

AK-4047 Pulse Assault Rifle

BONUS: -

RANGE: Long

DAMAGE: 2

WEIGHT: 1

COST: \$500

M-5 RPG Launcher

BONUS: +1

RANGE: Extreme

DAMAGE: 5

WEIGHT: 2

COST: \$1,800

Daihotai Series 8XB Tractor

ENCOUNTERED: Frontier Colonies

TOP SPEED: 148 km/h

LENGTH: 6.6 m

STANDARD ARMAMENT: None

Armored Personnel Carrier

TOP SPEED: 150 km/h

LENGTH: 9.2 m

STANDARD ARMAMENT:

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

UD-4L Cheyenne Series VTOL Tactical Dropship

TOP SPEED: Mach 9

LENGTH: 25.2 m

STANDARD ARMAMENT:

- ▶ 25 mm Gatling Gun
- ▶ Mk.16 150 mm Rocket Launcher
- ▶ 7 x Hellhound II Tactical Missiles
- ▶ 3 x Headlock Air-to-Air Missiles

USCMC M40E Ridgeway Heavy Tank

TOP SPEED: 72 km/h

LENGTH: 9.8m

STANDARD ARMAMENT:

- ▶ 115mm Rifled Cannon
- ▶ 60mm Mortar
- ▶ 20 kW Phased Plasma Point Defense Gun

UPP MI-222 Krokodil Dropship

TOP SPEED: Mach 8

LENGTH: 33.2m

STANDARD ARMAMENT:

- ▶ 25mm Gatling Gun
- ▶ 12 x UPP Medium Air-to-Air Missiles
- ▶ UPP Anti-Personnel Missile Pod
- ▶ 12 x Wing-Mounted UPP Heavy Anti-Tank Missiles

UPP Mikoyan-Liu 0X Series 6x6 Multi Purpose Vehicle

TOP SPEED: 68 km/h

LENGTH: 16.1m

STANDARD ARMAMENT:

- ▶ 3 x 20mm Gatling Gun Turrets
- ▶ Phased Plasma Pulse Cannon
Turret

W6JCIK

**STRENGTH 4, AGILITY 3,
WITS 3, EMPATHY 4**

HEALTH: 4

**SKILLS: Close Combat 4,
Command 2, Manipulation 2,
Mobility 3, Ranged Combat 4,
Stamina 3, Survival 2**

TALENTS: Fast Reflexes

**SIGNATURE ITEM: Sin Eater
tattoo on her neck.**

GEAR: None

**PERSONAL AGENDA: Make a deal
with the devil for the lives of
her squad.**

CARVALHO

**STRENGTH 5, AGILITY 4,
WITS 3, EMPATHY 2**

HEALTH: 5

**SKILLS: Close Combat 2,
Comtech 2, Mobility 1, Ranged
Combat 3, Stamina 2**

**TALENTS: Overkill, Weapons
Specialist (M41A)**

**SIGNATURE ITEM: Scarification
keloid tattoo of the family logo
on his left bicep.**

**GEAR: M41 Pulse Rifle, bonesaw,
hospital gown.**

**PERSONAL AGENDA: Get the
Chestburster out, even if he
must pull it out with his own
goddamn hands.**

WRIGHT

**STRENGTH 4, AGILITY 5,
WITS 4, EMPATHY 1**

HEALTH: 4

**SKILLS: Close Combat 1, Com-
mand 1, Mobility 1, Observation
4, Ranged Combat 5, Stamina
1, Survival 1**

**TALENTS: Banter, Weapon
Specialist (Sniper)**

**SIGNATURE ITEM: Crumpled pa-
per in pocket with a bucket list
of planets to visit.**

**GEAR: Silenced M42A Scope
Rifle, Combat Knife, four G2
Electroshock Grenades**

**PERSONAL AGENDA: Live to see
another planet's sunrise.**

REESE

**STRENGTH 0, AGILITY 0,
WITS 0, EMPATHY 0**

HEALTH: 0

**SKILLS: Close Combat 0, Mo-
bility 0, Ranged Combat 0,
Stamina 0, Survival 0**

TALENTS: Pushing Up Daisies

**SIGNATURE ITEM: Folded print
out of a breakup letter from
his high school girlfriend.**

GEAR: N/A

**PERSONAL AGENDA: Why are you
still reading this? He's dead.**

MEYERS

**STRENGTH 3, AGILITY 3,
WITS 4, EMPATHY 4**

HEALTH: 3

**SKILLS: Close Combat 3,
Command 5, Manipulation
5, Mobility 1, Observation 2,
Ranged Combat 4, Stamina 1**

**GEAR: Remote kill-switch (see
page 61).**

**PERSONAL AGENDA: Erase all
traces of Project Life Force
on Ariarcus and escape with
Xeno-biological material in
hand (or chest).**

JAELL

**STRENGTH 7, AGILITY 7,
WITS 5, EMPATHY 2**

HEALTH: 7

SYNTHETIC: Jaell is a synthetic and follows the rules for these.

SKILLS: Close Combat 2,
Ranged Combat 2,
Comtech 4, Observation 2

TALENTS: Fast Reflexes,
Bodyguard

GEAR: M4A3 Service Pistol,
Major-level key tag

PERSONAL AGENDA: Please Colonel Meyers at all costs.

BOTOS

**STRENGTH 4, AGILITY 4,
WITS 3, EMPATHY 3**

HEALTH: 4

**SKILLS: Close Combat 3,
Comtech 2, Heavy Machinery
2, Manipulation 3, Mobility 1,
Ranged Combat 3**

**GEAR: AK-4047, UPP comm
unit, satchel of M40 HEDP
grenades**

**PERSONAL AGENDA: Liberate his
people and get them to safety.**

ECKFORD

**STRENGTH 4, AGILITY 5, WITS 4,
EMPATHY 1**

HEALTH: 4

**SKILLS: Close Combat 2,
Mobility 2, Observation 4,
Ranged Combat 4**

TALENT: Take Control

**GEAR: M4A3 Service Pistol,
M41AE2 Heavy Pulse Rifle, APE
suit, boot knife, Major-level key
tag, Dog Catcher noose and
bulletproof specimen case.**

**PERSONAL AGENDA: Do what it
takes to secure a seat on the
W-Y board next to Michael
Bishop himself.**

DAVYDOVICH

**STRENGTH 7, AGILITY 7,
WITS 3, EMPATHY 3**

HEALTH: 7

SYNTHETIC: Davydovich is a synthetic.

SKILLS: Close Combat 3, Command 3, Comtech 2, Mobility 2, Manipulation 3, Observation 3, Ranged Combat 3

TALENTS: Field Commander, Killer

SIGNATURE ITEM: Red beret.

GEAR: AK-4047, combat knife, UPP 6B90 Combat Armor

PERSONAL AGENDA: Prove that androids are far superior to humans.

DANTE'S AGENDA ACT I

The USCMC is the best of the best, so much better than those corporate commando wannabes. Be professional. You want to leave the corps looking good and this is your last time out.

DANTE'S AGENDA ACT II

You're so short you can smell the grass, so fuck the insurgents, fuck the UPP and fuck the Corps. But you're a Marine through and through and can't just desert your squad in their time of need.

DANTE'S AGENDA ACT III

Get whatever the fuck is
inside you out before it
kills you.

HAMMER'S AGENDA ACT I

You're better
than corporate
paramilitaries, as well
as the pussy marines
around you. Prove it.

HAMMER'S AGENDA ACT II

Your teammates don't deserve to be called Marines. You must show them how a real Marine fights: find a steady supply of X-stims, and kill, kill, kill.

HAMMER'S AGENDA ACT III

You are the toughest there's ever been. Prove it by killing an Alien in hand-to-hand combat. Then get away without the others—unless they earn the right to survive.

MASON'S AGENDA ACT I

The Yaophora nightmares won't stop haunting you—you can't cope with being alone and must stay close to a fellow marine at all times.

MASON'S AGENDA ACT II

Go out with a clear conscience and honor the memories of your dead comrades. You must get everyone back to Fort Nebraska, including the bodies of any fallen teammates.

MASON'S AGENDA ACT III

These things must be destroyed. Make sure every trace of biocontamination is eradicated, even if that means sacrificing the lives of any infected teammates.

CHAPLAIN'S AGENDA ACT I

Quietly eradicate any Xenobiological evidence behind the squad's back. Kill or cut it out of the AWOLs and eliminate any witnesses if you have to—just play stupid and don't get caught.

CHAPLAIN'S AGENDA ACT II

The other you is gone—
for now. You don't know
why you were acting the
way you were, but you
are going to prove your
loyalty and make amends.

CHAPLAIN'S AGENDA ACT III

Whoever was in your head is back, but a distant echo, desperate to be heard. You know they are in the base, waiting for you. Make sure they can never hurt you again, by whatever means necessary.

SILVA'S AGENDA ACT I

Take care of your own.
If the AWOL Marines are
going to be put down,
you're going to lead the
squad that does it, with
respect.

SILVA'S AGENDA ACT II

Your rag-tag squad has proven themselves under fire - you're going to make sure they get back to the safety of Fort Nebraska alive, even if it means dying for them.

SILVA'S AGENDA ACT III

Your people have been compromised by their own leaders - something that doesn't sit well with a Sin Eater like you. Find those responsible for the bioweapon experiments and end them.

IONA'S AGENDA ACT I

Play it safe, but don't let it look like you're playing it safe, so you can get back to your cushy desk job.

IONA'S AGENDA ACT II

You know you won't make it without help. Ingratiate yourself to one of the squad's ultimate bad asses and get them to watch over you.

IONA'S AGENDA ACT III

Some Marines are willing to take one for the team. Not you. There are alien beaches out there waiting for you, so use the squad to deliver you to safety.

ZMIJEWSKI'S AGENDA ACT I

Make the squad respect
you.

ZMIJEWSKI'S AGENDA ACT II

The UPP doesn't respect
you. Teach them the
error of their ways.

ZMIJEWSKI'S AGENDA ACT III

Screw this. You know
there are nukes on the
base, and you want to
watch this moon glow
from orbit.

ACID REFLUX

Your back has been hurting bad for a few hours now. Now, you start feeling pain in your ribcage as well (STRESS LEVEL +1). You taste bile and feel a burning and squeezing sensation in your chest—like a knot right behind your breastbone.

UNDER THE INFLUENCE

Jaell, the other personality in your mind, is taking control again! You fail to block her out and become a pawn to her will. You must immediately attack all other player characters in sight, except those infected with any form of Xenomorph. You can still talk freely, however. You can roll **MANIPULATION** again every Round to regain control.

INFECTED, STAGE I

You feel disoriented and weak. Your eyes are increasingly bloodshot and watery. Soon, small worm-like creatures can be glimpsed swimming in your eyes and bodily fluids (STRESS LEVEL +1).

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INFECTED, STAGE II

You have a fever and feel intense pain (STRESS LEVEL +1). Your bloodshot eyes darken, and varicose veins rapidly spread across your livid flesh. You get +3 to Strength but -2 to Wits (to a minimum of 1). As a fast action, you can stare down a human victim in SHORT range. The victim must make a Wits roll or be immobilized and lose their next fast and slow action.

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