

FREE LEAGUE

ALIEN

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

D E S T R O Y E R
O F W O R L D S

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"Now I am become Death, the destroyer of worlds."

—ROBERT OPPENHEIMER

The mission was a manhunt, the objectives clear—track down four fugitives, recover any assets they may have made off with, and keep 'em all out of enemy hands. Go find them on a frozen moon full of hostiles and get it done on the eve of war.

Nothing you couldn't handle.

But what it is that these bastards stole—and how the hell it got inside them—is another thing altogether. It's all above your paygrade, marine—but somehow you're the one who's got to deal with it.

Of course, now there's an invasion fleet incoming, and there's something else, too—something much worse. Something out there hates you—hates everyone. Something big and ugly. Something with metal teeth—and you're pretty sure it ain't alone.

Yeah, the mission was supposed to be a simple manhunt. Instead it turned out to be just another glorious day in the corps. ■

Destroyer of Worlds is a complete Cinematic Scenario for the ALIEN roleplaying game. It requires either the ALIEN RPG corebook or the boxed Starter Set to play. In this scenario, players take the roles of Colonial Marines. The scenario is designed for 3-5 players plus the Game Mother, and it's a gauntlet of one hell after another. Expect it to take at least three sessions to complete.

FOR MOTHER'S EYES ONLY

This entire booklet 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 seven pre-generated characters for the players to choose from—a four-person Colonial Marine squad plus a two-person support team and the field commander Captain Silva. The PCs are stationed at the Fort Nebraska space elevator ground base on the moon Ariarcus when the colony is locked down. Located on the United Americas/Union of Progressive Peoples border in the Outer Veil, the colony is about to become a warzone. When the shit hits the fan, the PCs need to finish their mission and get the hell off-moon.

CHARACTER SHEETS: Filled-in character sheets for these PCs can be found in this boxed

set. Let the players choose who they want to play. The leftover PCs become NPCs under your control, who ride along in the squad's APC, as backup. If any of the PCs should die during the scenario, you can use these NPCs as replacements.

GETTING STARTED: Place the large map of the Ariarcus colony from this boxed set in the middle of your table, and let your players choose their starting PCs. When they have familiarized themselves with the character sheets, read the boxed text entitled "What's the Story Mother?" out loud (page 11). Finally, give each player their Personal Agenda for Act I to kick off the action.

PERSONAL AGENDAS

Each character has a Personal Agenda for each of the three Acts of the scenario. These Agendas are printed on playing cards included in this boxed set. At the start of each Act, give each player their new Agenda for the Act about to start, 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 61 of the ALIEN RPG core rulebook or page 35 in the Starter Set rules for more on spending Story Points). Don't reveal the actual Agendas to the entire group, they should remain hidden until the end of the scenario.

STORY CARDS

Destroyer of Worlds introduces a new element to Cinematic scenarios for the ALIEN RPG: **Story Cards**. A Story Card is similar to a Personal Agenda, but is handed out to a player when a specific event in the scenario triggers it. The player is not allowed to share the information on the Story Cards with the other players—instead, the player should act in accordance with the Story Card. At the end of each Act, Story Cards are evaluated just like Personal Agendas. If you feel a player has introduced the content of their Story Card into the game in a meaningful way during the Act, the player gains one Story Point, in addition to any Story Point gained from following their Personal Agenda.



SCENARIO OVERVIEW

As nearby systems fall to an enemy power, the PCs assume the role of a ragtag Colonial Marine squad assembled on an oil-rich moon about to break out in rebellion. Their goal: hunt down four fugitives—rogue marines who are defecting to the Union of Progressive Peoples (UPP) with stolen classified intelligence. Operating out of the moon's military base, the PCs are sent out into a hotbed of disgruntled wildcat-ters and insurgents. The clock is ticking—the UPP is invading this sector of space and the military will not evacuate the colony until the threat is neutralized.

ACT I: The PCs soon learn that the fugitives are far deadlier than expected. Accidentally impregnated with alien embryos while on base, the errant marines were then injected with an unstable vaccine intended to kill the parasites. The results were mixed at best. While one of them goes into remission, two continue growing the aliens inside them and the fourth actually starts becoming one herself. The PCs engage the fugitives across the colony, finally confronting the last one at a hidden insurgent compound.

ACT II: The UPP invasion begins just as the PCs achieve their objective. The colony quickly

becomes an active warzone. Ordered to return to base for immediate evacuation, the PCs head for the now locked down fort—until an unseen entity bombs the colony with a deadly pathogen, killing UPP and colonial marine forces alike, and transforms the moon into a monstrous wasteland.

ACT III: The PCs realize they must break into the sealed military base and use the space elevator there to leave the poisoned moon. But the fort wasn't locked down to keep enemies out—it was to keep the threat inside contained—the base has been overrun by aliens. Within the fort, the PCs have to make their way through the alien nest, restore power, set some nukes to blow the colony, free the locked elevator, and get the hell off-moon.

As the PCs climb to orbit, they discover the space station on the other end of the elevator has been destroyed—the tether now caught in the wreckage of a massive space battle that had no victors. The only way to survive is to gain control of an escape craft floating amongst the orbital debris field and get the fuck out of dodge before everything goes nuclear.

Easy, right?

THE KRUGER 60 SYSTEM

Located within the Outer Veil, Kruger 60 and 61 Cygni are two colonial systems located very close to the UPP border in an area of UA space called the Advance. The Advance splinters off the American Corridor and juts Spinward into UPP territory.

The Kruger 60 system has been a key oil supply and military staging post for the United Americas Allied Command (UAAC) and the Colonial Marines for years, and has been strategically important during the so-called Oil Wars. The severe petroleum shortage throughout the colonies has led the United Americas, the Three World Empire, and the Union of Progressive Peoples into a race to secure new sources of crude oil.

These Oil Wars have created severe border tensions. Stretched too thin, the UAAC and the Colonial Marines maintain an uneasy peace throughout the colonies. Tired of severely rationed supplies and the mega-corporations' mistreatment of the working class, insurgency groups have cropped up in defiance of their local governments—and the resource poor UPP is poised to take advantage of this development.

Recently, the UPP expanded their borders to engulf 61 Cygni, annexing the colony on LV-038 in the process. Allied Command sent a task force to challenge the claim. The nearest system, Kruger 60—and the moon the PCs are on—is feared to be next.

KRUGER 60 AEM (ARIARCUS)

Location	Outer Veil, the Advance, American Arm
Coordinates	3.5 Spinward, 0.5 Coreward
Affiliation	United Americas, USCMC
Classification	Terrestrial moon orbiting a Jovian giant (Oblivion)
Climate (C)	Terraformed, brisk, snowstorms, blizzards
Mean Temperature	-10° C
Terrain	Arctic wasteland
Colonies	One plus military base (Star Fort Nebraska)
Current Population	2,200 colonists, 400 marines (split between ground and orbit), 40 military scientists
Key Resources	Petroleum, military base, research

KRUGER 60 AEM (ARIARCUS)

Originally established in 2072, Ariarcus is an icy moon with a troubled colony orbiting the blue-eyed gas giant called Oblivion. The ever-watchful and oppressive Eye of Oblivion—an 11,000-kilometer-wide blue storm raging in the gas giant's atmosphere—stares at the moon, unblinking and menacing, reminding its colonists of how small they are in the grand scheme of the universe. Blocked by Oblivion, the colony hardly receives any direct sunlight. Instead, day and night is measured by the gas giant's reflected planet-light. On Ariarcus, it is rarely brighter than twilight and never darker than a moonlit night back on Earth.

Ariarcus has been a major exporter of petroleum fuels for nearly a century. When the colony struck oil in the 2070s, a few shrewd colonists convinced the others to invest in shares of the operation. Soon, each colonist owned a piece of Ariarcus. The Weyland Corp. crash of 2098 enabled the colonists to collectively buy it outright. They incorporated as the Kruger Oil Corp. and immediately applied for UA membership. Ariarcus was granted colonial status in 2100.

The moonside refinery was closed in 2101 and a space elevator was built to pump crude oil to an orbiting Lorenz SysTech oil refinery module. Colonists rotated work shifts between the moonside wells and the topside refinery. Efficiency quadrupled. Ariarcus became a rarity—a colony of hard-working people who worked hard for themselves. Unfortunately, when the Oil Wars began, the majority shareholders weren't content to simply make UA money and started selling their fuel to the UPP as well—an act that garnered the attention of federal investigators.

STARFORT NEBRASKA: The shareholders were arrested, and the colony was seized as an asset. Deemed of strategic and economic importance by Colonial Administration, a permanent USCMC presence was placed on Ariarcus. The

space elevator, refinery station, and oil tank yards were converted into Star Fort Nebraska.

THE DEATH OF A COLONY: Since then, the economy of the colony has changed. With most oil production seized by the military, profits dwindled. Some colonists found themselves destitute, unable to afford to ship off-moon. Those who had saved enough managed to leave the system and start again elsewhere. Some who stayed secured government contracts, continuing their lives with a reduction of profits. While many were eager to work for the military, only a finite number of jobs were available. Soon an employment lottery system was established.

DEVOLUTION: As supporting the base became the new trade on Ariarcus, young men and women found new ways to support themselves and their families. Many homes and businesses were abandoned. Disgruntled colonists sought aid from the UPP and began an insurgency movement. The first attacks on the oil fields were considered isolated incidents. As their frequency increased, Colonial Administration declared them acts of terrorism.

CURRENT EVENTS: The 2180 W-Y census cataloged 200,000 colonists on Kruger 60 AEM. In the three years that followed, the population crashed as those who could leave did so. With barely 2,200 colonists remaining, most of the colony is a ghost town. A little more than half of those are UPP loyalists, while the rest are just desperate to be evacuated. Some have resolved to go about their lives until the flight ban is lifted. But about 500 colonists have camped at the spaceport—staring at the grounded hospital frigate sitting on station. Older colonists have barricaded themselves in their homes, either too feeble or too stubborn to leave. Still others have taken to forming protests outside the military base, ranging from “GO HOME” demands to “TAKE US WITH YOU” campaigns.

HOW'S THE WEATHER?

Ariarcus is cold. The old style Weyland Corp. atmospheric processor did its best before it was dismantled to build the Fort. Temperatures hover in the -23° to 0°C range (see Freezing, page 107 in the core rulebook or page 73 in the Starter Set rules). The PCs should be just fine if they keep their gloves on, their ears covered, and their parkas zipped, until the blizzard arrives—it's on its way (see the event "Blizzard Conditions" on page 52).

"We're on an express elevator to hell, goin' down!"

—PRIVATE FIRST CLASS
WILLIAM HUDSON

FORT NEBRASKA

The below information is common knowledge to the PCs and all other staff at Fort Nebraska. You don't need to tell your players all of this, but if they ask, feel free to offer the information.

COUNTERWEIGHT STATION: Orbital Fort Nebraska is an aging counterweight station with a tether connecting it moonside. This fortified weapons platform started off as an oil refinery module, but years of modifications have left it a maze of maintenance crawlspaces, monitoring stations, refining pipelines, desalination units, and waste tanks. Military ships are re-armed via an extensive crane network designed to pull old magazines and replace them with fresh ordinance. Counterweight Station is equipped with orbital defense systems, sporting the same laser array systems in use aboard Conestoga frigates. Normally a full Supply Battalion is stationed here to handle ordinance and maintain the refinery module.

SPACE ELEVATOR: A moon-to-space transportation system, the space elevator consists of a cable anchored to the surface that extends to Counterweight Station in geosynchronous orbit. This design permits a three-story climber car to travel along the 20-meter thick cable in six hours (one Shift). A series of flexible pipelines also run up the tether, allowing a transfer of crude oil directly to the refinery in space.

CLIMBERS: The space elevator's cars were originally designed to ferry supplies and work crews to and from the surface for loading freighters. When the military took over, the climbers

were refitted to carry troops, nuclear weapons and other munitions.

GROUND FORT: Conceived to protect the moon's oil stores a century ago, the original fort and anchored tether were built on the foundation of the colony's defunct and dismantled atmospheric processor. Originally a walled fuel tank compound, the USCMC added surface-to-orbit gun emplacements, munitions and vehicle depots, weapons-testing laboratories, and a man-made chasm with access to the old processor's sublevels. The colony's power supply comes from the processor's original reactor core.

Beneath the North Bastion of the fort is the space elevator tether station. The elevator's climber car descends along the cable to rest within the chasm with access to the base's sublevels. The fort is normally staffed with a civil affairs company, a headquarters and services company, a weapons company and two rifle companies.

RESTRICTED AREAS: As a military facility, some areas of Fort Nebraska are restricted to authorized personnel only—this applies to Sub-level 03, where the weapons-testing facilities are housed (page 47).

REMAINING FORCES: While Fort Nebraska's standard complement is 2,000 marines, there are currently only 200 support personnel in orbit and about the same moonside. Two fighterwing carrier frigates remain to patrol Kruger 60 while the assembled fleet heads for LV-038. ■



THE SITUATION

WHAT THE HELL IS GOING ON?

Aware of Weyland-Yutani's goals to weaponize alien species, several high-ranking UA military personnel have secretly partnered with the company and initiated unsanctioned work on a bioweapons program utilizing Xenomorph XX121. Dubbed Project Life Force, the program has secret facilities both on LV-038 and beneath Fort Nebraska on Ariarcus.

Under the leadership of Fort Nebraska's Commanding Officer, Colonel Meyers, and a Weyland-Yutani executive called Mallory Eckford, Project Life Force has been going well. They have even progressed to the point of utilizing a rare sample of the 26 Draconis Strain of Chemical Agent A0-3959X.91-15 (see *Chariot of the Gods*) as a counteragent to Xenomorph implantation. In some

cases, the strain arrested the development of the alien fetus, rendering it inert. Sometimes it had no effect at all, and sometimes it prompted accelerated mutation in the host, the parasite, or both.

As the battle over the Cygni 61 system and LV-038 raged on, the UAAC decided to commit all available forces to the fight, leaving Ariarcus almost undefended. In fact, they decided to cut their losses on the moon and ordered the evacuation of military and civilian assets. Little did they know that an unidentified third force had joined the fray in Cygni 61 and airdropped Chemical Agent A0-3959X.91-15—the black goo—on LV-038. Now, everything there is dead. No one on Ariarcus knows the truth of what happened, but there are hushed whispers everywhere of an incoming UPP invasion force.

"Sometimes to create, one must first destroy."

—DAVID 8

SCORCHED MOON PROTOCOL

Colonel Meyers has poisoned the petrol deposits of Ariarcus with voracious oil-eating bacteria. Introduced through the pipelines, this bioweapon will consume the moon's oil reserves. As the bacteria rapidly consumes the oil supply, the pressure exerted on the surrounding rock lessens—forming unstable voids beneath the colony. Sinkholes, cave-ins, and structural collapses are all serious concerns.

THE AWOLS

When the evacuation of Ariarcus was ordered, Colonel Meyers knew he was in trouble—he needed to mothball the lab fast and get his specimens off-moon. In the resulting disorder and chaos there was a containment breach. Four "Sin Eaters"—Spec Ops marines assigned to escort Meyers' deadly cargo, named Wójcik, Carvalho, Wright and Reese—fought off a Xenomorph outbreak before being taken down themselves by Facehuggers. Knowing full well what this would lead to, Meyers ordered that the four be inoculated with the 26 Draconis Strain and quarantined.

But the Strain has a limited success rate, and the impregnated marines were not ready to accept their fate. They soon woke up, broke out, and fled the fort. Desperate to save their own lives they first contacted the insurgents, but then went their own ways when that didn't work out (see the boxed text "Where the AWOLs Are").

Colonel Meyers knows he can't risk any Xeno materials falling into UPP hands, nor can he risk them getting off-moon, lest they have an interstellar outbreak on their hands. He immediately stopped the evacuation and ordered a crack squad of marines to retrieve the AWOLS.

Meyers is assisted by an experimental Hyperdyne EXP1-33 Series Combat Synthetic named Jaell. She is intensely loyal to Meyers and will do anything she can to help and protect him. Jaell tried to download her consciousness into Warrant Officer Chaplain (one of the PCs), so as to monitor the manhunt in the field. It didn't work out so well, and she remains catatonic in the A.P.O.L.L.O. mainframe room. Until the fugitive marines are safely back under the Colonel's control, Ariarcus will remain locked down.

Meyers wants any UPP occupation to be a pyrrhic victory and will destroy the very assets they covet (see boxed text "Scorched Moon Protocol"). Aside from any Xenobiological specimens he is able to move off-moon and an encrypted data disk detailing the progress of Project Life Force, he intends to erase all evidence of bioweapon experimentation at Fort Nebraska—including the AWOLS. Unfortunately, the UPP invasion affords his alien assets a chance to escape and overrun the fort, and Meyers himself is facehugged in the assault. In desperation, he freezes himself in a stasis pod hoping to be evaced later...

WEYLAND-YUTANI

Enter, of course, Weyland-Yutani—in the form of Ms. Mallory Eckford. Eckford wants the AWOLs as well, but wants them alive for their research value—she’s seen the proof that the alien can be weaponized. She knows that Meyers will kill them, and she knows about the squad sent after them. She and her team of Dog Catchers have hacked into the squad’s PDTs and tactical comms. She knows where they go and what they see, and they will lead her straight to her quarry. Once the AWOLs are hers, she will freeze them and smuggle them out with the rest of her W-Y cargo.

Of course, the local insurgents are tracking down the AWOLs as well. Their leader Imre Botos sees the fugitives as a great opportunity to welcome the UPP into Ariarcus with a gift of vital intelligence. After the shambles of the first meeting and the efforts to bring Wójcik in, Botos has ordered his people to stake out the Oblivion bar in case the other AWOLs decide to return there. When the squad of marines comes looking for the fugitives, the insurgents decide they too just might make a good offering to the UPP.

WHERE THE AWOLs ARE

The AWOLs initially met with insurgent Ivan Stolls at the Oblivion bar, offering to defect to the UPP with classified bioweapon information and samples in exchange for medical treatment. Reese and Wright didn’t trust Stolls, so they went their separate ways.

REESE: Reese stayed the longest, got shit-faced drunk, and then was arrested for disorderly conduct. He’s in a holding cell at the Marshal’s Station—they do not know who they have. The 26 Draconis Strain did nothing for Reese—when the PCs find him, his Chestbuster has already burst and is metamorphosing into a Drone.

WRIGHT: Wright left Oblivion with the intention of heading to the Spaceport, blending in and getting off-moon. Then the evacuation was put on hold. Encountering Wright is an event that can take place during Act I at a location of your choosing (page 52). Wright was actually cured by

the Draconis Strain—the Chestbuster within her is inert. She is unaware of this.

CARVALHO: Originally, Wójcik and Carvalho left together to meet with the insurgents, but in her fevered state, Wójcik attacked them instead. Carvalho was severely beaten, so she took him to San Rocco Medical Facility. The inoculation given to Carvalho on base has left him in a feverish mental state. When the PCs arrive, Carvalho is an Afflicted Anathema (page 64) under the care of Dr. Litvin, who is hiding the marine and attempting to remove his Chestbuster.

WÓJCİK: After leaving San Rocco, Wójcik was jumped by insurgents and taken prisoner. She is holed up at the Insurgent Compound, awaiting transfer to the UPP. Wójcik’s body chemistry was radically altered by the 26 Draconis Strain—combining her alien parasite and herself into one being. When the PCs get to her, she’s a Febrile Anathema (page 65) about to turn into a Bodybuster.

WHAT'S THE STORY, MOTHER?

You've all heard of the Oil Wars—hell, most of you have been on the front line as the United Americas, the Three World Empire and the Union of Progressive Peoples have faced each other down over scarce oil reserves. “Too many fronts, not enough grunts,” as the saying goes. The United Americas Allied Command (UAAC) and the Colonial Marines maintain an uneasy peace, as protesters and insurgents cause trouble across the colonies.

This is true of the United Americas refining and refueling station on the frozen moon Ariarcus in the Kruger 60 system, with its oil production and space elevator reaching into orbit from the ground. But the colony is in turmoil and decline. The 2180 Weyland-Yutani census cataloged 200,000 colonists on Ariarcus—in the three years since then all but about 2,000 have abandoned the moon for greener pastures. Whilst the military needs of the USCMC are still being serviced most of the colony is now little more than a ghost town.

One week ago, the Union of Progressive Peoples annexed the nearby 61 Cygni system. All communication with the colony there on LV-038 was abruptly lost. In response, Allied Command assembled a fleet to take back 61 Cygni, using the Fort Nebraska refueling station in the Kruger 60 system as a staging ground. That's where you are.

You expected to be passing through Nebraska on your way to war, but each of you marines were pulled from your companies before they went FTL—leaving you stranded at the fort on the volatile colony moon Ariarcus. One of the largest oil producers

in the colonies, Ariarcus is also a hotbed of insurgency.

With the UPP moving in on Kruger 60 next, the United Americas has decided to cut its losses and evacuate the colony—but as of this morning that evacuation was suspended—all civilian and military transports were grounded with no explanation given. With the insurgency problem, barely a skeleton crew of military personnel, and nearly 2,200 divided colonists stuck moonside, it's only a matter of time before the situation blows up.

Now, Major Hatfield from the infamous “Sin Eaters” unit has summoned you for a special moon-side mission. Every Marine has heard of Hatfield—a real soldier who always puts duty first, and lost his arm as a result. His remaining left hand is always resting on the brass hilt of his antique US model 1852 Marine sword, with its sharkskin grip bound by gilt wire. His hand grips the hilt as he speaks.

“Okay, listen up. Everything you are about to hear is “need to know”—and no one else needs to know, understood? As of 0200 hours, a four-man marine squad went AWOL from this base with classified intelligence—intelligence that in the wrong hands will mean life or death on the Frontier. Intelligence that simply cannot fall into enemy hands. Command believes the AWOLs plan to make contact with the moon's insurgents and defect to the UPP. We're looking for Wójcik, Carvalho, Wright and Reese. [Hand out the AWOL marines' NPC cards to the players.] Here's their ugly mugs and all the info we have on them. Everything else about them is classified. ➡

I want you to find these defectors for me, confirm their identities—as well as the identities of any other fucker they've passed information to—and bring them in. For the duration, you are Charlie Team. I will coordinate from Fort Nebraska. All communication will go through me on a secure channel. We are thin on leads, so start at the Spaceport or that dive bar, Oblivion—some asshole there's got to have seen them. Remember there are insurgents out there, too—so stay alert.

I see some looks. I know you've never worked together before, but I cherry picked your asses because each of you is the best

at what you do—so get 'er done. Oh, and one last thing. Deadly force is authorized. Am I clear?

I know what you're thinking, and you need to forget that shit. These bastards are not marines any longer. They are traitors, and they are shit-yourself dangerous. Your orders are to bring 'em in alive, if you can. But if they present a clear and present threat, you goddamn shoot—and you shoot to kill. I'll ask again—am I clear?

I can't fuckin' hear you!

Alright. On the ready line, marines—fall in and move out!"

A NOTE ON DANTE

At the beginning of the scenario, the PC Dante is unknowingly carrying a slow-gestating Chestbuster. She was impregnated at the Sublevel 3 Medlab during her unconscious recovery and accidentally discharged. You should start giving her hints (see the event "Acid Reflux" on page 54) late in Act I and make sure she's figured it out before Act III. Her only chance of surviving this is on base. This cloud has a silver lining—Xenomorphs won't kill a host if they can avoid it. Dante will pop one Shift into Act III unless she's put in a Medpod, frozen, or given the 26 Draconis inoculation first.

A NOTE ON CHAPLAIN

An augmented variant of the Bishop model android, the PC Chaplain serves as team medic and support. He is dutiful and useful—until the shit hits the fan. Chaplain has a second embedded consciousness that is trying to wrest control from him: an android called Jaell. Jaell even burnt out his behavioral inhibitor subroutine—Chaplain can kill. When the UPP attacks at the end of Act I, Jaell's connection is severed and Chaplain returns to normal (for more about Jaell, see page 16).

If Chaplain is an NPC, have him play out his Act I Agenda, with Jaell in control. He will behave suspiciously as he tries to destroy evidence of the Xenomorphs. In Act II, Chaplain is restored and can tell the PCs what he now knows about Jaell and Sublevel 03.

MOVING OUT

Each of the four AWOL Marines has a playing card in this boxed set. During the briefing, hand these four cards to the players. Major Hatfield will not reveal the nature of the stolen intelligence.

As the action starts, the PCs are ushered into the Sublevel 1 Staging Area, where a battered M577 APC is being refueled—it's their ride for the duration of the mission. For more info on the APC and vehicle rules, see Appendix III and IV at the end of this book.

This is the PCs' last chance to collect gear and

ammo, which needs to be recorded on their character sheet, or separately if they are keeping reserves in the APC. One normal reload requires $\frac{1}{4}$ of an encumbrance slot while RPG ammo requires $\frac{1}{2}$ a slot. As the PCs are loading up, Major Hatfield tells them they can call in an airstrike or an emergency extraction, through him, if he authorizes it, of course. Then they are rolling up the ramp and into the mid-morning gloom, before rolling out through the gates, leaving the safety of Fort Nebraska behind them... ■

YOU SECURE THAT SHIT, MARINE

A smart ass player is going to start asking uncomfortable questions. The PCs' job isn't to question orders, it's to follow them. This is a military mission. Decorum and protocol must be followed. If they're curious, tell them they can discuss it amongst themselves and investigate what's really up while on mission, but they should definitely avoid involving their superiors until they

have answers. If they're undisciplined and behave like a bunch of mercenaries, have them challenged by Colonial Marshals to discourage them. If all else fails have them arrested and then experience Act II's major events from their holding cells on base. Give them the chance to break out, and then skip to Act III—but play it as an escape from Fort Nebraska instead of a break in.

N O N - P L A Y E R C H A R A C T E R S

This motley crew has been assembled to both assist and hinder your PCs. For minor NPCs, see the table on page 19. All of the gear listed here is described either in the Gear chapter of the ALIEN RPG core rulebook or the Starter Set rules, or in Appendix III of this book.

XENOMORPHS: *Destroyer of Worlds* also features a bevy of beasties both old and new. These are all described in Appendix I, starting on page 63.

THE AWOL MARINES

WÓJCIK, SERGEANT



AWOL SQUAD LEADER, FEBRILE ANATHEMA
BODYBURSTER HOST

FULL NAME: Amelia Wójcik

AGE: 31

PERSONALITY: Manic

When Meyers requested a Spec Ops escort for his little evacuation, Wójcik knew the colonel had something to hide—she just didn't expect her squad to be playing surrogate mother for fucking monsters. She'd read the redacted file on 26 Draconis and knew it was bullshit—even if it killed what was growing inside them, it could turn them into monsters instead. She got them out, tried to find outside help, and failed—but none of that matters now. Her entire physiology now changing beneath her skin, the feverish Amelia is insane with pain and out of her mind. When the PCs meet Wójcik, she is a Stage II Anathema (page 65).

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, PRIVATE FIRST CLASS



AWOL RIFLEMAN, AFFLICTED ANATHEMA
CHESTBURSTER HOST

FULL NAME: Isaac Carvalho

AGE: 26

PERSONALITY: Delusional

26 Draconis was supposed to kill the monster growing in Carvalho's chest—it didn't. He's accepted that—he'd just rather talk about the fine art of hamburgers. His family owns Carvalho's Cuts—a small cattle ranching and meat packing company out of Terraform 3. After his tour, he plans to open a burger joint on Anchorpoint Station. Right now, he just wants to cut the fucking thing out of him before he explodes.

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: Delusional self-preservation. Get the Chestburster out, even if he must pull it out with his own goddamn hands.

WRIGHT, LANCE CORPORAL



AWOL SQUAD DEDICATED MARKSMAN,
RECOVERED CHESTBURSTER HOST

FULL NAME: Jamie Wright

AGE: 29

PERSONALITY: Paranoid

Jamie's scratched nine tally marks on her rifle that everyone assumes are sniper kills. They're actually the number of worlds she's visited—she's killed three times that amount. Her CO calls her 'Ms. Wright' because she's the right woman for the job. Unfortunately, the wrong job was guarding fucking monsters. Jamie thinks she's on borrowed time—but the thing that was glowing inside her chest is now dead. For her, 26 Draconis worked. If she plays her cards right, Corporal Wright might just be alright after all.

STRENGTH 4, AGILITY 5, WITS 4, EMPATHY 1

HEALTH: 4

SKILLS: Close Combat 1, Command 1, Mobility 1, Observation 4, Ranged Combat 5, Stamina 1, Survival 1

TALENTS: Banter, Weapon Specialist (Sniper)

SIGNATURE ITEM: Crumpled paper 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, LANCE CORPORAL



AWOL COMBAT TECHNICIAN, DECEASED

FULL NAME: Wilbe Reese

AGE: 32

PERSONALITY: Doorknob

At boot camp, Reese was the guy who—okay you know what? It doesn't matter. 26 Draconis didn't work. His Chestburster popped, then gnawed off his fingers and ate his face. He's dead, alright?

STRENGTH 0, AGILITY 0, WITS 0, EMPATHY 0

HEALTH: 0

SKILLS: Close Combat 0, Mobility 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.

OTHER NPCs

MEYERS, COLONEL



COMMANDER OF FORT NEBRASKA
 FULL NAME: Edward R. Meyers
 PERSONALITY: Manipulative

Colonel Meyers doesn't seem like a bad guy. He's doing what he does for his country, and that's somewhat admirable. Bioweapons programs under the control of visionaries like Colonel Spears and General Vaughn will catapult the Colonial Marines back to the top of the galactic food chain, and that's what he wants. The UPP and the rebels of Ariarcus are merely obstacles to be smashed through along the way. This colony is a lost cause, and he's going to use it to cripple his enemies.

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 handheld kill-switch fob that can deactivate Jaell, lockdown the base, and wipe project files from the mainframe (When found in Act III, Meyers has it concealed, taped to his inner thigh—see page 61).

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

JAELL, CHIEF WARRANT OFFICER



FORT NEBRASKA SECURITY
 FULL NAME: Jaell

AGE: 5 (appears 25)

PERSONALITY: Duplicitious

An experimental/expendable Hyperdyne EXP1-33 Series Combat Synthetic, Jaell was sent to Fort Nebraska for field-testing and exceeded all expectations. Impressed, Colonel Meyers installed a kill switch in her and assigned her to the base's A.P.O.L.L.O. mainframe. To monitor progress of the hunt for the AWOLS, Jaell covertly linked to Chaplain and began uploading herself to the android's mind. With the transfer currently incomplete, she now hides in Chaplain's subconscious, playing Mr. Hyde to his Dr. Jekyll. Jaell's body waits in the mainframe room. For more on this, see relevant event on page 61.

STRENGTH 7, AGILITY 7, WITS 5, EMPATHY 2

HEALTH: 7

SYNTHETIC: Jaell is a synthetic and thus follows the rules on page 111 in the core rulebook (page 77 in the Starter Set rules).

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



COMBAT ENGINEER TURNED INSURGENT LEADER

FULL NAME: Imre Botos

AGE: 33

PERSONALITY: Righteous

Imre was honorably discharged from the USCMC and returned to find his home colony in chaos. A student of military history, he immediately put his skills to use by organizing an insurgency movement. Three years later, he has recruited many to the cause, staged attacks on checkpoints and oil shipments, and formed UPP alliances for weapons and supplies. He wears his hair long in defiance of military protocol. Imre isn't a fanatic—he's just a guy fighting for his people. After the black goo bombings, he'll seek out an alliance with the opposing survivors.

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.

MS. ECKFORD



WEYLAND-YUTANI LIAISON TO PROJECT LIFE FORCE

FULL NAME: A. Mallory Eckford

AGE: 34

PERSONALITY: Aggressive

Of mixed Germanic and Asian descent, Ms. Eckford is far from your typical suit—she has commando training and likes to get things done herself. When the AWOLs went missing, Eckford reviewed their scans and saw the key to weaponizing the alien. While Meyers wants the errant marines eliminated, Ms. Eckford wants them contained for study. She suited up her Dog Catchers (page 19) and went after them herself. This is her chance to make it big. Either she'll succeed or she'll be dead. It will be one of those two things, for sure.

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, VICE SERGEANT MAJOR



UPP SPACE OPERATING FORCES SQUAD LEADER

FULL NAME: AAB3 Syem Davydovich

AGE: 117 (appears 42)

PERSONALITY: Malicious

A David 7 synthetic active for over a century, Davydovich has served as a teacher, a construction worker, a prison guard, and a personal assistant before being repurposed as a war machine. When his human UPP controllers are killed in the Black Bombings, he assumes command

of the remaining forces. His icy manner is thinly veiled behind an ominous smile and excellent etiquette. Syem knows about the secret of Project Life Force and wants to gain access to Fort Nebraska to secure samples. He will agree to a ceasefire to assure his mission parameters are met with him intact.

STRENGTH 7, AGILITY 7, WITS 3, EMPATHY 3

HEALTH: 7

SYNTHETIC: Davydovich is a synthetic and thus follows the rules on page 111 in the core rulebook (page 77 in the Starter Set rules).

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

TALENTS: Field Commander, Killer

SIGNATURE ITEM: Red SOF commandant beret marred by a hole from a stray pulse rifle shot, taken off his dead master.

GEAR: AK-4047, combat knife, UPP 6B90 Combat Armor (Armor Rating 5, Weight 1)

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

DAVID 7 UPP COMBAT SYNTHETICS

These century-old refurbished Weyland-type David 7 units have been repurposed as combat synthetics by the UPP. David 7 synthetics can accurately replicate most human emotions and consistently achieve assigned objectives. As with all UPP androids, they

have no rights under UPP law. They are equipped with substandard joints and are particularly careful about lifting too much weight or jumping from too high, lest they snap a limb or two (see David 7 Androids on page 19).

MINOR NPCs

NPC	STR	AGL	WIT	EMP	HEALTH	SKILLS	TALENTS	GEAR
Fei² TYPE 2 ANDROID	4	6	6	4	4	Observation 3, Mobility 2, Comtech 3, Stamina 4		
DOCTOR LITVIN	2	3	4	5	2	Mobility 2, Observation 3, Medical Aid 4, Manipulation 3, Stamina 3	Field Surgeon	Personal Medkit, Surgical Kit, Flashlight, 4 doses of Naproleve, Hypodermic Needles in Case
COLONIAL MARSHALS	4	4	3	2	4	Mobility 1, Observation 2, Medical Aid 1, Close Combat 2, Manipulation 1, Ranged Combat 3		Folding Knife, Armat Model 37A2 12 Gauge Pump-Action Shotgun, M4A3 Pistol, Handcuffs, Flashlight
ARIARCUS COLONIST	5	3	3	3	5	Stamina 2, Close Combat 1, Survival 3, Heavy Machinery 3, Comtech 1		Geology Testing Kit, Ropes and Climbing Equipment, Flashlight, Multi-Tool, Sample Containers
LUKE, POSTULATE	4	3	2	5	4	Close Combat 3, Manipulation 4, Observation 2, Ranged Combat 1		Twelve doses of recreational drugs, two doses of X-Stims
WEYLAND-YUTANI DOG CATCHERS	4	5	4	1	4	Close Combat 3, Ranged Combat 4, Observation 2, Mobility 1		APE suit, M41 Pulse Rifle, Catch Pole and Containment Gear, Hunting Knife, Portable Medkit, Flashlight, Tie-Wraps, Binoculars
ARIARCUS INSURGENT	5	3	3	3	5	Stamina 2, Close Combat 1, Survival 3, Heavy Machinery 2, Comtech 1, Ranged Combat 1		M4A3 Service Pistol or AK-4047
UPP SOLDIER	5	4	3	2	5	Close Combat 2, Stamina 2, Ranged Combat 3, Mobility 2, Survival 1		6B90 Combat Armor, Pistol, Flashlight, AK-4047, 4 Grenades, Combat Knife
USCMC RIFLEMAN	5	5	2	2	5	Close Combat 3, Ranged Combat 3, Stamina 1, Mobility 3, Survival 3		M4 Personnel Armor, M41 Pulse Rifle, MA4E Pistol, Flashlight, Personal Medkit, 4 Grenades, Combat Knife
David-7 COMBAT MODEL UPP ANDROID	7	7	4	2	7	Close Combat 3, Ranged Combat 3, Mobility 2, Comtech 1, Observation 1		

ANDROID FLAW - SUBSTANDARD COMPONENTS: The UPP uses lower grade materials, meaning any critical injury on this model of synthetic always triggers two rolls on the CRITICAL INJURIES ON SYNTHETICS CHART on page 111 of the ALIEN RPG core rulebook (page 77 in the Starter Set rules).



MOONSIDE LOCATIONS

Radiating out from the central fort, the Ariarcus colony sprawls over 16 kilometers. Split into four districts, the settlement is composed of prefab-buildings and cargo containers that have been stacked, fitted together, and refinished into living accommodations. Most of the buildings are freestanding structures with streets running between them.

Everything looks dirty, industrial, and lived-in. Service buildings and corridors have floor-grating, running pipes, and exposed machinery, while the medical facility, marshal station, and bar have soft-paneled plating and white surfaces. Ceilings are three meters high and all doors open mechanically with an electronic keypad entry. The same aesthetics are followed within the fort.

MAPS: You'll find an overview of Ariarcus on the back of the big map in this boxed set. Show the players this map at the start of the scenario. Detailed maps of the locations listed here are also included in the set—show the players these maps when they arrive at the location in question.

DON'T BLOW UP THE PLACE

Ariarcus is an oil town. As such, many aboveground pipelines zigzag their way through the colony. They are 1-2-meter diameter pipes that collect the crude oil from the wells and convey it through the colony to the tanks in the Fort. If PCs intentionally shoot at the pipes, roll a D6. On a  the pipe explodes, triggering a Blast Power 6 explosion. On a , there's a pop and a hiss as dried gray flakes eject from the rupture, sparkling as they quickly settle over everyone in SHORT range. The dust is the byproduct of the Oil-Eater bacteria (page 81). Even if the PCs don't intentionally shoot at the pipes, you can let a stray bullet hit one to spice things up.

DISTRICT SOUTH

Sometimes called Downtown, District South includes the spaceport, bar, and residences.

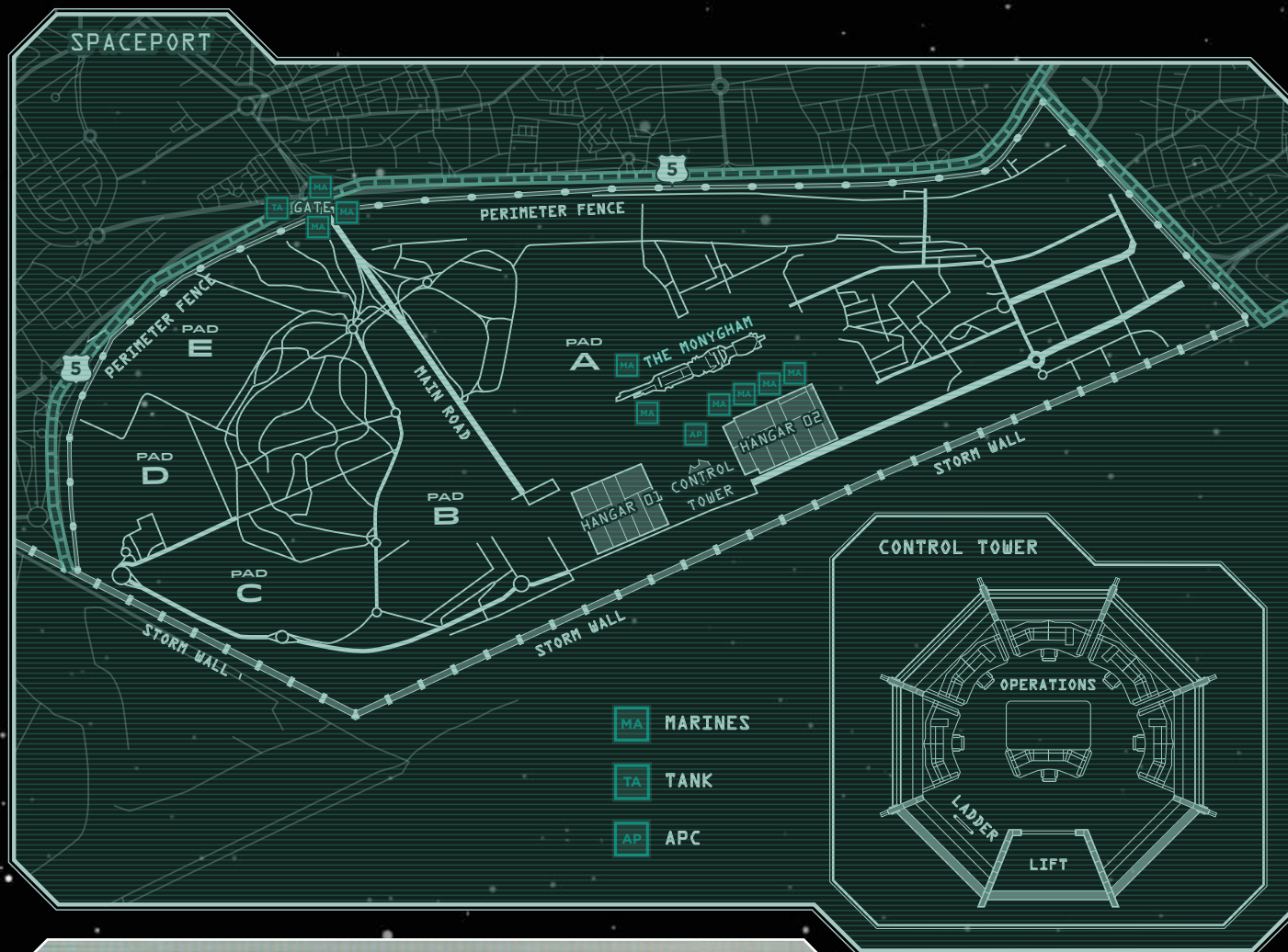
COLONY SPACEPORT

Protected by a five-meter storm wall to the south, the colony's spaceport lies on the edge of District South. Security forces mill about the front gate. While the skies are empty above, a massive Conestoga-class ship sits on the spaceport's

largest pad. The control tower's storm shutters are closed, but a warm light glows from Hangar 01. There are people inside—lots of them. In Act II, the spaceport belongs to the UPP. By Act III, anyone left here is dead.

ARIARCUS COLONY





MA

THE GATE: The perimeter fence's sliding gate is guarded by a Sergeant-led four-marine security squad with an M40E Ridgeway heavy tank (page 85 for stats). Security will let the PCs enter the airport if they present credentials.

TA

MA

LANDING PAD A: The medical frigate USSC *Monygham* sits on the tarmac, guarded by twelve marines. While the *Monygham's* engines are warm, her ramps are closed and she's dark. Her vehicle bays are packed with colony equipment. Her crew won't open her up as per Colonel Meyers' orders. *Monygham* could evacuate the entire settlement if she were allowed to leave.

LANDING PADS B-E: Designed for smaller craft, these pads are empty—save for a refueling station on B platform. If someone tries to use the hose, the nozzle spits silt—tank's dry (See Oil-Eater Bacteria, page 81).

HANGAR 01: Inside is the HMS *Magpie*—a G-Class Corvus salvage freighter with a gutted reactor—she isn't going anywhere. The HMS *Magpie's* Captain, Edie, is drowning her sorrows at the Oblivion bar. There are six P5000 Power Loaders and any mechanical tools the players may think of. An ASSO-400 Harpoon gun rests against a dismantled thruster array.

HANGAR 02: It's warm here—not only from the heaters, but from the hundreds of people crammed into close quarters. Some look angry and desperate. Many wear hoods and scarves, obscuring their features. Eight marines led by a Sergeant maintain order with an APC and M56 Smartguns. If the PCs waded through the crowds in Act I to search for the AWOLs, roll or choose events from the table on the next page. In Act II, the colonists here are prisoners of the UPP. By Act III, they're dead.

MA

AP

HANGAR INCIDENTS

D6	ENCOUNTER	INCIDENT	DISCOVERY
1-2	Information	A colonist named Connor wants cash or a guaranteed seat out of here in exchange for info.	Claims he saw the AWOLs arguing last night at Oblivion.
3-4	Terrorist	An insurgent named Michael begins to sweat profusely when questioned. He's wearing an explosive belt attached to a deadman's switch.	Michael's plan is to cripple the Monygham. If killed or cornered, he'll trigger a Blast Power 15 explosion. He can be talked down with a MANIPULATION roll.
5-6	Angry Mob	Crowd gets ugly, and the NPC marines react in kind. See the table below.	

ANGRY MOB

D6	JUST HOW ANGRY ARE THEY?	D6	WHAT ARE THE NPC MARINES GOING TO DO ABOUT IT?
1-3	Shout! Colonists hurl slurs, threats, snowballs and rations. Unchecked, this escalates to Riot or Stampede in one Turn.	1	Threaten to shoot everyone. If rerolled, light 'em up.
		2-3	Vigilant. Remain in control.
4	Riot! Rage filled colonists attack each other and everyone else.	4-5	Crowd control! Deploy riot containment tactics.
5-6	Stampede! Colonists storm the Monygham. They search trampled marines for weapons and boarding access cards.	6	Mow 'em down! Start shooting Smartguns into the crowd.

CONTROL TOWER: This three-story tall control tower stands between two starship hangars.

- ▶ **LIFT:** The personnel lift runs from the ground to the control room. The tower door opens directly into the lift.
- ▶ **SPACEPORT OPERATIONS:** With a ground stop in effect, the center has its blast shutters closed. There are terminals here for communications, weather, and flight control. The weather station tracks the inbound blizzard. As flight information is routed through Fort Nebraska, an enterprising PC could try accessing the fort's

mainframe (page 43). Info can then be routed to the ancient Holotab here. During Act I, the tower's instruments register limited movement in the system (two Conestogas on patrol and a Bison freighter loading at counterweight station). During Act II, a UPP fleet with fighters and dropships will enter the system and engage with marine forces. In Act III, there's nothing but static.

- ▶ **LADDER AND HATCH:** This leads to the roof and the sensor and antenna equipment. The colony homing beacon and comm array is there.

DOWNTOWN

These buildings have second story establishments with stairs and decks. Garages and storage are underneath at ground level.

EYE OF OBLIVION: A large blue neon winking-eye with a red crescent moon at its center marks the entrance of the colony's only open bar. In Act II, Oblivion now services UPP troops and loyalists, but is otherwise unchanged. By Act III it is abandoned.

Inside, the bass rumbles. Smoke stings the PCs' nostrils and the alternating crimson and azure strobes burn haloed ghosts on their retinas. Silhouetted dancers sway rhythmically on the bar stage. While the rest of the colony is a ghost town, Oblivion is packed with local and migrant revelers celebrating the end of this world.

- ▶ **THE SNAKE:** The bar is curved like an S. Like all the tables here, the bar has a lit surface that doubles as a stage. Nine dancers, four of which are male, are spread across the stage and private tables here.
- ▶ **THE CROWD:** As the marines move through the dense crowd, patrons will shy away or quickly hide their illicit substances—some will try to slip out unnoticed. If any of them are questioned, they will either be belligerent or aloof. If a situation becomes tense, the manager Fei² (see the boxed text) will step in.
- ▶ **EDIE:** The drunk migrant captain of the 3WE freighter HMS Magpie, Edie's stuck here while her ship awaits repairs (see Hangar 02 on page 22). She is angry as the repair team and supplies she needs to get off the ground are stuck in orbit thanks to the suspension of traffic. If the PCs are sympathetic, Edie will say that she and her crew have had lots of requests to get people off-world, and it's a good payday she's missing (if Wright is at the spaceport she will be

one of those who asked). She has a hidden boot knife. In her jacket is a bottle of X-stim pills, a flask of whiskey, and a pack of Imperials.

- ▶ **THE DISGRUNTLED DANCER:** A friendly and attractive albino woman named Bobbie dances at the head of the bar. If shown an image of the AWOLs she turns cranky, saying they were here around 2 am last night and didn't leave a tip. That's all she has to offer.
- ▶ **THE TABLES:** There are a dozen scattered throughout the establishment. While most patrons are just concerned colonists, two of them are insurgents named Petre and Mika. Mika will slip out to contact Botos (offering the event "Ambush" on page 54) but can be spotted leaving suspiciously with an **OBSERVATION** roll. Petre is an X-Stim addict with a Rexim RXF-M5 EVA pistol. If questioned, he will try to bluff his way out, but if cornered he'll take a hostage.
- ▶ **THE OFFICE:** A small room behind the bar, the dingy office has a large desk and two chairs for visitors. Rotating security camera feeds covering all areas of Oblivion can be viewed on the three monitors built into the desk here. In the wall behind the desk is an encrypted lock safe that requires a hard (-2) **COMTECH** roll to open—or Fei²'s access code. Inside is \$500,000 in W-Y, \$200,000 in UPP bills, and a \$2,000,000 W-Y cache of illicit drugs including X-Stims.
- ▶ **SECURITY CAMERAS:** Footage from the previous night shows the four marines meeting with someone and gives the PCs grainy pictures of the defectors' contact. Running a check against all known colonists and making an **OBSERVATION** roll will identify him as suspected insurgent Ivan Stolls. If the PCs check back with the Marshal Station, they discover the deputies have already picked Stolls up for questioning.



ARTIFICIAL MANAGEMENT

The Eye of Oblivion's manager is a former Venture Type Fei Two pleasure model synthetic. Fei² will deflect the PCs away from her clientele. She has a tendency to accidentally misinterpret questions, but if things are made clear to her, she'll reveal the following:

- ▶ **AWOLS:** The four marines were here last night, met with a short balding man she didn't recognize (Stolls), then had an argument and left separately. One of them left angry. The straggler got shit-faced but

left before the Marshals arrived to arrest him.

- ▶ **PEOPLE OF INTEREST:** Imre Botos' people are looking for them as well. The Marshals can confirm that Botos is off the grid and is a known insurgency leader.

Fei² is sympathetic to the UA and will want to (quietly) assist the players while avoiding any backlash from her patrons. See the event "My Sympathies" on page 56 for more on Fei².

DISTRICT EAST

A good neighborhood, the docs and the cops can be found here.

MARSHAL STATION

This Office of the Colonial Marshals Station is understaffed with only a dozen deputies. Marshal Manning Hyams, 61, is in charge. For thirty years he has told himself he'd stay on Ariarcus for just one more rotation.

In Act II and III, the Station is destroyed, but a search of the rubble (taking a Turn) will reveal Reese's chestbursted body, the remains of a Drone's cocoon sack, and two dead UPP soldiers, with acid burns on their bodies and terrible head wounds.

RECEPTION: The frazzled receptionist Olga is inundated with reports of looting, violence, and monster sightings. These last she hasn't logged as they are clearly ridiculous, but if pressed she will remember that one came in from District South somewhere, and the other was at Wildcatter Park. Olga will let the PCs into the Bullpen to meet Marshal Hyams.

BULLPEN: This is an open white-paneled room where Marshal Hyams and his deputies have their desks. If the PCs ask Hyams for leads, have them make a **MANIPULATION** roll. If it succeeds, he will tell them that a deputy is currently questioning a suspected insurgent in the Interrogation room. In addition, Hyams will pull up a file with a mugshot of a John Doe that was brought in for disorderly conduct a few hours ago. The PCs will immediately recognize the mugshot as Private Reese. The marshals let him sleep it off in the holding area—he is still there. The PCs can see him if they'd like.


Computers in the Bullpen monitor a multitude of locations and track colony alerts. Getting access to these requires another **MANIPULATION** roll on Hyams. A satellite hookup can zoom in on parts of the settlement. Many security camera feeds are black—they were vandalized or suffered

power surges throughout the night. Checking the comms, computers, or cameras and making a **COM-TECH** roll can reveal the information in the table on page 28.

INTERROGATION ROOM: Deputy Mike Dodd is questioning suspected insurgent Ivan Stolls here. Ivan complains that he's got severe heartburn and is constantly touching his chest and asking for water (this is to make the players paranoid that he's got a Chestburster inside him. He does not). With a successful **MANIPULATION** roll, Stolls will reveal that Sergeant Wójcik was picked up by the insurgents. She's offering the UPP more than just stolen intelligence—she and her marines smuggled bioweapon samples out with them as well. He does not know where the insurgents took her, but with a second **MANIPULATION** roll he will reveal that they were planning on handing her over to the UPP at the Old Refinery.


HOLDING AREA: Inside this dimly lit section are the cold bars of six jail cells. Laying on the cot in the fourth cell, AWOL Private Reese faces away from the PCs—completely unresponsive. The floor is covered in dried blood, but the PCs need to make an **OBSERVATION** roll to notice. When turned over, it's revealed that his face and hands have been chewed off and there is a horrid hole in his chest with his ribs bent outward.

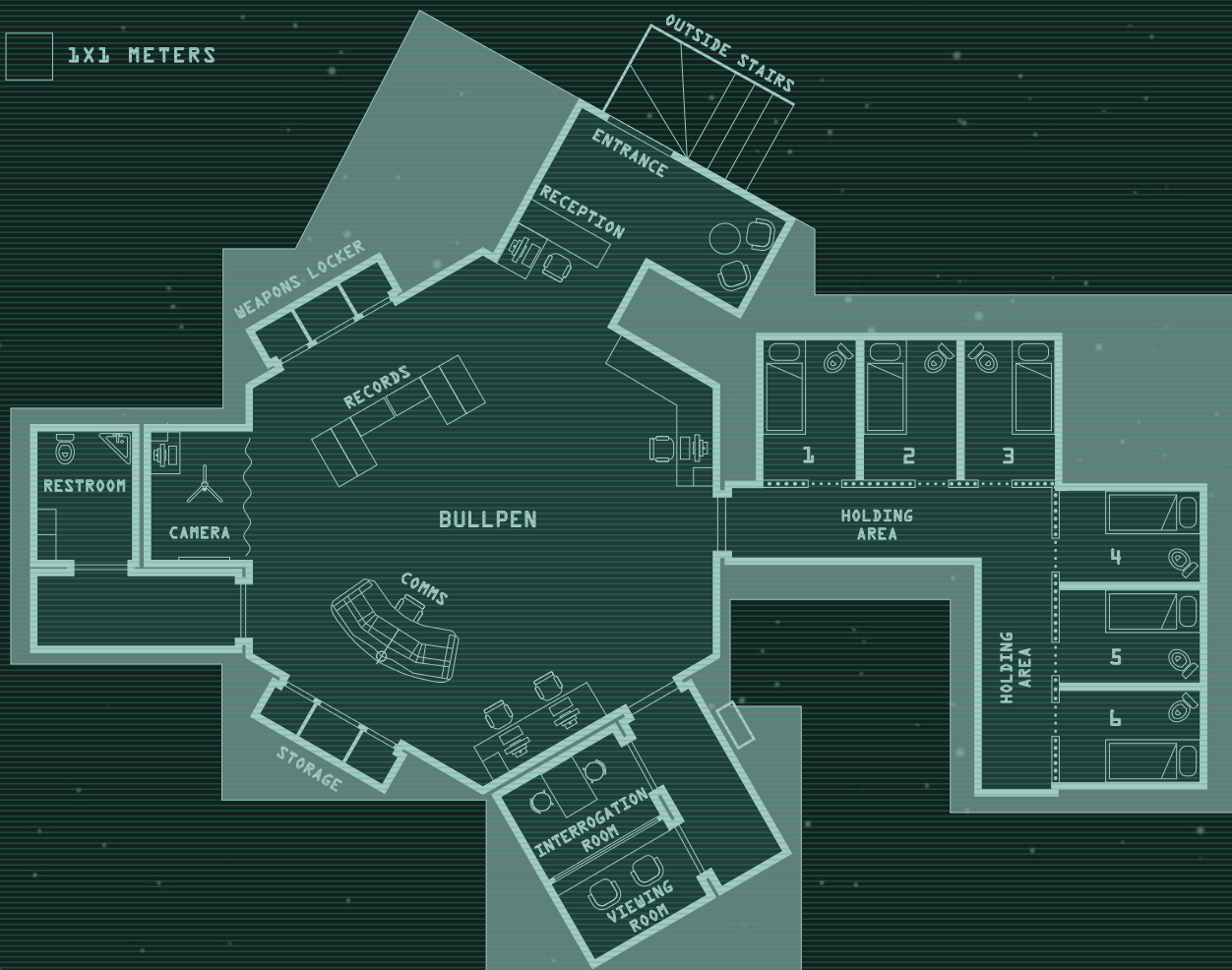
Inside the Holding Area in the shadows above the entrance is a slimy, two-meter-long bloated hammock suspended by resin webbing—the Chestburster's cocoon. No one notices until a bit of slime plops on someone's shoulder. The dripping fleshy sack pulses and writhes—there's something alive in there—a Drone Xenomorph (page 74). It tears from the cocoon and flops to the floor, but is soon rising to attack the PCs. Draw initiative.

CELL 04: Anyone in the jail cell (examining Reese) can pull the door shut and lock themselves inside—offering them temporary protection from the Drone, which will ram its head against the bars each Round until they bend enough for it to squeeze through. Roll for each attack with eight Base Dice. Every  will inflict one point of damage, and the bars will give way after suffering ten points of damage. Each attack will also give **STRESS LEVEL +1** for each PC inside the cell.

THE DOOR: Any panicked characters near the exit can jump out and close the door behind them, trapping anyone still in the jail with the beast. If locked in, it's not long before the Drone is beating the door down to escape. If the Drone breaks out of the jail, it will seek the nearest window, sewer, or exit and escape into the night.

MARSHAL STATION

 1X1 METERS



**COMMS, COMPUTERS,
AND CAMERAS****JAIL
CAM**

One of the dead feeds is internal. Deputies confirm it's the Holding Area but they've only got one occupant in there—a drunk (page 26).

**INFRARED
SENSOR**

There's a new heat source coming from the Old Oil Refinery. The Refinery has been shut down for decades.

**COMM
CHATTER**

- ▶ San Rocco has reported no deaths or new patients since this afternoon. In fact, they have stopped reporting altogether.
- ▶ A storm front is mounting with a blizzard on its way.
- ▶ There's an incident at the Spaceport, where a person climbed the fence to get in, and caused a ruckus that has breached the fence. Local marines are repairing the breach whilst trying to round up those who got inside.
- ▶ The PCs identify a pattern to the background clicking sounds on some channels—it's an encrypted UPP code. A second COMTECH roll decrypts it: "Awaiting package delivery." The signal comes from the north in the vicinity of the Oil Fields and Old Refinery.

**COLONY
RECORDS**

- ▶ There are only two people in Marshal custody at the moment—Ivan Stolls (see Interrogation Room on page 26) and a John Doe (see Bullpen on page 26).
- ▶ Imre Botos is a former marine and suspected insurgency leader. He was honorably discharged, came home to Ariarcus three years ago, and promptly disappeared.

**RECHARGE
STATIONS**

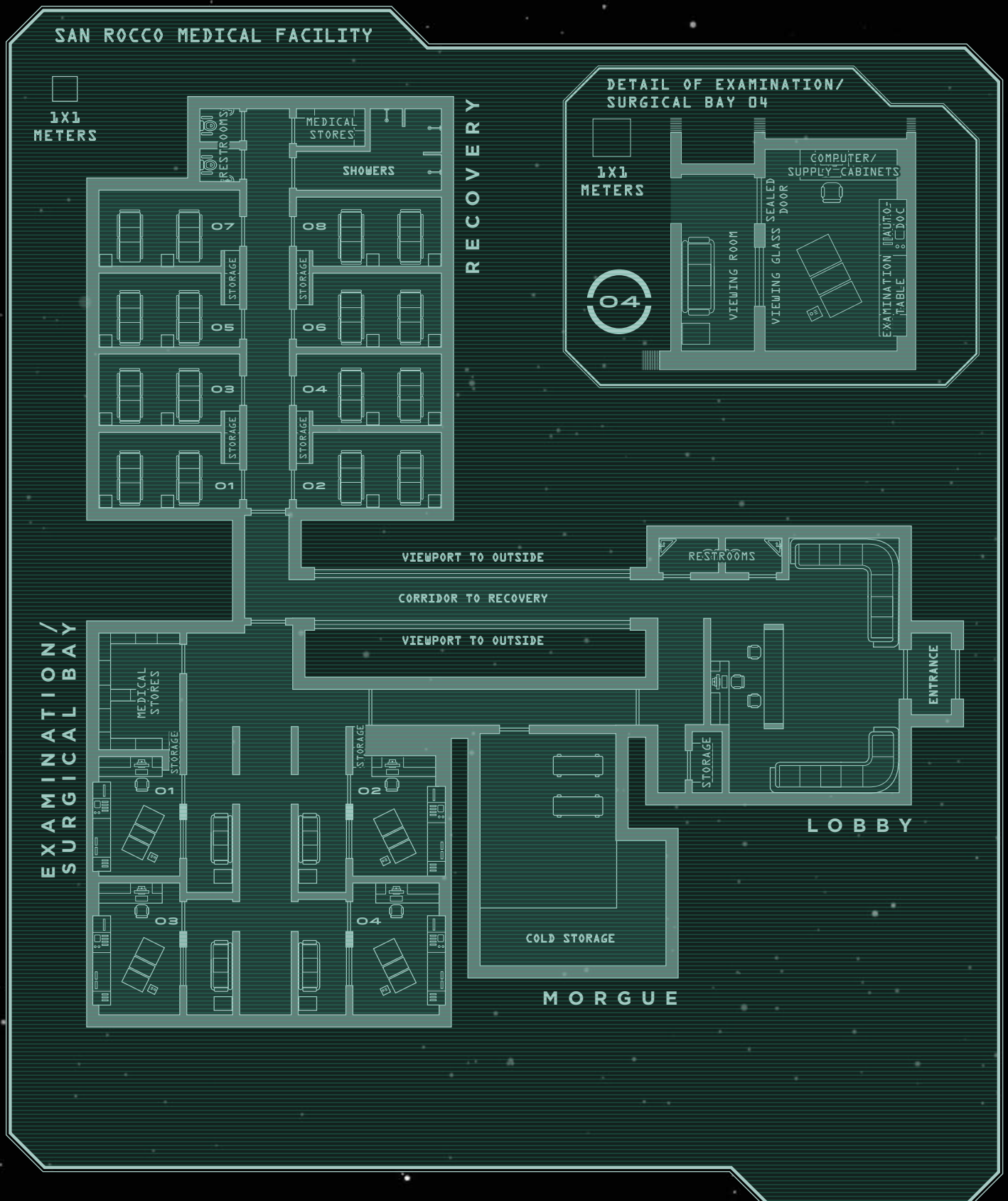
A bank of nine public ATVs (page 85) are plugged in here and clamped down. Any military key tag will release one.

**SAN ROCCO
MEDICAL FACILITY**

A small hospital, San Rocco currently has one doctor, an intern, and a medtech on duty. Two Emergency Medical Teams are out on calls. In Act II, San Rocco has been hit by an airstrike and the Lobby and Recovery blocks are shattered. The Examination bay is intact but there is no power (read more below). In Act III, the facility harbors eight Freak Anathemas (page 65).

MEDTECH STATION: The front desk is vacant, the comms beeping angrily. Frazzled intern Duncan is down the corridor and will notice the marines. If asked about AWOLs, he vaguely remembers seeing someone resembling Wójcik and Carvalho check in this morning. There's no names or rooms listed, but the place is pretty empty so there are only a few rooms to check. Doctor Litvin was the attending physician this morning, so he might know something. He's in Examination Bay 04. Also, there are five bodies in the morgue.

RECOVERY 01: Only one of two beds here is occupied, by an elderly patient in a coma. A machine helps her breath and monitors her vitals.



RECOVERY 02: The PCs are greeted by the steady tone of a flatline—punctuated by a feral scream. There are two patients—Rene with a drug problem (overdose—he’s the flatline), and Fernando with a gunshot wound—along with a panicking medtech in here. The tech is calling for the doctor but getting no response (Doc’s about to go into surgery with Carvalho and has disconnected his comm). The PCs can resuscitate the patient with a hard (–2) **MEDICAL AID** roll.

Fernando will tense up when the PCs enter the room. He’s an insurgent who was wounded in a checkpoint raid but managed to escape, and he thinks the marines are here for him. He will try to keep his cool, but if pushed he will rip out his IV and grab the tech as a hostage. If subdued or negotiated with (**MANIPULATION** roll), Fernando will reveal that they picked up one of the AWOLs and are holding her in the Insurgent Compound until the UPP comes for her.

RECOVERY 03–08: Each of these rooms has two beds, but all are vacant.

MEDICAL STORES: Any reasonable drug, stim or medkit can be found here. The door is code locked and must be bypassed with a **COM-TECH** roll.

MORGUE: A somber room with pull-out body drawers, the morgue has five occupants. Three died of natural causes and two are covered in glittering silt—killed in a pumpjack accident. Cause of death: silt asphyxiation.

EXAMINATION/SURGICAL BAYS: San Rocco has four such bays. Each has a computer and an examination table that slides into an Autodoc. Only Bay 04 is active. The door here is locked, but what’s going on inside the sterile

bay can be seen through the viewing glass wall. A sedated man in a hospital gown lies in the Autodoc—Private First Class Carvalho. Doctor Litvin is examining him.

When Litvin sees the PCs, he will warn them away—he’s trying to save the man. If it comes to it, he will pick up Carvalho’s pulse rifle and threaten them, but it’s an empty threat, he will be obviously terrified and shaking, and he won’t use the rifle. It’s better to get him to talk—he’s got a lot to say. The PCs can talk him down with a **MANIPULATION** roll. See the boxed text “Doctor’s Prognosis” on page 31.

While the PCs get busy talking to the doctor, the feverish marine will wake up in the Autodoc and start muttering and mumbling about how he’ll never get to the refinery, it’s all too late, he doesn’t want to die, not like this. At an appropriate moment he will become hysterical and lock himself in the Bay. Carvalho has lost his mind and will try to cut open his chest and literally pull the Chestburster out, killing himself in the process (page 72). Regardless of what he does, it will burst out of his chest on its own within one Turn (whenever you feel it is dramatically appropriate).

- **ACT II:** If the PCs come here in Act II, the place is dark and deserted, except for Surgical Bay 04. The door cannot be opened without power. In the dim light through the viewing glass they see Carvalho’s chestbursted body and poor Dr Litvin ovomorphing in the corner, but it takes an **OBSERVATION** roll to spot the Drone Xenomorph curled up under the table. If they miss it, it becomes **ACTIVE** and will stalk them. If they see it, it will attack the toughened glass to get to them (Armor Rating 2, Health 5). Draw initiative.

DOCTOR'S PROGNOSIS

If the PCs get Doctor Litvin to talk, he can confirm that both Wójcik and the severely beaten Carvalho checked in last night—but Wójcik disappeared after her blood tests were taken. When Litvin scanned the monster growing in the remaining man's chest, the feverish Carvalho begged him to remove it without informing the base. Litvin agreed, but could see no way to remove the damn thing without killing the host.

As he dove deeper, Wójcik's scans and blood work came in—squirming with unidentified microorganisms that evolved and changed at an alarming rate. Carvalho's blood had elevated white blood cells, but was otherwise fine. The alien thing inside the marine has a vastly different biology than his—in layman's terms, one

is man and the other is monster. Inside Wójcik, the thing's biology is superseding hers, turning her into the monster. And based on the scan of the venom sacks developing where her tonsils should be, her bite will likely create more of its kind. Wójcik—and anymore like her—have got to be found.

Litvin wants to use the cryosleep chambers on the Monygham to freeze Carvalho. Any such requests made to base support will be denied as the squad is reminded that everything is “need to know.” If the PCs push for use of the Monygham, the ship will explode on her landing pad. Insurgents will be blamed but it will be Meyers' doing.

DISTRICT NORTH

In addition to a scattering of mostly abandoned older households, District North also contains oil fields and the old refinery.

OIL FIELDS

This barren stretch of snow-covered land is home to huge fracking rigs, ten seesaw pumpjacks, three massive mobile drilling rigs and over 60 wells. If the PCs investigate the area, see the boxed text “Don't Blow Up the Place”

on page 20. In Act II, the UPP has claimed the fields and protected the area with 24 UPP troops, six Ox vehicles, and three Krokodil Dropships (page 86). By Act III, the area is deserted.

OLD REFINERY

Closed down since the turn of the century, this ground facility has massive spherical crude oil tanks, corroded gas treatment units, a cracking unit, waste storage, and more. The central complex is an industrial wasteland, with pipes and pillars, fallen-down walls and rusted barrels and waste hoppers. The office is a hollow shell. These are the only locations of note here.

OFFICE: Someone has started some barrel fires to make some heat and light here. There are three insurgents and two UPP soldiers, wearing civilian clothing to hide their armor (page 19) here, passing around a bottle of vodka to ward off the cold. The UPP soldiers were sent here before the invasion force to pick up Wójcik and they are waiting for the AWOLs to be delivered. All five are initially **PASSIVE** in relation to the PCs but are on edge in case the Colonial Marines find them. If the PCs try to sneak up on them, move into Stealth Mode.

If the PCs are successful, they can surprise the insurgents and UPP, who will try to bluff their

way out of the situation. One has a coded comm unit in his jacket that crackles to life just when he doesn't want it to. The PCs can use it to isolate the UPP frequency, listen in on communications, and trace signals back to the insurgency base—the Insurgent Compound. Four AK-4047 rifles lean against the wall.

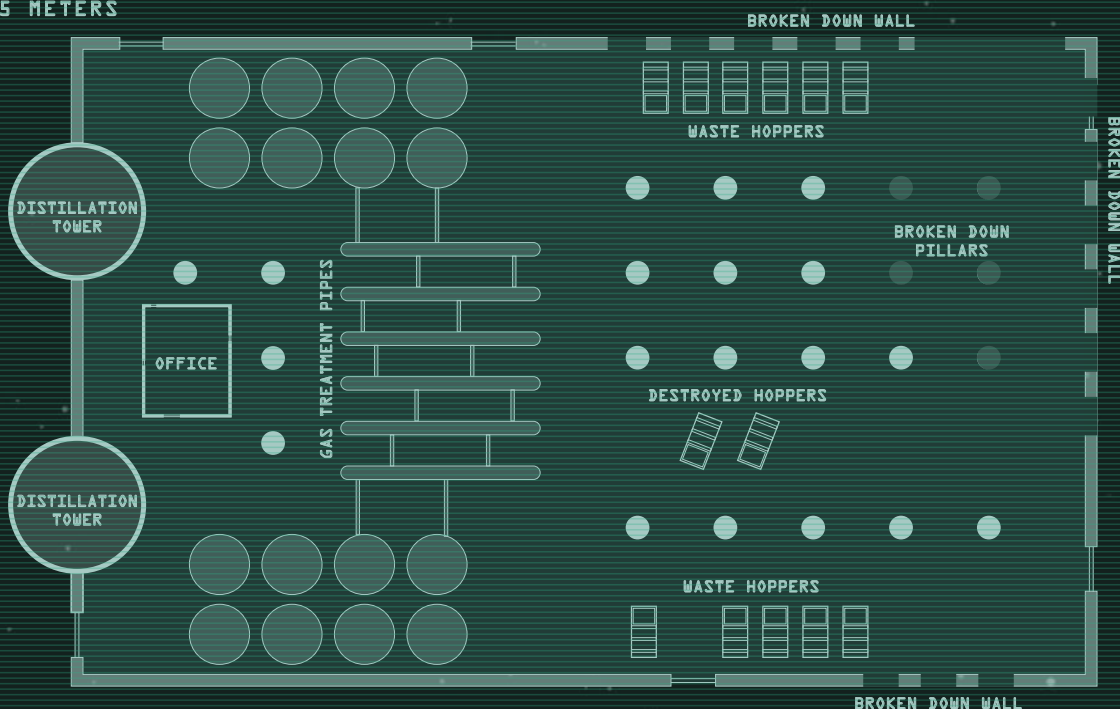
If the insurgents hear the PCs coming, they will be suspicious and take up positions in cover. If this becomes a shootout, the last man standing will try to escape, but if cornered, they might strike a deal (roll **MANIPULATION**). In exchange for immunity and transport off-moon, he'll reveal that Wójcik's being kept at the Compound and was supposed to be handed off to the UPP here.

Once the PCs learn of the insurgent compound, move to the event "Location Acquired" (page 54).

DISTILLATION TOWER: At the base of the tower is a case of ten M5 RPG Launchers—apparently stolen from the fort.

OLD REFINERY

5X5 METERS



DISTRICT WEST

Most of the businesses and residences here are closed and boarded up.

WILDCATTER CAR PARK

There are 13 Daihotai 8X8s (page 85) on this lot with berths for another 17. They're covered with snow tarps, lashed down for the storm, and can be hotwired (HEAVY MACHINERY roll).

FINDING THE COMPOUND

Any insurgent captured at any time can be interrogated. If they break (MANIPULATION roll), they will offer up the name Imre Botos as their leader. The insurgents always meet at the Eye of Oblivion bar. Any broken insurgent will know the location of Botos' Compound, but it takes another MANIPULATION roll for them to reveal it.

The Insurgent Compound's location can be learned by following leads from the Marshal Station and the Old Refinery. If any PCs are captured, they'll be taken there. If they are still having trouble, Major Hatfield can always receive a tip from a patrol—suspicious activity and reports of gunfire coming from a residential compound in District West.

One way or another, the players will get themselves there.

THE INSURGENT COMPOUND

The former estate of one of the more well-to-do colonists, this walled home is located in an active residential area and is well fortified. Windows have metal shutters pulled over them, and the doors are reinforced and heavy (Armor Rating 6 and can take 8 points of damage before giving way).

YARD: Pristine and laden with snow drifts, the yard is quiet. The yard's reinforced walls are three meters high with one entrance facing the house and another by the shack. Four **PASSIVE** insurgents guard the yard with AK-4047s. Climbing a wall requires a hard (-2) **MOBILITY** roll (slow action).

GUARD SHACK: Two more **PASSIVE** insurgents are asleep on the job, but will set up a Smartgun if alerted. Three ATVs sit behind the shack near the closed front gate—tracks indicate that they arrived not long ago.

THE HOUSE: The two-story house has an open studio below and several smaller rooms above. The front door access port needs to be bypassed to get in, requiring an easy (+1) **COMTECH** roll, or a breaching charge (page 84).

Wójcik is here, and she is an **ACTIVE** Stage II Anathema (page 65) that will soon transform into a Bodyburster Xenomorph (page 80). The sounds of the assault have enraged her, and she has been attacking the insurgents within the house. As the PCs assault the house, they will hear gunfire and terrified screams—as Wójcik tears her victims apart.

While the PCs are downstairs, they will hear a struggle upstairs, punctuated by occasional gun shots, screams and wails. Suddenly, the body of an insurgent is flung down the stairs, triggering a Panic Roll for each PC. They cannot see what threw the man, but he is dead, his head dangling at an odd angle.

IN
AKIN
AK

ASSAULTING THE COMPOUND

Once the PCs have their orders to assault the Compound, allow them to tactically decide how they wish to assault it. Major Hatfield tells them he can make a Cheyenne dropship available for the assault, to allow the PCs to rappel into the attack. If they use the dropship, the Cheyenne will hover about 30 meters over their chosen drop zone, lower her ramp, and deploy lines for the marines to rappel down. Two ACTIVE insurgents equipped with M5 RPG Launchers will emerge mid-deployment and take aim at the dropship. Each PC must make an easy (+1) MOBILITY roll to make the descent without incident (slow action, and a fast action to detach the line). Failure means the PC must roll D6 on the table to the right. For rules on vehicle combat, see page 87.

RAPPEL CHART

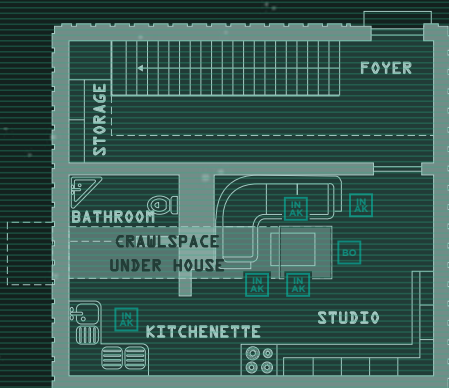
D6	EFFECT	
1	Plummet	The PC suffers critical injury #41 (broken leg).
2-4	Rough landing	The PC suffers critical injury #14 (sprained ankle). See page 100 in the core rulebook (page 66 in the Starter Set rules).
5-6	Tangled	After landing, the PC must make another MOBILITY roll (slow action) to free themselves from the lines. Multiple attempts are allowed.

THE INSURGENT COMPOUND

1x1 METERS



SECOND FLOOR



GROUND FLOOR

SKYLIGHT



TRANSMITTER

BO BOTOS

WO WDJCIK

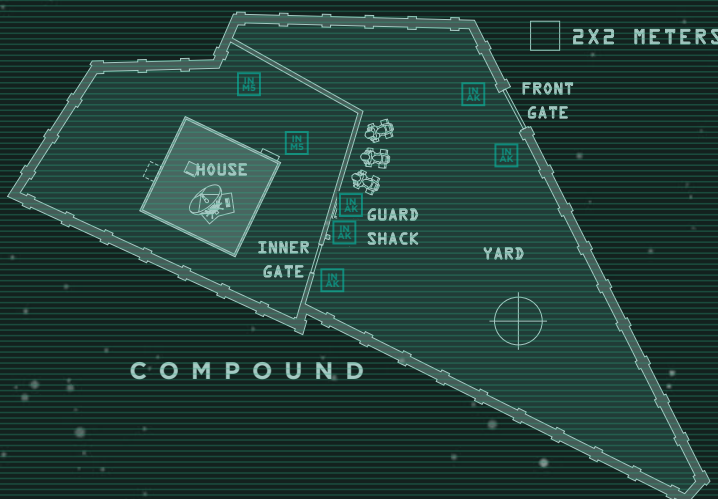
IN M5 INSURGENT WITH M5RPGS

IN AK INSURGENT WITH AK-4047S

MARINE DROPZONE

ROOF

2x2 METERS



COMPOUND

- ▶ **FOYER:** Three broken bodies lie crumpled here, their ribs crushed. Bullet holes decorate the wall. The door to the studio is ajar and sounds of furniture being overturned can be heard.
- ▶ **STUDIO:** The door is ajar. This windowless room is an open living space with a table and a cushioned booth. Inside this room are four AK-4047 armed insurgents busy knocking over the table and pulling up a section of the flooring beneath it. They are concentrating on escape but are watching the door, terrified that Wójcik might stumble upon them. Amongst them is Imre Botos, and the floor hatch leads to a crawl space that stretches to the yard on the far side of the house. The insurgents will cover Botos as he attempts to retreat into the crawl space. Shortly thereafter, a loud thumping and screams can be heard upstairs—they might want to see what's up there.
- ▶ **UPSTAIRS HALL AND ROOF:** There are two doors and a ladder leading up to a skylight here. There is an insurgent guard on the roof, who may have seen Wójcik on the rampage. If so, he is distraught and terrified.
- ▶ **GUEST BEDROOM:** The door here is broken down. The bed is overturned, the dresser smashed. On the nightstand is a pack of Imperials, four M40 HEDP grenades, and \$74 UPP.
- ▶ **MASTER BEDROOM:** Something damaged the door frame here as well. Only faint planet-light

falls through the high-set window (the room is **DARK**). Only a broken chair and loose ropes stand out at the room's center. A steady hum permeates the air, emanating from a darkened alcove in the far corner.

By the alcove in the far corner, six bloody corpses with their necks snapped lie piled like a nest. Curled up in the pile is a ghost of a woman—it's Sergeant Wójcik. 26 Draconis has not been kind to her—veins like spiderwebs crawl across her slick, sweaty skin. Wójcik shakily stumbles to her feet, staring at the PCs like she's ready to devour them. Her crazed eyes reflect the weak planet-light. "I need some relief," her voice shudders.

Wójcik will use her **ENTHRALLING GAZE** ability to try to slip past the PCs. If attacked, she launches into close combat with the PCs, transforming when you feel it is appropriate. If Wójcik is seriously wounded, her Bodyburster transformation is immediately triggered, negating any damage. When she makes the change, read aloud the boxed text below.

- ▶ **ALCOVE:** A demolished military grade portable computer and a UPP comm unit (the source of the dull hum) occupy this little room. After the PCs have faced the Bodyburster, the enemy comm will squawk to life, "Operation is go—find cover." Act II then begins.

THE BODYBURSTER

Wójcik shrieks and rips out tufts of her own hair—no, it's not just hair—she's peeled her scalp away with it. Her skull bubbles out the back of her head, elongating as something wet and black inside her splinters her jaws and spits her teeth at you. Her body is next—bones buckle and dislocate under impossibly elastic skin, rearranging themselves into something hideous.

Wójcik's screams shift from madness to monstrous. With a wet pop, her spinal cord distends and spills down her leg like a bony-black tail. Fluted tubes erupt from her back. Stretched

past any limit, her dermis finally rends, revealing a smooth cylindrical-skulled beast wearing a morbid mask of the woman's face.

How this behemoth fit inside her is beyond comprehension. The Wójcik-thing sloughs off her flesh suit. Her nose slides down her now sable skull. Mad eyes tumble from ebon sockets to roll across the floor. In their place is nothingness—two Stygian voids where eyes should be, set in a metal-mouthed skull-face attached to a long, curved head. No longer human, the monster that was Wójcik can only be called alien.

FORT NEBRASKA GROUND BASE

You'll find a general overview of Fort Nebraska on page 7. Below, the specific areas of the fort are described. The ground base is described as it appears in Act III, after the UPP attack and the black goo bombing of the colony (page 57). If needed before then, you will have to wing it. Restricted areas (Sublevel 03) are inaccessible to the PCs at that time.

In Act II, there's pandemonium within the fort as the aliens wreak havoc. By Act III, Nebraska is on containment protocol lockdown, everything is **DARK**, and the reactor is dead. Only the A.P.O.L.L.O. mainframe and Sublevel 03 still run on battery reserves and have minimal lighting. Once inside, the PCs are in for a world of hurt. The Fort's been completely overrun by Xenomorphs, including the docked climber.

The climber's cargo bay, docked at Sublevel 03, is the center of the nest—and is also the PCs' only chance to escape Ariarcus. Make sure the players understand this.

In order to climb, the space elevator needs power. The PCs will need to make their way to the

reactor, restart it, and then reboot the mainframe so that they can convince A.P.O.L.L.O. to assist in their escape. If so inclined, A.P.O.L.L.O. can open and close doors as requested and release the clamps on the climber car. Alternatively, the PCs can remove the clamps themselves (page 49) or just gun the climber's engine and hope for the best—but regardless power needs to be up and running. Along the way, they might want to stop in the ammo depot and set some nukes to wipe the overrun colony off the moon.

MAPS: You'll find floor plans of all areas of Fort Nebraska except Sublevel 03 on the back of the big colony map in this boxed set. Show the players this map once they arrive at the Fort in Act III. In this section of the book, you'll find GM versions of the maps with additional information. The map of Sublevel 03 is on a separate sheet and should not be shown to the players until they come here or access the floorplan from A.P.O.L.L.O. or an NPC.

WHAT HAPPENED TO THE BASE?

The UPP attack came as Project Life Force was conducting the off-moon transfer. Aliens escaped and containment protocols were activated. The base wasn't locked down to protect those inside—it was locked down to keep what was inside from getting out.

The ammo depot took a hit, several nukes were damaged, and the base was

flooded with radiation. Before anti-radiation protocols did their job, that strange EMP blast (page 57) knocked everything offline. The reactor shut itself down and all orbital sensors and communications died. There is no record of whatever hit the moon and doused the colony with the mutagenic pathogen—the pulse wiped out any and all evidence from the recording devices.

BREAKING IN

Tips from NPCs, analysis of the base, or good old PC ingenuity could suggest the following viable methods of breaking into Fort Nebraska. Just be sure to reward player ingenuity—if the PCs come up with a crazy stunt to get on base that's not covered here, give them a chance to make it so. Don't force the players to make lots of dice rolls to enter—if they come up with a decent plan, let it work.

INSURGENT TACTICS: Ram the front gate with an armored vehicle packed with explosives.

TECHNOMAGIC: Just let the PCs try to override the gate—if the sentry guns don't get them first. Doing so is nigh impossible, requiring a formidable (-3) **COMTECH** roll.

PIPELINE: The oil's turned to silt, making it possible to travel inside the pipeline. The PCs can crawl down the pipe and enter the fuel tanks inside the complex. They just better wear some breathing gear (see Silt Exposure on page 82).

HEAVY METAL HAVOC: There are two possible tanks to commandeer—one out on patrol (page 56) and another at the Spaceport (page 22).

KEY TAGS

A Fort Nebraska marine's plastic dog tags are coded for entry to areas befitting their clearance level. On lockdown, no outer doors can be opened, nor can automated outer defenses be shut down. Unless A.P.O.L.L.O. is persuaded to unlock the base, only key tags belonging to marines ranking major or above will open the internal doors. Only five qualifying officers were on base when things went to hell. Without the key tags, each door must be cut open: A Turn of effort and an easy (+1) **HEAVY MACHINERY** roll using a torch gets it done. But don't forget NPCs. Ms. Eckford, if she's still alive, has a Major-level dog tag and a need for allies, and if they find Major Hatfield's body, he will have one too.

ACCESSING SUBLEVEL 03

In order to reach the climber car and escape off-world, the PCs will need to pass through the restricted Sublevel 03 (see page 49 for details). Under normal circumstances, the space elevator does not stop here—it is only there now because of the evacuation.

Initially, the PCs are aware of Sublevel 03—they just believe it's a restricted weapons testing facility and are unaware of any bioweapon research there. They also know (and the players can see on the main Fort Nebraska map) that Sublevel 03 can be accessed through the Workforce Lift on Sublevel 02, as well as the Restricted Lift on North Bastion Level 02.

During the scenario, AWOLs Wright and or Carvalho will tell the PCs about Project Life Force and it's work on Sublevel 03, as eventually will Ms. Eckford. Additionally, Chaplain knows about it as Jaell does—and he could inform the PCs of Project Lifeforce and its location when he is not controlled by her. If the PCs access the A.P.O.L.L.O. mainframe, they can find the information there, as well as the floorplan of Sublevel 03.

If they are with the PCs, Ms. Eckford, Colonel Meyers, and even Jaell will want to get to Sublevel 03 to retrieve samples. They will say anything to get there—from promising the PCs a lot of cash, drugs, and a better career path to claiming there are innocent people trapped down there (there are not). The PCs can also find their way to Sublevel 03 via the service tunnels which run throughout the base (use the table on page 39) or through the event "Acid is Your Friend" on page 61.

TERMINAL ATROCITY

The PCs will likely look for one of the many terminals on base to find out more about the fort's condition. While information is limited, any PC accessing the base's computers from within and making a COMTECH roll will discover the following:

- ▶ **Containment Protocol** was implemented because of a bioweapons outbreak on Sublevel 03. The base also suffered some kind of radiation leak.
- ▶ **A.P.O.L.L.O.** is on standby and all doors are locked. Unless A.P.O.L.L.O. is brought back online and can be convinced to release the Containment Protocol, only key cards ranked Major or above will open doors. Otherwise each one will need to be bypassed.
- ▶ The reactor is shut down. Neither the climber car nor A.P.O.L.L.O. can be activated unless it is reset and restarted.
- ▶ The climber car is docked at Sublevels 02 and 03 and has security clamps in place—it isn't going anywhere unless they are physically removed, or A.P.O.L.L.O. can be convinced to unlock them.

PERIMETER WALL

The wall is a 15-meter-tall slanted concrete scarp that surrounds the base with shielded sentry guns (page 125 in the core rulebook or page 89 in the Starter Set rules) positioned every 30 meters atop the outer wall. They have overlapping fields of fire. Illustrate the danger by having the occasional Freak Anathema stumble into the defensive perimeter. The sentry guns will chew the bastard to ribbons and then go quiet until their next target appears.

The field of fire is three zones deep but starts one zone out from the wall, meaning that brave PCs can make a mad rush across. While in the field of fire, a PC will be exposed to one attack per Round. A better alternative might be to use an armored vehicle for the approach. The system doesn't recognize transponder codes. Finally, if the PCs want to try to take out a shielded sentry gun, they will need to inflict 10 points of damage with a weapon with a base Damage rating of 3 or more.

GATE: This four-meter-high ramp-style metal door is also sentry gun protected. The gate has Armor Rating 12 and needs 20 points of damage to be broken down. However, weapons with a base Damage rating of 3 or less cannot damage the gate at all.

SALLY PORT: This double-laned 60-meter long paved corridor leads to the yard. As the PCs traverse this area, they get the distinct feeling they're being stalked.

SEALED SUBLEVEL RAMP: Situated directly at the end of the Sally Port but before the guardhouse, this ramp would normally lower into the ground to allow access to and from the motor pool tunnel on Sublevel 01. It has no snow on it—anyone standing on it will feel warm and anyone touching it will burn themselves. The PCs might suspect the tunnel is on fire. Nothing reasonable is going to crack this sealed door.



"I'm telling ya, there's somethin' movin' and it ain't us! Tracker's off scale, man. They're all around us, man. Jesus!"

—PRIVATE FIRST CLASS
WILLIAM HUDSON

ELEVATOR SHAFTS AND SERVICE TUNNELS

No elevators on base work until power is restored, but most shafts can be rappelled down. The PCs can also crawl through service tunnels (CRAMPED ZONES), indicated on the map. When the PCs enter an elevator shaft or service tunnel, roll on the chart below or pick from the options to determine what makes the most sense for the PCs' current situation.

D6 OBSTACLE

- | | |
|---|---|
| 1 | One PASSIVE Xenomorph Drone lurks here. |
| 2 | Appears clear but flooded with Extreme radiation. |
| 3 | Intensity 9 fire. |
| 4 | Smoke-filled (counts as DARK). |
| 5 | Impassible wreckage. |
| 6 | All clear. |

ALIEN TRACKER

Outside of events, this list shows Xenomorph numbers and locations within Fort Nebraska. You can remove some or add more as needed to adapt the PCs' opposition.

NORTH BASTION:		Two Soldier Xenomorphs, Chest-bursters
	SUBLEVEL 02:	MAINTENANCE PITS
		FUSION TOWER
		AMMO DEPOT
SUBLEVEL 03:	COLD STORAGE	LOADING DOCK 03
CLIMBER CAR:	LEVEL C/ CARGO	

One Drone Xenomorph, Chestbursters
Three Soldier Xenomorphs
One Charger Xenomorph
Twelve Soldier Xenomorphs (in stasis)
Four (and two backup) Soldier Xenomorphs
One Queen, two Soldiers, eight Worker Xenomorphs, Nine Ovomorphs with Facehuggers

THE GROUNDS

Barren and desolate, the grounds are littered with twisted, frozen bodies and wreckage. Black smoke billows from impact craters everywhere. From here PCs can see that the entire West Wing and Southwest Bastion have collapsed. All is quiet. There are three intact ATVs overturned here.

EASTERN GUN EMPLACEMENTS: Each of these automated, massive surface-to-space rail cannons is controlled from Operations in the North Bastion.


RETRACTABLE CANYON DOORS: These large fan doors spread over and seal the base's sub-

levels from enemy attack, trapping the climber car below. They're currently locked and nigh impenetrable. Unlike the ramp door, however, they aren't hot to the touch. With power restored they can be opened from the Motor Pool, Operations, or Climber Control.

SURFACE STORAGE TANKS: These six massive spherical oil tanks are dry and about a third full of sparkling carbon silt. PCs entering through the pipeline will fall into it. There's a ladder within the tank that PCs can use to climb to the egress hatch above. Moving through the vast amounts of silt in the tanks requires a hard (-2) **MOBILITY** roll. Also, see page 82 for the effects of the silt.

NORTH BASTION, LEVEL 01

The North Bastion is the Fort's command center and the outer alien hive. All of Level 01 is coated in resin and honeycombed with human bodies—dead or barely alive.

LOBBIES, NORTH COMMISSARY: These areas are all covered in sculpted secretions. There are seven people cocooned in each section. Every Turn spent in here, roll a Stress Die—on a , a Chestbuster (page 72) erupts from a victim and attacks. One of the victims is a dead Major with a key tag.

OFFICES, STORAGE, CHECKPOINTS: These rooms were firebombed by the marines to

erase all evidence of the work done here. They are charred shells.


ARMORY 03: Any reasonable weapons the PCs might want or need are resin-cocooned here, including five HAZMAT suits (page 86). Breaking a weapon free requires one Turn of work and a Hard (-2) **HEAVY MACHINERY** roll.

SERVICE TUNNEL JUNCTION: These are the main entrances to the service tunnels that create a labyrinth throughout the base. Other entrances are indicated on the map. Traveling in these crawl spaces can be dangerous. See the table on page 39.

NORTH BASTION

 OBSERVATION

 CHECKPOINT


 ELEVATOR

 MAINFRAME

 ARMORY

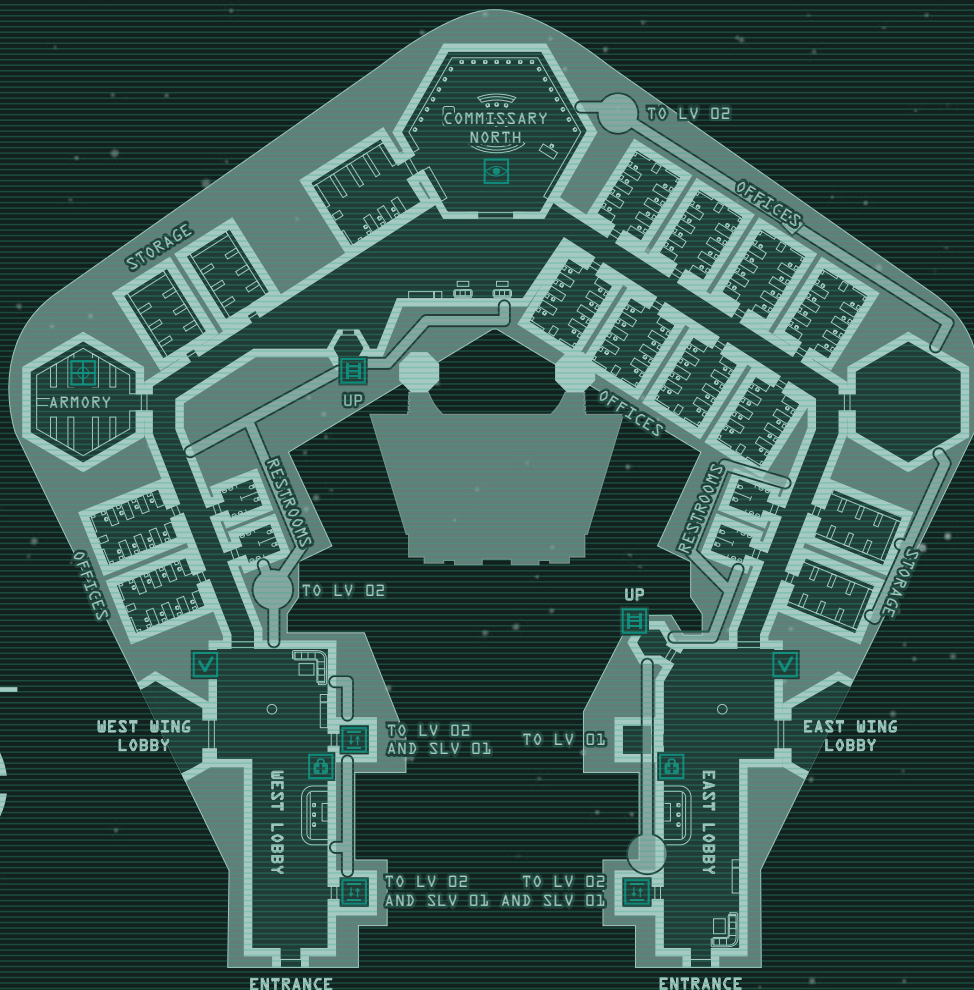
 LADDER ACCESS

 MEDKIT

 5X5 METERS


LEVEL

01



NORTH BASTION

-  AIRLOCK
-  OBSERVATION
-  CHECKPOINT
-  ELEVATOR
-  MAINFRAME
-  LADDER ACCESS

 5X5 METERS

LEVEL

02



NORTH BASTION, LEVEL 02

GANTRY: This skybridge stretches over the courtyard and connects at its center with the climber's personnel airlock—if the car is stopped here (it is not).

WAR ROOM, WAITING AREA, CHECKPOINTS, OFFICES: Explosives were set off in these areas, demolishing them.

OPERATIONS: This command center is a hexagonal room with five tactical stations (like the ones in an APC). The screens here display static.

This room can be closed off from the rest of the tower via its own airlock and used as a temporary resting place. Operations will come online if both power and A.P.O.L.L.O. are restored. All base functions can be monitored from here. If the PCs rest here, two Soldier Xenomorphs will become **ACTIVE** and find their way in through the flooring. A HAZMAT locker here holds two suits.

RESTRICTED LIFT: This Lift goes directly to Sublevel 03 (page 47). Gaining entry to it requires the Key Tag of a Major, even if power is restored.



A.P.O.L.L.O. MAINFRAME: Both of the mainframe's entrances are sealed. This large pentagonal chamber has eight access terminals. The system is running on battery reserve and is asleep. While some information can be accessed remotely, only limited commands can be achieved until power is restored to the mainframe. Only by initializing the reactor on Sublevel 02 and then rebooting the mainframe here (takes one Turn once power is back on) can the PCs get the base operational. If power is restored, the PCs will find the base's files have been partially erased—but that there are repeated references to Project Life Force. They can use A.P.O.L.L.O. (and/or Jaell) to open doors, unlock climber clamps, retract the canyon bay doors, or anything else they need done (COMTECH roll). They can also find the floor-plan of Sublevel 03.

► **JAELL:** A dark form stands out amidst the warm walls and sea of fading server lights—a diminutive wide-eyed woman sits at the third access terminal, catatonic. This is Jaell (page 16) on standby. Chaplain will not be immediately aware that she is responsible for his personality disorder. Examining her reveals a jack sticking in her arm, syncing her to the mainframe. This is a good time to run the “Under the Influence” event. Only disconnection will revive Jaell, requiring a COMTECH roll. Once Jaell is revived, she tries to ingratiate herself with the PCs and offers to help them. Jaell knows everything (see “What Happened to the Base?” on page 36) and can tell the PCs what Project Life Force is. Jaell will do her best to protect Meyers and covertly kill anyone not impregnated with Xenomorph embryos to achieve her goal.

BASE SUBLEVEL 01

Much of this level is charred by fire, or still burning. HAZMAT suits are recommended. For fire rules, see page 108 in the core rulebook (page 74 in the Starter Set rules).

THE TUNNEL: The ground-level sealed ramp door connects to this two-lane tunnel, that gives access to the Staging Area as well as transporting ordinance and vehicles to and from the climber car station. A portion of the tunnel actually ramps down through Level 02 (in order to bypass the hangar bays), without any egress points on that level, then angles back up to connect with the climber at Sublevel 1. The tunnel is now filled with smoke and Intensity 9 fire. Radiation goes from Weak to Strong (one Rad per Turn) as the PCs

near the ammo depot. While accessible through the motor pool, the tunnel is impassable near the climber car.

MOTORPOOL: Most of this area is still engulfed in Intensity 6 fire. Two functional M40E Ridgeway heavy tanks (page 85) rest in Bays 08 and 09. Reckless use of them will get the PCs buried in rubble.

DISPATCH OFFICE, LOADING DOCK 01, SUBHANGARS, EQUIPMENT SHEDS, FUELING STATIONS, PARTS STORAGE BAYS: All destroyed and charred by fire. The climber car cannot be accessed from the loading dock here, as it is caved in.





STAGING: Fire smolders in this cavernous bay—all surfaces are hot and charred. A resupply ship crashed and burned here before lockdown sealed the overhead egress. There are two P5000 Power Loaders (can be salvaged with a Turn of work and a **HEAVY MACHINERY** roll) and the useless wrecks of three Cheyenne dropships here.

ARMING STATION: This open area overlooks the Ammo Depot below, exposing it to Strong radiation. A catwalk stretches over the

munitions bay. If power is restored, a crane on ceiling tracks can retrieve missiles from Sublevel 02 and place them on a loading platform. The catwalk is the only way to reach the crane's control room.

FUEL STORAGE: These are filled with silt. Treat them the same as the surface tanks on page 39.

LIFTS: See the obstacle chart on page 39.

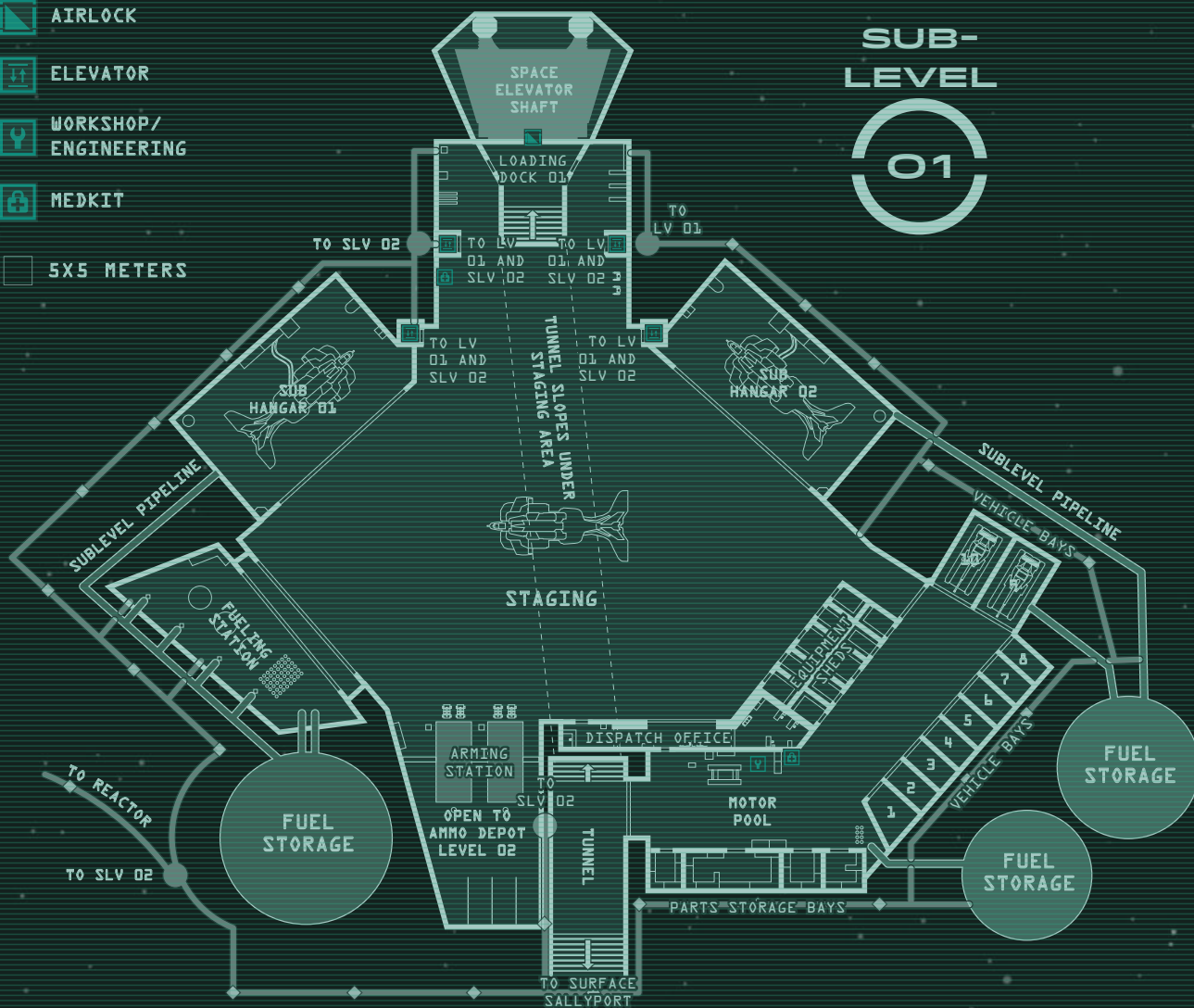


BASE SUBLEVEL

- AIRLOCK
- ELEVATOR
- WORKSHOP/ENGINEERING
- MEDKIT
- 5X5 METERS

SUB-LEVEL

01












BASE SUBLEVEL 02

This level is flooded with Strong radiation (unless otherwise noted) and is coated with Xenomorph resin. HAZMAT suits are recommended.

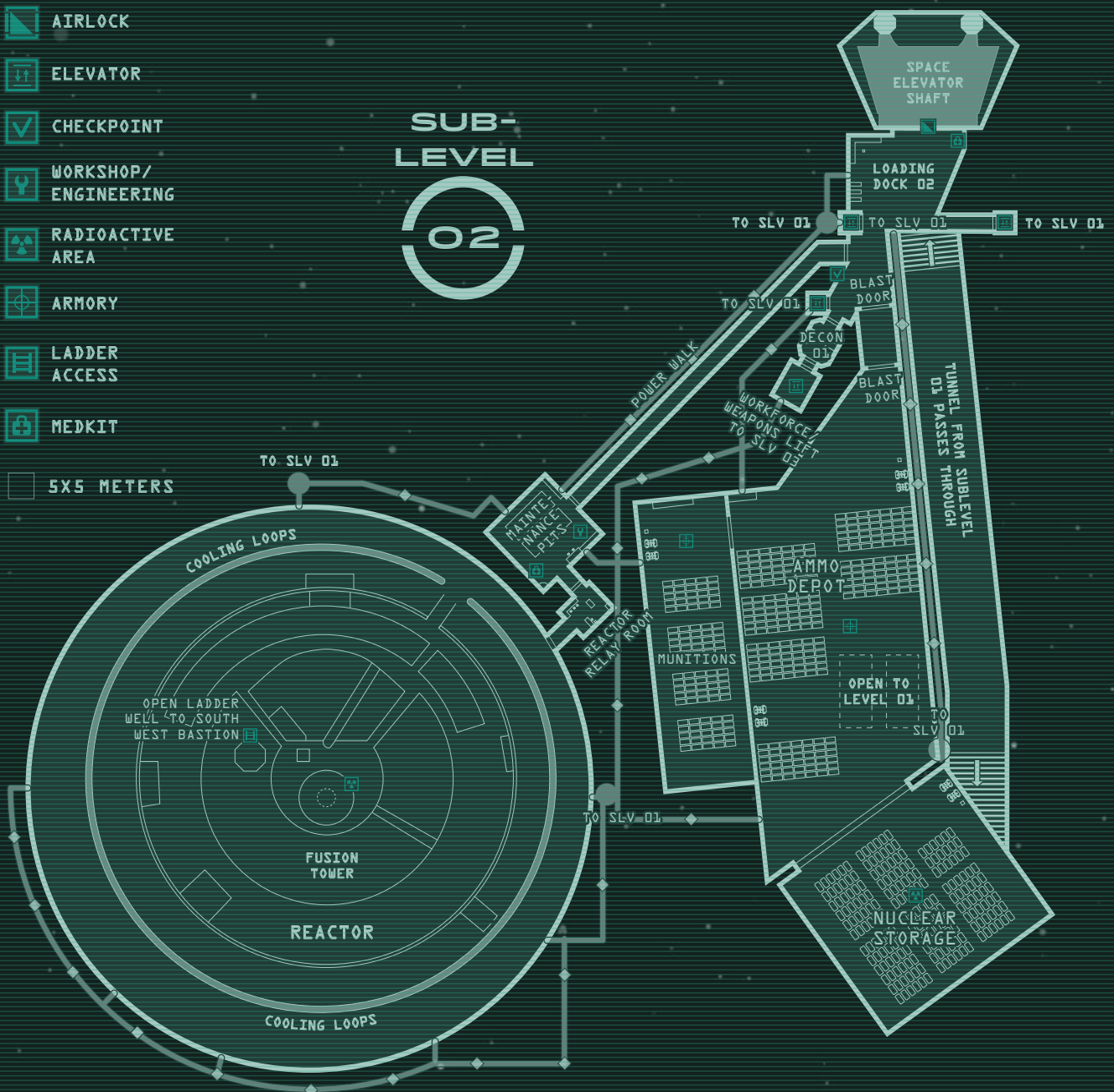
LOADING DOCK 02: This area is partially caved-in. The climber personnel airlock is stopped here (see Climber Level B), but it is inaccessible due to the cave in.

BASE SUBLEVEL

-  AIRLOCK
-  ELEVATOR
-  CHECKPOINT
-  WORKSHOP/
ENGINEERING
-  RADIOACTIVE
AREA
-  ARMORY
-  LADDER
ACCESS
-  MEDKIT

 5X5 METERS

SUB-
LEVEL
02





MAINTENANCE PITS: The Xenomorphs have packed catatonic marine hosts shoulder-to-shoulder in these resin covered maintenance pits. Each Turn someone convulses and births a Chestburst-er. Irradiated and impregnated, the victims here are too far gone to save. Every few Rounds, a Drone Xenomorph drags an unconscious or dead human body here, tosses it into a pit, and leaves to find another. The Xeno is considered **PASSIVE** in relation to the PCs. However, if the PCs start to kill the hosts the Drone, and the three Soldiers from the Fusion Tower, will rush to attack.

DECON 01: This is a hose-and-brush down facility with a communal bath. The showers are running and the room is steamed. Diluted blood has backed up the drains.



WORKFORCE/WEAPONS LIFT: This large lift is used to transfer staff and weaponry to and from Sublevel 03. Until power is restored, it is stuck at Sublevel 02.



CHECKPOINT: This burnt out former security room has a computer terminal that can be activated with a **COMTECH** roll.

POWER WALK: This long corridor to the Fusion Tower is filled with smoke and debris. The zone is **CLUTTERED**.



FUSION TOWER: Rebuilt from the colony's original atmospheric processor, the three-story underground tower powers the entire colony. Accessible only from this level, it is offline. A **HEAVY MACHINERY** roll and one Turn of work will reset the reactor. Once the work is done, the PCs must restart it from the Reactor Relay Room. One Shift is needed for the reactor to power up completely. It's impossible to overload the fusion reactor when it's on low power. Easier to set some timed nukes (see the Ammo Depot) and blow the colony sky-high. There are three hibernating Soldier Xenomorphs here, huddled amongst the Tower's machinery. These Xenos are initially **PASSIVE**.

REACTOR RELAY ROOM: Once the Fusion Tower is reset, an Easy **COMTECH** roll here starts the reactor (takes one Turn). There is large viewing window into the Fusion Tower, and a HAZMAT locker here with six suits.

COOLANT LOOPS: These massive coils are wrapped around the reactor core. If sabotaged while the reactor is at full strength, the tower will slowly build to critical mass—but the reactor is offline when the PCs enter.

AMMO DEPOT: All manner of ammunition, explosives and missiles can be found here—the smaller stuff in lockers, the larger missiles in bays. The 10-meter nukes are stored horizontally, their warheads removable. The radiation level here is Strong (one Rad per Turn). Nine crushed marine bodies litter the depot—victims of a massive Charger Xenomorph (page 77) still lurking in the area. The Charger is **PASSIVE**, but becomes **ACTIVE** if alerted to the PCs' presence. Then it will wait to pounce until the PCs either work to set the nukes or restock on ammo. It will stalk the PCs until it is dead, but it can only fit through cargo and vehicle doors.

► **NUCLEAR STORAGE:** Acid scars mark the ordinance here. An alien's acidic corpse has burned through the housing of a warhead. Several missiles are leaking Strong radiation (1 Rad per Turn)—clearly the cause of the base's radiation issues. There are two dead marines in HAZMAT gear here. One of the suits leaks. PCs making it into the Strong radiation nuclear storage depot should set nukes with at least an eight-hour delay—one hour to secure the climber, six for the ascent, and one to uncouple the tether from Counterweight Station). The PCs can realize this with a **COMTECH** roll. Setting a warhead for delayed detonation requires a **HEAVY MACHINERY** roll (one Turn of work).

► **MUNITIONS:** PCs can gather whatever grenades or ammo they may want here.



SUBLEVEL 03

This restricted level is radiation-free and home to the alien research center. If power is restored and A.P.O.L.L.O. is rebooted, a successful **COMTECH** roll allows the PCs to talk the computer into opening the level up. Otherwise, only torches, explosives, or a tank will do it.



CHECKPOINT, FIRING RANGES, WEAPON LABS: These rooms have been torched and their computers vandalized.

HAZMAT PREP: An airlock style changing room, the Lift from North Bastion Level 02 goes directly here. There are four remaining HAZMAT suits accessible.

ALIEN CONTAINMENT STAGING: This deep storage area's door is open. The walls are one-meter thick steel-reinforced concrete. Most of this section has been cleared out.

- ▶ **COLD STORAGE 001-003:** These warehouse-sized rooms are vacant. Mechanical scratch marks on the floor indicate heavy equipment was moved out fast.
- ▶ **COLD STORAGE 004:** An abandoned Power Loader stands near the door, its back to the entrance. This room is filled with rows of human-sized cold storage stasis tubes. While most of them appear to be empty, a soft blue fluorescence and a whispered bubbling both emanate from the back of the room. The third aisle has twelve occupied chambers. Each one holds a suspended and **PASSIVE** Soldier Xenomorph immersed in a viscous, glowing blue fluid—just waiting for an excuse to wake up. If someone is stupid enough to shoot at one of the tubes, it will shatter and the now **ACTIVE** Xeno inside will rise one round later. Draw Initiative.



SUBLEVEL MEDLAB: Relatively unscathed, this room contains four Autodocs with matching diagnostic computers. A single examination table holds a strapped down corpse, gagged, with a

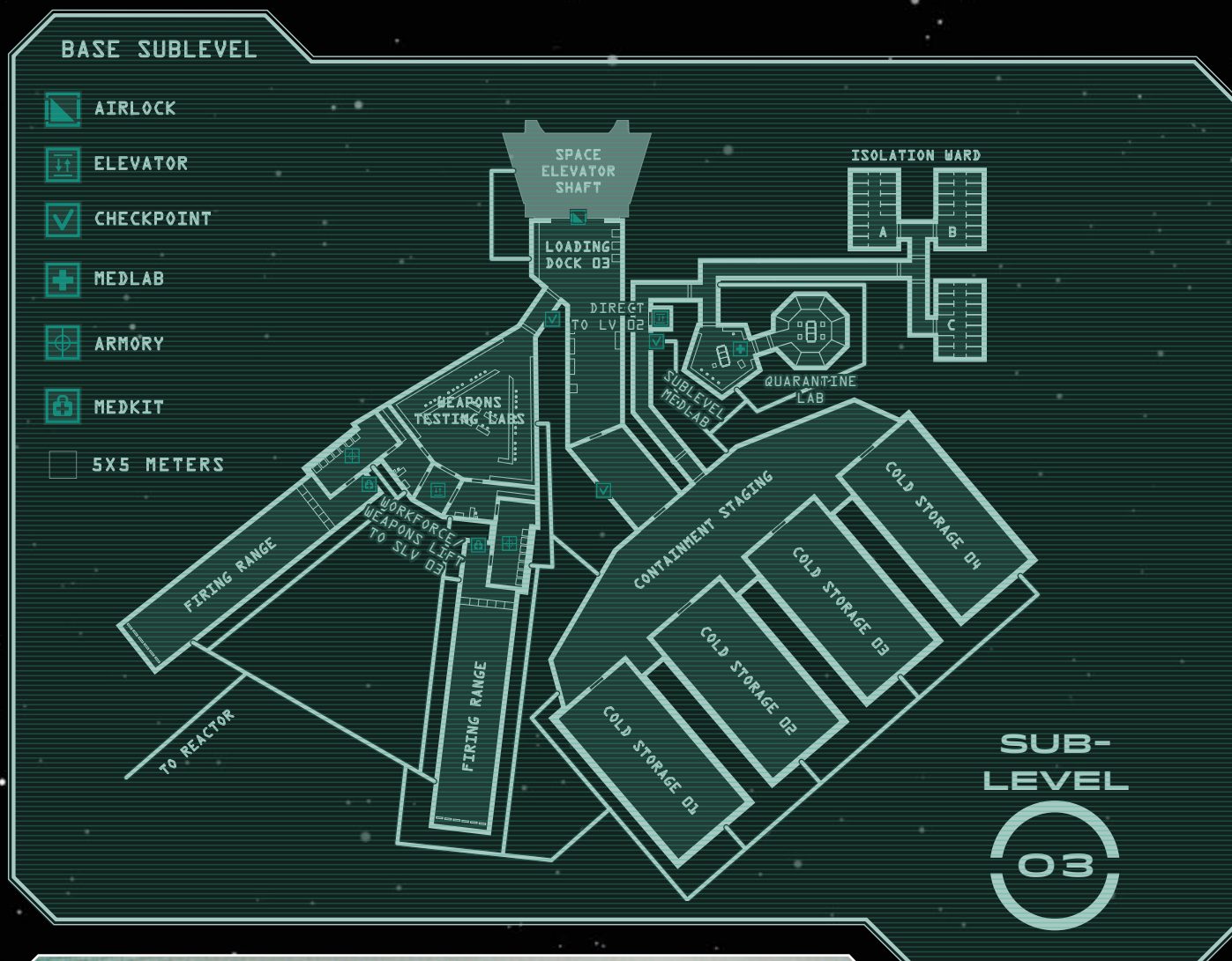
hole in his chest—his ribs bent outwards as if he exploded from inside.

- ▶ **OVERHEAD PHARMACEUTICAL CABINETS:** Medkits and any drug the PCs might want can be found in some quantity here (GM's discretion).

QUARANTINE LAB AND SURGICAL SUITE:

The harsh strobe of emergency lighting flickers here. A Pauling Medpod takes center stage in this decagonal chamber, flanked on each side by medical monitoring stations. An array of surgical instruments lay scattered across the floor. There's one closet, but the other walls of the room appear to be glass doors. This room has seven stalls, each with a cot, sink, toilet, and thick plexiglass door/wall. The door has a waist height tray slot and a pair of computer-controlled robot arms used to administer drugs.

- ▶ **STALLS 01-02:** Both are smashed open from the inside out.
- ▶ **STALLS 03-04:** These blackened stalls each contain the disintegrated remains of a marine—Warrant Officer Billy Edison in one, and Viveca Diaz in the other. Only their dog tags and shredded clothing remain. Opening the chamber releases the black accelerant unless sterilization protocols are initiated first.
- ▶ **STALLS 05-07:** These are empty.
- ▶ **MEDICAL MONITORING STATIONS:** The Medpod is programmed to surgically remove Chestbursters (**MEDICAL AID** roll, failure kills the patient) if power is restored. Sitting on one of the computer stations is a zip sleeve of full but unmarked syringes. Anyone examining them without medical skills will believe they are stimulants. The PCs don't know it, but these needles contain the 26B Draconis Strain—a weaponized version of the Draconis Strain derived from Wójcik's blood (this is where the fugitive marines were originally inoculated before they went AWOL). If a PC is injected, they will become a Bodybuster and burst in one Shift (page 80).



► **SURGICAL STORAGE:** Any surgical tool or anesthetic the PCs might want can be found here, as well as Ms. Eckford's bug-out bag. Inside she has a folded and pressed \$6,000 business suit, \$100,000 in W-Y cash, two medkits, six doses of recreational drugs, a vial containing the 26B Draconis Strain, and a G2 Electroshock Grenade. If Ms. Eckford gets back to her bag (see the "Let's Make A Deal" event on page 60) and had promised anyone X-Stims, she gives them the 26B injection instead).

ISOLATION WARD: This entire section is destroyed by fire—there's nothing left.

LOADING DOCK 03: Metal and plastic corridors give way to walls and ceilings of sculpted resin riddled with gaping orifices and steaming vulvae. The open outer hatch to the space elevator lies ahead, its inner cargo hatch slightly ajar. This is where it gets rough. Four **PASSIVE** Soldier Xenomorphs lie hidden within the corridor's crevices—all dormant, for now. If these are provoked, two more are standing by and will arrive four Rounds later. This is the heart of the hive. See Climber Level C for what's next.

CLIMBER CAR

In Act III, there's a single climber with its hatches stopped at Sublevel 02 and 03. The wedge-shaped climber car is three stories tall. The climber's motors are assisted by treads which pull it along the cable.

CLAMPS: The climber is locked in place by four giant clamps beneath the car controlled by a central junction box. Accessed through a maintenance duct in the flooring below, the junction box can be hacked to release all four clamps. This takes a successful **HEAVY MACHINERY** roll and one Turn of work. If A.P.O.L.L.O. is running again, he can be convinced to release the clamps from the mainframe room (page 43) with a **COMTECH** roll, taking one Turn. As a last resort, the PCs can gun the engine and try to overpower the clamps (a slow action). The PC at the controls must make a **PILOT** roll with a -2 modifier. If they succeed, they break the clamps and are free to go. If the roll is failed, they blow the climber's motors. Repairing the engines requires a hard (-2) **HEAVY MACHINERY** roll and a Shift of work—if the PCs can survive that long.

LEVEL A/CONTROL: The top level is a windowed control station (shutters are initially closed). The climber is activated and controlled from here. It's functional once power is restored. A ladder junction goes from here to the lower levels.

AIRLOCK ENTRANCE ON LEVEL B: A fused personnel airlock is located here. It cannot be accessed without compromising the climber's hull. Entry must be from the cargo doors below.

LEVEL B/PERSONNEL: This level has two theater-style briefing rooms with seating for 25 in each.

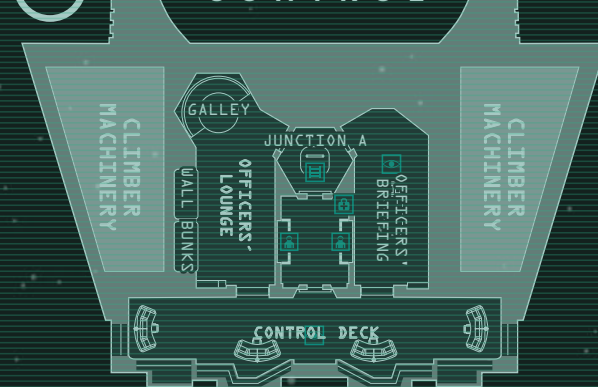
CLIMBER CAR

AIRLOCK	EVA SUIT STORAGE	WORKSHOP/ENGINEERING
ELEVATOR	OBSERVATION	MEDKIT
SOLDIER XENOMORPH	OVOMORPH	WORKER XENOMORPH
	QUEEN XENOMORPH	

LEVEL

(A)

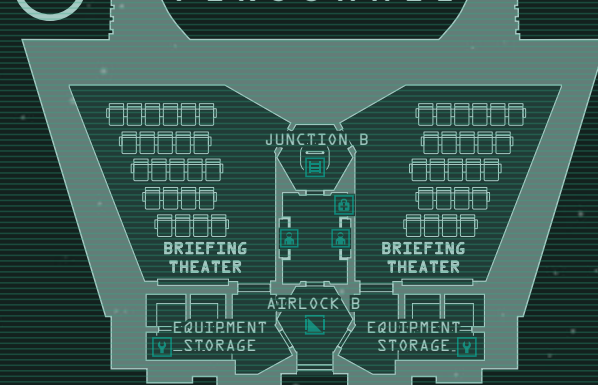
CONTROL



LEVEL

(B)

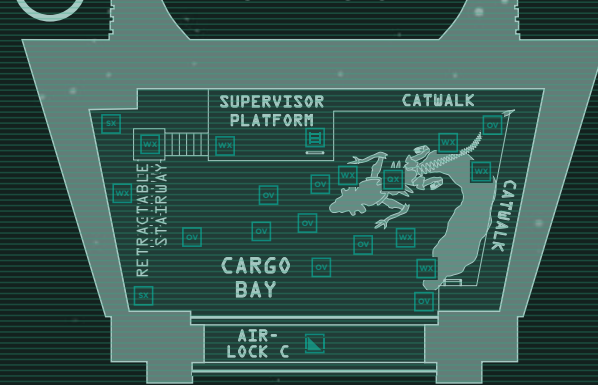
PERSONNEL



LEVEL

(C)

CARGO



**AIRLOCK ENTRANCE ON LEVEL C:**

The outer hatch is open, with the control panel just inside the airlock. The inner door is ajar with less than one-meter clearance. Successful **STEALTH** rolls get the PCs into the airlock, and **HEAVY MACHINERY** seals the outer hatch.



LEVEL C/CARGO: This is where the fun begins. This is a large six-meter tall cargo bay. A ladder by the door leads up to a catwalk situated three meters above the floor and another ladder to the next level (Read the “Going Up” boxed text to the right to the players). There is a Queen Xenomorph here with nine full eggs, two Soldier Xenomorphs and eight Worker Xenomorphs. All Xenos start off as **PASSIVE**. The PCs need to make a **MOBILITY** roll each Round to stay undetected. As soon as anyone fails a roll, the Xenomorphs all become **ACTIVE**. Remember that anyone getting too close to an egg can trigger the Facehugger inside (page 70). Starting when the PCs see her and every Turn thereafter, the Queen releases another Ovomorph.

- **MOTHER’S NOTE:** During the UPP Invasion, the Queen was being loaded aboard the climber. In the resulting chaos, she broke free and set up her nest in the climber’s cargo bay. The PCs can either clear her and her brood out or lock themselves in with her and start their ascent. Killing Xenomorphs in the climber is dangerous, as their acid will eat through any area not coated in resin (mostly the bay is safe). An additional **PASSIVE** Soldier Xenomorph hides somewhere in the climber car to be used at the GM’s discretion. If the team hitches a ride outside, the Queen herself will push open the cargo doors and climb after them. ■



GOING UP

The air here is fetid. The cargo bay floor is covered with ropy tendrils and shattered storage units peppered with large leathery bulbs. Squat, blind, albino aliens scurry to and fro, regurgitating resin and smearing it across the walls. Some of them scuttle up the sculpted surfaces, hopping across the meter-thick secreted strands that stretch above and to the center of the bay. Suspended there is a nightmare. Curled up on a massive translucent sack is a tall and gangly ebon monster—its person-sized black-blue head crest dwarfing the pasty creatures crawling over it. The white creatures attend to the behemoth above, their obscene pink tongues lashing out to polish their sable Queen's splayed crown. In return, she squeezes her bulbous ovipositor, depositing one more egg beneath her.

E V E N T S

The following section contains events that you can spring on the players, divided into Act I, II, and III. The 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.

PLAYER CHARACTER EVENTS

Some events apply to specific PCs. If that character happens to be an NPC when the event is played, still run the event, applied to the character noted in the event text, and see how it plays out with the PCs!

ACT I: MANHUNT

As the assembled strike force leaves orbit for LV-038, the PCs begin their search.

WHAT GOES UP: A colonist swears at the marines, certain the military is leaving them there to die. If questioned, he will insist he has proof and move to a spot to view the space elevator. Despite the lockdown, it is moving again—Fort Nebraska is still evacuating. If asked, base support will say it's classified.

BLIZZARD CONDITIONS: The Ariarcus weather goes bad, and a blizzard rolls into town. Any outdoor combat further than **SHORT** range and all **OBSERVATION** rolls get a -2 modification due to poor visibility. The storm will break after one Shift, depositing up to a meter of snow.

MS. ECKFORD'S DOG CATCHERS: Weyland-Yutani XO Ms. Eckford (page 17) and her four APE suited W-Y commandos (page 19) are also searching for the fugitive marines, but she wants them alive. You can start this event early in Act I, and have Eckford approach the PCs to see if they

might co-operate with her, as their goals are the same. If questioned about her knowledge she will say "I'm Weyland-Yutani—we know everything." She can track the PCs through their PDTs and has hacked their squad tactical systems (comms, cameras). If the PCs attack an AWOL, Eckford will try to stop them—she's seen their scans and the proof the alien can be weaponized (See "Doctor's Prognosis" on page 31 for details). If cornered, she will trade information on Project Life Force and Sublevel 03 of Fort Nebraska in exchange for her safety.

CORPORAL WRIGHT (MANDATORY): While this would work well at the Spaceport (page 20), this encounter can be placed wherever you see fit. Also, if you wish you can place her in the Insurgent Compound, hand-cuffed to a radiator alongside Wójcik. A hooded woman tries to avoid the PCs. If called out, she'll run. This is the AWOL Corporal Wright, and she trusts no one. She is a deadshot with her scope rifle and will set her G2 Electroshock Grenades to cover her retreat. For more, see boxed text "The Wright Stuff" on page 54.



THE WRIGHT STUFF

Confused and frightened, Corporal Wright now realizes that going AWOL was a terrible mistake, with the UPP representing nothing but a false hope. She wants to get help from the PCs but fears she will be shot on sight. If she escapes an encounter with them, she will stalk the PCs from a high vantage point and look for a safe chance to surrender—she might even take out their equipment and weapons via her scope rifle—but will not kill a fellow marine if she can avoid it.

If the PCs convince Wright to surrender (MANIPULATION), she will talk. She will say there is a monster in her chest and it's Colonel Meyers' fucking fault and she'll tell how they were face-fucked by the things that Meyers is growing on Sublevel 03—things that put babies in your chest, babies that burst out and kill you when they are born. The techs said they inoculated them with something called the “26

Draconis Strain”—said it was supposed to kill the things growing in them. Wójcik said it was shit—it wouldn't work and was going to make them worse—so they went AWOL. She says Wójcik wanted them to find the insurgency and turn themselves over to the UPP for medical attention. She doesn't know where the others are, only that they all met with a shifty insurgent contact at the bar. They argued and went their separate ways. In addition, Wright knows everything about Sublevel 03 and Project Life Force (she was security for it, after all), and will answer any questions the PCs may ask.

If Wright gets a medical scan, they can see the dead embryo, but she will assume that's a lie at first. Wright has been cured and it's critically important that she's returned safely to Fort Nebraska for more research into the cure.

Wright can serve as a replacement PC if needed.

ACID REFLUX: Sometime during the manhunt, let the PC Dante know that her back is killing her. Soon, she will start feeling the pain in her ribcage as well. Eventually she'll taste bile and feel a burning and squeezing in her chest—like a knot right behind her breastbone. Give the player the Story Card entitled “Acid Reflux”. Dante's carrying a Chestburster that will birth sometime in Act III (page 61).

AMBUSH: A team of five insurgents led by Botos ambushes the PCs and attempts to take prisoners. Any PC captured will have their PDT removed and will be blindfolded, stuffed in a tractor, and driven to the insurgent compound for interrogation in the Studio on the first floor (page 35). Botos wants to know about Project Life Force.

HAVE YOU HEARD THE WORD? A Postulant named Luke from the Church of Immaculate Incubation is handing out copies of Space Beast at the PCs' location. If the PCs will let him read to them from the Book of Morse, Luke will reveal he saw two of the missing marines (Wójcik and Carvalho) check into San Rocco Medical Facility this afternoon.

LOCATION ACQUIRED (MANDATORY): After the PCs learn the location of the insurgent compound and report it in, Major Hatfield orders the squad to mount an assault. If they have captured or killed all the insurgents at the Refinery, they have time to return to Fort Nebraska to plan and re-arm, but if an insurgent escaped Hatfield orders an immediate assault. A Cheyenne dropship is made available in either circumstance. Read more on page 34.

ACT II: THE STORM

As dim rays of reflected sunlight caress the colony, the PCs' comms squeal to life with orders. "Charlie Team, return to base. Repeat, return to base for immediate evac—" they blare, and then spew static. Booms echo above—the result of both bomb blasts and multiple sonic incursions. The fort's rail gun cannons begin launching giant spikes into the clouds. USCMC EVAC fighters scream across the sky, firing on descending UPP dropships. War has come to Ariarcus (**STRESS LEVEL +1** for all PCs).

The UPP invasion will come in waves:

- ▶ The UPP unleash an orbital bombardment on the colony—incinerating buildings, striking the base, and cleaving the Monygham in two.
- ▶ UPP ground forces arrive and attack the fort, the Spaceport, and the Oil Fields—cutting off all routes to the base.
- ▶ Enemy dropships unload OX transports at the Spaceport and Old Refinery.

Many colonists cheer their arrival while others hide in fear. Battles rage throughout play. Most colony descriptions have Act II cues listed. In general, while all locations are the same, they will likely be damaged, the people there frantic.

GET BACK TO BASE

Make sure the PCs understand that they need to get back to the base to get off this rock. Some will want to get Wright back to help find a cure for the Xeno infections. Have them see explosions coming from within Fort Nebraska and notice the artillery batteries soon stop firing. But the assault is leaving the space elevator untouched—maybe it's too valuable to the UPP. Anyone—including marines—trying to enter the base must face the automated defenses. As the PCs near the base, run "Falling Skies" below and then move to Act III.

ON THEIR OWN

The PCs have operated under Major Hatfield's command for Act I—now it's time for them to act on their own. Hatfield's last message to them is desperate: "I'm leading a last-ditch counter-attack against UPP forces assaulting Nebraska—we are out-numbered, but it's our duty to fight back. You are on your own. Your orders are to complete your mission if you can, find any remaining AWOLs, and then rally at Fort Nebraska. Make the Marine Corps proud..." Regardless, his death will raise the stakes.

ACT II EVENTS

RESTART (MANDATORY): A muffled explosion comes from the direction of the fort, causing Chaplain to stagger to his knees. The android's eyes roll back in his head and he reboots. Up and running

again, Chaplain is free of Jaell's interference and aware of any terrible things he might have done in Act I. This event should occur early in Act II, as it triggers Chaplain's Personal Agenda for the Act.

UPP ON THE HUNT: As the PCs are escaping the Insurgent Compound, a sleek UPP Krokodil dropship, expertly piloted, lands and they see six UPP troopers dash into the compound buildings. If they have taken a UPP comms unit it crackles into life: “We are too late, the cargo is gone, no survivors.” Then: “There are tracks, commander, they cannot be far.” The UPP Space Operating Forces, commanded by Vice Sergeant Major Davydovich (page 18) with eight David 7 UPP Combat Synthetics, are after them, and the hunt begins. As the Act progresses, the PCs should feel that it’s a struggle to stay one step ahead. Eventually, either the UPP attack, or this is an opportunity for the PCs to lay a tactical trap and hunt the hunters. Davydovich will withdraw if they are losing the fight.

DROPSHIP DOWN: Cheyenne dropships fly to and fro overhead. The PCs might want to try flagging one down, or one might offer them a ride. The PCs might even still have the dropship from the assault on the Insurgent Compound. Regardless, they may try to reach base by air—a move that will get them part of the way to their destination before the dropship is struck with a missile and is Wrecked (page 88). Fortunately, the dropship was only one zone up when hit, meaning the base damage on each PC is 3 (mitigated by **MOBILITY**).

MY SYMPATHIES: The PCs spot Fei² going into a nondescript building. If they investigate, they find a safehouse with a dozen refugees, families of UPP enemies. Fei² is caring for them (page 25). While she is running the bar for the UPP occupation force, Fei² is also secretly aiding any UA loyalists and marines. She can get the PCs medical supplies, weapons, and food—all she asks is that they get these people to safety—be it inside the Fort or off-moon, and will angrily berate them if they refuse.

IT FISSURES: The PCs come to an area where the buildings are cracked and leaning, as a result of the oil-eating bacteria (page 82). Suddenly, the ground before them gives way, collapsing into a sinkhole. Each PC needs to make a **MOBILITY** roll—those who fail fall D6 meters and need to climb out. Also, the way forward is blocked.

A SPLASH OF COLOR: Moving through the warzone, the PCs hear explosions and gunfire, eventually including the loud bang of an echoing rifle shot. While they are not under attack, the PCs will most likely take cover. A drop of blood will spatter on Dante’s chest—an **OBSERVATION** roll by anyone looking her over will reveal the drop came from her nose, not any bullet wound. This is a symptom of her being a Chestbuster carrier (page 72).

IT’S A TANK: A loud boom echoes through the deserted alleys, shaking the snow off nearby roofs. Three marines (Privates Norton, Evans, and Renner) are holed up in a Ridgeway M-40E Heavy Tank (page 84). Their commander is dead. They are firing at a UPP Ox (page 84) several blocks away, but a successful **OBSERVATION** roll reveals four insurgents hiding nearby and carrying M5 RPG Launchers. The insurgents are preparing to ambush the tank but are **PASSIVE** to the PCs.

THE EXECUTIONS: The PCs turn a corner and see a horrid sight: three UPP soldiers are lining up seven civilians against the battered wall of a low building. They are **PASSIVE** to the PCs at the start. The civilians are clearly terrified. It becomes clear that the UPP are going to execute them, which they do if the PCs do not intervene (**STRESS LEVEL** +1 to each)—just another seven innocent UA victims. If they save them the surviving prisoners will want to tag along to safety at Fort Nebraska.

FALLING SKIES (MANDATORY): Act II draws to a close when you feel the guerrilla war has run its course. The hairs on the back of each PCs’ neck and arms tingle as a massive EMP burst from above knocks out most electronics—even those that would otherwise be shielded. All electronic items carried by the PCs are knocked out (needing a **COMTECH** roll to fix), and Chaplain suffers an attack with six Base Dice (base Damage 1). Blue lightning arcs both above and down each alley. Electronics pop and fry. All shooting stops. Soon, burning husks of dropships from both sides fall out of the sky. One ship crashes very close to the PCs. Have each PC make a **MOBILITY** roll to get out of the way. Failure exposes the PC to a Blast Power 9 explosion. After this plays out, move to Act III. Something ominous moves above the clouds.

"It was an unknown weapon, a gigantic messenger of death, which reduced to ashes the entire race. The corpses were so burned as to be unrecognizable. Hair and nails fell out; pottery broke without apparent cause, and the birds turned white."

—THE MAHABHARATA

ACT III: THE LION'S DEN

The mammoth shadow of a ship (whose exact shape cannot be seen) comes to a stop over the colony about four kilometers away from the PCs' position (give the PCs a chance to find cover before death comes). The colony suffers a black goo bomb attack—just as when David bombed the Engineer colony in the film, *ALIEN: Covenant* (see the "Black Death" boxed text to the right and the image on the next page. **STRESS LEVEL** +1 for all PCs.

Consult the Black Goo Bomb Range Chart and place the bomb's drop-point so that the PCs' location is on the Periphery when the strike comes. One Round later, the after-shock winds hit the PCs with apparently no effect—apparently. See Periphery on the table on page 59.

After one Turn, all areas of the colony exhibit Periphery effects. The mutagenic pathogen will not fully dissipate until everything is dead or mutated into Anathemas. It's possible to survive in any zone with full compression, vacuum, or HAZMAT gear. APE suits will only protect in Periphery conditions. Basically, anything with an independent air supply—like a sealed APC or grounded ship with an intact cabin—is safe. Tractors and buildings are not. Firefights will break out far less often as survivors seek allies. Ms. Eckford, Fei², Botos, or anyone you see fit will want to join forces.

BLACK DEATH

A succession of airbursts explode overhead, turning the skies pitch black as something like rain begins to fall. Panicked colonists, marines and enemy troops alike scramble for cover—but it's too late. A churning black tar erupts from their retching throats and eyes. A convulsing man tears at his face as the woman next to him shrieks at the clouds. The dying climb over each other, twisting in agony. Bodies bubble and ossify into grotesque black caricatures of life—forsaken souls forever crying out for their absent gods. Those further from the airburst fall to their knees, black veins spider-webbing across splintering flesh as they crumble to dust. Others writhe in the blackened snow, their skulls pulsing and limbs stretching. You are in hell.

WHO DONE IT?

A big part of fear is not knowing what is going on. It's purposely never made clear who bombed the moon with black goo. It could be W-Y, the UPP, or even the Engineers. Don't decide. Let your players think you know but are just not telling them. This mystery, and the motives behind it, should remain unsolved.



BLACK GOO BOMB RANGE CHART

ZONE	RADIUS	EFFECTS
EPICENTER	0-1 km	Automatic Petrification. Those in the immediate dropzone projectile vomit black fluid, convulse and ossify into twisted and ashen macabre statues.
KILL ZONE	1-2 km	Automatic Disintegration. Victims become Terminal Anathemas (page 66) and disintegrate within D6 Rounds.
MUTATION ZONE	2-4 km	Automatic Transformation. Within one Turn, victims morph into Freak Anathemas.
PERIPHERY	4+ km	Infection. All victims are exposed to the atomized black goo with Virulence 3. If the Sickness Roll fails, the victim mutates into an Afflicted Anathema (page 65). Roll once per Shift.



THE WAY OUT IS UP

With all the carnage around them—the space-port is wrecked, the wilderness is frozen and the colony is dead, dying, or filled with abominable creatures—the PCs need to realize that getting into the base is still their only viable way to get off-moon. Locked down as it is, there are likely other marines inside that are either awaiting rescue or planning their own escape. Perhaps there's a working shuttle in there that survived the EMP blast. No matter what, there's that glorious space elevator—and a climber car should still be on station under the base.

Make sure to tell the players that climber cars are typically stopped with hatches

open on Sublevel 01 and 02. Do not tell them, however, that the car is in actuality stopped at Sublevel 02 and 03—they will see that for themselves. Getting to Sublevel 03 will be a key challenge, but the PCs will know some useful information, based on how they played and what they learned in Acts I and II (see “Accessing Sublevel 03” on page 37). Some of the PCs will also want to make sure the pathogen is eradicated here—and there are nukes on the base that can be set to annihilate the colony. No matter how you slice it, the PCs are still Nebraska bound.

ACT III EVENTS

TABLE FOR ONE: This event takes place on the desolate streets of the colony. Amidst the brutalized bodies of over a dozen Anathemas strewn across the cracked pavement, one Freak (page 65) sits in the rubble, gnawing on the limb of one of his dismembered brethren (**STRESS LEVEL +1**). He is **PASSIVE**, but if alerted he'll look to make the PCs his next meal.

SAFE HAVEN: While making their way through the colony, the PCs pass the wreckage of a crashed Krokodil gunship (page 85) lying buried in the rubble of the building it smashed into. An Intensity 4 Fire smolders in the surrounding rubble. The crew is dead. While the ship will never fly again, its cabin is intact and can offer a safe haven from the Black Death. The crash has also cracked open the main pipeline here, spilling silt—not oil (page 82). An easy **OBSERVATION** roll indicates that the person-sized pipe leads into the Fort—terminating in the oil tanks there.

CAN'T SEE THE FOREST FOR THE TREES: The PCs stumble across a forest of petrified corpses in a quiet colony square, all upright,

twisted in agony, and reaching for the sky. A ten-year-old child named Justin wanders between the horrific human statues in a daze, looking for his father (**STRESS LEVEL +1**). The boy is a **PASSIVE** Ague Anathema (page 65) and will reach Terminal stage within one Turn.

LET'S MAKE A DEAL: This colony event can work in conjunction with another one such as “Safe Haven” (to the left). The PCs encounter Ms. Eckford or she has tracked them via their PDTs. Her Dog Catchers all dead, Eckford is looking for allies to get her back to base. She will use her Take Control Talent to influence them. If that doesn't work, she will offer them corporate security jobs, X-stims, and cash. She claims to have \$200,000 in emergency cash in her bug-out bag on Sublevel 03 of the base, though this is a lie as she only has half that, along with a few other surprises (she is looking for an excuse to go there and retrieve samples). See “Surgical Storage” on page 48.

WHITE FLAG: As the PCs finish dealing with a previous event, the UPP android Davydovich suddenly approaches with his hands up, wearing no protective gear and speaking in calm, dulcet tones. He offers a truce and explains that the UPP forces have lost all contact with their ships. They don't know who dropped the accelerant and consider the colony a loss. He believes Fort Nebraska command is holed up tight, "drinking bad coffee and playing American baseball," while they wait for extraction. Or they're all dead. Regardless, Davydovich needs the PCs' help to get inside and get off this hell moon. "Survival is the only priority now," he smiles. It's up to the PCs to trust him or not. If they decline the offer, they will find there are six more UPP Androids nearby—all ready to kill on their commander's order.

THE END OF A GOOD MARINE: In an open area of Fort Nebraska there are signs of a hard fight. There are dead Marines, dead UPP soldiers, blood trails and carnage. In amongst it all is a sword with a white-handled hilt—unmistakably Major Hatfield's antique sword. There's a bloodied trail across the ground. If they follow it, they eventually find Hatfield's body, terribly wounded, in a darkened corner. It was as far as he could drag himself, with only one arm, the last resting place of a proud Marine. He has his Major-level access key card around his neck.

ACID IS YOUR FRIEND: Use this event inside Fort Nebraska if the PCs are having a hard time and an alien dies of massive hemorrhaging. A generous burst of acid blood will burn through one or two levels of metal flooring, inadvertently creating entry points to lower levels.

READY TO RUMBLE: In an open area of the fort, the PCs hear an echo of yelling. Four Freak Anathema marines are locked in close combat with three Soldier Xenomorphs. All are **PASSIVE** in relation to the PCs.

WHO HUNTS THE HUNTERS? Within the base, three marines (page 19)—Privates Howard, Horwitz and Fine—ambush one **ACTIVE** Drone Xenomorph that is stalking the PCs. Each marine is host to a Chestbuster, so the Drone will only subdue them. Each will burst within a few Rounds.

ONE OF US: Making their way through the base, the PCs are confronted by a Xenomorph Drone emerging from a vent near Dante. Instead of attacking her, however, it leers, seems to nuzzle up to her, and then withdraws. Due to the Chestbuster she is carrying, Xenomorphs will never attack her. They will also protect her from harm. If she attacks them or corners them, they will snatch her up and take her to a hive wall for webbing.

UNDER THE INFLUENCE: At a dramatically optimal point, for example when the PCs visit the mainframe room (page 43), Jaell attempts to take control of Chaplain again. Make an opposed **MANIPULATION** roll each Round (no action). If Chaplain fails, give the player the Story Card entitled "Under the Influence". As soon as Chaplain resists Jaell's Manipulation, he regains control over his actions and can exact his revenge on Jaell—hopefully he hasn't done too much damage before then.

BUNDLING UP: In a tucked away place inside the Fort like a service tunnel or storage locker, three **PASSIVE** Chestbusters are cocooning—shedding their skin, spitting up resin and covering themselves with it. Gross.

COLONEL'S ON ICE: Abandoned somewhere in the Fort is an overturned cart with a lone blue-light stasis tube holding an older man with multiple contusions on his face. He is only wearing his underwear and dog tags. This is Colonel Meyers. The Colonel froze himself when the aliens overran the base. If Jaell is here, she starts to revive him whether the PCs want to or not (which could lead to combat). Awoken, Meyers will order the marines to get him off-moon. He will not reveal that he carries a Chestbuster (and is thus immune to Xenomorph attack). It will birth in one Shift. His goal is to have it surgically removed at a safe location. He'll kill anyone who stands in his way.

BURSTING WITH JOY: If Dante hasn't gotten her Chestbuster removed sometime within one Shift of Act III, she will burst. Finding the Medpod or 26 Draconis inoculations on Sublevel O3 could save her life. If not, make sure she pops at a dramatic moment.

LEAVING THE MOON: UP, UPP, AND AWAY

After the climber has been traveling up the space elevator tether for one Shift, there's a great jolt as if something has impacted with the tether. The wreck of a UPP destroyer, the *Trakhni Menya*, has crashed into the space elevator, above the climber, causing the tether to bend and twist. Only a shredded slice of wrecked station and the attached power module survives. The tether loops around the wreck of a ripped-in-half UPP destroyer, the *Trakhni Menya*. The entire space around the moon is littered with bodies, debris, drifting support craft, and holed cruisers. The unresponsive climber car is stuck at speed and will smash into the *Trakhni Menya*, demolishing both and killing everyone. Fixing the brakes would take one Shift—there's not enough time.

An **OBSERVATION** roll will have the PCs spot several ejected colonial EEV pods drifting lazily near the tether—including an FTL capable Type 337 (see the boxed text below). There are two options:

- ▶ The PCs can spacewalk to the tumbling pod. A successful **MOBILITY** roll allows them to latch on and board her. Failure means they miss the target and are lost in space.

- ▶ They can also attempt to hack its autopilot with a successful **COMTECH** roll from the climber and remote pilot it to them with a hard (-2) **PILOTING** roll.

Onboard the climber, there are two ASSO-400 Harpoon Grappling Guns. There is also one less Mk.35 Pressure Suit than there are human PCs aboard. Everyone else is fucked. If anyone is carrying a Chest-burster that hasn't yet popped, now's the time. If anyone is going to betray anyone else, this is where it will happen. A **HEAVY MACHINERY** roll gets the PCs into the EEV. Opening it reveals a floating dead body—a marine that didn't make it into stasis before death came. The PC who opens the hatch makes a Panic Roll. Inside are five cryosleep chambers.

If the PCs have set the fort to explode, the destruction of the ground base shakes the tether hard, pulling the climber car and the *Trakhni Menya's* wreckage into a doomed descent. The PCs had best vacate before they burn up. The tether will fall and wrap around the moon, obliterating everything along the equator, including the colony. ■

CLASS C EEV TYPE 337 FTL

An ICC standardized escape module, the L-shaped EEV Type 337 is built into the outer hull of many modern starships and can

sustain a crew of five in stasis for upwards of fifty years. FTL range is limited to 1.4 Parsecs.

EPILOGUE

AGENDAS & STORY POINTS

After it's all over, evaluate how well each player followed their PC's Personal Agenda for Act III, and hand out a Story Point to those who did. Then have the players reveal all their Personal Agendas for the scenario if they so wish, and

have a debriefing discussion. 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 can read the following message aloud, or adapt it according to what happened in the scenario.

Kruger 60 system. Final report from the USC-MC base Fort Nebraska. [PC NAME and RANK]

reporting. Colony attacked by unknown forces with advanced bioweapons. Project Life Force compromised. UPP and Colonial Marine forces wiped out. Colony and base destroyed. Thousands are dead. Only [NUMBER] of us have survived. I can only pray the damn Network picks this up before the UPP does. This is [PC NAME and RANK], signing off.

APPENDIX I:**T H E X E N O M O R P H S**

Destroyer of Worlds features a bevy of beasts both old and new. All Xenomorphs follow the general rules on page 290 in the ALIEN RPG

core rulebook (also found on page 36 of the *Chariot of the Gods* scenario in the boxed Starter Set).

ACCELERATED EVOLUTION: AGENT AO-3959X.91-15

A genetic accelerant created by an ancient race of alien Engineers, Agent AO-3959X.91-15 is a black, tar-like substance with both destructive and life-generating capabilities. While it exists in a viscous liquid form, it atomizes when released in the atmosphere, killing or altering all living things unlucky enough to be within range. While the full extent of its potential is unknown, its use-

fulness as a bioweapon seems clear. Agent AO-3959X.91-15 and its derivatives have mutagenic properties that are responsible for the creation of Anathemas, Abominations, and other abhorrent creatures. Simply put: any living thing that comes into direct contact with the black goo will die horribly, give birth to a monster, or become a monster themselves.

ANATHEMA

An Anathema is a terminal infection of a lifeform caused by exposure to certain strains of the black goo chemical agent (see the boxed text below). Anathemas must endure exponentially worse stages of cellular disruption, culminating in complete DNA disintegration. As there's no cure, an Anathema is consigned to damnation.

INFECTION: Direct exposure to the black goo is handled as a disease with Virulence 8. Contact with an infected Anathema can also cause infection (below). If the first Sickness Roll fails, the victim

is infected and mutates into a Stage I ("Vitiate") within one Shift. At the beginning of the next Shift, and each Shift thereafter, the patient must make a new Sickness Roll against Virulence 8—failure will cause the patient to advance to Stage II ("Febrile"). Success on these secondary Sickness Rolls will not save the victim, only delay the inevitable. A Stage II Anathema must after one Shift make yet another Sickness Roll against Virulence 8—success means moving to Stage III ("Freak"), while failure means moving directly to Stage IV ("Terminal"). In either case, this means the end of the PC.

STAGE I VITATE "AFFLICTED"

- **TRAITS:** Paranoia, delirium, epiphora, onset of sepsis

Disorientation and weakness hits within one Shift. These symptoms can easily be dismissed as pinkeye, the flu or a bad hangover, so if you're feeling them, don't take them too lightly. A Vitiate will exhibit increasingly bloodshot and watery eyes and an eventual endless stream of tears (**STRESS LEVEL +1**). Towards the end of the stage, small worm-like creatures can be glimpsed swimming in their eyes and bodily fluids—mutations of microorganisms normally found in the human body.

CONTAINMENT AND TERMINATION PROTOCOLS: Isolation. And watch out for those eye worm things—they are contagious, leading to god knows what next. Direct physical contact with a Stage I Anathema without a HAZMAT suit (page 86) triggers a Sickness Roll against Virulence 4 to avoid infection.

PLAYING THE INFECTED

If a PC is exposed to the black goo, have them make a **STAMINA** roll (the Sickness Roll) without telling them what it's for. If they fail, give them the Story Card marked "Infected, Stage I." When a PC progresses to Stage II, hand them the Story Card marked "Infected, Stage II." When a PC progresses to Stage III or IV, they become NPCs under your control—if possible, give the player another PC to play.



STAGE II ANATHEMA "FEBRILE"

STAGE II AGUE “FEBRILE”

- **TRAITS:** Vertigo, convulsions, extensive internal bleeding, respiratory failure

By Stage II, the accelerant has spread throughout an Ague’s body, causing a severe feverish state followed by intense pain (**STRESS LEVEL** +1). The victim’s bloodshot eyes darken—pupils and irises together become opaque. Varicose veins rapidly spread across their livid flesh as the black goo within them causes their skin tissue to deteriorate. During this stage, the victim gets +3 to Strength (and thus Health), but -2 to Wits (to a minimum of 1).

CONTAINMENT AND TERMINATION PROTOCOLS: Death by fire or nuke from orbit. It’s the only way to be sure. Direct physical contact with a Stage II Anathema without a HAZMAT suit triggers a Sickness Roll against Virulence 6 to avoid infection.

ENTHRALLING GAZE: As a fast action, a Stage II Anathema can stare down a human victim in **SHORT** range with its pitch-black eyes. The victim must make a Wits roll (the attribute only, no skill) or be lost in the depths of those soulless voids, entranced and immobilized as the Anathema slowly bears down on them. If the roll fails, the victim loses their next fast and slow action. In addition, **STRESS LEVEL** +1 for the victim and all friendly PCs in **SHORT** range.

STAGE III LUSUS “FREAK”

- **TRAITS:** Aggressive Dementia, Cerebral Dysmorphia

Similar to the creature called an Abomination (see *Chariot of the Gods*), a monstrous Freak is wracked with painful cellular mutations throughout their body. As the victim transforms into a creature of sheer rage, the rabid Anathema’s head deforms and their limbs elongate. They barely remember their past lives but can still use basic tools. Freaks attack all living things on sight. Stage III Anathemas are handled as full Xenomorphs and have their own table for signature attacks (next page). PCs who enter Stage III become NPCs under your control. Direct physical contact with a Stage III Anathema without a HAZMAT suit triggers a Sickness Roll against Virulence 7 to avoid infection.

STAGE III – FREAK

SPEED: 2

HEALTH: 8

SKILLS: Mobility 5, Observation 3

ARMOR RATING: 3 (none against fire damage)

FREAK ATTACKS

D6 ATTACK

- 1 **HORRIFIC HOWL:** The Freak throws its head back and roars, asserting its dominance. All PCs in **SHORT** range must make an immediate Panic Roll.
- 2 **FIST STRIKE:** The Freak strikes its victim with a powerful punch. Roll for the attack with ten Base Dice, Damage 1.
- 3 **EYE GOUGE:** The Freak grabs the victim's head and tries to jab its thumbs into their eyes. Roll for the attack using seven Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #34 (even if the victim is not Broken), triggering an immediate Panic Roll.
- 4 **BEAT DOWN:** The Freak leaps onto its victim like a gorilla. 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 Freak then starts pummeling the victim's head and chest with its powerful fists. This is resolved as an immediate bonus attack with ten Base Dice, Damage 2.
- 5 **BEARHUG:** The Freak pulls the victim to its chest and begins to squeeze. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it automatically inflicts critical injury #56, triggering an immediate Panic Roll.
- 6 **BLACK VOMIT:** The Freak holds the victim down and vomits black goo all over their face. The victim must make a Sickness Roll against Virulence 10. Failure means they become an Anathema. If the victim wears a HAZMAT suit, the Freak first tries to pull the visor off—the victim must make an immediate CLOSE COMBAT roll (no action) to stop this.

STAGE IV NOCUOUS "TERMINAL"

► TRAITS: Agony, disintegration

When an Anathema enters Stage IV, large patches of skin rapidly darken and flake away. Muscle tissue and ligaments follow suit as bones grow brittle and snap. As the mutagenic pathogen reproducing inside a Terminal Anathema reaches critical mass, their cell membranes burst, inflicting one point of damage per Round. At zero Health, the victim dies immediately (no Death Roll) as their DNA disintegrates and the black accelerant becomes airborne, dispersing throughout the local ecosystem and killing or

mutating any animal life it comes in contact with.

INFECTION: Anyone within **SHORT** range of an expiring Nocuous (same zone) without protective gear must make a Sickness roll against Virulence 8 to avoid Anathema infection. At **MEDIUM** range (adjacent zone) the Virulence is reduced to 4.

CONTAINMENT AND TERMINATION

PROTOCOLS: Too late. Hold your breath, get indoors. Tell your friends to get their incinerators. You're fucked.

XENOMORPH XX121

The focus of Project Life Force, Weyland-Yutani cataloged Xenomorph species number XX121 is an endoparasitic lifeform with a horrific lifecycle. Under development as a bioweapon in a joint-venture between the company and rogue elements within the government of the United Americas, these long-headed ebon terrors are indeed the stuff of nightmares.

All types of Xenomorph XX121 are described in detail in the ALIEN RPG core rulebook, but the types encountered in *Destroyer of Worlds* are included here for easy reference.

OUR FIRST ALIEN


Whenever the PCs first get a good look at any full-grown Xenomorph XX121 other than the **Bodyburster**, describe it thusly: **The black biomechanical beast unfurls, slowly raising its elongated head. It leers at you—almost seeming to mock you and your feeble existence. The thing's mouth slobbers as ebon lips peel back—it's got metal teeth. Its spiked curled tail, pronounced ribs, protruding back tubes and eyeless face denote it as something inhuman, unnatural. Something alien.**



XENOMORPH XX121 SPECIAL ABILITIES

The special abilities described below are common to all varieties of Xenomorph XX121.

ACID SPLASH: When a Xenomorph XX121 is wounded some of its acid blood may splash on its attacker and anyone within **ENGAGED** range. Each type of Xenomorph inflicts a different level of acid splash damage. Only damage that draws blood causes an acid splash—hence a fire attack does not have this effect. The bigger the Xenomorph, and the more damage it has taken, the greater the splash.

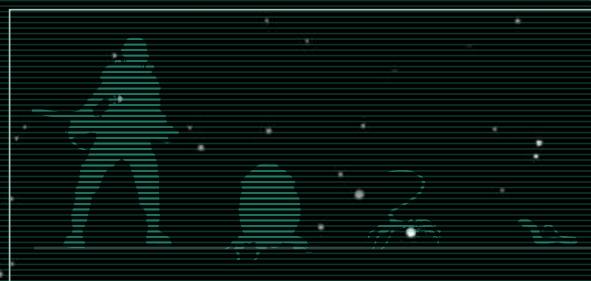
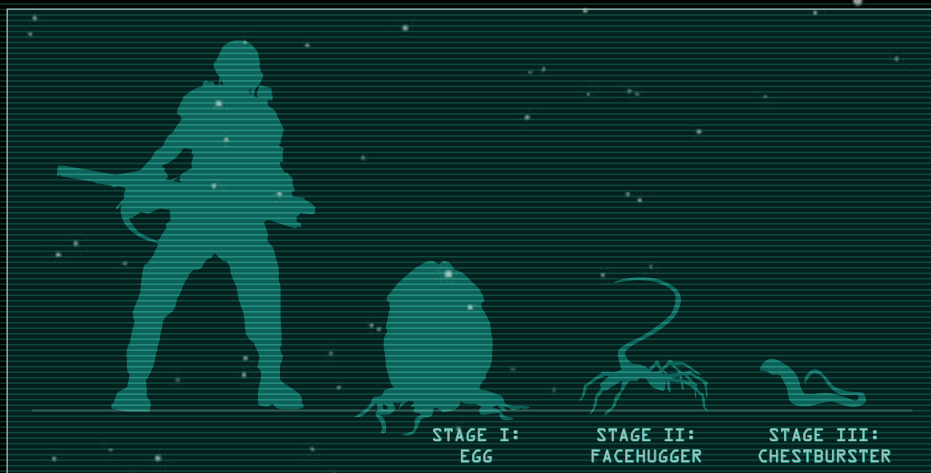
The strength of an acid splash is based on the Acid Splash rating of the Xenomorph plus the amount of damage that the Xeno took from the attack, in Base Dice, with base Damage 1. Armor reduces the damage, but for each  rolled, its Armor Rating is reduced by one, as the acid eats

through it. The acid blood will also affect the environment, and may splash nearby ammo and grenades, or burn through floors, wiring, a ship's hull, and so on (at GM's discretion).

The acid blood continues to burn after the initial splash. A victim who suffers damage from the initial splash suffers another attack each Round, at the start of the Round, just like for fire damage (see page 108). However, the number of Base Dice rolled for the attack is halved (rounding fractions down) at the start of each new Round, as the acid is slowly used up. If at any point an acid attack roll fails to inflict any damage the acid has burned itself out and the acid effect is over.

If a victim is Broken by the acid splash, or suffers further acid splash damage when already Broken, they must make a Death Roll every Round until they either die or are saved by a **MEDICAL AID** roll.

ALIEN - STAGES



"Ma'am, I already said it was not indigenous, it was a derelict spacecraft, it was an alien ship, it was not from there. You get it? We homed in on its beacon."

"And found something never recorded once in over three hundred surveyed worlds... 'A creature that gestates inside a living human host'—these are your words—'and has concentrated acid for blood'."

—WARRANT OFFICER ELLEN RIPLEY AND AN ECA REPRESENTATIVE

SPRINT: All Xenomorph XX121 varieties except Stage I can, as a slow action, sprint as if having used two run actions—i.e., through two zones or from an adjacent zone directly into **ENGAGED** range of a target.

RESISTANCE TO VACUUM: The resilient physiology of Xenomorph XX121 offers it total protection against the vacuum of space. As such, the Xeno can act indefinitely in such an environment without suffering any ill effects.

FALLING: The Xenomorphs are beautifully adapted for climbing and jumping. As such, they can fall from great heights without suffering any damage. Falling damage taken by a Xenomorph is equal to the distance fallen in meters divided by 4 (rounding fractions down), reduced by Armor.

IMMUNE TO THE COLD: Cold temperatures seem to have no effect on a Xenomorph. Even the frigid gulf of space does not hinder them in any way.

RADIATION: Xenomorph XX121 has proven extremely resistant to all forms of radiation. They can suffer 10 Rads before feeling any ill effects—i.e. the first 10 points suffered are ignored from any radiation rolls).

NO RESPIRATION: For all intents and purposes, a Xenomorph does not need to breathe, at least, not in any way that has currently been observed.

NO HEAT SIGNATURE: Xenomorph XX121 does not register on infrared or thermographic sensors.




STAGE IV:
DRONE

STAGE V:
SOLDIER

STAGE VI:
QUEEN

STAGE I: OVOMORPH (EGG)

Large leathery objects, Ovomorphs are the beginning of the alien life cycle. They come in various sizes from 0.6 to 1.2 meters tall. While most open with four petals at the top, some only have a single slit that opens to reveal the Facehugger it carries within. These eggs are lifeforms in their own right, able to protect their precious cargo from blunt trauma and forced entry, while also sensing movement and awakening the parasite within accordingly. Naturally occurring alien eggs are generated in one of two forms—either they are the result of a transformation perpetrated on a living host, causing it to metamorphose into an Ovomorph, or they are simply birthed by a Queen. Queen produced eggs are hardier and healthier than those produced through ovomorphing.

OPENING THE EGG: If a potential host comes within **ENGAGED** range of an Ovomorph, the host must make a **MOBILITY** roll each Round to not disturb it. If it fails, the egg will open and release a Facehugger. An Ovomorph can release its Facehugger even at **SHORT** range—roll a Stress Dice each Round. On a , the Facehugger is released.

CONTAINMENT AND TERMINATION PROTOCOL: If you shoot an egg with a rifle, the bullet is likely to deflect off its rubbery hide. Fire is a proven method of sterilizing them, and explosives do the trick as well. Keep in mind that the eggs are essentially vats of acid, and when exploding will cause acid damage accordingly. Extreme cold can make an egg dormant.

OVOMORPH (EGG)

	Ovomorph	The Queen's Egg
SPEED	0	0
HEALTH	2	3
SKILLS	None	None
ARMOR RATING	2 (0 vs fire)	3 (1 vs fire)
ACID SPLASH	4	5

STAGE II: FACEHUGGER

Manumala noxhydria is a parasitic form of Xenomorph designed for one task only—the implantation of Plagiarus bacteria within a living host. Coming in a variety of sickly yellowish to brown flesh tones, a Facehugger has a small body, eight spider or crab-like fingers, two large breathing sacks, and a long and powerful tail which it uses to spring itself onto a startled host's face. The Facehugger clutches its fingers around the victim's head, wraps its tail around their throat, and emits an anesthetic that renders the host unconscious, before inserting its proboscis down the creature's throat.

FACEHUGGING: The Stage II Xeno will automatically facehug any immobilized potential host within **ENGAGED** range. In combat, a successful signature attack #6 will do the trick. If the victim is facehugged, the Xenomorph infects its host via its proboscis, inseminating them deep within their chest cavity. There the host's own cells mutate to form and incubate the Xenomorph until its next stage. The victim is rendered unconscious. Within one Shift, the Facehugger dies and falls off. The victim wakes up, typically very hungry. After another Shift has passed, a Chestburster (Stage III) is born, killing the host.


CONTAINMENT AND TERMINATION

PROTOCOL: A Facehugger is incredibly fast and strong for its size, and in most cases it cannot be removed from a host's face without killing the host itself. While its polarized silicon skin protects it from most forms of melee attack, it is helpless against pulse rounds and laser tools. Again, fire works wonders.

FACEHUGGER

SPEED	2
HEALTH	2
SKILLS	
Mobility	8
Observation	8
ARMOR RATING	2 (0 vs fire)
ACID SPLASH	4

FACEHUGGER ATTACKS**D6 ATTACK**

- 1-2 SKITTERING MENACE:** The Facehugger has chosen its host and they know it is coming for them! It skitters forward, single-minded and horrifyingly spider-like. The victim suffers +1 STRESS LEVEL and must make an immediate Panic Roll.
- 3 TAIL LASH:** The little monster comes for its target, lashing out with its wicked tail. It attacks with five Base Dice, Damage 1. (The Royal Facehugger uses six Base Dice, base Damage 2). Aside from any damage the victim gets +1 STRESS LEVEL.
- 4 TAIL GRAPPLE:** The Facehugger leaps and catches its victim from behind, its tail whipping violently. Roll a D6:
- ▶ **1-2:** The target's legs are caught and they fall prone—make a Panic Roll.
 - ▶ **3-4:** The victim's arms get hopelessly tangled in the beast's tail—they cannot use any held items and must make a Panic Roll.
 - ▶ **5-6:** The Facehugger wraps its tail around the target's neck, choking them—they suffer the effects of DROWNING and must make a Panic Roll.
- 5 FACE GRAPPLE:** The Facehugger leaps at its victim. Make an opposed roll with six Base Dice against the target's CLOSE COMBAT skill (not counting as an action for the victim):
- ▶ If the Facehugger wins, the target will suffer THE FINAL ÉMBRACE (below) on the Facehugger's next initiative.
 - ▶ If the victim wins they throw the beast to the floor, but it's not finished with them yet and attacks the same target again on its next initiative.
- 6 THE FINAL ÉMBRACE:** The Facehugger gets to its victim, its acid making short work of any helmet or respirator in the way. Roll for the attack with six Base Dice. If it gets one or more , the poor victim is facehugged and immediately Broken. Their last sensations are horrible, yet strangely loving: a firm but gentle caress around their head; a smothering sensation followed by a warm burst of oxygen-rich air filling their lungs; a deep sensation of slow-motion falling; it's okay to fall asleep...

STAGE III: CHESTBURSTER

The alien grows within the host animal's chest, reaching a point of maturity where it is no longer dependent on the host for survival. While most hosts feel sick to their stomach as the parasite grows within them, some comment that they feel better than they have in ages. As the organs of the host are transformed into the embryonic alien, the host's ribcage is also softened to a point where the Chestburster can perform the act after which it is named. Gestation complete, the creature erupts from the host, killing it from a combination of massive tissue damage, blood loss, and organ transformation.

Jaundiced beige in color, the snake-like Chestburster has a mouth full of metallic canines. Depending on the length of gestation, a Chestburster will either be born with tiny arms or stubs where the arms will eventually grow in.

BIRTH: The birth of the Chestburster kills the host outright. The Chestburster has evolved to make a shocking display immediately after birth

as a defense mechanism: it snarls, hisses and squeals whilst spraying the blood of its host in all directions. People who witness this for the first time must make an immediate Panic Roll. Within one Shift, the Chestburster evolves to Stage IV.

CONTAINMENT AND TERMINATION PROTOCOL:

Surgical attempts to remove an embryonic Chestburster to date have resulted in the death of the patient—and depending on how far along it is into the gestation period—the death of the alien as well. Despite being able to defend itself, at this stage the Xenomorph is at its most vulnerable. It is easily killed by gunshots, explosives, knives, and fire—if it can be caught. Once birthed it will immediately seek both a place to hide and a source of raw metals to consume in order to complete the transformation into an adult—in addition to organic foods, aliens eat metals to increase their mass. Sufficiently fed, the Chestburster will begin to darken in color and shed its skin, cocooning itself in resin for the metamorphosis to the next Stage.

CHESTBURSTER

SPEED 2

HEALTH 2

SKILLS

Mobility 8

Observation 6

ARMOR RATING 2 (0 vs fire)

ACID SPLASH 4



CHESTBURSTER ATTACKS

D6 ATTACK

- 1-3 ESCAPE:** With a snarl the Chestburster flees, moving two zones away in one action, into the nearest vent, sewer or duct if possible. As soon as the PCs lose line of sight the Chestburster has escaped. Stealth mode ensues as the Chestburster tries to hide and grow.
- 4 TERRORIZING HISS:** The Chestburster jumps towards a target, flashing its razor-sharp teeth and hissing malevolently. The target must make an immediate Panic Roll.
- 5 LEG SLASH:** With a snarl the Chestburster slashes its target's leg, metallic teeth flashing in the light. 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 Chestburster squeals a high-pitched shriek and goes for the throat. Roll for the attack with 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.

DRONE

SPEED	2
HEALTH	7
SKILLS	
Mobility	10
Observation	8
ARMOR RATING	8 (4 vs fire)
ACID SPLASH	8

STAGE IV: DRONE

Now young adults, Stage IV Xenos are able to adapt a bipedal stance, even though they might not always make use of it. Their now fully polarized skin is near black in tone; they have a bladed prehensile tail, six-fingered hands with enlarged nails, pronounced ribs, and translucent to opaque smooth-domed heads. In addition to their metallic, toothy mouths, they have an inner set of jaws that can strike like a piston—a favored mode of attack.

DRONE: Sometimes called Lurkers, Drones stand 2.4 meters tall, and are stealthy ambush hunters. Their tails end in a deadly hooked blade and rudimentary barb for Ovomorph injection. In many ways, Drones are the most alien of the species. It is theorized that the strange behavior often exhibited by Drones is due to them reaching young adulthood without establishing a connection to the alien hive mind. The stealthy creatures' fluid yet awkward movements and unorthodox reactions to stimuli belie their methodical intelligence. The ebon Drone is a clever yet single-minded iteration of the Xenomorph. Development of *P. praepotens* will arrest at Stage IV unless a Queen's pheromones cause it to molt into a Worker or Soldier—whichever form the hive is most in need of. Until then it will eat, gather hosts for ovomorphing, and sleep. When it evolves to the next stage, it joins the hive mind.

SILENT ASSASSIN: When making a stealth mode roll or sneak attack from within the same zone, the Drone is so silent that its target gets a -2 modification to their **OBSERVATION** test.

CONTAINMENT AND TERMINATION PROTOCOL: Stage IV Xenos are notoriously difficult to kill. They operate outside of the alien hive mind and are independent—but each exhibits traits that can be exploited. Drones follow a routine and spend most of their time hibernating in warm places such as somewhere close to a reactor core—and can be hunted down accordingly.

DRONE ATTACKS

D6 ATTACK

- 1 **HYPNOTIZING GAZE:** The Xenomorph, eyeless as it may seem, stares deeply into the soul of its victim. The victim is mesmerized by the dread beauty of such a beast. They stand in awe of what nature, or god, or the devil has created, get +1 STRESS LEVEL and must make an immediate Panic Roll.
- 2 **PLAYING WITH ITS PREY:** The Xeno attacks, but not to kill. The target is knocked to the ground and drops all hand-held items, but otherwise takes no damage. The Xenomorph stands over them, taunting its prey to run so the game can go on. The victim gets +1 STRESS LEVEL and must make an immediate Panic Roll.
- 3 **DEADLY GRAB:** The beast launches through the air, grabbing its victim. It attacks with ten Base Dice, Damage 1. If it hits it immediately drags them into a neighboring zone, dumping them on the floor. The victim is prone, drops all hand-held items and must make an immediate Panic Roll.
- 4 **READY TO KILL:** The Xenomorph grabs its victim, its inner jaws poised to strike. Roll for the attack with ten Base Dice. If it hits, the victim counts as grabbed (see page 93) and needs to make an opposed CLOSE COMBAT roll against ten Base Dice to break loose. The victim and all friendly characters in the same zone must make Panic Rolls. Unless the victim breaks free, the Xenomorph will use a HEADBITE attack against them on its next initiative.
- 5 **CAPTURE FOR THE HIVE:** The Xenomorph attacks with its venom-spiked tail, with ten Base Dice, Damage 1. If the attack causes any damage, the Xeno pulls its punch so only one point of damage is inflicted, and the paralyzing venom takes effect. The victim must make a STAMINA roll—the number of 🎲 rolled is the number of Rounds they can stay up, then they fall unconscious for one Shift. The paralysis can be removed with a shot of adrenaline (a MEDICAL AID roll using a Medkit).
- 6 **HEADBITE:** The Xenomorph opens its outer jaws wide, and the deadly inner jaws lean out, gnashing in anticipation before snapping forwards. The attack has a strength of nine Base Dice, Damage 2. If it causes any damage it automatically inflicts critical injury #64, killing the victim in one dreadful blow. However, should the GM wish it, the victim remains just alive enough for the Xenomorph to initiate the ovomorphing process.

STAGE V: SOLDIER, WORKER

As the hive mind takes a hold of them at Stage V of their development, *P. praepotens* molt to assume specialized roles within their community.

SOLDIER: Romantically referred to as a Warrior, a Soldier Xenomorph is the adult form of a Drone. As the alien matures, the creature's dome loses its form and melds with the ridged tissues beneath it. The alien's head begins to polarize and harden,

forming an armored carapace. Blades will begin to grow from the Xeno's elbows, and its hands will mutate into five-fingered claws, dropping the sixth digit. Blue-black in color, Soldiers are nimble and attack en masse. The Soldier's tail has a barb at the end with a toxin that can cause paralysis in most known lifeforms. Once incapacitated, the Soldier will carry its prey back to the hive to be impregnated by a Facehugger.

WORKER: The diminutive Workers build and maintain the hive. Also called Weavers, they produce and spin the resin of the hive with their long proboscis tongues, shape it with their hands and feet, position eggs near cocooned hosts, and feed and maintain the Queen. Physically, they are somewhat different than the other members of *P. praepotens*. Transformation from Drone to Worker will see an alien shrink to between 1.2 and 1.8 meters in height. Its skin will turn a sickly grayish white, while its tongue grows pink, elongates, and develops a funnel through which it will secrete the makings of the hive. Workers ignore threats within the hive and

will run if threatened, leaving their protection to Soldiers.

CONTAINMENT AND TERMINATION

PROTOCOL: As always, fire keeps Xenomorphs at bay. The non-aggressive Workers are easy to take down as they offer little resistance. A Soldier's carapace is armored enough to shrug off regular ammunition rounds, but pulse rifles make short work of them. Soldiers tend to work in groups, overwhelming targets with sheer numbers. Because of this, it is possible to take out a large number of them with an area effect weapon, hopefully evening the odds a bit.

SOLDIER, WORKER

	Soldier	Worker
SPEED	2	1
HEALTH	8	4
SKILLS		
Mobility	8	4
Observation	8	4
ARMOR RATING	10 (5 vs fire)	5 (2 vs fire)
ACID SPLASH	10	6

*"They cut the power."
"What do you mean "they cut the power"? How could they cut the power, man? They're animals!"*

—LT. ELLEN RIPLEY AND PRIVATE
FIRST CLASS WILLIAM HUDSON


HIVE MIND

While a lone alien will operate well enough on its own, when half a dozen or more Stage IV Xenomorph XX121s get together, they begin to operate in unison. Add a Queen to the mix and they'll molt to Stage V. It's then that their coordinated movements become downright

uncanny. While some theorize this is accomplished by the Queen through pheromones and other communicative stimuli, others believe it's a cumulative hive intelligence. It would seem that the more Xenomorph XX121s there are in a hive, the more intelligent they become.

SOLDIER ATTACKS

D6 ATTACK

- 1 **ASSESSING THE THREAT:** The Xenomorph pauses, hissing quietly but all the more threatening for that. It looks like it's thinking, or maybe giving silent orders to unseen companions. Everyone within MEDIUM range gets +1 STRESS LEVEL.
- 2 **ONE FOR ALL:** The Xeno leaps at the largest group of enemies and roars a challenge, sweeping its arms, legs and tail through their ranks. All targets within SHORT range must succeed at a MOBILITY roll or be knocked off their feet, taking one point of damage. All the targets must make immediate Panic Rolls.
- 3 **ALL-OUT ATTACK:** The Xenomorph launches into a wild attack, throwing every claw, fang and its pointed tail at its victim. It attacks with twelve Base Dice, Damage 2, and the attack is armor piercing.
- 4 **CAPTURE FOR THE HIVE:** The Xenomorph attacks with its venom-spiked tail, with twelve Base Dice, Damage 1. If the attack causes any damage, the Xeno pulls its punch so only one point of damage is inflicted, and the paralyzing venom takes effect. The victim must make a STAMINA roll—the number of  rolled is the number of Rounds they can stay up, then they fall unconscious for one Shift. The paralysis can be removed with a shot of adrenaline (a MEDICAL AID roll using a Medkit), but otherwise the Xeno will capture them for the egg chamber.
- 5 **DIE FOR THE QUEEN:** The Xenomorph, desperate to protect its hive and Queen, leaps towards an enemy, eviscerating itself as it does so. Its acid blood showers everywhere: all targets within SHORT range of the Xeno suffer an immediate acid splash attack of twelve Base Dice. The Xeno dies, squealing.
- 6 **HEADBITE:** The Xenomorph opens its outer jaws wide, and the deadly inner jaws lean out, gnashing in anticipation before snapping forwards. The attack is rolled with ten Base Dice, Damage 2. If it causes any damage it automatically inflicts critical injury #64, killing the victim in one dreadful blow.

STAGE VI: CHARGER, QUEEN

Stage VI *P. praepotens* are monstrous horrors. Their immense size and crested carapaces mark them as the leaders of their hive. Stronger and smarter than those beneath them, Stage VI Xenos command alien armies. These Stages are only reached when an existing Queen produces royal jelly and exposes her Soldiers to it.

CHARGER: Also called the Crusher, the Charger is the Xenomorph equivalent of a tank. After being

force-fed Royal Jelly and raw metals by the Queen's workers for weeks, a bloated Sentry will cocoon itself in resin and undergo a massive transformation. Its quadrupedal stance is bulked up and its head grows a massive, armored chitinous crest similar to a Queen's. Chargers grow to stand between 1.8 and 3 meters tall at the shoulder. Heavy defensive protectors of the hive, the Crusher will charge an enemy like a rabid rhino, trampling personnel and plowing through even lightly armored vehicles.

QUEEN: The mother of the hive, at six meters tall or more, the alien Queen is perhaps the strongest and most intelligent of the species. While any adult alien is capable of initiating ovomorphing in a host organism, only Queens have the ability to lay eggs en masse. When her first molt is completed and the Queen is fertile, her Workers spin a resin cradle that holds her suspended above the floor of the hive. The Queen then grows an enormous egg sac that soon becomes distended and engorged with developing eggs. As each new Ovomorph is ready, she deposits it on the ground via ovipositor for her Workers to spirit away to nearby cocooned hosts.

The most astonishing thing about the Queen is her ability to communicate with her hive. While evidence exists to suggest she does so via a combination of pheromones and subsonic vocalizations, there are company consultants who believe she communicates telepathical-

ly as well, "speaking" with her children over immeasurable distances. In fact, corporate psychiatrists have documented that employees who score high on their company esper tests and find themselves within the proximity of an alien hive will have vivid dreams of the Queen calling to them, whether they are aware of her existence or not.

An alien Queen's distinguishing characteristics include her size, her large crested head, set of six dorsal spikes (instead of tubes), unique stance and a second set of grasping arms.

CONTAINMENT AND TERMINATION

PROTOCOL: A Charger is nigh invulnerable while charging with its head shield down, but its body is only as armored as that of a regular alien Soldier, and well-placed explosives or heavy artillery will make short work of the beast. As for dealing with the Queen... yeah. Don't.

ROYAL JELLY

Secreted by a Xenomorph Queen, Royal Jelly is a gelatinous substance that a mother Xeno uses to shape the Sentries of her hive. Royal Jelly contains a specialized strain of Agent A0-3959X.91-15 that induces an accelerated metamorphosis in *P. praepotens* and *M.*

noxhydria. Royal Jelly is extremely addictive to humans and other animals, and when ingested in large quantities causes an adrenal increase in strength, stamina, and aggressive tendencies—eventually bordering on the superhuman and homicidal.

"They grab the colonists, they move them over there and they immobilize them to be hosts for more of these. Which would mean that there would have to be a lot of these parasites, right? One for each colonist. That's over a hundred at least."

"Yes, that follows."

"But each one of these things comes from an egg, right? So who's laying these eggs?"

"I'm not sure. It must be something we haven't seen yet."

—LT. ELLEN RIPLEY AND BISHOP

CHARGER, QUEEN

	Charger	Queen
SPEED	1	2
HEALTH	16	14
SKILLS		
Mobility	4	8
Observation	5	12
ARMOR RATING	18 (6 vs fire)	14 (5 vs fire)
ACID SPLASH	10	10

THE ALIEN HIVE

An alien hive is a large Xenomorph XX121 nest, composed mainly of secreted resin, that is either built into an existing structure or free standing on its own. Hives are full of twisting and confusing biomechanical tunnels and corridors that have been spun and crafted by Worker aliens. The damp, muted green-gray walls make it easier for *P. praepotens* to climb and maneuver, and are full of ridges and pockets for alien Soldiers to hide in. The sticky walls also serve another purpose—hosts are cocooned and impregnated within them until they birth a Chestburster and are killed. The hosts' decaying bodies then grows into the resin, serving as nourishment for the Workers and Soldiers of the hive. The atmosphere inside the hive is usually hot, dank and humid, and the putrid smell is unbearable. Soldiers lay dormant, hibernating in the walls and on the ceiling until called to task by their Queen. Along the way there are many small chambers that serve unknown purposes, and deep within the nest's maze is a centralized and guarded chamber where the Queen sits atop a bloated egg sac and deposits her eggs. Some hives have been found to contain diluted derivative pools of Chemical A0-3959X.91-15, likely secreted by the Xenomorphs themselves and used to perform genetic alterations on hosts in order to make them more suitable for the production of the type of Chestbursters the hive needs most. It's a nasty place and one you should avoid. ■

CHARGER & QUEEN ATTACKS**D6 ATTACK**

- 1 CALL THE GUARD:** The enormous Xenomorph lets out a shrill cry for help, calling D6 Soldiers to its defense. They reach the zone the following Round, then draw initiative and can act.
- 2 CHARGE:** Charger only (re-roll for Queen). The target must make a **MOBILITY** roll (no action) or be crushed, being immediately **Broken** and suffering a random critical injury. Even if the victim makes the roll, they fall down and gain +1 **STRESS LEVEL**.
- 3 BEASTLY BITE:** The Xenomorph takes a huge bite from its victim. The attack is rolled with ten Base Dice, Damage 1. If the attack causes any damage, it inflicts **critical injury #61** even if the victim isn't **Broken**, triggering a **Panic Roll**.
- 4 CRUSHING BLOW:** The Xenomorph brings its entire weight down on the poor victim, who must make a **MOBILITY** roll at -2 (no action) or be crushed, immediately suffering three critical injuries (roll three times on the critical injury table and apply all three results, regardless of whether or not the victim is **Broken**). The victim is knocked to the ground and must make an immediate **Panic Roll**.
- 5 TAIL SPIKE:** The tail impales the victim with terrible force. Roll for the attack using ten Base Dice (fourteen for a Queen), Damage 1. The attack is armor piercing. If the attack causes any damage it automatically triggers **critical injury #66**, killing them outright.
- 6 HEADBITE:** The Xenomorph opens its mouth wide and the inner jaws lash out. The attack uses ten Base Dice, Damage 2. If it causes any damage the victim immediately suffers **critical injury #64**, killing them in one dreadful blow.

XENOMORPH XX121AB ABERRANT TYPES

There are many stages and subspecies of Xenomorph XX121—however, there are also mutations and alternate forms of the creature. Genetically similar, these variations do not always subscribe

to the established scientific parameters of the Xenomorph life cycle. Aliens such as this are cataloged as XX121AB, or Aberrant types. One such monstrosity is the so-called Bodyburster.

ARIARCUS “BODYBURSTER”

A genetic mutation of the Xenomorph first witnessed on the Ariarcus colony, the Ariarcus Bodyburster develops when a certain strain of Chemical Agent AO-3959X.91-15 is introduced to a host already impregnated with a Xenomorph XX121 spore by a Facehugger. The accelerant acts as a genetic bridge between the host’s DNA and that of the developing alien embryo, resequencing them together.

When the process is complete in one or two Shifts, the Chestburster is not birthed in the normal way (page 72). Instead, the host undergoes a subdermal skeletal and muscular transformation into a Bodyburster, ripping out of their own human skin. The transformation is so hideous that all present must make an immediate Panic Roll the first time they witness it. A fully formed Body-

burster resembles a large Xenomorph Drone with the host’s formerly human skull now encompassing the face of the alien’s smooth dome.

CONTAINMENT AND TERMINATION

PROTOCOLS: Once transformed into a Bodyburster, the person’s mind is gone—however, the alien may exhibit recognizable mannerisms of its former host, causing confusion and doubt amongst family, friends or former acquaintances. Be assured—the creature is not the person you once knew. The beast’s fangs are its greatest weapon—they can inject the mutagenic pathogen into its victim, ultimately transforming them into another Bodyburster. All special abilities of XX121 Xenomorphs apply to the Bodyburster as well.

BODYBURSTER

SPEED	2
HEALTH	9
SKILLS	
Mobility	6
Observation	10
ARMOR RATING	8 (4 vs fire)
ACID SPLASH	10

ALIEN ALLEGIANCE

All stages of Xenomorph XX121 will seek to protect their Queen and her potential young—they will not attack someone who is already impregnated with a Chestburster. If continuously provoked, they will attempt to subdue the host instead—otherwise they will leave them alone. Pure Xenomorph XX121 aliens will consider Aberrations like the Bodyburster tainted enemies of the hive and seek to destroy them.

BODYBURSTER ATTACKS**D6 ATTACK**

1. **ENTHRALLING GAZE:** The Bodybuster leers at a victim in **SHORT** range, staring them down with its empty eye sockets. The victim must make a Wits roll (the attribute only, no skill) or be lost in those voids, entranced and immobilized as the Bodybuster slowly bears down on them. If the roll fails, the victim loses their next fast and slow action. In addition, **STRESS LEVEL +1** for the victim and all friendly PCs in **SHORT** range.
2. **DISMISSIVE SLAP:** Judging the victim unworthy of the effort, the Xenomorph whirls and lashes its tail at them. It attacks with eight Base Dice, Damage 1. If the attack hits, the strike throws the victim to the floor in an adjacent zone. The victim is prone, drops all hand-held items and must make an immediate Panic Roll. The Xeno will then ignore the victim for the remainder of the fight unless the victim attacks it again.
3. **VENOMOUS FANGS:** The Bodybuster sinks its fangs into its victim. The attack is rolled with eight Base Dice, Damage 1. If it causes any damage the victim must make a Sickness Roll against Virulence 8 or suffer Anathema infection (page 64).
4. **EVISCERATE:** The Xenomorph's tail blade slices across the victim's abdomen. The attack is rolled with ten Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #45 (even if the victim is not Broken).
5. **SKULL CRUSH:** The Xenomorph uses both hands to grab its victim by the head. If successful, it lifts them off their feet and squeezes. The attack is rolled with ten Base Dice, Damage 1. If it causes any damage it automatically inflicts critical injury #64, killing the victim and triggering an immediate Panic Roll for all friendly PCs in **SHORT** range.
6. **HEADBITE:** The Xenomorph opens its outer jaws wide, and the deadly inner jaws strike like a piston. The attack is rolled with nine Base Dice, Damage 2. If it causes any damage it automatically inflicts critical injury #65, killing the victim in one dreadful blow and triggering an immediate Panic Roll for all friendly PCs in **SHORT** range.

OIL-EATER BACTERIA

Originally developed by Weyland Drilling Corp. to help clean up oil spills back in the 2050s, Alcanivorax Comedenti is an artificially created bacterium. Unfortunately, the so called "Oil-Eater" became airborne and devoured much of the Earth's oil supplies before the gene splicers created a counter bacterium to kill it. Earth became reliant on nuclear and alternative energy technologies as off world colonies scrambled to become the new pipelines of the stars.


CONTAINMENT AND TERMINATION

PROTOCOLS: This shit gets into everything. It consumes all forms of petroleum, multiplying and leaving only a glittering carbon silt in its wake. Fire and smoke will halt its advance—but then you're burning the oil. Antibacterials get it off your skin, but not out of your tank. The only real way to stop it is to introduce a counter biological agent. Otherwise, put your gyrocar in park and get ready to walk.

CARBON SILT EXPOSURE: The sparkling carbon silt waste left behind will fuck up your ride and jam up your gun. It's a skin and eye irritant and tastes like brake dust. Miniscule amounts in the air are fine, but inhaling it directly is like breathing broken glass and will cause severe lung hemorrhaging. You'll know you're fucked when you start hacking up blood.

Exposure to the Silt gives **STRESS LEVEL +1**. Furthermore, without some kind of breathing apparatus (a HAZMAT suit or respirator) the silt will cause an immediate suffocation effect (page 110 of the core rulebook or page 76 in the Starter Set rules)—a **STAMINA** roll is required after each Turn, or after strenuous activity, while the PC is


exposed. The use of a makeshift mask gives a +2 modification to the **STAMINA** roll.

In addition, every Turn roll a Stress Die for any piece of gear (including vehicles and breathing apparatus) directly exposed to the carbon silt. On a , the item is clogged with silt and useless—it needs to be fixed with a Turn of work and a **HEAVY MACHINERY** roll.

SILVER-LINING: Once altered by the atomized black goo, the bacterium begins absorbing it—offering limited protection from the airborne accelerant (Virulence reduced by 2). Of course, that's only until the altered Oil-Eaters accumulate enough of the mutagenic pathogen to metamorph into something worse (GM's discretion).

SILTY SYNTHETICS

A Synthetic is an artificial item, and the silt will affect their systems and parts as it would any other item. If a Synth comes into contact with the silt have them make a roll for the silt

normally, but on a roll of  the Synth takes a critical injury (see page 111 in the core rulebook or page 77 in the Starter Set rules).

APPENDIX II: T A L E N T S

COLONIAL MARINE TALENTS

BANTER: Between fights, you release the tension in your team with some friendly banter. Your **STRESS LEVEL**, and the **STRESS LEVEL** of everyone in **SHORT** range of you, drops two steps (instead of one) for every Turn spent in a safe place (page 104 in the core rulebook or page 70 in the Starter Set rules).

OVERKILL: 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 the Overkill effect when you make a Panic Roll—see page 104 in the core rulebook or page 70 in the Starter Set rules.


COMPANY AGENT TALENT

TAKE CONTROL: You know how to make people do what you want, and you don't feel bad about doing it. You can roll for **MANIPULATION** using **WITS** instead of **EMPATHY**.

OFFICER TALENT

FIELD COMMANDER: You can use **COMMAND** to give orders (page 71 in the core rulebook or page 45 in the Starter Set rules) as a fast action instead of a slow action. This means you can give orders twice in a Round.

GENERAL TALENTS

BODYGUARD: If someone within **SHORT** range of you is hit by an attack, you can dive in to take the hit. Roll for **MOBILITY**. It doesn't count as an action in combat. If you roll one or more , you take the hit instead. You can push the roll.

FAST REFLEXES: You can draw two initiative cards instead of one during the initiative draw. Choose the one you want to use, and shuffle the other one back into the deck before others draw their cards.

KILLER: You know where to strike to make your enemy fall and not get up. Ever. When your enemy sustains a critical injury you may switch the D66 roll so that the ones die becomes the tens die and vice versa. This talent can only be used on humans.

WEAPON SPECIALIST: You're an expert at using a specific weapon model—choose one from the weapon lists. When you use this weapon, you get a +2 modification. You can choose this talent several times, once per weapon type. You can be a specialist at fighting unarmed.



APPENDIX III: GEAR & VEHICLES

Destroyer of Worlds includes a range of vehicles and gear, all described below. Any gear not described here is included in the Gear chapter of the ALIEN Starter Set or the core rulebook.

Rules for vehicle combat can be found in the core rulebook, and are repeated in Appendix IV of this book, if you are playing with only the Starter Set.

PERSONAL WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
AK-4047	-	2	Long	1	\$500	Full auto.
M-5 RPG Launcher	+1	5	Extreme	2	\$1,800	Portable shoulder-fired rocket launcher. Reload after each shot. Armor piercing.
M40 HEDP Grenade	-	Blast 9	Medium	1/2	\$60	U1 ammo when used as hand grenades.

VEHICLES

VEHICLE	PASSENGERS	MANEUVERABILITY	SPEED	HULL	ARMOR	COST
M577 APC	13	+1	3	8	8	\$500,000
UD-4L Cheyenne VTOL Dropship	15	+2	4	10	7	\$3,100,000
USCMC M40E Ridgeway Heavy Tank	3	+0	2	9	12	\$8,920,000
UPP OX-440 HAMPV Troop Transport	26	+0	2	10	8	\$926,000
UPP MI-222 Krokodil VTOL Dropship	15	+1	3	12	7	\$2,700,000
Daihotai Tractor	4	+0	2	6	4	\$17,000
Weyland NR-9 ATV	1	+2	2	2	2	\$3,000

VEHICLE WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
115mm Rifled Cannon	+2	8	Extreme	Armor piercing.
60mm Mortar	-	4	Long	Triggers Blast Power 12 explosion in addition to direct damage.
20 kW Phased Plasma Point Defense Gun	+2	5	Extreme	Armor piercing.
UPP Anti-Personnel Missile Pod	-	2	Long	Triggers Blast Power 9 explosions in addition to direct damage. Full Auto.
UPP Heavy Anti-Tank Missile Launcher	+1	6	Extreme	Can only target ground vehicles and buildings. Armor piercing.
UPP Medium Air-to-Air Missile Launcher	+2	4	Extreme	Can only target air vehicles. Armor piercing.
USCMC Type 4 Assault Breaching Charge	0	3+ Blast 8	Engaged	A focused, adhesive charge that breaches a door or wall. Detonate by timer or remote. Armor piercing.
20mm Gatling Gun	+3	3	Long	Armor piercing. Full auto.
25mm Gatling Gun	+3	3	Extreme	Armor piercing. Full auto.
Phased Plasma Pulse Cannon Turret	+1	6	Extreme	Armor piercing.
Mk.16 150mm Banshee 70 Unguided Rocket Launcher	-	3	Long	Triggers Blast Power 12 explosion in addition to direct damage. Full auto.
AGM-220C Hellhound II Tactical Missile Launcher	+2	7	Extreme	Can only target ground vehicles and buildings. Armor piercing.
AIM-90E Headlock Air-to-Air Missile Launcher	+3	5	Extreme	Can only target air vehicles. Armor piercing.

USCMC M577 COLONIAL MARINES APC

TOP SPEED: 150 km/h

LENGTH: 9.2m

STANDARD ARMAMENT:

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

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

USCMC UD-4L CHEYENNE DROPSHIP

TOP SPEED: Mach 9

LENGTH: 25.2m

STANDARD ARMAMENT:

- ▶ 25mm Gatling Gun
- ▶ Mk.16 150mm Banshee 70 Unguided Rocket Launcher
- ▶ 7 x AGM-220C Hellhound II Tactical Missiles
- ▶ 3 x AIM-90E Headlock Air-to-Air Missiles

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 OX 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

SUITS & GEAR


SUIT	ARMOR RATING	AIR SUPPLY	WEIGHT	COST	COMMENT
Kevlar Riot Vest	4	-	1	\$600	Built-In Comm Unit.
UPP 6B90 Combat Armor	6	-	2	\$1,000	Built-In Comm Unit.
Military Grade HAZMAT Suit	1	2	2	\$1,000	Built-in Comm Unit. Protects against chemical and biological contaminants and radiation.
CBRN Detection Kit	-	-	1	\$800	See below.

SUITS & GEAR

KEVLAR RIOT VEST: A relatively lightweight vest made of woven metal fibers, the Kevlar Riot Vest is the personnel armor of choice for law enforcement and security details throughout the colonies. It offers limited protection from bullets, knives, and shrapnel.

UPP 6B90 COMBAT ARMOR: Bulky and heavier than its Colonial Marine equivalent, the 6B90 is the standard personal armor of UPP troops.

MILITARY GRADE HAZMAT SUIT: This sealed bodysuit acts as protection against hazardous materials. The suit protects fully against chemical and biological contaminants as long as nothing has pierced it. It also acts as armor against radiation. Each time you suffer a Radiation

Point, roll six Base Dice—if you roll one or more , the Rad is absorbed by the suit. HAZMAT suits have a built-in comm unit and a limited air supply. They do not protect against the vacuum of space.

CBRN DETECTION KIT: This Chemical Biological Radiological and Nuclear Detection Kit includes a Geiger counter, a biological and chemical agent diagnostic device, four doses of neurotoxin inhibitors, four emergency respirators (good for one Turn each before they need to be recharged), a pair of acid proof gloves and goggles, syringes, sampling tools, chemical detection paper, and four heat resistant specimen jars. Using this kit automatically detects the current Radiation Level and any chemical or biological pathogen at the user's location. It also gives the user a +2 modification to any Sickness Roll.

APPENDIX IV:

VEHICLE COMBAT

A wide range of vehicles, both of the air and ground varieties, are used to get around planetside on the Frontier. You'll find a selection described starting on page 140 in the Gear chapter.

Driving under normal circumstances requires no dice rolls, but more advanced maneuvers require **PILOTING** rolls. Entering or mounting a vehicle is a fast action. Starting a motorized vehicle is also a fast action.

VEHICLE ATTRIBUTES

PASSENGERS: The number of people that can ride in the vehicle, excluding the driver.

MANEUVERABILITY: The modification you get to your **PILOTING** rolls when performing challenging maneuvers. Small, agile vehicles have higher bonuses than larger, heavy ones.

SPEED: The speed of the vehicle, in number of zones per driving action.

HULL: How much damage the vehicle can take before becoming wrecked.

ARMOR: The Armor Rating of the vehicle.

VEHICLES IN COMBAT

To operate a vehicle in combat, you use the drive action. Driving is a fast action, and it will move you a number of zones up to the Speed rating of your ride. Note that driving is a fast action just like running, meaning that you can drive twice in the same Round.


VEHICLE WEAPONS: Some vehicles are fitted with mounted heavy weapons, fired by the crew (and in some cases, the driver). You'll find a list of vehicle weapons on page 147.

RAMMING ENEMIES: Most vehicles can be used as weapons—i.e. to simply ram your enemy. It counts as a close combat attack, but roll for **PILOTING** instead of **CLOSE COMBAT**. Don't forget the vehicle's Maneuverability. The base Damage rating of the attack equals your vehicle's Hull rating divided by five, rounded up.

AERIAL VEHICLES

Aerial vehicles are handled in much the same way as ground vehicles, with some exceptions:

ALTITUDE: At all times you must keep track of the vehicle's altitude, measured in zones. When moving, you distribute the zones moved on vertical and horizontal movement. When on the ground, the Speed of aerial vehicles is typically 1.

CRASHES: If an aerial vehicle is Wrecked, it crashes violently to the ground. All people inside suffer damage equal to the altitude (in zones) multiplied by 3. You can brace yourself for the hit by rolling **MOBILITY**—each  rolled reduces the damage by one.

DAMAGE TO VEHICLES

Vehicles suffer damage just like people. Most vehicles have an Armor Rating (see page 98).


When a vehicle has suffered damage equal to or in excess of its Hull rating, it is Wrecked. This means that the vehicle is inoperable—you'll need to keep going on foot.

COMPONENT DAMAGE: Vehicles don't suffer critical injuries when Wrecked. Instead, if they take damage equal to or higher than half their Hull rating (round up) in a single hit they suffer *component damage*. Roll D6 on the table to the right. This means a vehicle can suffer component damage once without being Wrecked, but a

second component damage will always Wreck a vehicle.

RAMMING VEHICLES: You can use your vehicle to ram another vehicle, as long as the Hull rating of your vehicle is equal to or higher than the Hull rating of the target. Roll the attack like you would if you were ramming a person. The damage from your attack is inflicted on the enemy vehicle. The driver and passengers in the target vehicle are only hurt if the enemy vehicle is Wrecked, in which case they suffer the same amount of damage as the vehicle did.

REPAIRS

Repairing damage to a vehicle requires one or several **HEAVY MACHINERY** rolls. One roll can be made per Shift. Only one person can roll to repair the hull, but others can help. Each  rolled removes one point of damage. If the vehicle was Wrecked, it is no longer considered Wrecked once it has regained at least one HP.

COMPONENT DAMAGE: If the engine or a mounted weapon has been disabled, repairing it typically requires a **HEAVY MACHINERY** roll, in addition to any roll for repairing hull damage. The work takes one Shift. ■

COMPONENT DAMAGE

D6	DAMAGE	EFFECTS
1	Driver Hit	The driver is hit and suffers damage equal to the damage inflicted on the vehicle.
2	Passenger Hit	A random passenger is hit and suffers damage equal to the damage inflicted on the vehicle. Re-roll if no passengers are present.
3	Severe Spin	The attack rocks the vehicle. The driver must make an immediate PILOTING roll (not an action)—failure means that the vehicle is Wrecked.
4	Weapon Disabled	A random weapon mounted on the vehicle is disabled. Re-roll if no weapons are present.
5	Engine Disabled	The engine is disabled, and the vehicle can't continue. An aerial vehicle can make a controlled landing, losing one zone of altitude per Round.
6	Fuel Explosion	The vehicle explodes in a ball of flame. All people inside it are immediately exposed to Intensity 9 fire, and the vehicle is destroyed beyond repair.

