and they move the ‘body’ very quickly in the direction of the Med Labs. They’re met at the door by an Asian looking man who ushers them inside alongside Wheeler and her second in command.

Should the PCs try to talk to anyone involved they are told to mind their own business, it’s being *handled*.

Avery Black is also taken to Med Lab to be treated for shock (and debriefed by the Company Man, Mister Lee.)

Note: If the PCs try to get to Tara they'll have a hard time of it. Security is tight and Wheeler is not messing around. They could end up imprisoned if they're not careful—you play it how you want if they do try to get in.

The woman is indeed Tara Strong and she's in trouble. She's as good as dead and no one can save her—she's the first of the colonists to fall prey to the xenomorphs infector class creature and she's been impregnated with a xenomorph egg. Her lifespan is now measured in hours. Of course no one knows yet, not even Lee—he's just immediately attempting to preserve the company and its assets (including Tara). He doesn't know what's about to happen, or of the potential profit/game-changer a xenomorph life cycle could bring to his corporation.

Her partner Jenny Hammond (she discovered the crater) is nowhere to be found. Jenny is in fact still on the alien ship where she fell. She's been impregnated too, and she's the smoking gun for the adventure if clever players decide they want to try and stop the infestation before it starts by killing Tara in the Med Labs.

They shouldn't be thinking like that, of course, since they don't know about xenomorphs.

For now all the PCs can do is quietly investigate, poke around, work, and enjoy their day, disturbing as it was.

SCENE 2: RUDE AWAKENING

This scene kicks off much later (the next day, about 24 hours after Tara's accident). The PCs have had a productive day in the colony: they've worked, played, relaxed and generally snooped around (no doubt), so now it's time to kick things into disturbing mode.

As they wake up they'll notice an immediate change in the colony's atmosphere. People are more furtive, and security has been beefed up. Folks still go about their usual day-to-day business, but there's something not quite right. The terraformer crews are still around, and the crew from the PCs' first day are very tetchy indeed. They're missing Jenny and worried sick about what happened to Tara.

Oh yes, Tara. She died. Her chest exploded as she gave birth to the next stage in the xenomorph's evolution. A creature that was weak and vulnerable, so it sought safety in a newly constructed module that had been abandoned due to a faulty power

coil. A few hours later this creature outgrew its weakness and evolved into an adult of 2-meters in height. It's now a fully grown, fully sentient killing machine that takes orders from the Hive Mind and, eventually when one is hatched, a Matriarch.

Tara's death was recorded by the meeting room's security footage. The only other person present was Avery who has gone into shock after witnessing his friend's grisly death at the hands of the first stage of the xenomorph's evolution. Only Wheeler and Lee know, after seeing the footage, that it was an alien lifeform born from inside the woman's chest.

About mid-morning (again as the PCs are taking a break) the colony security are seen entering an area where an abandoned module is. Four of them enter. A cop named Jane is one of them, and the PCs will recognize the silent Jacek as another. Jane seems nervous and only briefly engages with the PCs if they talk to her.

- Security is hunting down a colonist who attacked another in the night. They've gone to ground in this building. This is the story that Lee and Wheeler have told them.
- Jenny hasn't come back from her trip and Jane's sure she saw Tara moping yesterday prior to being attacked.
- Jane's not sure who had it in for Tara, but she was badly mutilated in some kind of ritual fashion. Her chest had been torn open. She's never seen things like this in all her time as a security operative.

She's got no further time to engage, they've a job to do. She asks the PCs to get out of the area and she'll see them later, hopefully with this murderer's head on a spike.

As Jane goes in there's the sound of gunfire from inside. People scream and she charges into the building. More gunfire, the windows illuminate, and someone's severed arm is thrown out of the door with a trail of blood and sinew lashing the ground as it slops at the PCs feet.

The PCs hear even more gunfire, a recognizable scream, and an explosion which detonates the south wall of the module in a bright orange and white flame. A cloud of smoke follows and a coolant pipe ruptures, and through the smoke they glimpse the shape of something nightmarish and black, a figure held in its arms as it bounds off through the chaos.

Investigating the carnage will yield a scene that's akin to a horror movie rather than a confrontation with a 'maniac' who supposedly killed a survey worker in a ritualistic manner.

- Jane's is dead. Her face has been half bitten off and a *Routine* [10] INT (*medicine*) check will reveal that she is badly scarred by acid.
- Another man is missing his arm and most of his right torso with deep gashes. The third is torn in half with his guts on the floor.
- Jacek is missing, and clever players might put two and two together about his whereabouts. A *Routine* [10] INT (*perception*) check reveals a slick blood trail that's a good indicator of where he might have gone, or been taken.
- The metal inside the module has been torn. A *Routine* [10] LOG (*engineering*) check will reveal that claws with incredible strength have been used to rend through the material like tissue-paper.
- Some of the metal has marks on it which a *Routine* [10] LOG (*chemistry*) check indicates are burns from a strong acid. There are no containers of any kind of acid anywhere about.

It's pretty simple: Jacek put up a fight, took a few bad gashes and ended up being carried off by the xenomorph. The xenomorph is taking Jacek to get him impregnated at the Atmospheric Processing Unit where it has set up a temporary lair. At this point the xenomorph is in recruitment mode. It's trying to gather as many fellow creatures as it can by abducting colonists and putting them in 'storage' as it carries in eggs from the alien vessel. By now it'll be assisted by a second xenomorph (Jenny is dead) and they'll work to further the evolution process—they need a Matriarch as soon as possible.

SCENE 3: CONTAINMENT AND FAILURE

The colony is doomed as of this point. Two **xenomorph hunters** working in tandem to abduct colonists, and use them to breed more xenomorphs, is a conveyor-belt of impregnation that will see the colonist's numbers dwindle rapidly from 226 people to a handful over the next few days.

Prior to this, of course, the PCs are still in a colony that has no real idea what's going on. Mister Lee is moving swiftly to contact his corporation.

He has managed to secure some sample jars and he's reporting (with Avis Wheeler) that the colony is under attack by a creature he calls a 'xenomorph' and which he considers amazing. He needs a containment team and a squad of marines as soon as possible.

Wheeler is horrified at this and wants assurances her colony can be saved. Lee lies to her and tells her it's possible, and that his first priority is the safety of the colony. He then beats a hasty retreat to begin to gather his things for a possible evacuation. He's got his eyes on the colony's airfield and at least one or two ways off this rock. Job done, he's contacted his bosses.

Avis Wheeler is determined not to let her colony be lost. She doesn't yet know what she's really dealing with but she knows that four members of security went into that module and three of them are dead, one missing. She remembers the PCs, and they are unfortunately expendable assets. If Lee was present at this point, he'd agree.

Meanwhile the PCs are free to spend the next 24 hours doing what they want. Work is suspended while the remaining security officers look into the events surrounding their team's death and possible abduction. Anyone who describes what they saw in the smoke will be regarded as being in shock and delirious. No one wants to admit it's an alien being, a hostile one at that.

The PCs are contacted by Wheeler the next day and she spins them some BS about how important they are to the colony and how she needs their help. How all her assets are tied up elsewhere, and how they've had reports of containment failures in critical systems in the Atmospheric Processing Unit's nearby power source, the APU Reactor.

She gives them access to the colony's equipment and the armory (allow the PCs to equip themselves with items from the earlier part of this book, along with any general gear of AL 8 or less from the N.E.W. core rules), saying how it's a matter of self-defense. She tells them she believes that saboteurs have targeted the equipment and blames a disgruntled faction of the colony who doesn't want to see the dream succeed. Wheeler then sweetens the pot by offering to increase their pay and perks if they help her out.

If questioned about Tara, Wheeler becomes

evasive and points out that the APU Reactor is a time-sensitive issue. She does answer that Tara was killed by a colonist and that the murderer is still at large.

She might not know that the PCs took a look at the module's scene of carnage either. So she'll outright lie that the team were caught in a booby-trap set by the saboteurs.

It should be pretty obvious right now that there's a cover up, but Wheeler refuses to budge. She'll keep on pointing out that she really doesn't want to die in a nuclear explosion if the reactor is damaged by these saboteurs.

If they press even more she'll walk out on them and slam the door.

ACT III: ONSLAUGHT

Things escalate quickly in this Act. Behind the scenes the xenomorphs have kidnapped a few colonists and have impregnated them. They have two lairs now, three if you count the ship, but ferrying the eggs from ship to both the APU and APU Reactor is a pain. So they set out on a recruitment mission, and this time their target is the boss of the colony—Avis Wheeler.

Wheeler is kidnapped and taken to the APU Reactor where she's impregnated by the **xenomorph breedspawn** creature. The creature dies and Wheeler is going to be the not-so proud mother to a full blown **Xenomorph Matriarch**. It's an honor really, just not one she's going to live through.



Mr. Lee

SCENE 1:

OFFER FROM THE DEVIL

Lee contacts the PCs and tells them Wheeler is missing. He can't find Kokumo, her second-in-command, either (he's dead by now, giving birth to a superior tactician amongst the xenomorph hive) and he's taking command of their foray into the APU Reactor. He confides in them that the mission is one of recovery—he wants certain things from inside.

He'll pay them a bonus for any specimens they're able to capture of a certain octopi-like creature that he knows lurks in the reactor. He goes so far as to tell the PC's that Avis Wheeler was sending them into a trap in the hope of using them as bait for the creatures inside. She would then recover their bodies and put them into stasis to preserve the breedspawn.

He gives them the coordinates of the specimen jars. He also tells them that the reactor situation was a lie.

It isn't, but it hasn't become that bad yet. Lee wants them to try and get him a live breedspawn or two. If they get impregnated in the process—well, he has a plan for that. Working with Doctor Marlon and her team, he can put the victims into stasis and he'll have live subjects for shipping/study at a company facility back home, where it'll be easier to contain the creatures that are birthed from their bodies.

If the PCs agree, Lee will be quietly pleased at his clever scheme. If they refuse then he'll be disappointed and begin to put plans in motion that will involve the incoming squad from HQ later on.

Regardless, the PCs' destination should be the APU Reactor. They'll bump into a scared colonist miner,



Hale Mylens. He was with Kokumo, the second-in-command, and saw him get abducted by a xenomorph. Worse, the xenomorph abducted Decken, the pilot of a shuttle (who the PCs met as the adventure opened) who had the command flight key. Without it, there's no way to get the ship off the ground.

If the PCs are looking to get off the planet, Hale can help. He can fly a ship, but without that command key they're dead on the ground.

Hale explains that the colony has gone to hell. People have vanished, and there are things he's seen running around in the shadows. Two of his team are gone as well. He found one torn in two in the shower next to his work boots. The man's terrified.

With Kokumo, the second-in-command, gone, Avis Wheeler missing, and security cut down in the explosion and massacre, the PCs should really be thinking about getting out by now. If they want off the rock then they'll help Hale. He wants to come with them, and he's got a tracker that he can use to find Decken, the pilot, but he needs their assurance and support. He's determined to stick to them like glue so they don't leave him behind.

To help them decide, this is the point that Lee, in

the company of a small group of his company marines and the resident surgeon (a **medic**) Doctor Marlon, commandeers a cargo freighter (the *Onargern*) at the airfield. Lee decides to make a final offer to the PCs if they haven't already accepted his terms from earlier.

"Hey, it's me again. Lee, remember? I offered you a golden ticket out of here and you haven't done anything about it yet. Either you do, or you don't, want to go down with the ship. If you do, then by all means ignore me. If you don't, get me those damn samples and get them back to the Onargern—you'll live, you'll get paid and we all get to go home as Big Damn Heroes."

"Oh yeah, I won't wait forever—so you know, HURRY UP."

The PCs now have two potential ways off the planet. One of them involves making a deal with the Company Man, an assured way off the rock—but they need samples. The other involves a scared colonist who claims he can fly a shuttle out of here—the catch: they need to find Decken (or his body) and get the command key from him.

So either way, they're off to the APU Reactor unless they want to be taken by the xenomorphs.

SCENE 2: ATMOSPHERIC INVESTIGATION

As the weather worsens (potentially grounding flights) the PCs should be at the APU Reactor. They'll need to go deeper into the facility and luckily they'll find the specimen containers (three of them) inside the first room they enter. Lee had them placed there as a reminder of his deal.

The inside of the building is lit by bright white glaring light rigs. Cramped and uncomfortable corridors beckon the PCs on, and the sounds of movement assault their ears as they delve further in. Hale is with the PCs, and they need to try and keep him alive if they want to get out of here without accepting Lee's nefarious offer.

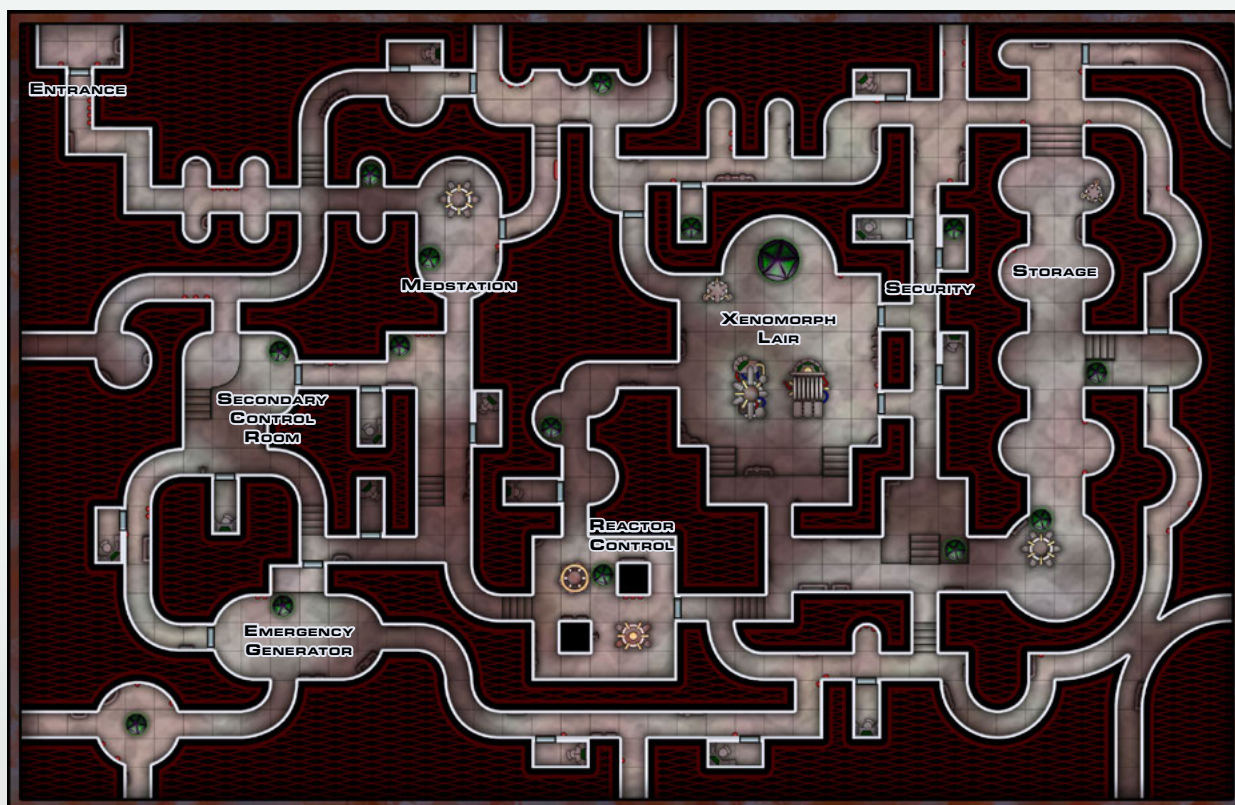
This is where the xenomorphs come in. They're not going to take kindly to a bunch of (hopefully armed) interlopers in their new lair. Especially since Wheeler is in no longer in their incubation stage and will give birth to a **Xenomorph Matriarch** in the next 20 or so hours. Her life is over, but she's got a front row seat melded into a wall for the experience.

Dozens of **xenomorph warriors** will hunt the

PCs. They'll attempt to pick them off one-by-one and use hit-and-run tactics. They don't want gunfire catching an important part of the APU Reactor and blowing everything sky high. The PCs won't want that either, and Hale can stress that stray bullets might end their trip real quick. The xenomorphs don't want to kill the PCs at the moment. They want them alive to make more xenos. The xenomorphs will try and capture the PCs and take them to a place in the APU Reactor where they can be impregnated later. This gives any survivors ample chance to rescue their friends, or opportunities for the PCs to break out.

This should really be a tense game of cat-and-mouse between aliens and PCs, with their ticket out of here in tow. With Hale's lightly beeping tracker they can zero in on the pilot after a few extra scenes of tense exploration such as the following:

- A gas pipe ruptures and spews out clouds of vapor. The pipe hisses and snarls. It sounds like a xenomorph, and with a nearby curved pipe in the ceiling, jumpy PCs might mistake it for a monster coming to kill them.
- A few dead ends: corridors have been sealed



off with alien resin, a thick substance that the creatures use to build with.

- One of the PCs falls into a nearby grating as the floor gives way. Below them is a sleeping **xenomorph warrior**. The grating hangs precariously above the monster and will drop any moment.
- Hale gets lost as the group are exploring. He ends up in a blind hallway with a bunch of very dead colonists – their chests have been ruptured.

Eventually the PC's should be able to find the pilot with Hale's help.

The xenomorphs have a central "lair" area which they are using as a breeding factory. Various dead colonists can be seen embedded in resin in the walls, and some who are still alive. This is a scene of pure horror; there is no helping the living victims, as they have been impregnated by breedspawn. Decken, the pilot, is one of the living victims, which will make taking the key from him and leaving him there even more horrific, especially since they already know him. If they choose to try to rescue him, well, they're taking a xenomorph with them when they leave the colony, but that's another adventure...

The pilot is able to mutter a few agonized words, but is not capable of sustained conversation.

Now, if they have ignored Lee and Hale, and entered here without any help whatsoever, they'll find Hale trying to pull the Decken's command key out of the resin that encases the suffering man.

If they have Hale with them, though, he'll rush over and do the same thing in their presence. It won't take long before it flies free and he drops it at the feet of one of the PCs.

Before Hale can utter a curse word, he's hauled off upwards in a shower of blood and screams as the **xenomorph warrior** that was once Kokumo, Wheeler's second-in-command, kills him. Hale was a danger, he could fly a ship and had to go!

SCENE 3: FLY YOU FOOLS!

At this point, to make matters worse, a small group of xenomorph breedspawn (one for each PC) will come skittering into the area looking for fresh victims. They don't need resin trapped interlopers to be effective, as they can attack and latch on whilst victims are moving. They attack the PCs with the intent to render them as vessels for new xenomorphs.

HOT SWAPS

The idea of the Hot-Swap is to allow PCs to take on other characters – techs, miners, security, that are still alive. We've given you a bunch of options in the book, so they can jump to any one of those characters at your whim. You can choose for them, or allow them to pick, just try to keep the pace flowing with this final scene. It'll be a tense and frightening trip out of the APU Reactor and back to the surface through a maze of corridors, gantries and stairs that lead to the storm-laden world above.

Any PCs who fall from this point on, they're gone. Have the new PCs show up in the background. They might run past the APU Reactor entrance as the survivors burst out of the dark with xenomorphs hot on their heels.

Some ideas for Hot-Swaps to get you started:

- A last-stand barricade situation as colonists fight off a xenomorph with whatever they have at hand.
- A small group of people running toward the shuttle.
- A helpful pilot type looking for survivors to get off planet.
- An ex-marine who isn't going to go down without a fight.
- A Company Man determined to upset Lee's plans; the PCs are a great foil for this.
- A driver shoots past in a vehicle and stops to pick up passengers as they head to the airfield and salvation.

If PCs die here and now, it's OK. They've had a good run and there was always going to be plenty of casualties. The gloves are off, there's no protection here — this is where there's a real fight for survival. If the PCs capture any breedspawn, then they'll be targeted by the xenomorphs for termination and breedspawn recovery. If they kill the breedspawn, the same — they're a danger and they need to be removed.

The PCs should be retreating. Start with one **xenomorph hunters** for each PC, and every round roll 1d6; on a roll of 5-6, add one more xenomorph warrior.

The PCs have the flight command key, and hopefully one of them knows how to fly a shuttle. If not, then they still have the key and there might be another pilot above-ground they can contact. As the xenomorph hordes hiss and spit from the shadows, they should beat a hasty retreat and get out of the APU Reactor ASAP.

Again, this should be a harrowing flight from the jaws of death. If a PC falls then it's the perfect time for a Hot-Swap (see the sidebar).

This is a very intense scene. The **xenomorph hunters** come chasing out of their lair and decide that they're going to go on a mass killing/kidnapping spree to ensure the Hive is well protected by warriors and servants. It is likely that some (or all!) of the PCs will die here — this is survival horror, after all!

The PCs should head to the airfield and the escape that beckons. It's a distance of just over a kilometer, so this chase will be arduous.

While inside the ACU, the PCs move and act normally, fighting their way out of the reactor complex. Once outside the reactor, the chase to the airfield should be conducted using an opposed extended skill task—see the Chases rules in the *N.E.W.* core rulebook for more information. The xenomorph hunters chasing the PCs will be rolling 6d6 for their opposed checks vs. the PCs' skill checks.

The chase is divided into one-minute intervals. Each minute has one obstacle which both parties must overcome. Roll once each time for the xenomorphs as a group, and once for each PC. Any PC who reaches six losses before they reach six wins is caught and overrun by the xenomorph horde - game over, man! Any PC who reaches six wins before six losses reaches the airfield.

For each interval roll 1d6 on the following chart to determine the opposed check needed or create one of your own; the xenomorphs will be rolling 6d6 for all checks. Note that the attributes and skills listed below are suggestions—if the PCs come up with a better idea to overcome an obstacle (perhaps an engineering solution to cross a crevasse), the GM should use whatever attributes and skills are appropriate.

1. Straight run. STR or AGI (*running*).
2. Damaged colony gear causing an obstacle which must be cleared. STR or AGI (*carrying*).
3. Cliff or wall obstructing progress. STR or AGI (*climbing*).

4. Straight run. STR or AGI (*running*).

5. A gap or crevasse which must be jumped. STR (*jumping*).

6. A narrow, slippery ledge which must be balanced on. AGI (climbing or acrobatics).

Any PCs who reach the airfield alive will find the cargo ship and one last shuttle, the one Hale mentioned earlier. They should have the command key for that ship in their possession.

Lee stands on the ramp of the cargo ship and scans the horizon expectantly. He's actually looking for specimen jars, and if he sees them he'll beckon the PC's over. He's a man of his word and if they have specimens with them he'll be more than happy to let them board the ship since they're still under capacity. He prevents any other colonists getting on though, and once the PCs are stowed away he commands the ship to take off regardless of the other people who get left behind.

If the PCs don't have Lee's specimens he'll shut the ramp and command the ship to take off. The PCs will get to see the vessel lift off into the storm-laden sky and climb upward as it vanishes from sight.

If the PCs opt to escape on the shuttle they'll be able to do so as long as they have a pilot, either one of them or an NPC, and the command key (which they definitely shouldn't have left in the Hive). They'll also have the chance to delay their escape to pick up some fleeing colonists and a few other stragglers.

These can include Captain Tomi Itaki of the security forces (a marine) and a couple of the terraformers who didn't make it on the cargo ship. The shuttle won't take too many other people and has a capacity of 12 people it can safely carry before it exceeds maximum weight restrictions for the atmospheric and gravity conditions of the planet.

Depending on the PCs' chosen escape method, you now have a couple of options.

If they escaped with Lee, you can read this:

As the cargo ship climbs higher and higher, hammered by the relentless wind and weather outside, water streaks off the hull and the ship shudders. You don't feel much of that inside the belly of the beast though, so when it finally breaks gravity leaving the atmosphere of Lethe behind you feel a sliver of relief that you made it out safely. Lee approaches you and thanks you immensely for your help.

Xenomorphs—The Fall of Somerset Landing

He says in his dulcet tones, "Let's get you into hypersleep, we've all got a long journey ahead of us and you need to be refreshed when we debrief you at the other end. You've done me, and the Company, proud. Big bonuses incoming!"

As you climb into your pods, you wonder what kind of reward is waiting for you out there beyond the vast reaches of space. Hypersleep soon overtakes you and you fall into deep sleep.

In space, the ship thunders on as it heads toward its destination.

If they get away in the shuttle:

The shuttle shudders and rocks a little as it climbs into the sky, you can see them out there, a wave of darkness that comes to swallow Somerset Landing as your tiny ship rockets off away from the carnage. You don't look back. You keep your eyes on the cockpit as the ship struggles against the gravity and inclement weather. Eventually though, the little ship manages to get away and thunders off from the planet into space. You can enter hypersleep secure in the knowledge that the nightmare is behind you, and you managed to get away with your lives. The journey is a long one, but you know there's a science waystation en route and that will help you once you can get there. You can rest assured now that you'll be able to talk to someone about the colony's fall. Perhaps you'll be able to get a reward for the information. Perhaps you'll help the remaining survivors down there in some small way.

As you close your eyes you can hear nothing but the rumble of the engines, a whirr of something below and a soft thud. Sleep overtakes you, but you swear you see a dark shape in the communal chamber just out of the corner of your eye.

The waystation beckons.

If the characters don't escape then close out with a less pleasant ending:

All around you, as you experience your last moments of consciousness, is a sea of dark xenomorph shapes. No matter how many you gun down, how many die, there's always more. All the shuttles have gone, all the cargo ships have lifted off. The Company Man made it out safely and you look up at the trails of fire in the sky. You could have been on one of those ships...

You might as well be dead...

A xenomorph lashes you with its tail and you fall back. Darkness claims you, as you see other survivors meet the same fate.

Hours later you wake up, sweating, alive, cold and warm at the same time. There's a pain, there's a moment of horrific realization and you scream.

Everyone with you screams.

Down from where your chest used to be, a tiny creature screams as it is born.

You die, it lives.

The cycle goes on.

AFTERMATH

It's likely that the PC escaped, either in a shuttle or in the freighter.

If they rescued Decken, the pilot, and have him with them, they're in for an unpleasant experience. A couple of hours after lift-off, a xenomorph will burst from Decken's chest, killing him. The PCs now have a xenomorph about their ship!

Alternatively, some clever/lucky players might have their PCs survive by eluding the xenomorphs and escaping the colony in one of the land vehicles. If that's the case then they're in for a hostile time of it outside of the relative (once) safety of the colony. The xenomorphs will hunt them down and try their best to capture them regardless. If they go too far in the one direction they'll find the ship, more xenomorphs, and hundreds of eggs. There are nine other APU's around the planet that will provide some shelter, but they won't be well stocked with food or other supplies, making excursions back to Somerset Landing essential for any hope of survival until someone comes to the rescue. If they come.

Of course, there's the matter of the **Xenomorph Matriarch**, too, created from Wheeler who will want the PC's captured. Feel free to create a whole spin-off from this scenario that involves the PC's eluding capture, investigating, exploring and surviving until a few weeks later when a marine squad arrives to do some investigation of their own.

Mister Lee is back, and Mister Lee has a plan to capture and contain.

Have fun!

PREGENERATED CHARACTERS

The following section contains a range of pre-generated characters you can use as PCs, to populate the colony, or to hot-swap into if the players' main characters die (we did say this was survival horror!)

The characters here are miners, space jockeys, pilots, even a priest. Generally speaking, they are not combat-oriented characters (with a couple of exceptions). Getting into a fight with a xenomorph will almost certainly end very badly.

In this section you will find the following characters. Each has their own reasons for boarding a ship to Somerset Landing.

- **Vadim Andreev**, a young, rugged Human explosives expert who dreams of space.
- **Margarita Orellana**, an inspiring Human priest who enjoys singing.
- **Carrie Goldstein**, an obnoxious Human pilot who resents authority.
- **Danny Garvin**, a spendthrift Jovian drifter who escaped organized crime.
- **Sebastian Vallee**, a brilliant Human medic who always tries to help.
- **Jaxon Milic**, a clumsy Human gambler who always plays the odds.
- **Asha Rosales**, an erudite Belter engineer who loves robots.
- **Gayle Knight**, an athletic Clone marine who enjoys sports.
- **Carl Garner**, a tough-as-nails Belter space jockey who loves to travel.
- **Butler**, a brilliant Synthetic scientist who reads old literature.

JAXON MILIC
A clumsy Human gambler who always plays the odds (50)

ASHA ROSALES
An erudite Belter engineer who loves robots (50)

VADIM ANDREEV
A young, rugged Human explosives expert who dreams of space (50)

GAYLE KNIGHT
An athletic Clone marine who enjoys sports (50)

VADIM ANDREEV

A young, rugged Human explosives expert who dreams of space (5d6)

BIOGRAPHY

Having worked in the largest diamond mine on Earth, the Yubileyny diamond mine in his native Russia, Vadim Andreev got to know a lot about mining, diamonds and explosives. But it wasn't only the underground that held Vadim's heart and imagination, but what was far above it too. Space, planets, moons, asteroids... he longed to be able to go to the stars and uncover the vast reserves of mineral wealth unbeknownst to man. When the call went out from the Chen Zua Corporation for prospectors to mine an asteroid belt Vadim signed up. Within four months he was on his way up in the darkness of space for the first time... and he's not looked back since. Now, after ten years of helping mine asteroids, he's ready for a new challenge and signed up to another of the Chen Zua Corporations projects... the continued terraforming and exploration for minerals on a moon called Lethe, orbiting Melinos in the Beta Trianguli Australis system.



HOMELAND Arctic

CAREERS

Farmhand (12 yrs)

2 x Miner (7 yrs)

2 x Explosives Expert (5 yrs)

AGE 24



ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
6	5	8	6	6	6	3	9	0
(3d6)	(2d6)	(3d6)	(3d6)	(3d6)	(3d6)	(2d6)	(3d6)	(0d6)

MOVEMENT SPEED 5 CLIMB 3 JUMP 10'/6'

INITIATIVE 3d6 **PERCEPTION** 4d6 **CARRY** 160lb (max lift 300lb) **REACH** 5-ft **ACTIONS** 2

SKILLS

survival	1 (1d6)
farming	1 (1d6)
mining	2 (1d6)
carousing	1 (1d6)
dodging	1 (1d6)
explosives	2 (2d6)
perception	1 (1d6)
electronics	1 (1d6)

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	3d6	1d6+3 blunt	—	—
Frag grenade	4d6	3d6 heat	3	burst 1

DEFENSES

MELEE DEFENSE	15	HEALTH	24
RANGED DEFENSE	11	SOAK	2 (leather jacket); 5 vs poison
MENTAL DEFENSE	11	VULN	none
VITAL DEFENSE	11	IMMUNE	none

EXPLOITS AND TRAITS

Young. Once per day Vadim can declare a dice pool to be an exploding dice pool.

Rugged. Once per day, Vadim can rest for a full round and recover 12 HEALTH.

Enduring. Vadim gets +1 to any d6 rolls to shake off conditions.

Dreamer. Once per day, Vadim can spend five minutes daydreaming about the stars; this recharges his 3d6 LUC pool.

Darksight. From years spent underground, Vadim can see in the dark to a distance of 30 feet.

Toxic Gases. Mining has its perils; Vadim has breathed in so many toxic gases that he has developed an natural SOAK 5 vs poison.

Boom-Boom! When Vadim uses an explosive of any kind, it does +1d6 damage (this bonus is included already in his grenade attack stats, above).

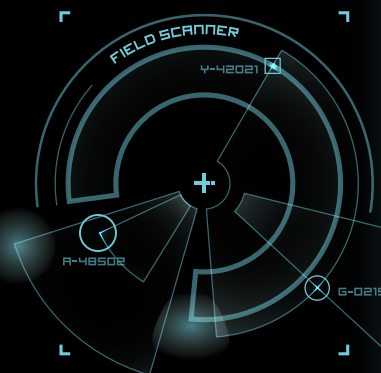
Home-Cooking. Vadim can make an explosive by spending five minutes and using various ingredients from his surroundings. The explosive does 2d6 damage (3d6 damage including his Boom-Boom! exploit) in a Burst 1 area.

Aim. Vadim can spend one action aiming to gain +1d6 to a subsequent ranged attack.

Lucky Escape. Once per day Vadim can completely avoid all damage from one attack.

GEAR

5 x frag grenade
engineering toolbox
leather jacket
100cr



MARGARITA ORELLANA

An inspiring Human priest who enjoys singing (5d6)

BIOGRAPHY

Margarita Orellana was born in the teeming slums of Mexico City. Her father was a wannabe-revolutionary, or at least that's how he justified his petty crimes to himself and God. He was killed by police in a raid for stolen goods at an underground printers that distributed anti-government literature. Margarita was nine at the time and remembers the raids that followed, her older brothers and mother being taken away... whom she never saw again... leaving her in charge of two younger brothers and a sister. The four children were living on the streets, begging and stealing to stay alive when 3-year old Antonio, her youngest brother, had his leg crushed by a car. She tried taking Antonio to a hospital but they were uninterested in a street urchin when their budgets were already so stretched trying to keep more worthwhile citizens alive. Margarita sat cradling poor Antonio on the side of a street when she was spotted by Sister Juana, a Catholic Nun, who took them both back to the hospital and wouldn't leave until Antonio was treated. Sister Juana also went with Margarita to collect her other two siblings and took them all to an orphanage she worked at. Margarita was overwhelmed by this stranger's kindness and soon started to learn about her, and other, faiths of the world. She trained hard and was ordained as a priest at the age of 23. Reluctantly she agreed to travel to Somerset Landing to help provide spiritual guidance and support to the colony.

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
3	4	3	7	3	7	9	9	0
(2d6)	(2d6)	(2d6)	(3d6)	(2d6)	(3d6)	(3d6)	(3d6)	(0d6)

MOVEMENT SPEED 5 CLIMB 3 JUMP 8'3"

INITIATIVE 3d6 **PERCEPTION** 3d6 **CARRY** 60lb (max lift 150lb) **REACH** 5-ft **ACTIONS** 2

HOMELAND City

CAREERS

Orphan (15 yrs)

Drifter (6 yrs)

3 x Priest (7 yrs)

AGE 28

SKILLS

running	1 (1d6)
dodging	1 (1d6)
cooking	1 (1d6)
thievery	2 (1d6)
singing	1 (1d6)
appraisal	1 (1d6)
bureaucracy	1 (1d6)
religion	3 (2d6)
linguistics	1 (1d6)

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	2d6	1d6+2 blunt	--	--
Pistol	2d6	2d6 ballistic	3	--

DEFENSES

MELEE DEFENSE	11	HEALTH	20
RANGED DEFENSE	11	SOAK	0
MENTAL DEFENSE	23	VULN	none
VITAL DEFENSE	10	IMMUNE	none

EXPLOITS AND TRAITS

Inspiring. Margarita is able to inspire others, spending an action to grant them +1d6 to their next attribute check as long as they remain with 30' of her.

Enduring. Margarita gets +1 to any d6 rolls to shake off conditions.

Urchin. Used to the streets, Margarita can easily name the local crime figures in a community after spending one hour there.

Unseen. Margarita knows how to blend in and remain unnoticed, gaining +1d6 to her attribute checks when she does so.

Confessional. Margarita is able to discern lies and untruths, and gains +2d6 to attribute

checks used to gain information from another person.

Unshakable Faith. Margarita's strong belief in her religion grants her a +5 bonus to her MENTAL DEFENSE (already included, above).

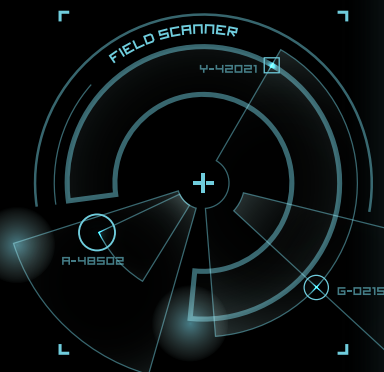
Respect. Most people respect the clergy and are reluctant to attack them. A sentient creature who can recognize Margarita's role suffers -1d6 to attack her as long as she has not attacked them.

Leadership. Margarita is able to donate her LUC dice pool to her allies.

Aim. By spending an action aiming, Margarita gains +1d6 to a subsequent ranged attack.

GEAR

priest's robes
pistol
100cr



CARRIE GOLDSTEIN

An obnoxious Human pilot who resents authority (5d6)

BIOGRAPHY

Carrie Goldstein grew up in Alaska in a remote fishing town. She learnt to fly before she could learn to drive as her parents' plane could often get to places far easier than their cars or trucks could. Although she enjoyed the remoteness of where she lived she wanted to explore, and what better place to go exploring than the blackness of space... pushing the boundaries of human civilization further planet by planet, system by system. When she was 18 she left Alaska and enrolled on a freighter run by the Chen Zia Corporation. She'd often co-pilot the freighter itself as well as piloting the shuttles back and forth between planets and orbital stations. To help pass the time she took up boxing, and excelled at it, often beating many of her stronger male counterparts, in part thanks to her agility. The ship's command frowned upon the fights, but overlooked them as they were popular among the crew and helped relieve some of the boredom common on long haul flights. That changed when, during one fight, Carrie's opponent — Emmanuel Owusu—had an unidentified hairline fracture on his skull. Her punch was nothing unusual, but after her right hook knocked Emmanuel down his head rebounded off the floor just in the wrong place. Emmanuel was comatosed, Carrie was arrested. Emmanuel died two days later. Carrie was tried by her superiors. Everyone knew it was an accident but the Captain wanted to stamp out the boxing and make an example. Carrie was to lose her commission and be expelled from the service. However, the Captain did help Carrie get a new commission elsewhere for the Chen Zua Corporation, on the Somerset Landing Terraforming colony.

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
4	8	8	5	6	5	3	8	1
(2d6)	(3d6)	(3d6)	(2d6)	(3d6)	(2d6)	(2d6)	(3d6)	(1d6)

MOVEMENT SPEED 5 ZERO-G 5 CLIMB 3 JUMP 16'4'

INITIATIVE 3d6 **PERCEPTION** 2d6 **CARRY** 120lb (max lift 200lb) **REACH** 5-ft **ACTIONS** 2



HOMELAND Agricultural

CAREERS

Farmhand (18 yrs)
2 x Space Jockey (6 yrs)
Pilot (2 yrs)
Boxer (1 yr)

AGE 27

SKILLS

fishing	1 (1d6)
farming	1 (1d6)
engineering	3 (2d6)
driving	1 (1d6)
piloting	3 (2d6)
swimming	1 (1d6)
reactions	1 (1d6)
navigation	1 (1d6)
boxing	1 (1d6)
dodging	1 (1d6)

GEAR

25ocr

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Boxing	4d6	2d6+2 blunt	—	—

DEFENSES

MELEE DEFENSE	15	HEALTH	20
RANGED DEFENSE	15	SOAK	0
MENTAL DEFENSE	10	VULN	none
VITAL DEFENSE	11	IMMUNE	sickness

EXPLOITS AND TRAITS

Obnoxious. Carrie has soured on authority and doesn't work well with others. She is able to make a LOG (3d6) mental attack at a target which can understand her, and on a success the target gains the Angry condition.

Enduring. Carrie gets +1 to any d6 rolls to shake off conditions.

Dreamer. Once per day, Carrie can spend five minutes daydreaming about the stars; this recharges her 3d6 LUC pool.

Push the Limits. When Carrie is piloting a starship, she is able to

increase its normal maximum FTL speed by 1 factor.

Zero-g Monkey. When in zero-g, Carrie can move at her normal SPEED.

Space Sickness. Nearly every astronaut gets sick. Carrie learned to ignore it. She is immune to the Sick condition.

Bare Knuckles. Not all fights require gloves. When not wearing boxing gloves, Carrie does +1d6 damage with unarmed attacks (this is already included in her Boxing attack stats, above).

Deadly Strike. Once per round, Carry can do +1d6 damage on her attack.

Knockdown. When she uses a Called Shot to knock a target prone, Carry does not have to pay the 2d6; additionally, the target gains the Downed condition (making it unable to stand until that condition has been shaken off).

Feint. By spending an action feinting, Carry gains +1d6 to a subsequent melee attack.

DANNY GARVIN

A spendthrift Jovian drifter who escaped organized crime (5d6)



BIOGRAPHY

Danny Garvin grew up on the streets of the hi-gravity world of New Detroit. He ran odd jobs to scrap by until he came to the attention of the Korels Family due to his size and strength. Jab Korels recruited Danny as a bouncer for one of his clubs. In addition to his job he was tasked with keeping out rival drug dealers and 'dealing' with any that were spotted in the club or its surrounds. Danny made good money, and was brought deeper in to the Korels Family organization. Shane (youngest son of Jab) and Danny became firm friends. Shane took over a number of the families clubs and operations, with Danny making sure that any fallout was silenced. Other members of the Korels Family organization were unhappy with the amount of power Shane was gathering around himself, and the ever present Danny. Danny uncovered a hit on Jab, which Shane was going to be framed for. Informing Shane they heading straight over to the family HQ, but arrived to find a bloodbath had already occurred. Shane's presence only helped flame the accusations and soon the Korels Family was at war with itself. Business suffered as months of violence passed, and Shane was becoming more paranoid by the day. Shane started to suspect Danny had been in on the plot to assassinate his father and had taken him to the scene "just that bit too late" to help pin the blame on him. Tensions rose until Shane confronted his former most trusted friend in a heated argument that led to the two brawling and Danny knocking Shane out stone cold. Danny fled the apartment, not knowing if his friend was alive or dead, but knowing Detroit was no longer safe... Shane would want his head, and the rest of the family were also more than happy to have it delivered to them. He was alone. He gathered up some of the money he'd hidden in safe houses over the years, left town, and signed up using fake papers to join the colonist program. They always needed strong hard workers in the colonies and Danny reckoned that should hopefully be enough distance between the Korels Family and him that he might be safe.

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
8	4	7	7	3	3	9	6	1
(3d6)	(2d6)	(3d6)	(3d6)	(2d6)	(2d6)	(3d6)	(3d6)	(1d6)

MOVEMENT SPEED 6 CLIMB 3 HIGH-G+6 JUMP 8'/8'

INITIATIVE 3d6 **PERCEPTION** 3d6 **CARRY** 160lb (max lift 400lb) **REACH** 5-ft **ACTIONS** 2

HOMELAND City

CAREERS

Street Tough (14 yrs)
Street Thug (6 years)
Bouncer (2 years)
Gangster (4 years)
Drifter (2 years)

AGE 28

SKILLS

hardy 1 (1d6)
gambling 1 (1d6)
carrying 1 (1d6)
brawling 1 (1d6)
intimidation 1 (1d6)
pistols 2 (1d6)
carousing 2 (1d6)
driving 1 (1d6)
dodging 1 (1d6)
bureaucracy 1 (1d6)
high-g 2 (1d6)

GEAR

high quality pistol
300cr

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	4d6	1d6+3 blunt	--	--
High Quality Pistol	5d6	2d6 ballistic	range 10	--

DEFENSES

MELEE DEFENSE	15	HEALTH 32
RANGED DEFENSE	15	SOAK 5 (Jovian, street tough)
MENTAL DEFENSE	13	VULN none
VITAL DEFENSE	11	IMMUNE none

EXPLOITS AND TRAITS

Spendthrift. Danny often spends money without even realizing he's doing it. Once per day he may pull from his pockets one item he'd forgotten he'd purchased. The item cannot have a value in credits greater than his LUC check (3d6).

Sturdy Frame. Jovians are short and powerful. Danny gain +2d6 HEALTH and natural SOAK 3 (included in his stats, above).

Crushing Environment. Jovians gain high-g as a natural movement rates, gaining that speed equal to their regular SPEED.

Set in their Ways. Jovians are serious, almost dour, and hard to change. Something about high gravity results in inflexibility of mind in humans, and Jovians display this in

abundance. Jovians gain +2 MENTAL DEFENSE (included in his stats, above).

Hard to Move. When a Jovian would normally suffer forced movement (from a push, knockback, or similar attack), they can spend a LUC die to remain in place.

Inexhaustible. Like all Jovians, Danny is immune to the Fatigued condition.

Fell off a Truck. Danny got his starting gear for half price. It fell off the back of a truck, you know. As a consequence he starts play with more money than most of the other pregenerated characters.

Street Tough. Life on the streets toughened Danny; he gains +2 SOAK (already included in his stats, above).

Immovable Object. As a bouncer, Danny knew how to block the way. He can spend a LUC die to ignore forced movement.

Heavy Drinker. During his years as a drifter, Danny gained a surprising tolerance to alcohol. While he can still get drunk, he does not suffer the Drunk condition for drinking alcohol.

Aim. By spending an action aiming, Danny gains +1d6 to a subsequent ranged attack.

Protector. Danny can intercept an attack meant for an adjacent ally. If the attack hits his ally, he takes the damage instead. If he is using a shield, the ally also benefits from the shield's defensive bonus.

SEBASTIAN VALLEE

A brilliant Human medic who always tries to help (5d6)

BIOGRAPHY

Sebastian Vallee studied at the Karolinska Institute in Sweden, one of the top medical universities on Earth. Although offered an array of jobs in top research and medical facilities upon graduation Sebastian was never interested in the money. Helping people was his driving force and scant days after leaving Stockholm he was in Bas-Uele, a northern province of the Democratic Republic of Congo treating ebola. Sebastian spent the next few years moving around aid camps and makeshift field hospitals in Central and Eastern Africa. He worked in famine, disaster and combat zones. It was whilst working in South Sudan that he was arrested. He'd been working treating civilians injured in the ongoing civil war, in rebel territory, when government forces took control of the area and arrested foreign doctors and aid staff, whilst executing local helpers for treason. Despite UN outcry, and that of his own government, Sebastian was kept imprisoned for six years before being released. Suddenly a term or two away on a terraforming colony seemed a good way to distance himself from humanity for a while, so he registered as a medic and boarded a ship. Six years in a Juba hellhole had to be good training for something...

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
4	4	5	8	8	4	7	5	4
(2d6)	(2d6)	(2d6)	(3d6)	(3d6)	(2d6)	(3d6)	(2d6)	(2d6)

MOVEMENT SPEED 5 CLIMB 3 JUMP 8'8"

INITIATIVE 3d6 **PERCEPTION** 3d6 **CARRY** 90lb (max lift 200lb) **REACH** 5-ft **ACTIONS** 2

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	2d6	1d6+2 blunt	--	--
High Quality Knife	4d6	2d6+1 piercing	--	--

DEFENSES

MELEE DEFENSE	12	HEALTH	16
RANGED DEFENSE	12	SOAK	0
MENTAL DEFENSE	17	VULN	none
VITAL DEFENSE	10	IMMUNE	none

EXPLOITS AND TRAITS

Enduring. Sebastian gets +1 to any d6 rolls to shake off conditions.

Brilliant. Once per day, Sebastian may substitute an attribute check with a LOG check.

Superior Healing Hands. Using his medkit, Sebastian can spend an action to restore 2d6 HEALTH to an adjacent ally. A creature can only benefit from this once per day.

Achilles Heel. Once per creature, Sebastian can identify a weak spot and ignore its SOAK.

Prison Tough. His time in prison toughened him up. Sebastian has a +1 bonus to all DEFENSEs (already included, above).

Bachelor. College study gave Sebastian some academic skills. He has a +1d6 bonus to research information when he has access to a library or data network.

Aim. By spending an action aiming, Sebastian gains +1d6 to a subsequent ranged attack.



HOMELAND Arctic

CAREERS

Scion (16 yrs)
College (4 years)
Medic (3 years)
Prisoner (6 years)
Medic (1 year)

AGE 30



SKILLS

medicine	5 (2d6)
chemistry	2 (1d6)
running	1 (1d6)
computers	1 (1d6)
law	1 (1d6)
bureaucracy	1 (1d6)
psychology	1 (1d6)
knives	1 (1d6)
dodging	1 (1d6)

GEAR

high quality medical kit
high quality clothing
high quality knife
1,000cr



JAXON MILIC

A clumsy Human gambler who always plays the odds (5d6)

BIOGRAPHY

Jaxon Milic was raised in the Australian Northern Territories in a mining community. Jaxon followed his fathers footsteps and became a Manganese miner, making good money. Good isn't great though... especially when you're feeding a gambling habit. Jaxon would bet on horses, greyhounds, boxing and other sports events, like there was no tomorrow. He often traveled to the casinos in Macau, China, and dabbled in poker, blackjack and Fan Tan. After years of growing debt, and a failed marriage with a kid he couldn't afford to support, his debt was called in. Jaxon became a line in Huo Zemin's equity portfolio. When he arrived in Macau for a week of gambling he was met off the plane by local police and taken to Huo Zemin's office. There, with an appointed lawyer present, he was shown the paperwork and informed that his services were being rented to the Chen Zua Corporation. Jaxon was to be shipped out to Lethe to work at some colony called Somerset Landing. He'd be given a basic allowance during his stay but all the rest of the income, plus dividends, would go towards paying off his debt and interest.

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
5	3	8	7	4	5	6	12	0
(2d6)	(2d6)	(3d6)	(3d6)	(2d6)	(2d6)	(3d6)	(4d6)	(0d6)

MOVEMENT SPEED 4 CLIMB 3 JUMP 6'5' CARRY 140lb (max lift 250lb)

INITIATIVE 3d6 **PERCEPTION** 3d6 (5d6 hazards and traps) **REACH** 5-ft **ACTIONS** 2

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	2d6	1d6+2 blunt	—	—
Pistol	3d6	2d6 ballistic	10	—

DEFENSES

MELEE DEFENSE	10	HEALTH	20
RANGED DEFENSE	10	SOAK	0
MENTAL DEFENSE	11	VULN	none
VITAL DEFENSE	11	IMMUNE	none

EXPLOITS AND TRAITS

Enduring. Jaxon gets +1 to any d6 rolls to shake off conditions.

Clumsy. Jaxon has been known to trip over from time to time. He's so used to it, that when he falls, deduct 10' from the effective falling distance.

Aim. By spending an action aiming, Jaxon gains +1d6 to a subsequent ranged attack.

Reckless Act. Jaxon gains +1d6 to hit when he is not in cover or using a shield.

Ordinary. Able to blend in easily, Jaxon gets +1d6 when trying to pass unnoticed.

Mining Hazards. Jason gets +2d6 to perception checks made to spot hazards and traps.

Identify Substance. Jason can automatically identify a metal or mineral by sight.

Cheat. Jason knows a few tricks. In a game of chance, he may reroll any 1s in his dice pool.

Chancer. Once per day Jaxon may pause for five minutes and recharge his 4d6 LUC dice pool



HOMELAND Desert

CAREERS

Everyman (14 yrs)
Miner (3 years)
Gambler (3 years)
Miner (3 years)
Gambler (3 years)

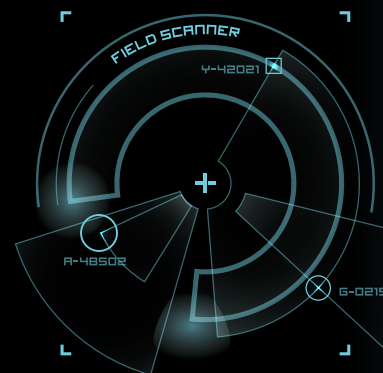
AGE 28

SKILLS

survival	3 (2d6)
gambling	3 (2d6)
engineering	1 (1d6)
carousing	1 (1d6)
mining	2 (1d6)
carrying	1 (1d6)
climbing	1 (1d6)
bluffing	1 (1d6)
persuasion	1 (1d6)

GEAR

pistol
1,000cr



ASHA ROSALES

An erudite Belter engineer who loves robots (5d6)

BIOGRAPHY

Asha Rosales has spent virtually her entire life in the space lanes. Asha's parents met on a long haul transit run, and Asha was born in space. She was taken up for her first flight before her first birthday and actually accompanied her parents on a run when she was five—something both her parents got heavily fined over when the company found out. Asha was working as a grease monkey, using fake papers, by the time she was fifteen and has been in space ever since. She's used to long hours and can find her way around most tech. Her dream is to help her parents get their own ship so she's signed up for a term on Somerset Landing to earn some decent cash, see the Atmospheric Processing Units up close, and enjoy a bit of R&R.

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
5	7	5	6	8	3	3	8	1
(2d6)	(3d6)	(2d6)	(3d6)	(3d6)	(2d6)	(2d6)	(3d6)	(1d6)

MOVEMENT SPEED 5 CLIMB 3 JUMP 10'/6'

INITIATIVE 3d6 **PERCEPTION** 3d6 **CARRY** 100lb (max lift 200lb) **REACH** 5-ft **ACTIONS** 2

HOMELAND —

CAREERS

Traveler (14 years)
Space Jockey (2 years)
3 x Engineer (7 years)

AGE 23

SKILLS

astronomy 1 (1d6)
engineering 3 (2d6)
gambling 1 (1d6)
computers 3 (2d6)
navigation 1 (1d6)
electronics 1 (1d6)
acrobatics 3 (2d6)

GEAR

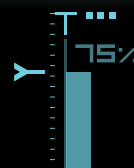
high quality engineering kit
TC14 Tac-Shotgun
stab vest
1000cr

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	3d6	1d6+2 blunt	—	—
TC14 Tac-Shotgun	4d6	3d6 ballistic	6	shotgun

DEFENSES

MELEE DEFENSE	18	HEALTH	16
RANGED DEFENSE	20	SOAK	4 (stab vest)
MENTAL DEFENSE	10	VULN	none
VITAL DEFENSE	10	IMMUNE	none



EXPLOITS AND TRAITS

Frail Form. Belters are tall and spindly. Asha's STRENGTH attributes can never exceed 6.

Flexible. Like all Belters, Asha can contort herself into unusual positions and fit into the smallest spaces. When restrained by somebody not trained in Belter restraint techniques, she can escape in one minute. If the captor is aware of this they can make an opposed LOG v AGI check to nullify this ability.

Hard-to-Hit. Belters often have to dodge flying debris and rocks. Asha gains +2 RANGED DEFENSE (included in her stats, above).

Hold Breath. Asha can hold her breath for 10 minutes before having to form any kind of suffocation dice pool. This enables her to move in vacuums and ignore noxious fumes.

Erudite. Once per target, Asha may substitute LOG (3d6) in place of CHA to interact with somebody by recalling a piece of trivia of interest to them.

Stargazer. Asha is always able to recognize what system she is in simply by looking up at the stars.

Zero-g Monkey. Asha has a zero-g speed equal to her regular SPEED.

Jury-rig. Asha can temporarily repair a broken item of medium-size or smaller by sending five minutes with it. The item will operate for a number of minutes equal to her LOG check (3d6 minutes). If she spends one hour with it, it will operate for a number of hours equal to her LOG check. If she spends one day with it, it will operate for a number of days equal to her LOG check.

Saboteur. Asha can disable any mechanical or electronic device to which she has access. This exploit does not open

a locked door (disabling the lock sty means it stays stuck in its current configuration). This takes five minutes.

Upgrade. Asha can modify a piece of equipment of size small or smaller to upgrade it permanently to a high quality item. This process takes one hour, but the item can only be used by Asha due to unfamiliar and jury-rigged controls, and it renders the item monetarily worthless.

Utilikit. Asha is able to turn one device into another of equal value or lower. For example, she can enable a laser knife to operate as a lock pick, or a mining scanner to work as an frag grenade. The device only functions in this way for a single action before becoming permanently useless. It takes 10 minutes to make the change.

Aim. By spending an action aiming, Asha gains +1d6 to a subsequent ranged attack.

GAYLE KNIGHT

An athletic Clone marine who enjoys sports (5d6)

BIOGRAPHY

Cloned by her parents, Gayle Knight excelled at sport growing up in rural California. She won regional swimming competitions, excelled at running and enjoyed judo. Her parents expected her to go to college on a sports scholarship and one day represent America at the highest level. Gayle had different plans. Having heard tales from her uncle, she wanted to follow his footsteps and join the United Marine Corps. Her parents were dismayed, threatened to disown her, and when all else seemed to be failing tried to get her committed to prevent her from signing up. It was all too late though, Gayle had already been for an interview, had a psych eval (which proved she was perfectly sane and the military used it to spring her from the Institute) and signed her papers. Gayle was off, and after her parents behavior she was happy to put them behind her. Gayle served for 12 years in the UMC before getting discharged. She thought about returning to Earth, but it's a long distant memory that doesn't hold any connection for her any longer. Plus a member of Gayle's old unit, Juan Antonio Rubio, is now the Captain helping train a bunch of new UMC recruits on their tour of Somerset Landing and that kinda sealed the deal.

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
7	6	6	5	4	7	4	2	2
(3d6)	(3d6)	(3d6)	(2d6)	(2d6)	(3d6)	(2d6)	(1d6)	(1d6)

MOVEMENT SPEED 7 CLIMB 5 JUMP 12'/7'

INITIATIVE 4d6 **PERCEPTION** 4d6 **CARRY** 140lb (max lift 280lb) **REACH** 5-ft **ACTIONS** 2

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	3d6	1d6+3 blunt	—	—
CA41A Pulse Rifle	5d6	2d6+2 ballistic	20	auto
Pistol	4d6	2d6 ballistic	10	—

DEFENSES

MELEE DEFENSE	15	HEALTH	28
RANGED DEFENSE	15	SOAK	5 (kevlar vest)
MENTAL DEFENSE	11	VULN	none
VITAL DEFENSE	15	IMMUNE	none

EXPLOITS AND TRAITS

Slow Aging. Clones age at half the rate of normal humans; Gayle appears to be in her late teens.

Fast Healing. Clones heal an extra 1d6 HEALTH each day.

Athletic. Gayle is able to ignore the effects of difficult terrain.

Shake It Off. Life in a marine unit means you don't have time to worry about your misfortune; Gayle gets a further +1 to any d6 rolls to shake off conditions.

Basic Training. Gayle received the standard basic training provide to all marine recruits. She mastered a number of skills (included above).

Light Sleeper. A marine cadet assignment quickly ensures you are able to wake at a moment's notice. Gayle is considered to be awake when she is asleep.

Get On With It. Once per day, Gayle can pause for two actions (one full turn) and recover 2d6 HEALTH.

Draw A Bead. Gayle does not suffer any penalty for firing into a melee.

Aim. By spending an action aiming, Gayle gains +1d6 to a subsequent ranged attack.

HOMELAND Agricultural

CAREERS

Scout/Eagle (16 yrs)

Boot Camp (1 yr)

Marine Cadet

Assignment (2 yrs)

2 x Marine Tour (10 years)

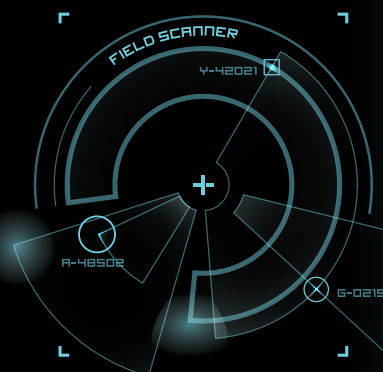
AGE 29

SKILLS

running	2 (1d6)
judo	1 (1d6)
swimming	2 (1d6)
pistols	1 (1d6)
rifles	3 (2d6)
tactics	2 (1d6)
computers	1 (1d6)
dodging	1 (1d6)
survival	1 (1d6)
hardy	1 (1d6)
carousing	1 (1d6)
perception	1 (1d6)
farming	1 (1d6)
climbing	1 (1d6)
resistance	1 (1d6)

GEAR

military scanner
CA41A pulse rifle
pistol
kevlar vest
100cr



CARL GARNER

A tough-as-nails Belter space jockey who loves to travel (5d6)

BIOGRAPHY

Carl Garner has always been a bit of a drifter. An Army brat kid meant he never settled in one place for long. But it did install in the young Carl a sense of independence and being able to look after yourself. His quick wit meant he found it easy to fit in wherever he went, but he stopped short of making 'friends', knowing that sooner, rather than later, he'd be on the move again. No point putting the energy, time and emotion in to building relationships that wouldn't be there in a day, a week, or at most a few months. Having traveled much of Earth Carl decided to up roots entirely and head out into the black. He took short commissions on a variety of freighters and other transport ships, hopping from one planet to another. In some ways this was the most 'stable' Carl had been as commissions could last from a few months to a couple of years. The longer jobs made him itchy, but they certainly paid better. Every so often Carl would remain on a planet, working in the mines, or exploratory teams mapping the terrain and any local flora and fauna. After a four month commission on a transporter he's ready for a new challenge. The transporter was carrying some new colonists to one of Melinos' moons, Lethe. Sounded as good a place as any to spend a bit of time.

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
4	5	8	6	6	5	4	6	0
(2d6)	(2d6)	(3d6)	(3d6)	(3d6)	(2d6)	(2d6)	(3d6)	(0d6)

MOVEMENT SPEED 5 CLIMB 3 ZERO-G 5 JUMP 10'4'

INITIATIVE 6d6 **PERCEPTION** 3d6 **CARRY** 120lb (max lift 160lb) **REACH** 5-ft **ACTIONS** 2

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	3d6	1d6+2 blunt	--	--
Pistol	4d6	2d6 ballistic	10	--

DEFENSES

MELEE DEFENSE	11	HEALTH	20
RANGED DEFENSE	13	SOAK	4 (leather jacket, tough-as-nails)
MENTAL DEFENSE	10	VULN	none
VITAL DEFENSE	11	IMMUNE	none

EXPLOITS AND TRAITS

Frail Form. Belters are tall and spindly. Their STRENGTH attributes can never exceed 6.

Flexible. Like all Belters, Carl can contort himself into unusual positions and fit into the smallest spaces. When restrained by somebody not trained in Belter restraint techniques, he can escape in one minute. If the captor is aware of this they can make an opposed LOG v AGI check to nullify this ability.

Hard-to-Hit. Belters often have to dodge flying debris and rocks. Carl gains +2 RANGED DEFENSE (included in his stats, above).

Hold Breath. Carl can hold his breath for 10 minutes before having to form any kind of suffocation dice pool. This enables him to move in vacuums and ignore noxious fumes.

Tough-as-Nails. Carl gets a +2 SOAK bonuses which adds to any other SOAK he may have (already included, above).

Unseen. His time as a drifter made it easy for Carl to blend in. He gains +1d6 when he tries to go unnoticed.

Hitch-Hiker. Carl knows how to secure a free ride on any ship or transport, often offering his services for the duration.

Zero-G Monkey. Carl has a zero-g speed equal to his regular SPEED.

HOMELAND

CAREERS

Military Brat (15 yrs)
Drifter (3 yrs)
Space Jockey (4 yrs)
Miner (2 yrs)
Space Jockey (3 yrs)

AGE



SKILLS

running	1 (1d6)
engineering	3 (2d6)
appraisal	1 (1d6)
tactics	1 (1d6)
driving	1 (1d6)
pistols	1 (1d6)
carousing	1 (1d6)
dodging	1 (1d6)
piloting	2 (1d6)
mining	1 (1d6)

GEAR

Gear pistol
leather jacket
100cr

Underground Sense. When underground, Carl always knows which direction is which and can pick a route back to the surface.

Predictive Reflexes. Carl is able to read situations with ease; as such, he gains +1d6 to INITIATIVE checks (already included in the stats above).

Aim. By spending an action aiming, Gayle gains +1d6 to a subsequent ranged attack.

BUTLER

A brilliant Synthetic scientist who reads old literature (5d6)



BIOGRAPHY

Butler was created by Chen Zua twelve years ago in a robotics lab back in Las Vegas on Earth; he is part of a scientific series of synthetic models which do not boast the physical prowess of some of the androids embedded in combat units. His primary mission is the analysis of new life forms, and his programming includes a high level of expertise in the science of xenology. Humanity has discovered a few semi-sentient life forms over the last few decades, but Butler's dream is for first-contact with a sentient civilization. He has been assigned to Somerset Landing as part of a regular rotation of synthetics.

ATTRIBUTES

STR	AGI	END	INT	LOG	WIL	CHA	LUC	REP
6	4	3	7	9	7	3	3	4
(3d6)	(2d6)	(2d6)	(3d6)	(3d6)	(3d6)	(2d6)	(2d6)	(2d6)

MOVEMENT SPEED 5 CLIMB 3 JUMP 8'6"

INITIATIVE 3d6 **PERCEPTION** 4d6 **CARRY** 90lb (max lift 300lb) **REACH** 5-ft **ACTIONS** 2

HOMELAND —

CAREERS

4 x Scientist (12 yrs)

AGE 12



SKILLS

medicine	1 (1d6)
computers	6 (3d6)
botany	3 (2d6)
xenology	6 (3d6)
perception	2 (1d6)
physics	1 (1d6)
astronomy	1 (1d6)
geology	1 (1d6)
climatology	1 (1d6)

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Brawling	3d6	1d6+3 blunt	—	—

DEFENSES

MELEE DEFENSE	11
RANGED DEFENSE	10
MENTAL DEFENSE	11 (immune)
VITAL DEFENSE	10

HEALTH 20

SOAK 0

VULN 1d6 electricity, 2d6 ion

IMMUNE pain, fatigue

EXPLOITS AND TRAITS

Brilliant. Once per day, Butler can substitute a LOG (3d6) check for another attribute check.

Mindless. Butler is immune to any attacks which target MENTAL DEFENSE.

Deterministic. Butler's PSI attribute can never rise above zero, and he can never form a LUCK pool.

Electronic vulnerability. As a mecha-noid, Butler is vulnerable (1d6) to electricity damage, vulnerable (2d6) to ion damage.

Automaton. Butler does not need to eat, sleep, or breathe, and is immune to the Pain and Fatigued conditions.

Skill package. Synthetics are built with a purpose in mind. Butler begins play with three bonus skills at rank 3 (2d6) (included in the stats above).

Factory Specs. Synthetics do not take an origin career; they come fully formed from the factory and enter their first full career immediately.

Scientific Knowledge Base. Butler starts play with a range of scientific skills (included in the stats above).

Analytical Eye. Butler is able to identify the resistances, immunities, and vulnerabilities of any creature he can see with a Difficult [16] LOG check. If he uses a hand-scanner, he adds +1d6 to this check. This requires two full actions of observation.

Improviser. In the field, Butler knows how to improvise. Using his scientific know-how, he can create a crude object or device from his surroundings. This requires a LOG check, with a difficulty value equal to the purchase value of the object, and takes 30 minutes.

GEAR

scientific scanner
100cr

Modify. Butler can modify the output of any energy weapon or device to any other energy type of his choice. This takes one minute. The device operates for five minutes, but breaks permanently when this time is up.

Aim. By spending an action aiming, Butler gains +1d6 to a subsequent ranged attack.

Deadly Strike. Butler can identify the optimum place to strike a target; once per turn he gains +1d6 on a damage roll.



Xenomorphs

THE FALL OF SOMERSET LANDING

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