

FREE LEAGUE

ALIEN

T H E R O L E P L A Y I N G G A M E

CINEMATIC STARTER KIT

G A M E D I R E C T O R

Tomas Härenstam

S E T T I N G W R I T E R

Andrew E.C. Gaska

L E A D A R T I S T

Martin Grip

G R A P H I C D E S I G N

Christian Granath

R U L E S D E S I G N

Tomas Härenstam

S P A C E S H I P A R T

John R. Mullaney

S C E N A R I O D E S I G N

Andrew E.C. Gaska, Tomas Härenstam, Mischa Thomas

W E A P O N A R T

Axel Torvenius

A D D I T I O N A L W R I T I N G

Nils Karlén, Paul Elliott, Brandon Bowling

M A P S

Christian Granath

E D I T O R

Cam Banks

P R O O F R E A D I N G

Brandon Bowling, Kosta Kostulas

R U L E S R E V I E W

Jonas Ferry

C U S T O M E R S U P P O R T

Jenny Bremberg

B R A N D M A N A G E M E N T

Joe LeFavi

P L A Y T E S T E R S

Nils Karlén, Kosta Kostulas, Marco Behrmann, Simon Andersson, Rickard Antroia, Joel Östlund, Lars Rinde, Marco Ahumada Juntunen, Artur Foxander, Justin Langley, Staffan Fladvad, Jonas Ferry, Johan Wikman, Sven Holmström, Kristoffer Sjöo, Matthew Tyler-Jones, David Semark, Anjulj Clayden

S P E C I A L T H A N K S T O

Scott Middlebrook, Markus Friebe, Willie Goldman, Graham Langridge, Harry Harris, Carol Roeder, Craig Radow, Danielle Nashen, Nicole Spiegel, Steve Tzirlin, and Ridley Scott

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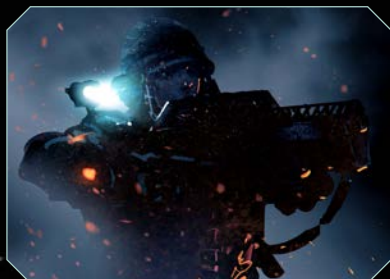


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REPORT YOUR FEEDBACK

Thank you for pre-ordering the ALIEN roleplaying game! By pre-ordering, you get the chance to feedback on the game before it goes to print. If you spot any typos or errors in this Cinematic Starter PDF, or if you have other feedback, please enter your comments in the online form found [HERE](#). The deadline is August 4, 2019. Thank you!

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S P A C E I S H E L L

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

—ASH, ALIEN

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

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

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

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

Things alien.

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

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

Stay alive if you can ■

WHAT'S THE STORY MOTHER?

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

—REVELATION, 12:3-4

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

But the ALIEN saga itself is about more than otherworldly beasts. It is about humbling man for his own hubris. It's about motherhood and family—about loss and sacrifice. It wrestles with the questions of artificial intelligence and faith.

The story of ALIEN is about creators and their creations struggling for dominance over each other.

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

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

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

FRONTIER LIFE

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

—DAVID 8, PROMETHEUS

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

Here, life is harsh and cheap. On many worlds, atmospheric processors have been brought in to

convert the air into something passably breathable. The majority of settlers here are prospectors, entrepreneurs, farmers, and homesteaders. Mining worlds refine ores and fuel, while agro and aquatic worlds harvest food and algae. Space stations such as Anchorpoint serve as a neutral staging ground for expeditions into deep space.

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

TERRITORIES OF THE FRONTIER

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

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

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

THE UNION OF PROGRESSIVE

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

THE INDEPENDENT CORE

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

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

DOMINION OVER THE STARS

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

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

GOD AT THE ASS END OF SPACE.

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

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

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

—MILBURN AND SHAW,
PROMETHEUS

THIS IS RUMOR CONTROL

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

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

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

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

It's waiting for you.

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

HERE ARE THE FACTS

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

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

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

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

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

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

The 2180s are a dangerous time to be alive ■

TIMELINE

LATE 2030s

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

2020s

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

2060s

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

2000 2010 2020 2030 2040 2050 2060 2070 2080 2090

EARLY 2030s

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

2080s

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

2040s-2050s

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

2090s

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

2130s

The *Nostromo's* flight recorder is salvaged and brought to Sevastopol Station. The station is destroyed when its orbital stabilizers fail and it plunges into the atmosphere of planet KG348. The following year, contact is lost with Seegson Station LV 44-40 and Wright Aberra waystation as well. In response, Anchorpoint Station is established between the core systems and the Outer Rim to allow for safe passage to and from the Frontier.

EARLY 2100s

The *USCSS Covenant*, Earth's first long distance, large-scale colonization effort, is announced. The fanatical group known as the Earth Savers repeatedly fails to sabotage the *Covenant* mission. North, South, and Central America unify to form the United Americas. The *Covenant* is successfully launched from Earth orbit, carrying over 2,000 colonists and embryos bound for planet Origae-6 in the distant Sector 87.

2180s

Tensions flare on the Frontier as various factions accuse each other of foul play during the Hadley's Hope incident. Robert Morse's *Star Beast* is illegally transmitted throughout the colonies and subsequently banned. Xenophobia escalates as rumors of deadly alien lifeforms and company designed bioweapons spread across the Frontier.

2150s

The Hadley's Hope terraformer colony is established on LV-426.

2100

2110

2120

2130

2140

2150

2160

2170

2180

2190

LATE 2100s

Civil war breaks out on the colony world of Torin Prime in the Outer Rim Territories. At the resolution of the two-year conflict, the planet is reinstated into the United American Colonies. Over fifteen thousand lives are lost when the UAS Troop carrier *Archangel* is destroyed during a peacekeeping mission to Thedus. In the wake of these conflicts, the Union of Progressive Peoples is formed.

2160s

The Colonial Marines instate a draft on the colonies. The Tientsin Campaign on the Frontier world of 8-Eta Boötis A III is fought between the United Americas and the Union of Progressive Peoples. There is no decisive win for either side.

LATE 2170s

A shuttlecraft from the long-lost *Nostromo* is recovered by a deep salvage team. The colony on LV-426 stops communicating with Gateway Station. A contingent of Colonial Marines aboard the *USS Sulaco* is sent to investigate and come to grief. Hadley's Hope is destroyed in a thermonuclear explosion, for reasons unknown. The *Sulaco* goes missing, but one of her EEV pods crashes on the maximum security planet Fiorina 161. The facility there is quarantined and shut down. There is one survivor.

2120s

Commercial towing vehicle *USCSS Nostromo* departs Thedus for Earth. For reasons unknown, the *Nostromo* sets down on LV-426. The ship subsequently resumes course until the engines are set to overload by the ship's third officer, again for reasons unknown.

CAREERS ON THE FRONTIER

FRONTIER COLONISTS

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

SPACE TRUCKERS

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

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

COLONIAL MARINES

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

Military occupations include vehicle oper-

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

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

COMPANY REPS

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

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

ROLEPLAYING ALIEN

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

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

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

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

THE GAME MOTHER

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

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

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

SHIP'S LOG, USCSS MIRANDA, 048:20. CAPTAIN CHARLIZE RECORDING.

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

GAME MODES

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

CINEMATIC PLAY



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

One such Cinematic scenario, *Chariot of the Gods*, is included in this Cinematic Starter Kit. This pre-generated scenario provides all the tools necessary to run your first ALIEN roleplaying game, and it's a fun and easy way to learn how to play and tell your own stories on the Frontier.

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

CAMPAIGN PLAY



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

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

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

- ▶ Space Truckers
- ▶ Colonial Marines
- ▶ Frontier Colonists

These campaign frames, and tools for how to run them, can be found in the core rulebook.

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

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

KEY THEMES

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

SPACE HORROR

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

SCI-FI ACTION

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

SENSE OF WONDER

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

TOOLS OF THE GAME

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

SHIP'S LOG, USCSS MIRANDA,
062:00. CAPTAIN CHARLIZE
RECORDING. The Marshals aren't
coming and navigation is dead.
God knows why, but Mother sent
our transmissions to Corporate
HQ, not Colonial Control.
Their only response was to
acknowledge the messages were
received. Now she has us locked
on course for system HD 37763 ■

CHARACTER SHEETS

To document your character, whether it's a premade PC from a Cinematic scenario or a character you create yourself for Campaign play, you use a character sheet. At the end of this book, you can find a blank character sheet and several filled-in sheets, for use with the *Chariot of the Gods* scenario.

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

DICE

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

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

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

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

CARDS

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

ROLLING DICE

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

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

WHAT IS A ROLE-PLAYING GAME?

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

The advantage of roleplaying games is also

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

Welcome ■

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



Y O U R C H A R A C T E R

“Why do you think your people made me?”

“We made you ‘cuz we could.”

“Can you imagine how disappointing it would be for you to hear the same thing from your creator?”

—DAVID 8 AND DR. CHARLIE HOLLOWAY

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

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

Trust us, you'll have more fun that way.

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

CHARACTER SHEET: To keep track of your character's game stats, you need a character sheet. Several filled-in character sheets are available at the back of this book, as well as an empty sheet for reference.

CINEMATIC PLAY



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

CAMPAIGN PLAY



For Campaign play, you create your player character yourself. How this is done is explained in the full ALIEN roleplaying game core rulebook ■

CORE CONCEPTS

CAREER

A key aspect of your character is your *career*. Your career determines your background and your role in the group. You also get a special talent unique to your career. See the pre-generated characters at the back of this book for examples of these. Careers are described in detail in the full ALIEN roleplaying game.

ATTRIBUTES

Your character has four attributes that indicate your basic physical and mental capabilities, each rated on a scale from 1 to 5. Your attributes are used when you roll dice to perform actions in the game, and determine how much damage you can withstand before you become Broken. Read more about this in Chapter 4.

- ▶ **STRENGTH:** Raw muscle power and brawn.
- ▶ **AGILITY:** Body control and speed.
- ▶ **WITS:** Sensory perception and intelligence.
- ▶ **EMPATHY:** Personal charisma and ability to manipulate others.

TALENTS

Talents are tricks, moves, and minor abilities that give you a small edge. Each pre-generated character in the scenario at the back of the book has a talent, and a wide range of talents are included in the full ALIEN roleplaying game..

SKILLS

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

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

PLAYING AN ANDROID

Androids are an important part of the ALIEN roleplaying game, and you can play one as your player character. Androids can have any career and may be open about their nature or secretly pose as humans. Rules-wise, androids work a little differently from humans.

- ▶ **Androids generally have higher STRENGTH and AGILITY scores.**
- ▶ **Androids can't push skill rolls (see page 34).**
- ▶ **Androids don't suffer stress and thus don't have a STRESS LEVEL.**
- ▶ **Androids never make Panic Rolls.**
- ▶ **Androids suffer damage differently (see page 75).**

STRESS

Life in space is lethal. More often than you'd like, you'll find yourself under extreme pressure. In the game, this mounting tension is represented by your **STRESS LEVEL**. It usually starts at zero, and can increase by pushing dice rolls (see page 34) and by experiencing frightening or stressful situations. Stress is explained further in Chapter 4.

HEALTH

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

SUFFERING DAMAGE: When you suffer damage, your Health score is reduced. This is further explained in Chapter 4. If your Health drops to zero, you are Broken and suffer a critical injury (see page 65) ■

PERSONAL STUFF

PERSONAL AGENDAS & STORY POINTS

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



CINEMATIC AGENDAS: In Cinematic play, the PCs' Agendas are predetermined by the scenario, such as the one at the back of this Cinematic Starter Kit.

At the beginning of each of the three Acts of the scenario, the GM gives each PC a handout with a new Agenda for the Act. The Agendas are hidden, you should not show them to other players or write them down on your character sheet.

At the end of each Act, the GM evaluates the PCs' actions. If you took specific actions to further your Agenda during the Act, despite personal risk or sacrifice, you are awarded one *Story Point*. Story Points can be used to get bonus successes in dice rolls (see page 35). Acts and Personal Agendas are further explained in the introductory scenario *Chariot of the Gods*.



CAMPAIGN AGENDAS: How Personal Agendas work in Campaign play is described in the full ALIEN roleplaying game core rulebook.

BUDDIES AND RIVALS

The ALIEN roleplaying game is about a small group of people facing unknown and horrifying dangers in the cold darkness of space. To survive, you need to find someone to trust, but also make sure who you don't want to turn your back to.

In game terms, your PC can have one Buddy and

one Rival among the other PCs. You can only have one of each. Your relationships are important for the GM, as she can use them to create interesting situations in the game. In this Cinematic Starter Kit, the pre-generated character descriptions will indicate any Buddy or Rival you have ■



PLAYER VERSUS PLAYER

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

In Cinematic play, it's up to the GM to call out when a Player versus Player situation escalates beyond the point of no return. When the GM has "called PvP," the players involved play out the current scene to its conclusion. After that, the PC who has "turned traitor," if she is still alive, becomes an NPC and is from now on under the control of the GM. The player in question is given

a new PC to play, if one is available. This means that you should think very carefully before acting against the common interests of the group, even if you think it's in line with your Agenda—it may cost you your PC. You are strongly recommended to wait until the third and final Act of the scenario before taking such drastic action.

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

YOUR GEAR

To survive the world of ALIEN, you need the right gear. An M314 Motion Tracker, an MK50 Compression Suit, or a M41A Pulse Rifle can truly mean the difference between life and death for your character. You can find these items and lots of other gear described in detail in Chapter 5.

You must write down all the items you are carrying on your character sheet. Write down one item per row in the Gear section on the sheet. If it's not listed on your sheet, you don't have it with you.

In Cinematic play, the scenario determines what gear you start the game with.

SIGNATURE ITEM: In addition to your normal gear, you also have a signature item—a small item that's not of much practical use, but that has sentimental value to you and that says something about

your character. Common examples include a patch, a cap, or a photo of a loved one.

Once per Act in Cinematic play, and once per game session in Campaign play, you can interact with your signature item in some way to reduce your **STRESS LEVEL** (see page 67) one step.

Signature items are usually *tiny* (below) and thus don't encumber you at all.

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

In Campaign play, it's also possible for your group to start out the campaign in possession of a vehicle or a ship. This is explained in the full ALIEN roleplaying game core rulebook.

WHEN TO MAKE SUPPLY ROLLS

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

CONSUMABLE	SUPPLY ROLL
Air	Every Turn (see page 49), and after every strenuous activity like combat or a MOBILITY roll.
Water	Once per day, and after every strenuous activity like combat or a MOBILITY roll.
Food	Once per day.
Power	Situational, depending on the gear used. See Chapter 5.

CONSUMABLES

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

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

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

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

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

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

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

ENCUMBRANCE

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

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

At the opposite end of the spectrum, there are items that are designated as *light*—they count as half of a regular item, and so you can list two light items on one row on your sheet. Some light items count as a quarter of a normal item in terms of encumbrance—the weight of such items is written as $\frac{1}{4}$ in the gear lists.

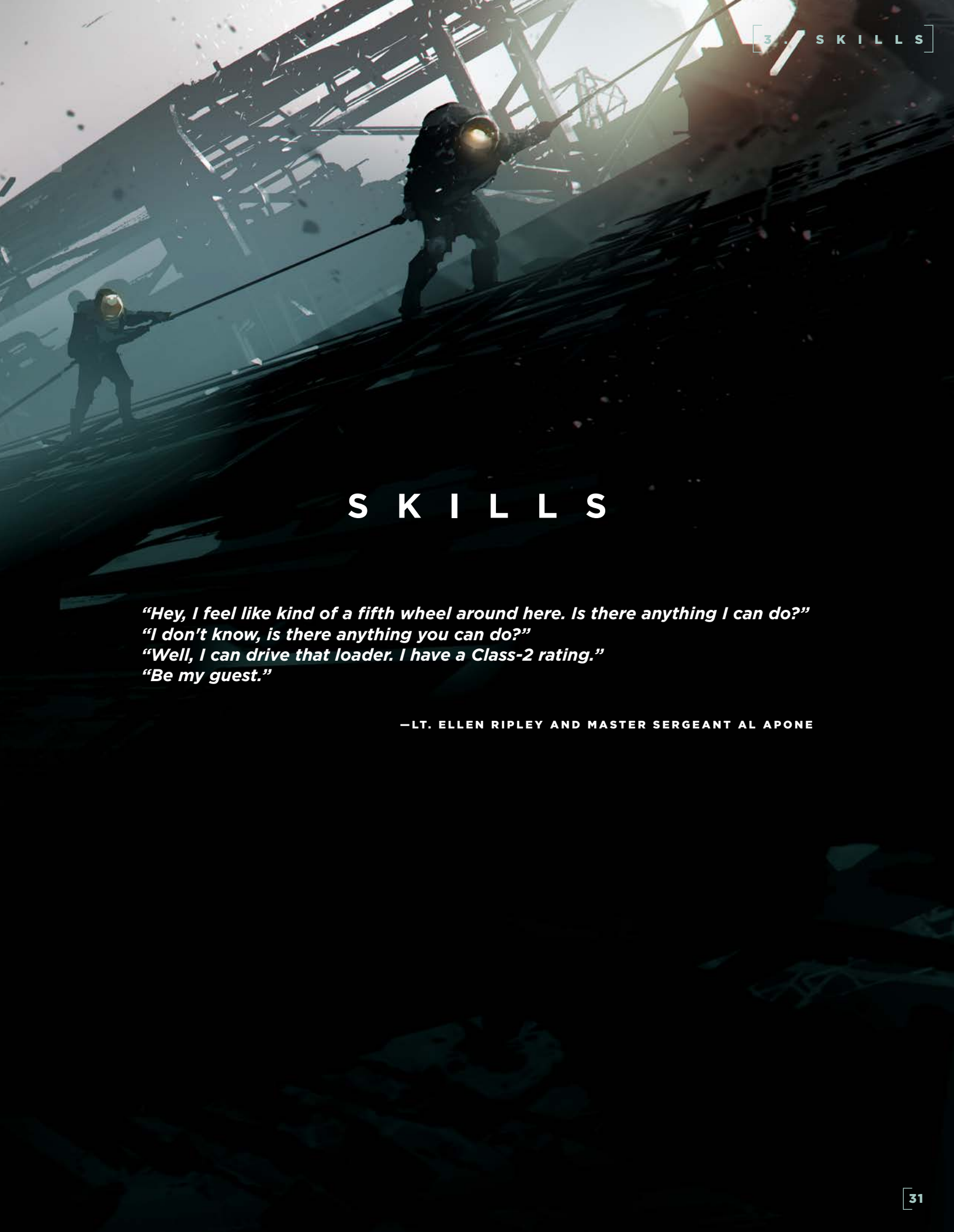
TINY ITEMS: Items that are even smaller than light items are called *tiny*. They are so small they don't affect your encumbrance at all. The rule of thumb is: if the item can be hidden in a closed fist, it's tiny. Tiny items also need to be listed on your character sheet.

OVER-ENCUMBERED: You can temporarily carry up to twice your normal encumbrance limit, i.e. **STRENGTH** x 4 items. If over-encumbered, you must make a **MOBILITY** roll when you want to run or crawl in a Round of combat (see page 55). If you fail, you must either drop what you are carrying, or stay put ■

FOOD AND WATER

SUPPLY RATING	COUNTS AS
1-4	One item
5-8	Two items
Etc.	Etc.





S K I L L S

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

—LT. ELLEN RIPLEY AND MASTER SERGEANT AL APONE

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

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

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

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

THE 12 SKILLS

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

ROLLING DICE

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

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

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

MEAN SUCCESS

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

Then just roll all the dice together. For your action to succeed, you must roll at least one  symbol (a six)—if not, your action fails. If you roll more than one , you can perform stunts (see page 38 and forward).

THE  SYMBOL: On the Stress Dice, the 1 is replaced by the  symbol. If you roll one or more  you risk panicking. Read more on page 67.

GEAR

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

EXAMPLE

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

THE ART OF FAILURE

If you roll no  something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of the GM. She might even let a failed roll have further consequences to move the story forward in a dramatic way.

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

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

CHANCE OF SUCCESS

When you roll a lot of dice, it can be hard to predict the chance of success. The table below shows the chance of success when rolling with 1-10 dice. The third column shows the chance of success if you push the roll.

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

DESCRIBE YOUR ACTION

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

PUSHING YOUR ROLL

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

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

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

STRESS LEVEL

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

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

PANIC

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

When you roll Stress Dice in a skill roll and one or more  symbols come up, you cannot push the roll—instead, you must immediately make a Panic Roll (see page 68). A Panic Roll can cause your skill roll to fail no matter how many  you rolled.

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

AMMO: If your action is firing a weapon with a limited magazine, rolling one or more  means that you empty the magazine in addition to making a Panic Roll. Read more about ammunition on page 62.

DON'T ROLL TOO OFTEN

In the **ALIEN** roleplaying game, a dice roll is a dramatic moment. Pushing rolls increases stress and can trigger panic in your character. With that in mind, you should never roll dice unless it is absolutely necessary. Save the dice for dramatic situations or tough challenges. In any other situation, the GM should simply allow you to perform whatever action you wish.

EXAMPLE

Dina's character Nat is trying to repair the engines of the *Miranda* which have been behaving erratically. Nat is already on edge, with a **STRESS LEVEL** of 2 from discovering the corpse of her fellow crew member Reed on the refinery. The GM says that her repairs requires a **HEAVY MACHINERY** roll. Nat's **STRENGTH** is 5 and her skill level is 3, so she picks up 8 Base Dice. She adds 2 Stress Dice because of her current **STRESS LEVEL**. Despite rolling 10 dice, none of them come up with a  symbol. Fortunately, neither of the two Stress Dice show , so she can push the roll—if the engines aren't working the crew is screwed. This increases her **STRESS LEVEL** to 3, so she rolls 8 Base Dice and 3 Stress Dice. This time two of her Base Dice come up with the  symbol, which is more than enough for a success, and none of the Stress Dice show . She made it. This time. ■

STORY POINTS

In a **Cinematic Scenario**, you can spend a Story Point to get one automatic  in a dice roll. You can spend the Story Point after a failed roll, or even after a successful roll in order to get an extra . You gain Story Points by following your Personal Agenda (see page 26). You can never have more than 3 Story Points, however.

NPCS AND PUSHING

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

ONLY ONE CHANCE

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

GROUP ROLLS

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

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

MODIFICATION

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

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

You can get modifications in several different ways:

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

NPCS AND SKILLS

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

DIFFICULTY

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

There are also cases when modifications are imposed by the rules, like when you aim carefully with a ranged weapon (see page 60), shoot at long distance, or if you're in a bad bargaining position when you attempt to use **MANIPULATION** on someone. Some talents can also give you a positive modification in certain situations.

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

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

In combat, helping counts as the same type of action as the one you are supporting (fast or slow, see page 53).

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

DIFFICULTY

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

EXAMPLE

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

OPPOSED ROLLS

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

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

EXAMPLE

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

THE SKILLS

HEAVY MACHINERY (STRENGTH)

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

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

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

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

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

STAMINA (STRENGTH)

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

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

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

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

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

CLOSE COMBAT (STRENGTH)

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

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

SUCCESS: You hit, and inflict damage equal to the weapon's Damage rating on your opponent (see page 80).

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

- ▶ You inflict one more point of damage. You can choose this stunt multiple times, if you roll several .
- ▶ You outmaneuver your enemy and can trade initiative scores (see page 53) with them, taking

effect next turn. You can't go back to your earlier initiative.

- ▶ You knock or pull a weapon or other object from your opponent. You choose which. During combat, picking up a dropped object counts as a fast action (see page 53).
- ▶ Your opponent is knocked to the ground.
- ▶ You hold your opponent in a grapple. They need to win an opposed **CLOSE COMBAT** roll against you to break free, and can't perform any other action until they have done so, or until you are Broken or let them go. This effect only works on humanoid opponents.

WEAPONS: In close combat you can use weapons such as clubs, knives, or power drills. Read more on page 89.

BLOCKING: When someone attacks you in close combat, you can try to block the attack. Read more on page 58.

MOBILITY (AGILITY)

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

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

SUCCESS: You survive the sticky situation.

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

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

PILOTING (AGILITY)

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

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

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

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

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

GROUP STEALTH

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

RANGED COMBAT

(AGILITY)

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

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

SUCCESS: You hit, and inflict damage equal to the weapon's Damage rating to your opponent (see page 80).

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

- ▶ You inflict one more point of damage. You can choose this stunt multiple times, if you roll several .
- ▶ You pin down your enemy. They need to make an immediate Panic Roll.
- ▶ You position yourself and get to redraw your initiative score (see page 53), taking effect next turn. You can't go back to your earlier initiative.
- ▶ Your target drops a weapon or another hand-held object. You choose which.
- ▶ Your opponent falls to the ground or is pushed back, for example through an air-lock.

TAKING COVER: When bullets start flying, it's often a good idea to seek cover behind something sturdy. Read more on page 62.

OBSERVATION (WITS)

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

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

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

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

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

GROUP OBSERVATION

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



COMTECH (WITS)

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

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

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

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

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

SURVIVAL (WITS)

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

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

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

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

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

MANIPULATE A GROUP

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

MANIPULATION

(EMPATHY)

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

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

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

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

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

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

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

NEGOTIATING POSITION

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

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

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

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

MEDICAL AID

(EMPATHY)

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

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

SAVE A LIFE: The most critical use of **MEDICAL AID** is saving the life of a fallen character who has suffered a critical injury. A failed roll at this point could mean the end for your patient, so be careful! Read more about critical injuries on page 65.

COMMAND (EMPATHY)

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

STOP PANIC: When another character makes a Panic Roll and loses control, you can make a **COMMAND** roll to return them to their senses. See page 68.

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

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

NOT MIND CONTROL

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



C O M B A T & P A N I C

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

—DILLON

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

You may feel invincible tucked away behind your cozy character sheet, but your PC is out there on the line—and she is damn well mortal. Remember back in Chapter 2 when I told you not to get her killed?

Consider this your second warning.

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

Sometimes you have no choice. Sometimes

that alien thing you thought was right behind you is already waiting for you in that dark corner you thought was safe.

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

And alien species aren't the only danger.

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

Here's how ■

TIME & SPACE

MAPS & ZONES

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

The map is divided into zones. A zone is typically a room, a corridor, or an area of ground. How big a zone is varies—from a few steps across up to about 25 meters. A zone is generally smaller in a cramped environment than in open terrain.

In official scenarios and other material for the ALIEN RPG, zones are usually indicated on a location map. In random encounters created on the fly, the GM can make a quick sketch of the area or simply describe it.

PLAYING WITHOUT MAPS

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

BORDERS & LINE OF SIGHT

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

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

MEASURING TIME

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

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

MEASURING TIME

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

RANGE CATEGORIES

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

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

ZONE FEATURES

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

CLUTTERED: The zone is filled with debris or machinery. You must roll **MOBILITY** when you move into the zone (see page 55). Failure means you manage to get into the zone, but you fall down.

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

CRAMPED: A crawlspace or narrow tunnel. In a cramped zone, you can only crawl, not run (see page 55). You also cannot move or shoot past individuals next to you against targets behind them ■



STEALTH MODE

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

In one Turn, you can move two zones on the

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

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

ENEMY MOVEMENT

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

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

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

ACTIVE AND PASSIVE ENEMIES:

Enemies can be active or passive, as dictated by the scenario or the GM. Active enemies are aware of you and are actively stalking you. Passive enemies are not aware of your presence and can be ambushed by you.

DETECTION

In stealth mode, you will automatically detect passive enemies in the same zone or in line of sight (above). If you make no attempt to move quietly, passive enemies will automatically detect you as well—draw initiative (see page 53). If you want to sneak past the passive enemies undetected or make a sneak attack, roll for **MOBILITY** against their **OBSERVATION**. You get a modification based on the distance to the enemy—see the table on next page.

Active enemies nearby may try to sneak up on you for a sneak attack. If so, the GM informs you that a threat is moving in on you, and then rolls **MOBILITY** for the enemy against your **OBSERVATION**. If you fail, the enemy gets a free attack against you. Read more about sneak attacks on page 56.

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

MOTION TRACKERS

A useful piece of gear in stealth mode is a motion tracker, such as the M314 unit (see page 96). You can use a motion tracker once per Turn, and each time you use it you must make a Power Supply roll (see page 29).

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

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

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

STEALTH

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

MAP MARKERS

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

ACTIONS & INITIATIVE

When the enemy is revealed, stealth mode is over and actual combat starts. Stop counting Turns and start counting Rounds. The first step is to

determine who has the initiative. Do this before anyone rolls dice for an action (except for sneak attacks, see below).

DRAWING THE INITIATIVE

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

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

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

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

CHANGING THE INITIATIVE

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

NON-PLAYER CHARACTERS

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

SLOW & FAST ACTIONS

When it is your time to act in the Round, you can perform one slow action and one fast action, or two fast actions. A slow action usually consists of rolling for a skill. A fast action is quicker and doesn't always require rolling dice, though it might. See the lists of typical slow and fast actions on page 54. How these work is explained in detail in the sections Ranged Combat and Close Combat.

DESCRIBE YOUR ACTIONS. When it's your time to act, simply state which two actions you wish to perform, describe how you go about it, and roll dice to see if you are successful. Some actions will give your opponent the opportunity to perform a reactive action. Read more about this under Ranged Combat (see page 60) and Close Combat (page 57).

SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	-
Close combat attack	-	Close Combat
Shoot firearm	Firearm	Ranged Combat
Burst of full auto fire	Firearm	Ranged Combat
Throw weapon	Thrown weapon	Ranged Combat
Reload	Firearm	-
First aid	Broken or dying victim	Medical Aid
Stop panic	Panicking character	Command
Give orders	Character who can hear you	Command
Persuade	Your opponent can hear you	Manipulation
Enter/exit vehicle	Vehicle	-
Start engine	Vehicle	-

FAST ACTIONS

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

MARK YOUR ACTIONS

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

HELPING OTHERS

If you help another player character or NPC perform an action, it costs you one action of the same kind (slow or fast). You have to state that you are helping someone before any dice are rolled. Helping others breaks the initiative order in the Round. You can read more about helping on page 37 of Chapter 3.

MOVEMENT

RUNNING: To move during combat, you can spend a fast action to run from one zone to a neighboring zone or between **SHORT** and **ENGAGED** range from an enemy or PC in the same zone you are already in. No roll is required to run, unless it's into a Cluttered zone (see page 49).

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

CLOSE COMBAT: If you have an active enemy

at **ENGAGED** range, you can't just walk away from them. Instead, you must retreat (see page 59).

DOORS & HATCHES: You can open an unlocked door or hatch with a fast action. A locked door or hatch can be broken down. A typical metal door or hatch can take 10 points of damage before it gives in. More sturdy doors require more force, and also have an Armor Rating (see page 64). In some cases, you can open an electronically locked door or hatch with a **COMTECH** roll.

VEHICLES: Movement for vehicles is handled differently. This is explained in the full **ALIEN** role-playing game.

AMBUSHES & SNEAK ATTACKS

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

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

If you succeed, you get a free action (slow or fast, but not both) before you draw the initiative. Your target cannot block a sneak attack. Sneak

attacks are always done individually, by one attacker against one target.

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

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

SNEAK ATTACKS & AMBUSHES

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

CLOSE COMBAT

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

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

RESOLUTION

If your **CLOSE COMBAT** roll is successful, your attack hits and you inflict damage equal to the weapon's Damage rating on your opponent (see page 80). Damage may be mitigated by armor. Read more about damage, armor, and critical hits on page 64.

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

- ▶ You inflict one additional point of damage. You can choose this stunt multiple times, if you roll several .
- ▶ You out-maneuver your enemy and get to exchange your initiative score (see page 53) with them, taking effect next turn. You can't go back to your earlier initiative.
- ▶ You knock or pull a weapon or other object from your opponent. You choose which. During combat, picking up a dropped object counts as a fast action.
- ▶ Your opponent falls prone. This stunt can only be used on humanoid opponents.
- ▶ You pin your enemy in a tight clinch. See Grappling, below. This stunt can only be used on humanoid opponents.

BLOCKING

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

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

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

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

NPCs AND BLOCKING

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

GRAPPLING

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

XENOMORPHS: Alien creatures can grab you or attach themselves to you in nasty ways. This follows special rules and is described in the section on Xenomorphs (see page 76).

RETREAT

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

PUSHING

As a fast action, you can try to push an opponent at **ENGAGED** range away from you. This is done with a **CLOSE COMBAT** roll, counting as a slow action just like any other close combat attack. The GM can modify your roll for certain opponents. If you succeed, your opponent is pushed away to **SHORT** range from you. Pushing a target away can be useful if you want to engage it in ranged combat rather than fight it hand-to-hand. Pushes can be blocked (above) ■

EXAMPLE

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

The GM rolls for Nguyen's **CLOSE COMBAT** skill, which is 0, so she defaults to his 3 **STRENGTH**. Before she rolls, Gina states that Charlize is going to attempt a block, but Charlize is presently unarmed, so the GM rules that out. The GM rolls three Base Dice and gets 1 ! That's 1 point of damage to Charlize's Health ■

RANGED COMBAT

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

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

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

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

RANGED FIRE MODIFICATIONS**FACTOR MODIFICATION****Aimed shot** **+2****Engaged range** **-3/+3****Short range** **-****Medium range** **-1****Long range** **-2****Extreme range** **-3****Large target** **+2****Small target** **-2****Dim light** **-1****Darkness** **-2**

RESOLUTION

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

- ▶ You inflict one additional point of damage. You can choose this stunt multiple times, if you roll several .
- ▶ You pin down your enemy. They need to make an immediate Panic Roll.
- ▶ You position yourself and get to exchange your initiative score (see page 53) with your enemy, taking effect next turn. You can't go back to your earlier initiative.
- ▶ Your target drops a weapon or another hand-held object. You choose which.
- ▶ Your opponent falls to the ground or is pushed back, for example through an airlock.

FULL AUTO FIRE

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

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

COVER

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

NPCs AND COVER

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

AMMO

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

Whenever you fire a weapon and roll one or more  on your Stress Dice (see page 35), you have emptied your clip after the attack and need to reload (in addition to making a Panic Roll). Reloading is a slow action. You need to keep track of how many full reloads of ammunition you carry for your weapon.

COMMON TYPES OF COVER

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

EXAMPLE

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

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

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

OVERWATCH

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

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

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

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

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

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

DAMAGE

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

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

BROKEN

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

ARMOR

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

GETTING BACK UP

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

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

RECOVERY

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

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

COUP DE GRÂCE

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

CRITICAL INJURIES

As long as you still have Health left, damage points represent fatigue, bruises or smaller cuts—painful, to be sure, but possible to overcome. Critical injuries represent a much more dangerous form of injury. These can maim or kill you. When knocked down to zero Health, roll a D66 on the critical injury table on page 160.

BROKEN NPCs

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

DEATH

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

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

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

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

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



HANDLING DEATH

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

HEALING

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

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

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

STRESS & PANIC

STRESS LEVEL

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

- ▶ You push a skill roll.
- ▶ You fire a burst of full auto fire (see page 62).
- ▶ You suffer one or more points of damage.
- ▶ You go without sleep, food, or water (see page 70).
- ▶ A Scientist in your team fails to **ANALYZE** something (see page 121).

- ▶ A member of your own crew attacks you.
- ▶ A person nearby is revealed to be an android.
- ▶ You encounter certain creatures or locations, as determined by the scenario or the GM.

GAINING STRESS DICE: Whenever you make a skill roll (see page 32), you must add a number of Stress Dice equal to your current **STRESS LEVEL** to your roll—your stress makes you more focused, increasing your chance to succeed. There's a flip side to this though—if you roll one or more  on your Stress Dice, you must make a Panic Roll

PANIC ROLL

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

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

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

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

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

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

STOPPING PANIC

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

- ▶ Another character comes to your aid and makes a **COMMAND** roll (see page 45). This counts as a slow action in combat.
- ▶ You are Broken.
- ▶ One Turn passes.

RELIEVING STRESS

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

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

Some conditions, such as Starving or Freezing (see page 70), can block your ability to relieve stress.

PERMANENT MENTAL TRAUMA

If you have rolled a result of 13 or higher on a Panic Roll during a game session, you must make an **EMPATHY** roll after the session. Roll for the attribute only, not using any skill. If the roll *succeeds*, you develop a permanent mental trauma of some kind. Roll a D6 and consult the table on page 161 ■

PANIC ROLL

RESULT	EFFECT
-6	KEEPING IT TOGETHER. You manage to keep your nerves in check. Barely.
7	NERVOUS TWITCH. Your STRESS LEVEL , and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
8	TREMBLE. You start to tremble uncontrollably. All skill rolls using AGILITY suffer a -2 modification until your panic stops.
9	DROP ITEM. Whether by stress, confusion or the realization that you're all going to die anyway, you drop a weapon or other important item—the GM decides which one. Your STRESS LEVEL increases by one.
10	FREEZE. You're frozen by fear or stress for one Round, losing your next point of action. Your STRESS LEVEL , and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
11	SEEK COVER. You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one Round, you can act normally.
12	SCREAM. You scream your lungs out for one Round, losing your next point of action. Your STRESS LEVEL is decreased by one, but every friendly character who hears your scream must make an immediate Panic Roll.
13	FLEE. You just can't take it anymore. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are <i>not</i> allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range when you flee. Your STRESS LEVEL is decreased by one, but every friendly character who sees you run must make an immediate Panic Roll.
14	PSYCHOTIC. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken . Every friendly character who witnesses your rampage must make an immediate Panic Roll.
15+	CATATONIC. You collapse to the floor and can't talk or move, staring blankly into oblivion.

NPCS AND PANIC

STRESS LEVELS are only tracked for PCs, never for NPCs, and NPCs never make Panic Rolls—instead, NPCs panic when the GM deems it

appropriate. Panicking NPCs can increase the **Stress Level** of PCs nearby. This is up to the GM's judgement.

OTHER HAZARDS

CONDITIONS

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

STARVING

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

- ▶ You cannot recover Health or relieve Stress.
- ▶ Every day, you need to make a **STAMINA** roll. If you fail, you suffer one point of damage and your **STRESS LEVEL** increases one step. If you are Broken while Starving, you need to make a Death Roll (see page 65) every day. **MEDICAL AID** has no effect against these Death Rolls, you can only be saved by ingesting some form of sustenance.
- ▶ As soon as you have eaten, you are no longer Starving.

DEHYDRATED

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

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

EXHAUSTED

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

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

VACUUM

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

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

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

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

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

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

EXAMPLE

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

FALLING

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

FREEZING

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

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

EXAMPLE

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

EXPLOSIONS

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

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

FIRE

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

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

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

DISEASE

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

- ▶ One Shift after infection the disease breaks out, at which time you suffer one point of damage.
- ▶ You can't recover your Health while sick.
- ▶ Make another Sickness Roll at the start of each Shift. Each failed roll means you suffer another point of damage.
- ▶ If you are Broken while sick, you must make

another Sickness Roll after every Shift—failure means death.

- ▶ As soon as you succeed at a Sickness Roll, you are no longer sick. Stop rolling Sickness Rolls and recover your Health normally.

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

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



RADIATION

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

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

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

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

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

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

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

DROWNING

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

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

SUFFOCATION

If your supply of air runs out (see page 29), you won't have long to live. You'll start breathing in your own exhaled air, building up dangerous levels of carbon dioxide that will eventually kill you.

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

SYNTHETICS

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

ATTRIBUTES. Synthetics generally have higher attribute scores than humans.

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

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

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

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

RESOURCES. Synthetics don't need air, food, water, or sleep. They are immune to vacuum, cold, and disease. Most models can imitate human bodily functions however.

CRITICAL INJURIES ON SYNTHETICS

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

ELECTRIC SHEEP

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

XENOMORPHS

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

A range of Xenomorphs are described in detail in the full ALIEN roleplaying game. In combat, xenomorphs follow special rules. More information for the GM is found on page 150.

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

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

HEALTH: When a Xenomorph is reduced to zero Health, it isn't Broken in the way a human is. Instead, the GM rolls a D6 on a special critical injury table on page 151.

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

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





G E A R

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

—CORPORAL HICKS AND LT. RIPLEY, *ALIENS*

By now, you know that life on the Frontier sucks. The only way you are going to make it out here is by gearing up and keeping your wits. This chapter can't help you hold your shit together, but it gives

you what you need to breathe in deep space and stomp some bugs. And since we all know that stomping is more important than breathing, let's start there, shall we? ■

WEAPONS AND ARMOR

You always want a weapon close at hand—you never know where danger lurks. Don't expect to have your choice of firearms, however. When something hisses at you in the dark, you can't be

too choosy, understand? You use whatever you can get your hands on to buy you some time. The tables and images on the following pages show various kinds of common weapons.

WEAPON FEATURES

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

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

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

RANGE is the maximum range category at

which the weapon can be effectively used.

WEIGHT indicates how many typical items the weapon counts as in the inventory list (see page 29). If no weight is indicated, the weapon is too heavy to be carried.

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

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

PISTOLS

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

PISTOLS

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

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

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

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

M4A3 Service Pistol



BONUS: +1

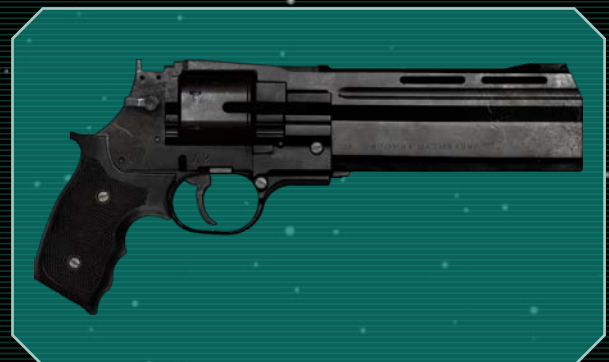
RANGE: Medium

DAMAGE: 1

WEIGHT: 1/2

COST: \$200

.357 Magnum Revolver



BONUS: +1

RANGE: Medium

DAMAGE: 2

WEIGHT: 1

COST: \$300

Rexim RXF-M5 EVA Pistol



BONUS: +1

WEIGHT: 1/2

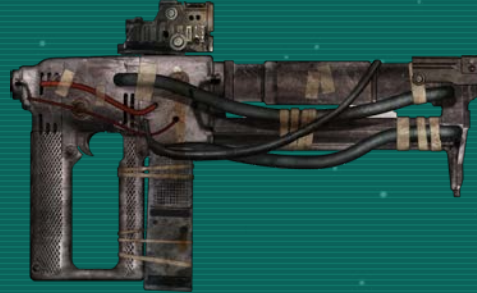
DAMAGE: 1

COST: \$400

RANGE: Medium

**COMMENT: Armor
piercing**

Watatsumi DV-303 Bolt Gun



BONUS: -

WEIGHT: 1

DAMAGE: 3

COST: \$400

RANGE: Short

**COMMENT: Armor
piercing, single
-shot**

RIFLES

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Armat M41A Pulse Rifle	+1	2	Long	1	\$800	Armor piercing, full auto
AK-4047 Pulse Assault Rifle	-	2	Long	1	\$500	Full auto
M42A Scope Rifle	+1	3	Extreme	1	\$1,000	Armor piercing
Armat Model 37A2 12 Gauge Pump Action	+2	3	Short	1	\$500	Armor doubled
SpaceSub ASSO-400 Harpoon Grappling Gun	-	1	Medium	1	\$300	Armor doubled, single-shot
Armat XM99A Phased Plasma Pulse Rifle	-	4	Extreme	2	\$20,000	Armor piercing

RIFLES

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

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

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

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

ARMAT XM99A PHASED PLASMA PULSE RIFLE. Another prototype being tested by the USCMC, the extremely potent XM99A can kill a man and most creatures with a single shot. The weapon has a plasma charge build-up delay upon firing—so take care in lining up your target and make sure you hold steady. If you pull the trigger and check to see why it hasn't gone off yet, you just may accidentally redefine the term “friendly fire.” This weapon must be aimed carefully (fast action) before it's fired. The weapon consumes a lot of electricity, and you need to make a Power Supply roll after every shot (see page 29). Its battery has a Power Supply level of 5 when fully charged.

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

Armat M41A Pulse Rifle



BONUS: +1

DAMAGE: 2

RANGE: Long

WEIGHT: 1

COST: \$800

COMMENT: Armor piercing, full auto

M42A Scope Rifle



BONUS: +1

DAMAGE: 3

RANGE: Extreme

WEIGHT: 1

COST: \$1,000

COMMENT: Armor piercing

Armat Model 37A2 12 Gauge Pump Action



BONUS: +2

DAMAGE: 3

RANGE: Short

WEIGHT: 1

COST: \$500

COMMENT: Armor doubled

SpaceSub ASS0-400 Harpoon Grappling Gun



BONUS: -

DAMAGE: 1

RANGE: Medium

WEIGHT: 1

COST: \$300

COMMENT: Armor doubled

Armat XM99A Phased Plasma Pulse Rifle



BONUS: -

DAMAGE: 4

RANGE: Extreme

WEIGHT: 2

COST: \$20,000

COMMENT: Armor piercing

U-238 TIPPED BULLETS

Here's where things start getting particularly nasty. The target of these radioactive "dirty bullets" not only suffers piercing damage, but their wounds are irradiated in the process. Any ammunition type can be treated with U-238, but it's going to cost you four times the cost of normal ammo. Make sure you take the proper precautionary steps when using them—dirty bullets not only leave your gun

glowing in the dark, but also your shooting hand and holster hip riddled with cancer.

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

HEAVY WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Armat U1 Grenade Launcher	+1	Blast 9	Long	1/2	\$2,000	Can fire other grenade types
Armat M41AE2 Heavy Pulse Rifle	+1	2	Extreme	2	\$1,200	Armor piercing, full auto
M56A2 Smart Gun	+2	3	Long	3	\$6,000	Armor piercing, full auto
M240 Incinerator Unit	-	2	Medium	1	\$500	Fire Intensity 9
UA 571-C Sentry Gun	+2	3	Extreme	-	\$12,000	Armor piercing, full auto, RANGED COMBAT 8
G2 Electroshock Grenade	-	Stun	Medium*	1/2	\$400	Stun effect (-2)

*When used as a hand grenade.

Armat M41AE2 Heavy Pulse Rifle



BONUS: +1

DAMAGE: 2

RANGE: Extreme

WEIGHT: 2

COST: \$1,200

COMMENT: Armor piercing, full auto

AMMUNITION

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

HEAVY WEAPONS

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

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

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

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

THE M240 INCINERATOR UNIT. This carbine-style flamethrower uses naphtha fuel canisters to fire a thick, steady stream of flame at a target. It is in common use by the USCMC, who deploy the weapon at the squad and fireteam level. Civilian models exist too. The troops in the field have given the M240 the unceremonious nickname of "Bake-a-Flake." It's a good standby weapon to have in a pinch, especially when facing off against hostile organisms. Most animals retreat from fire, yes? Any target hit by an incinerator unit catches fire, Intensity 9 (see page 72).

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

G2 ELECTROSHOCK GRENADE. These grenades are called "electronic ballbusters" with good reason. When deployed, they propel themselves about 3 feet off the ground before releasing a mega-voltage electric pulse. The usually non-lethal shock is still strong enough to freeze a person's central nervous system. These weapons are good for crowd control. When there is only one seat left on the last shuttle to leave a space station stuck in a decaying orbit around a gas giant, pop a few of these puppies into the mob, cycle that airlock closed, and strap yourself in for the ride home.

M56A2 SMART GUN



BONUS: +2

RANGE: Long

COST: \$6,000

DAMAGE: 3

WEIGHT: 3

COMMENT: Armor piercing, full auto

M240 Incinerator Unit



BONUS: -

DAMAGE: 2

RANGE: Medium

WEIGHT: 1

COST: \$500

COMMENT: Fire Intensity 9

CLOSE COMBAT WEAPONS

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

CLOSE COMBAT WEAPONS

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

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

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

NO WEAPONS OF ANY KIND

You want to be careful where you point that thing in space. Firefights onboard spacecraft, space stations, and within pressure domes can be disastrous—a stray bullet can rupture the hull and vent an entire living sector into space (see page 71 for rules on this). People have been blown out into space through the tiniest of tears in the hold—a gruesome way to go, for sure. Because of this, weapons are limited on spacecraft. Most military smart guns won't fire when turned on a target along the outer hull of a safe-sensor equipped ship. Civilian weapons aren't quite so clever. Your best bet is to keep 'em holstered until you've exhausted all other options. Then hold on to something tight and make for an airlock.

SUITS AND ARMOR

SUIT	ARMOR RATING	AIR SUPPLY	WEIGHT	COST	COMMENT
M3 Personnel Armor	6	—	1	\$1,200	Built-in comm unit
IRC Mk.50 Compression Suit	2	5	1	\$15,000	AGILITY -1
IRC Mk.35 Pressure Suit	5	4	2	\$2,000	Requires user to re-pressurize
Eco All Worlds Survival Suit	4	6	2	\$30,000	Hardsuit
Weyland-Yutani APESuit	3	—	1	\$5,000	SURVIVAL +3
P-5000 Power Loader	3	—	—	\$50,000	HEAVY MACHINERY and CLOSE COMBAT +3

SUITS AND ARMOR

To protect yourself from damage and the cold vacuum of space, you want to wear the right suit or armor. Armor Rating is explained on page 64 and Air Supply on page 29.

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

IRC MK.50 COMPRESSION SUIT. State of the art when it was introduced six decades ago, the reliable Mark .50 compression suit is still a common sight on the Frontier. The suit has padded thermal layers built in, an atmospheric recycler that converts useful atmospheric gases to a breathable form, and expels CO2 waste. The sturdy helmet has a comm unit and heads up display, a lateral head light, and a wireless helmet cam that syncs to any mobile or stationary monitoring system. The suit carries a healthy supply of oxygen and maintains internal pressure for its wearer while in a vacuum. If you are going to get blown out into space, you want to be in a Mk 50. Armor Rating 2, Maximum Air Supply 5.

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

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

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

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



OTHER EQUIPMENT

COMPUTER MAINFRAMES

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

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

While these machines can communicate through the ship’s intercom system, most of them can only be directly accessed through the computer core. Card and punch code entry to this secure and static free chamber is only granted to the vessel’s commanding officer. Here the captain receives instructions and company/colonial orders for her eyes only. The computer core also allows the commanding officer to issue alternate commands and overrides to Mother’s automated routine.

APOLLO. Seegson’s answer to MU/TH/UR, APOLLO is an A.I. Mainframe capable of overseeing complex computer network systems and communications arrays. APOLLO was designed to coordinate and work in conjunction with Seegson’s Working Joe synthetics to run an installation or starship. While APOLLO excels in this function, in all other regards it is less advanced than the competing MU/TH/UR models.

“Mother? I’ve turned the coolant system back on. MOTHER?”
“Ship will auto-destruct in T-minus 5 minutes.”
“You BITCH!”

—WARRANT OFFICER RIPLEY VS.
 MU/TH/UR 6000, ALIEN

STANDARD ACCESS

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

DATA STORAGE

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

DATA STORAGE

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

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

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

DIAGNOSTICS AND DISPLAY

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

DIAGNOSTICS AND DISPLAY

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

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

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

SAMANI E-SERIES WATCH. A dual-faced precision wristwatch, each Samani E-series device is capable of telling the time and date for two synchronized colonial locations, allowing space travelers to keep track of time back home while they are in deep space. Not much has changed in regards to timepieces since the E-125 was introduced in 2120, but the newer models have a few surprises built in. The latest addition, the E-550, includes oxygen and pressure sensors designed to warn its user of a hull breach (**SURVIVAL** +1).

PERSONAL DATA TRANSMITTER. These “PDTs” transmit the recipient’s location while monitoring their vitals. Most corporate sponsored Frontier worlds equip their colonists with PDTs in order to keep track of them in hostile environments. PDTs can be surgically implanted, built into armor or a pressure suit, or worn as an accessory.

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

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

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

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

HOLOTAB. A high end strategic and analysis platform, a HoloTab—or Holographic Display Table—takes scanned live or recorded information fed to it and generates a three dimensional hologram of the subject. A HoloTab is usually used in conjunction with pre-existing maps or in coordination with PDTs and Parameter Uplink Spectagraph hardware. Only the most well-equipped scientific surveys, colonization missions, construction crews, and military tactical operations centers on the Frontier are equipped with this expensive piece of equipment (**COMMAND** and **OBSERVATION** +2).

VISION DEVICES

DEVICE	WEIGHT	COST	EFFECT
Optical Scope	0	\$60	Range increased one category
Hi-beam Flashlight	1/2	\$45	Removes the effect of darkness in a zone
Binoculars	1/2	\$100	Bonus +2 to OBSERVATION
M314 Motion Tracker	1	\$1,200	See page 52. LONG range indoors.
M316 Motion Tracker	0	\$3,000	See page 52. MEDIUM range indoors.
Head-Mounted Sight	1/2	\$200	Remote control of Sentry Gun
Neuro Visor	1	\$10,000	Monitor hypersleep patient
“Pups” Mapping Device	1	\$50,000 each	Scans one zone per Round
Seegson Microview-2000SE	-	\$25,000 per deck	Location tracking

VISION DEVICES

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

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

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

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

HEAD-MOUNTED SIGHT. Syncs with smart

gun or robot sentry technology and to help an operator focus on and choose targets.

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

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

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

TOOLS

DEVICE	WEIGHT	COST	EFFECT
Watatsumi DV-303 Bolt Gun	1	\$400	HEAVY MACHINERY +2
Cutting Torch	1	\$300	HEAVY MACHINERY +2
Maintenance Jack	1	\$150	HEAVY MACHINERY +1

TOOLS

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

MECHANICAL CUTTING TORCH. Read more under Weapons above. When used as a tool, the cutting torch gives a +2 modification to **HEAVY MACHINERY** in relevant situations. The cutting

torch consumes a lot of electricity, and you need to make a Power Supply roll after every use (see page 29). Its battery has a Power Supply level of 5 when fully charged.

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

MEDICAL SUPPLIES

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

MEDICAL SUPPLIES

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

SURGICAL KIT. These nasty-looking instruments can mean life or death—in either the hands of a surgeon or a killer. While they are intended to save lives, in a pinch they can make for great cutting weapons. Gives a +1 modification to **MEDICAL AID** rolls to prevent death from a fatal critical injuries (see page 65). Base Damage 2 when used as a weapon.

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

appendectomy, laproscopic ablation and Cesarean section.

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

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

PHARMACEUTICALS

SUBSTANCE	WEIGHT	COST	EFFECT
Neversleep Pills	0	\$2	STRESS LEVEL +1 per dose
Hydr8tion	0	\$5	Removes Dehydration from hypersleep
Naproleve	0	\$10	Reduces STRESS LEVEL to zero
Recreational Drugs	0	Varies	Varies
X-drugs	0	Varies	Varies

PHARMACEUTICALS

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

NEVERSLLEEP PILLS. Fast acting supplement that keeps you going well past your bedtime. Excessive use can cause stroke or heart attack. Each dose increases your **STRESS LEVEL** one step but removes the need for sleep for one day.

HYDR8TION. An electrolyte solution that counteracts the dehydrating effects of hypersleep (see page 70), Hydr8tion is one of the few pharmaceuticals of the space age with no side effects.

NAPROLEVE. An injectable instant pain reliever for all strains, stresses, and irritations. Recommended for use during any self-inflicted cesarean performed to extract an alien-squid thing from your womb. Immediately reduces the patient's **STRESS LEVEL** to zero. Warning: an overdose of Naproleve can have an intoxicating effect. Do not C-section and drive. Each dose beyond the

first in the same Shift gives a -1 modification to all **AGILITY**-based skill rolls until the end of the Shift.

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

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

FOOD AND DRINK

SUSTENANCE	WEIGHT	COST	EFFECT
Prefab meal	1/4	\$10	Food Supply +1
Water bottle	1/4	\$2-\$100	Water Supply +1
"Bug Juice" protein drink	1/4	\$5	Food and Water Supply +1
Carbonated beverage	1/4	\$4	Water Supply +1
Candy bar	1/4	\$2-\$5	Food Supply +1
Coffee	0	Free - \$1:50/cup	STRESS LEVEL +1
Beer	1/4	\$2	STRESS LEVEL -1 and -1 to all WITS-based skills
Hard Liquor	1	\$10- \$500/ bottle	STRESS LEVEL -1 and -1 to all WITS-based skills for each glass
Colony Specialty Meals	1/4	\$20- \$300	Food Supply +1, STRESS LEVEL -1



FOOD AND DRINK

PREFAB MEALS. The average meal in space is pre-prepped flash-frozen rations. Typical meals aboard a starship include pastas, cereals, freeze-dried vegetables, stews, meatloaf and something resembling cornbread. Corporations make their employees pay for these prefab meals, despite the fact that there are few, if any, other choices and the workers are in space on company time. Increases your Food Supply one step (see page 29).

WATER. Shipboard company supplied water (\$2) is rationed, cloudy, recycled, and tastes metallic, but gets you through the day. Bottles of purified water (\$10) are luxury items on some worlds, and can fetch as much as \$100/bottle on a barren rock. Increases your Water Supply one step (see page 29).

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

SODA AND CANDY BARS. Luxury items on the Frontier, these guilty pleasures can give you

a sugar rush if you need it. Increases your Food Supply one step.

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

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

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



C H A R I O T O F
T H E G O D S

"What was your special order?"

"Bring back lifeform, Priority One. All other priorities rescinded."

"The damn company. What about our lives, you son of a bitch?!"

"I repeat, all other priorities rescinded."

—RIPLEY, PARKER, AND ASH

The setup is familiar—a starfreighter intercepts a distress signal in the middle of deep space. The company orders the crew to investigate under penalty of total forfeiture of shares. Finding a derelict ship, they discover an alien lifeform that threatens to kill them—and a member of the crew itself has a corporate directed agenda to protect it.

The particulars of this crime, however, are quite different.

Chariot of the Gods is a complete Cinematic scenario for the ALIEN roleplaying game. It's designed to introduce the game to the players while at the same time take them for a thrilling, terrifying ride into space where no one can hear them scream. The scenario is designed for 3–5 players plus GM, and takes at least 4–5 hours to complete.

“Miss Vickers would like to have a quick word... before the adventure begins.”

—DAVID 8

FOR MOTHER'S EYES ONLY

This entire chapter is solely for the GM, to be read before the game begins. Players should NOT read the scenario text beforehand to avoid spoiling the mystery of what is in store for them.

CHARACTERS

This scenario comes with five pre-generated player characters—the crew of the USCSS *Montero* starfreighter—found on pages 108–112, along with a filled-in character sheet for each at the back of this book. Hand these out to the players and let them choose who they want to play. If you have fewer than five players, the leftover crew members are NPCs under your control.

When your players have chosen their starting PCs and familiarized themselves with the character sheets, read the boxed text entitled “What’s the Story Mother” out loud (see page 106). Then show the players the map of the *Montero* on page

114 and hand each player their Personal Agenda for the first Act, to kick off the action.

If any of the PCs should die during the course of the scenario, you can use NPCs from the crew of the USCSS *Cronus* or the *Sotillo* as replacements. Let the player choose a Buddy and Rival for their new character if they wish.

GEAR: The PCs start the scenario with no personal gear except their signature items. As the scenario kicks off, the PCs may distribute the gear available on the *Montero* (see page 113) as they—or rather, Captain Miller—sees fit.

PERSONAL AGENDAS

Each character has a Personal Agenda for each of the three Acts of the scenario. These Agendas are collected as handouts on page 146 onwards. At the start of each Act, give each player their new Agenda and tell them not to reveal it to the other players.

EVALUATING AGENDAS. At the end of each Act, collect the Agendas from the players and evaluate them individually. If you feel a player has actively advanced their PC's Agenda despite significant personal risk or sacrifice,

announce this and award them one Story Point (see page 35). Don't reveal the actual Agendas to the entire group, they should remain hidden until the end of the scenario.

REPLACEMENT PLAYER CHARACTERS.

Only original PCs have pre-written Personal Agendas for the three Acts of the scenario. NPCs used as replacement PCs have only one Agenda that remains the same for the entire scenario ■

THE SECRET ANDROID

One of the crew members on the *Montero* is in fact a synthetic undercover agent, code-named Lucas, working for Bionational—a corporate rival to Weyland-Yutani. After the players have chosen PCs, decide which one of them is Lucas. When you hand out Personal Agendas, replace the chosen PC's Agendas for each of the three Acts with Lucas's Agendas instead. Lucas can be an NPC if you prefer.

To avoid detection, Lucas mimics human behavior to perfection. As long as Lucas is not exposed, use rules for humans for the android—pushing rolls, gaining STRESS LEVEL, making Panic Rolls, etc. Only if Lucas suffers a critical injury is the android automatically

revealed—as it bleeds white, not red. From the moment Lucas is revealed as an android, it follows the rules for androids (see page 75). When exposed, Lucas also shows their true power—the android's STRENGTH and AGILITY increase by +3 each, also affecting Health. Lucas's behavioral inhibitors are removed, allowing the android to hurt humans.

CALLING PVP. Revealing Lucas as an android has a high risk of triggering direct confrontations with other PCs (see page 27). If this happens, play out the current scene and then turn Lucas into an NPC, letting the player choose another character (someone from the crew of the *Cronus*) to play.

WHAT'S THE STORY, MOTHER?

*You are space truckers on the starfreighter USSCS **Montero**, running “the Gauntlet”—the trade route between Anchorpoint Station and the Frontier. Your ship’s cargo hold is packed with dozens of tanks of the rare gas Helium-3. Usually cargoes such as these are towed in massive tanker modules that transport much higher concentrations of the gas a safe distance from a freight hauler. The **Montero** isn’t rated as a commercial towing vehicle, however, and this small run is a special order for a*

*Weyland-Yutani corporate account on Sutter’s World—a newly established Frontier colony. While the trip so far has been fairly routine, the **Montero**’s sensors developed a glitch before you left Anchorpoint and sporadically pinged contact with a sensor reflection before you activated the displacement drive and went FTL. Your cargo run so far has been without incident. Now, you are just awakening from hypersleep, ready to deliver your goods to the colony of Sutter’s World.*

T H E S I T U A T I O N

SCENARIO OVERVIEW

The starfreighter USSCS *Montero* is diverted to check out a distress signal sent by the USSCS *Cronus*, a science exploration ship that has been missing for three quarters of a century. The crew of the *Montero* investigate and find the few remaining *Cronus* crew in stasis and the ship overrun by alien creatures. As they attempt to transfer the survivors to the *Montero*, the starfreighter’s reactor is set to overload by one of the crew, who has orders to bring back the xenomorphic materials the *Cronus* is carrying. With their ship destroyed, the *Montero* crew is forced to repair the *Cronus* instead. The crew soon finds themselves caught between

corporate agents who put their mission and a paycheck ahead of human lives, the crew of the *Cronus* who are suffering from an infection that is slowly turning them into monsters, feral alien creatures that are out for blood, and a murderous android who wants to stop Weyland-Yutani from getting their hands on anything alien. Just when the *Montero* crew discover that they too might be infected, pirates attempt to seize the ship. It all comes down to one question—does the crew want to stop a dangerous biological weapon from getting into the wrong hands, or do they want to become very, very rich?

WHAT THE HELL HAPPENED TO THE CRONUS?

Acting on classified data from an encrypted transmission, the *Cronus* was launched in 2110 to attempt to locate samples of Chemical Agent AO-3959X.91-15. Deciphering part of the data transmission led them to the 26 Draconis system and a small planetoid dubbed LV-1113 tucked away in the planetary debris belt shared by the suns of this trinary star system. The chemical was discovered there, but some of it had been previously deployed, causing mutations in the planet's lifeforms.

While the science team modified and experimented with what they called the 26 Draconis strain of the black liquid, members of the crew became infected with Mote pathogen spores, causing them to give birth to Bloodbusters which quickly matured into Neomorphs. Chaos soon broke out. There was a mutiny, the science module on the *Cronus* was ejected and left behind, and the surviving crew escaped the planetoid.

THE 26 DRACONIS STRAIN. Discovering that some among them had been infected by the spores before departing, the remaining scientists used a derivative of the 26 Draconis strain to inoculate the crew against the Neomorph spores. The doctors administering it were unaware that their cure was not completely safe, however—nor that it could cause those inoculated to mutate into Abominations. As some of the inoculated began to

transform and others didn't, the crew of the *Cronus* failed to make the correlation.

Nonetheless, as the ship was overrun with Neomorphs and Abominations, they realized they were in over their heads. Barricading themselves on cryodeck and leaving the ship's synthetic—Ava—to maintain the infested ship, they put themselves in stasis and hoped for a miracle.

After being caught in a micro-meteorite storm, navigation control failed on the *Cronus* and her comms array was damaged. Ava was attacked by the Abominations while attempting to repair the engines. Life support failed, plunging the ship into a deep cold. The crew remained safe in their hypersleep chambers, and the creatures aboard went into a state of suspended animation. This all happened within two days of leaving LV-1113. Since then, the *Cronus* has been adrift, barreling along at sublight speeds for decades.

MOTHER'S NOTE. The 26 Draconis Strain inoculation works—95% of the time it does indeed arrest the development of any Neomorph spores deposited by the Motes. Unfortunately, there is also a significant risk of the black liquid derivative going too far and recoding the DNA of the inoculated, slowly transforming them into a zombie-like Abomination (see page 157).

“... And all these you shall regard as an abomination.”

—LEVITICUS 11:13

THE PLAYER CHARACTERS

This following pages describe five pre-generated player characters—the crew of the USCSS *Montero*. You can find filled-in character sheets for each PC at the back of this book.

MILLER, OFFICER



Captain of the USSC Montero

FULL NAME: Vanessa Miller

AGE: 46

TRAIT: Thrifty

You're tired of being a corporate cog and want out. If you could finally get enough money to get your own ship, you could start controlling your own destiny on the Frontier. The company has offered you a lease-to-buy option on the *Montero*, but that doesn't make any sense unless you can afford to overhaul her for better cargo runs. Without an engine upgrade to allow her to tractor bigger loads, you are losing thousands of dollars every day. You need to find a way to make enough money to lease the *Montero* and upgrade her, or, better yet, go independent and replace her with a newer ship.

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 5

SKILLS: Ranged Combat 1, Mobility 1, Piloting 2, Observation 2, Medical Aid 1, Command 3

HEALTH: 4

SIGNATURE ITEM: Jacket patch with Weyland-Yutani logo

BUDDY: Davis

RIVAL: Wilson

TALENT:

PULL RANK

You can use your **COMMAND** skill to order other non-officer PCs and NPCs around, as long as they belong to the same organization as you. To force someone to follow your orders and perform a specific action, roll **COMMAND** against the target's **MANIPULATION**. If success-

ful, the target must follow your order, even if it means harm or danger to themselves. Your **STRESS LEVEL** increases by one each time you do this. Note also that each roll only covers one specific action. You cannot stop actions triggered by Panic Rolls using this talent.

DAVIS, PILOT



Pilot of the USSC Montero

FULL NAME: Leah Davis

AGE: 27

TRAIT: Adrenaline Junkie

Safety limits? Those are lies. Any vehicle or piece of equipment can be pushed past the red line and still work fine. You do it as often as you can, just to keep from getting bored. Unfortunately, daily routines are never that exciting, and that's why you've developed a little stimulant problem. Your Weyland-Yutani prescription has just about run out, and you need to get some more fast. You'll do just about whatever it takes keep yourself from crashing, even if it puts you in danger. Whether it's an adrenaline rush or substance abuse, all that matters to you is that you are flying high.

DRUG ADDICT: You must use some form of stimulant every Shift, or your STRESS LEVEL increases by one. You cannot relieve Stress (see page 68) without consuming a drug.

STRENGTH 2, AGILITY 5, WITS 3, EMPATHY 4

SKILLS: Heavy Machinery 1, Ranged Combat 2, Mobility 2, Piloting 3, Observation 2

HEALTH: 2

SIGNATURE ITEM: Pill bottle, almost empty

BUDDY: Miller

RIVAL: -

TALENT:

RECKLESS

As a Pilot, you live for the rush of adrenaline through your veins, pushing harder than others dare. You can push any skill roll based on

AGILITY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

RYE, ROUGHNECK



Technician on the USCSS Montero

FULL NAME: Kayla Rye

AGE: 23

TRAIT: Bitter

Your job sucks. Practically everyone on this ship gets paid more than you for doing nothing. You want to do less work and get paid more for it. Your younger brother back on Earth is chronically ill, and your family keeps begging you to send more money to support them. If there's a way to increase your shares on this run, you'll do it. Loyalty doesn't pay the bills, so if you have to flip on someone to make more money, so be it. Desperate times call for desperate measures.

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Heavy Machinery 1, Stamina 2, Mobility 2, Comtech 3, Medical Aid 2

HEALTH: 4

SIGNATURE ITEM: Worn photo of your brother

BUDDY: Cham

RIVAL: Miller

TALENT:

THE LONG HAUL

You've seen it and done it all before. Nothing surprises you anymore. Once per Act, you

may ignore all  from a single roll.

CHAM, ROUGHNECK



You grew up alone. Your parents sold power loaders on the frontier for a living, and did not have much time for you. Hopping from colony to colony also meant you never were in any place long enough to make real friends. This crew is the closest thing to a family you've ever had—dysfunction and all. You would do anything to protect them, even put yourself at risk.

STRENGTH 5, AGILITY 3, WITS 2, EMPATHY 4

SKILLS: Heavy Machinery 3, Close Combat 2, Stamina 2, Observation 1, Survival 1, Comtech 1

HEALTH: 5

SIGNATURE ITEM: Rosary

BUDDY: Rye

RIVAL: -

Cargo Handler on the USSS Montero

FULL NAME: Lyron Cham

AGE: 32

TRAIT: Loyal

TALENT:

TRUE GRIT

Life on the Frontier is a constant struggle. Luckily, you have what it takes to overcome anything that comes your way. You can push

any skill roll based on **STRENGTH** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

WILSON, COMPANY AGENT



Corporate liaison on the *USCSS Montero*

FULL NAME: John J. Wilson

AGE: 43

TRAIT: Ambitious

You've been embedded with the *Montero* crew for a good six months now, evaluating their performance to see if the ship and crew should be scrapped and fired or promoted and given a new ship. You've actually come to like this motley assortment, but there is no room for advancement in this work. Now, a special order has come your way, and you finally see your chance to climb. You pull this off and you can parlay it into a fortune.

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 5

SKILLS: Ranged Combat 1, Mobility 2, Observation 2, Comtech 1, Manipulation 3, Medical Aid 1

HEALTH: 2

SIGNATURE ITEM: Access keycard

BUDDY: -

RIVAL: Miller

TALENT:

PERSONAL SAFETY

The interests of the company always come first, no matter what. And you represent the company. That means your own safety is paramount—other crew members are expendable. If you are attacked or otherwise end up in fatal danger, and if another PC or friendly NPC is within SHORT range (the

same zone), you can make a MANIPULATE roll (straight roll, not opposed, and does not count as an action). If you succeed, the other character suffers the attack or hazard instead of you. Using this talent increases your STRESS LEVEL by one.

USCSS MONTERO

LOCKMART CM-88G BISON-CLASS COMMERCIAL FREIGHTER

The *Montero* is of the same series of starfreighter as the *Nostromo*, save that it is a newer model with some minor upgrades. The most important distinction is that the *Montero* has standard Saturn J 3000 engines, instead of the Rolls Royce N66 Cyclone upgrades that the *Nostromo* had. As such, she is not rated as a commercial tug (although she has been known to make unlicensed tows here and there). She is fitted to haul cargo internally like a standard freighter, and has a cavernous bay with ventral access for such purposes.

This scenario starts off on the *Montero*, and an overview of the main personnel deck can be found on page 114. The rest of the ship is not mapped out in detail, as it is unlikely that the PCs will spend much time here—see Events.

CARGO. The *Montero*'s bay is currently full of 72 high-pressure tanks carrying 200,000 tons of highly flammable Helium-3 gas. Each tank is half the size of a tanker trailer. Helium-3 is an amazingly clean energy source used throughout the colonies. Its volatile nature means that it can be dangerous to transport. To ferry the cargo to and from orbit, the *Montero* is equipped with an ailing WY-37B Cargo Shuttle called *Daisy*. At about 80 years old, it has seen better days.

PASSAGEWAY UMBILICAL. The *Montero* is equipped with a 10-meter-long passageway umbilical, which can be used to connect to the airlocks of other spacecraft and thus allow passage without the need for a spacewalk ■

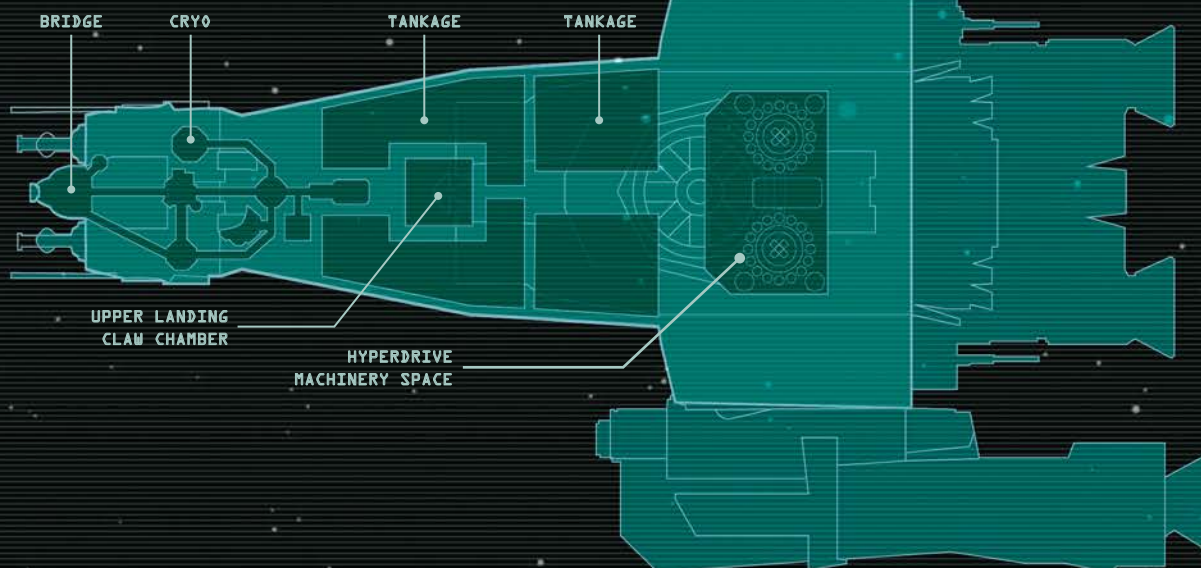
GEAR ON THE MONTERO

The following pieces of gear are available on the *Montero* at the start of the scenario. The PCs—or rather, Captain Miller—must decide on how best to distribute the gear. Details on this gear can be found in Chapter 5.

- ▶ 5 x IRC Mk.50 Compressor suit (starting Air Supply 5 in each)
- ▶ 1 x M314 Motion Tracker (Power Supply 5)
- ▶ 1 x Cutting Torch (Power Supply 5)
- ▶ 1 x Watatsumi Bolt Gun (4 shots)
- ▶ 1 x M4A3 Service Pistol (1 reload)
- ▶ 1 x SpaceSub ASSO-400 Harpoon Grappling Gun
- ▶ 1 x M240 Incinerator Unit (2 reloads)
- ▶ 1 x P-5000 Power Loader

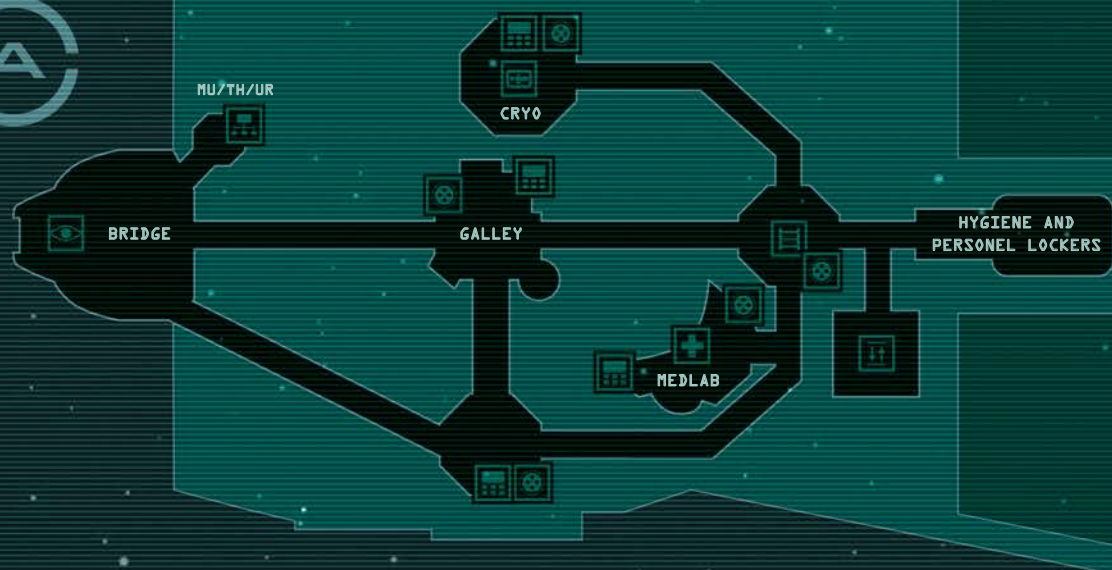
USCSS MONTERO

USCSS MONTERO
COMMERCIAL FREIGHTER



MONTERO - DECK A

DECK



NPCs AND XENOMORPHS

During this scenario, the crew from the USSC *Montero* can encounter NPCs from three different groups, all detailed below.

THE CREW OF THE CRONUS. Originally launched with a crew of thirty, the *Cronus* is down to only five members. They don't even have a pilot left, save for the second officer.

THE CREW OF THE SOTILLO. Shadowing the PCs for the entire adventure, these corporate-sponsored marauders don't reveal themselves until Act III—and just may be the PCs' only way out of this mess.

THE XENOMORPHS. No ALIEN game would be complete without some form of ALIEN, and while the traditional Xenomorph doesn't make an appearance in this adventure, their next of kin are just as deadly. Two types of alien beasts appear in this scenario: Neomorphs and Abominations. Both are described in the Appendix on page 150.

Most of the Xenomorphs are birthed during the course of the scenario, but some are already on the *Cronus* when the PCs arrive:

- ▶ Neomorphic egg sacks (see page 153) at multiple locations on the ship, ready to infect unwitting PCs.
- ▶ A vivisected Stage IV Abomination (see page 159), in the Medlab.
- ▶ A Stage IV Abomination hibernating in the Reactor Control Room.
- ▶ Should you want to add some fuel to the fire, you can add an adult Neomorph (see page 156) also hibernating on the *Cronus*, stalking the PCs as they arrive (see Events).

All xenomorphs on the *Cronus* are considered *active* in stealth mode (see page 51) at the start of the game, *except* the Abominations in the Reactor Control and the Medlab.

JOHNS, OFFICER



Second Officer on the USSC *Cronus*

FULL NAME: Wick Johns

AGE: 47

TRAIT: Submissive

NOW the de facto Captain of the *Cronus*, Johns has lost his edge. As someone who is really good at making sure things get done, Johns is also not very good at giving orders. He readily falls in as second-in-command to whomever starts making the hard choices needed to save lives.

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4

SKILLS: Heavy Machinery 1, Stamina 2, Ranged Combat 2, Piloting 2, Observation 2, Command 1

HEALTH: 4

GEAR: M4A3 Pistol (1 reload), key card

PERSONAL AGENDA: Find a leader to follow and help them to save human lives.

BUDDY: —

RIVAL: Clayton

TALENT: Pull Rank. See page 108.

REID, COLONIAL MARINE



Security Officer on the USCSS Cronus

FULL NAME: Valerie Reid

AGE: 34

TRAIT: On Edge

An Outer Rim Defense Force veteran of the Civil War on Torin Prime, the 4'11" Sgt. Reid commanded the security team assigned to protect the scientists aboard the *Cronus*. An independent contractor, she was honorably discharged from the ORDF and hired by Weyland-Yutani. Reid lost an arm on Torin Prime, but has a synthetic replacement. She saw a lot of people under ORDF protection die on LV-1113, and suffers from PTSD from both that experience and the Civil War. People tend to underestimate her because of her size.

STRENGTH 5, AGILITY 4, WITS 2, EMPATHY 3

SKILLS: Close Combat 3, Heavy Machinery 1, Ranged Combat 3, Mobility 2, Command 1

HEALTH: 5

GEAR: Armat 37A2 12 Shotgun (2 reloads)

PERSONAL AGENDA: Terminate all threats to the *Cronus* crew with extreme prejudice, no matter the risks for you.

BUDDY: Johns

RIVAL: Flynn

TALENT: Overkill. See page 120.

FLYNN, MEDIC



Ship Medic on the USCSS Cronus

FULL NAME: Liam Flynn

AGE: 27

TRAIT: Fearful

THE ship's remaining medical doctor, Flynn was one of the junior scientists who helped synthesize the derivative cure from the 26 Draconis Strain. Flynn suspects the cure isn't safe, but he would rather take the chance with it than witness another Bloodbuster birth. The doctor is not willing talk about what happened on LV-1113, nor reveal what other breakthroughs the scientific team achieved before the *Cronus* left them behind. Flynn has not informed anyone that the cure contains the black goo within it.

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

SKILLS: Mobility 1, Observation 2, Comtech 2, Manipulation 2, Medical Aid 3

HEALTH: 2

GEAR: Personal Medkit, Surgical Kit

PERSONAL AGENDA: Get out of this mess alive, no matter what the cost or what lies you need to tell.

BUDDY: Cooper

RIVAL: Reid

TALENT: Compassion. See page 120.

COOPER, SCIENTIST



Chief Scientist on the USCSS Cronus

FULL NAME: Daniel Cooper

AGE: 53

TRAIT: Rational

A scientist assigned to the *Cronus*, Professor Cooper was infected by Neomorphic Motes before he went into hypersleep. He knows that the 26 Draconis Strain cure is derived from the black goo, and feared it was unsafe. He never took his inoculation, instead pocketing his syringe and claiming he had administered the shot to himself. Feeling sick before entering stasis, Cooper quickly deteriorates upon regaining consciousness, complaining of immense migraines before beginning to talk nonsense and going into epileptic shock. See the “Mother of all Migraines” event for his final fate.

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 4

SKILLS: Mobility 1, Observation 2, Comtech 3, Manipulation 1, Medical Aid 3

HEALTH: 2

GEAR: Personal data tablet

PERSONAL AGENDA: To make sure the 26 Draconis Strain does not become a threat to human civilization.

BUDDY: Flynn

RIVAL: Clayton

TALENT: Analyze. See page 121.

CLAYTON, COMPANY AGENT



Corporate Liaison on the USCSS Cronus

Full Name: Lori Clayton

Age: 42

TRAIT: Ruthless

WHILE cool on the surface, Clayton is seething with rage over a life lost in cryosleep. Aware that both Cooper and Flynn have invaluable information and experience regarding the scientific teams experiments on LV-1113, she wants to bring both Flynn and a sample of the 26 Draconis Strain back to Weyland-Yutani for a nice fat paycheck.

NOTE that only Clayton has the codes to the wall safe and the EEV in her quarters on Deck B of the *Cronus*.

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

SKILLS: Ranged Combat 2, Mobility 1, Observation 2, Command 2, Manipulation 3

HEALTH: 2

GEAR: M4A3 Pistol (2 reloads), key card

PERSONAL AGENDA: Bring both Flynn and a sample of the 26 Draconis Strain back to Weyland-Yutani for a nice fat paycheck—no matter who you need to kill to get there.

BUDDY: -

RIVAL: Cooper

TALENT: Personal Safety. See page 112.

AVA 6, SYNTHETIC



Android on the USSCS Cronus

AGE: Appears to be in her Twenties

TRAIT: Helpful

Introduced by Weyland-Yutani at the beginning of the century and now long since discontinued, Ava is the female-presenting equivalent of the Walter series android. Considered by the crew to be nothing more than a machine, she was locked outside the cryodeck in an attempt to maintain the ship despite its Neomorph infestation. Damaged soon afterwards, she has wandered the ship in a daze for decades. Ava believes in duty and service, and always puts humankind before herself, even when they do not deserve it.

STRENGTH 5, AGILITY 6, WITS 5, EMPATHY 4

SKILLS: Mobility 1, Stamina 2, Observation 2, Comtech 3, Medical Aid 2

HEALTH: 5

GEAR: None

PERSONAL AGENDA: Help the humans on the *Cronus* survive, without regard to your own safety.

BUDDY: -

RIVAL: -

BOLAJI, OFFICER



Captain of the Sotillo

FULL NAME: Adisa Bolaji

AGE: 34

TRAIT: Resolute

Awkward, tall, and gaunt, Bolaji isn't your typical criminal. Under contract from Seegson, the captain is paid to harass Weyland-Yutani ships on the Frontier. This pirating gig is a full time job with benefits and paid vacation for him and his entire crew, not to mention bonuses for any unique hauls they might bring in. While everything is business first, Bolaji also knows that some things are too dangerous to be left in the hands of the wrong people.

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 3

SKILLS: Heavy Machinery 1, Mobility 2, Piloting 1, Ranged Combat 3, Manipulation 1, Command 2

HEALTH: 3

GEAR: Rexim RXF-M5 EVA Pistol (3 reloads)

PERSONAL AGENDA: Turn this tricky situation into a profit without risking your ship and crew.

BUDDY: Pin

RIVAL: -

TALENT: Pull Rank. See page 108.

PIN, MERCENARY



Hired muscle on the *Sotillo*

FULL NAME: Pinion

AGE: 31

TRAIT: Steadfast

Pinion grew up with Bolaji in the Solomons. In their teens, they stole moon shuttles together. A year older than Bolaji, Pinion once accidentally crashed a commercial transport while joyriding and wounded six people. Bolaji took the fall and went to juvie for the crime, keeping Pinion from suffering a real prison sentence. She has stayed loyal ever since. At 6'5", Pin is the muscle of the *Sotillo* crew. Pinion enforces Bolaji's will.

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Close Combat 3, Heavy Machinery 1, Stamina 1, Ranged Combat 2, Mobility 2, Command 1

HEALTH: 5

GEAR: Armat M41A Pulse Rifle (2 reloads)

PERSONAL AGENDA: Follow and protect Bolaji, no matter what the cost or risk.

BUDDY: Bolaji

RIVAL: Bein

TALENT: Overkill. See page 120.

BEIN, PILOT



Pilot on the *Sotillo*

FULL NAME: Helen Bein

AGE: 53

TRAIT: Cynical

A former combat pilot for the Colonial Marines, Bein was dishonorably discharged for nuking the wrong outpost during the Tientsin Campaign. An alcoholic, Bein is still a better pilot drunk than most colonial pilots are sober. Bein's military knowledge and experience have been invaluable to the *Sotillo*.

ALCOHOLIC. Bein must drink alcohol every Shift, or her STRESS LEVEL increases by one. She cannot relieve stress (see page 68) without drinking alcohol.

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 3

SKILLS: Heavy Machinery 2, Ranged Combat 2, Piloting 3, Observation 1, Command 2

HEALTH: 3

GEAR: .357 Magnum Revolver (2 reloads)

PERSONAL AGENDA: Find a drink on this god-damn ship.

BUDDY: Horton

RIVAL: Pin

TALENT: Reckless. See page 109.

HORTON, MECHANIC



Mechanic on the *Sotillo*

FULL NAME: Micky Horton

AGE: 12

TRAIT: Friendly

The twelve-year-old son of a minor Weyland-Yutani exec that shafted Bolaji on a deal, Horton was kidnapped by the captain in an attempt to get the exec to pay up. When Horton's father was killed by another mercenary he hadn't paid, Bolaji decided to keep the kid. The self-taught and scruffy mechanic has been rebuilding sensor suites and assembling thruster arrays since the age of nine. The boy is well-liked and well-treated by the crew of the *Sotillo*.

STRENGTH 2, AGILITY 4, WITS 5, EMPATHY 3

SKILLS: Mobility 2, Observation 2, Survival 2, Comtech 3, Medical Aid 1

HEALTH: 2

GEAR: M240 Incinerator Unit (1 reload)

PERSONAL AGENDA: Help your crewmates from the *Sotillo* to get out alive.

BUDDY: Bein

RIVAL: -

TALENT: Beneath Notice.

TALENT:

OVERKILL

You don't run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy. You can trigger different, more aggressive effects when you make a Panic Roll—see page 68. Note that Reid only makes panic rolls if she is turned into a PC.

TALENT:

COMPASSION

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

TALENT:

BENEATH NOTICE

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

TALENT:

ANALYSIS

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

- ▶ Is it human or alien?
- ▶ Is it dead or alive?
- ▶ How old is it?
- ▶ What is its purpose?

- ▶ How does it work?
- ▶ What problems could it cause?

The GM must answer truthfully, but is allowed to give vague or incomplete answers.

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

U S C S S C R O N U S

WEYLAND SEV M3 HELIADES-CLASS SCIENCE EXPLORATION VEHICLE

The *Cronus* is a science exploration vehicle launched at the beginning of the 22nd century. Modern vessels in this design lineage are of the Magellan class, and a PC might mistake the ship for its newer brethren. Just as the *Montero* is a slightly newer variant of the *Nostromo*, The *Cronus* is a variant of a Heliades-class ship with many similarities to the Prometheus.

On the *Cronus*, however, the separate Class D module was not a lifeboat, but instead a classified and specially-equipped science lab that could be jettisoned in the case of an emergency. When the PCs encounter her, that module

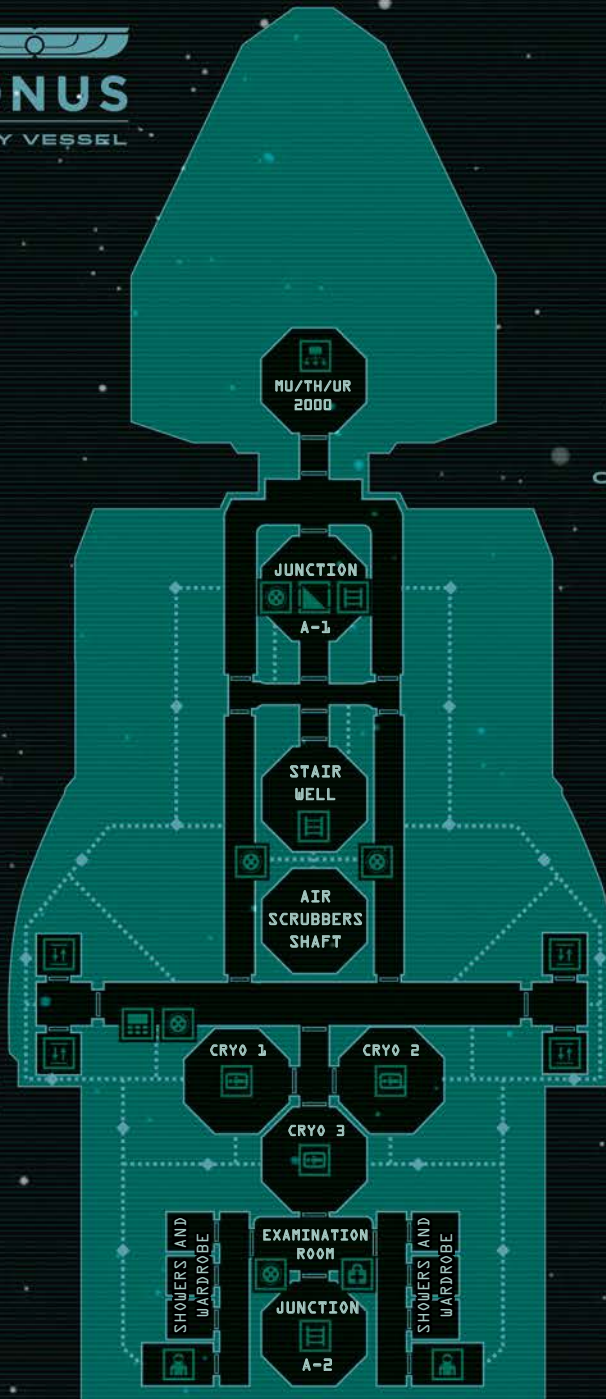
is missing, apparently ejected at some point during the SEV's original mission. The *Cronus* deck plan is spread out over four decks, each accessible through main junction ladderways, two large elevators, and a staircase (that is collapsed).

AUXILIARY VEHICLES. The *Cronus* has no rovers aboard, only two ATVs in her garage, and is missing all of her class A escape pods. Wherever she was, whatever she was doing, she left in a hurry—and left her vehicle compliment and classified Class D module behind.

USCSS CRONUS

SCIENTIFIC EXPLORATORY VESSEL

2X2 METERS



DECK



CRYO DECK

TECHNICAL SPECIFICATIONS

LENGTH: 130 metres (427 ft.)[1]

WIDTH: 48.75 metres (160 ft.)[1]

HEIGHT: 36.5 metres (120 ft.)[1]

ENGINE POWER: Four nuclear-powered ion plasma engines

FUEL SOURCE: Ionized plasma drive

POWER PLANT: Nuclear fission generators

SENSOR SYSTEMS: Various comm antennas

NAVIGATION SYSTEMS: Independent advanced navigation systems

CREW: 17

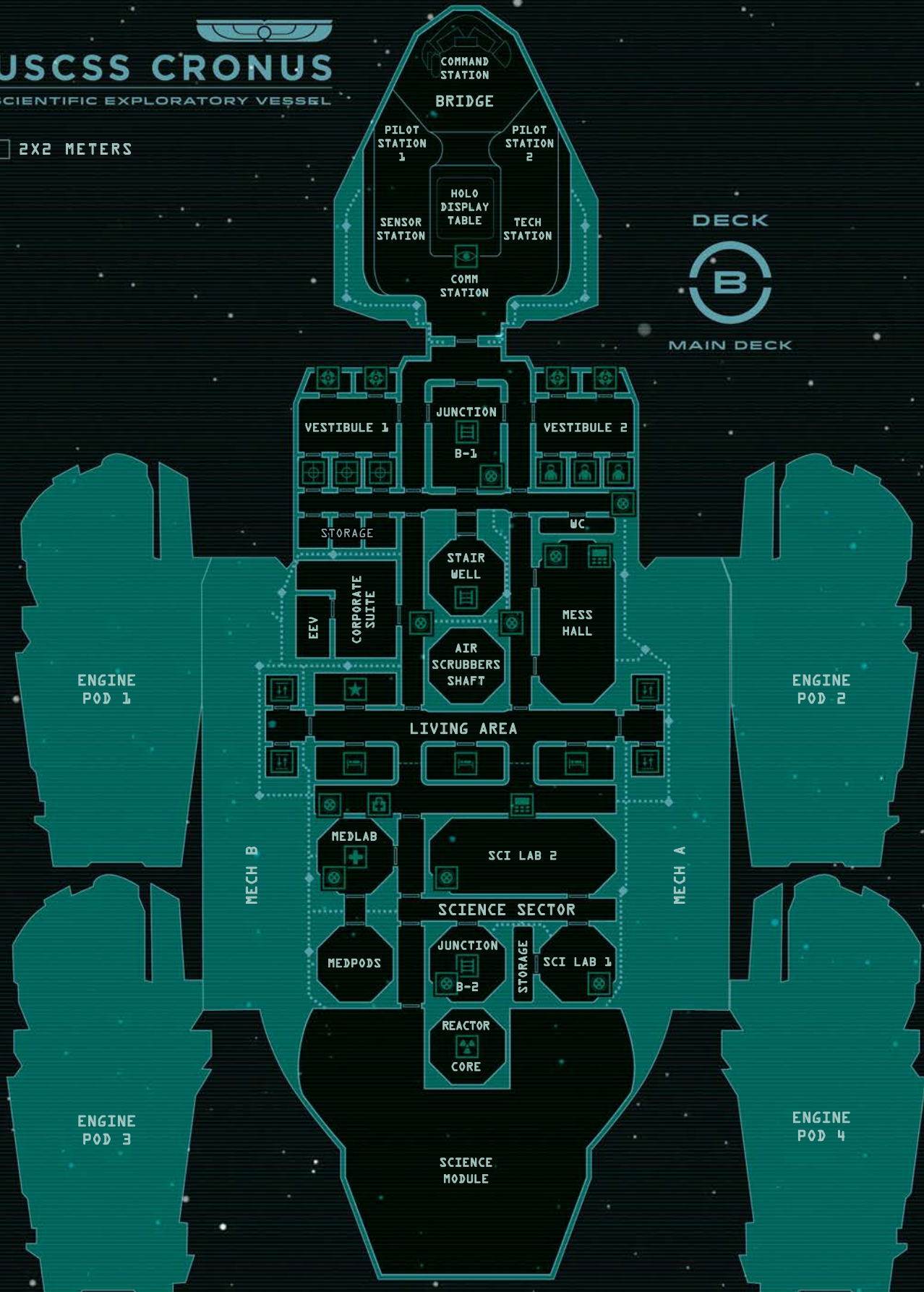
CRONUS - DECK B

USCSS CRONUS

SCIENTIFIC EXPLORATORY VESSEL

2X2 METERS

DECK
B
MAIN DECK



PRODUCTION INFORMATION

MANUFACTURER: Weyland Corp

CLASS: Heliades-class

PRODUCT LINE: Weyland FTL ships

REG: 142601

MODEL: Heavy exploration/
prospecting vessel

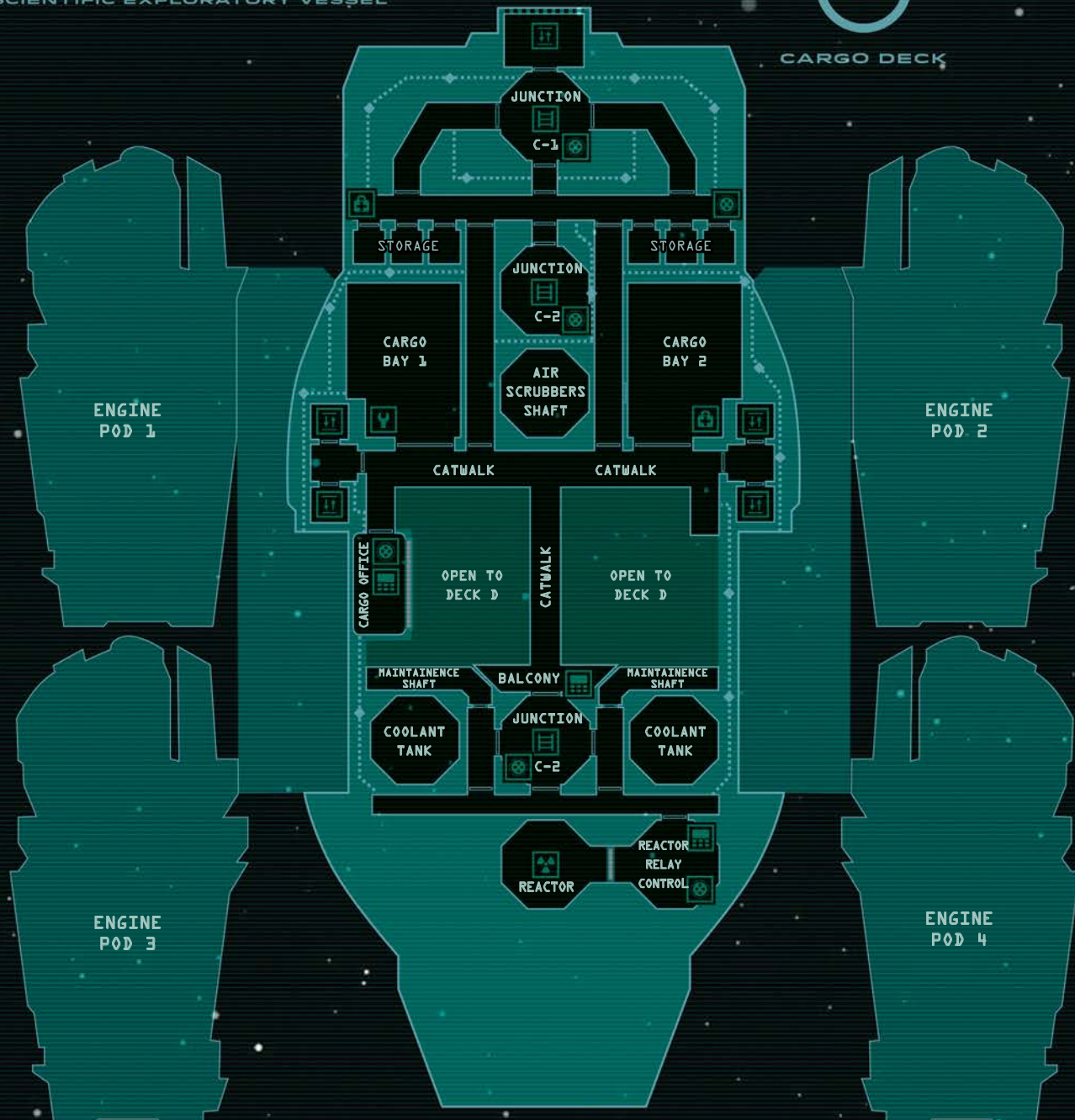
CRONUS - DECK C

USCSS CRONUS
SCIENTIFIC EXPLORATORY VESSEL

DECK 2X2 METERS



CARGO DECK



MAP LEGEND

 AIRLOCK	 WORKSHOP/ENGINEERING	 BARRACKS	 ARMORY
 LADDER ACCESS	 INTERCOM	 CPT'S QUARTERS	 ELEVATOR
 VACC SUIT STORAGE	 ACCESS TERMINAL	 MAINFRAME	 OBSERVATION
 MEDKIT	 CRYOSLEEP PODS	 MEDLAB	 VENT PATHWAY
 ESCAPE POD	 RADIOACTIVE AREA		

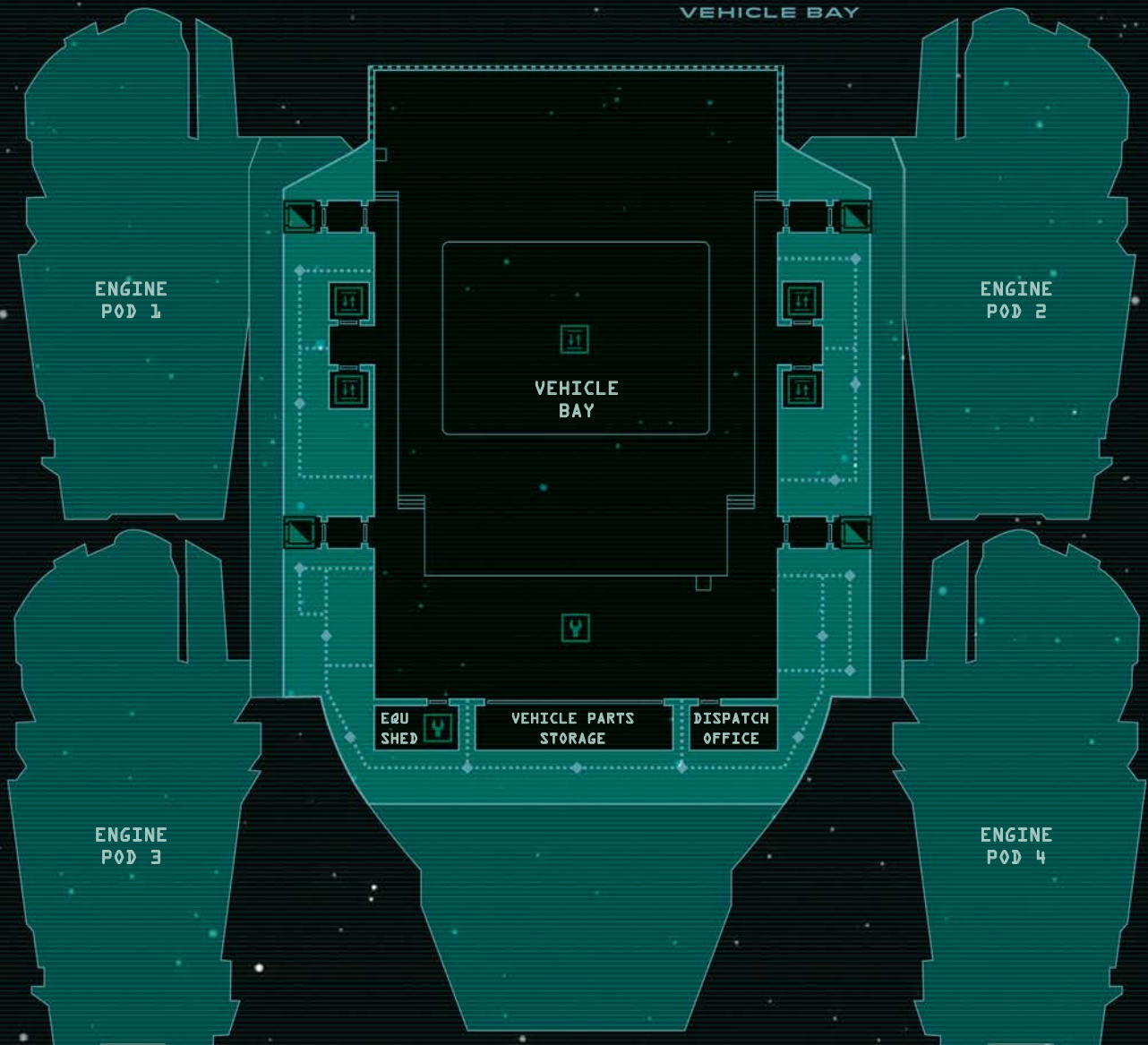
CRONUS - DECK D

USCSS CRONUS
SCIENTIFIC EXPLORATORY VESSEL

DECK  2X2 METERS



VEHICLE BAY



DECK

CRYO DECK



MAIN AIRLOCK, JUNCTION A-1. The main airlock is the only point of entry to the *Cronus* and it is located on the dorsal side of the ship. The outer airlock door is damaged and seems buckled from the inside, something that the PCs notice if they spacewalk to it or try to connect the *Montero's* passageway umbilical.

To open the outer airlock door requires a laser welder and a **HEAVY MACHINERY** roll. Inside, a ladder leads down into the main airlock junction, down to decks B and C. Covered in scuff and scratch marks on the inside, the door does not close again once opened. After breaching the buckled door, the PCs must connect the *Montero's* passageway umbilical to the *Cronus* and pressurize it before opening the inner airlock door. If the umbilical is damaged, the airlock suffers explosive decompression (see page 71). The other airlock doors operate properly.

Anyone taking an environmental reading finds the air stiflingly stale and the temperature below freezing (see boxed text).



MU/TH/UR 2000 MAINFRAME. Located directly above the bridge, this small room is accessible from the main airlock at Junction A-1. This protected area can only be entered if one has the correct command sequence or the emergency access key—things only Wilson, Johns and Cooper possess at the beginning of the scenario. Inside this spotlessly clean room is a blinking data server and a single terminal which the highest-ranking member of a crew can use to interface directly with MU/TH/UR. Clever PCs can use the computer to ask the right questions and the GM can feed them information as she so chooses.

AIR SCRUBBERS. This large shaft is only accessible via the ventilation and maintenance shafts. When operational, massive carbon filters clean the air of pollutants while churning machines electrolyze the water and generate oxygen. Powered by a direct feed from the reactors, the shaft terminates in a water-filled chamber on C Deck. Condensation accumulates at the top of the shaft and rains down here.

When the PCs arrive, the oxygen generation is offline (see page 138). The shaft is dark and the water at the bottom of the shaft is frozen. Once MU/TH/UR 2000 goes online and power is restored, the air scrubbers are activated and the ice melts. This chamber then becomes very noisy and it is difficult to hear anything—all **OBSERVATION** rolls get a -2 modification in here.

The air scrubbers work via electrolysis—electrical current is channeled through submerged rods and applied to the water, causing the separation of hydrogen and oxygen. That means that there is a real risk of electrocution in here once the power is back on. Any failed skill roll in here results in an immediate attack rolled with six Base Dice and Damage 1.

The carbon filters on the air scrubbers are caked with decades of grime and mold, and just restoring power won't be enough to return them to working order. The carbon filters need to either be replaced or cleaned in order for the air circulating on the ship to return to proper oxygen levels. This requires a Shift of work and successful **HEAVY MACHINERY** roll. Only one PC can roll, but others can help.

If the PCs actively examine the carbon filters before they get to work, they spot Neomorphic egg sacks growing on them (see page 153). If these are disturbed, Neomorphic Motes are released throughout the ship. The only way for the PCs to destroy the egg sacks is to burn them, something that Ava 6 can explain.



ELEVATORS. These elevators provide access to the vehicle bay in the *Cronus*'s belly. Elevator 1 functions just fine once power is restored, although there was definitely a fire fight within it at one point. Buckshot and dried blood pepper the elevator's interior. Elevator 2 is a different story—the shaft doors are ajar and the elevator is crumpled on the vehicle bay level. It looks like someone had thrown an incendiary grenade or two at it after it fell, just for good measure.



CRYO CHAMBERS. The main door into this area has claw marks around the edges of the doorway, as if something was trying to scratch its way in. The door is locked from the inside and a **HEAVY MACHINERY** roll is required to open it. The cryo beds in the chambers are covered in frost. Inside them is the sleeping crew of the *Cronus*—at least the survivors of the crew. Most of the hypersleep chambers are vacant. Two are filled with desiccated

corpses, mummified by the decades in dry air. As the life-support systems come online, the crew wakes up (see page 136). In lockers in this room, the personal gear of the *Cronus* crew is stored.

EXAMINATION ROOM. The examination room is a mess. There are two personal medkits here (see page 98).

SHOWERS. The showers are filthy, and some Neomorphic egg sacks are growing in the shower drains. Caution is advised.

JUNCTION A-2. This shaft leads to the other levels of the ship.

EVA STORAGE 1 AND 2. There are a total of three remaining space suits here, all older models of the IRC Mk.50 Compression Suit. They have not been tampered with and function fine.



ENVIRONMENT ON THE CRONUS

COLD. When the PCs arrive, the interior of the *Cronus* is in a deep freeze. If the PCs open their suits before the life support systems are brought online by MU/TH/UR 2000 (see Events), they will become Freezing and need to make STAMINA rolls against the cold once per Turn.

DARK. Until MU/TH/UR 2000 comes online, the interior is lit only by weak emergency

lights (all zones on the ship count as dark, see page 49).

AIR. In addition, the air in the *Cronus* is stale with a high concentration of carbon dioxide. All STAMINA rolls are at -2 until the air scrubbers have been fixed (see page 126).

GRAVITY. The artificial gravity on board still works.

DECK



MAIN DECK



ARMORY. Stripped almost bare, this room has a single Armat M41A Pulse Rifle with one reload left in it. A case of shotgun shells (one reload left) lies on the floor. Aside from a splatter of dried milky-white spray on the wall, the room is clean. The spray is synthetic blood. It is left there by Ava from an encounter she had with an Abomination many years earlier. There is no danger in this room.



BRIDGE. Until power is restored, the bridge is on battery reserve and is otherwise shut down; only faint standby illumination gives off an eerie orange glow. The blast shutters are still lowered, shut tight around the viewports. There is soot on the ceiling and several of the stations are burned out.

- ▶ **COMMAND STATION.** Once power is up, the command station works like a charm. Located under a flip-up access panel on one of the treadmill arms of the captain's station is a small compartment that houses MU/TH/UR 2000's emergency access key. The glass panel that it typically lies behind is shattered, the key missing. The captain's station monitors all relevant "at a glance" information from other consoles. If the PCs access the command station and make a **COMTECH** roll, they can find information on where the *Cronus* has been: on a distant, uncharted planet in the 26 Draconis system.
- ▶ **HOLOGRAPHIC DISPLAY TABLE.** This station was once state of the art hologram technology, but it's now slagged, burnt out by a fire on the bridge. It is damaged beyond repair.
- ▶ **SENSOR STATION.** This station was also damaged

JUNCTION B-1. The ladder is undamaged and all doors at this junction work.

VESTIBULES. Adjacent to Junction B-1 are two bays for class A individual escape pods embedded in the outer hull wall. All of the pods are missing (the only escape pod still remaining is in Clayton's corporate suite, below.) If the PCs are tense and power has yet to be restored, they might mistake the two bulky, empty, red-armored EVA suits (equivalent to Eco All Worlds Survival Suits, see page 90) standing in the shadows for lurking stalkers. Opening fire here is a bad idea, as it could compromise the hull (see page 71).

by the fire but can be repaired to working order with a Shift of work and a **COMTECH** roll. The damaged sensors sporadically pick up a sensor ghost (see the Sensor Ghost Redux event).

- ▶ **LIFE SUPPORT MONITORS.** When power is restored to this station, the monitors flash red. The carbon dioxide content in the ship's recycled air is high; maintenance must be performed on the air scrubbers. The carbon filters in the Oxygen Generation System must be replaced (see page 126). If a PC manages to talk to MU/TH/UR before power to this terminal is restored, she shares the same information.
- ▶ **PILOT STATIONS.** Someone has taken an axe to Station 1, and in fact has left it imbedded in the console. While it looks untouched, Station 2 is also dead—something that is not evident until power is restored. It's possible to open up some of the deck plating and try to reconnect power (requires one Shift of work and a successful **HEAVY MACHINERY** roll), but an easier solution would be to cannibalize Station 2's parts to reactivate Station 1 (also one Shift of work, but a **COMTECH** roll at +2). Only one pilot station is needed to fly the ship.

DOORS ON THE CRONUS

All doors on the *Cronus* can be opened by the push of a button, unless stated otherwise in the room descriptions. Some doors can only be opened by MU/TH/UR 2000 or by using an encrypted key card—Wilson and Clayton carry one each, and one can be found in Science Lab 1, dropped by Ava.

DECOMPRESSION. The outer hull of the *Cronus* has Armor Rating 6. Shots that miss the target in a compartment next to an exterior bulkhead risk rupturing the hull and causing explosive decompression (see page 71). If this occurs, all doors and vents to the compartment are automatically and permanently sealed after one Round.

CREW QUARTERS. All of these rooms are either locked tight, ransacked, or smell like death. Random personal items of worth can be found in them, but the *Cronus* crew won't be pleased if they discover the PCs have been looting their possessions.

MESS HALL. Food stores were ravaged; it looks like a pack of rabid raccoons have been through here. Most of the exposed food stores are rotten and covered in mold. Someone had been making origami animals out of metallic paper, setting them up around the room. The origami animals are a product of the android Ava's deranged state. While there is mold everywhere, none of it is of the Neomorphic variety. The mess was scavenged and ransacked by the Abominations long ago.

CORPORATE SUITE. Clayton's wardroom and quarters, this spacious area was at one point luxurious. The bed is soaked with blood, the couch cushion stuffing is all torn out, and the furniture in the room is destroyed.

- ▶ **DRUGS.** Under the mattress is a pack of illegal stimulants (see page 99) that need to be injected into the ocular cavity to work.
- ▶ **WALL SAFE.** Built into the wall and only accessible via Clayton's codes, the safe contains an

encrypted Modular Computing Device. This cube contains all the data on the science mission to LV-1113. There is also one million dollars-worth of rare cash bills. Without the code, the safe needs to be cracked (requires a Shift of work and a -3 COMTECH roll), or the door needs to be blown, requiring an explosion with Blast Power of 12 or more—which damages the cube and destroys most of the cash.

- ▶ **WETBAR.** The bar here was practically cleaved in two. It is splintered and wrecked, as are most of the bottles stored here. Only a few bottles remain intact, scattered haphazardly across the floor.
- ▶ **WALK-IN CLOSET/ESCAPE POD.** Anyone examining this closet realizes that what appears to be a walk-in closet door is in actuality the entry into an EEV—the only one on the ship. It is functional, but can only be accessed with Clayton's codes. The escape pod has only three cryopods in it and it's not FTL capable.



MED LAB. Within this room are two older-generation Pauling Medpods (see page 98). One has its plexiglass tube splintered and shattered as if something broke out of it. The other is sealed and lit from within, but the entire inner surface of the plexiglass is covered in thick dried blood. There is a row of large specimen jars. Floating within two of them are two small alien creatures (Bloodbursters, see page 154). On a far shelf is a smaller specimen jar without liquid, containing the same fungal nodes (Neomorphic Egg Sacks, see page 153) that can be found in various areas of the ship. On the desk next to that is an open metallic urn. Four organic-looking glass vials are inside the urn—three of those are intact with some kind of black liquid within them, while the fourth is cracked open and empty.

- ▶ **VIALS.** If a PC decides to take a vial with them, they had best keep it in cold storage. If it starts to sweat, it releases its contents and begins to affect the PCs (see next page).
- ▶ **THE CURE.** Under the desk is a medkit case that contains six syringes full of the 26 Draconis Strain derivative, a “cure” for those infected by Neomorphic Motes (see page 153).
- ▶ **BLOODBURSTERS.** The two Bloodbursters in the jars are indeed dead, but the PCs don’t need to realize that at first. They were surgically removed from their victims by the medpods. Both those infected and the embryonic Neomorphs were killed in the process. The medpods were included on this

mission specifically for operating on and removing parasitic organisms.

- ▶ **MOTES.** If anyone disturbs the egg sack nodes within the sealed jars, motes eject from them and attempt to find a way out, eventually settling down and dying from lack of a host. However, if the container is broken or opened in some way, the motes spread throughout the ship.
- ▶ **MEDPOD.** The broken medpod works (**MEDICAL AID +3**), but any PC who uses it risks sepsis because of the unsanitary environment (roll for a disease with Virulence 6, see page 73). If a PC is morbidly curious and opens the bloody medpod, they find the remains of a Stage IV Abomination within. Locked in the device to be vivisected, the former crew member’s lower torso has been dissected, and his soft elongated skull has been opened and picked at. Data gathered from the exploratory surgery can be accessed using the medical computer at the desk. While he appears dead, the decades-old Abomination has one last gasp in him, which he uses to savagely attack the closest PC. With its brain exposed, however, the dreadful thing is easy enough to kill (only 3 Health left and no Armor Rating).
- ▶ **MEDS AND DRUGS.** Four personal medkits, surgical instruments, and D6 doses each of Neversleep Pills, Hydr8tion, and Naproleve can all be found in the cabinets here.



SCIENCE LAB 1. The lights in this room flicker, and the stench of decay is overwhelming. There is a pile of gnawed bones in the room. The main lab has an enclosed decontamination area on the main examination table—and under the de-con hood is a perfectly preserved metallic urn. A malfunctioning deep cold freezer with a smashed glass door has four more of these urns in it. An ooze has seeped out of them, forming congealed pools on the floor. Strange, black fungal nodes are growing on the urns and in the pools.

- ▶ **BONES.** A Medic or Scientist who examines the bones realizes that they are not all human. There are Neomorph and Abomination bones mixed in as well. This room was the nest of an adult Neomorph. If you use the “Hunter and Prey” event, this Neomorph is still around and could attack at any time.
- ▶ **URNS.** These, of course, are the Engineer Ampules that contain the black liquid 26 Draconis Strain of Agent A0-3959X.91-15. Ingestion of the pure form of the agent has fatal results (it counts as a Virulence 12 disease, see page 73). Each urn is a regular item in terms of encumbrance.
- ▶ **FUNGAL NODES.** These are in fact Neomorphic Egg Sacks, ready to eject Motes and infect any PC or NPC with exposed orifices of any kind (see page 153). A PC examining the room learns that the nodes are underfoot throughout the room, and difficult to

avoid. Moving through the room without disturbing the egg sacks requires a **MOBILITY** roll.

- ▶ **KEY CARD.** Sitting half-submerged in a pool of black goo on the floor is the emergency key card access to the MU/TH/UR mainframe room on the *Cronus*—dropped here by Ava during a scuffle with the Neomorphs. The key card is a Tiny item.

SCIENCE LAB 2. This is a charred shell of a room—whatever happened here, the crew ended it real quick with the liberal use of an incinerator or two. There’s the burnt-out, partial remains of a drum of some kind in the room, and a body buried in the debris, its arms shriveled up and clutching at its chest. The stale air is thick with the smell of burnt rubber, plastic, and flesh.

There is nothing worthwhile in here—save for the discovery that the body is not quite human. It is the remains of a Stage IV Abomination, its gelatinous cowl boiled away and its features obscured by charring. The one giveaway that it is something inhuman is the length of its forearms, something any Scientist can confirm using the **ANALYZE** talent. The drum was previously filled with quinitricetyline from Deck C (below).

JUNCTION B-2. This junction works fine and allows access from A-C decks as well as the ventilation and maintenance shafts.



DECK



CARGO DECK



JUNCTION C-1. Junction 1 begins at the main airlock and terminates here. The external airlock door is sabotaged, but the internal doors work fine. The *Cronus* has an external elevator attached to this airlock, similar to the one on the *Nostromo*. It lowers a crew to the surface of a planet if they choose not to use the vehicle bay. Currently, it is out of order.

STORAGE UNITS. These units contain various ship supplies and tools, in addition to the following:

- ▶ **STERILIZATION PROTOCOL.** One of them contains seven drums of the highly unstable napalm like chemical Quinitricetyline, brought along in case things got out of hand on LV-1113. Lighting up a drum of Quinitricetyline (one item) will trigger an explosion with Blast Power 12, followed by an Intensity 12 fire.
- ▶ **CLAYTON'S SECRET STASH.** This unit requires a code to gain access to it, and is full of two dozen engineer urns taken from LV-1113, each containing four vials of Agent AO-3959X.91.15.
- ▶ **TOOLS.** Two bolt guns, a cutting torch, and a maintenance jack can also be found here. See Chapter 5 for more on these.

CARGO BAYS. These cargo maws are pitch black inside and even restoring the power will not activate their lights. Inside, the rattling of chains can be heard, likely pulled slack from holding cargo crates in place. A winch in each room pulls the chains tight and secures the cargo safely.

- ▶ Bay 1 is filled with food stores that are untouched.
- ▶ Bay 2 is mostly empty save for spare RV tires.

CATWALK. The catwalk overlooks the vehicle bay. A crane on ceiling tracks loads cargo to and from the vehicle bay and the cargo deck. Aside from directly in front of the cargo bay doors, the catwalk has a railing on either side, and the only way to reach the Technical section from this deck is to cross it.

CARGO OFFICE. The cargo crane is operated from this room. It has a viewport overlooking the vehicle bay.

JUNCTION C-2. Another relatively safe junction with functioning doors. Nothing to see here.

COOLANT TANKS. These help keep the engines from overloading. If sabotaged, the reactor begins building to critical mass—but it would take something very drastic and inventive to destroy the ship in this way. They aren't accessible except via service tunnels.





REACTOR RELAY AND CONTROL. The only lighting here comes from an open access port on the reactor relay. It glows a dull, pale blue, casting long and deep shadows. Something tore up the furniture and loose equipment to build a bizarre nest here. In the pile of debris near the reactor lies a crumpled-up spacesuit—its filthy helmet is mostly fogged and the tattered suit looks like it was set on fire at one point.

► **CLEANING UP.** There is some kind of yellow-white resin covering most of the reaction chamber, and it needs to be removed in order to bring the engines on line. While cleaning up the control room restores the reactor relay (no roll needed), repairs still need to be made on the outside of the ship to reconnect the relay to the four fission engines themselves (**HEAVY MACHINERY** roll and a Shift of work). The power generated by the ship's four engine pods channels through the main relay here before being distributed to the rest of the ship.

► **THE ABOMINATION.** The yellow-white residue is dried Neomorph blood. The “spacesuit” is actually a Stage IV Abomination, sitting contorted with its limbs folded up over its torso. The “helmet” is, in fact, its bulbous head. It has been holed up and hibernating here for decades, huddled by the reactor. The Abomi-

nation is passive (see page 51) and if the PCs move quietly in here (**MOBILITY** roll), they can avoid waking the Abomination up. If they start cleaning the room, they awaken it immediately. If the PCs flee, the Abomination starts stalking them on the ship.

► **RADIATION.** Due to reactor leaks, the entire room is covered by strong radiation (1 Rad per Turn, see page 74). Firing weapons in the reactor room is dangerous—it can cause a critical build up in the engines. For any shot with a firearm in here that misses its target, roll a Stress Die. A roll of  causes critical damage to the reactor relay and triggers the total destruction of the *Cronus* after ten minutes (Mother starts counting down). The damage can be repaired with a Turn of work and a **HEAVY MACHINERY** roll.

► **SELF-DESTRUCT.** The ship's emergency destruct system—which involves shutting off the cooling unit so that the reactor builds towards critical mass—is also located in this room. Once activated (with a **COMTECH** roll and a Turn of work), the reactor begins a ten-minute countdown to overload. Stopping the countdown requires another **COMTECH** roll, but can be done in a single Round. After five minutes (another Turn), the process is irreversible.

DECK



VEHICLE BAY



GARAGE. Most of the vehicle compliment of the *Cronus* is missing—there are only two ATVs aboard and no RTVs. Both ATVs are lying on their sides haphazardly—it's clear they weren't secured before takeoff. Looking up, visitors can see the catwalk and loading crane above on C Deck. Deep shadows are cast everywhere—there are many places to hide.

The bay is the least affected area on the ship—it's just dusty from disuse and settled debris. The Dispatch Office, Equipment Shed, and Parts Storage

are clear of danger and contain whatever reasonable tools the PCs might require.

- ▶ **GARAGE DOOR.** This opens like a ramp for easy vehicle egress, but the locks must be taken care of first. The bay must be decompressed before opening it while in space, or everything will blow out.
- ▶ **AIRLOCKS.** All four airlocks on this level have been sabotaged and cannot work without massive repairs ■

EVENTS

The following section contains events that you can spring on the players, divided into Act I, II, and III. These events don't all need to occur, and they don't need to occur in the order listed. Instead, see the events as an arsenal of drama for you to use as you see fit. Some events are mandatory however—these are clearly indicated as such.

Remember to also give the players new Personal Agendas at the start of each Act.

DON'T RUSH IT

When the PCs enter the *Cronus*, don't bombard them with events right away. Instead, work on building the atmosphere as they explore the derelict. There is plenty to discover! Only when you feel the need to up the tempo should you start using the events.

ACT I: PANDORA'S BOX

Eager to be done with this run and collect a paycheck, the crew of the *Montero* wakes up to prep the ship for unloading. First, they gather in the galley to eat. Use this time to have the players introduce their PCs to each other. For the first Shift, all PCs count as Dehydrated (see page 70) due to the effects of hypersleep. As the PCs go about their duties, they begin to notice that things aren't quite right. Suggested events:

PING. Suddenly, MU/TH/UR/ 6500 reports an approaching ship—perhaps a colonial picket ship protecting Sutter's World, or a cargo inspector—when there is none. A sensor diagnosis (COMTECH roll) leads to the conclusion that it was a sensor malfunction and nothing more.

NOBODY'S HOME (MANDATORY). Sutter's World doesn't respond to any hails, and there's no return ping from their beacon tower. That's because the *Montero* is nowhere near the colony, and is instead in deep space. Navigation star charts are off, and another COMTECH roll has the PCs determine they are nowhere near Sutter's World. Instead, they are in deep space between stars.

NEW ORDERS (MANDATORY). MU/TH/UR 6500 signals that she wants to talk to Captain Miller. She informs her that they have picked up a distress call from an unknown ship and need to investigate. The mysterious transmission it is too garbled for the PCs to determine who sent it. The crew needs to triangulate its location and trace it to its source. The captain must stop the crew from their preparations and explain to them what is going on. As company rules say the PCs need to investigate, not doing so means they will forfeit their shares and get no money for the run.

BRACE FOR IMPACT. Suddenly, the sensors detect a ship approaching on a collision course

with the *Montero*. Mother warns of imminent impact. Klaxons on the bridge rage as warning lights flash red. A small area without stars grows closer and closer. The PCs realize it's a derelict ship without any running lights or beacons. "Brace for collision," Mother drones. The pilot needs to make a **PILOTING** check at -2 to avoid a collision. Failure means severe damage to the *Montero*, crippling her FTL drive and causing explosive decompression in some sections of the ship. Repairs take at least 18 hours (three Shifts). The crew are unharmed though.

GHOST SHIP (MANDATORY). Mother informs the crew that the ghost ship was the source of the distress call. Her engines dead, inertia has carried the derelict along at her last achieved speed of .04 light speed. With no running and interior lights on the ghost ship, the PCs can't identify her until they come about and catch up to her.

Coming alongside the ghost ship and kicking on the floods, what they see is something out of the history books—it's the USCSS *Cronus*, a Weyland SEV M3 Heliades-class spacecraft. Launched in 2110, it's been missing for three quarters of a century. She is running on minimal power with all exterior and interior lights off. The only sign of life from her is the repeating SOS signal. Show the players the image on page 102. Mother informs the crew that a salvage operation is mandated by company rules. These are their priorities:

1. Recover scientific data and samples from the USCSS *Cronus*.
2. Escort the salvaged *Cronus* to Anchorhead or another W-Y facility.
3. Save crew members on the *Cronus*.

Mother also provides floor plans of the *Cronus* for the boarding action. Give the players the handouts on pages 122-125.

BOARDING PARTY (MANDATORY). The PCs must match the ship's speed and course and attempt to board her (**PILOTING** roll for the pilot—a failed roll will cause further damage to the *Montero* but nothing critical). Spacewalking (**MOBILITY** roll) or attempting to extend an umbilical extension between the two ships (**HEAVY MACHINERY** roll), the PCs discover that the main airlock of the *Cronus* is damaged. The players need to decide if all PCs go into the *Cronus* or if someone remains behind.

Once the boarding party enters the derelict ship, enter stealth mode (see page 51) and don't forget to roll for air supply after each Turn (see page 29). Use the map of the *Cronus* and the location descriptions on page 126 and on. Let the PCs explore freely.

THE HEADLESS MAN. The PCs come across the slumped-over, headless body of a man in a spacesuit. There is a splatter of blood and brain matter on the wall behind him, and a Model 37A2 shotgun lies next to him. A casual examination shows that something isn't quite right about him. His arms seem a little too long and have stretched his compression suit until it has torn at the forearms.

STRESS LEVEL +1 for all PCs present. The man was actually a Stage II Abomination (see page 157) with enough of his wits about him to take his own life. There are some extra shotgun shells (enough for one reload) in an open zipper pocket on his compression suit, and some still in the weapon itself.

I'VE GOT MOVEMENT. If the PCs use motion trackers, they detect movement within the corridors of the *Cronus*, some zones away. The blips disappear before the PCs manage to track down the source. **STRESS LEVEL +1** for all PCs present. The source of the signals is either the damaged android Ava, suffering some memory damage and wandering the ship aimlessly, or an adult Neomorph that has been awakened from hibernation by the PCs entry (below), or both. The PCs will encounter them later.

EGG SACKS AFOOT. The PCs come across an area with Neomorphic Egg Sacks (see page 153),

in addition to the ones listed in the room descriptions. As long as the PCs wear their suits, they're fine. A Scientist can Analyze the egg sacks to learn more about them.

HUNTER AND PREY. An adult Neomorph (see page 156) hibernating on the *Cronus* is awakened by the PCs arrival, and starts to stalk them. It could attack at any time. This event can also occur during Act II or even Act III.

SENSOR GHOST REDUX. If the PCs repair the sensor station on the bridge, it emits occasional pings to alert of a nearby ship that doesn't appear to exist. This event can occur in Act II as well, and comes into play in Act III. The ping is from the *Sotillo*, but the PCs cannot learn this now.

MOTHER AWAKES. (MANDATORY) Suddenly, the MU/TH/UR 2000 mainframe on the *Cronus* comes online and powers up the reactor and the life support systems, as a reaction to the PCs' presence on board. The temperature increases and more lights activate. The PCs also notice a haze of vapor as warmer air begins filling the corridors. After a few Turns, the effects of cold and darkness (see pages 72 and 49) are removed. The air scrubbers (see page 126) also activate, creating quite a bit of noise but no fresh air, as the carbon filters need repairs.

SLEEP OF AGES. (MANDATORY) As a result of the life support systems coming online, the sleeping crew of the *Cronus* wake from their hypersleep in the cryochambers. This is declared by MU/TH/UR 2000, her voice droning "warning, cryochambers deactivated." The process takes a few Turns. The survivors consist of the ship's XO Johns, Sgt. Reid, Drs. Cooper and Flynn, and Company Rep Clayton. When they wake up, they suffer amnesia and acute disorientation from the long time in stasis. Dr. Cooper, for one, complains of headaches. They clearly need medical attention, each requiring a **MEDICAL AID** roll to start recovering, preferably in the Medlab if the PCs clean it up.

MOTHER OF ALL MIGRAINES. (MANDATORY) Soon after waking up, Dr. Cooper begins complaining of migraines. Before long, he stops speaking coherently, instead muttering nonsense. A Bloodbuster spore grows in his skull like a tumor, converting the cells of his brain into its own rapidly gestating body. As it grows, the creature essentially lobotomizes Cooper from the inside out. When his seizures reach a crescendo, the Bloodbuster is born. If you like, use the boxed text below to describe the harrowing scene. All PCs present must make an immediate Panic Roll.

Aggressive, the infant Neomorph immediately attacks the nearest PC. For Bloodbuster stats,

see page 154. As soon as it suffers any damage, or when the signature attack list so indicates, the Bloodbuster flees into the nearest air duct. As it makes its escape, it rapidly grows, returning after just a few Turns to stalk the PCs as a fully grown Neomorph. Play this out using the rules for stealth mode (see page 151). Any PCs who are killed can be replaced by crew from the *Cronus*.

GETTING OUT OF DODGE? If the PCs want to leave the *Cronus*, MU/TH/UR 6500 triggers the destruction of the *Montero* under Special Order 966 from Weyland-Yutani. See the event “T-Minus Ten Minutes” below.

THE BLOODBURSTER IS BORN.

Blood seeps out of Cooper's nose and ears. Bloody eyes roll over white as the scientist convulses and writhes against the wall. As you and your crew rush to hold the man down, you notice that the Cronus crew back away instead. Busy trying to help the convulsing scientist, you don't stop to ask them why. In the depths of a seizure now, Cooper flails about at everything and everyone.

With a sickening pop and a bloody splash, his eyeball launches from his face and mashes into [insert PC name] before bouncing across the floor and rolling under a cryotube. This time, you pause, trying to process exactly what it is you are seeing. A slender, gore-covered arm pushes its way out of Cooper's empty eye socket, reaches around, and tugs at his distended mouth. As spindly white

fingers yank his teeth back, Cooper does not scream—it's clear that he isn't in his own head anymore. Something else is, and it wants out.

Flesh tears and tendons snap as the thing inside his splintering skull pulls his face open right at the jawline. Finally, a thick gurgling sound wells up inside Cooper as his head is ripped from his body, his neck gushing as whatever was inside him plops to the floor in a burst of blood.

“Kill it! Kill it now!” someone yells. The translucent-white thing on the floor sloughs off its placenta, struggling to stand on all four wobbly, fawn-like legs. Shaking brain matter from its spiky hide, the Bloodbuster turns its bulbous, eyeless head towards you and crouches.

ACT II: THE LONG NIGHT

Having defeated the Neomorph (or still being stalked by it), the PCs get a chance to catch their breath and start planning their way home—only to realize there are other dangers lurking about. Suggested events:

PARTIAL TRUTHS. (MANDATORY) Having recovered his senses after the long hypersleep, Johns tells the PCs that they set down on LV-1113 and explored some ancient ruins—to which Clayton quickly interjects that it was an archeological mission. Their science team collected important artifacts (the ampules in the science lab) and inadvertently brought back spores with them that infected some of the crew with Neomorphic Motes. Johns also knows about the egg sacks and the danger they pose.

The doctors on the science team came up with a cure that neutralizes the Neomorphic growth and turns it into an inert tumor. They inoculated everyone, so Johns is confused. A search of Cooper's pockets reveals his still-full syringe—he never used it.

If any of the PCs removed their compression suits—likely, as their air supply has probably run out by now—Dr. Flynn suggests that they be inoculated immediately, as they have probably been infected by the Neomorphic Motes. One PC can use Cooper's dose, and there are other prepared doses in the Medlab, possibly prompting a trip there to retrieve it. If they do decide to go, Dr. Flynn wants to go with them to retrieve one of the “artifacts” that was left there (the full ampule or one of the vials).

BAD AIR. Aboard the *Cronus*, everyone has trouble taking deep breaths—the air there is stale and heavy in carbon dioxide (see page 126). Johns tells them that after decades of disuse, the air scrubbers probably need their filters replaced in the central air scrubber shaft.

T-MINUS TEN MINUTES. (MANDATORY) This event can occur in Act I if the players decide to abandon the *Cronus* before they find her crew, or

even if they refuse to examine the ship in the first place. The PCs' comm units crackle to life with a burst of static. It's Mother, contacting them directly from the *Montero*. “Displacement Drive malfunction,” she drones. “Cascade failure imminent. Fission reactor overload in T minus ten minutes.” **STRESS LEVEL +1** for all PCs.

Mother continues to remind the PCs at one-minute increments, until there are 30 seconds left, at which point she counts down to 0. This culminates with the total destruction of the *Montero* in a huge explosion. There is no way to stop it, although the PCs could try. You don't need to play this out Round by Round, but ask the players what they want to do and keep counting down at regular intervals to keep the pressure up.

If they head back to the *Montero* and ask MU/TH/UR 6500 to stop the countdown, she refuses, even if ordered by Wilson. A successful **COMTECH** roll in the *Montero*'s reactor control confirms that the destruction of the ship cannot be stopped, and reveals that the countdown seems to have been triggered intentionally. The truth is that MU/TH/UR 6500 has triggered the countdown herself, following Special Order 966 to ensure that the *Cronus* is brought back to Weyland-Yutani.

The players should realize that their only chance to survive is for all to board the *Cronus*, and to get as far away as possible from the *Montero* before she detonates. If they don't realize this by themselves, have an NPC point it out. The engines of the *Cronus* are still offline, so the only way to reach safe distance is to set the *Montero* on a course far away from the *Cronus*.

Either a PC must sacrifice himself, or the pilot can set the *Montero* on autopilot and use the ancient cargo shuttle *Daisy* to get back to the *Cronus*. Either way, have the pilot plotting the course for the *Montero* make a hard (–2) **PILOTING** roll. If it fails, the ship doesn't reach safe distance from the *Cronus* and the massive explosion causes explosive decompression in D6 compartments on the *Cronus*. Decide which as you see fit—you can have it happen to areas where PCs or NPCs are located, for extra drama.

BREAKING LOOSE. If the *Cronus* and the *Montero* are connected by the passageway umbilical, there is problem decoupling it. As Mother's countdown continues, the PCs struggle to get the ships disconnected. This can be done with a laser welder and a **HEAVY MACHINERY** roll, or by a **STRENGTH** roll. Other PCs can help. If all rolls fail, the *Cronus* may break loose using the power of its engines, but this causes structural damage to the ship.

NO MONEY. During the countdown, the PCs (particularly Rye or Miller) might want to try to save at least part of their Helium-3 shipment before the *Montero* explodes, as it's worth a lot of money. If Rye or Miller are NPCs, they insist on this.

The cargo shuttle *Daisy* can carry ten tanks. Loading her with the power loader on the *Montero* takes time. Each tank requires a **STRENGTH** or **HEAVY MACHINERY** roll (if a power loader is used). A failed roll means a tank drops—roll a Stress Die. A roll of  means that the tank explodes, destroying the *Daisy* and instantly killing everyone present in the *Montero* cargo hold.

Remember to keep counting down when dramatically appropriate. If the PCs waste time, they won't make it into the *Cronus* before the *Montero* detonates. Anyone and anything, including the *Daisy*, that is caught outside the *Cronus* when this happens suffers blast damage. For PCs, roll for this as an explosion with Blast Power 12. If the *Daisy* is caught in the blast, she is crippled and suffers total decompression—the PCs need to escape in compression suits and abandon the cargo if they want to live. **STRESS LEVEL +1** for all PCs present.

The *Daisy* just about fits in the vehicle bay of the *Cronus*, but she scrapes the bay ceiling at the lowest point. Have the pilot make a **PILOTING** roll. If it fails, roll one Stress Die for each tank on the *Daisy*. Any  rolled means a tank explodes, triggering a chain reaction that destroys the *Daisy* and kills anyone inside the shuttle.

CHANGE OF PLANS. (MANDATORY)

Once the PCs realize that the *Cronus* is their only

way home, they need to fix her comm arrays, repair her engines, and get her air scrubbers running. Johns or someone else from the *Cronus* crew can inform them about this.

- ▶ **COMM ARRAY.** Repairing this requires a spacewalk, four Turns of work, and a **COMTECH** roll. Only one PC rolls, but others can help (including NPCs).
- ▶ **ENGINES.** Getting the engines back online requires external repairs (a spacewalk, three Turns of work and a **HEAVY MACHINERY** roll), but also requires cleaning up the reactor control room, where an Abomination hibernates (see page 133).
- ▶ **AIR SCRUBBERS.** See page 126 for the dangers of cleaning these.

During the repairs, you can spring other events on the players. For example, *Cronus* crew members can attack a PC during a spacewalk (see below).

AGGRESSIVE TENDENCIES. (MANDATORY) Without warning, crew members from the *Cronus* start acting irrationally and aggressively, attacking the PCs in a violent rage. They have been infected by their inoculations. The derivative of the black liquid called 26 Draconis Strain transforms them into Stage II Abominations (see page 157).

Use these attacks for maximum dramatic effect. First only one NPC turns, attacking a PC in a violent rage without regard for their own survival and with no warning. The attacker cannot be reasoned with. Any attacked PC must make an immediate Panic Roll. Once the first attack is over, one or two more NPCs turn. They can attack head-on or just disappear and start stalking the PCs, returning later as fully developed Stage III Abominations. Don't have Clayton turn early, however, as she has a role to play in Act III.

If the PCs examine the bodies of the turned NPCs, they see the changes brought on by the black liquid. Remaining *Cronus* crew members panic, not understanding what is happening to their friends. A Scientist can **ANALYZE** the bodies to learn more about the transformation, but not the cause of it.

ABOMINATION STAGE II: "MUTANT"



ENCOUNTERING AVA. In a room or corridor on the *Cronus*, the PCs encounter the damaged android Ava. This happens either during the countdown, or after the *Cronus* crew has started attacking them. As the PCs round a corner, they notice a silhouetted body slumped against the far wall. This body is different than the other corpses they've seen aboard. Unlike the ravaged, decayed, or skeletal remains of the others, this woman is whole.

If anyone tries to lift her up, they find the back of her head slick and sticky. Expecting to pull their hand away and find it covered in blood, they instead find a milky-white substance—android blood. It is Ava, the ship's damaged and confused synthetic. She has a nasty head wound under her hair behind her right ear that can be repaired (see page 75).

Once repaired, Ava offers the PCs help and information. Also, Neomorphs and Abominations are confused by androids as they smell "off" to them—if the PCs repair her and gain her trust, they can use the creatures' disregard for her to their advantage.

INFECTED. If any of the PCs took the inoculation, some of them start to turn into Abominations just like the *Cronus* crew. First, choose one PC and describe how their skin starts to itch and their head hurts as they enter Stage I of the transformation. **STRESS LEVEL +1** for each infected PC. Of

course, Lucas can't be infected. Also avoid infecting Wilson early, as he has an important role to play in Act III.

Have the PC roll a Sickness Roll against Virulence 6 (see page 73). If it fails, the PC enters Stage II and is overcome by violent rage. At this point, give the player a new Personal Agenda that overrides their current one—see the Agenda entitled "Infected" on page 149. Let the player continue controlling the PC until the initial attack is resolved. Any PC attacked by another crew member must make an immediate Panic Roll.

If the infected PC survives the attack, they become an NPC under your control. The character starts stalking the other PCs and soon turns into a Stage III Abomination (and later Stage IV). Give the player a new character to play as a PC—it can be Ava or any survivors from the *Cronus* crew.

YOU CAN'T HANDLE THE TRUTH. Ava tells the PCs the truth about the inoculations, if they haven't already figured it out. Anyone who has been administered the cure could turn into an Abomination—but they have a chance to resist. She also reveals the presence of Agent AO-3959X.91-15, which is on board. The rare "artifacts" that Clayton wants taken back are actually deadly weapons.

PLAYING ABOMINATIONS

After a PC is infected, they find themselves struggling to maintain their sanity whilst dealing with excruciating pain. A PC can fight the transformation and sometimes make it deep into Stage II before rage overtakes them. By then, they rely on instinct only, although they can sometimes be confused by something that was important

to them in the past—allowing those facing them to get a chance to regroup. For example—an Abomination might find his way back home, to his quarters, or to his ship, or be distracted by a hologram of a loved one. By the time they reach Stage III, they are something different altogether—they are something **ALIEN**.

ACT III: DIVIDED WE FALL

In the final Act of the scenario, the PCs need to fight for their lives in the derelict ship, facing off against the corporate agents, Lucas, and the infected crew members, without knowing who is on their side and who is transforming into an Abomination. In this Act, the Personal Agendas of the PCs play out in full—especially for Lucas and Wilson—and what happens is largely determined by the players themselves. Here are some suggested events however:

GOING HOME. Thanks to the work of the PCs and/or NPCs, the engines of the *Cronus* come back online. As soon as this happens, MU/TH/UR 2000 locks the ship on a course for Earth. A **COMTECH** roll reveals that the mainframe is under Special Order 966 to return the *Cronus* to Earth. No PC can override this order.

MEDICINAL PURPOSES. Clayton asks the PCs to help bring the strain samples to Earth, explaining that this “primeval” Xenomorph material is priceless, invaluable for research into cancer and a host of other serious diseases. And even if the 26 Draconis Strain cure is unstable, if it could be perfected, anyone encountering the spores would be safe. According to the translations the science team made, these creatures are native to LV-1113—they could be spread over countless worlds. Let the PCs react to this. Clayton will defend herself if attacked.

MUTINY! If the PCs resist Clayton and want to destroy the 26 Draconis strain samples or even the *Cronus* itself, Clayton tries to bribe or persuade crew members to come to her side—especially Wilson, if he’s still alive—causing a mutiny among the survivors. Clayton uses **MANIPULATION** to have her way, using whatever leverage she can find.

Clayton wants to accomplish a few things. She wants to get the 26 Draconis Strain syringes from the Medlab; get cash from the safe in her suite to bribe the crew with; retrieve her MCD cube, also in the safe; finally, she wants to load as many

containers of Agent AO-3959X.91-15 as she can into her quarters using the EEV as an insurance policy.

Clayton sends Wilson, or whomever else she’s cajoled to her side, to accomplish this. If none of this is possible, she at least wants one inoculation syringe full of the 26 Draconis Strain and an urn or vial from the Medlab or Science Labs so as to have something to return with. If things go bad, Clayton tries to kidnap Dr. Flynn and escape with as much as possible on the EEV.

THE INFECTION SPREADS. While the PCs struggle with how to react to Clayton, more PCs are affected by the 26 Draconis Strain inoculation, turning more and more players into antagonists possibly until only a single unturned PC remains.

PREPARE TO BE BOARDED. A heavy clang against the hull tells the PCs that another ship has made contact and docked with the *Cronus*. A system check confirms this. This is in fact the corporate-sponsored marauder ship *Sotillo*, whose signature might have been picked up earlier by the *Montero* or the *Cronus*.

The *Sotillo*’s crew hung back for most of the scenario to see what’s going on; now they have chosen to board the *Cronus* and take her cargo, blasting their way through the airlock. They don’t wear compressions suits, and they soon find out they got themselves into more than they bargained for. If PCs have been killed or turned into Abominations, players can take over marauder characters to stay in the game. The crew of the *Sotillo* are described on page 118.

NOTE: Only add the *Sotillo* to the mix if you feel the need for another twist in the story, want to make the scenario longer, or really need replacement PCs. If the game is already moving toward a satisfactory climactic finale, feel free to skip the *Sotillo* altogether.

USCSS SOTILLO

HAWKER SYSTEMS V-10C

MANTIS-CLASS RESUPPLY SHIP

A retired military hauler. The *Sotillo's* independently-articulated fission engine pods are located on large maneuvering arms, allowing her to apply thrust in variable directions. The *Sotillo's* engines are overpowered, and she is fitted with a tractor umbilical lock in order to tow smaller industrial cargo modules. She is equipped with magnetic docking clamps and a two-story cargo bay with a rear loading ramp. She has cryosleep chambers for six. The ship is not mapped out in this scenario, as it is unlikely that the PCs will spend much time here—see Events.

WHO'S ON WHOSE SIDE NOW? While Clayton (and possibly Wilson) try to bribe the marauders into helping them, they aren't too excited about the idea of these creatures getting loose on the Frontier. Captain Bolaji weighs intentions vs. risk vs. a hefty paycheck before deciding whether to take Clayton, Wilson, and any xenomorphic materials aboard the *Sotillo* (including an infected PC) or simply cut and run.

It's unlikely the other PCs can convince the captain to rescue them, as they have no bargaining chip, but it might be possible for them to board the *Sotillo* and take it for themselves. Inadvertently, the marauders' presence gives the PCs a fighting chance to survive, and their ship is the way out of this.

The *Sotillo* crew can of course be infected by Neomorphic Motes on the *Cronus*, and/or turn into Abominations if they take the inoculation.

CONTAMINATION PROTOCOL. In Act III, the android Lucas's Personal Agenda is to use any means to stop Weyland-Yutani from getting their hands on the 26 Draconis Strain—meaning a direct confrontation between Lucas and Clayton is very likely. Lucas might even try to sabotage or

destroy the *Cronus* (see page 133 for information on how this can be done).

If the other PCs destroy Lucas's physical body, he ceases to be a PC and turns into an NPC. He uploads himself to the mainframe of the *Cronus* and triggers a reactor overload (see page 133). He freezes the locks on Clayton's EEV. If the *Sotillo* has been introduced, the PCs best choice may be to take the ship. It takes some work to release the locks on the EEV (a Turn of work and a **HEAVY MACHINERY** roll).

RUN AS FAST AS YOU CAN. One way or another, there is a high probability that the *Cronus* is destroyed—by Lucas or by other PCs seeking to destroy the Abominations and the xenomorphic material.

To escape the destruction of the *Cronus*, the PCs must be far enough away from the explosion so as to not be caught up in it. If they leave on the EEV pod, they survive automatically. If they leave on the *Sotillo*, have the pilot make a **PILOTING** roll at -2. Failure means that the ship's FTL drive is destroyed, leaving the *Sotillo* drifting in space.

If you like, read the boxed text "Surviving the Blast" (below) to the players. Have them think they have survived—but it might not be over yet.

SURVIVING THE BLAST

As you accelerate, g-forces slam you hard into your padded seat. The Cronus grows smaller and smaller in the distance. The safety harnesses cut into your waist and shoulders, and you can't even catch your breath. Just before you black out, there is a flash of light where the Cronus used to be, followed by a tornado in space. Your eyes are

seared shut by a shockwave of white and you are rocked violently as gamma rays assault you. You try to open your eyes, but all you can see is blues, purples, and oranges blasting through space. After a minute, you realize you are alive. You remember to breathe. It's going to be okay.

IT ISN'T OVER UNTIL IT'S OVER

If the PCs escaped on the *Sotillo*, it's possible that one or more Stage III or Stage IV Abominations have climbed aboard her hull before the PCs took off. If so, it isn't over yet. Have the surviving player(s) sigh in relief, and rest long enough to relieve their **STRESS LEVEL**. As their adrenaline rush subsides, they begin prepping the displacement drive for FTL speeds. They gaze out at the stars, and two fists slam hard against the viewport. Instead of the cosmos, they stare into the eyes of a monster.

One of the Abominations is trying to smash through the cockpit viewport. While it isn't strong enough to, the PCs don't know that—and the

beast can damage it. Again and again the rage-filled monstrosity crashes its bulbous fists into the reverberating viewport. With the fourth blow, the window catches the glint of a faraway star as a hairline crack begins to splinter across its surface.

STRESS LEVEL +1 for all PCs inside.

If they PCs activate the viewport shields, there is a good chance they maim or kill one of the Abominations in the process (it gets its head or limb stuck between the closing metal sheets). If the PCs don't get all the remaining Abominations off the hull, the creatures damage the *Sotillo* and she ends up adrift as well ■

EPILOGUE

AGENDAS & STORY POINTS

After it's all over, evaluate how well the players followed their PC's Personal Agendas for Act III, and hand out a Story Point to each player who did. Then have the players reveal all their Personal Agendas for the scenario if they so wish, and have a debriefing discussion. These can be a lot of fun!

Story Points belong to players, not PCs, and players can keep their Story Points to use in the next Cinematic Scenario if they wish. No player can ever have more than three Story Points, however ■

SIGNING OFF

A suggested sign-off message by one of the PCs, assuming anyone is still alive. The player of this PC can read the following message aloud, or adapt it according to what happened in the scenario.

Final report of the commercial starship Montero. [PC NAME] reporting. Only [NUMBER] of us have survived. The rest of the crew are dead, as are the crew of the Science Exploration Vehicle Cronus. Both ships and their cargos destroyed. It's up to the Colonial Marshals to take it from here and clean up this mess. This is [PC NAME], signing off.

APPENDIX I:

PERSONAL AGENDAS

MILLER'S AGENDA ACT I

Follow company protocol, get the job done and cash in. Don't do anything to risk your paycheck. Maybe the next run pays better.

MILLER'S AGENDA ACT II

Finding the Cronus is a huge opportunity, even with monsters onboard. Find a way to get out from under the corporate yoke with an upgraded ship or enough money to buy a new one.

MILLER'S AGENDA ACT III

Things are going south, fast. Get all the cash you can and get the hell out of dodge, by any means necessary.

DAVIS'S AGENDA ACT I

God, these cargo runs are fucking boring. Take any chance to break the monotony.

DAVIS'S AGENDA ACT II

Shit, you really need another fix right now. Search the labs on the Cronus for stimulants.

DAVIS'S AGENDA ACT III

This will all go to hell, unless you save the day. Take any risk necessary to kill the monsters and other enemies on the Cronus.

RYE'S AGENDA ACT I

Find any angle to get more money out of this shit cargo run. Your sick brother back home needs the cash badly.

RYE'S AGENDA ACT II

Search the Cronus for cash or any other valuable items that you might sell back home if you survive. The ship is a derelict anyway, right?

RYE'S AGENDA ACT III

Strike any deal to get enough money to support yourself and your family for good, no matter what the cost to your soul.

CHAM'S AGENDA ACT I

Do your duty and help your fellow crewmates as best you can.

CHAM'S AGENDA ACT II

The crew is in danger and the crew is your family. Protect them with your life, if need be.

CHAM'S AGENDA ACT III

Get all the surviving crew from the Montero to safety off the Cronus, by any means necessary.

WILSON'S AGENDA ACT I

Shortly before the cargo run to Sutter's World, you received Special Order 966 from Weyland-Yutani headquarters (see below). The Montero will be redirected en route to investigate the USSC Cronus, a Weyland-Yutani science ship missing for 73 years. Make sure the Montero crew investigates the Cronus, but tread carefully—don't do anything to raise suspicions. Be helpful and make the crew trust you.

SPECIAL ORDER 966:

TO: USCSS MONTERO — AGENT WILSON
JOHN J — 942/T2-009R— FROM
NETWORK
COMCON 01500 — WEYLAND YUTANI
MESSAGE RECEIVED

NEW DIRECTIVE — SPECIAL ORDER
966.
QUARANTINE SCIENCE TEAM
DIRECT CREW TO REPAIR AND RETURN
USCSS CRONUS

REMOVE MONTERO FROM EQUATION
TRANSFER CREW TO SCIENCE VESSEL
REPEAT — DO NOT ABANDON CRONUS

BRING BACK ALL XENOMORPHIC
MATERIALS
PRIORITY ONE
ALL OTHER PRIORITIES RESCINDED
AWAITING ACKNOWLEDGMENT
AWAITING ACKNOWLEDGMENT
AWAITING ACKNOWLEDGMENT

USE OF FORCE AUTHORIZED

WILSON'S AGENDA ACT II

The discoveries on the Cronus are beyond your wildest dreams. It's dangerous to be sure, but if you pull this off and manage to salvage the xenomorphic material, you can parlay it into a fortune. No matter what, Special Order 966 is your goal—but don't risk open confrontation with the rest of the Montero crew. You still need them.

WILSON'S AGENDA ACT III

This is the endgame. With the Montero gone, your goal is to bring the Cronus back to Earth at any cost. Join forces with Clayton if need be, but even she is expendable for you to reach your goal—just like the rest of the crew.

LUCAS'S AGENDA ACT I

You are not who you seem to be. You are, in fact, a synthetic undercover agent codenamed Lucas, working for Bionational—a corporate rival to Weyland-Yutani. None of the rest of the crew know this. You have been informed that the Montero will be redirected en route to investigate the USCSS Cronus, a Weyland-Yutani science ship missing for 73 years. Make sure to follow along with this investigation, to learn whatever you can about what's onboard the derelict ship. And whatever you do—don't expose yourself as an android.

NOTE TO LUCAS

It is up to you when you expose your true nature. Only if you suffer a critical injury will you be automatically revealed—as you bleed white, not red. You can mimic human behavior to perfection, so as long as you're not exposed, you follow the rules for humans.

When you are exposed as an android, you show your true power (STRENGTH and AGILITY +3 each, also affecting Health), but you must also start following the rules for androids (see page 75).

LUCAS'S AGENDA ACT II

You must learn more about the xenomorphic materials onboard the Cronus. Ask the crew, access ship's logs, and do anything else you can to learn more about this threat. But be careful not to raise suspicions among the crew and don't expose yourself as an android.

LUCAS'S AGENDA ACT III

You must stop Weyland-Yutani from getting an alien specimen back to Earth at any cost—even if it means murder and suicide. Kill anyone with detailed knowledge about the 26 Draconis Strain.

INFECTED AGENDA

Something is wrong. Your skin itches and hurts, red blotches appear first on your hands, then your arms and the rest of your body. Then, a crippling headache sets in. It feels like your head is changing shape. Finally it fades, giving way to a growing urge to ... kill. Your fellow crew members are no longer your friends. They are your prey. You must kill all humans with your bare hands.

EFFECTS OF INFECTION

Your STRENGTH increases by 3 (and Health along with it), and AGILITY by 1, while your EMPATHY is reduced to 1. You cannot use EMPATHY-based skills, nor firearms and other technological items. You are immune to MANIPULATION, stress and panic. You cannot push rolls.

APPENDIX II:

THE XENOMORPHS

A range of different Xenomorphs are described in detail in the full ALIEN roleplaying game. In combat, Xenomorphs follow special rules—primarily, they have a Speed rating and they have signature attacks.

SKILLS: Xenomorphs don't have attributes like humans. They can use specific skills, and then roll a number of Base Dice equal to their skill level only. Xenomorphs can have skill levels much higher than humans.

ARMOR RATING: Most Xenomorphs also have a

thick hide, resistant to attacks, giving them a natural Armor Rating (see page 64).

HEALTH: When a Xenomorph is reduced to zero Health, it isn't Broken in the way a human is. Instead, roll a D6 on the critical injury table to the right. If a Xenomorph with zero Health is injured again, roll again on the critical injury table.

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

SPEED

Xenomorphs are often much faster than human beings. This is represented by their Speed rating. Speed has two uses:

- ▶ **IN STEALTH MODE** (see page 51), the Xenomorph can move two zones per point of Speed each Turn. Humans can only move two zones, i.e. they have a Speed of 1.

- ▶ **IN COMBAT**, a Xenomorph gets to act one time for each point of Speed in each Round. Draw one initiative card for each point of Speed. At each point of action, the xenomorph gets to perform one fast and one slow action.

SIGNATURE ATTACKS

Most Xenomorphs attack only in close combat, at **ENGAGED** range. However, they don't make ordinary close combat attacks. Instead, each time a Xenomorph attacks, roll a D6 or choose an attack on

the table for the creature's signature attacks, and resolves the effects. Some signature attacks are extremely deadly ■

CRITICAL INJURIES ON XENOMORPHS

D6	CRIT	EFFECT
1	Rise Again	The Xenomorph falls to the ground, seemingly dead, but it's a ruse—if it's attacked again, or on its next initiative, it regains one point of Health and attacks—fueled by instinctive hatred.
2	Wounded	The Xenomorph staggers in agony, bleeding severely. It gets Speed -1 (down to a minimum of 1, losing the lowest initiative), but regains one point of Health. Roll a D6 at the start of each Round. On 1-3, it tries to escape.
3	Desperate Action	The Xenomorph is severely wounded and cries out in agony. It immediately performs a fast and a slow action, outside of the normal turn order. Roll a D6: On 1-3, it tries to escape (if it succeeds it regains half its Health). On 4-6, it instantly attacks the closest opponent. If it fails to inflict any damage, the creature dies. If it succeeds, it regains one point of Health.
4	Last Breath	The Xenomorph is mortally wounded and contorts in agony. On its next initiative, it will try to kill the nearest victim, then the beast dies. If it's wounded again before then, it dies instantly.
5-6	Torn Apart	Instant death. The Xenomorph is torn apart or crushed, emitting a final shriek. Severely mutilated, it can only be Analyzed with OBSERVATION -2.

N E O M O R P H

The term Neomorph is the common name for the endoparasitic extraterrestrial organism (EEO) that was originally encountered by mankind on Planet 4 of an uncharted system in Sector 87. Similar to a Xenomorph XX121, the Neomorph parasite is delivered to a host via a carrier organism. Once implanted, the parasite gestates within a living host who is killed by the creature's violent birth. There are a number of differences, however, causing the creature to be classified separately.

PHYSICAL ATTRIBUTES. Appearance-wise, Neomorphs are eyeless and have grey-white translucent skin, a fleshy spiked tail, an elongated bulbous head, and a sphincter-like facial orifice that distends to reveal a mouth full of cruel teeth. While their blood is a translucent yellow like a Xenomorph's, it is not acidic. They make subtle clicking sounds and exhibit animal snarls and

screeches, as well as making a distinct hooting sound as adults. Neomorphs are more animalistic than their Xenomorph brethren and are clearly not as intelligent.

STAGES. A Neomorph's life cycle is broken down into five known stages that are covered below, along with various termination protocols associated with each stage.

STERILIZATION. Neomorphs are genetically programmed to kill all life. Derivative of the black liquid, they were designed by the Engineers to clear a planet of any indigenous life that was left alive after Agent A0-3959X.91-15 wiped out the majority of a planet's population.

STAGE IV - JUVENILE NEOMORPH



STAGE I - NEOMORPHIC EGG SACKS

Small bulbous pods that grow like fungus, the egg sacks are the result of the mutagenic Agent AO-3959X.91-15 settling and interacting with pollen and microbial elements on a planet or in a spacecraft. Once formed, these bird's egg-sized pods tend to grow in clutches of 2D6—and there are often several clutches in any infected area. The egg sacks are the

delivery system for the Neomorphic Motes (see Stage II).

CONTAINMENT AND TERMINATION

PROTOCOL: The best way to be rid of the Egg Sacks is severe temperature changes—they can be destroyed with fire or made inert with liquid nitrogen (at least until they thaw).

STAGE II - NEOMORPHIC MOTES

When the egg sacks are disturbed, they release what appears to be a puff of pollen. In reality, it is a synchronized swarm of highly infectious motes. Smaller than grains of sand, these parasites are sometimes visible when clustering together to increase their locomotive capacities. Possessing a primal hive intelligence, the motes target the nearest potential host and zero-in on an unprotected orifice such as the eyes, ears, nose, throat, or an open wound. From there they enter the bloodstream and inject microscopic amounts of Agent AO-3959X.91-15 into the victim's white blood cells.

RULES: Exposure to Neomorphic Motes is handled as a disease with Virulence 9 (see page 73). If the first Sickness Roll fails, the patient enters Stage III within one Shift. No further Sickness Rolls are made.

CONTAINMENT AND TERMINATION

PROTOCOL: A Neomorphic Mote is a microscopic insect, and like all insects—alien or otherwise—they tend to avoid smoke and are killed by fire. An electrostatic arc caused by an EMP or lightning strike can also kill them.

STAGE III - NEOMORPHIC BLOODBURSTER

Once the Motes enter a host's bloodstream, they deliver their microscopic payload and die. The injected Agent A0-3959X.91-15 begins to mutate white blood cells as they circulate throughout the body until they form a cancerous growth that becomes lodged in a vein or artery wall. This tumor can take root in any bodily area of sufficient mass—such as the lungs, the digestive tract, the esophagus, or even the brain. Forming an amniotic sack, the tumor begins rapidly converting the host's own mutated cells into a larval Bloodbuster.

If lodged in a region of the body with dense muscle or bone and no easy egress, the gestating creature develops dorsal spines to aid in its escape. When the newly formed Bloodbuster is ready to be born, it violently removes itself from the host—using its inordinate strength, spines, teeth, and claws to cut and tear through flesh, bone, and sinew. The process causes severe hemorrhaging and massive tissue damage in the

host, is always fatal, and results in the birth of a Bloodbuster.

Bloodbusters have a bulbous head with sharp canines, and run about on all fours. These rabid quadrupedal creatures rely on their speed and agility to avoid damage. Emerging about a foot in length, Bloodbusters continue to grow exponentially, visibly getting larger as they move about. Highly aggressive, they lash out at any and everything around them. They use their claws, tail, and teeth to savagely maul their victims.

RULES: A patient entering Stage III is immediately killed outright by the birth of the Bloodbuster. The newly born Bloodbuster takes one Round to sluggishly free itself from its amniotic sack. As soon as it is free, it flies into a savage rage and attacks any living creature it encounters. See the table of signature attacks to the right. After just a few Turns, the Bloodbuster enters Stage IV (juvenile Neomorph).

BLOODBURSTER

SPEED: 2

HEALTH: 2

SKILLS: Mobility 9, Observation 6

ARMOR RATING: 3 (zero against fire damage)

SPRINT: As a slow action, the Bloodbuster can sprint as if having used two run actions, i.e. through two zones or from an adjacent zone directly into ENGAGED from a target.

CONTAINMENT AND TERMINATION PROTOCOL: The best bet is to attack a Bloodbuster right after birth—before it has sluggishly freed itself from its amniotic sack (above). Fire or any serious damage done to the creature causes it to run off and hide while it rapidly grows to its juvenile form.

BLOODBURSTER ATTACKS**D6 ATTACK**

- 1-3 ESCAPE.** With a snarl, the Bloodbuster flees, moving two zones away in a single action, into the nearest air duct if possible. As soon as the PCs lose line of sight, combat ends and stealth mode ensues. After D6 Turns, the Bloodbuster grows into a Juvenile Neomorph and starts stalking the PCs.
- 4 TERRORIZING HISS.** The Bloodbuster jumps onto the victim, showing its razor-sharp teeth and hissing. The victim must make an immediate Panic Roll.
- 5 LEG BITE.** With a snarl, the Bloodbuster bites the victim's leg. Roll for the attack using six Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #53 (even if the victim is not Broken), triggering an immediate Panic Roll.
- 6 THROAT BITE.** The Bloodbuster attacks the victim by biting her in the throat. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it immediately inflicts critical injury #61 (even if the victim is not Broken), triggering an immediate Panic Roll.

STAGE IV - JUVENILE NEOMORPH

Growing from four to six feet in length, a juvenile Neomorph continues to maneuver on all fours. While their heads are still bulbous, they have begun to elongate. They are aggressive hunters who are hard to frighten away. Juveniles target one prey animal in a pack and devote all resources to taking that prey down, even going so far as to

track it if it escapes. Feral and ferocious, a juvenile Neomorph uses its sharp-tipped tail and teeth to attack.

RULES: See the table of signature attacks on page 156. After one Shift, the juvenile Neomorph enters Stage V and becomes an adult Neomorph.

JUVENILE NEOMORPH**SPEED:** 2**HEALTH:** 4**SKILLS:** Mobility 10, Observation 6**ARMOR RATING:** 8 (4 against fire damage)

SPRINT: As a slow action, the Neomorph can sprint as if having used two run actions, i.e. through two zones or from an adjacent zone directly into ENGAGED from a target.

CONTAINMENT AND TERMINATION PROTOCOL:

Even when taking weapons fire, a Juvenile Neomorph is so focused on the attack that it ignores damage to itself until it becomes critical. Overwhelming concentrated fire eventually takes the thing out if it doesn't get you first.

STAGE V - ADULT NEOMORPH

As it matures, the Neomorph's smooth, eyeless head elongates and becomes more pointed. Soon, it assumes a gaunt, bipedal stance, reaching a height of seven feet or more. When the creature's mouth closes, its jawline is imperceptible, giving it an inquisitive, ethereal appearance. When provoked, the Adult Neomorph's upper jaw protrudes

in manner similar to a goblin shark, allowing it to grasp prey and pull it in for the kill. As adults, they are voracious carnivores, utilizing stealth tactics to hunt their prey.

RULES: See the table of signature attacks here below ■

ADULT NEOMORPH

SPEED: 2

HEALTH: 6

SKILLS: Mobility 9, Observation 8

ARMOR Rating: 10 (5 against fire damage)

SPRINT: As a slow action, the Neomorph can sprint as if having used two run actions, i.e. through two zones or from an adjacent zone directly into ENGAGED from a target.

CONTAINMENT AND TERMINATION PROTOCOL.

Adult Neomorphs go down quick with a full burst from a pulse rifle, but any automatic weapon does the job eventually. A finishing shot to the head is a good idea, as these creatures attack even when they seem to be dead.

NEOMORPH ATTACKS

D6 ATTACK

- 1** **TERRORIZING HISS.** The Neomorph leans in close to the victim, showing its razor-sharp teeth and hissing. The victim must make an immediate Panic Roll.
- 2** **TAIL SLASH.** The Neomorph pivots, slashing its victim with its sharp tail. The victim is attacked using ten Base Dice, Damage 2. The attack is armor piercing, halving any Armor Rating.
- 3** **DEADLY GRAB.** The Neomorph jumps at its victim, grabbing it and dragging it away. Roll for the attack using eight Base Dice, Damage 1. If it hits, the Neomorph immediately drags the victim into the next zone (MEDIUM range) before releasing it. The victim falls prone, drops any hand-held items, and must make an immediate Panic Roll.
- 4** **LEAPING ATTACK.** The Neomorph jumps at the victim. Roll for the attack using eight Base Dice, Damage 1. If the attack is successful, the victim is thrown to the ground and must make an immediate Panic Roll, and the Neomorph immediately performs an extra attack with ten Base Dice, Damage 2 (does not count as an action). The extra attack cannot be blocked.
- 5** **THROAT BITE.** The Neomorph attacks by biting the victim in the throat. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it automatically inflicts critical injury #61 (even if the victim is not Broken), triggering an immediate Panic Roll.
- 6** **TAIL SPIKE.** The Neomorph impales the victim with its razor-sharp tail. Roll for the attack using seven Base Dice, Damage 1. The attack is armor piercing, halving any Armor Rating. If the attack causes damage, it automatically triggers critical injury #66 (even if the victim is not Broken), killing the victim outright.

ABOMINATION

A monstrous mutation of the human form brought about by a genetic accelerant, an Abomination goes through several stages over 48 hours of ges-

tation. What follows are the symptoms and stages of infection via the 26 Draconis strain of Agent AO-3959X.91-15.

STAGE I: INFECTED

TRAITS: Anger, Confusion, Acidosis

Changes begin with the rapid onset of skin mottling that starts in the subject's extremities and moves inward towards the core body. Eventually the subject's skull begins to soften and elongate as their brain grows and is rewired. By the end of this stage, the process becomes excruciating and the subject lashes out. As acidosis takes effect, the subject's PH levels shift significantly.

RULES: Exposure to the 26 Draconis strain is handled as a disease with Virulence 6 (see page 73). If the first Sickness Roll fails, the patient becomes infected and enters Stage I. Within one Shift, the patient starts to exhibit the first symptoms, which causes their **STRESS LEVEL** to increase by one. After another Shift passes, the patient must make a new Sickness Roll—failure will cause the patient to advance to Stage II. No further Sickness Rolls are made after this.

STAGE II: "MUTANT"

TRAITS: Aggressive Dementia, Cerebral Dysmorphia

Painful cellular mutations ravage the Abomination's body, causing them to take on an aggressive posture. The subject's joints distend and become pliable, allowing them to contort into strange positions. The brain and skull continue to elongate and the subject takes on a feral appearance and attitude. Strength, speed, and agility are all heightened, and they have only a rudimentary knowledge of their former self, but are still aware enough to use tools and basic weapons. The subject's blood is highly caustic, and care should be taken to avoid coming into contact with any.

RULES: Subject gets Speed 2, i.e. gets to act twice per Round. **STRENGTH** increases by 3 (and Health along with it). **AGILITY** is increased by 1, while **EMPATHY** is reduced to 1. **EMPATHY**-based skills cannot be used. Firearms and other technological items cannot be used. Immune to **MANIPULATION**.

At this point, the subject becomes aggressive and attacks other humans on sight. An infected PC can play out one such attack, then the subject turns into a NPC controlled by the GM.

Within one Shift, the subject advances to Stage III.

STAGE III: "MONSTER"

TRAITS: Instinctual Aggression, Advanced Dementia

The subject's body is in an advanced state of DNA recoding. A translucent gelatinous cowl has grown over most of their head, revealing a sunken, hideous caricature of their former visage beneath. As the structure of the subject's original features dissolves into the acidic gelatin, their skull becomes more pronounced. Eventually, any semblance of human origin recedes and remains barely visible within the cowl. The subject's arms elongate like a

primate's, and they sprint using their knuckles to propel themselves.

RULES: As Stage II, and **STRENGTH** increases by 2 more (and Health along with it). **AGILITY** is increased by 1 more. **WITS** is reduced to 1. No skills based on **WITS** except **OBSERVATION** can be used. Immune to **MANIPULATION** and panic. Cowl gives a natural Armor Rating of 3. The subject is now handled as a full Xenomorph and gets its own table for signature attacks (see below). Within four Shifts, the subject advances to Stage IV.

ABOMINATION ATTACKS (STAGE III AND IV)

D6 ATTACK

- 1 **HORRIBLE ROAR.** The Abomination screams in fury. All humans in **SHORT** range must make an immediate Panic Roll.
- 2 **FIST STRIKE.** The Abomination strikes its victim with a powerful punch. Roll for the attack with ten Base Dice, Damage 1.
- 3 **THROW.** The Abomination grabs the victim and tries to slam it into the nearest hard surface. Roll for the attack using nine Base Dice, Damage 1. If the attack hits, the victim lands prone at **SHORT** range from the Abomination, drops any hand-held items, and must make an immediate Panic Roll.
- 4 **POUNCE.** The Abomination leaps onto its victim like a big monkey. Roll for the attack using eight Base Dice, Damage 1. If the attack hits, the victim is knocked to the ground, drops any hand-held items, and must make an immediate Panic Roll. The Abomination then starts pounding the victim with its powerful fists. This is resolved as an immediate bonus attack with twelve Base Dice, Damage 2.
- 5 **ARM PULL.** The Abomination grabs the victim's arm and tries to pull it clean off with its bare hands. Roll for the attack using six Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #54 (even if the victim is not Broken), triggering an immediate Panic Roll.
- 6 **HEAD CRUSH.** The Abomination grabs the victim's head and tries to crush it in its bare hands. Roll for the attack using seven Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #64 (even if the victim is not Broken), killing the victim outright.

STAGE IV: “BELUGA-HEAD”

TRAITS: Complete Cellular Metamorphosis

The subject's gelatinous cowl grows opaque and solidifies as their eyes grow dark and shift to the sides of their bulbous head. Their skin turns a translucent mottled gray and their features grow similar in appearance to a Xenomorph XX121, albeit with much shorter head, prominent eyes and elongated arms. The subject moves about on all fours like an ape and no longer maintains any human characteristics. While not as powerful or intelligent as Xenomorph XX12, the Beluga-Head is a force to be reckoned with.

RULES: As Stage III, **STRENGTH** increases by 2 more (and Health along with it). Cowl gives a natural Armor Rating of 6.

TYPICAL STATS “MONSTER”

SPEED: 2

HEALTH: 7

SKILLS: Mobility 5, Observation 3

ARMOR RATING: 3 (none against fire damage)

TYPICAL STATS “BELUGA-HEAD”

SPEED: 2

HEALTH: 9

SKILLS: Mobility 5, Observation 3

ARMOR RATING: 6 (3 against fire damage)

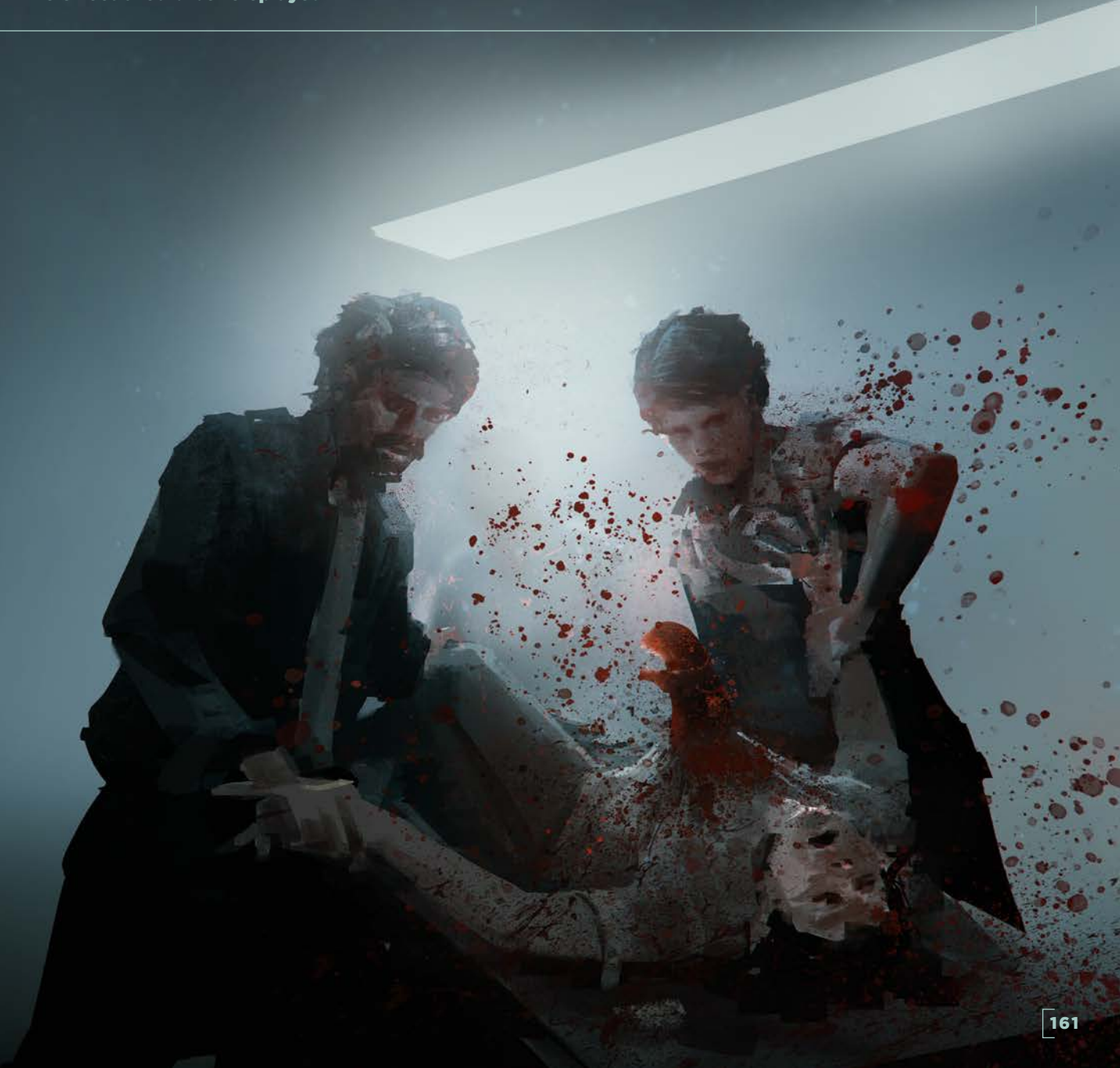
CRITICAL INJURIES

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

PERMANENT MENTAL TRAUMA

D6 EFFECT

- 1 **PHOBIA:** You are terrified by something related to what caused you to panic. The GM decides what it is. Your **STRESS LEVEL** increases by one when within **SHORT** range of the object of your phobia. If you stay close to it for more than a single round, make a Panic Roll.
- 2 **ALCOHOLISM:** You must drink alcohol every Shift, or your **STRESS LEVEL** increases by one. You cannot relieve stress (see page 68) without drinking alcohol.
- 3 **NIGHTMARES:** Make an Empathy roll when you sleep. If the roll succeeds, you have a horrible nightmare and your **STRESS LEVEL** increases by one. You cannot relieve stress for a full day after such a nightmare.
- 4 **DEPRESSION:** You are prone to episodes of depression and moodiness. Every day, make an Empathy roll—if you fail, you're having a bad day. Your **STRESS LEVEL** increases by one and you can't relieve stress until the next day.
- 5 **DRUG USE:** You must use some form of recreational drug (see page 99) every Shift, or your **STRESS LEVEL** increases by one. You cannot relieve stress (see page 68) without consuming your drug of choice.
- 6 **AMNESIA:** Your memory is a blank slate. You can no longer recall who you or the other characters are. The effect should be roleplayed.





PERSONAL AGENDA

RELATIONSHIPS

BUDDY: DAVIS

RIVAL: WILSON

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

VANESSA MILLER

CAREER

OFFICER

APPEARANCE

TALENTS

PULL RANK

EXPERIENCE POINTS

STORY POINTS

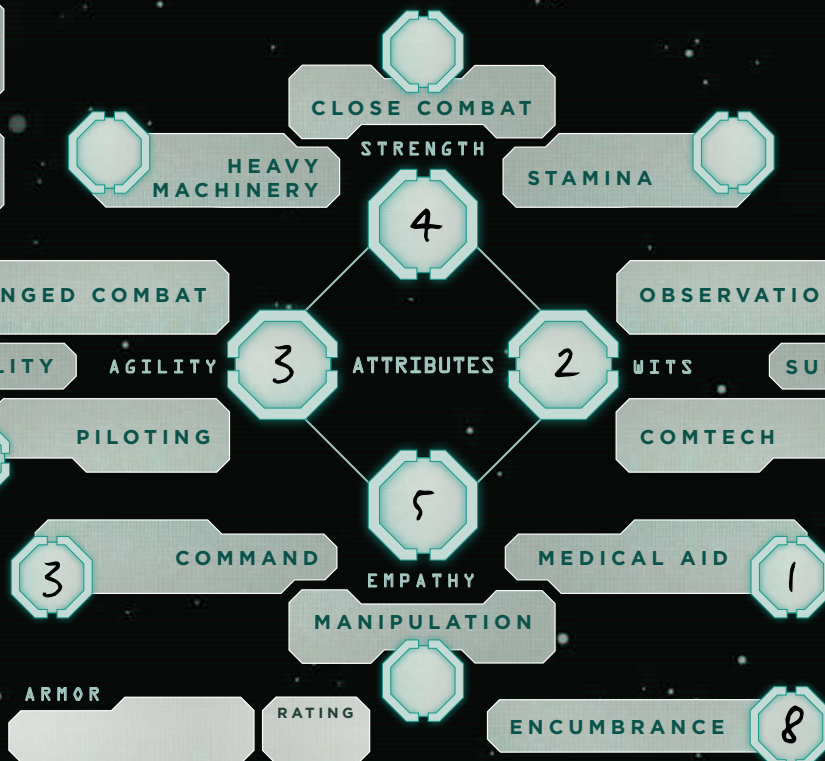
TINY ITEMS

SIGNATURE ITEM

JACKET PATCH WITH W-Y LOGO

GEAR

1:
2:
3:
4:
5:
6:
7:
8:
9:
10:



ARMOR

RATING

WEAPONS

BONUS

DAMAGE

RANGE



PERSONAL AGENDA

RELATIONSHIPS

BUDDY: MILLER

RIVAL:

STRESS LEVEL

Progress bar for stress level

HEALTH

Progress bar for health

RADIATION

Progress bar for radiation

CRITICAL INJURIES

Area for critical injuries

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR, FOOD, POWER, WATER

NAME

LEAH DAVIS

CAREER

PILOT

APPEARANCE

Area for appearance

TALENTS

RECKLESS

EXPERIENCE POINTS

Progress bar for experience points

STORY POINTS

Progress bar for story points

TINY ITEMS

Area for tiny items

SIGNATURE ITEM

PILL BOTTLE, ALMOST EMPTY

GEAR

1:
2:
3:
4:
5:
6:
7:
8:
9:
10:



ARMOR RATING

WEAPONS

BONUS DAMAGE RANGE



PERSONAL AGENDA

RELATIONSHIPS

BUDDY: CHAM

RIVAL: MILLER

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

KAYLA RYE

CAREER

ROUGHNECK

APPEARANCE

TALENTS

THE LONG HAUL

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

WORN PHOTO OF YOUR BROTHER

GEAR

1:
2:
3:
4:
5:
6:
7:
8:
9:
10:



ARMOR

RATING

WEAPONS

BONUS

DAMAGE

RANGE

PERSONAL AGENDA

RELATIONSHIPS

BUDDY: RYE

RIVAL:

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR FOOD
POWER WATER



NAME

LYRON CHAM

CAREER

ROUGHNECK

APPEARANCE

TALENTS

TRUE GRIT

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

ROSARY

GEAR

1:
2:
3:
4:
5:
6:
7:
8:
9:
10:

CHARACTER SHEET



WEAPONS		BONUS	DAMAGE	RANGE

PERSONAL AGENDA

RELATIONSHIPS

BUDDY:

RIVAL: MILLER

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

JOHN J. WILSON

CAREER

COMPANY AGENT

APPEARANCE

TALENTS

PERSONAL SAFETY

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

ACCESS KEYCARD

GEAR

1:
2:
3:
4:
5:
6:
7:
8:
9:
10:

CLOSE COMBAT

STRENGTH

2

HEAVY
MACHINERY

STAMINA

RANGED COMBAT

1

MOBILITY

2

AGILITY

4

ATTRIBUTES

3

OBSERVATION

2

WITS

SURVIVAL

COMTECH

1

PILOTING

COMMAND

EMPATHY

MANIPULATION

3

MEDICAL AID

1

ENCUMBRANCE

4

ARMOR

RATING

WEAPONS

BONUS

DAMAGE

RANGE



PERSONAL AGENDA

RELATIONSHIPS

BUDDY:

RIVAL:

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

CAREER

APPEARANCE

TALENTS

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

GEAR

CLOSE COMBAT

STRENGTH

STAMINA

HEAVY
MACHINERY

RANGED COMBAT

MOBILITY

AGILITY

ATTRIBUTES

OBSERVATION

WITS

SURVIVAL

PILOTING

COMTECH

COMMAND

EMPATHY

MEDICAL AID

MANIPULATION

ARMOR

RATING

ENCUMBRANCE

WEAPONS

BONUS

DAMAGE

RANGE