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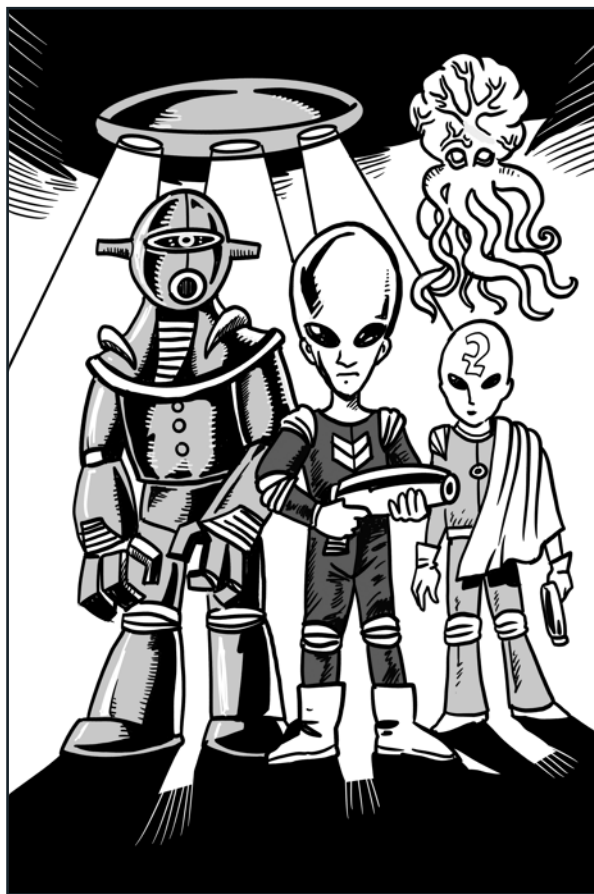
FOUR AGAINST MARS



A RETRO SCI-FI PEN AND PAPER ADVENTURE GAME

Four Against Mars

A solitaire/coop atomic age sci-fi pen-and-paper game



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Introduction

This is an old-school retro science fiction game that can be played with just this book, a pencil, two dice, and paper. You can play it solo, running four characters by yourself, or cooperatively, sharing four characters with friends.

What is This Game About?

You control a team of four heroes (also called PCs or “player characters”) fighting off an alien invasion in a small town, hopefully trying to discover the aliens’ weaknesses. Aliens have been conducting all manners of experiments on terrestrial life forms, thus creating countless dangers, from space zombies to radioactive giant spiders, for your heroes to fight. The game is set in your hometown, or -- if you live in a big city -- in the closest small town with which you are familiar. You may use its landmarks, businesses and notable persons to add details and color to your own game. The theme of the game is small town people vs. aliens from outer space and their sinister creations.

Why Four?

A team of four characters gives enough variety of abilities to be interesting with a manageable level of book-keeping.

Length of the Game

Your first game will take about an hour and a half. After you familiarize yourself with the mechanics, a typical game takes about 45 minutes. Cooperative games with multiple players last longer as players will discuss tactics and roleplay their characters.

Enemies Never Roll Dice

All the rolls in the game are performed by your characters when they try to **achieve or avoid something**. When the PCs attack their enemies, they roll dice and compare the results with the enemy’s L (Level) to determine if enemies are defeated. When the enemies attack, your PCs try to **roll higher than** the enemy’s L, suffering wounds or other effects if they fail.

Enemy Level and Highest Character Level (HCL)

In most cases, enemies have a static Level (L). This number is used for both attack and defense. For example, the typical Martian trooper is L3. In some cases, enemies will adapt to your characters' Level. The more powerful your characters are, the stronger the enemies will be. The HCL notation means Highest Character Level. This is a formula in which you use the L of the highest Level PC as the base number.

Example: You encounter a robot whose L is HCL+1. Your team includes a L3 Medic, a L4 Combat Specialist, and two L2 criminals. Since the highest Level in the team is 4 (the Combat Specialist), the robot's L is 5 (HCL 4 +1= 5).

In some cases, HCL will have a minimum or maximum. For example, an enemy's L may be equal to HCL, minimum 4. This means the foe's L will be at least 4 even if the HCL in the team is lower.

Dice Codes

The game uses polyhedral dice ranging from d4 to d20. Dice are annotated with the letter "d" followed by the number of sides in the die. For example, d4 means roll a four-sided die. Regular six-sided dice are called d6. Here are all the most common dice codes:

d4: roll a four-sided die. Useful to pick one of your characters at random.

d6: roll a six sided die.

d3: roll a six sided die, counting a roll of 1 or 2 as 1, a 3 or 4 as a 2, and a 5 or 6 as a 3.

d8: roll an eight-sided die.

d10: roll a ten-sided die.

d12: roll a twelve-sided die.

d20: roll a twenty-sided die.

d6 +1: roll a six sided die and add 1 to the result.

2d6: roll two six sided dice and add them, generating a number 2 to 12.

2d8 +1: roll two eight-sided dice, add them together, and add 1 to the total, generating a number from 3 to 17.

d6 x d6: roll two six-sided dice and multiply the result of one die by the other, generating a number from 1 to 36.



Grays abduct humans and animals to perform horrible experiments.

d6-1: roll one six-sided die and subtract 1 from the result, generating a number from 0 to 5.

d6 + L : roll a six-sided die and add the character's Level.

d6 + $\frac{1}{2}$ L : roll a die and add half the character's Level, rounded down.

d66: roll two dice of different color, reading one die as "tens" and the other as "units", generating a number from 11 to 66.

d100: roll two d10 and count the first as tens and second as units, generating a number from 01 to 00 (that reads as 100). d100 is not used in this book but may be used in future publications.

Explosive Dice

Whenever characters roll a high number performing an action, your die result "explodes". **This means that you immediately roll another die of the same type and add the result of the new die roll to the total.** This is cumulative: for example, if you roll a 6 on a d6, roll again and add the result of the second die to the total. If you roll a 6 again, add it to the total and roll again... If you are lucky enough, you could roll ANY number. In combat, this will let you kill multiple targets with a lucky blow or inflict multiple wounds on a large monster.

The number that causes a roll to "explode" depends on the die used, as summarized in the table below:



Die Rolled	Explodes on
D4	no explosion
D6	6
D8	7, 8
D10	8, 9, 10
D12	9, 10, 11, 12

What Die Does My Character Roll?

Beginning characters roll d6s. Their die type increases with their character Level, as shown in this table. The type of die a character uses is called the character's **tier**.

Character Level	Die Tier
0	d4
1 to 5	d6
6 to 9	d8
10 to 13	d10
14+	d12

A character rolls the same die for all his or her rolls, no matter whether he or she is attempting to outwit, fight or escape from an encounter, or performing a Save (a roll to avoid a danger). **The die is not used when rolling on tables** -- in that case, the table header tells you what die to roll.

Zero Level rolls are normally not performed, but there are some instances in which a character may become zero Level, for example because the character has been weakened by a mental power or radiation.

Die Rolls For Experience

Characters make XP rolls to determine if they level up or learn a new Skill. The tier die is used for XP rolls, with the following modifiers:

If you use d8, add +2.

If you use d10, add +3.

If you use d12, add +4.

For example, a L6 character trying to level up rolls d8+2.

Adventure, Game, Mission, Session

These words mean the same thing: a game begins when you roll on a mission table (or when you start playing a published adventure) and ends when that mission's victory conditions are met.

Rerolls

Sometimes, a rule or special ability will let a character reroll a die roll. In all cases, **the result of a reroll is final**, even if it is worse than the previous roll. In other words, you may **never** reroll a reroll.





Creating Your Team

At the beginning of the game, you have four Level 1 characters, each belonging to one of the following classes: **Combat Specialist, Medic, Criminal, Esper, Survivalist, Civilian** or **Scientist**. Each class has different abilities.

For example, Scientists are weak in combat but good at solving puzzles and inventing stuff. Combat Specialists are good fighters but have no bonus to Science rolls.

A good team should have a mixture of classes. However, you may also create four characters of the same type: a team of university professors with different specializations, or crooks running from the law could both make for interesting, unusual games.

Normally, you choose your character classes, but you may also determine them randomly by rolling d8 (1= Combat Specialist, 2= Medic, 3= Criminal, 4= Esper, 5= Survivalist, 6= Scientist, 7 or 8= Civilian).

Your PCs can be of any gender. For brevity we use masculine pronouns

thorough the book but no gender preference is implied. Gender is sometimes relevant as certain aliens prefer to kidnap males or females (Venusians kidnap men, Martians kidnap women, Zeta-Reticulans a.k.a. Gray aliens kidnap everyone).

Use a copy of the sheet at the end of the book to keep track of your PCs' possessions and abilities. Numbers will change throughout the game, so use a pencil. You can download a full page version from our site and social media.

A character is described by a **name**, **Level** and **Class**. For example: *Brian Morris, L2 Criminal*. Each character has an Attack bonus (how powerful he is in combat), a Defense bonus (how well protected he is, or how well he parries or dodges), and a Life value (the number of wounds or "hit points" the character can take before dying). The profile includes spaces for the character's Traits, Milestones, Skills and Equipment. There is also a space for character's Stealth modifier and any Insanity points he has acquired.

Each character has some starting equipment. During the game, characters loot defeated enemies or find items during their missions.

Life

A character's Life points total depends on his Class and Level. Characters with fighting abilities have more Life points than more intellectual characters. Every time a character levels up, you have the option to increase his Life points or learn a new Skill.

When a character's Life goes to 0, the character is dead.

All Life points lost are healed between missions.

Insanity

Insanity is a measure of mental stress. Encounters with alien monsters and manifestation of psionic powers can destroy a character's confidence in a rational universe. Every time the character goes through a shocking or stressing event, the character may gain Insanity points. When a character has more Insanity points than his Level, the character loses the ability to explode dice (see p.7). The ability to explode dice is

reinstated as soon as the Insanity total is lower than or equal to his Level.

When a character receives 1 Insanity, you may opt to lose 2 Life points instead (psychosomatic trauma, heart attack, high blood pressure).

Traits

A character may have a random Trait. Some Traits are positive, some negative, some affect the game only marginally, but help making the character feel like an individual. Traits are generated at the beginning of play and may not be added later, unless some dramatic event occurs.

You may roll d66 on the Traits list once per every character, before the character's first game. Civilian characters may have 1 or 2 random Traits. If you roll the same Trait twice, reroll until you select a different one. If you roll two Traits with conflicting effects, reroll the second Trait until you get something that does not conflict with the first.

A Trait remains in play for the duration of the campaign.

Traits are OPTIONAL. Do not feel forced to use them. You could use them only on one character, or on two, or none, as you prefer. They introduce an element of roleplaying. You may want your character to behave in a certain way because of a Trait the character possesses, and the game will be more fun.

Traits List (roll d66)

11) **Rage.** Impetuous and aggressive, the character uses a higher tier die for his first attack in a combat. For example, a character who would normally use a d8, uses a d10 instead. This bonus may not be used if the character was surprised by an opponent. The bonus lasts for a single Attack roll, and only with hand-to-hand weapons.

12) **Scarred.** The character has a nasty, permanent scar that ruins his looks. The character has -2 on all Charisma rolls.

13) **Unusual looks.** The PC has an unusual hair and skin color or a similar cosmetic change, like pointed ears, slit pupils, or scaly skin. This is probably the result of an alien experiment and makes

more difficult for the character to pass unnoticed in a crowd (-2 on such a Stealth roll).

14) **Eyesight problems.** The PC has -1 on all attacks with ranged weapons.

15) **Studious.** The PC receives +2 on XP rolls when trying to learn a new Skill. This bonus does not apply when trying to level up.

16) **An Eye for Detail.** The first time that the character finds 1 Clue during an adventure, he finds 2 Clues instead.

21) **Hunted by Martians.** At the end of any adventure, roll d6 for the character. On a 3+, nothing happens. On a 1 or 2, the character is ambushed by d6 Martians (L2 Minions, Morale -1, armed with hand weapons) and must fight them single-handedly. The aliens attack first. The other PCs may not intervene. Every time, the character will meet d6 Martians. If the character is defeated, he will be captured and may be rescued by the other PCs with a Rescue mission.

22) **Hunted by Reptilians.** At the end of any adventure, roll d6 for the character. On a 3+, nothing happens. On a 1 or 2, the character is ambushed by d4 Reptilian

mercenaries (L3 Minions, normal Morale, armed with swords and blasters) and must fight them single-handedly. The other PCs may not intervene. If only one is encountered, he will be a L5 Boss with 4 Life. If defeated, the character will be captured and may be rescued by the other PCs with a rescue mission.

23) **Overweight.** The PC is notably overweight: -1 on all climbing rolls, -2 on chase rolls, and +1 on swimming rolls.

24) **Drunkard.** The character has a drinking problem. At the beginning of every adventure, the character must roll d6. On a 1-3, he manages to control his drinking habit and play proceeds as normal. On a 4-6, he shows up drunk and will be at -1 on all rolls, except on saves vs. fear or terror, against which he will enjoy a +2. As soon as the character is wounded to half his Life points or lower, adrenaline will kick in and he will sober up. The PC must roll again to see if he is drunk at the beginning of next adventure.

25) **Knife Fighter.** The PC has a natural talent for bladed combat and uses a higher tier die in melee when fighting with a bladed weapon. For example, if the PC's normal die is a d8, he uses d10

instead. The bonus does not apply when the PC uses any weapon other than a sword, dagger, or knife.

26) **Insanity.** Due to childhood trauma or alien abduction, the PC begins the game with 1 Insanity point. No matter which game effects are used to reduce the character's Insanity score, he or she will never have less than 1 Insanity.

31) **Versatile.** The PC may learn a single Skill that is normally not allowed to his class. A Civilian who rolls Versatile twice may learn 2 Skills not normally allowed to his class.

32) **Lecherous.** The PC has a strong interest in romantic encounters. As soon as the chance arises, the PC should insert a romantic Subplot into the game.

33) **Charisma.** The PC has +1 to all Charisma rolls.

34) **Abducted.** The PC was abducted by aliens when he was a child, and spent a number of years (choose a number 1 to 4) in their custody until he managed to escape with some stolen alien tech. Roll one d6 per every year spent with them. For any 6 rolled, the character gains 1 roll on the Traits List (reroll Abducted) OR 1 random piece of alien tech, your choice.



35) **Intuition.** Roll a d6 when the PC finds a Clue. On a 5 or 6, he finds 2 Clues instead. You may successfully use this ability only once per game.

36) **Strong:** The PC has +1 on all rolls to bash down doors, lift weights, and perform other feats of physical strength.

41) **Mechanical Knack.** The PC uses a higher tier die on all rolls to disarm or avoid traps, or to repair damaged machinery or weapons. For example, if the PC would normally use a d8, the PC uses a d10 instead.

42) **Incredible Vitality.** At L1, the PC gets 1 permanent, additional Life point.

43) **Lucky.** Once per adventure, the PC may reroll any failed die roll.

44) **Good Aim.** The PC has +1 to Attack rolls with ranged weapons.

45) **Fast Learner.** The PC gets +1 to XP rolls when trying to level up, but not when trying to learn new Skills.

46) **Fast Reflexes.** The PC has +1 to Defense rolls.

51) **Mentally Stable.** The PC's Level counts as 2 higher for purposes of Insanity.

52) **Stealthy.** The character has +1 on Stealth rolls.

53) **Defender.** If an NPC is accompanying the team and the team is involved in a violent encounter, the PC may take on himself all the damage inflicted upon the NPC. The PC does not perform a Defense roll against that damage. He just takes on himself the damage inflicted upon the NPC.

54) **Bonded.** Choose randomly a character in the team. The PC has a special relationship (love, deep friendship, admiration) with that character. If that character dies, the PC gains 1 Insanity and +1 on Attack rolls vs. the enemy that killed the character. The bonus lasts until the enemy is killed (if the enemy escapes, the Bonded character must try to pursue him). After the death of the special character, the bonded character will lose the Bonded Trait if he manages to go back to 0 Insanity points. Otherwise, he will be brooding and uncooperative (-1 on all Charisma rolls).

55) **Gadgeteer.** Once per game, the PC may automatically turn a piece of alien tech into 1 electronic component. No Science roll is required.

56) **Hard to Kill.** If the PC plays the Left for Dead Subplot, reroll a result of 1 or 2 until you get a different result.

61) **It's Only a Flesh Wound.** Once per game, the PC may ignore the damage from a single attack or cause, no matter if that attack inflicted 1 or more points of damage.

62) **Hunter.** The character has +2 on Chase rolls. When shooting at a fleeing enemy, he has a +2, not +1, bonus on his Attack roll with a ranged weapon.

63) **Resilient.** The character's maximum Life is increased by 1. The character does not receive an extra Life point. It is just the level cap that is increased by 1. The character will still have to increase his Life by levelling.

64) **Unlucky.** The PC has rotten luck. The first time that a game effect affects a random character, it affects the unlucky character instead. If that attack or danger requires a Save or a Defense roll, the character rolls at -1. If there are two or more Unlucky characters, randomly determine who is affected.

65) **Ailing.** The character has 1 Life less than normal for his class and Level.

66) **Genius.** Once per game, the character may perform ONE of the following actions: 1) automatically pass a Science roll; 2) automatically generate 1 Clue after a victorious combat encounter or after finding a piece of alien technology; 3) automatically pass a Save vs. a psionic/mental attack. The ability resets at the end of the game. The automatic successes on Science rolls or Saves must be declared **INSTEAD OF** rolling the die (you may not roll the die and then choose to use the automatic success if you roll a failure).



Milestones

Milestones are optional short term goals assigned to PCs. Once a Milestone is completed, that PC gains a benefit.

At the beginning of play, you may choose a different Milestone for each PC. Once a Milestone is completed, you may choose another for that PC. You may not take the same Milestone twice with the same PC, unless the description of the Milestone explicitly says so.

Most Milestones are based on keeping track of some personal success on the character's part, such as slaying a number of enemies of a given type. Keep track of these on the play sheet. Only the Minions slain by the character and the bosses whose LAST Life point is taken by the character count for purposes of this Milestone.

Milestones are optional. If you feel like they add too much book-keeping to the game, skip them. You may always add them later.

Slayer of Martians: Kill 20 Martians to gain a permanent +1 on all Attack and Defense rolls vs. Martians.

Slayer of Venusians: Kill 10 Venusians to gain a permanent +1 on all Attacks vs. Venusians and +1 on saves vs. their mental powers.

Slayer of Reptilians: Kill 20 Reptilians to gain the ability to ignore the Reptilians' armor effect.

Slayer of Grays: Kill 10 Zeta-Reticulans/Grays to gain a +1 to Attack and Defense rolls vs. Grays.

Robot Fighter: Kill 10 robots to gain a permanent +1 on all Attack and Defense rolls vs. robots.

Zombie Hunter: Kill 20 zombies to gain the ability to automatically kill a zombie every time you encounter them. You may take this Milestone multiple times: the number of zombies you kill automatically increases by 1 every time you complete the Milestone.

Master Gadgeteer: Build 5 experimental weapons to gain a permanent +2 to all Science rolls to build experimental weapons.

Polymath: Learn 6 Skills to gain 1 free additional Skill of your choice, chosen from those available to your character class.

Conspiracy Theorist: Learn 3 secrets (9 Clues total) to gain 3 additional Clues.

Area Knowledge: Visit all the areas of a town (write down the numbers visited on your Milestone) to gain the ability to reroll all the encounters and events in that town. You may take this Milestone again when you move to a different town.

Starfighter: Pilot a flying saucer and use it to destroy another flying saucer, giant monster or giant robot to gain a permanent +2 on all piloting, Attack, and Defense rolls on a flying saucer.

Alien Technology Expert: Collect 10 different pieces of alien tech to gain a permanent +2 on all Science rolls to operate or repair alien tech.

Giant Creature Killer: Slay two giant creatures (atomic monsters or giant robots) to gain the ability to automatically inflict 4 wounds to the next giant monster or giant robot you encounter. Using this ability does not require a successful Attack roll but you must be in the same area as the monster and use one of your actions to use this ability.

Mind Barrier: Successfully Save vs. 10 mental attacks from psionics to gain a permanent +3 on such Saves.

Swordfighter: Successfully inflict 50 wounds in combat using a two-handed slashing weapon to gain a permanent +2 when attacking with it. You must have familiarity with that weapon to take this Milestone. Each slain Minion counts as 1 wound inflicted. Vermin enemies do not count for this Milestone.

Duelist: Defeat 3 bosses or weird menaces single-handedly to gain a permanent +1 on all Attack rolls when you fight alone. If your friends leave the combat engagement or hide while you are fighting and you win the fight, that counts as a successful single-handed victory.

The Truth is Out There: Collect 10 Clues and spend them to learn the secret weakness of one of the alien races in the game. All the team members including the PC who collected the Clues permanently gain a +1 to Attack rolls against all members of that alien race.

Hero: Rescue 3 civilians to gain a reroll on any die roll performed by the character. The reroll is a permanent ability that may be used once per adventure.



Skills

A PC may learn a new Skill with a successful XP roll. The Skill must be listed under their class description. The PC may use the newly acquired Skill immediately. It doesn't mean that the ability pops up all of a sudden in the PC's mind. The PC was studying or practicing the Skill for some time and now feels ready to use it.

Accuracy: Once per encounter, the PC may reroll 1 Attack roll with a ranged weapon.

Acrobatics: The PC may reroll any climbing roll, and any other Save described as based on agility or

dexterity. In addition, if the character falls from a height, reduce the damage suffered by 1.

Additional Weapon Familiarity:

The PC learns to use a different weapon and removes the -1 modifier that normally applies when using unfamiliar weapons. You must specify the name of the weapon when the Skill is taken, for example Additional Weapon Familiarity: Assault Rifle. This Skill may be taken as many times as needed, every time for a different weapon. Combat Specialists automatically have this Skill with all weapons. Scientists have this for all experimental weapons.



Chemistry: The character gets +2 on Science rolls related to gases, acids, toxins, and chemical analysis.

Danger Sense: If a character with Danger Sense is in the team, opponents trying to surprise the team reduce their chance of surprise by 1. For example, an encounter that has a 2 in 6 chance

of surprising the team, has a 1 in 6 chance instead. The effect of multiple characters with Danger Sense is cumulative and may reduce the chance of surprise to zero.

Deadly Shot: The PC may use a Deadly Shot once per adventure, per Level. For example, a L5

Zeta-reticulan experiments on Earth amoebas and alien monocellular creatures have created a variety of "blobs" that move around, trying to swallow living creatures to increase their own body mass. When their body mass reaches a certain stage, they will split into two or more "child" creatures.



character may use 5 Deadly Shots per mission. If the PC hits a Major Enemy with a Deadly Shot, that attack inflicts 1 more damage than normal. Deadly Shot may be used only with ranged weapons.

Demolitions: The character can use explosives.

Detective: When Searching an area, the character may reroll the die.

Diplomacy: A team including a character with this Skill may roll all Reaction rolls twice and pick the best result. The team may benefit only from one character with Diplomacy at any given time.

Dodge: The PC gets +1 on Defense rolls.

Double Attack: The PC may perform two attacks with melee weapons every turn. The PC can attack twice with the same melee weapon or once per melee weapon if wielding two weapons (one in each hand).

Draw Attacks: Once per encounter, you may decide that any number of attacks from enemies are all performed against the PC with this Skill. This may sound suicidal but it may be used to avoid losing characters with fewer Life points. The PC with this

Skill rolls to defend normally against those attacks. This ability works also against attacks that are normally aimed at random targets.

Electronics: The PC gets a +2 on Science rolls when trying to modify or repair electronic equipment including any sensors, scanners, radio equipment, electrical equipment, or communicators. This bonus also applies when trying to rewire or repair electronic brains and robots, or to disarm electronic traps.

Entomology: The character gets +1 on Attack and Defense rolls vs. insects and arachnids, including swarms and giant/mutant versions but not against robotic versions. In other words, a giant spider-shaped robot counts as a robot, not as a spider. The PC gets +3 on any Science roll performed to build an experimental weapon against insects and arachnids.

Extra Vitality: The character has TWO Life points more than normal.

Fast Draw: The character may exchange weapons in hand without spending one action to do so. Readyng a grenade for throwing still requires 1 turn.

First Aid: The PC may heal 1 wound on a single character after each

encounter. This is NOT cumulative with any wounds healed by a Medic.

Grenade Chucker: The PC always inflicts a minimum of 2 points of damage (2 minor enemies killed, minimum) when throwing a grenade. Roll normally for the grenade's Attack rolls and if that doesn't inflict at least 2 wounds, apply the minimum.

Keen Eyes: The PC counts any 4 rolled on a Search roll as a 5.

Knife Throwing: A PC armed with a knife or dagger may throw it as a light ranged weapon. The Attack roll is at -1, +2 against an enemy who is running away (this +2 includes the -1 modifier). The weapon is considered lost if the character runs from that encounter, but a character may pick up another knife by visiting any hardware store or home.

Learn from Experience: Once per game, the PC may enjoy a +1 on a single XP roll.

Leadership: When a character with Leadership is in the team, the other characters get a +1 to all Saves vs. fear and terror. Multiple bonuses from Leadership do NOT stack.

Martial Arts: The PC's unarmed attacks count as Light weapons (-1 modifier, not -2 as usual for

unarmed attacks). This Skill does not modify weapon attacks.

Performer: The PC can sing, dance or knows any other performance Skill that can lift the spirits of others. The PC gets +1 on all Charisma rolls and may, once per game, remove 1 Insanity point from another character while performing in a non-combat situation.

Pest Control: The PC gains +2 on Attack rolls vs. Vermin.

Predict Tactics: Whenever the PC is fighting with a Major Enemy, the PC may spend a single Clue to gain +1 on all Defense rolls vs. that specific enemy until the end of the encounter. The character may use this Skill only once per encounter.

Psychology: The PC may, once per Level per adventure, perform a Science roll vs. a Level equal to the Insanity point of any friendly character +1. If the roll fails, nothing happens. If the roll succeeds, lower that character's Insanity by 1.

Quick Footed: The PC has +2 on Chase rolls, both when running away or pursuing a fleeing enemy.

Rapid Fire: The PC may perform 2 attacks every turn with automatic or laser weapons.

Saboteur: The PC adds +2 on all sabotage rolls.

Skewer: Whenever the PC's melee Attack wounds a living opponent with more than 1 Life points, it inflicts 2 damage, not 1. This ability does not work against vehicles, robots or objects. It does work against creatures like weird menaces, unless they are classed as robots.

Slippery: When an alien tries to abduct the PC, the PC has a +2 on all saves rolled to avoid capture.

Spot Weakness: Whenever the PC is fighting with a major enemy (any foe with more than 1 Life), the PC may spend a single Clue to gain a +1 on all Attack rolls vs. that specific enemy until the end of the encounter. The PC may use this Skill only once per encounter.

Stab: Whenever the PC performs a melee Attack with an ambush bonus, the PC may roll the Attack die twice and pick the best result.

Stealth: The PC has +2 to Stealth rolls.

Terror Tactics: When an opponent is forced to perform a Morale roll, the roll is at -1, in addition to any other modifiers the creature may have. This effect is NOT cumulative: if you have this Skill with more than

one PC the modifiers does not stack.

Tough: The PC gains +1 on all Saves vs. poison, gases, stunning or paralyzing weapons.

Psionic Skills

Psionic Skills may be taken only by characters of the Esper class. Learning these Skills requires an XP roll just like normal Skills, but only an Esper may do so.

Most of these Skills require a Psi roll against the target's Level to work. To perform a Psi roll, add the Esper's Level to a roll of his/her tier die.

Circadian Rhythm Manipulation:

Once per game, the Esper may make d6 minor enemies, or 1 major enemy, fall asleep with a successful Psi roll against their Level. Only one roll is needed against a group of minor foes. If the roll fails, nothing happens. Sleeping creatures may be automatically killed if desired, or captured alive and all their loot taken. Robots, blobs, zombies, plants, insects, spiders, energy creatures, and creatures without a nervous system may not be affected.

Electrokinesis: The Esper controls the electrons in the air and uses them to control electricity. Once per game, the Esper may spend one action to do one of the following:

- 1) Throw a lightning bolt from his hands. This counts as a ranged attack that hits with a bonus equal to the Esper's Level, and an additional +2 against robots, spaceships, and flying saucers.
- 2) Absorb electricity from an energy being, automatically inflicting 4 wounds on such a creature.
- 3) Defend at +2 against electrical weapons for the duration of a whole encounter. This version of the ability does NOT require the expenditure of an action. The bonus is simply applied to the character's Defense rolls.

Karma Control: Roll three dice for the Esper before the beginning of the game, using the Esper's tier die, and write them down on your play sheet. During the game, the Esper may use one of those rolled results in lieu of rolling a die. You must decide to use one of the "pre-rolled" results BEFORE rolling the die.

Mental Blast: This ability lets the user attack living organisms with a telepathic blast that inflicts 1 damage. The blast works only on living creatures with a complex nervous system. It cannot affect zombies, blobs, androids, or robots. It can affect plants only if the Esper also possesses the Plant Communication Skill. Mental Blast ignores any armor effect (all those abilities that allow the target to ignore damage). The ability may be used at will and it works as a ranged attack for all other purposes. It may be used as a ranged attack against a fleeing enemy.

Mind Reading: The Esper may, once per game, perform a Psi roll against any living boss (not robots, plants, zombies, and blobs, but including energy creatures). This may be performed in combat (the Esper forfeits his combat action to do so) or during a peaceful encounter. If the roll fails, nothing happens. If the roll succeeds, the Esper gains 2 Clues or triggers a Subplot.

Plant Communication: The Esper with this Skill may use Circadian Rhythm Manipulation and Mental Blast on plants. In addition, once per game, the Esper may get an

automatic “Ignore” Reaction from plant enemies.

Precognition: Once per game, the Esper may alter the result of a roll on the encounters table. The result may be altered by a number of points equal to the Esper’s Level. For example, if you roll a 8, a 3rd Level Esper may pick any number from 5 to 11. If you prefer, instead of altering the roll, you may reroll it, but in that case you may not use any other ability that grants rerolls.

Probability Manipulation: Once per game, the Esper may use probability manipulation for the duration of an encounter. During that encounter, the team may reroll a number of dice equal to the Esper’s Level. Rerolls may be used on any rolls that happen during that encounter, including attack and Defense rolls or rolls that activate special abilities. This ability may also be used to affect the other characters’ rolls.

Psionic Charge: Once per game, the Esper may surround a melee weapon with a razor-sharp telekinetic field. The weapon strikes at +2 on Attack rolls for the duration of an encounter. Using this ability is an instantaneous free action. The psionic may use this

power on a weapon wielded by himself or by another character.

Telekinesis: Once per encounter, the PC may use Telekinesis to automatically evade the encounter (he lifts himself OR another character, not both, levitating out of danger -- treat as a successful evasion with no Chase possible) or to force the opponent to skip a turn in combat (this requires a successful Psi roll vs. the foe’s L). The Esper may also use Telekinesis to prevent himself or a friend from being abducted by an abducto-ray or (again, with a successful Psi roll against the target’s L) to disarm an opponent so that the weapon flies from the target’s hand and into the Esper’s hands. The Esper must have one empty hand to grab the weapon, or may choose to drop whatever object he is currently holding as a free action and grab the telekinetically snatched weapon. Disarming an enemy lowers its L by 2 for attack purposes (for example, a disarmed L5 enemy counts as L3 when it attacks, so Defense rolls against it succeed on a 4+ instead than on a 6+).

Telekinetic Bubble: This ability works like the telekinetic shield, but it may be used on another character. An Esper may learn this

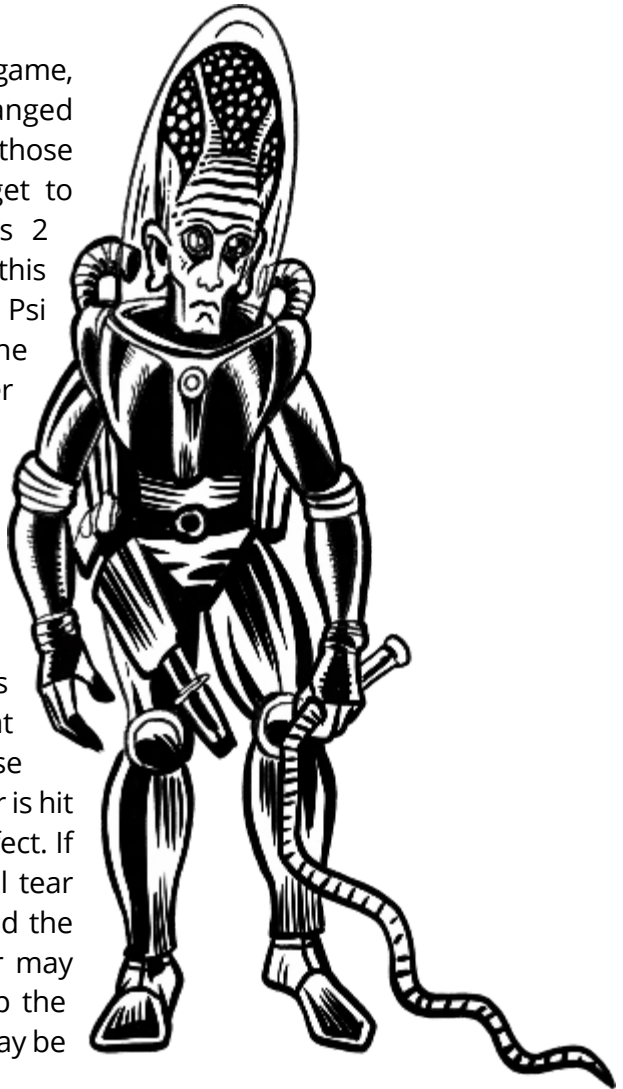
Skill ONLY IF he already knows the Telekinetic Shield Skill. The Bubble will go down if the Esper is hit or affected by psionics, not if the wearer of the Bubble himself is hit or affected by psionics.

The telekinetic bubble is not compatible with a wearable forcefield or a wrist-mounted forceshield generator.

Telekinetic Crush: Once per game, the PC may perform a ranged attack that ignores armor (all those abilities that allow the target to ignore damage) and inflicts 2 damage upon a target. Using this ability requires a successful Psi roll against the target's L. If the Esper rolls multiple times over the target's L, add 1 damage (not 2) for each time he surpasses the target's L.

Telekinetic Shield: During an encounter, the Esper spends 1 action to set up a telekinetic shield around his body. For the duration of that encounter, the Esper's Defense rolls are at +2 UNTIL the Esper is hit or affected by any psionic effect. If the Esper is hit, the pain will tear down the telekinetic field and the shield will vanish. The Esper may still spend 1 action to set up the shield again later. This Skill may be

used at will. The shield is perfectly transparent and does not offer concealment of any kind. The Telekinetic Shield may not be used at the same time a wearable forcefield or wrist-mounted forceshield generator is used.



Combat

You will often encounter enemies and have to fight them. This section describes the procedure for combat.

Surprise and Initiative

When you encounter a potential enemy, two situations may occur:

1) **The enemies ambush your team.** They go first. Roll for their Reaction to determine what they do. If an enemy has a chance to surprise your team, its description will say so, generally as a X in 6 chance of it happening (such as, "Martian scouts have a 2 in 6 chance of surprising your team"). Roll d6 and determine if they ambush your team. 2 in 6 means that if the die rolls a 1 or a 2, they surprise you; if you roll a 3, 4, 5 or 6, they do not.

If any of your characters have the Danger Sense Skill, the chance of surprise is reduced by 1 for each PC with Danger Sense, so a 2 in 6 chance becomes a 1 in 6, and a 1 in 6 chance becomes no chance of surprise.

2) **If the enemies don't surprise your team, your characters may perform a Stealth roll vs. the**

enemy's L. Those succeeding the Stealth roll may attack with an ambush bonus (+1 to Attack rolls, +L for criminals) or skulk away unnoticed (see below). Those who fail the Stealth roll are spotted by the enemy and must either attack immediately or wait for the enemy's Reaction if the other PCs haven't attacked the enemy.

Rolling for Stealth is an option. You may always decide that all your team will fight or wait for the enemy's Reaction. If you don't wait and aren't surprised, you can attack first.

Skulking Away

A character passing a Stealth roll may skulk away unnoticed, effectively avoiding the encounter. Those doing so do not gain any XP rolls or loot from that encounter. Skulking away means that the characters are still in the same area but slowly move away from the encounter. If some PCs skulk away and other remain to fight, the one who skulked away may rejoin the fight later (but they will lose one

turn doing so) or rejoin their comrades at the end of the combat.

Fighting and Other Actions

Once combat begins, the two sides simply alternate attacking until one side is defeated or decides to run away. Performing an attack takes the whole turn. Characters may perform other actions during a turn (give first aid, run away, ready a grenade, throw a grenade, use a psionic power, change weapon, pick up a dropped weapon or an object from the ground, use a drug, or any other action described in the rules), but they forfeit their attack when doing so. If an action is described as a FREE or instantaneous action, however, the PC may perform it for free (the character does NOT lose his chance to attack that turn).

Running Away

You may decide to run away at any moment, including at the beginning of a combat (on your turn). If the enemies want to capture you, or are fighting to the death, they will chase you (see Chases). When you run away from a fight, you run to any adjacent area on the town map, but you will roll at +1 on the encounter and event roll. Running

humans tend to attract the alien invaders' attention! If you are running to your Safe House, there is a 2 in 6 chance that your Safe House will now be compromised. This simply means that, from now on in the campaign, that area is no longer counted as a Safe House, and you must roll for events and encounters when you enter it.

Initiative Summary

When an encounter happens, do the following in order:

- 1) If the enemy has a X in chance of surprising you, roll d6 to determine if they do so. This is a single roll for the whole team.
- 2) If the enemy does not surprise your team, all of your characters may perform a Stealth roll to determine if they manage to go unnoticed. PCs who succeed may skulk away unnoticed (ignore the encounter) or attack the enemy with an ambush bonus (+1 for everyone, +L for criminals).
- 3) You may go first, or wait and determine what the enemy will do by performing a Reaction roll. Each enemy listing has a Reactions table in its description. A Reaction roll means rolling d6 on the table and applying the result. Enemies may

ignore or even help you in some cases, so it may be a wise choice to roll for Reactions. Certain enemies always attack. **If you choose to roll for Reactions and the Reaction causes the enemies to attack, the enemies go first.**

4) The two sides will alternate attacking each other, until one side is defeated.

5) You may decide to run away at any moment, using the rules for chases. The enemies may decide to run away, using the Morale rules.

An Example of Surprise and Initiative: Your team (a L5 Scientist, two L3 combat specialists, and a L3 Survivalist) encounters a group of Martian scouts. Martian scouts have a 2 in 6 chance of surprising you, but that is reduced to a 1 in 6 chance because the Survivalist has Danger Sense. The player rolls d6 and rolls a 3, so the scouts do not surprise the team. A single roll is performed for the whole group. At this point, everyone in the team makes a Stealth roll vs. the Martian scouts' Level. Martian Scouts are L3, but they get a +2 scouting

bonus, so to succeed the Stealth roll must be a 5+. All heroes perform their Stealth roll individually. The two Combat Specialists and the Scientist fail, but the Survivalist passes the Stealth roll. He has the option to skulk away or fight with an ambush bonus. The player decides that the Survivalist (and the team) will fight. The team attacks first. They open fire. The Survivalist shoots at +1 (ambush bonus) with his shotgun, killing 2 aliens. Then the other characters open fire, killing 1 more alien, thus causing the remaining 2 aliens to perform a Morale roll on a d6. The Morale roll is a 1, so the two remaining Martians turn heels and scamper through the woods. The player decides not to chase them. The characters loot the aliens' bodies and pick up their blasters and some unknown pieces of tech that their Scientist will later identify.



Defeat

You lose the game if all of your characters are paralyzed, knocked out, captured, or killed.

You defeat the enemy if all the creatures in the encounter are paralyzed, knocked out, killed, or run away because of a Morale roll.

Morale Roll

Whenever a group of minor enemies (Vermin or Minions) loses more than half its initial number (for example, a group of 5 Martians reduced to 2), or whenever a major enemy (a creature with multiple Life points) loses more than half its Life points, you immediately roll d6 for the enemy's Morale. On a 1 to 3, they run away, and you may decide to Chase them (perform a Chase roll) or let them run. On a 4 to 6, they continue to fight until the bitter end. Some creatures may have a -1 or a +1 modifier to this Morale roll, based on how courageous or disciplined they are. Creatures that have a Fight to Death Reaction never test Morale: they always fight to the bitter end, and they always try to chase your team if you run away.

Ambush Bonus

If a character fights with an ambush bonus, his first attack is at +1, or +L if he is a Criminal. The ambush bonus applies only on the first attack or, if the PC can perform two attacks thanks to a special Skill, to the PC's first two attacks.

Special Combat Conditions

Special conditions may make certain actions more difficult or impossible.

For example, an encounter with limited visibility due to fog will give a -1 modifier to ranged weapons.

Attacking an Enemy

Each enemy, obstacle or danger encountered has a **Level**, a measure of how dangerous it is. In the case of enemies, the Level is the number you must roll to wound the enemy with a hand-to-hand or ranged attack. The same mechanic is used to affect an enemy with any other game effect (outwitting, psionic combat, etc.) but different modifiers may apply to different actions.

Example: A typical Martian is L3, so you need to roll a 3 or better to hit him.

When an attack goes multiple times over the enemy's Level, the attack inflicts multiple wounds. This means that a powerful attack (like a burst from an automatic weapon) may kill more than 1 Minion or inflict more than 1 point of damage on a target with multiple Life points.

Example: A L4 Combat Specialist opens fire with an assault rifle on a group of L3 Martian scouts. The player rolls a 4, +1 for the rifle's attack modifier, +4 for the Combat Specialist's Level modifier, for a total of 4 +1 +4= 9. Each full 3 points kill one L3 Martian, so the attack kills a total of 3 Martians.

Attack rolls may Explode, so an attack may potentially roll ANY number (as the explosion results are added to the die roll). It is theoretically possible for a puny human to kill a giant atomic monster with a single shotgun shot, but that will require a huge amount of luck.

Remember that rolling an explosion is an automatic success. If you are fighting a Level

13 monster and roll a 6 on your d6 roll, you hit that monster.

Defending

Defending from a foe in melee or in ranged combat requires rolling OVER that foe's Level. **Defense is harder than offense.**

Example: A L3 Martian shoots at your character. You must roll 4+ to dodge his shot.

Light armor, high-tech armor, and forcefields give bonuses to Defense rolls. **However, a roll of 1 is always a failure and always means that the character has been hit.**

Attack Modifiers

An attack on an enemy is performed by rolling your tier die and adding any attack bonus due to the PC's class, Skills, and weapon used.

- Combat specialists always add +L to the roll.
- Criminals add +L only when ambushing the enemy.
- Espers add +L only when using psionic Skills.
- Survivors add +L only when using hand-to-hand weapons.

- Civilians never add their Level to Attack rolls.
- Scientists add +L when using a high tech experimental weapon or a gadget that exploits a foe's weakness. This gives you a chance to defeat an atomic monster or some nearly indestructible robot that the rest of the team may find almost impossible to dent.

Weapon Modifiers

Weapon are described by tag words (two-handed, melee, light, electric, sonic, laser). The tag word may have some game effect. For example, electric weapons have a bonus against robots.

The Attack roll is modified by the weapon type.

A two-handed melee weapon (e.g. a samurai sword) adds +1.

A light weapon (club, hammer, knife, dagger) subtracts 1.

Some weapons have bonuses against specific enemies, e.g. electric weapons hit robots at +2. Sonic weapons hit crystalline lifeforms at +2.

For a summary of all weapon effects and modifiers, see the

Weapon Summary table in the appendix.

Unarmed Attacks

An unarmed character may still attack at -2 or at -1 with the Martial Arts Skill. A character may always use 1 action to pick up a weapon from a slain foe.

Unfamiliar Weapons

A PC using a weapon not listed on his play sheet does so at -1. A PC may use 1 XP roll to gain the Additional Weapon Familiarity Skill, thus removing the modifier. Combat specialists ignore the unfamiliar weapon modifier so they do not need this Skill -- they have familiarity with all weapons.

Defense Roll Modifiers

- Light armor +1
- Alien Armor +2
- Forcefield +2
- Criminal: +1/2 Level
- Dodge Skill +1
- Telekinetic Shield +2

Certain attacks negate the bonus from armor or forcefields.

Defense Roll Success: If the character rolls **higher** than the

enemy's L or rolls any result that grants an explosion on the die, the character takes no damage from the attack.

Defense Roll Failure: if the Defense roll is equal to or lower than the enemy's L or if the character rolls a natural (unmodified) 1, the character takes ONE wound. Mark 1 Life off the character's profile. Some powerful enemies inflict 2 or more damage points on a successful hit, as explained in their description. If no damage number is mentioned, the attack inflicts 1 damage.

Who is Attacked?

Which PC is attacked depends on the number of enemies.

In an encounter with fewer enemies than characters: Each enemy MUST attack a different PC. If there are not enough enemies to attack all of the characters, you decide which character is not attacked.

In an encounter with as many enemies as there are characters: Each character receives 1 attack.

In an encounter with more enemies than characters: Each character receives an equal number of attacks, and you decide

who receives any outstanding extra attacks.

Running Away From Combat

Sometimes, you might want to run away from an overwhelming opposition. As the team does so, each enemy will attack once. Each character must make a Defense roll.

If a character is killed while running away, his equipment is considered lost and may not be redistributed to the other members of the team.

Sometimes, enemy will run away from a combat, due to a failed Morale roll or some other game effect. When this happens, each character may perform one attack at +1 at a fleeing enemy, or decide to chase them (perform a Chase roll).

Chases

Enemies Chasing Heroes

When your team runs from a combat and the enemies chase them, choose a neighboring area. Your team is trying to escape into that area. Each PC should make a Stealth roll against the enemy's Level. The rolls are at -2 if the opponents are on a flying saucer.

The rolls are also modified by the area Stealth modifier, if any. If the characters are running into an area of dense woods, for example, it will be easier for them to lose their chasers. Characters with the Quick Footed Skill roll at +2.

PCs who pass the roll are separated from the rest of the team and manage to flee to safety, but must roll for an encounter as normal for the new area into which they moved.

PCs who fail the test must fight again against the opponents and the opponents get to attack first. At the end of the combat, if the heroes win, any survivors will automatically join the rest of the group. If the PCs lose, any surviving enemies will try to catch up with the fugitives, and the fugitives must roll for Stealth again, at +1. Repeat the process until all the characters manage to escape, all enemies are defeated (if they run due to a failed Morale roll they will obviously give up chase), or all heroes are dead/captured.

Heroes Chasing Enemies

In some cases, the PCs will want to chase fleeing enemies, for example when enemies run away with a

captive character, or possess some interesting loot that the PCs want. The PCs must perform a Chase roll, rolling their tier die vs. the enemy's L. If at least one character manages to catch up with the enemies, the enemies will stop and fight. PCs who fail the Chase roll will enter the combat 1 turn later. If all chasing PCs fail their roll, the enemies manage to escape to safety.

PCs may not chase enemies flying away in a vehicle unless they have the same vehicle or a faster one.



Enemies

Enemies belong to two groups: **Minor** (from the Minions and Vermin tables) and **Major** (from the Weird Menace, Robot, and Boss tables).

Minor Enemies

Minor Enemies are encountered in large numbers. They are classed as Minions or Vermin. They work in the same way, the only difference being that Vermin do not give any XP rolls, while Minions give 1 XP roll per every 10 Minion ENCOUNTERS your team defeats.

Vermin are less dangerous, and give no XP. They can still be deadly in large numbers.

Minor enemies have 1 Life each. Every successful attack kills one or more of them.

When an attack goes multiple times over a minor enemy's Level, more than one minor enemy is killed by that attack.

For example, if you roll a total of 8 against a group of L3 Minions, you kill 2 Minions: the first 3 points in the attack kill 1 L3 Minion, the second 3 points kill another L3 Minion. The remaining 2 points are

wasted since they are not enough to kill another Minion.

When a group of minor enemies loses more than half its initial number, the remaining minor enemies must make a Morale roll. Roll a single d6 for the whole group. On a 1-3, the remaining enemies flee. On a 4+, the enemies continue to fight. You perform one Morale roll per encounter, unless the enemy's profile says otherwise. Courageous or cowardly enemies may have a +1 or -1 modifier to their Morale roll. Some enemies never roll Morale. This is indicated in their profile. Enemies who roll a Fight to the death Reaction do not test Morale.

Major Enemies

Major enemies include Bosses, Weird menaces and any enemy with 2 or more Life points.

Some major enemies perform more than one attack per turn. Every successful hit on a major enemy depletes 1 of their Life points (or more, in the case of powerful weapons). When an attack goes multiple times over the enemy's Level, the attack delivers more than one wound.

For example, if you roll a total of 9 against a L4 boss, it loses 2 Life. The first 4 points in the attack inflict 1 Life and the second 4 points inflict another Life. The remaining point is wasted because it is not enough to inflict another Life.

If the weapon or attack form used inflicts more than 1 point of damage on a successful hit, every time you go over the target's Level you that amount of damage again.

For example, if you hit a L5 robot with a weapon that inflicts 2 damage and your total Attack roll is 10, you inflict 2 damage with the first 5 points and another 2 damage with the second 5 points, for a total of 4 Life.

When a major enemy loses more than half its Life points, its Level drops by 1, and it makes a Morale roll. Roll a d6. On a 1-3 or less, the enemy flees. On a 4-6, the enemy continues to fight to the bitter end. When the enemy's Life points reach zero, the enemy dies, or it is subdued if non-lethal attacks were used. In both cases, its body can be looted.

Important: the foe's Level drops IMMEDIATELY as soon as you reduce its Life to less than half. For example, a L6 boss with 5 Life becomes L5 when you inflict a total of 3 points of damage. It becomes easier to hit the foe and to avoid its attacks. Its wounds are slowing it down!

Fleeing Enemies

When enemies flee due to a failed Morale roll, you may decide to chase them, for example to loot them, or because a Trait forces you to chase them. See Chases, p.34.

Enemy Reactions

Every enemy has a Reaction table under its description. Roll d6 on the table to determine what the enemy will do. For Minions, make a single roll for the whole group. The following results are possible:

Offer Help: The creature offers food, rest, tending of wounds, and so on. You may heal 1 Life per character. This rare Reaction means you have found a faction of enemies that opposes the conquest of Earth, and helps the human resistance. Aliens that offer help do NOT count as a defeated for XP purposes.

Ignore: The enemy will simply ignore the characters. You may move through the area as desired but the enemy will not help you in any way. You may not loot the enemy or take any objective under their control. If you perform any hostile action, the enemy will fight.

Flee: The enemy turns tail and flees. You may NOT loot them unless you Chase them (see p.34). Fleeing enemies count as defeated for XP purposes. You may loot the bodies only of defeated (killed, stunned, captured) enemies. Those who flee will carry their equipment with them.

Flee if Outnumbered: The enemies flee only if there are fewer enemies than team members. Otherwise, the enemies fight. You may NOT loot fleeing enemies unless you chase them. Fleeing enemies count as defeated for XP purposes.

Bribe: The enemies ask for a bribe (an object or action described in the text of the encounter). If you pay the bribe, the enemies will leave you alone and you may move through the area. If you choose not to pay or cannot pay the bribe, change this Reaction to fight. Bribe is just a name, it doesn't mean that the aliens actually accepted a bribe. A squad of aliens that accepts "all

your weapons" as a bribe is just a unit of military police tasked to disarm any humans entering the area.

Fight: The enemies fight. Enemies must test Morale when reduced under 50% of their initial number/Life points, unless their profile states that they never check Morale.

Fight to the Death: The enemy will fight to the death, asking for no quarter and giving none. Enemies who fight to the death do not test Morale.

Request for help: The enemy will ask the team to solve a problem for them. The problem has a Level. If you roll its Level or better on d6, the problem is solved and the enemy lets you go. Scientists add +L to the roll. Survivalists add +1/2 L. If the problem is not solved, the enemy attacks the team, going first. You get *only one chance* to solve a problem, and you must choose a character for the attempt.

Side Mission: The enemy asks you to perform a Side Mission. You may accept or refuse it. If you accept, roll on the Side Mission table to determine what it is. If you complete the Side Mission, as soon as you come back to the area where you encountered the enemy,

you may roll on the rewards table to determine your reward or gain 1 XP roll or play a Subplot. If you refuse to accept the Side Mission, the enemy's Reaction changes to peaceful or fight (your choice).

Mental Challenge: If your team has at least one Esper or a piece of alien tech allowing you to fight in mental combat, the enemy will challenge a psionic character of your choice to a mental duel. The other characters may not intervene. Roll d6 +L for the Esper. If the result equals or surpasses the enemy's L, the Esper wins: the enemy walks away and you may take its loot, if any. If the Esper loses, he loses 1 Level (an Esper may be demoted to Level 0, losing the ability to use psionic abilities until he performs an XP roll and goes back to Level 1). A 0 Level Esper succeeds XP rolls on a 2+ (a roll of 1 is still a failure).

If you cannot or do not want to accept the mental challenge or if your Esper loses the challenge, the enemy will fight and the Esper will gain 1 Insanity point. Enemies losing a mental challenge count as defeated for purposes of XP rolls.

Abduct: The aliens will attack with stunners or other non-lethal weapons. Even if they are equipped with an otherwise lethal weapon,

assume they have a non-lethal setting. All characters killed in the encounter are just knocked out or paralyzed and must roll on the alien experiments table to determine their fate.

Kidnap Men/Women: These alien will try to kidnap only male or female characters. Attacks on those they try to kidnap are non-lethal, while attacks on others are lethal. Once all their targets have been knocked out, they will spend 1 action to grab the knocked out characters and use their next action to run away. Unless the rest of the team catches up with them and frees the kidnapped characters, roll on the alien experiments table once per every kidnapped victim to determine their fate.



Character Classes

Each class has starting equipment and a formula for calculating their Life points. Note that there is a maximum number of Life points each class can have. Skills are not “free”, but must be earned with successful XP rolls. Each successful XP roll lets you increase a character’s Level by 1 OR gain 1 Skill available to that class.

Combat Specialist

Ability: A Combat Specialist always adds his Level to his Attack rolls.

Weapons Familiarity: All.

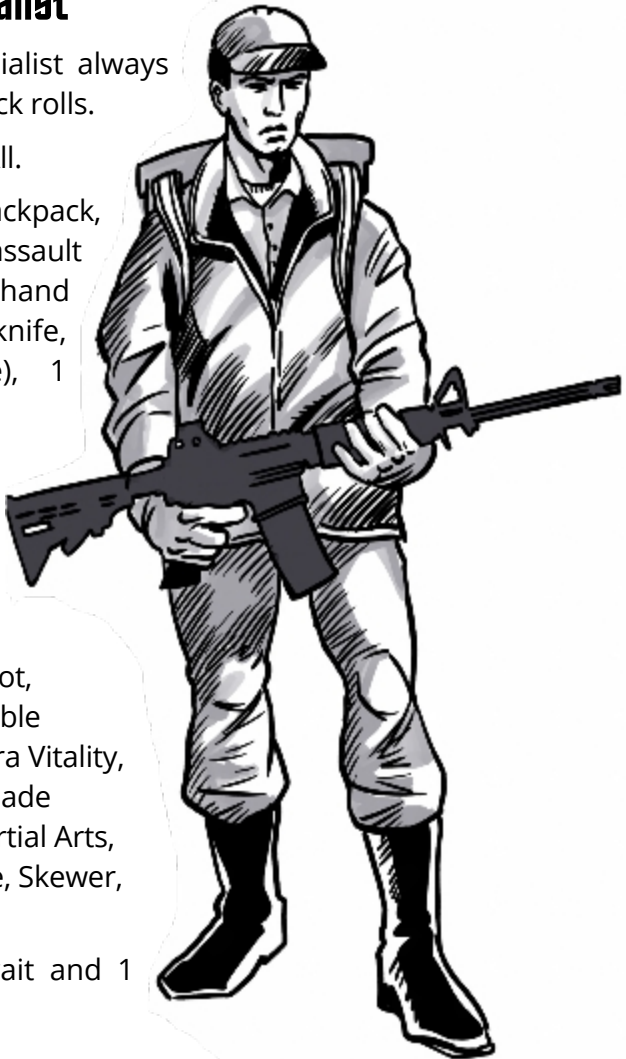
Starting Equipment: backpack, light armor, shotgun or assault rifle (your choice), hand weapon (combat knife, baseball, or fire axe), 1 fragmentation grenade.

Life: 5 + Level. A 1st Level Combat Specialist has 6 Life. Maximum Life: 12.

Available Skills:

Accuracy, Acrobatics, Danger Sense, Deadly Shot, Demolitions, Dodge, Double Attack, Draw Attacks, Extra Vitality, Fast Draw, First Aid, Grenade Chucker, Leadership, Martial Arts, Predict Tactics, Rapid Fire, Skewer, Stealth, Saboteur, Tough.

Optional: 1 random Trait and 1 Milestone of your choice.



Medic

Ability: A Medic may treat diseases and wounds by rolling vs. the disease's Level. After each encounter, the Medic may heal 1 Life to every character that was wounded during that encounter, including him/herself. No character may benefit from the help of more than one Medic or first aid per encounter.

Weapon Familiarity: pistol, knife

Starting Equipment: first aid kit, 1 light weapon, 1 pistol, 1 random alien drug (roll on the alien drug table) already modified for human use if necessary.

Life: 4 + Level. A 1st Level Medic has 5 Life. Maximum Life 8.

Available Skills: Additional Weapon Familiarity, Chemistry, Diplomacy, Extra Vitality, Keen Eyes, Learn from Experience, Leadership, Martial Arts, Performer, Pest Control, Psychology, Spot Weakness.

Optional: 1 random Trait and 1 Milestone of your choice.



Criminal

Ability: A Criminal adds +L on rolls to disarm traps and Stealth rolls.

A Criminal adds +1/2 Level to Defense rolls.

A Criminal adds +L to Attack rolls when enjoying an ambush bonus.

Weapon Familiarity: knife, club, pistol.

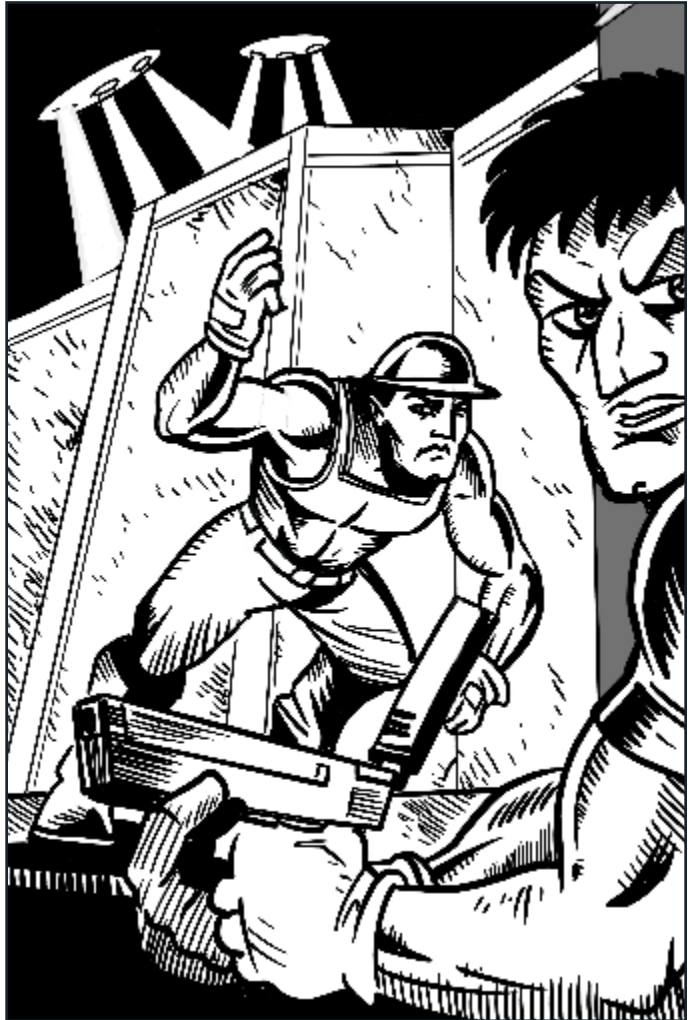
Starting Equipment: Rope, lock picks, light hand weapon (knife or club), flashlight, pistol.

Life: 4 + Level. A 1st Level Criminal has 5 Life. Maximum Life 10.

Available Skills:

Accuracy,
Acrobatics,
Additional Weapon
Familiarity, Danger
Sense, Detective,
Dodge, Fast Draw,
First Aid, Keen Eyes,
Leadership, Rapid
Fire, Martial Arts,
Saboteur, Knife
throwing, Quick
Footed, Slippery,
Spot Weakness,
Stab.

Optional: 1
random Trait and 1
Milestone of your
choice.



Scientist



Ability: Add +L to all Science rolls to understand, repair, modify, or invent technology. Add +L to Attack rolls with experimental weapons against weird menaces, robots, and atomic monsters.

Weapon Familiarity: light weapon, 1 alien weapon (see below), all experimental weapons.

Starting Equipment: Light hand weapon, books, writing implements, 1 random alien weapon (roll on the Alien Weapons table; the Scientist automatically has

familiarity with that weapon), access to a lab (+1 to Science rolls if there is a lab in the area).

Life: 3+ Level. A 1st Level Scientist has 4 Life. Maximum Life 8.

Available Skills: Additional Weapon Familiarity, Chemistry, Demolitions, Detective, Diplomacy, Electronics, Entomology, Learn from Experience, First Aid, Keen Eyes, Leadership, Martial Arts, Performer, Pest Control, Predict Tactics, Psychology, Spot Weakness, Saboteur, Stealth.

Optional: 1 random Trait and 1 Milestone of your choice.

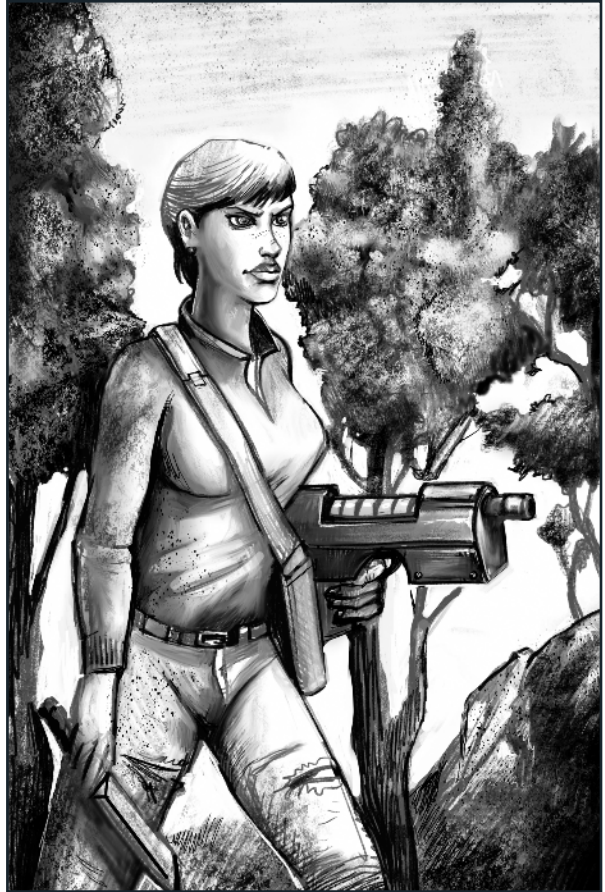
Survivalist

Ability: A Survivalist adds +L on saves vs. all dangers from the traps table, saves vs. disease, and on attacks with melee weapons.

Weapon Familiarity: All.

Starting Equipment:

Light armor, hand weapon, two-handed melee weapon or bow, shotgun or assault rifle, backpack, Swiss army knife, flashlight, dry rations, water filter. The Survivalist has one hidden cache containing any 3 non-alien items hidden in any one location in town (place them before the beginning of a game), and may take them by moving onto that location. You may decide what the items are when you open the cache.



Life: 6+ Level. A first Level Survivalist has 7 Life. Maximum Life: 14.

Available Skills: Acrobatics, Danger Sense, Demolitions, Dodge, Draw Attacks, Extra Vitality, Fast Draw, First Aid, Keen Eyes, Knife Throwing, Leadership, Learn from Experience, Martial Arts, Predict Tactics, Quick Footed, Terror Tactics, Skewer, Saboteur, Stealth, Tough.

Optional: 1 random Trait and 1 Milestone of your choice.

Esper

Ability: An Esper adds +L to all Psi rolls and may use Psionic Skills. The Esper starts with 1 Psionic Skill and may gain new ones with XP rolls.

Weapons familiarity: Light weapon.

Starting Equipment: Knife, books on psychic phenomena.

Life: 4 + Level. A 1st Level Esper has 5 Life. Maximum Life 8.

Available Skills: Any psionic Skills, Acrobatics, Additional Weapon Familiarity, Danger Sense, Detective, Diplomacy, Dodge, Learn from Experience, First Aid, Keen Eyes, Leadership, Martial Arts, Performer, Predict Tactics, Psychology, Quick Footed, Spot Weakness, Stealth.

Optional: 1 random Trait and 1 Milestone of your choice.

Some Espers have a natural psionic talent. In a few cases, the talent was dormant prior to the invasion, but the character's powers awakened after mental intrusion by Martian or Venusian psionicists. Others are the result of Zeta-Reticulan experiments on the human brain.



Civilian

Ability: Civilians start with 3 Skills from their list of available Skills.

Luck: Civilians have a number of Luck points equal to their Level. They may spend at any moment 1 Luck point to reroll any failed die roll (Save, Defense, or Attack). Spent Luck points return between adventures.

Weapon Familiarity: One of the following: light hand weapon, shotgun, pistol, bow.

Starting Equipment:

Backpack, shotgun or pistol or bow, knife, rope, clothes appropriate to the season.

Life: 4+ Level. A 1st Level Civilian has 5 Life.
Maximum Life is 8.

Available Skills: Additional Weapon Familiarity, Acrobatics, Chemistry, Detective, Diplomacy, Dodge, Electronics, Entomology, Extra Vitality, Learn from Experience, First Aid, Keen Eyes, Leadership, Martial Arts, Performer, Pest Control, Psychology, Slippery, Stealth, Tough.

Optional: 1 or 2 random Traits (you choose how many) and 1 Milestone of your choice.



Equipment

Here is a list of common items characters can have. At the beginning of the game, PCs have the starting equipment on their class profile. During the game, they may pick up loot from defeated enemies or other sources. All characters are assumed to wear appropriate clothes and carry enough food, drink and basic prescription drugs for their everyday needs. Alien tech is rare and may be found only as loot (exception: scientists begin the game with 1 random alien tech item).

Carrying Weapons

You may carry more than one weapon. Note your “ready” weapon on your profile. That’s the weapon you carry in your hands under normal circumstances. During combat, you must spend a turn to exchange weapons unless you have the Fast Draw Skill. You may always change what you are holding in your hands before entering a new area.

Bow: A bow has no modifier. The bow is a silent weapon. A character attacking with an ambush bonus can count the ambush modifier on his first TWO attacks, not only on the first.

First Aid Kit: This is required to use the First Aid Skill. A Medic needs the first aid kit to heal wounds and treat diseases.

Hand Weapon: This is a standard melee weapon like a sword, axe, mace, baseball bat, or a large cleaver. Choose whether you want a crushing or a slashing weapon. It requires one hand to use and has no bonus to Attack rolls.

Light Armor: Light armor adds +1 to the wearer’s Defense rolls. Certain attacks from enemies ignore this bonus. If the original wearer dies, you may reassign light armor to another character. Light armor worn by civilians is something like a biker’s helmet, boots and a thick leather jacket.

Light Hand Weapon: A light hand weapon gives you -1 on Attack rolls. Choose whether your weapon deals crushing or slashing damage.

Examples of light weapons include sticks, knives, daggers, and tools used as improvised weapons, like a hammer or a large screwdriver.

Rope: This may be necessary to tie up an unconscious enemy or to help a friend climb out of a pit.

Two-handed Weapon: This weapon requires two hands to be used but gives +1 to your Attack rolls. Choose whether it deals crushing or slashing damage. Examples: large stick, quarterstaff, sledgehammer, samurai sword, golf iron.

Additional weapons are described in the Weapon Summary Table in the appendix.



High Tech Equipment

High tech equipment is alien tech that has been adapted for human use. Most weapons do not need this adaptation, since the hands of Zeta-Reticulans and Martians are pretty similar to human hands. For all other objects, a Science roll against the Level of the object is required. If the object is already known to the team, because a character already has a copy of that item, the Science roll is not necessary. If the roll is a natural 1, the Scientist (roll d6): 1-4 destroys the item or 5-6 destroys the item AND loses 1 Life. All team members can try once. If all fail, the object is too complex to operate and must be discarded.

Salvaging Electronic Components

Alien tech may be disassembled to generate electronic components that a Scientist may later use to build or repair experimental weaponry. Each object will generate 1 electronic component on a successful L6 Science roll, at +2 if the PC performing the roll has the Electronics Skill. On a failure, the object is destroyed and no useful materials are salvaged. Salvaging is a slow activity. It may

be performed in any area but not during combat or during a chase.

Building Experimental Weapons

A Scientist may build an experimental weapon by spending a number of electronic components equal to the weapon's desired L and passing a Science roll against that desired L+5. If the Science roll fails, the weapon does not work and the components are wasted. The experimental weapon allows the Scientist to add +L to his Attack rolls against atomic menaces, giant robots, and flying saucers, up to a maximum bonus equal to the weapon's L.

Example: Professor Dalia Hartman plan to build a Neutron Diffuser to destroy the giant space amoeba that is attacking her hometown. Hartman is L6 so she plans to build a weapon to the maximum of her ability. The experimental weapon will be L6 too. Hartman spends 6 electronic components and must perform a $(6+5)= L11$ Science roll.

Experimental weapons can be dangerous for the user. They blow up in your hands, inflicting d3 damage, if you roll a 1 on the Attack roll (so it's safer to use them when you are a high level Scientist with a good tier die).

Once an experimental weapon blows up, the Scientist may attempt to build it again. The L of the Science roll and the amount of electronic components needed to rebuild the weapon are now halved (round fractions UP). If the weapon blows up again, however, the Scientist will abandon the project: the theory is flawed and the Scientist must start again.



List of Tech Items

Acid: A dose of acid may be thrown in combat automatically inflicting 2 damage upon a single target or may be used to break free from any bonds.

Alien Armor: The function of this shiny silver suit is obvious, but it takes a L2 Science roll to adapt it for a human body. This suit of high tech armor adds +2 to the wearer's Defense rolls without encumbering the wearer. Certain attacks will ignore this bonus.

Battery: Batteries are used to operate alien tech devices and to recharge blasters.

Bioscanner: Adapting this device for human use requires a L6 Science roll. If a character has a bioscanner ready (carries it in his hands), reduce by 1 the chance of the party being surprised by any enemies encountered (for example, if they had a 4 in 6 chance of surprise, they will have a 3 in 6 chance). This modifier is cumulative with the Danger Sense Skill.

If an enemy is equipped with a bioscanner, all Stealth rolls performed by characters against that enemy are at -2.

Blaster: A blaster may be used by humans without need for adaptation. Blasters are battery operated, pistol sized laser weapons that may attack at +1 (an unskilled user would be at a net 0 modifier, +1 from the weapon and -1 for not possessing the weapon familiarity). Blasters use up 1 battery per game.

Blaster Rifle: A blaster rifle may be used by humans without any adaptation. Blaster rifles are battery operated, two-handed laser weapons that attack at +2 (an unskilled user is at a net +1, +2 from the weapon, -1 for not having Weapon Familiarity with it). Blasters use up 1 battery per encounter. When found, they are assumed to have enough power to work until the end of the encounter, but a battery will have to be inserted before the next encounter.

Users with the Rapid Fire Skill may attack twice per turn at +1 or once at +2, when shooting a blaster rifle.

Body Stim Belt: L3 Science roll to adapt to human use. The wearer gains +2 on Defense rolls against stun attacks. If an enemy is wearing a body stim belt, attacks with stunners on that alien are at -1.

Communicator: This is a hand-held or wrist mounted communicator. It requires a L5 Science roll to adapt the first communicator for human use, but once that is done, the character knows automatically how to adapt any other communicators he may find. A communicator lets the user perform any voice-based or video-based communication like a modern-day smartphone would. Characters with communicators may be split from the party in missions that allow for splitting.

Grenades: There are many types of grenades.

Fragmentation Grenade: This is a high power grenade of human or alien origin. It is listed in the high tech section because it is normally not available as equipment and may only be found as loot (exception: combat specialists begin the game with 1 grenade). A grenade is a single use item and may be thrown (if it is the weapon the character has ready) in the first turn of a combat. A grenade will perform the equivalent of 3 attacks at +1 against a group of enemies, and if the user has the Grenade Chucker Skill, it will always kill at least 2 minor enemies or inflict 2 damage on a single major enemy: roll the 3 attacks as normal, but

inflict a minimum of 2 damage if the 3 Attack rolls score less than that.

When a grenade is used against the team, all characters must defend vs. a L4 attack or take 1 damage and lose their next action due to the concussion. Combat Specialists and Survivalists defend at +1.

All tech items in the loot of an enemy that has been affected by a grenade have a chance of being damaged by the explosion. Roll d6 for each item. On a 1, the object is destroyed beyond repair. On a 2, the object is damaged but it may be repaired with a Science roll (the L of the Science roll is equal to the item's complexity, that is, the L you would normally roll against to adapt it for human use).

Stun Grenade: Stun grenades work as fragmentation grenades, above, but have no effect on artificial beings (robots, androids), zombies, vehicles, or targets protected by forcefields. Living enemies "killed" by stun grenades are just knocked out and can be automatically taken alive. Stun grenades do not have any chance of destroying loot.

When a stun grenade is used against the team, all characters must defend vs. a L3 attack or be

knocked out. Survivalists and characters with the Tough Trait defend at +1 (this is cumulative).

Electric Grenade: Electric grenades work as fragmentation grenades, but have +3 against robots. Subtract 1 from the d6 roll to damage loot, counting a 0 as a 1. When an electric grenade is used against the team, treat as a fragmentation grenade, but also roll for a chance to destroy any high tech equipment carried by an affected character (the equipment of characters who pass their Defense roll against the grenade is automatically safe).

Respirator: It takes a successful L3 Science roll to adapt a respirator to human physiology. The wearer is immune to the effects of poisonous gases and may breathe any

atmosphere that is normally toxic for humans.

Wrist-mounted Force Shield Generator: Level HCL+3 Science roll to adapt to human use. Every time the wearer takes damage, roll d6. On a 5 or 6, that damage is negated. The generator does not work if the wearer is attacked by surprise. The force shield generator may not be used in conjunction with other types of forcefields, including telekinetic ones (see psionic Skills), but may be worn on top of a suit of light armor or alien armor.



Leveling Up

Every time the team kills major enemies, completes a mission, or survives 10 encounters with Minions (not Vermin - Vermin do not give XP), a character of your choice may attempt to level up OR gain 1 Skill. This is called an experience or XP roll. Roll that character's tier die: if the result is **higher** than the character's current Level, or it is an explosive result, the character gains 1 Level OR 1 Skill from his list of allowed Skills (Espers may gain 1 Psionic Skill). If you defeat a giant atomic monster or the final boss enemy of a mission, you get 2 XP rolls. **Game effects that allow to reroll dice may NOT be used on XP rolls.** Certain Skills and Traits (Studious, Fast Learner, Learn from Experience) modify XP rolls. **You may not level up the same character twice in a row**, but you can keep trying leveling up with the same character until you succeed.

If you play with multiple players as a coop game or as a traditional Game mastered RPG, distribute XP rolls as fairly as possible among all participants. Give the first XP roll to a random character and then go around the table

clockwise, until all characters have been given a chance to level up.

Increasing Life with Level

A character who gains a Level gains one Life point.

Summary of Experience Rules

Gaining experience is not automatic. Every time your team accomplishes something or defeats a major opponent, you gain one or more XP rolls.

- Use the character's current die tier to roll XP rolls, but add +2 on d8 rolls and +3 on d10 and d12 rolls.
- XP rolls may explode.
- The target number that you must roll is your current L+1. E.g., if you are L5, you need a 6+ to level up. If the roll fails, nothing happens. If the roll succeeds, the character's Level is increased by 1 OR you gain a Skill (your choice) from the list of Skills available to that class.
- Your team gains 1 XP roll every time you defeat a boss or 10 Minion groups.

- Your team gains 2 XP rolls every time you defeat an atomic menace.
- XP rolls may not be rerolled.
- Vermin give no XP rolls.
- You may try to level up the same character multiple times until you succeed, using 1 XP roll per attempt.
- You may NOT level up the same character twice in a row.
- Each Level gives the character 1 additional Life OR 1 Skill, your choice.
- You may level up only characters that were present when the danger or enemy was defeated. For example, if Joe is resting in a hospital while Barbara, Will and Anna defeated the giant atomic spider, you may NOT use the 2 XP rolls from the giant atomic spider to level up Joe.

Encumbrance

When your team defeats all the enemies in an encounter, you may take the creatures' equipment and assign it to your characters.

There is a limit to what a character may carry without encumbering

themselves. Each character may carry 10 objects in a backpack, plus three weapons (a two-handed weapon counts as two weapons). Characters carrying more than this have -1 on their Defense rolls. You may leave any number of items in a Safe House. You may leave any items in other areas, but they will be stolen.

Searching Areas

Whenever you explore an unoccupied area, you MAY roll on the Search table. An area may be searched only once. Mark it with an "S" when you search it. Note that an area counts as unoccupied when it is found unoccupied, not when you have killed all opponents in that area.

Search Table (d6)	
1-2	Patrolling enemies attack!
3	Nothing in the area.
4-6	Choose one of the following: 1) find a Clue 2) find a random piece of alien tech, or 3) play a Subplot.

Patrolling Enemies

If the rules call for patrolling enemies, roll on the Patrolling Enemies table to determine who or what they are. They automatically surprise the team and attack first. You may not use Stealth to skulk away from a fight with Patrolling Enemies. Patrolling Enemies roll Morale as normal when the situation calls for it, unless they are a type that never tests Morale.

You always roll a 1 in 6 chance of encountering Patrolling Enemies when you move through an area that you have already visited. You NEVER check for Patrolling Enemies in your Safe House.

Patrolling Enemies Table (d6)

1	Roll on the Vermin table.
2-3	Roll on the Minions table.
4	Roll on the Weird Menace table.
5	Roll on the Boss table.
6	Roll on the Robots or Flying Saucer table, your choice.



Subplots

Subplots are minor scenes in the game that you may play when the rules allow. A Subplot may change the story of the game and introduce new characters. A Subplot can be played only once per game. Some subplots can be played only once per campaign.

Whenever you meet an NPC in a Subplot, you may decide the NPC's gender, age, name, and other details, or roll them randomly as you prefer. Most details will have no direct impact on the game but will help you form a more solid story.

The Librarian. Play once per game and only when you perform a research roll in a library. A character in the team may spend 1 Clue to befriend a librarian, asking him to conduct researches for the party. Whenever the team returns to the library area, any research rolls will be at +2 thanks to the help of the materials gathered by the librarian. When you get a 1 on a research roll, however, you do not roll for patrolling enemies, but the librarian mysteriously disappears. You may encounter the librarian again later by playing the

Disappeared Person Subplot. If for any reason you need the librarian's game statistics, count him as a Level 1 Civilian NPC.

Missing Person. You may play this Subplot only when defeating a boss enemy in a military installation, alien base, or aboard a flying saucer/spaceship. You find a person that had previously disappeared mysteriously in the campaign (this includes one of your former characters who was abducted or otherwise captured). Aliens have been torturing and experimenting upon the poor fellow, and the sight of his wounds is enough to give one of your characters 1 Insanity point. If the person is returned to your Safe House, you gain 2 XP rolls. If the person is a past character, he may be returned to active play but he will have 1 Insanity point at the beginning of his next game.

Long Lost Relative/Friend. One of your characters meets a long lost relative, friend, or past lover. The person joins the team as a Level 1 Civilian with no equipment. Give him a name and roll a Trait for him. If the character survives and makes it to the characters' Safe House at the end of the game, the character who played this Subplot gains 1 XP

roll. If the NPC dies, the character gains 1 Insanity. If the character who played the Subplot dies, the NPC will leave the team as soon as the team reaches an area without an hostile encounter.

The Madman. The team meets a disheveled person who had a traumatic encounter with aliens. The person will not join the team but may be treated with a successful Science roll (characters with the Psychology Skill add +L to the roll). The person's psychological trauma is treated as a L6 disease. If the roll is successful, the individual recovers and the character who helped him gains 1 Clue.

Mutilated Cattle. This Subplot may be played only in a farm or in a cottage area. The character finds horribly mutilated animals and gains 1 Clue and 1 Insanity. In addition, any encounter with Zeta-Reticulans in this game will have no chance to surprise the team.

The Professor's Daughter/Son. This Subplot may be played only once per campaign. One of your character meets an attractive person and a romance begins. The person joins the team as a L1 citizen. He or she is the daughter/son of an aged professor

who has invented some experimental weapon that may be used against a Weird Menace that terrorizes the area. At any moment, the character may gain the experimental weapon before stepping into an area, and automatically meet a random Weird Menace with 3 additional Life points compared to its standard profile. The random menace will automatically attack. If the team defeats the menace and the experimental weapon inflicts at least 2 damage upon the creature, the experimental weapon works and may be kept by the team for the rest of the campaign. If the weapon fails to wound the creature or the team runs away from the combat, however, the invention does not work and must be discarded (it may still be salvaged to gain d3 electronic components). Give it some retro sci-fi name such as a positronic discombombulator or tachyonic mass disperser, or roll on the Experimental Tech Name generator in the appendix.

The Saucer. You may play this Subplot only in an area where you have encountered a flying saucer or found an alien installation/base. You manage to find a saucer and steal it if you defeat the aliens that

are guarding it. Roll three encounters (one with Minions, one with a boss, and one with a Weird Menace) and if you defeat all three, the team may enter the saucer. Once you are in, you may move to any area of the town or use the saucer to attack any Weird Menace that you know about (for example, a giant monster that is causing havoc in some area of town). Anyway, every time you move into a new area, there is a 3 in 6 chance that another saucer (roll on the random saucer table) will spot you and attack you. You may at any moment fly back to your Safe House as long as you aren't engaged in aerial combat by another saucer and deliver the saucer to the authorities, gaining 2 XP rolls when you do so. Once a character has been flying or using the guns in a saucer, you may use a successful XP roll to gain the Spacecraft Piloting and Spacecraft Gunnery Skills, that let you add the character's L when attacking with saucer guns or when the saucer you pilot is rolling to defend from other ships' attacks.

Abducted: Play this Subplot only when instructed to do so from a table result or other rule. A random character is abducted by a

tractor beam from a spaceship. The other characters may leave him to his fate or jump in the beam and follow him on the spaceship.

If they leave him to his fate, the ship will zoom away and they will meet the character again after d6 areas, or at the end of the adventure as they return to their Safe House, whichever happens first. The character will have to roll d6 on the alien experiments table to determine what the aliens did to him.

If they join him, all the team will be transported aboard a space ship and will have to fight their way out. Characters will have to resist an HCL+1 intensity paralyzing ray (roll every turn until the character breaks free). Characters that manage to break free will have to fight a random group of Minions (use the maximum number of Minions for that encounter) and an HCL+1 boss of the same race. When the boss is killed, you may have the saucer crash, with each character taking d6 damage but otherwise surviving the crash landing (unless the damage is enough to kill them, of course!) Or one of your characters may try to pilot the saucer to a safe landing (Save vs. L7 piloting; characters

with Spacecraft Piloting Skill add +L; on a failure, the ship crashes as above and the pilot takes 2d6 damage; on a success, the ship lands safely. In both cases, the ship is damaged in the landing. To repair it, you must perform a L10 Science roll and use 20 electronic components for repairs. A working flying saucer can be delivered to the authorities for 2 XP rolls. A damaged flying saucer may be dismantled to gain 5d6 electronic components. See also the Saucer Subplot for other rules about spacecraft handling.

Left for Dead. You may play this Subplot only once per character per campaign. You may play this only when the character's Life point total goes to zero. Roll d6. On a 1 or 2, the character is permanently dead. On a 3 or 4, the character has been captured by aliens and returns d3 locations later, after rolling on the alien experiments table. On a 5 or 6, the character loses 1 Level and returns, with just 1 Life point left, 3 locations later.



Clues and Secrets

During the game, on a successful Search roll, or in other circumstances described in the rules, a character may find a Clue.

A Clue is an abstract measurement of information.

Feel free to invent what the Clue is if it is important for you, in away that fits your story. For example, a Clue may be the diary of a Scientist, a slip of paper with some notes, a letter from a scholar, some rumor heard in a seedy bar, and so on.

Characters can accumulate Clues during the current adventure or over the course of a campaign. As soon as a character has accumulated 3 Clues, that character discovers a Secret. The character "burns" 3 Clues and chooses one of the following game effects to represent the Secret:

Weakness of an Enemy: Choose a major enemy. When you meet it, you have a +2 to attack it. The bonus lasts for the whole duration of the combat, not just limited to a single attack. All characters in the team enjoy the bonus. An example would be knowing that an alien's armor has a weak spot under the armpits or that a Venusian attack

beast was wounded in a leg. Once the combat with that specific creature is over, the bonus is lost.

Deal with an Enemy: When you encounter a enemy, you may activate this Secret and declare that you have a deal with him. The enemy will let your team pass through the area without attacking you, at any time that you need to. You may not, however, take its loot. You may not use this rule with Vermin or mindless creatures like blobs and zombies.

Location of Hidden Tech: When you enter any area, play this Secret to recognize the area as the location of a hidden tech. You gain one tech item of your choice, but you still need to figure it out with the appropriate Science roll.

Increase Psionic Power: This can be taken by an Esper. When you use a specific psionic ability of your choice, you count as being 1 L higher. The ability must be assigned when the Secret is revealed and may not be changed later. You may take this Secret multiple times, once per psionic ability.

Terrible Secret: Whenever a enemy or group of Minions must make a Morale roll in your

presence, the enemy will automatically fail their Morale roll. This has no effect on enemies that do not test Morale or have rolled the Fight to death Reaction. It also has no effect on weird menaces.

Someone has been Imprisoned: An important character is a prisoner in a randomly-selected area. You will find him guarded by Minions or by a boss enemy. If you manage to free him and bring him to the Safe House alive, you will receive 1 XP roll. The prisoner is chained to a wall. An adventurer can break the chain during combat by winning an Attack roll against L4 or by using a laser weapon. An adventurer rolling to free the prisoner may not attack that turn.



Clues and Dying Characters

Clues are discovered by a single character, but you can assume that the character shared the information he discovered with the rest of the team. If a character dies, move that character's Clues to another character's profile.

Saves

When the rules ask you to “Save” versus a specific attack or other danger, the name of the Save is just descriptive, what counts is its Level. Roll the character’s tier die, adding any modifiers as instructed in the description of the Save. If you roll the target number or better, you avoid the danger and nothing happens to you. If you roll lower than the target number, you suffer the consequences indicated. This is often a loss of Life or some lasting inconvenience.

For example: Characters are urged to Save vs. L3 poison or lose 1 Life. A character rolling a 1 or 2 will lose 1 Life. Characters rolling 3 + will suffer no effect.

Let’s Return Home!

Completing a mission is not enough to succeed. You have to make it back to your Safe House. The characters will be exhausted, probably wounded, and enemies will try to sneak up on them. For every area crossed, roll a 1 in 6 chance of encountering Patrolling Enemies.

Splitting the team

In certain circumstances, you may want to split the team. For example, you may want to leave a character to guard the body of a fallen comrade or send a single character to complete a mission. Splitting the team is very dangerous and you may do it if you have at least two communicators. Roll for encounter as normal for both “sections” of the team, but if you met enemies whose level or number depends on the HCL, **use the team’s HCL, NOT the Level of the characters who actually met the enemy.**

Fallen Heroes

When a character loses his last Life, he slumps to the ground, mortally wounded. If a combat is still going on, a partner may still access any equipment on the dead adventurer’s body, but to do so the friend must forfeit his attack for that turn.

The character may survive. Play the Left for Dead Subplot. This may be done only once per character per campaign.

Things to Remember

- Characters have two hands they can use. If the character holds a two-handed weapon or a bow, he or she cannot hold another object or weapon. Readyng that object will require 1 action, unless the character has the Fast Draw Skill.
 - Always write in pencil and keep an eraser at hand. Lots of information must be updated during the game.
 - Number your characters 1 to 4. If you are asked to pick a character at random, roll a d4.
 - Read an enemy's Reaction table before attacking. Some encounters may benefit you in other ways than just XP and loot.
 - Check for the enemies' Morale roll when you kill half the minor enemies in a group, or when a major monster loses more than half of its Life. This can be a lifesaver!
 - Keep track of Minions killed. 10 Minion encounters give you 1 XP roll. One major enemy gives you 1 XP roll. Vermin do not give XP rolls.
 - Perform XP rolls immediately. You may not save them for later.
- Keep track of who was the last character who leveled up, because you cannot level up the same character twice in a row, not even if he is the only character alive. If you play the game in cooperative mode, with multiple players running one character each, determine randomly who gets the XP roll, but do not let the same character level twice in a row.
- An XP roll may give you 1 Level or 1 Skill, not both. Think of them as generic training in one's chosen profession (leveling up) vs. specializing in a specific area of expertise (learning a Skill).
 - A character may learn Skills only from the list of Skills allowed to his or her character class.
 - A character's Life total goes up by 1 when the character levels up.
 - There is a limit to the amount of punishment that a human body can take, so there is a maximum number of Life points that a character can have. Characters who reach that maximum may still level up but they will not gain more Life points.

- Total team kills happen. It's a fact of adventuring Life. Choose wisely when to run away and when to keep fighting.
- Secrets and Subplots let you steer the story in the direction you want. Use them wisely!

The RPG-Lite Option

This game, like its fantasy predecessor *Four Against Darkness* has been designed as a solo game, but this need not be the case. If you are an adult playing with children, or an expert player playing with casual or first-time gamers, you might want to run the game like a rules-light, no-preparation, pen-and-paper roleplaying game. Adventures can be played one after the other like the chapters in a book. This continued play is called a campaign. In a campaign, the heroes retain the levels, equipment, and treasure accumulated in the previous games, thus being able to face bigger challenges. Wounds are fully healed between games.

The most experienced or creative player should become the game master (GM) and the other participants will play the roles of the adventurers. If you have only

one GM and one player you can still play: this is called One-on-One gaming.

In a RPG-lite game, the GM keeps track of the enemy's Life points, remembers to take their Morale rolls, and reminds the players of the rules. The GM should also make sure that loot and XP rolls are distributed fairly among all the participants. Characters are not supposed to be arguing: they should cooperate and act like the heroes of a movie. Every time the players argue, the GM should let them decide with a vote. If that doesn't work, the GM decides as fairly as possible, and the other players must accept her decision.

Keep the enemies' Reaction tables secret, so the players must plan their character's behavior without knowing the odds. Be prepared to embellish the results from the tables with vivid descriptions, telling your players what their characters see, smell, or hear. Play the role of any enemies they meet. Be prepared to improvise: players will surprise you and take unexpected paths. Nearly any action that the characters may attempt and is not described in the rules can be treated as a Save. The only tricky part is deciding how

difficult the action is, and which classes may add their L, half their L, or just a +1 bonus (or no bonus at all!) to that Save. This depends on the type of action. Make sure that each character gets a chance to shine. Here are a few suggestions:

- Survivalists and combat specialists are strong. They can lift weights, bash down doors, and resist pain and disease.
- Criminals are agile and dexterous, so they should be good at climbing, dodging, or avoiding traps and surprise attacks.
- Scientists know stuff! They are respected. People ask for their advice. In the 50's, the world trusts Science!
- Do not have the players roll for everything. Certain actions will be impossible and others will be automatically successful. Just use logic and your sense of drama. If you are in doubt, just ask yourself: what would happen in this situation in an exciting book or movie?

Once you have run through a few random missions generated with the tables in this book, you will be able to invent new ones. You could design your own random tables for events and enemies, and create specific towns with different problems and different alien invaders. Adventures should not be limited to invaded towns: as the heroes become more powerful, they could hijack a flying saucer and bring the action in space or on other planets. Watch old, black and white science fiction movies for inspiration.



Generating a Mission

The town is represented in an abstract manner through a map of boxes numbered 1 to 20. Your team begins in a random box: roll d6 to determine where. This location is your team's Safe House. No encounters are rolled when you enter that area. An enemy who is chasing you might chase you into that area.

Take the town map diagram and imagine it is your hometown. Fill in the names of any landmarks or known hangouts. For example, in the Diner box you may write the name of your favorite fast-food place or a famous restaurant. Also name schools, hospital etc. as desired. If your hometown has more than one hospital or stadium, just pick one that you like. This does not have an impact in the game but it creates a more vivid setting.

Each location may have modifiers for Stealth, making it easier or more difficult for your team to skulk around and avoid detection when you move through a box occupied by the enemy. Some locations will let you acquire equipment, healing, Clues, bonuses to certain actions, or give you other advantages.

The closer you move towards the town center, the more heavily guarded your objectives will be, and the more likely you are of encountering aliens or their creations. When you are in the white areas, your rolls on the events and encounters table are at -1. In the gray areas, they have no modifier. And in the black areas, all rolls on the event and encounters table are at +1, making dangerous encounters more likely.

After generating the town's layout, roll on the mission table.

Area Types - White Areas

Roll at -1 on the encounters and events table when entering White areas.

Warehouses. PCs in these areas have +1 to Stealth rolls.

Cottages/Countryside Houses. If used as a Safe House, PCs may heal 1 additional wound every time they enter the area.

Diner or Fast Food Restaurant. If spending an uneventful turn here or rolling a peaceful encounter, all characters may rest and heal 1 Insanity or 1 wound.

Farm. 2 in 6 of encountering mutilated cattle. If area is occupied

by Grays, the chance of finding mutilated cattle is 4 in 6. If mutilated cattle is encountered, all characters must Save vs. L4 fear or take 1 Insanity. If there is no violent encounter or the visit to the farm is uneventful, the characters may rest and heal 1 wound each.

Park. +1 to Stealth rolls. There is a 2 in 6 chance of any Minions found here being Reptilian mercenaries (roll this chance before rolling on the Minions table).

Hospital. If unoccupied (no enemies are rolled), all PCs may heal up to full health. This may be done only once per PC per game.

Mall/Shopping Center. All characters may pick up one non-weapon tool or item, including fire axes and kitchen knives that also count as slashing hand weapons.

Area Types - Gray Areas

Roll with no modifier on the encounters and events table when entering Gray areas.

Hardware Store/Gun Shop. All characters may get 1 pistol or shotgun each.

Church. All characters may remove 1 Insanity point. Psionic aliens are attracted by the positive emotions

generated by prayer, so there is a 2 in 6 chance of an encounter with a Gray or Martian psionic (50% chance of each).

School/Campus. All Scientist PCs can ask for peer opinions on their research and get a +1 on any Science rolls performed here. Any XP roll performed here is at +1 if trying to add a scientific Skill (Entomology, Diplomacy, Electronics, Chemistry, Psychology).

Stadium/Arena. -1 on Stealth rolls.

Town Center. No special rules.

Police Station. At the police station, if there is a violent encounter, a policeman may join your team. Count it as a Level 1 Combat Specialist armed with a pistol and a hand weapon or with a shotgun (your choice). There's a 2 in 6 chance this will not happen if your team includes any Criminals.

Library. When the PCs visit a library, they can perform a Research roll to find 1, 2 or 3 Clues AS LONG AS at least one character in the team has already 1 Clue. The difficulty is L5 for 1 Clue, L7 for 2 Clues, and L10 for 3 Clues. Choose a character as the main researcher. Add +1 if he is a Medic or +L if he is a Scientist. On a 1, roll on the patrolling enemies table or play the Librarian Subplot. On a failure,

nothing happens. On a success, gain the number of Clues you rolled for.

Area Types - Black Areas

Roll at +1 on the encounters and events table when entering Black areas.

River/Bridge. Any Minions encountered in this area will benefit from the terrain. Their L increases by 1.

Science Labs. Science rolls performed here are at +2. However, roll once at +1 on the encounter table if you choose to enter the labs.

Monument/Statue/Landmark. Stealth rolls are at -1 here. Characters get a +1 bonus to any roll to resist fear and terror effects in this area.

Steel Factory. There is a chance of a heavy Martian presence here. Roll d6. On a 1-2, there are no Martians and you must roll on the events table at +1 as normal. On a 3-4, the area has a number of Martian troopers equal to HCL+2. On a 5-6, in addition to the troopers there is also a (roll d6): 1-2 Martian leader, 3-4 Martian psionic, 5-6 Martian Scientist with a random robot or

saucer (roll on the Robots or Saucer table, your choice). Scientists visiting a steel factory automatically find tools and materials needed to repair or modify robots or flying saucers or, if you prefer, d6 electronic components.

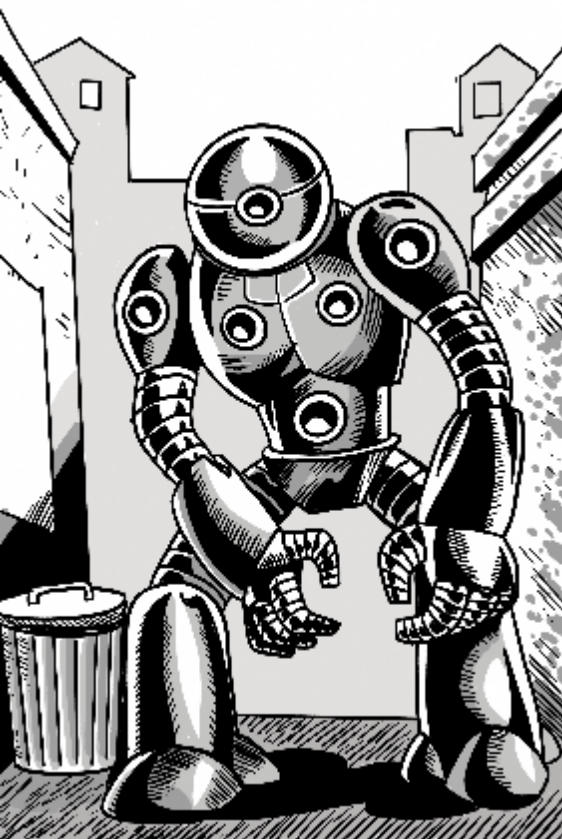
High-Rise Buildings. In these areas, character gain +1 to Stealth and Defense rolls against giant monsters and giant robots.

Random Layouts

If you prefer, after playing in a fixed layout town, you may move the action in another town. Draw 20 boxes and number them 1 to 20, arranging them in 3 rows of 8 white boxes, 7 gray boxes, and 5 black boxes. Each box is connected with the next box (so you can go from 1 to 2, from 2 to 3 and so on). Now roll d6 for each box. On a 1 or 2, add that many connectors to the box leading to another box of a different color (from a white box to a gray box, or from a gray box to a black or white box). On a 3+, add no connectors. Once you have connected the boxes, roll d20 for each box on the following table to determine what each box represents. Apply your common sense: if you roll three hospitals or

five churches, reroll the repeated results.

You may also generate a semi random layout. Roll d10+10 to place on the map the police station, the stadium, the hospital and the library. All these locations are unique, so there will be just one hospital, one police station, etc. Select randomly the content of all other areas, rerolling any duplicate result.



Random Area Type Table (d20)

1	Warehouse
2	Cottage
3	Diner or Fast Food Restaurant
4	Farm
5	Mall or Shopping Center
6	Park
7	Hospital
8	Hardware Store
9	Houses
10	Church
11	School
12	Stadium
13	Town Center/ Business Area
14	Police Station
15	Library
16	River
17	Labs
18	Monument or Landmark
19	Steel Factory
20	High Rise buildings

Missions

Roll on the Mission table below to determine what your heroes must accomplish.

Mission Table (d8)	
1	Rescue
2	Sabotage
3	Search and Destroy
4	Scientific Expedition
5	Medical Supplies
6	Day of the Plantoids
7	The Menace of the Replicating Blob
8	Reptilian Gladiators

Do not play the same mission twice in a row. Reroll if you get the same mission that you have played in your last session. Unless the description of the mission tells otherwise, roll d6 on the town diagram to determine which area is the team's Safe House. Roll on the encounter table with a -1 in White areas (areas 1 to 8), without any modifier in Gray areas (areas 9 to 15) and at +1 in Black areas (16 to 20). Roll every time you visit a new area. When you visit an already visited area, roll a 1 in 6 chance of a random encounter with Patrolling Enemies. Do not roll for

Patrolling Enemies in your Safe House area.

Patrolling Enemies Table (d6)	
1	Roll on the Vermin table.
2-3	Roll on the Minions table.
4	Roll on the Weird Menace table.
5	Roll on the Boss table.
6	Roll on the Robots or the Flying Saucer table, your choice.

When you have played all the missions at least once, you may play the final mission (Plan Nine).

Rescue

An NPC is held prisoner in an alien prison in a random hidden location. You must spend 3 Clues to discover the location. Roll d12+8 for the location once you have discover it and then defeat the enemies found there. There is always 1 boss and 1 Weird Menace (both with +2 Life) guarding the prisoner, plus a number of Minions of the same race as the boss equal to the team's HCL+1. The prisoner is a Level 1 Civilian and must be escorted to the Safe House to gain 2 XP roll. Note that this mission may also be triggered by the abduction of a PC. In that case, there is no Civilian prisoner, only the PC, and you may

automatically play the Rescue Mission instead of rolling on the Mission table.

Sabotage

Roll 3d6+2 to determine the location of an alien installation that must be destroyed. The team must start from their Safe House, visit the hardware store, and then perform an HCL (minimum 4) sabotage roll at the area of the alien installation. Upon returning to their Safe House, the team gains 2 XP rolls. The installation will be guarded by (roll d6): 1-2) 1 random boss with 1 random group of Minions of the same race, 3-4) a random Weird Menace, 5-6) a random robot. You may decide to send in one or two characters to perform the sabotage. They will have to use Stealth to get past the enemies guarding the place. If the saboteurs fail their Stealth rolls, the enemies will attack them and they will have to fight alone for 3 turns before the other characters can join the fray.

Search and Destroy

The team must start from a Safe House, destroy at least 3 bosses or weird menaces, and return to the Safe House. Creatures that run away due to a Flee reaction or failed Morale rolls do not count.

They must be actually killed. Upon returning in their Safe House, the team gains 1 XP roll.

Scientific Expedition

The team must find at least 3 different weird menaces and defeat them. You may at any point spend 2 Clues to meet a Weird Menace instead of rolling for an encounter when you enter a new area. Upon returning to the Safe House, make a Science roll against the destroyed creatures' L to gain d6 chemical components per creature.

Medical Supplies

The team must reach the hospital, defeat any encounters there (if the hospital is empty, roll a 4 in 6 chance of Patrolling Enemies) and then carry medical supplies to the Science labs and then to the Condos. If the mission is successful, upon reaching the Safe House you gain 2 XP rolls. If the mission fails, an epidemic will spread through town and all characters will have to test versus an HCL+1 disease (survivalists roll at +1/2 L, and everybody rolls at +1 if there is at least one Medic in the team). Characters failing the Save will be at -1 on all Attack rolls until they visit the hospital and receive treatment, during the next mission.

Day of the Plantoids

A large colony of plantoids have invaded the river area. The team must reach the Science labs, grab some chemical components there, perform L6 Science rolls to create a defoliant (+3 to Attack rolls vs. plantoids, has no effect against other creatures) and then reach the river area. In the last 3 areas before reaching the river, there is a 2 in 6 chance of encountering a group of plantoids (as per the Minions table). Roll this chance instead of the normal encounter roll. The colony infesting the river area includes 15 plantoids and 1 boss plantoid with L and Life points equal to HCL. Upon cleaning the area, the team gains 1 XP roll, plus 1 for killing the boss plantoid.

If this mission fails and the team is forced to flee, beginning from the next adventure every area traveled will have a 1 in 8 chance of an encounter with 2d6 plantoids, rolled BEFORE performing the normal encounter roll for the area. First resolve the encounter with plantoids, if any, then roll normally for encounter and events in that area. The plantoid invasion will end when the team will have destroyed at least 50 plantoids. The number of plantoids in the river area will

always be replenished to full, and all damage inflicted on the boss plantoid will be healed.

The Menace of the Replicating Blob

Roll d6+3 to determine an area that has been attacked by a blob. If this is your Safe House, reroll until you select a different area. You must reach the area and destroy the creature to gain 1 XP roll. However, when you destroy the blob, there is a 4 in 6 chance that it will reform as TWO separate blobs (with -1 L and half Life points, rounded down) in the two closest areas. For example, if the first blob formed in area 6, the two smaller blobs will form in areas 5 and 7. If one of these areas happens to be your Safe House, your Safe House is destroyed and you must create a new one. To create a new Safe House, you must find an empty location, spend 6 Clues there, and then spend 3 chemical and 6 electronic components. Until you have all the necessary elements, you are not allowed to use a Safe House to rest and recover wounds.

If two new blobs are created, you must immediately play another mission where you will gain another XP roll by defeating BOTH blobs. Unfortunately, each of the

new two blobs will have a 2 in 6 chance of splitting again (with an additional -1 to their L and only half Life points). The process will continue until you play a mission in which you destroy all blobs and they do not split into two more blobs or the "split" blobs become Level 0. At that point, they just wither and die. You gain 1 XP roll for each couple of blobs defeated. You may not play other missions until the blobs are dealt with.

Reptilian Gladiators

The Reptilians have abducted one of your characters. Roll d6 to determine who has been abducted: 1,2) the PC with the most Life points; 3-4) the PC with the best attack bonus, considering the best melee weapon that the PC could use; 5,6) a random PC. Roll d8 +4 to determine in which area the PC is kept. The PC is being trained to fight in a death sport, as Reptilians like to watch humans kill each other in gladiatorial contests. At the end of a gladiator's career, the human gladiator will have to face a professional Reptilian gladiator in a duel to the death.

The other PCs must go to that location and free the PC. The opposition there will include a number of L4 Reptilians armed

with melee weapons equal to HCL+4. As the group of rescuers fight against the Reptilians, the enslaved PC will fight simultaneously against a Reptilian gladiator (HCL Boss, 5 Life). Alternate fighting one turn of combat between the team and the Reptilians, and one turn between the enslaved PC and the Reptilian gladiator. The enslaved PC may not be freed until the Reptilian gladiator is killed. Both the gladiator and the Reptilian troops will fight to the death. Upon returning to their Safe House, the team receives up to 2 XP (1 for defeating the Reptilian gladiator and 1 for rescuing their friend).

Plan Nine

This is the final mission in the campaign. You cannot roll this mission on the mission table. You may choose to play this mission only when you have played at least once all the other missions. It is suggested that you play this mission when all of your characters have achieved L10 or higher, but this is not a requirement. If you feel lucky, you may try it before that.

During Plan Nine, the Safe House is attacked by a random Weird Menace. Its L is increased by 2. You must decide whether you want to

fight or run. If you choose to run, the Weird Menace will attack you once, but it will not chase you. If you run, the Safe House is destroyed and you may not go back there to replenish your Life points until you create a new Safe House. To create a new Safe House, you must find an empty location and spend 6 Clues, 3 chemical and 6 electronic components. However, every time you enter in this Safe House, you must roll a 1 in 6 chance of it being compromised. If it is compromised, you will have to move away and create a new Safe House if possible, spending the same resources described above.

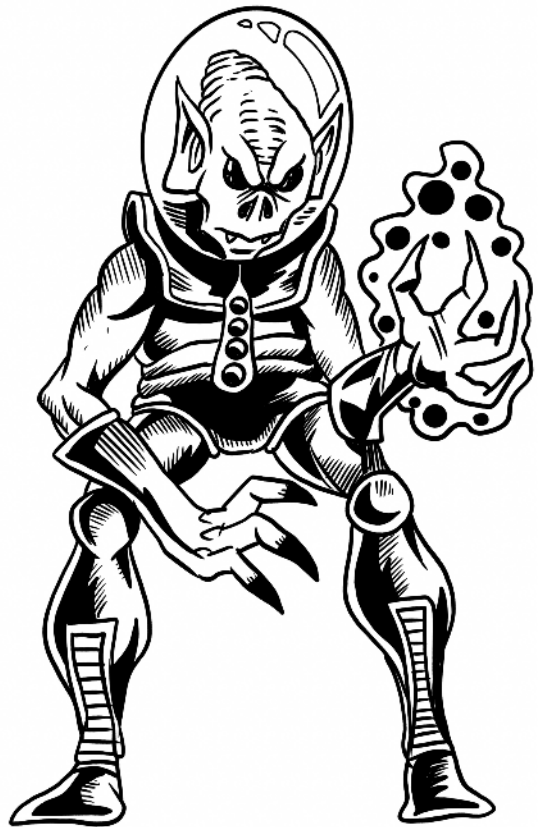
While the Safe House is attacked, 2 additional weird menaces attack 2 random areas. If multiple menaces appear in the same area, reroll until they all appear in different areas.

You must split the team. In every location, you can choose one of your PCs to make a L5 Charisma roll (at +2 if you have Leadership). On a success, the PC will find d3 L1 Survivors or Combat Experts (your choice) with no Skills beyond their basic abilities and no equipment

except a rifle or a hand weapon. You may give the new recruits any spare equipment you want, if you have it. If the character fails the Charisma roll, there will be no-one to help the character.

Once a PC has defeated the Weird Menace, the PC can move as normal to join the other PCs in another area.

Once the 3 menaces have been dealt with, the scenario ends with the party gaining 4 XP rolls.



Encounter Table (2d6)

Unsupervised Alien Tech found. You find some working piece of technology that has been abandoned or dropped by aliens. Roll on the Random Alien Tech table.

Tech protected by a trap. Roll on the Traps table and on the Random Alien Tech table after deciding if you want one of your characters (choose one) to risk it.

Roll on the **Special Events** table. You may search the area after resolving the special event.

No encounter. Roll on the **Special Feature** table. You may search the area after resolving the Special Feature.

Roll on the **Vermin** table.

Roll on the **Minions** table

Roll on the **Minions** table, but double the number of Minions encountered if you are in a Gray or Black area.

No encounter. You may Search the area.

Roll d6. On a 1-2, roll on the **Robots** table. On a 3-6, roll on the **Weird Menace** table.

Roll on the **Boss** table.

Secret Alien Base found! Roll d6 for its origin: 1-2 Martian, 3 Reptilian, 4 Venusian, 5-6 Zeta-Reticulan. The base will be protected by a number of bosses equal to your HCL. If there is more than one boss, they will belong to as many different types as possible. For example, a Martian base with 2 bosses will have 1 Martian overlord and 1 Martian mind master. Each boss will have d6 Minions. Use the boss description for Morale and Reaction

rules. You may perform Stealth rolls at +2, irrespective of the area where the base is located, if you plan to skulk away. Use the normal Stealth modifier for that area if you are trying to gain surprise. Roll against the highest level boss. There is also a 1 in 6 chance for each boss present that the base includes 1 flying saucer. Raiding the base will give you 1 Clue and d6 electronic or chemical components per every boss present, plus all the tech used by the aliens.

Roll on this table every time you move into a new, unexplored area.

Special Feature table (d6)

- 1 **Rest, Food and Drink:** All characters are offered food and drink. Wounded characters heal 1 Life each.
- Motivational talk.** You meet a survivor that tells you a moving story about local freedom fighters. A character of your choice gains a +1 on Attack against Martians, Reptilians, Grays or Venusians (choose one alien race). The bonus lasts until the end of the next encounter with that alien race. If you do not meet that alien type during this mission, the bonus carries over into your next missions until you meet one.
- 3 **Armory:** You meet a group of friendly survivors with a handy stash of weapons. You can re-equip all your characters with new weapons within the limits of the weapons allowed to their class. The survivors only have Terran weapons and d3 grenades.
- 4 **Plot Twist:** You may play a Subplot of your choice, as long as the conditions for that Subplot apply. In a multiplayer game, players roll off to determine who can play a Subplot.
- 5 **Mysterious Alien artifact:** You may leave alone or check it. If you check it, roll d6. 1-2 gain 1 Clue, 3-4 the artifact is a robot that attacks the team (roll on the robots table, rerolling any giant robot), 5-6 find 1 piece of alien tech (roll on the random alien tech table) or d6 electronic components, d6+1 batteries or d6 chemical components (your choice).
- 6 **Scientific mystery:** The area has some strange phenomena that a Scientist may investigate. Feel free to invent what it is! A weird buzzing sound, a radioactive rock, strange lights, an alien fungus growing on a wall – use your imagination. The mystery's Level is HCL+1. You may leave it alone or try to solve it. For every failed attempt, roll a 1 in 6 chance that enemies arrive (roll on the patrolling enemies table). If the mystery is solved, the Scientist gains 1 Clue or 1 roll on the alien tech table (choose).

Roll on this table when the Encounter table tells you to do so.

Special Events table (d6)

- 1 A flying saucer** zooms over the team. Roll on the flying saucers table to determine what type it is and its abilities. The characters should all perform Stealth rolls vs. the flying saucer's level to avoid being spotted. If the roll fails, the flying saucer may ignore your team or attack: roll on its Reaction table.
- 2 Patrolling enemies** attack the team. Roll d6: 1-3 roll on the Vermin table, 4 roll on the Minions table, 5 roll on the Weird Menace table, 6 roll on the boss table.
- 3 A Civilian NPC** asks the team to complete a mission. If you accept his mission, roll on the side mission table. If you refuse, the NPC disappears, but you may encounter the NPC later if you roll again this result. If one of your characters has been killed or abducted, the NPC may join your team. Roll up two Traits and count him/her as a 1st level Civilian.
- 4 Trap!** Roll on the traps table.
- 5 Mental onslaught.** A powerful psychic wave burns through the team's brains. All character must Save vs. a HCL+2 mental blast. Espers add +L, Scientists add +1/2 L. On a success, nothing happens. A character failing the Save gains 1 Insanity point. A character rolling a 1 must immediately Save again or gain a second Insanity point.
- 6 Alien traitor!** You meet a random alien (roll d6: 1-2 Martian, 3 Gray, 4-5 Venusian, 6 Reptilian) who has sided with human rebels. The alien offers to trade one of your firearms for an alien weapon (roll on the Alien Weapons table) or d6 electronic components. If you are not interested in the trade, the alien will go away.



Roll on this table when the Encounter table tells you to do so.

Alien Weapons table (d12)

- | | |
|----|---|
| 1 | Stun rifle. Two handed, hits at +1. No effect on zombies, blobs, robots or vehicles. Non-lethal. |
| 2 | Blaster rifle with d4 batteries. Two handed, hits at +2. Uses 1 battery per game. |
| 3 | Electric rifle. Two handed, hits at +2 against robots. No effect on electrical entities. |
| 4 | Hand flamer. One handed, hits at +1, +2 vs. zombies. A hit inflicts 2 damage vs. blobs and giant spiders. |
| 5 | Sonic rifle. Two handed. Non-lethal vs. living creatures. Attacks crystalline creatures at +3. No effect on blobs. |
| 6 | Disintegrator. Two handed. It inflicts 3 damage with every hit (on targets with more than 1 Life point). If the user rolls a 1 on the Attack roll, its battery dies, and the disintegrator malfunctions. It takes a L6 Science roll to repair it. This may be attempted only outside of combat. If the roll fails, the disintegrator may not be repaired. A character with a disintegrator may use it, exhausting its battery, to break free of any restraints or burn a hole through a wall. Targets killed by a disintegrator are atomized and may not be looted -- all the objects they carry are vaporized. Disintegrators hit at -2 targets protected by forcefields. |
| 7 | Grenade. Roll d6, 1-3 fragmentation, 4-5 stun, 6 electrical. |
| 8 | Electrical absorber. Destroys an electrical entity with a successful L6 Science roll. |
| 9 | Electrical or Sonic pistol (choose, see Weapon Summary Table in the appendix for rules) |
| 10 | Blaster Pistol and d3 batteries. +1 to Attack rolls, one handed. Uses 1 battery per game. |
| 11 | Sonic pistol. One handed. Non-lethal vs. living creatures. Attacks crystalline creatures at +2. No effect on blobs. |
| 12 | Choose one of the results above. |

Roll on this table to determine equipment used by aliens.

Alien Drugs table (d8)

- 1 **Frenzy Drug.** 1 action to inject. Must be injected by a Medic or user will also lose 1 Life. User gains +2 on all attacks with hand-to-hand weapons and bare-handed attacks until the end of the encounter. If more than 1 dose is taken in an adventure, the user must Save versus L(6 + number of doses taken) or lose 1 Life at the end of the encounter.
- 2 **Psychic Booster.** May be used only by Esper characters. The Esper's level counts as 2 higher until the end of the adventure for purposes of using psionic Skills. This drug was developed for Zeta-Reticulan physiology. Adapting it to humans requires a L5 Science roll and the expenditure of 1 chemical component. On a failure, both the drug and the chemical component are wasted.
- 3 **Healing Booster.** Upon injecting this drug, the user instantly heals up to 4 Life points or ignores the Drunkard trait for a whole game. If he takes more than one dose in an adventure, he must roll a 1 in 6 chance of feeling nauseous for each extra dose taken (-1 on all rolls until the end of the adventure). Roll for each extra dose, side effects are cumulative.
- 4 **Martian Bio-Repair Skin.** Upon applying this dressing upon a wound, the user will heal up to 5 damage. The Bio-Repair Skin purges the user's body from all noxious chemicals, including side effects of other drugs. It may be used in combat, spending one action to do so.
- 5 **Reflex Booster.** Upon ingesting this pill, the user gains +1 on all Defense rolls for the duration of an encounter. The drug has no known side effects. Multiple doses have no additional effect.
- 6 **Intelligence Booster.** Upon inhaling this gas capsule, the user gains +2 to all Science rolls for the next three encounters. Multiple doses give a cumulative +1 for each extra dose beyond the first, but the character must consume 1 dose of healing booster (see 3, above) before the effect of the intelligence booster wears off or gain a -1 on all Science rolls for every extra dose taken until the end of the game.
- 7 **Truth Serum.** You may inject a dose into a Martian, Zeta-Reticulan, or Reptilian (but not a Venusian or a Weird Menace) and perform a Science roll at +2 against the creature's L. On a success, gain 1 Clue. On a failure, the interrogated prisoner dies.
- 8 **Plant Repellant.** Any human swallowing this pill gains +2 to Defense rolls against plant life-forms. The pill is swallowed as a free action. The effect lasts for the duration of an encounter. The bonus does not apply to ranged attacks from plants, like the gas-propelled thorns shot by plantoids.

Vermín table (d8)

- 1 **3d6 Martian drones**, L2 robots. They count as L3 for purposes of Stealth rolls. May be salvaged to generate 1 electronic part every 5 drones on a successful Science (electronics) Save vs. L5.
Reactions (d6): 1–3 ignore, 4–6 fight.
- 2 **3d6 Venusian Centipede**, L1 insects. Save vs. poison or be at -1 on Attack roll for the next 3 encounters. A Medic can treat this with a L6 Save (add the Medic's L to the roll).
Reactions (d6): 1–3 flee, 4–6 fight.
- 3 **2d6 Martian Younglings**, L2 Martians, Morale -1. Armed with hand weapons. *Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4 bribe (1 weapon), 5–6 fight.*
- 4 **d6 Giant Ants**, L4 insects. A character with Entomology Skill may perform a L6 Science roll to gain 1 dose of acid from killed ants (1 dose per encounter, NOT 1 dose per ant). *Reactions (d6): 1 flee, 2-4 capture one random character, 5-6 fight.*
- 5 **d6 Mutant Rats**, L4 animals. If a character rolls a 1 on a Defense roll, the character loses 1 item of his choice or takes 1 additional wound (your choice). *Reactions (d6): 1 flee, 2-3 bribe (food), 4 fight, 5-6 fight to the death.*
- 6 **2d6 Venusian Bats**, L3 animals. It is not possible to flee from this encounter unless the PCs are in a flying vehicle. Lasers attack Venusian bats at +1. *Reactions (d6): 1-2 flee, 3-6 fight.*
- 7 **3d6 Reptilian Watchdogs**, L4 animals. PCs may not perform Stealth rolls against watchdogs. *Reactions: always fight.*
- 8 **3d6 Bio-engineered Wasps**. L2 insects. They cannot hurt characters wearing alien armor. Any character stung must Save vs. L3 venom (Survivalists add +L) or suffer a non-cumulative -1 to Attack rolls until a Medic heals the condition (L5 to treat it, Medic adds +L). A character with Entomology Skill may collect d6 chemical elements from this encounter by performing a L6 Science roll. *Reactions: always fight, but the encounter may be ignored in an area with a body of water.*

Vermín are minor enemies with 1 Life each, inflicting 1 damage. Defeating them gives no XP roll, so you do not have to keep track of Vermín encounters.

Minions table (d8)

- 1 **HCL+2 Zombies.** L3 undead created by Zeta-Reticulan experiments on human corpses. Zombies never test Morale and are unaffected by stunners, gases, poison and other non-lethal weapons. No loot, no weapons. *Reactions: Always fight to the death.*
- 2 **d6+3 Martian Troopers.** L3, Morale +1. Armed with blaster pistols. *Reactions (d6): 1-2 bribe (1 weapon each), 4 capture females, 5-6 fight.*
- 3 **d6+3 Martian Scouts.** L3. 2 in 6 chance of surprise. Armed with combat knives and blaster pistols. *Reactions (d6): 1 peaceful, 2 bribe (1 weapon each), 3-4 capture females, 5-6 fight.*
- 4 **d6+1 Reptilians.** L4. Roll d6 every time a Reptilian takes damage. On a 1-4, nothing happens. On a 5-6, the creature's hard skin turns the blow and the damage is ignored. This ability does not apply to laser attacks. Armed with laser guns and long blades. *Reactions (d6): 1-2 ignore, 3-5 fight, 6 fight to the death.*
- 5 **d6 Venusian Floating Brains.** Level HCL-1, minimum 1. All characters must resist an HCL-1 psionic scream assault (Scientists roll at +1, Espers at +L) or gain 1 Insanity point. After this initial attack, Venusians will fight with their tentacles. Each Venusian has a 1 in 6 chance of having a useful piece of alien tech (roll on the Alien Tech table). No weapons other than those indicated by the Alien Tech roll. *Reactions (d6): 1 flee if outnumbered, 2-4 capture males, 5-6 fight.*
- 6 **2d6 Grays (Zeta-Reticulans).** L3. Armed with stunners and hand weapons (batons). *Reactions (d6): 1 flee, 2-4 capture, 5-6 fight.*
- 7 **2d6 Plantoids.** L4. The plantoid begin by shooting a gas-propelled projectile (L4 ranged attack) and then fights in melee slashing with its tendrils. They are attacked at +3 by defoliant and flamers. They never flee and never chase. No weapons or loot. *Reactions (d6): 1-2 ignore, 3-6 fight.*
- 8 **d6+3 Combat Droids.** L4 robots. Morale +1. Hit at +2 by electrical weapons. Each destroyed droid may yield 1 electronic component if a character passes a L6 Science roll (roll once per droid). They fight with in-built buzz saws and pincers. No weapons or loot. *Reactions (d6): 1-3 bribe (confiscate all weapons), 4-6 fight.*

All Minions have 1 Life each and inflict 1 damage. Keep a tally of your encounters with Minions. Surviving 10 encounters gives you 1 XP roll. It doesn't matter HOW MANY Minions you encounter. Each encounter counts as 1, and when you total 10, you get 1 XP roll.

Boss table (d6)

- 1 **Martian Mind Master.** Level HCL (minimum 5), 4 Life. All characters must Save vs. L4 psionic attack (Espers add +L to the Save) or choose to gain 1 Insanity or lose their next action. Every turn, the mind master will perform the psionic attack AND a melee attack, preferably against someone who was not affected by the mental blast. *Reactions: 1 ignore, 2 capture female, 3-6 fight.*
- 2 **Martian Overlord.** Level HCL+1 (minimum 3), 5 Life, 2 attacks. Armed with an energy melee weapon and a bioscanner. *Reactions (d6): 1 bribe (1 alien tech), 2-4 mission, 5 fight, 6 fight to the death.*
- 3 **Reptilian Brute.** Level HCL (minimum 5), 6 Life, normal Morale. Each hit from a brute inflicts 2 damage. If the brute flees, it will perform 1 attack at a random character with a tail slap. If hit, the character will fall down and be unable to pursue the fleeing brute. *Reactions (d6): 1 challenge, 2-3 fight, 4 capture, 5-6 fight to the death.*
- 4 **Gray Scientist.** Level HCL (minimum 4), 4 Life, 2 attacks. Armed with a blaster and electrical whip (targets hit loses 1 Life and their next action). 2 in 6 chance of wearing a Stim Belt (-1 to Attacks with Stun weapons) *Reactions (d6): 1-2 bribe (1 alien tech or experimental weapon), 3-5 mission, 6 fight.*
- 5 **Venusian Brain Monster.** Level HCL (minimum 6), 4 Life, 3 attacks. Before the fight begins, roll d6 to determine its special power: 1-3 force field (all attacks have a 2 in 6 chance of bouncing off the force field), 4-5 weakness wave (at the beginning of the fight, all PCs must Save vs. HCL psionics or be at -1 on all Defense rolls until the end of the encounter), 5-6 psionic drain (any Espers must Save vs. HCL psionics or lose all psionic Skills until the end of the encounter). When the Brain Monster dies, it broadcasts its thoughts in a nightmarish wave; all Espers gain 1 Insanity and 1 Clue. *Reactions: 1-2 mission, 3-6 fight.*
- 6 **Martian Attack Beast.** Level HCL (minimum 6), 6 Life. On each turn of the beast, roll d6 to determine what it does. On a 1 or 2, it emits a blast of microwaves, inflicting 1 Life to all characters who fail a L6 Save (each character adds ½ L, rounded down, to the roll). Each high tech weapon has a 1 in 6 chance of being destroyed by the blast. On a 3 to 6, the beast bites 1 random character instead. *Reactions (d6): 1 feeding (all characters can attack at +2 on their first attack or automatically skulk away if desired), 2-3 bribe (all the alien tech of the team), 4-6 fight. Always pursues and gets +2 on chase rolls.*

Defeating a boss gives 1 XP roll.

Weird Menace table (d6)

Killer Android. Level HCL (minimum 5) robot, 6 Life, 2 attacks. Armed with a heavy weapon (2 damage) and 2 grenades, its first attack is always to lob a

- 1 fragmentation grenade (all characters must defend vs. L4 attack or take 1 damage and lose their next action). Electrical weapons hit it at +2. *Reactions: always fight to the death.*

Blob. Level HCL +2 (minimum 4), 12 Life, 4 attacks, unaffected by sonic and stun weapons. Every time the blob kills a character, it gains 2 Life. If a Defense rolls against the blob is a natural 1, the character is engulfed and may not escape until the blob is killed. Once a character is engulfed, only melee weapons may be used

- 2 to fight the blob. The engulfed character continues to be attacked every turn and may defend normally (he is not automatically damaged) but if ALL characters are engulfed and do not manage to kill the blob with their next turn, they all die. The blob is slow: all characters gain the Quick Footed Skill against it. The blob always chases fleeing characters. *Reaction: Always fight to the death.*

Bio-Engineered Large Cat. L5, 6 Life, 1 attack, 2 damage. 4 in 6 chance of surprise. It gets a +2 to chase rolls. If it flees into a park or woods, it may not be

- 3 chased. A Scientist with Chemistry Skill may analyze its body to gain 1 Clue with a L6 Science roll (only one attempt possible). *Reactions (d6): 1-2 bribe (4 chemical components), 3-6 fight.*

Electrical Entity. Level HCL-1, minimum 4, 5 Life, 2 attacks. May be damaged only by lasers, blasters, disintegrators and melee weapons. Electrical and sonic weapons do no damage to the electrical entity. A PC hitting the creature with a

- 4 melee weapon must save vs. HCL shock, either taking 1 damage or dropping the weapon (player's choice) on a failure. Espers with Electrokinetics are immune to this effect, and Survivalists save at +1. A Scientist may use an electrical absorber to destroy the creature with a successful Science roll against its L. *Reactions (d6): 1-2 ignore, 3-6 fight.*

Giant Atomic Spider. Level HCL (minimum 5), 5 Life, 3 attacks (1 bite, 1 leg crush, 1 web spray). Characters wounded by the bite must save vs. L3 poison

- 5 (Survivalists roll at +L) or lose 1 additional Life. The web attack does not inflict any damage, but characters hit are glued on the spot and unable to escape from the encounter. Characters in alien armor are immune to the web. Always chases fleeing characters. *Reactions: always fight.*

Abducto-Ray. A beam shoots down from a flying saucer, targeting a random PC. The character must successfully defend vs. an HCL attack or be transported on the UFO. The other PCs may jump in the beam and join the abducted PC, or run away.

- 6 If the whole team ends up in the UFO, play the Abducted Subplot. If they don't, the abducted PC is found d6 areas later. Roll on the Alien Experiments table to determine what happened to the PC. If the PC successfully defends against the Abducto-Ray, the UFO zooms away. This encounter gives no XP.

Defeating a Weird Menace gives 2 XP rolls. A Scientist using an experimental weapon against a Menace adds +L to the Attack roll.

Robots table (d6)

- 1 **Killer Android.** L5, 6 Life, 2 attacks. Armed with a random alien weapon, its first attack is always to lob a fragmentation grenade against the team (all characters must defend vs. a L4 attack or take 1 damage and lose their next action due to the concussion). *Reactions: always fight to the death.*
- 2 **Battle Robot.** Level HCL+1, Life= HCL (minimum 4), 1 attack, 2 damage. Each blow on the robot (except attacks with electrical weapons) has a 2 in 6 chance of bouncing off. Morale +1. *Reactions: 1-2 ignore, 3-6 fight.*
- 3 **Giant Destroyer.** Level HCL+4, Life= HCL (minimum 4), 4 attacks, 2 damage. Each blow on it has a 4 in 6 chance of bouncing off. Morale: never flees. The giant destroyer never pursues fleeing characters. *Reactions: 1-3 ignore, 4-6 fight.*
- 4 **Octo-Droid.** Level HCL, 12 Life, 8 attacks. Each weapon held in hands by characters has a 1 in 6 chance of being disarmed every turn (roll BEFORE the character attacks). Normal Morale. 2 in 6 chance of surprise. All blows on Octo-Droid have a 2 in 6 chance of being deflected. If an attack goes multiple times over the Octo-Droid's L, it severs one of its 8 tentacles, removing 1 of the creature's attacks, in addition to inflicting 1 additional wound. *Reactions: 1 ignore, 2-6 fights.*
- 5 **Giant Mechanical Centipede.** Level HCL+3, Life HCL+3, 2 attacks, 1 in 6 chance of surprise. All Stealth rolls vs. a centipede are at -1. Before combat, it sprays gas at the team as a free action. All characters not wearing a respirator or a space suit must save vs. L6 poison (survivalists add +L) or lose 2 Life and be at -1 on attacks for the duration of the fight. At the end of the encounter, the modifier disappears but not the damage. Sonic weapons hit centipedes at +2. *Reactions: 1-3 ignore, 4-6 fight.*
- 6 **Atomic Robot.** Level HCL+5, Life = HCL+4, 2 attacks, 3 damage per attack. All attacks on it have a 4 in 6 chance of being deflected by its armor. Any blow that goes twice over the robot's L dents its armor. When this happens, reduce the chance of the armor deflecting attacks by 1. This is cumulative, so multiple results like that may lower the chance of deflection to zero. When the atomic robot is destroyed, it explodes, and all characters must defend against an HCL attack or lose 2 Life. *Reactions: 1-3 ignore, 4-6 fight.*

Robots are unaffected by poison and gases, and are attacked at +2 by electrical weapons. A Scientist using an experimental weapon against a robot adds +L to the Attack roll. Defeating a robot gives 2 XP rolls to the team.

Side Mission table [d6]

- It must be destroyed!** The creature asks you to kill a boss enemy. Roll on the boss table to determine who. The next time
- 1 you meet a boss, instead of rolling it up, you may choose to meet that boss. Killing the boss and bringing its body to the creature's area completes the mission.
-
- I need electronic components!** To complete the mission, you must bring a number of electronic components equal to HCL to this area. If you already have that amount available, the amount
- 2 required is doubled.
-
- I want him alive!** As 1, above, but you must subdue the boss, tie him up, and take him to the area to complete the mission.
- 3
-
- Bring me that!** You must locate some object and return it to this area. Roll on the Alien Tech table to determine what the object is. If you already possesses that object, roll again until a different
- 4 object is selected. Every time you kill a major foe, there's a 1 in 6 chance that you will find that object. While bringing the object, all foes with a Capture Reaction on their Reaction table will try to capture the character carrying the item.
-
- Avoid unnecessary conflict!** To complete the mission, you must complete at least three encounters in the adventure in a non
- 5 violent way. This includes Reactions such as bribing, getting help from enemies, performing another mission (not this one!), running away from an encounter, or taking an enemy alive.
-
- Scientific Support.** The creature needs scientific back-up for a project and needs help understanding human technology or scientific theory. You must visit the school and library to pick up
- 6 books and information there, return to the current area, and perform a Science roll vs. HCL-1 (minimum 3). Only one try is allowed.

*When you complete a side mission, pick one of the following rewards:
1) gain 1 XP roll, 2) play a Subplot, or 3) roll on the Rewards table.*

Rewards table [d6]

- 1 **The Formula.** You receive a secret formula or blueprint that will give a +4 to a single roll to design an experimental weapon or to perform any other Science roll.
- 2 **Super Weapon.** You receive a L6 experimental weapon. It allows any Scientist to add +L (up to +6) when used to attack robots, spaceships or weird menaces.
- 3 **Experiment BX, Super-soldier Formula.** You receive a formula that can be duplicated spending 10 chemical components and passing a L8 Science roll. The imbiber of the formula adds +1/2 L to his Attack rolls for his next 3 combat encounters. It takes 1 turn to imbibe the formula. The Scientist producing the formula receives 1 XP roll when the formula works for the first time in a campaign.
- 4 **Grenades.** You receive d6 random grenades. Decide before rolling if all the grenades are of the same type (roll just once to determine their type), or roll randomly for each.
- 5 **Zeta-Reticular Microscope.** Halve the cost in chemical components of anything created with the help of this device (round up).
- 6 **Rejuvenation Chamber.** You discover an experimental, Zeta-Reticular medical chamber in a random location (not in the characters' Safe House - reroll if necessary). It is damaged. It can be repaired with a successful L7 Science roll and the expenditure of 10 electronic and 5 chemical components. Once repaired, a dead character may be brought to the chamber to be revived. The character loses 1 L but is otherwise returned to play (1st level characters do not lose 1L). Each character may be rejuvenated only once per campaign. The loss of a Level does not cause loss of Life points or Skills. Characters killed by a disintegrator or a blob may not be revived.

Each reward can be found only once per campaign, with the exception of grenades that can be found multiple times. Mark the reward when it is rolled. If it is rolled again, reroll until a different reward is selected.

Alien Experiments table (d6)

- 1 **Trauma.** The PC returns with a random Trait and 1 Insanity point. If that pushes the character over his Insanity limit, the character becomes an NPC.
- 2 **Infected.** The PC has been infected with a wasting disease. A Medic must perform a Science roll against HCL and burn HCL/2 (round down) chemical components to devise a treatment or the PC will PERMANENTLY lose 1 Life at the end of every game. This process continues until he dies or the treatment is successful. The treatment may be attempted only once per game, before the end of the game, before the PC loses his Life point.
- 3 **Dead.** The PC dies a few minutes after meeting the team. However, before he dies, he manages to reveal something he has seen -- gain 1 Clue with any one character.
- 4 **Bio-weapon.** The PC had 1 random Alien Tech installed in his body and managed to run away. One of his arms has become a weapon and may not be used to hold a different weapon or tool. Now the PC can permanently use that weapon but effectively looks like a monstrous cyborg and receives a permanent -2 on all Charisma rolls with humans. The PC automatically has a familiarity with the weapon.
- 5 **Mind-Forge.** The PC gains 1 Insanity and 1 random Psionic Skill. The Insanity may be healed as normal. At the end of every adventure, he has a 2 in 6 chance of losing the Psionic Skill. Once lost, the ability is gone forever (if the PC is an Esper, he may learn that Skill again with a successful XP roll).
- 6 **Traitor of the human race.** The PC returns to play as normal. You may not dismiss him. Roll d6 to determine who experimented on him: 1-2 Martians, 3 Venusians, 4-5 Zeta-Reticulans, 6 Reptilians. During the next encounter with any members of that alien race, the mental conditioning will kick in and the PC will betray the team, joining the opposition as a boss (use the PC's L+3 and Life points). If the character is knocked unconscious or otherwise caught alive, you may attempt a single Science roll vs. the PC's L. A success breaks the PC's conditioning and returns him to normality. If the Science roll fails, the PC dies.

Abducted PCs will be found d6 areas later, or at the end of the adventure, whatever comes first. Roll for each PC separately on this table to determine their fate.

Random Alien Tech table (d20)

- | | |
|----|---|
| 1 | Alien Armor. |
| 2 | d3 Respirators or d3 communicator (choose). |
| 3 | d6 electronic components. |
| 4 | d6 chemical components. |
| 5 | d6 +3 batteries. |
| 6 | Body Stim Belt or Bioscanner (choose). |
| 7 | Blaster Rifle or d3+1 drugs (choose, then roll on the random alien drugs table). |
| 8 | Blaster rifle or pistol (choose). |
| 9 | Wrist-mounted force shield generator. |
| 10 | 1 fragmentation grenade. |
| 11 | d3 stun grenades. |
| 12 | 1 electric grenade. |
| 13 | 1 power tool (may be used as a slashing hand weapon, +2 vs. robots), +1 to all Science rolls to repair robots and spacecraft. |
| 14 | Watchdog drone. You may use it at any time to ignore 1 Patrolling Enemy encounter. |
| 15 | Explosive (may be thrown in combat like a fragmentation grenade or used to give +3 to any Sabotage roll). |
| 16 | Half-finished L6 experimental weapon. It requires a L6 Science roll and d3 electronic components to be finished. |
| 17 | Martian Infocube. Requires a L5 Science roll to decipher. On a failure, the cube is destroyed and can be salvaged as 1 electronic component. On a success, gain 1 Secret or gain +2 to a single Science roll of your choice (a one time bonus). |
| 18 | Reptilian scent spray can. Each use allows the team to choose the Reaction of the next encounter with Reptilians. D3 uses per can. |
| 19 | d6 +1 grenades of your choice (you can mix different types). |
| 20 | Zeta-Reticulan infocube. Requires a L6 Science roll to decipher. On a failure, the infocube summons a random Patrolling Enemy. On a success, gain 1 Secret and play a Subplot, or a PC Scientist gains a permanent +1 to Science rolls to build experimental weapons. |

Experimental Tech Name Generator

When you need a name for an experimental weapon or piece of machinery, roll d20 for an adjective and then another d20 for a noun. For example, a roll of 4 and a roll of 7 would create an Accelerating Neutralizer.

Adjective (d20)		Noun(d20)	
1	Tachyonic	1	Disruptor
2	Positronic	2	Disintegrator
3	Electronic	3	Integrator
4	Accelerating	4	Synthetizer
5	Synthetic	5	Oscillator
6	Amplificating	6	Amplificator
7	Quantic	7	Neutralizer
8	Automatic	8	Actuator
9	Bio-Feedback	9	Projector
10	Sonic	10	Probe
11	Magnetic	11	Processor
12	Degaussing	12	Regulator
13	Conducting	13	Sequencer
14	Dimensional	14	Stimulator
15	Fluctuating	15	Tractor
16	Analyzing	16	Transmitter
17	Gravitonic	17	Transporter
18	Multitronic	18	Engine
19	Neutron	19	Extender
20	Atomic	20	Accelerator

These random names have, obviously, no bearing on play and no scientific verisimilitude, but they are fun to use.

Flying Saucer table (d6)

Flying saucer, Recon: Stealth rolls against this saucer use HCL, but with a minimum of L9. For combat purposes, treat
 1 it as a boss, HCL+5 (minimum L10), 14 Life. It attacks with a laser cannon inflicting 2 damage. It may be attacked only with alien weapons and grenades.

Flying saucer, Combat: Stealth rolls against this saucer are L8. For combat purposes, treat the saucer as L10, 20 Life.
 2 Shots from the saucer's pulse cannon inflict 3 damage. It may be attacked only with alien weapons and each shot fired at it has a 2 in 6 chance of being deflected by its forcefields.

Flying Cigar: it will automatically ignore the team unless
 3 attacked. For combat, treat as L12 boss, 12 Life, 8 attacks per turn, each inflicting 2 damage. It may be attacked only by alien weapons.

Flying Pyramid: Treat as L12 boss, 8 Life, 4 attacks, each
 4 inflicting 2 damage. It may be attacked only by alien weapons, but every shot has a 3 in 6 chance of being deflected by its forcefields.

Flying Sphere. Treat as L12 boss, 6 Life, 2 attacks, each
 5 inflicting 2 damage. It may be attacked only by alien weapons. Every shot that hits a flying sphere has a 4 in 6 chance of being deflected by its forcefields.

Dimensional Chamber. Treat as HCL+6 boss (minimum
 6 L12), 8 Life, 4 attacks, each inflicting 2 damage. It may be attacked only by alien weapons. Every shot that hits a dimensional chamber has a 4 in 6 chance of being deflected by its forcefields.



Frequently Asked Questions

Can I loot the bodies of my friends if they are killed?

Yes, unless you ran away from an encounter and left your comrade there. You may NOT loot characters who have been abducted, as their equipment has been carried away with them.

Can I exchange equipment between two characters?

Yes, in any situation except during a combat. During a combat, two characters wanting to exchange equipment must forfeit their attacks to do so.

What is a Charisma roll?

It is just a name for a specific type of roll that applies in a social situation, for example when a character is trying to persuade an NPC to help him.

If I wield a weapon in each hands, can I attack twice?

No, you can perform multiple attacks only if allowed by a Skill or weapon. Holding a weapon in each hand has the only advantage that it is harder to disarm you.





Traps table (d8)

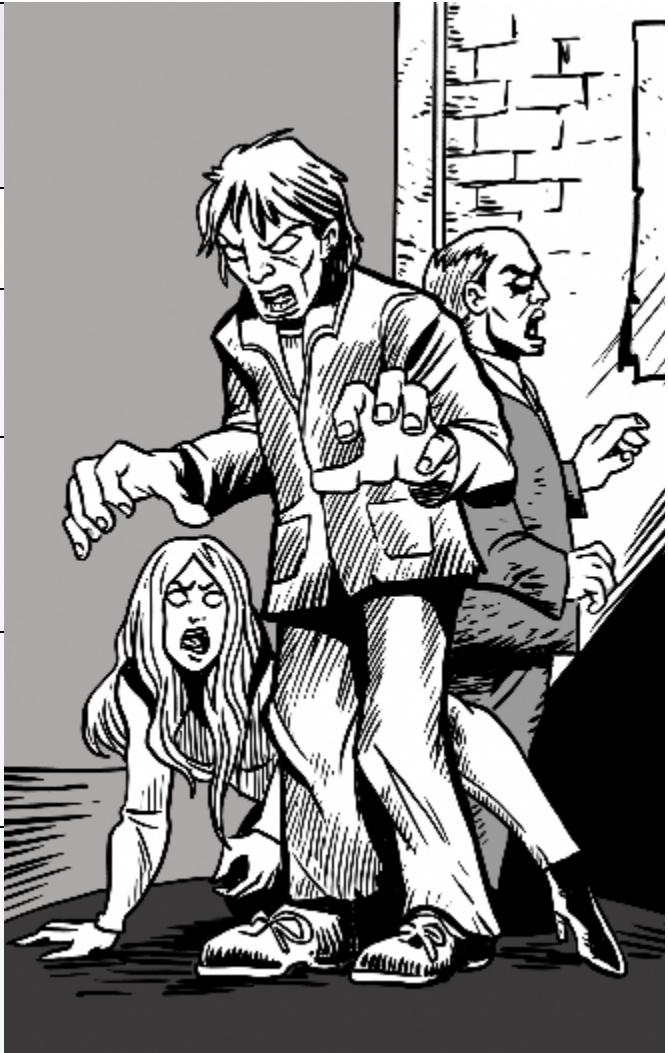
- 1 **Dart:** The character targeted by this attack (random character if no other information is given) must make a Defense roll or lose 1 Life.
- 2 **Poison gas:** All characters must save vs. L4 Poison or lose 1 Life. Survivalists add +L. PCs with respirators or space suits are unaffected.
- 3 **Trapdoor:** A random PC must save vs. the trap's L (consider it L4 if no other information is given). Criminals and all PCs with Acrobatics Skill roll at +1. Survivalists add +L. A PC failing the roll falls into the trapdoor, losing 1 Life. In addition, it will take at least another PC and a rope to help him out of the trapdoor.
- 4 **Electrical shock:** A random PC must save vs. L5 electricity or lose 1 Life. Survivalists roll at +L. A L5 Science roll will identify the electrical source and may turn it into 1 electronic component.
- 5 **Laser blast:** An automated blaster performs d3 attacks, each on a random PC. Targets must make a Defense roll vs. L4 or be hit for 2 damage. The blaster may be cannibalized with a L6 Science roll and turned into d3 electronic components.
- 6 **Alarm:** Roll a 4 in 6 chance of an encounter with Patrolling Enemies unless ALL PCs pass a L4 Stealth roll.
- 7 **Lab-Created Disease:** All PCs must save vs. L5 disease. Medics roll at +1, survivalists at +L. A PC failing this roll must repeat the Save every time he moves into a new area, losing 1 Life on every failure, until he dies or rolls a success. A Medic may find a cure. Roll vs. L6, add +L. On a success, the Medic may create 1 dose of treatment per every chemical component invested into the roll. On a failure, all components invested are wasted. Choose how many components are invested before rolling. A Medic with no chemical components may not find a cure. A character using a dose of the treatment adds +3 to his next attempt to shake off the disease.
- 8 **Explosion:** All PCs must save vs. an HCL explosion. Survivalists add +L. Combat specialists add +1. On a success, a PC is thrown to the ground and each piece of equipment he carries has a 1 in 6 chance of being destroyed. On a failure, the PC loses 2 Life and each object carried has a 2 in 6 chance of being destroyed.

Search Table (d6)

- 1 or 2 Patrolling Enemies attack!
- 3 Nothing in the area.
- 4 to 6 Choose one of the following: 1) find a Clue, 2) find a random piece of alien tech, or 3) play a Subplot.

Patrolling Enemies Table (d6)

- 1 Roll on the Vermin table.
- 2-3 Roll on the Minions table.
- 4 Roll on the Weird Menace table.
- 5 Roll on the Boss table.
- 6 Roll on the Robots or Flying Saucer table, your choice.



Combat Initiative Diagram

Do Enemies Surprise You?

YES

NO

Enemies act first.
Roll for their
Reaction to
determine what
they do.

PCs MAY roll Stealth. Each PC rolls
individually.

PCs failing the Stealth Save
MUST do one of the following:

- 1) **Attack** the enemy;
- 2) **Wait** for enemy Reaction if
no other characters have
performed hostile actions;
- 3) **Run away**; move all PCs
who run away to a
neighboring area, rolling
for encounters at +1.
Enemies may chase them.

PCs passing the Stealth MAY do
one of the following:

- 1) **Attack** the enemy with an
ambush bonus (+1 for all
PCs, +L for criminals);
- 2) **Wait** for enemy Reaction if
no other characters have
performed hostile actions;
- 3) **Skulk away**; PCs who skulk
away remain in the same
area but are hidden. They
may rejoin the combat later
(they lose 1 turn doing so) or
rejoin the rest of the team at
the end of the battle.

Weapon Summary table

Light weapon (stick, knife, short sword, thrown weapons). -1 to Attack rolls.

Hand weapon (sword, baseball bat, hammer, axe): no modifier, one handed.

Two-Handed weapon (katana, sledgehammer, large axe, two-handed sword, halberd): +1 to Attack rolls, two handed.

Bow: If user has an Ambush bonus, may use the Ambush bonus for 2 Attack rolls instead of 1.

Thrown knife: -1 to Attack roll (light weapon), but +2 if used to attack a foe that is running away.

Pistol: +1 to Attack rolls, one handed.

Laser Pistol/blaster: +1 to Attack rolls, one handed. Uses 1 battery per game.

Shotgun: +1 to Attack rolls, 2 handed, +2 vs. Vermin.

Submachine gun, assault rifle: two handed, +1 to Attack rolls, or 2 attack per turn with no bonus if you have the Rapid Fire Skill.

Stun rifle: Two handed, +1 to Attack rolls. No effect on zombies, blobs, robots or vehicles. Non-lethal.

Electric pistol: One handed, hits at +2 against robots. No effect on electrical entities.

Electric rifle: Two handed, hits at +1, hits at +2 against robots. No effect on electrical entities.

Blaster rifle: Two handed, +2 to Attack rolls; you may perform 2 attacks per turn at +1 if you have the Rapid Fire Skill. Uses 1 battery per encounter.

Hand flamer: One handed, hits at +1, +2 vs. zombies. Damage 2 vs. blobs and giant spiders.

Fragmentation grenade: One use, one action to ready it, one action to throw it. Perform 3 attacks at +1. Do not add the user's L to the Attack rolls. If you have the Grenade Chucker Skill, you inflict a minimum of 2 damage.

Weapon Summary table, continued from previous page

Stun grenade: as fragmentation grenade, above, but damage is not lethal. No effect against robots and vehicles.

Electric grenade: as fragmentation grenade, above, +3 vs robots.

Power tool: counts as a hand weapon, +2 vs. robots and zombies.

Sonic pistol: One handed. Non-lethal vs. living creatures. Attacks crystalline creatures at +2.

Sonic rifle: two handed. Non-lethal vs. living creatures. Attacks crystalline creatures at +3.

Explosive charge: may be thrown like a fragmentation grenade or used to give +3 to any Sabotage roll.

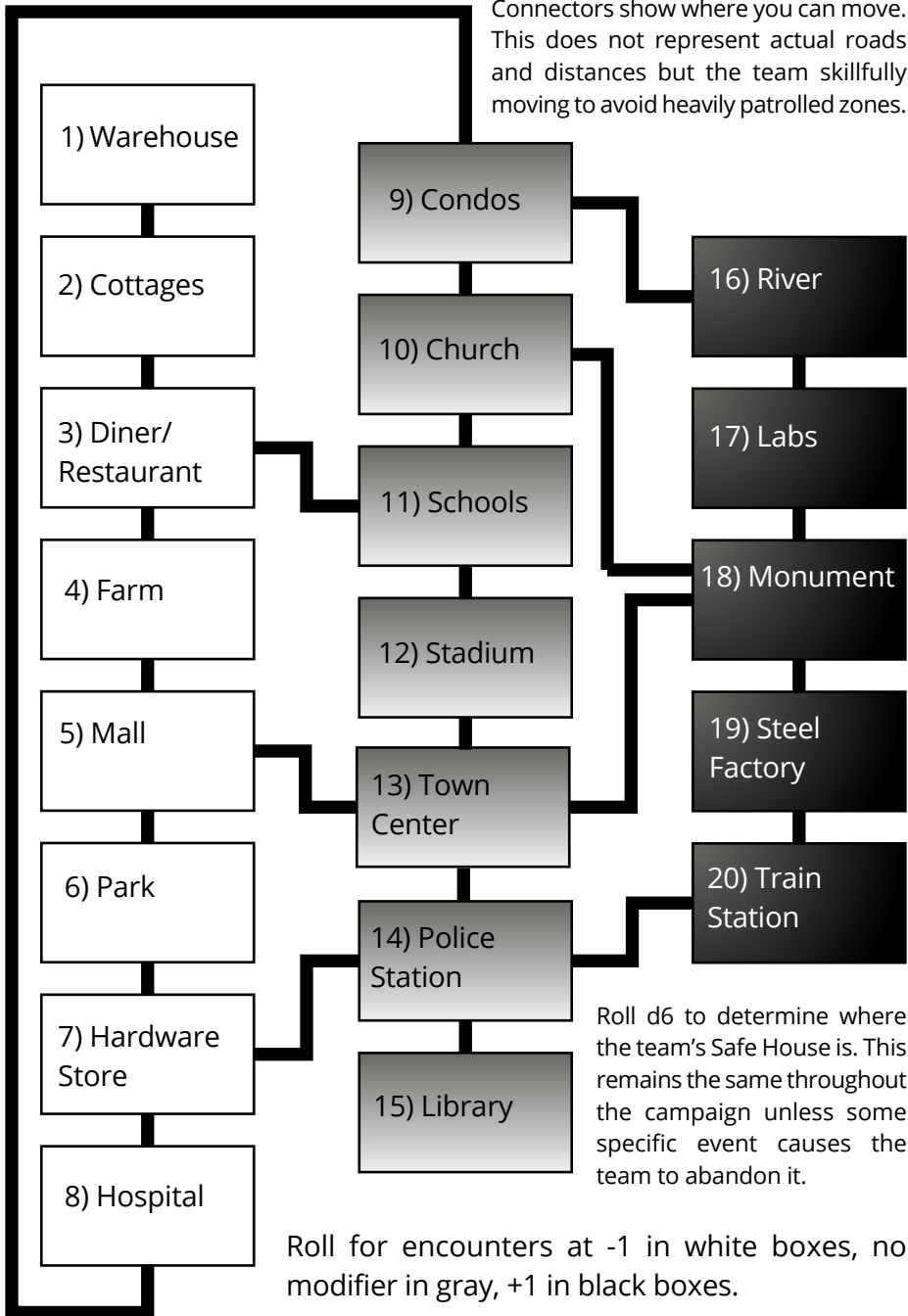
Disintegrator: Two handed. 3 damage per hit on targets with more than 1 Life, 1 Damage on targets with 1 Life. If you roll a 1 on the Attack roll, it malfunctions. It takes a L6 Science roll to repair it. If the roll fails, the disintegrator may not be repaired. A character with a disintegrator may use it, exhausting its battery, to break free of any restraints or burn a hole through a wall. Targets killed by a disintegrator are atomized, and may not be looted -- all the objects they carry are vaporized. Disintegrators hit at -2 targets protected by forcefields.

Electrical absorber. Destroys an electrical entity with a successful L6 Science roll. One attempt per turn is possible. This weapon may be used by any character and has no effect on targets other than electrical entities.

Electrical whip: targets hit lose 1 Life and their next action. No more than 1 action is lost per turn, so the effects of multiple hits from electrical whips are not cumulative. On an Attack roll of 1, the whip runs out of energy. Use 1 action and 1 battery to recharge it. +1 to Attack rolls against robots (but they do not lose actions when hit).

Attacks by weapons described as non-lethal knock out targets without killing them. Targets can then be revived and bound. Artificial creatures, robots, vehicles and blobs are unaffected by non-lethal attacks.

Town Map





Four Against Mars - Play Sheet

Name:	Level:	Class:	Insanity:
Clues:	Life:	Science Roll:	
Attack Roll:	Defense Roll:	Stealth Roll:	
Class Abilities:			
Character Trait:		Ready weapon:	
Milestone:			
Equipment:			
Weapon Familiarities:		Skills:	

Name:	Level:	Class:	Insanity:
Clues:	Life:	Science Roll:	
Attack Roll:	Defense Roll:	Stealth Roll:	
Class Abilities:			
Character Trait:		Ready weapon:	
Milestone:			
Equipment:			
Weapon Familiarities:		Skills:	

Name:	Level:	Class:	Insanity:
Clues:	Life:	Science Roll:	
Attack Roll:	Defense Roll:	Stealth Roll:	
Class Abilities:			
Character Trait:		Ready Weapon:	
Milestone:			
Equipment:			
Weapon Familiarities:		Skills:	

Name:	Level:	Class:	Insanity:
Clues:	Life:	Science Roll:	
Attack Roll:	Defense Roll:	Stealth Roll:	
Class Abilities:			
Character Trait:		Ready Weapon:	
Milestone:			
Equipment:			
Weapon Familiarities:		Skills:	



Enemies Defeated



- NOTES

- MINIONS - 1 XP ROLL EVERY 10 ENCOUNTERS (NOT EVERY 10 MINIONS)

- BOSS ENEMIES - 1 XP ROLL EACH

- WEIRD MENACES AND ATOMIC MONSTERS - 2 XP ROLLS EACH



Quick Reference Sheet

Combat Specialist: Familiarity with any weapon. Adds +L to Attack rolls.

Survivalist: Adds +L to Attack rolls with melee weapons only and saves vs. disease, poison and dangers from the Traps table.

Criminal: +L to Defense and Stealth rolls. +L to Attack rolls if ambushing enemy.

Medic: heals 1 Life to all characters at the end of any encounter or event in which any character was hurt. Adds +L when rolling to cure disease.

Scientist: adds +L to Science rolls. May build experimental weapons that add +L vs. weird menaces (only when used by Scientists).

Civilian: begins with 3 Skills and 2 random Traits.

Esper: begins with 1 Psionic Skill, may learn additional ones with XP rolls. Adds +L to psionic rolls.

Level	Die Rolled	Explodes on	XP roll
0	d4	no explosion	NA
1-5	d6	6	no modifier
6-9	d8	7+	+1
10-13	d10	8+	+2
14+	d12	9+	+3

Attacking Minor Foes: (roll character's die + modifiers) / enemy L= number of minor foes slain. 1 is always a miss. An explosion is always a hit.

Common attack modifiers: -1 if using unfamiliar weapon, -2 if unarmed.

Attacking Major Foe: Roll character's die + modifiers= inflict 1 wound if result is equal or better than foe's level. 1 is always a miss. Explosion is always a hit. When a major enemy loses more than half of its Life points, its L drops by one, and it must make a Morale roll.

Defense procedure: Roll character's die, +1 for light armor, +2 for alien armor, +1 with Dodge Skill. Criminals add +L. If result is better than enemy's L, take no damage. A roll of 1 is always a failure, an explosion is always a success. On a failure, take damage and effects as per the enemy's description.

Reactions: PCs may attack first (unless enemy surprises you) OR wait to see what the enemies will do (roll on the enemy's Reaction table in this case).

Encounter procedure: 1) check if foes surprise you; 2) decide if PCs attempt Stealth roll; 3) stealthy PCs may skulk away from encounter or ambush (+1 on first attack, +L if Criminal); 4) decide if PCs attack first or wait for reactions; 5) roll reactions if needed; 6) roll Morale for foes if needed.

Morale procedure: When minor foes lose more than half their number or a foe with multiple Life points loses more than half its Life, roll d6: 1-3 flee, 4-6 fight. Roll at -1 if one or more PCs have the Terror Tactics Skill. PCs fleeing: no roll needed, you decide if and when PCs flee.

Charisma roll: Choose one PC to roll vs. the difficulty Level stated. +1 if PC has Charisma or Performer (all bonuses are cumulative). Charisma rolls may be attempted only when allowed by the encounter or event description. On a success, gain favorable Reaction as described in the encounter.

Insanity: A PC with more Insanity points than L may not Explode dice.

Death: A PC with Life=0 or lower dies.

Aliens Have Landed!



Four Against Mars is an atomic-age, science-fiction, pen-and-paper game. Using the popular *Four Against Darkness* system, you will play solo or coop missions against alien invaders in a small town. Battle Martians, Venusians, Reptilians, Zeta-Reticulans and their monsters. Available characters include scientists, survivalists, combat specialists, criminals, espers, medics, and civilians. You just need pencil, paper, polyhedral dice, and plenty of imagination.

This is a complete, stand-alone game. No other books are required.