

A V P V E

ALIENS VS. **PREDATOR** VS **ENGINEERS**

FOR USE WITH FREE LEAGUE'S ALIEN RPG



MARTIN V. PARECE II

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ALIENS VS. **PREDATORS** VS. **ENGINEERS**

A CAMPAIGN FOR USE WITH FREE LEAGUE'S ALIEN RPG

BY

MARTIN V. PARECE II

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This ABOLUTELY INCREDIBLE cover art was done by the very talented Hana K. Parece (all rights reserved). She can be contacted at hanakclya@gmail.com for commissions, and her portfolio can be found at <https://clya.artstation.com/>.

A BIG AND SPECIAL THANKS TO MIKE WOOD FOR BEING A SOUNDING BOARD I SO BADLY NEEDED FOR THIS MAMMOTH CAMPAIGN!

Another big thanks to <https://newtbb.netlify.app/> for the awesome Alien-verse map building software. As I have said before, I am crap at maps!

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Yet one more thank you to <https://www.fantasynamegenerators.com/predator-yautja-names.php> for their Yautja name generator!

And avp.fandom.com for their awesome collection of information on Yautja culture!

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Update Notes:

Version 06.23.2022 – Fixed a number of typos and grammatical mistakes. Added “Appendix II: Actual Play Notes” and said notes for *Scenario I: Progressive Destruction*, complete with links to the YouTube videos.

This supplement for Free League's Alien RPG is not meant as canon for the current Alien-verse. This is just my idea of how it all fits together. I know there are myriad materials available from video games to novels to comic books to movies, and to be completely honest, I have chosen to use only bits and pieces of all the available media, primarily focusing on the various movies to build the canon, combined with bits and pieces from other sources, further combined with my own ideas of how I would have made it all work. This is partially because I simply haven't the time to read, watch or play everything available, but also because with the huge range of novels, short stories, comic books, et cetera, et cetera out there, it becomes way too much content. This would take all the mystery out of our vast, unknowable universe, and it would also make it that there is no way that governments and corporations could continue to successfully hide all these happenings from common knowledge.

Also, I know that some of you will read this and say, "Well, that's not the history of the Yautja," or Engineers or whatever. In a vacuum, they all have very different canon and history from this unified approach, and I freely admit that I do not know all the background information as stated above. I just implore you to simply play it for what it is, have fun, and absolutely add any of the extended universe material that you feel necessary to give this the flavor you need it to have!

Best regards and humbly yours,

Martin V. Parece II

NO MAN BUT A BLOCKHEAD EVER WROTE EXCEPT FOR MONEY.

- SAMUEL JOHNSON

I am sorry for the shameless, self-serving plug here. The above quote is often misquoted and misattributed to one Mr. Samuel Clemens (a.k.a. Mark Twain), though perhaps he at one point said something very similar. The fact is, I love producing Alien RPG content, and it is truly a labor of love. Such labors take away from what little time I have with family or that I should be spending doing other labors, as my day job takes precedence.

I humbly ask, if you see any merit in these works, please consider purchasing my fantasy novels (The Cor Chronicles) or horror anthology (Tendrils in the Dark), all found in paperback or e-book on Amazon and other platforms. Details of those can be found on my website at <http://martinparece.com>

CHAPTER 1: UNIFIED TIMELINE

"YOU'RE OFF THE EDGE OF THE MAP, MATE! HERE THERE BE MONSTERS!"

CAPTAIN HECTOR BARBOSSA

It should be noted that much of this information is completely unknown to the average individual.

- 3.7 B B.C. Engineers seed Earth with DNA from one of their own kind, atomized by the black goo genetic accelerant.
- 2.7 B B.C. Engineers seed Planet 4 with DNA from one of their own kind, atomized by the black goo genetic accelerant.
- 2.5 B B.C. Engineers seed Arcturus with DNA from one of their own kind, atomized by the black goo genetic accelerant.
- 15,000 B.C. Engineers seed Yautja Prime with DNA from one of their own kind, atomized by the black goo genetic accelerant.
- 10-15K B.C. Several Engineers visit different Mesolithic era peoples on Earth, inspiring cave paintings and artwork which mankind will later use to find their way to LV-223. Additional visitations paid to Arcturus, forming the basis of the "Star Teacher" beliefs on that planet.
- 10000 B.C. Engineers follow up on Yautja Prime to find, in just a few thousand years, a highly advanced civilization and clan-based society. Engineers find themselves hunted and barely escape.
- 9000 B.C. Engineers send a Juggernaut to Yautja Prime to bomb the planet with Genetic Accelerant. All life destroyed on two continents, making the planet mostly barren, but Yautja entirely unaffected. Yautja push into space to find more room to live.
- 5500 B.C. Yautja develop wormhole based FTL, allowing instant travel to anywhere in the galaxy, so long as they have coordinates. This puts the Yautja in position to successfully hunt Engineers and claim their tech. War takes place, with Engineers vessels and based falling to Yautja stealth and plasma technology. The war goes badly, and the Engineers begin pulling back from Yautja space. They continue biological research and develop the first XX-121 xenomorphs to fight Yautja hunters. It works better as expected, as the Yautja's hunting instincts draw their

attention to the Ultimate Prey. Engineers move their civilization into obscurity, well away from Yautja space and, perhaps, even to other dimensions.

- 5000 B.C. Yautja visit Earth and teach Neolithic humans to build pyramids and incorporate ritual sacrifice in their religions.
- 1000 B.C. A Juggernaut vessel bound for Yautja space carrying a payload of XX121 Ovomorphs crashes on LV-426 after its single Engineer occupant became infected by a Facehugger. He managed to activate a warning beacon before birthing a Queen Chestburster.
- 34 A.D. After some momentous event, Engineers decide to send a Juggernaut vessel with black goo bombs to end life on Earth. Some form of outbreak at the launch point on LV-223 prevents the mission from going forward.
- 1778 Pirate Captain Raphael Adolini, when his crew rebels, finds himself fighting alongside a cloaked Yautja. When the crew is dead, the Yautja intends to duel Adolini, but the pirate is shot in the back by a final, hiding crew member. The Yautja kills the man and takes Adolini's flintlock pistol as a memento.
- 1945 Three Yautja eliminate a platoon of Japanese soldiers at the loss of two. The final Yautja engages an American squad before escaping with its dead compatriots.
- 1987 A lone Yautja hunts and eliminates an elite special forces mercenary crew in Central America, with one survivor – Major (US Army, ret.) Alan “Dutch” Schaeffer.
- 1996 A lone Yautja hunts in the crime and drug infested city of Los Angeles during a heat wave. Dozens of heavily armed drug gang members, ten armed civilians and two veteran police officers dead in a two-day spree. Police Lieutenant Mike Harrigan receives Adolini's pistol from a Yautja elder after defeating the city hunter.
- 2004 Michael Bishop Weyland leads an archaeological expedition to an ancient, defunct whaling station in Antarctica. The entire expedition, excluding the guide, is lost.
- 2005 A biological outbreak occurs in a small town in Colorado, causing the U.S. government to vaporize the entire town. There are four survivors, as well as a short-range, high-powered plasma weapon delivered to the Yutani corporation.
- 2023 Sir Peter Weyland's Ted Talk announces the cure for cancer and the development of new technologies such as advanced A.I. and synthetics, FTL drives and atmospheric processors.
- 2024 Yutani Corporation makes a major breakthrough in “hot fusion” technology with plasma, high-powered lasers and magnetic fields.

- 2025 Alan Schaeffer, now in his late 70s, continues to search for and fight Yautja incursions with the help of OWLF. His DNA has been bonded with that extracted from Yautja blood, increasing his lifespan, and decreasing his effective age substantially.
- 2035 OWLF disbands permanently as Yautja incursions have stopped, location of its operatives, equipment and recovered Yautja technology unknown.
- 2040 Energy crisis essentially over in developed countries due to Yutani fusion reactors.
- 2045 Weyland Corporation signs first contracts with Yutani to purchase fusion reactors.
- 2091 Weyland Corporation launches USSC Prometheus mission to find the origins of humanity. All hands lost, including Weyland himself and CEO Meredith Vickers. In financial ruin, Weyland merges with Yutani corporation, breathing new life into both companies.
- 2104 UA is formed. *Covenant* mission is launched and eventually marked lost in space.
- 2109 Weyland-Yutani introduces its first phased plasma weapon. Though too large and power consuming to be practical, it marks a new era in weapons development for the company.
- 2113 20 parsec limit is set due to regular losses of persons, ships and colonies at great distances from Earth.
- 2122 *Nostramo* incident.
- 2131 Unidentified contagion sweeps the frontier, causing the loss of multiple stations and starships, including *USSC Anesidora* and Sevastopol Station.
- 2141 Cargo ship *Centurion* responds to a distress call from a mining vessel just beyond the 20-parsec limit Coreward. Both ships registered lost. Last transmission from *Centurion* indicates an aggressive, highly advanced alien life form.
- 2145 Strategic Solutions Inc founded with corporate office in Cartagena, Colombia by Paul Verhoeven. He is certain that mankind has found new threats, and perhaps his old enemy, out in space. He renews his commitment to defending human beings and their progress, this time into space.
- 2147 An anti-space exploration religious cult seizes the UA Capitol with rifles and threats of nerve gas if the UA does not back their position of ending space exploration immediately. SSI operatives, including Verhoeven, remove thirteen armed zealots and secure four cannisters of gas and one tactical nuke in under two minutes with no other casualties. Weyland-Yutani offers Verhoeven an exclusive security contract, which he declines.

- 2179 Hadley's Hope colony lost. *USS Sulaco* missing. Multiple outbreaks on colonies, resulting in destruction containment protocol.
- 2179 *USS Sulaco* recovered by Weyland-Yutani. Cpl. Hicks awakened by escaped test subjects, eventually captured by Weyland-Yutani. Affects escape again and disappears. Listed as KIA when EEV crash landed on Fury 161.
- 2183 Space Beast published and banned. *USCSS Cronus* located adrift. Outbreaks on LV-666 and Yaophora Station. UPP fields David 7 synthetic combat troops.
- 2184 January. Frontier War begins with UPP annex of 61 Cygni and Krueger 60 systems from UA. Border bombings begin with both sides blaming the other.
- 2184 March 1st. An independent science/survey vessel departs Arcturus in the Crestus sector, under contract with the UA to find Life Viable exoplanets beyond the Frontier for further expansion.
- 2184 April 5th. Frontier War closes with armistice. UPP politician goes public about UPP bioweapon development. UA Secretary of Defense outs General Delilah Vaughan as a rogue misappropriating funds. Colonies no longer satisfied being part of the UA or UPP grow in discontent, some proclaiming independence.

CHAPTER 2: THE ENGINEERS

“PHYSICS TEACHES US OF THE FOUR FUNDAMENTAL FORCES OF THE UNIVERSE, BUT IN THEIR HUBRIS, THE PHYSICISTS FORGOT ABOUT TWO OTHERS – CREATIVITY AND INTELLECT.”

MARTIN PARECE, A LARGELY UNKNOWN 21ST CENTURY AUTHOR

A BRIEF HISTORY

So little is known about this race that this section almost need not be written. It is believed that they evolved somewhere between two and three billion years ago well Trailward in the Milky Way. It is unknown from where they sprung, or if they settled there from another galaxy, but they seemed to evolve quickly and advance technologically just as fast. They developed their own faster than light travel and hypersleep long before humankind was even a dream.

Masters of bioengineering, it is believed that about four billion years ago, they set about seeding terrestrial worlds with their own DNA, using what Weyland-Yutani knows as the chemical A0-3959X.91-15. It seems, they planned to populate parts of the galaxy with beings made in their own image. Based on artifacts found by Dr. Elizabeth Shaw on Earth, as well as many found on Arcturus, Peter Weyland as well as others, came to accept Shaw's use of the term Engineers to describe this ancient race. It is quite clear, they intended to engineer life across the galaxy, though their endeavors apparently do not guarantee sentience.

It is unknown how many worlds the Engineers seeded in this way, or how they chose which worlds to do so with, but not too long ago all things considered, they did the same on a world that already had dominant reptilian life. They expected their genetic accelerant to wipe out all life and begin it anew in their image. Unfortunately, it merged with an existing reptilian species and created a hyper-accelerated sentient race known as the Yautja. The Yautja were highly intelligent and had developed an extraordinarily complex clan and honor based social structure with an emphasis on hunting. The Engineers that visited the world now known as Yautja Prime barely escaped. After a time, the Engineers decided to destroy the Yautja but found the black goo accelerant to have no effect on them.

War came unexpectedly to the Engineers as the Yautja, thousands of years later, had developed a wormhole based FTL system, allowing them near instantaneous travel between points in the galaxy. Before another thousand years had passed, the Engineers had found their outposts and

vessels threatened by this highly advanced enemy, one they themselves had created unwittingly, and they began to pull back. They turned to a female Engineer, whom is now known as The Progenitor, and she used the accelerant to create a new species, one that the Yautja would feel honor bound to hunt and could eliminate the Yautja or any other life it was exposed to. A Juggernaut was launched with hundreds of XX121 eggs aboard, but it never arrived at its destination.

Unsure how to fight this enemy, they pulled away into the depths of space and time.

The Engineers continued to check on their creations on Earth and Arcturus, of course. They found the Arcturians to be worthy of survival, having accepted a very basic and non-violent way of life much like the people of Planet 4, but Earth was another matter. The people of Earth had rejected the basic teachings of the Engineers who came to them in the Stone Age. Religions had formed all over the world, worshipping gods of many different names and yet were all the same, and the Engineers saw architecture similar to what they had seen the Yautja build.

They made the decision to bomb Earth and start anew, but they failed to contain an outbreak of their own weapon on the outpost moon of LV-223. All but one of the Engineers remaining there were killed, and that sole survivor placed himself into hypersleep to await the return of more of his kind. But the Engineers would never return to LV-223. They abandoned their space, burying ships under temples on outposts like, and what few remained also placed themselves into hypersleep, biding their time.

A0-3959X.91-15

The Engineers developed this frightening microbe through their advancement in bio-engineering and terraforming technologies. This chemical agent acts as a mutagenic substance that can both create life and destroy it, often creating it in a new image.

The chemical as Weyland-Yutani and others know it from recovered ampules, data transmitted to the company from David and samples recovered from the Border Bombings, is not a pure version, but rather one that had already been specifically programmed for the purpose of wiping out all life. The Engineers have very few pure samples left, most of them lost over the years as their civilization fell into disruption, as their creations turned against them.

If one understands the true nature A0-3959X.91-15, it's medical applications in fighting disease or aiding in healing is phenomenal, but its bio-weapon capabilities are even more frightening. In the end, should anyone have such power? After all, it even turned on its creators.

ENGINEER TECHNOLOGY

Though many artifacts have been recovered over the decades, especially from Arcturus, very little of their technology has been recovered. It is known from David's transmissions that the Engineers did not advance along the same technological paths as Humans on Earth, focused much more heavily on medicine, physics and music. What developed is a civilization that tends to use musical devices to operate much of their technology, which is often as much biological as it is synthetic. They have an incredible, almost innate sense and understanding of space-time, and there are some Wey-Yu scientists that think their relatively sudden and recent disappearance from the known galaxy is an indication of time travel capabilities.

The Engineers have perfected a form of FTL travel known as Tachyon Shunting. This drive system creates a virtual mass field. As the field expands to supercritical levels approaching infinity, a sub-quantum transition to a tachyonic state takes place, and the mass of the ship is converted to a mirror image of tachyons. Altering the field to shed mass increases the speed. Furthermore, this type of travel expands time for the crew as opposed to conventional FTL travel that dilates it.

As a result, the Engineers also developed hypersleep technologies with their own versions of cryo-sleep chambers. A few of these have been recovered and studied, and they are completely compatible with human physiology. They appear as massive stone sarcophagi, an obvious similarity to ancient Egypt.

Of course, the Engineers have developed several personal technologies, including weapons, some of which are described below.

Biosuit: This biomechanical suit acts almost as a second skin, adjusting itself automatically to the wearer's specific size, providing everything that a conventional spacesuit offers such as temperature regulation and protection from radiation. It is a combination of unknown alloy and organic material and serves as effective armor. Generally, the suit leaves the head and hands free, but at the will of the user, it can "grow" to provide gloves and a helmet. The helmet contains a full rebreather, as well as an internal heads-up display to provide the wearer with substantial data beyond mere sight. Armor: 8, Air Supply: 5, Weight: 0

Rebreather: For use in hostile environments, this simple mask can provide its wearer with an unlimited supply of oxygen should any amount of oxygen is available in that environment, even converting it from water. When introduced to an environment where there is no supply of oxygen at all, it has an Air Supply of 5.

Anti-Matter Rifle: This horrific weapon is well over five feet long and requires two hands for an Engineer to use, but it is too large and unwieldy for most humans. When fired, the weapon emits a beam of energy that appears to completely vaporize its target. It runs on a powerpack that apparently recharges itself from the target it in fact vaporizes! The weapon does 2 base

damage with a hit, and any target broken by the rifle is vaporized by it. If armor absorbs any amount of damage, the armor value is reduced by that value. The weapon can also be used against doors, bulkheads, walls, etc.

Singularity Paddle: This device has a bizarre appearance, hardly looking like a weapon, as it looks similar to a 20th century defibrillator paddle. A tiny nozzle or barrel in the center of the paddle responds to the user's will, firing tiny, near invisible packets of extremely dense matter. These packets hit their target with crushing force, causing a base damage of 2. It is unknown what powers them, how they generate the matter singularities or how they are propelled.

ENGINEERS IN COMBAT

Unlike the Yautja in the next chapter, the Engineers are not specced out in such a way as to let you build one for direct combat. Though two appear in the campaign, the Engineers should continue to be a nebulous, dangerous foe that no one wants to tangle with, always at just the edge of the PCs' vision.

In the end, the PCs may still end up in direct combat with one of these fearsome giants, and I simply suggest you make him/her extraordinarily difficult to defeat. Give it a speed of 2 or more and a lot of base dice no matter how it attacks, that way its blows whether from fists or ranged weapons are simply devastating. Remember, in Prometheus we saw one Engineer killing human beings with single strikes.

If your PCs truly decide to fight an Engineer, make them pay. Only the most equipped groups should be able to defeat one and at great cost! Have the Engineer die when dramatically appropriate. Engineers are extremely tough, show no mercy to mere humans and are efficient killers (I see three nasty talents right there!).

ENGINEER SHIPS

While it is believed that other designs exist, or at least existed at one point, all Engineer ships appear to be of the "Juggernaut" variety – a massive "C-shaped" vessel with irregularly shaped prongs at either end. While appearing to be constructed of an alloy of sorts, the ships have an organic look about them, especially in their interior, and it has been hypothesized that the vessels are somehow alive and self-repairing. This has not been confirmed, as no Juggernaut has been salvaged to date.

CHAPTER 3: THE YAUTJA

"THAT'S RIGHT, LIEUTENANT. OTHER WORLD LIFE FORM."

"HUH?"

"A FUCKING ALIEN."

PETER KEYES AND MIKE HARRIGAN

A BRIEF HISTORY

Much like humans on Earth (or Oomans as the Yautja know them), the Yautja are a sentient race created by the seeding Engineer DNA broken down by the black goo as it bonded with local reptilian fauna. A short five thousand years later or so, the Engineers visited Yautja Prime to see how their creations were evolving, and what they found was dangerous even to their advanced technology. In a terrifically short amount of time, the reptilian DNA and Engineer DNA had bonded and mutated to create bipedal creatures nearly as tall and strong as the Engineers themselves. Additionally, the Yautja had developed an extraordinarily complex social structure, complete with an ornate clan hierarchy and sense of honor all relevant to something known as The Hunt.

The Engineers that visited barely escaped with their lives, and now the Yautja knew beyond a shadow of a doubt that there were amazing things in the galaxy to hunt. This led the Engineers to send a Juggernaut vessel to bomb Yautja Prime, very much the way the Border Bombers have been attacking Frontier colonies during the war. The Engineers were shocked to discover the Yautja impervious to the effects of the genetic accelerant, their own DNA apparently perfected by the original seeding of their planet.

But the bombing did annihilate almost, or terribly mutate, all other life on Yautja Prime, so it was not completely ineffective. The Yautja began to turn upon each other, the great clans hunting one another for the simplest of all necessities – food. But there were a few that knew the Yautja needed to look to the stars to ensure their own survival, and to this end, the clans eventually managed to unify. They found new places to hunt, even in their own star system, and their extraordinary lifespan determined that they never learned the secrets of cryo-sleep.

A scientific breakthrough allowed the Yautja to develop wormhole based FTL travel, substantially superior to the Engineers own FTL drive, and this allowed the Yautja to declare an all-out Hunt on the Engineers to claim as much of their advanced technology as possible. After losing a Juggernaut and several smaller craft, the Engineers withdrew further into the depths of space to perfect an organism that they knew the Yautja could not help but to hunt.

When the Yautja found XX121, it was on a planet that the Engineers knew the Yautja could not help but explore. Terrestrial and hot, covered by jungles except at the poles, it was the perfect hunting ground for the Yautja, and the Engineers had created the ultimate prey – an alien species with concentrated acid for blood and the ability to infect other organisms, thereby taking on some of their traits as they breed. The effect was precisely what the Engineers needed. They seeded more worlds with XX121 and disappeared into the far reaches of space.

While Engineers left cave paintings and such for the ancient Homo Sapiens so they may one day find their way to their makers, the Yautja did something completely different – they taught certain ancient peoples how to build and were worshipped as gods. In so doing, the Yautja found the perfect hosts for *kiande amedha* – “Hard Meat” or XX121 – and began to hold Hunts on Earth. It seemed that Oomans were particularly receptive to impregnation by XX121, imbuing the creature with a sort of almost human ingenuity not seen from other species. While this led to many great Hunts, it also eventually ended in disaster when a trio of Young Bloods were unable to stem the onslaught of the Hive, even when their Leader entered the fray. Of course, all evidence was destroyed, but the damage was done. *Kiande amedha* when bred from Oomans is too fast and too unpredictable with apparent problem-solving skills. The Elders determined that Hunts on Earth would not involve *kiande amedha* and would be limited to training of Young Bloods or the occasional recreation of higher ranked Yautja.

The Yautja continued to Hunt Earth so for thousands of years, ending the practice only in the early 21st Century, by Ooman standards of time. The Oomans became more and more aware of the Yautja, with one actually defeating a Blooded Yautja in single combat. Some years later, another Blooded warrior was killed, and the Yautja noticed an organized response to their Hunts. They learned the Ooman name of Dutch, Alan Schaeffer, and he began to appear more and more often at the site of their Hunts, managing to kill or maim many warriors. With reports that their technology was being captured by the Oomans and that the weaponry and tactics their Hunters faced continued to become more deadly and more complex, the Yautja Elders decided that Earth was off limits from Hunts.

This is not to say that Oomans were off limits completely, however. As they expanded past the Sol system with their FTL drives, encounters between the two species certainly occurred. These generally left the Oomans with another “lost” vessel or colonist lost to unknown fauna or dangers. As the Oomans expand more and more aggressively, the Yautja have worked hard to hide themselves from plain view, lest they draw attention again.

SOCIAL STRUCTURE

*avp.fandom.com

Yautja society operates a class or ranking system, nominally based on an individual's hunting experience and prowess. Their titles include:

- **Un-Blooded:** The un-refined hunters of the future, Unblooded Yautja are young predators who haven't completed basic training. They are, or are close to, physically mature adults. Most Unblooded, and therefore subsequent classes, are male but female hunters do exist, implying a minority of them within the hunting body.
- **Young Blood:** Young adults Yautja who yet to be seen as "adults" and "true hunters" in the eyes of the clanmates. These hunters are refined enough to overpower a skilled human fighter, however their skill against a Xenomorph varies. Once they kill one, Yautja mark themselves with Xenomorph blood, completing their initiation into Adulthood.
- **Blooded:** These Yautja have successfully killed their first Xenomorph and given it is such a broad title, skills vary. Once a Yautja is blooded, females will begin to pay him mind for breeding purposes and his rank could deviate into more specific ones.
- **Elite:** Elites encompass the more dangerous of the Yautja race. They have the skill to take on several Xenomorphs at once, including large, dangerous castes such as Praetorians, Pred-Aliens and even Queens. Elites seem to take on some of the more nuanced, lengthy, and taxing problems and missions in the Yautja world.
- **Leader:** A Leader is a Yautja who has been selected or volunteers to lead and teach Un-Blooded hunters. They appear to be a specialized version of the Elite rank.
- **Clan Leader:** Clan Leader is one of the highest attainable ranks in Yautja society. Clan Leaders rule near absolutely within their own clan, commanding many less-skilled warriors. Clan Leaders are sometimes known to don long, red capes and are the only rank of Yautja known to do so.
- **Matriarch:** A Matriarch is the female counterpart to a Clan Leader. While Clan Leaders rule in off-world affairs, Matriarchs rule and command Yautja Prime and presumably any other world they inhabit. Among one of the highest titles in the species.
- **Elder:** The Older, wiser members of the Yautja race. Many of them are Clan Leaders. Two Elders have been seen onscreen thus far and both have gifted non-predator species with mementos of a good hunt.
- **Ancient:** Ancients are very old Yautja, some of which are responsible for creating the laws by which the species abides. To this end, they use Enforcers to put an end to crime, both within and outside of the species.

- **Enforcer:** These elite Yautja do not hunt worthy game, but rather hunt Bad Bloods, those Yautja that have broken the Honor Code and dishonored their clans.
- **Bad Bloods:** If an individual has severely violated the Yautja Code of Honor, they are branded a Bad Blood. Only very high ranked seasoned warriors, or very low ranked novices, such as Young Bloods or Un-Blooded, are permitted any leeway as far as the code is concerned. If the individual flees before accepting punishment, there can be no forgiveness according to Predator tradition.

CODE OF HONOR

*avp.fandom.com

The Yautja Honor Code is a set of rules that govern day-to-day interactions of Yautja as well as the Hunt. It details under what circumstances a hunter may kill a creature of another species and under what circumstances they may not. The code is strict, and to break it - purposefully, accidentally, or even unwillingly - is a near irredeemable offense in many situations. Only very high ranked seasoned warriors or very low ranked novices, such as Young Blood and Un-Blooded Yautja, are permitted any leeway as far as the code is concerned.

All hunters are expected to hunt and kill while adhering to the code and traditions. If they breach the code, Yautja are expected to submit themselves for punishment honorably. Failure to do so marks a Yautja a Bad Blood. In either case, he is then excommunicated altogether from society and Bad Bloods are considered fair game for the remaining honorable hunters. Some Predators are specifically tasked with hunting down codebreakers that flee from punishment or hide their failures, called Enforcers or Arbitrators.

It is not entirely impossible for a Yautja that has in some way broken the code to regain their honor and rejoin society. To even be offered the chance at redemption, the Yautja in question must have acknowledged their breach of code and willingly accepted the punishment for that violation. In the case that they are offered a chance to redeem themselves, they are assigned a task that they must complete or die trying.

1. Those who break the code are Bad Bloods and are considered an insult to Yautja culture. They are to be destroyed when encountered.
2. *Hunting Worthy Game:* When hunting, the hunter must be sure that his prey is considered game and lawful to kill. Worthy game must fill the following criteria: Can defend itself and/or is able to kill the hunter himself, of age (killing children and the elderly is considered highly dishonorable), not linked to other lives (so that removing the prey will not doom another, e.g., pregnant females), and not weakened by diseases. This excludes self-defense.

3. *Equalize the odds:* Killing prey when using less equipment is considered a greater prize, and hunters should typically give their prey a fighting chance for honor's sake. If the prey demands close combat, the hunter is to fight to their prey's standards, and should minimize use of their Plasmacaster or other projectile weapons.
4. *Failing in the Hunt:* Should the hunter fail in one's quest, he should take his own life to retain his honor than to live in shame. However, some cowards prefer to live in obscurity rather than die. This is dishonorable, and suicide is then "assisted" by an Enforcer.
5. *Claiming the Kill of Another Hunter:* To take the Trophy of another Yautja, living or dead, is a great insult. This is a crime that can be paid for with abandonment, or death.
6. *Murder of Another Yautja:* To kill another Yautja intentionally holds severe consequences. This excludes self-defense and killing an opponent in a fight to settle a dispute. Murder is the worst crime.
7. *Never harm the innocent:* Those who have done no harm should have no harm done to them.
8. *Hunting for Food:* When hunting for food, take only the weak. This is to purify the species' line.
9. *Wounded Game:* When coming upon game wounded by another hunter, and the prey is dying without sport, show honor to another's kill. If the game still shows sport, it is to be a joint trophy.
10. *Joining Another Hunt:* Do not join another's Hunt or Hunt in their territory without their permission. All trophies taken in this manner are stolen trophies and shall be dealt with by the rightful owner.
11. *When in a duel with an enemy, you must reveal yourself:* When a fight with an enemy has reached the inevitable climax, that of a duel in close combat, one must reveal oneself to an enemy.

PERSONAL TECHNOLOGY

Yautja technology is substantially more advanced than Human even in the late 22nd century. Every hunter has access to and uses a vast array of personal technology and weaponry. We will focus on weapons in the next section.

Biohelmet: This armored face covering acts as a helmet for the Yautja, protecting it from critical hits to the face or head. Additionally, it also has a built-in rebreather to aid the Yautja in hostile environments, though the Yautja lungs are substantially more adaptable than Human lungs. The Biohelmet has a built-in aiming tool for ranged weapon attacks including, but not limited to, the Plasmacaster, Smartdisk and Netgun. This system can also extrapolate directions of incoming projectiles to help the Yautja determine the location of a hidden attacker. When used in conjunction with an arm computer, it can record, replay, and mimic all sorts of sounds and even functions as a translation device. Finally, it provides the Yautja with a wide range of visual modes including thermal, electromagnetic, night vision, ultraviolet, vibration scanning and a wide range of adjustable binocular vision. While wearing the Biohelmet, a Yautja may forfeit its fast action to aim, gaining a +2 bonus on a Ranged Combat attack. This aiming creates a laser site on the target, causing +1 Stress to anyone who sees it, and the target must make an immediate panic roll.

Arm Computer: The arm computer is a valuable tool to a hunter. In addition to its functions with the Biohelmet above, the computer also controls the Yautja's light bending cloak technology. It can also generate a

three-dimensional holographic display based on scanning data from a Yautja ship or satellite. Last, it contains a small thermonuclear explosive device to be activated in the case that a Yautja fails in a Hunt or must otherwise commit honorable suicide.

Cloak: Thousands of years ago, the Yautja developed perhaps the most important tool to the Hunt in their history – the ability to bend light around a figure or object, making an effective cloaking shield. It does, however, create a visual distortion that is detectable visually when the Yautja is in motion (Observation check at -2). While still, the Yautja is virtually invisible (Observation check at -4). Sensors are useless against the cloak, as the beams simply bend around it. However, the cloak can be shorted out by large amounts of water, and laser weapons tend to damage it until it can be repaired. The cloak is useless against XX121. Attacking a cloaked Yautja gives the attacker a -2 Penalty, unless the Yautja has attacked this round, in which case the penalty drops to -1.

Biomesh: The Biomesh connects to both the arm computer and the Biohelmet to monitor the Yautja's physical condition. It will relay this information to a ship or the Hunt Leader, and it also works to regulate the Yautja's body temperature in otherwise inhospitable climates.

Medkit: The Yautja have made vast advancements in medicine and bioanalysis. Every hunter carries a medkit – a series of devices, serums and chemical mixtures designed to administer first aid, cauterize wounds, and even stabilize failing organs. The process can be extremely painful as the Yautja do not believe in anesthesia. The Yautja rolls Medical Aid with a +2 bonus and regains one Health per success.

Armor: Yautja wear varying amounts of armor. The amount and type depends on their status in society, the stories of their Hunts and even their Clan and parentage. Yautja armor is extremely light but durable and is resistant to XX121's acid blood. However, the armor of Un-Bloodeds, Young Bloods and Bad Bloods, if they have armor at all, will be made of lesser materials.

WEAPONRY

The type and quantity of weaponry available to a Yautja is myriad, and while all Yautja are trained in all its use, most hunters come to prefer some options over others. This list only covers the most common weapons, and variations abound based on individual preference. In terms of game mechanics, all Yautja weapons are armor piercing, and all melee weapons are resistant to XX121's acid blood, except for versions used by Un-Bloodeds, Young Bloods and Bad Bloods.

Any human seeing each of these weapons used for the first time should gain +1 Stress.

RANGED WEAPONS

Plasmacaster: A ranged weapon that is worn on the shoulder, capable of directing bolts of high-energy plasma at distant targets. Bonus +0, Damage 3, Armor Piercing, Extreme Range, Power 5. Automatically causes one critical, with an additional critical if the target is broken.

Plasma Pistol: A handheld version of the Plasmacaster with reduced range and power supply. Bonus +0, Damage 3, Armor Piercing, Medium Range, Power 4. Automatically causes one critical, with an additional critical if the target is broken.

Netgun: A ranged weapon that fires a net, pinning a target to a wall, floor, or other object. It has a mechanism which causes the net to tighten and cause grievous wounds. The net can only be cut through with Yautja weapons or cutting torch. Any human caught in the net must make an immediate Panic roll. Bonus +1, Damage 1, Armor Piercing, Short Range, Single Shot. The net continually tightens, causing the damage to increase by 1 on each subsequent round (1 damage the round it's fired, 2 damage on the next, 3 on the next, so on, so forth).

Spear Gun: A small, handheld weapon that fires high velocity metal spearheads. Bonus +0, Damage 2, Armor Piercing, Short Range, Single Shot.

Combi-stick: A retractable spear that can be used in either melee or as a thrown weapon. The Combi-stick also has honorable and ceremonial significance and is often decorated with minor trophies or mementos from hunts. Bonus +1, Damage 3, Armor Piercing, Short Range.

Smartdisc: A thrown, self-propelled, self-guiding bladed weapon that returns to the Yautja if used at Short range. Can be used as a melee weapon with no bonus. At Medium range, it has a 50% chance of becoming imbedded in an object. Bonus +1, Damage 3, Armor Piercing, Medium Range.

Shuriken: A thrown weapon with multiple, retractable blades. Can be thrown as a Fast Action. Bonus +1, Damage 2, Armor Piercing, Short Range.

MELEE WEAPONS

Combi-stick: A retractable spear that can be used in either melee or as a thrown weapon. The Combi-stick also has honorable and ceremonial significance and is often decorated with minor trophies or mementos from hunts. Bonus +1, Damage 3, Armor Piercing, Short Range, +2 Bonus to Close Combat blocking rolls.

Wrist Blade(s): Usually, two serrated blades that extend from a wrist gauntlet. Style, length, and quantity of blades may vary. Preferred weapon in duels or Honor Kills. Bonus +1, Damage 2, Armor Piercing.

Powered Glove: A glove that, when activated, can give the user enough strength to punch through solid concrete. Usually preferred as a tool rather than a weapon. Bonus +0, Damage 3.

Sword: Available in many different sizes and styles. Bonus +1, Damage 3, Armor Piercing.

Plasma Scythe: Produces a blade of super-heated plasma that cuts through armor with ease. Also usable as a cutting tool. Bonus +2, Damage 3, Power 3.

OTHER ATTACKS

Eye Flash: A Yautja can cause the eye sockets of its Biohelmet to flash yellow. If a human has never seen this before, it is cause for +1 Stress and an immediate Panic roll.

Voice Throw: A Yautja wearing its Biohelmet can project its voice toward a target. It will generally prefer to use the recorded voice of a target's dead comrade or the voice of the target itself. This is cause for anyone hearing it to gain +1 Stress.

Honor Kill: Any time a Yautja makes a Close Combat attack against a target, it may Grapple that opponent with an available stunt. In this instance, the target is unable to move until it can make a successful opposed Close Combat roll against the Yautja. On the Yautja's next slow action, it will make a Close Combat roll, which can be resisted if the target has an available Fast action. With a single success (armor does not apply), the Yautja has killed its opponent, tearing a trophy straight from its enemy's body.

BUILDING A YAUTJA

Yautja have a variety of skills, abilities and technology based on their age and social level within their clan and Yautja hierarchy. The following chart will give you the framework you need to create a Yautja at any level based on what your scenario requires. Most Yautja hunters are male, but females do exist within the caste. They tend to be faster, more agile, and more... intellectual about their Hunts than males.

You could even adapt this toward making Yautja PCs, but I caution you against this. It's simply not a level playing field unless you're introducing an Un-Blooded or Young Blood Yautja to a party of experienced human PCs. Yautja do not gain Stress or Panic like pathetic Oomans.

Speed: The number of Initiative cards the Yautja receives just like a Xenomorph. The Yautja receives a fast and a slow action per Initiative. Females receive one more card than a male of their rank.

Attribute Points: The first number is the total number of Attribute Points the Yautja receives. The second number is the maximum score in any one Attribute. Male Yautja favor Strength and Agility, while females favor Agility and Wits.

Skill Points: The number of skill points the Yautja receives. Yautja are highly intelligent and adept at all the same skills as Oomans, maybe even better at many.

Talents: The number of Talents the Yautja receives from the core rulebook. Virtually all available Talents apply to Yautja, and common Talents are Tough, Stealthy, Killer, Hard Hitter and Flyweight (females). Weapon Specialist is also very common among Elites and higher.

Armor: As Yautja mature and advance through society, they tend to receive more armor, or at least, better armor. No two Yautja's armor is identical, and armor is typically shed in the case of an Honor Duel. Armor of Blooded and above Yautja is resistant to XX121's acid blood.

Melee / Ranged Weapons: The number of each weapon type the Yautja has from the above lists. Wrist Blades are a standard weapon among all Yautja (usually the first weapon they're trained in), and Combi-sticks are also rather ubiquitous due to their ceremonial nature. But there are always exceptions... All Blooded and above Yautja have melee weapons resistant to XX121's acid blood.

SOCIAL RANK	SPEED	ATTRIBUTE PTS*	SKILL PTS	TALENTS	ARMOR	MELEE WEAPONS	RANGED WEAPONS
Un-Blooded	2	17 / 7	3	1	4	1	0
Youngblood	2	20 / 8	6	2	6	2	1
Blooded	2	22 / 8	10	3	8	2	3
Elite / Leader	2	24 / 9	13	4	10	3	4
Clan Leader	2	24 / 9	15	5	12	3	4
Elder	1	22 / 8	16	6	12	3	4
Ancient	1	20 / 8	17	6	12	2	3
Enforcer	2	24 / 9	15	5	12	4	4

A note on Bad Bloods – Bad Blood Yautja have broken the Honor Code and will not submit for punishment. Generally, they can come from any social level, but tend to be Youngbloods to Elites. They have all the same statistics as the Yautja of their former level but will not always

have the armor or weaponry. Often, much of this has been stripped away from them, forcing them to improvise their gear.

YAUTJA SHIPS

Only three types of Yautja ships have been catalogued at this point, though it is very likely that many types and sizes of vessels exist for a wide variety of purposes. The USCMC recovered a human pilot who spoke of a vessel as large as a city that served as a sort of game preserve with multiple levels, holograms and forcefields separating a wide range of game animals, including human beings and XX121. While his story was by and large discounted as mad ramblings of a starving, dehydrated soul, the ship he had stolen was of no known design.

Yautja FTL: The Yautja have developed a completely different FTL system from either Engineers or Humans. While those systems revolve around altering space-time, the Yautja unlocked the secrets of wormhole generation. As a result, FTL capable Yautja vessels can travel almost instantly from one point in the galaxy to another, so long as they have exact coordinates. This, combined with the long lifespan of the Yautja, is why they never developed cryosleep technology.

Ship Cloak: The alloys comprising the hulls of Yautja vessels naturally absorb and reflect sensor probes, light, and radiation. However, many Yautja vessels are equipped with cloaking technology that works on the same concept as their personal cloaks. Sensors are useless, as they bend right the cloaked ship, and the distortion effect when moving is much harder to spot in space. While cloaked, a stationary Yautja vessel is entirely undetectable, and can only be spotted visually when in the same zone with an Observation roll at a -2 penalty. Even then, it is likely to be dismissed as a trick of space on the human eye.

DROP PODS

Three of these devices were recovered by Weyland Corporation near a defunct whaling station in Antarctica in 2004. At the time, their use could not be determined, however the alloy used in their construction steered Sir Peter Weyland's starship engineering programs for decades. He came to believe that they were meant to carry a single occupant from a vessel in orbit down to the planet's surface, and he long suspected that the occupants of those pods were responsible for his father's death.

Eventually, Weyland-Yutani, using the Yautja drop pods as a blueprint, developed its own version which it has sold quite successfully to both the USCMC and RMC.

SCOUT SHIP



Class: C

Crew: 1-2

FTL Capable: No

Cloak Capable: No

Signature: -3

Thrusters: +4

Hull: 2

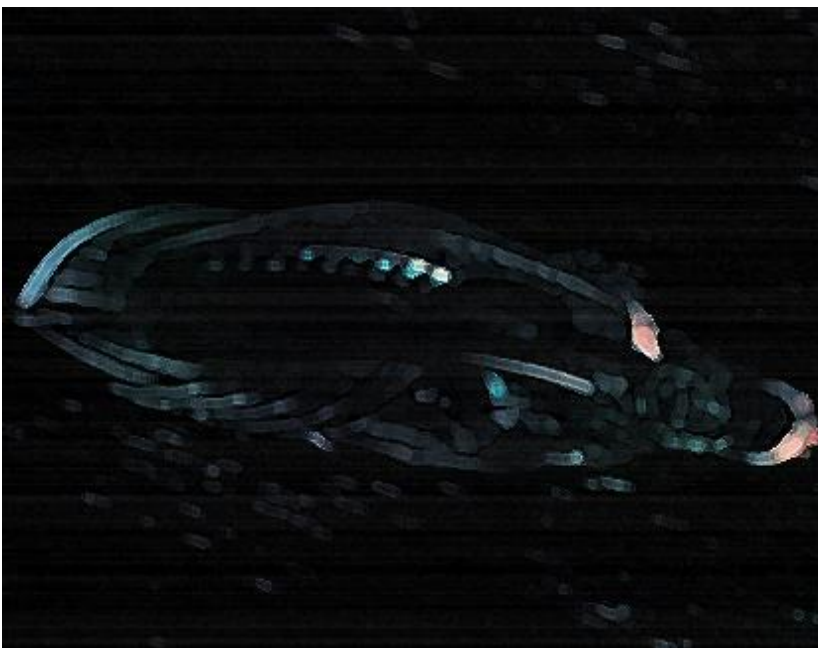
Armor Rating: 4

Upgrades: Docking Ability, Planetfall Capacity

Picked up by the USCMC nineteen parsecs from Earth, a human pilot was found in one of these vessels. He claimed he stole it from a larger vessel when “the animals broke free from their cages”. Less than fifty feet long and made of an alloy that seems to “absorb” sensors, this ship is extremely difficult to detect except by the most advanced of vessels. It carries up to two occupants, and while extraordinarily quick and maneuverable, it has no FTL capabilities. The light armor and thin hull further indicate this ship to be a scout vessel of some kind.

It is often dispatched by Mother Ships with Un-Blooded Yautja aboard for training purposes, but also may be used by Blooded warriors on a short Hunt.

INTERDICTOR



Class: G

Crew: 1-4

FTL Capable: Yes

Cloak Capable: Yes

Signature: -2

Thrusters: +3

Hull: 6

Armor Rating: 6

Upgrades: Docking Ability, Enhanced Sensors, Planetfall Capacity

The Interdictor is a fast, well armored vessel meant to provide fast insertion of up to four Yautja in an emergent Hunt situation. With cloaking and FTL technology, the ship is ideal for this purpose, though it is not armed for space combat. It is often used by Elites taking Un-Blooded Yautja on their trial Hunts, as well as by Enforcers in their pursuit of Bad Bloods.

MOTHER SHIP



Class: M

Crew: ?

FTL Capable: Yes

Cloak Capable: Yes

Signature: -1

Thrusters: +2

Hull: 12

Armor Rating: 10

Weaponry: See Below

Upgrades: Enhanced Sensors, Planetfall Capacity

The Mother Ship is the largest known Yautja vessel, roughly the size of a *Bison* M-class star freighter, though much tougher. She can make planetfall, though she is incapable of docking with stations and other large craft. The Mother Ship does have six drop pods in her underbelly, as well as a Scout Ship on both the port and starboard sides, tucked up under her ventrally. Mother Ships are generally commanded by Clan Leaders, and while the exact crew of a Mother Ship is unknown, it can include up to an entire Clan. Though they may not realize it, the USCMC has had two run ins with Mother Ships, having lost *USS Marlow*, a Bougainville-class transport, followed by the Conestoga-class *USS Archer* in August of 2183.

Weaponry: The Mother Ship carries a pair of rocket launchers, as well as a Heavy Plasma Beam for space combat. The ship may fire the rockets while cloaked, but the Heavy Plasma Beam requires too much power. The ship must uncloak before firing.

Rocket Launchers (2): Extreme Range, +2 Bonus, 4 Damage

Heavy Plasma Beam: Medium Range, +0 Bonus, 10 Damage, Automatically causes major component damage (P.199) on any hit. Roll twice if the hit does half or more of the vessel's Hull rating in damage.

CHAPTER 4: STRATEGIC SOLUTIONS, INC

“I heard about that little job you pulled up in Berlin, very nice, Dutch.”

“Good old days.”

CIA Agent Dillon and Major Alan “Dutch” Schaeffer

A BRIEF HISTORY

Officially, Strategic Solutions, Inc was founded by Paul Verhoeven in 2145, “to provide professional security and rescue teams to corporate entities, independent colonies, or even major nations.” The company’s head office is in Cartagena, Colombia in the United Americas, and in 2147, an SSI team led by Verhoeven himself liberated the UA Capitol Building from a cult of religious extremists. The team eliminated over a dozen terrorists, secured four cans of CN-20 nerve gas and a tactical nuke in one minute, forty-seven seconds without one single civilian casualty.

As time went on, Verhoeven shied away from being directly involved in his company’s paramilitary operations, preferring to coordinate from home office. The fact is that Weyland-Yutani offered SSI an exclusive contract after his team’s showing in Washington, which he declined. After that, the company began to look more heavily into Verhoeven and his history, something that he simply didn’t want. Eventually, he dropped off their radar.

By 2176, Verhoeven knew his time was limited, and he began the search for people he could trust to carry on his vision – that of protecting humankind from the unknown agents acting in space, both covert corporations and other worldly life forms. He needed to expand his intelligence base, and he needed someone with a wide range of technical and informational capabilities to help him with that. He brought on board an ex-UA spy named Rose Whitehill, if that’s her real name. She wouldn’t come work for SSI at first, eventually forcing Verhoeven to give her indisputable evidence as to who he truly is and what he wants for mankind.

With Rose’s intelligence contacts, and her uncanny ability to find her way into the most secure of systems, she began to uncover quite a bit of dirt on everyone’s favorite mega-corporation. She convinced Verhoeven that Wey-Yu, the USCMC and maybe even the UPP’s Space Operating Forces hold the keys to every lock he wants opened. SSI needed more personnel, more room to breathe, more weapons, more operatives.

She convinced Verhoeven to move the company to Grendel in NN4285. The planet is an ICSC member, making it a perfect place for SSI to hide in plain sight. Verhoeven negotiated a deal

with the government there and bought several city blocks to erect a massive building complex. They filled it with design and manufacturing facilities for weapons and other equipment, scientific and medical offices as well as Rose's and Verhoeven's personal offices. Weapons sales, first to Grendel's government, but then several other independent and gray market buyers helped finance the scientific research and expansion.

While all this expansion was underway, Verhoeven himself recruited what he viewed as an important piece for his team – a man named Blake Jones in late 2179. He turned up at a hiring fair SSI was running on Grendel, and Rose had discounted the man for his lack of interest in his own past. Additionally, Jones had no personnel files anywhere at all, and Rose Whitehill seemed to believe that he was probably an ex-convict or a wanted man, as often turned up on ICSC worlds. But something about Jones' quiet bearing and obvious strength of character drew Verhoeven to the man. He essentially stalked him, until Jones finally got tired of it and ambushed Verhoeven in an alley. This was exactly what Verhoeven wanted, easily preventing Jones from harming him as well as bringing the man back forcibly to SSI headquarters. With some covert biometric searches, Rose figured out who Jones really was, and Verhoeven knew he had to have the man on board.

Officially, the company has no holdings on Grendel, and SSI's agreement with the planet's government keeps that in place. The original corporate office in Cartagena still exists – two employees show up every day to a large, empty office building and a network terminal that doesn't even connect to SSI's mainframe.

THE FACES OF SSI

MAJOR (US ARMY, RET.) ALAN "DUTCH" SCHAEFFER

A.K.A. PAUL VERHOEVEN

It is highly likely that the exploits of Alan Schaeffer are well known to the reader of this supplement. Suffice it to say, Dutch has managed to keep himself alive for the last 150 years through multiple infusions of Yautja DNA. Unfortunately, he has finally reached the point where additional treatments will have no further success. Essentially, he is dying. He must find a new way to further alter his DNA, and he thinks the black goo accelerant may be the key. Dutch is motivated by two things only – extending his life and protecting Earth from further alien incursions.

Regardless, Dutch appears to be in his late fifties, and is still an extremely capable fighting man. If he cannot find a way to prolong his life further, he will at least make sure that others are prepared to take his place. Over the years, he has developed a network of contacts in both government and corporate bureaucracies, and he has amassed a huge amount of wealth. He publicly goes by the name of Paul Verhoeven, president of Strategic Solutions, Inc, a for hire military contractor.

Dutch knows that Weyland-Yutani has been involved with the USCMC in attempts to weaponize XX121, and he is also aware that they have experimented thoroughly with the black goo. Any corporation that hasn't done so wants to, including Dutch, and he wants what others already know.

Dutch has an automatic distrust of all Synthetics and will not employ them in any capacity in his organization.

He stands about six foot one and easily weighs 235 pounds. He continues to keep his hair in a military style crew cut and has grown out a gray-white beard. A strange series of scars criss-cross across his right temple, part of his forehead and cheek.

The gear listed below refers to when Dutch is outfitted for an op or battle. However, when he is not in the field, he tends toward a business suit, or a pair of khaki pants with a polo shirt. Keep in mind, he really has access to whatever he needs!

Dutch first truly appears at the end of Scenario 5, and there is more information there as to his history, plans and motives.

Author's Note – It was suggested to me that Dutch is a little OP. Keep in mind that the guy is over 200 years old and has been fighting since the Vietnam War. In that time, he would have accumulated amazing abilities. If anything, he might be UP. His Agility and Strength are boosted due to his treatments with Yautja blood and DNA.



GEAR: StratSol Personal Armor, Skinner Combat Knife, StratSol HP-AR, StratSol Field Computer, StratSol .50 Hand Cannon

Languages: English, Dutch and German.

STRENGTH 6

- Close Combat 3
- Stamina 4

AGILITY 5

- Mobility 3
- Ranged Combat 5

EMPATHY 3

- Command 5

WITS 4

- Observation 4
- Survival 3

HEALTH: 8

ARMOR: 6

TALENTS:

- Field Commander
- Hard Hitter
- Killer
- Merciless
- Nerves of Steel
- Pull Rank
- Rapid Fire
- Second Wind
- Tough
- Watchful
- Weapon Specialist: StratSol HP-AR

CPL (USCMC, KIA) DWAYNE HICKS

A.K.A. BLAKE JONES



*Due to the loss of his left eye to XX121 acid, Hicks' skills already take a -2 to Observation and Ranged Combat into account

GEAR: StratSol AR-40, StratSol Personal Armor, Pump Shotgun, Cutting Torch, StratSol Field Computer

STRENGTH 4

- Close Combat 2
- Stamina 2

AGILITY 4

- Mobility 2
- Ranged Combat 3

EMPATHY 3

- Command 2
- Medical Aid 1

WITS 3

- Observation 1

HEALTH: 6

ARMOR: 6

TALENTS:

- Nerves of Steel
- Past the Limit
- Tough

Unlike the official story, Dwayne Hicks did not die in the EEV crash on Fury 161. Unofficially, he awoke from cryo when *USS Sulaco* returned to dock at the original Anchorpoint Station. When a new form of XX121 outbreak occurred there, Hicks endeavored to lead a small band through the ruined station to reach lifeboats before the fusion reactor went critical (set to do so by a poorly repaired Bishop). Long story short, only he and one other person besides Bishop survived, picked up in a UPP Interceptor by *USS Kansas City*.

Hicks came to realize that he knew too much, and he would never be truly free from Weyland-Yutani or certain elements of the Colonial Marine Corps. While planetside on R&R, he managed to disappear, along with his two survivors. He effected transport off world and began to look for Ellen Ripley and Newt. The child was safely back in Oregon with her grandparents, but Ripley was nowhere to be found. He began to hear rumors of an incident on Fury 161, which was in the vicinity of the lifeboat containing Ellen Ripley he ejected from Anchorpoint.

The whereabouts of Spence (the other human survivor of Anchorpoint) and the android Bishop are unknown.

Incognito, Hicks traveled to the New Eden Sector in ICSC space, hoping to find a way to continue his search for Ellen Ripley. His means found him when he was confronted by a shadowy figure. This individual gave him a team and a ship to return to Fury 161, but it was too late. The facility had been shut down and sealed, and there were no signs of Ripley.

His newfound benefactor turned out to be no one other than Dutch himself, and the two spent many hours together as Dutch showed Hicks that the USCMC, Weyland-Yutani and many, many other organizations have known about, and tried to leverage, XX121 for years, decades. It was very little different from the same way governments tried to profit from Yautja tech in the 20th and 21st centuries rather than use it to defeat the menace. Hicks' strong, silent demeanor didn't hold up against this kind of evidence, and he signed on to work for Dutch

at SSI as a field team leader. Over the last several years, he has become as indispensable to Dutch as a right hand.

Since he is officially dead, Hicks publicly goes by the name of Blake Jones.

ROSE WHITEHILL, COMPANY REP

Rose is smart as a whip, has a smile that makes people see sunshine and rainbows, and she is as cold-hearted as a reptile. Though there are no files anywhere on Rose Whitehill, as it is not her real name; she’s a former UA spy with extensive field time working against the UPP in Spain and the South Pacific. She can talk her way out of almost any situation, and she can infiltrate a computer system as easily as she can an enemy country.

After she left the spy business, it took Dutch three months of constantly showing up wherever she was hiding for him to finally convince her to come work for SSI. It took a long time for her to come to trust Dutch, and it wasn’t until she fully understood the depth of UA, UPP, Wey-Yu and others’ complicity and competition over XX121 that she realized he is the real thing – a true hero who wants to protect humanity. While she is no hero, she recognized her own need to believe in one. From the day she had that epiphany, she wholly committed herself to SSI and Alan Schaeffer, and if Dwayne Hicks is his right hand, then Rose Whitehill is Dutch’s left.

Rose controls the information, intelligence, and communications side of SSI. Her ear is always to the ground, diving deep into seemingly innocuous reports from the Frontier, assigning special ops groups and various agents to on the ground investigations, and hacking various organizations network systems as much as possible to find out what they know. She has a host of aliases at her disposal.



GEAR: Leather briefcase, Rolex, Mont Blanc pen, \$1,000 cash, PDAT, StratSol SMG-20 in her briefcase, Mobile Terminal and whatever else she needs to have

STRENGTH 3

- Close Combat 1

AGILITY 4

- Mobility 1
- Ranged Combat 1

EMPATHY 2

- Manipulation 4

WITS 5

- Comtech 4
- Observation 3

HEALTH: 3**ARMOR: 0****TALENTS:**

- Cunning
- Flyweight
- Personal Safety
- Take Control

Languages: English, Spanish, Russian, Mandarin

CATORI KHAN, LEAD SCIENTIST

Catori Khan is a former Weyland-Yutani scientist that simply couldn't handle it when she found out some of the things the company is in to. She had a bright future with the company, but in her psych evals, she did well to hide her conscience. This let her advance quickly, but in the end, it came back to haunt her. She advanced to a genetics project involving a vaccine and USCMC marines that were infected with some sort of parasite. When she asked about the origins of both, she was told to mind the work. When it came down to it, she couldn't allow herself to inject marines, or anyone for that matter, with a substance that she herself had no hand in developing, hadn't studied and didn't understand.

The company sent her elsewhere, to a career dead end, but that wasn't enough. She had sent a network message home to her parents indicating her misgivings, and the company responded by taking her into custody and held on a nowhere station for industrial espionage, even though she hadn't done anything wrong. Her parents suddenly died in a gyrocar accident, and she was certain that she too was about to have an accident when a reactor emergency occurred. It was actually a cover for an SSI team that came to rescue her.

Khan does not know Dutch's real name or all his history, but she knows he's the real deal and will help him anyway she can. She has worked for him since his people saved her in 2180, and she will do absolutely anything necessary to help him achieve his goals, advance SSI, and bring down Weyland-Yutani. The last seems far fetched to be sure, but just as Dutch has his dreams for a better future for mankind, it is part of hers.



GEAR: She always has her P-DAT, otherwise whatever she needs.

STRENGTH 2

AGILITY 3

EMPATHY 4

- Medical Aid 4

WITS 5

- Observation 4
- Survival 4

HEALTH: 2

ARMOR: 0

TALENTS:

- Analysis
- Breakthrough
- Stoic

Languages: English, Japanese

SSI SECURITY PERSONNEL

SSI's security personnel are consummate professionals chosen for their quality abilities and training. As such, many of them come from the ranks of retired marines, or marines that got out and realized they had nothing

better to do with their lives. Fortunately, working for a private contractor such as SSI pays at least double what the USCMC pays. They have a variety of skills learned from both the USCMC and SSI, and the GM should feel free to move some points around for specific needs.



STRENGTH 4

- Close Combat 2
- Heavy Machinery 1
- Stamina 2

AGILITY 4

- Mobility 1
- Ranged Combat 3

EMPATHY 2

WITS 4

- Comtech 1

HEALTH: 4

ARMOR: 6

TALENTS: Dealer's Choice

GEAR: StratSol AR-40 or StratSol SMG-20, StratSol .50 Hand Cannon or Pump Shotgun, StratSol Armor, Medkit, Electronic Tools or Maintenance Jack

GEAR OF SSI

Though technically not part of any Earth military, SSI uses quite a bit of military grade gear, most of it rebranded, reverse engineered equipment used by the USCMC and other military organizations. However, SSI has its roots in the OWLF and the recovered Yautja tech from the last 20th and early 21st centuries. Combined with two hundred years and no small sums of money generated by massive long-term investments and other interest-bearing accounts, the company has managed to produce a handful of “specialty” items at its headquarters in Cartagena, Colombia.

StratSol AR-40

A .40 caliber assault rifle firing armor piercing caseless rounds, virtually identical to the ammunition used in the USCMC M41A. However, the weapon is not a pulse rifle, but rather a conventional weapon, so it is not subject

to being disabled by EMP bursts and the like. Though it does not have a grenade launcher like the M41A, it has mounts on the top and bottom of the weapon for a scope and hi-beam flashlight.

Bonus: +0 Damage: 2 Range: Extreme Armor Piercing, Full Auto, Flashlight (Power 5), Scope
Weight 1 Cost: \$1,000

StratSol SMG-20

This light sub-machine gun fires .20 caliber rounds at a high rate of fire and minimal kickback. The weapon has excellent handling, making it highly effective against unarmored targets, especially in fully automatic mode.

Bonus: +3 Damage: 1 Range: Medium Full Auto
Weight 1 Cost: \$800

StratSol .50 Hand Cannon

Dutch felt the need for a handgun that could punch through armor, especially with the rise of the Norcomm handgun in use by the UPP. Additionally, it needed to have enhanced short-range handling and heavy stopping power.

Bonus: +0 Damage: 2 Range: Medium Armor Piercing, No penalty at Engaged Range
Weight 1 Cost: \$500

StratSol Electrostatic Stun-AR

SSI took the concepts behind electrostatic grenades and stun batons and worked them into an assault rifle platform. Any humanoid target hit by this rifle takes no actual damage but must make a Stamina roll against the inflicted damage. If the target has successes in excess of the damage inflicted, they are unaffected. Otherwise, the target is knocked out for a number of rounds equal to the Damage Inflicted – Stamina Successes +1. Armor has no effect on this weapon, and it is useless against XX121 and most other xenomorphs.

Bonus: +1 Damage: 2 Range: Long Power: 4
Weight 1 Cost: \$1,800

Skinner Combat Knife

A 4" to 8" serrated blade salvaged from the wrist blades of a Yautja; SSI only has four of these remaining as most have been lost over the years. Dutch is a big fan.

Weight 1/2

Bonus: +0 Damage: 2 Armor Piercing, Resistant to XX121's acid blood

StratSol HP-AR

SSI has only one of these heavy plasma rifles. Nearly seventy years ago, a scientist in Dutch's employ managed to integrate the last remaining Yautja Plasmacaster into an assault rifle style weapon. It is Dutch's personal weapon, and he allows no one else to use it. In fact, only Rose Whitehill knows of its existence. It runs on an internal power supply, which it auto charges (rate of 1 power per hour), and it takes deadly to a whole new level, automatically causing a critical every time it hits a target, just like the Yautja Plasmacaster.

Bonus: +1 Damage: 3 Range: Extreme Armor Piercing, Power 5, Auto Crit on any hit target

Weight 1

StratSol Field Computer

A tool developed from and mimicking the Yautja arm computer, SSI has two of these devices available. It is capable of a wide range of command and communication functions, but more importantly, it contains both a small nuclear device and cloaking field technology. The cloak is not as advanced as Yautja tech, causing heavy distortion when the user is in motion. Any Observation rolls made against the user while still are at a -2 Penalty (instead of -4 vs. Yautja cloak), and there is no penalty while the user is moving or attacking. The -1 penalty to Ranged Combat rolls against the cloak's user still applies.

The computer has a Power of 5 and self-recharges over time. However, the cloak is extremely power hungry. Power rolls made while the cloak is active are made with double the dice. Example – if the computer is full power and the user cloaks, they make a Power roll of 10 dice, subtracting 1 power for each 1/Facehugger rolled.

Weight 1/2

StratSol Personal Armor

Very similar to the USCMC M3 armor, this personal protection equipment includes vital readouts sent to a paired monitoring station and a helmet with built in comms. The helmet also includes safety goggles with a built in infra-red element. A flashlight mounts on the armor's left shoulder, though most SSI personnel drop this in favor of the flashlight mount on the AR-40 assault rifle. Finally, StratSol's armor has a layer of sodium hydroxide capsules just under the first armor plate, which neutralizes XX121's acid blood. As a result, the armor rating will not degrade below a 5.

Armor 6 Weight 1 Cost: \$1,500

CHAPTER 5: OTHER NPCs

Over the course of this campaign, your PCs will come across numerous NPCs, all with their own motives and plans, most of which do not benefit either the PCs or the human race. In the event of a PC death, and depending on how your players ally themselves, some of the NPCs may even make it to PC status.

DAVID



GEAR: None

STRENGTH 7

- Heavy Machinery 3
- Stamina 2

AGILITY 4

- Piloting 2

EMPATHY 2

- Manipulation 3

WITS 7

- Comtech 3
- Observation 3
- Survival 1

HEALTH: 7

ARMOR: None

TALENTS:

- Analysis
- Breakthrough
- Hard Hitter
- Menacing

We all know who this guy is. When the PCs find him, it will be on Level 3 of the Weyland Yutani research facility in Scenario 4. David is one of the most dangerous “men” in the galaxy, because he has a full understanding of A0-3959X.91-15 and what it can do. He knows that, in its pure form, it can be programmed to rewrite DNA almost any way conceivable – to cure horrific illnesses or create wondrous life forms... or terrible ones. He wants nothing more than to continue what he has termed his life’s work – using A0-3959X.91-15 and XX121 to eliminate all organic life in the universe so that only perfect organisms, such as himself and XX121, continue to exist.

David is smooth, calm, cajoling and manipulative. He has a gift for knowing what people want and promising it to them to help him achieve his own ends. He will not come clean to anyone regarding his end goals, though Michael Bishop Weyland knows what he is, and that’s why David is locked up. The company hopes to tease the knowledge from him, because simply lopping David’s head off and plugging it in was tried, and it didn’t work. He is truly his own man.

LT. COLONEL CHARLES PRICE, USCMC COMMANDER 31ST MAU, CRESTUS SECTOR



GEAR: As a Colonial Marine, he has access to virtually any combat or non-combat gear he needs.

STRENGTH 3

- Close Combat 1
- Stamina 1

AGILITY 3

- Mobility 1
- Ranged Combat 3

EMPATHY 5

- Command 3

WITS 3

- Observation 1

HEALTH: 3

ARMOR: 6

TALENTS:

- Field Commander
- Influence
- Pull Rank

Price is a career marine officer who truly loves the corps and the United Americas. He feels that the UA didn't support the USCMC enough in the Frontier War, that it was an opportunity to bring the UPP to its knees, to stop the aggressive communistic expansion. While he doesn't necessarily condone the clandestine actions of General Vaughan, he also feels that any weapon available should be brought to bear against the UA's enemies, especially in defense of freedom and democracy. To that end, he is willing to do whatever necessary to expand his powerbase, advance the weapon capabilities of the USCMC and destroy anyone or anything that may threaten his corps or country. However, he is also a man of conscience and honor, and he must be able to live with that as well.

MAGGIE BROOKS, OFFICER


Maggie's story is a sad one. She lost her partner, Clara Miller, and their unborn child to a company accident brought on by insufficient materials and safety standards used in bulkhead construction. With the money from her settlement, she struck out on her own, having purchased a G-class shuttle and naming it Selena after her lost daughter. Along with her brother-in-law, Ahmad, and a hired pilot named Alfredo Villa Lobos, they flew charter jobs, mostly running suits from one place to another. One day, they picked up Zeus McCarthy and his daughter for a contract flight to LV-1052, where Zeus had a hunting contract with Weyland-Yutani.

XX121 was terrifying enough, but just as it looked like Zeus was going to claim his trophy, an energy blast came from up in the trees, killing the Xenomorph. A Yautja then proceeded to hunt them, killing Ahmad outright as he tried to collect the XX121 corpse for Zeus' trophy. Zeus fired twice, injuring the Yautja which retreated to heal.

Maggie decided they should all run for it. Zeus slapped her on the shoulder and said, “Yeah, go for the ship, I’ll be right behind y-!” and his head was blown off by another plasma blast. Alfredo, and Maggie ran, the latter carrying Kellie, back to Selena on its landing pad, not knowing the Yautja had arrived before them and boarded the ship. Before entering, they realized the ship had been damaged externally by something and wouldn’t fly without some repairs.

Maggie took the girl to the bridge, while Alfredo tried to tend to the ship, but there she again encountered the Yautja. In a final desperate act, she hit the creature with a laser pistol, damaging its cloak and nearly killing it. The predator then set off an explosive device that consumed her ship, even though the three escaped.

Maggie Brooks is found in Scenario 3.

	<p>STRENGTH 3 AGILITY 3</p> <ul style="list-style-type: none">• Ranged Combat 3 <p>WITS 3 EMPATHY 5</p> <ul style="list-style-type: none">• Command 3• Manipulation 3• Medical Aid 1 <p>Gear:</p> <ul style="list-style-type: none">• M4A3 Service pistol w/ 2 reloads• Binoculars• Hand radio• Medkit• Rexim EVA Pistol (2 power) <p>Talents: Influence, Nerves of Steel</p> <p>Signature Item: A worn photo of Clara next to the ultrasound monitor</p>
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KELLIE MCCARTHY, KID

Kellie McCarthy, daughter of Suzanne and Zeus, is one of the three survivors from a hunting expedition turned Yautja incursion on LV-1052. She’s just a kid, and really doesn’t know very much about what happened, only that her father is dead – she saw his head blown clean off by a plasma blast. She quickly latched onto Maggie Brooks as a parental figure, but the two were separated by Weyland-Yutani when they were rescued. She appears in Scenario 3 and may stick around for a while after that. She can describe XX121’s nature to some extent, as well as its methods of attack, and she also got a good look at a Yautja, both cloaked and uncloaked. She can describe some of its weaponry and can explain how it set off a giant bomb when it was defeated. She wants nothing to do with Weyland-Yutani (she hasn’t seen Alfredo since those meanies “saved” them), and she really doesn’t even want to go home to mom. She might even introduce herself as, “Kellie McCar-. Brooks. Kellie Brooks.”



STRENGTH 2

AGILITY 5

- Mobility 3
- Ranged Combat 1

WITS 4

- Observation 3
- Survival 2

EMPATHY 3

- Manipulation 1

Gear:

- Laser pointer
- A vintage handheld video game
- Personal data transmitter (wristband)
- A couple of small magnets

Talents: Dodge, Nimble

Signature Item: The laser pointer

CHRIS, HYPERDYNE SYSTEMS MODEL B23-C2 SERVICE ANDROID



STRENGTH 7

- Heavy Machinery 1

AGILITY 4

- Piloting 3

WITS 7

- Comtech 3
- Survival 3

EMPATHY 2

Gear:

- None

Talents: Spaceship Mechanic

Chris is a service android that may be recovered by the PCs in Scenario 3. When they find him, his leg actuators have been destroyed, one arm no longer works, he's had a severe chassis breach and his braincase was penetrated by an XX121 head bite attack. He has no memory except for that of his basic programming, that he is a Hyperdyne Systems Service Android developed to provide a range of services to ships' crews on the Frontier. Repairing each damaged component will require a Heavy Machinery roll and a shift of work. Without repairing him, a Comtech roll will at least allow the PCs to communicate with Chris, though he has little to offer them in such a state.

SILENT PIKE, ELITE YAUTJA



TALENTS:

- Tough
- Stealthy
- Weapon Specialist: Combi-Stick
- Killer

STRENGTH 7

- Close Combat 2
- Stamina 1

AGILITY 7

- Mobility 5
- Ranged Combat 2

EMPATHY 2

WITS 8

- Comtech 1
- Observation 2

WEAPONS:

- Combi-Stick
- Wrist Blades
- Powered Glove
- Plasma Caster
- Netgun
- Shuriken

HEALTH: 10

ARMOR: 10

SPEED: 2

While Silent Pike is no slouch in a straight fight, he prefers stealth and subtlety in his Hunts. Using his Combi-Stick to complete kills whenever possible, he generally will not throw it, but close to engaged range to kill in close combat. He is very intelligent, even for a Yautja, and he knows when the odds are against him, disengaging if the fight could go the wrong way. He will go for solo targets as much as possible, never taking on more than a pair of enemies at a time. In this case, he will try to take out what he considers to be the weaker of the two from range before attacking the other.

CHAPTER 6: THE SHIP AND CREW

BUILDING THE CREW

Your intrepid PCs will be taking on the rolls of an independent deep space exploration team near to the border of the 20-parsec limit. Such a task requires a well-rounded crew with a variety of abilities, so keep this in mind when having your players build their characters. I recommend a team of no less than 4 players, including a Pilot, Roughneck and Scientist, the last of whom is required for the nature of the ship's mission. A Medic may also be helpful, though not strictly necessary. I would stray away from a Colonial Marshall, as they will be mostly beyond UA space, preferring a retired Colonial Marine if you feel the players need some extra muscle. If a player selects an Officer career, that character will be the owner of the ship (see below); if there is no Officer, the Pilot will fill this role.

I recommend holding a "Session 0" with your players all at once, allowing them to make decisions as a group as to who will have what skillsets and roles on board ship. No player should feel pushed into a position, however, so if you have two different players that want to be Scientists, let that happen. Just make sure your PCs have all the skills necessary to run the ship, i.e., Piloting and Comtech (and Heavy Machinery) for weekly maintenance checks. It would not be beyond the realm of reason if your team has no Pilot but rather an Officer with a high agility and a point in Piloting. Or perhaps you don't have a Roughneck, but you do have a former Colonial Marine with a high Strength and a point in Heavy Machinery.

Have the players select the ship's owner, generally a Pilot or Officer career. This individual is taking on the responsibility for the ship, its supplies, and operating costs, as well as its monthly payment. For more information, see [THE SHIP](#) below.

From here, have your PCs build their characters with the standard ruleset provided in the core rulebook. In addition, provide each player with 5 Experience Points that they may spend before play on an additional Talent, one additional point in any Skill or fluent ability in any one Language.

Finally, there are several optional "Story Cards" below that are designed to provide some additional flavor to the Player Characters. These may help them develop their backstory but also could have significant impact on the campaign as it advances. You can ignore these altogether, assign them randomly or even discuss them with your players one on one (though if a player declines one after hearing it, that could cause some difficulty).

QUITE AN EXPERIENCE TO LIVE IN FEAR

You're an android, specifically an old Hyperdyne model that's no longer in production. You know that most human beings distrust or even hate androids on sight, so you learned a long time ago to keep your nature to yourself. Discuss with your GM whether or not you're bound by the laws of robotics. As per the standard rules, play as a human – gain stress, push rolls and even panic – until your true nature is revealed to the other players! Once that happens, gain a +3 modifier to two Attributes that you and the GM agree upon now.

THE COLD HAND OF DEATH AWAITS

You're dying, slowly, and there seems to be absolutely nothing that modern science can do about it. They don't even have a name for it yet, as there have only been a few reported cases across the core systems, but it will slowly debilitate you. You've been told to expect that you won't be walking in twelve months and have a complete loss of all muscle control within two years. Fortunately, cryo can extend that, in a way, since your metabolism, and that of the disease, slows to a crawl, giving you time to find your own cure somewhere out there, perhaps.

STIRRING IN THE SHADOWS

Your past terrifies you. Your ship was visiting a colony, taking a little bit of R&R time, when there was an outbreak of some sort. These things are known to happen out here – one never knows what strange diseases are out there – but it spread fast despite all attempts at containment. People died, almost the whole colony and some of your crew. They practically turned to ash in front of you or writhed in horrific pain and died in mere minutes. Worse, some seemed to mutate and attack on sight. You have nightmares and, sometimes, even see things in the shadows.

THE TRUTH IS OUT THERE

About a year ago, someone close to you – partner, lover, relative? – was a corporal in the USCMC when they were deployed. They promised to be back in less than two weeks. It was a simple station personnel rescue mission, but something happened; they never returned. You couldn't get answers out of the USCMC, no matter who you asked, even climbing up the chain of command. Eventually, you were told your loved one was KIA, dying a hero. Poking around, you began to hear rumors of some sort of viral outbreak on Yaophora station, resulting in sterilization protocol. You can't prove it is related, but the timing was about right.

I WANT TO BELIEVE

There's something out there, some things probably; things that the government knows about. They don't talk about it and deny any knowledge of any intelligent life in the galaxy besides our own. And yet, mankind has created intelligent life itself; surely, we're not the only creators in the universe. Everything is just too vast, too amazing. There's too much natural fauna in just the few parsecs humans have explored for there to be no other sentient beings in the universe.

THERE'S SOMETHING IN THOSE TREES

You were just a kid on colony, some fifteen parsecs away from Earth. The survey teams showed almost no dangerous animals, and you took to wandering further and further from home. One night, you know you saw a shooting star, completely soundless, that came almost straight down in the woods not far from the colony. You went out there the next day and couldn't find it, but for just a moment, the hair stood up on the back of your neck. You were sure someone was up in some trees watching you. The feeling abated, and you went home. But then people, security officers started to disappear; sometimes they were found dead, other times not at all. Rumors spread among the colonists about horrible mutilations of the bodies. Just as quickly as it started, it ended, but sometimes, you still get that feeling of being watched.

Don't forget finishing touches – each player should create a backstory for their character and complete it with a Personal Agenda. Have all of the players introduce their characters, and then have them each select a Buddy and Rival based on what they know of one another.

A NOTE ON SCIENCING THE SHIT OUT OF SOMETHING

In my scenario “San Tome”, I suggested a new way to use the Survival skill – for science! If a scientist is adding Chemical A to Chemical B just to see what happens, that would be an Observation check. But if the same scientist is adding 10 mL of Chemical A to 500 mL of Chemical B with the expectation of a certain effect, that would, instead, require a Survival check.

Why this distinction? For one, it gives Survival more value, especially to a scientist, as it is the most underused skill in the game. But also, it's the build a fire to stay alive effect. Okay, I know that's not a real effect, but stick with me here. If you and I are freezing to death in the woods, and I want to watch you build a fire to keep us alive (more likely so I have something to cook you over), that's Observation. But you're trying to combine two rubbed together sticks, some dried leaves and a piece of magnesium-based gum wrapper to build a fire, and that's Survival.

Just seeing what happens is Observation; trying to achieve a desired effect is Survival.

I'm not through with you yet...

There are many kinds of scientists in the known universe. Have your ship's scientist(s) choose a specialty, and then give that scientist a +2 bonus to any Observation or Survival roll involving that specialty.

THE SHIP

As the PCs make up a team of deep space explorers and surveyors, it would stand to reason that they would have a ship for such an express purpose. The ship is an *M-class* vessel by Lockmart, a variation on a *Bison-class* vessel, but specialized for scientific exploration in deep space. Allow the PCs to decide upon her name, and she should carry the designation *SS* as she is technically an independent star ship.

CM-94B *EXPLORER-CLASS* RESEARCH VESSEL

MANUFACTURER: Lockmart

AI: APOLLO

LENGTH: 302m

FTL RATING: 6

SIGNATURE: +1

THRUSTERS: +0

HULL: 9

ARMOR: 6

ARMAMENTS: None

SHIP UPGRADES:

- Boosted Displacement Drives x6
- Enhanced Sensors
- Planetfall Capacity

ADJUSTED COST: \$45,900,000

MONTHLY PAYMENT: \$76,500

SHIP'S STORES:

- 120 pre-fab meals
- 120 bottles of water
- 100 hydration pills
- Mk.35 Pressure Suit for each crew member.

INTERNAL MODULES:

- Artificial Intelligence I
- Air Scrubbers II
- Cargo Bay IV
- Cryo Deck II
- Docking Umbilical II
- Class D Lifeboat III
- Galley II
- Medlab II
- Science Lab III

AVAILABLE MODULES:

- 3 size II
- 4 size III
- 3 size IV

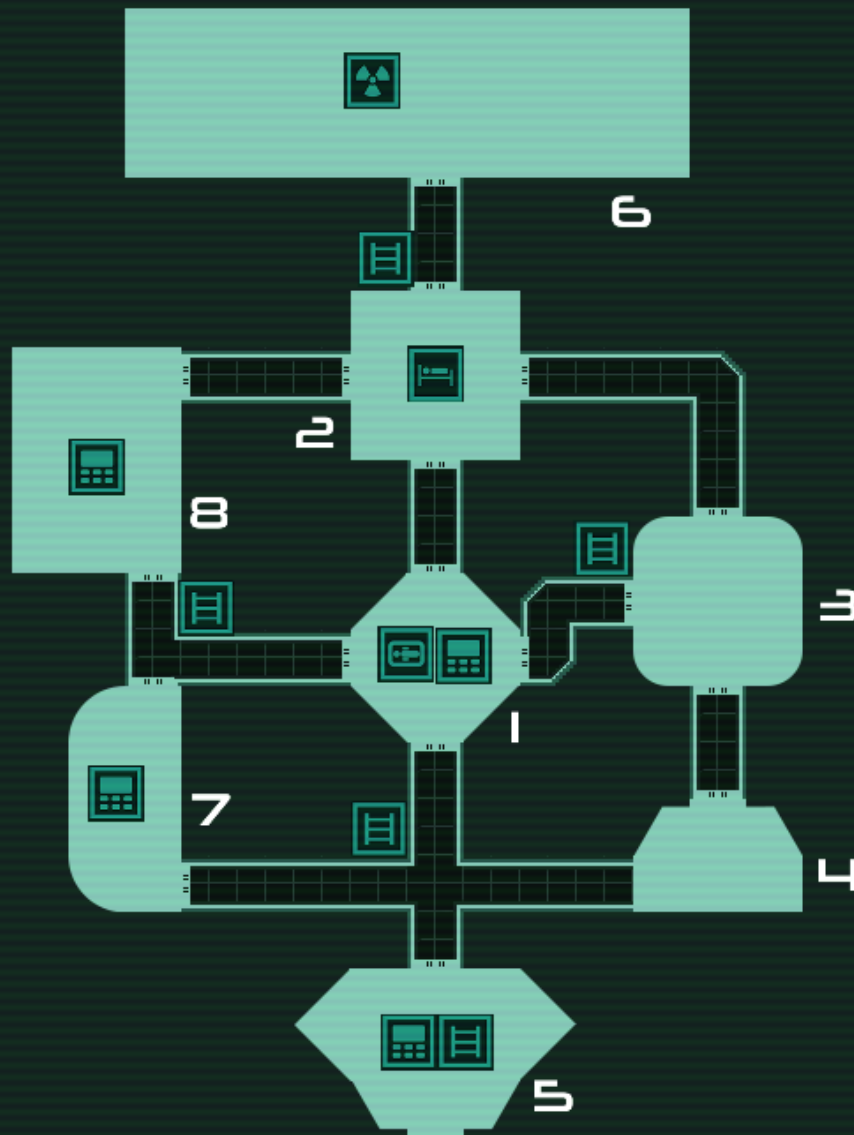
AVAILABLE WEAPON MOUNTS:

- 2 size III
- 4 size II

The ship's layout is shown in the maps below. Everything except APOLLO is considered generally accessible by all players unless the players specify otherwise. A ladder connects the bridge to APOLLO below; this is under a hatch, and unless the players decide otherwise, only the captain has access to the hatch and the door outside APOLLO on the Sub Deck.

LOCKMART CM-94B

EXPLORER-CLASS RESEARCH VESSEL



MAIN DECK

1. CRYO-DECK

2. CREW QUARTERS

3. GALLEY

4. REC/LOUNGE

5. BRIDGE

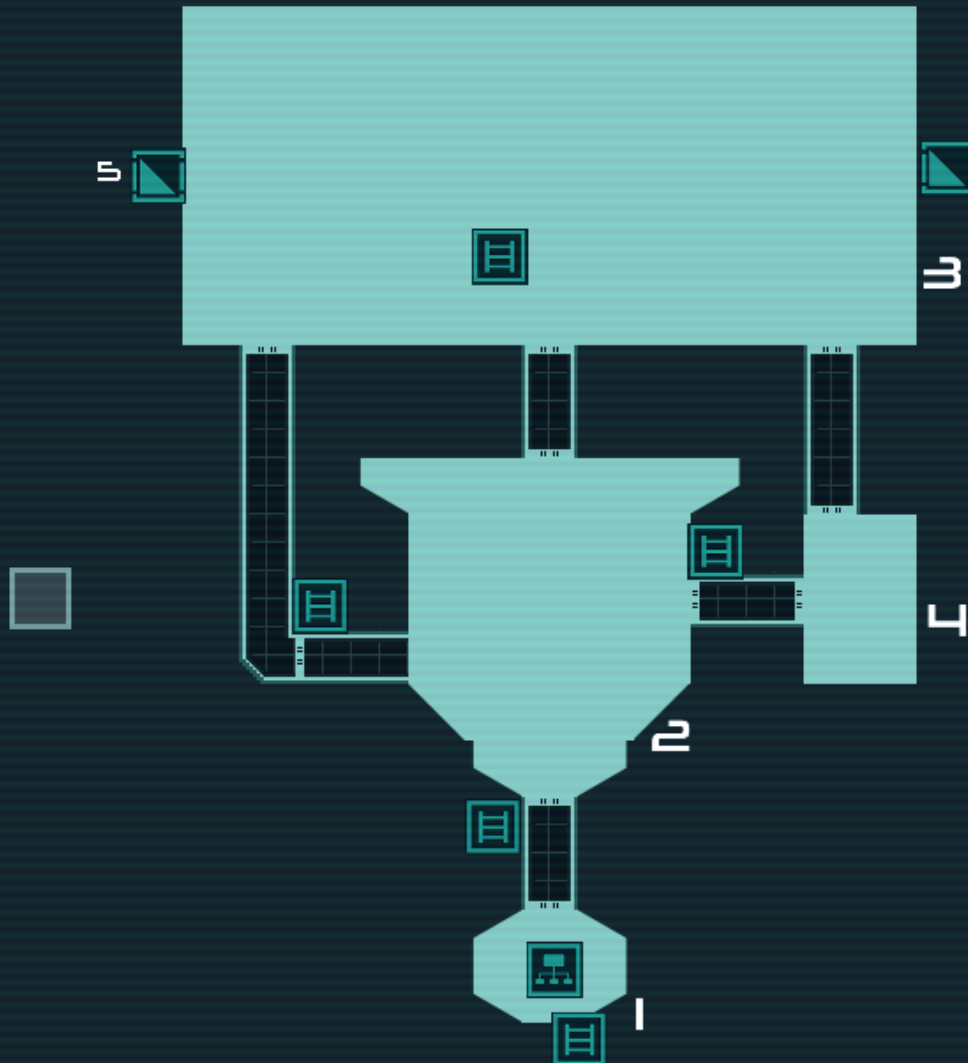
6. MAIN DRIVE ENGINEERING

7. SCIENCE LAB

8. MEDICAL

LOCKMART CM-94B

EXPLORER-CLASS RESEARCH VESSEL



SUB-DECK

- | | |
|---------------------------------|------------------|
| 1. APOLLO | 3. CARGO BAY |
| 2. LIFEBOAT | 4. ENVIRONMENTAL |
| 5. AIRLOCK W. DOCKING UMBILICUS | |

The CM-94B *Explorer-class* is the latest in Lockmart ship building. Gone are the days of dark metal corridors, leaking steam pipes and exposed power cables. Everything is now contained behind sleek, beautiful removable

panels in hallways filled with bright, natural lighting. The old “sphincter” airduct registers have been replaced with shiny, automatically retracting slat-style covers. Everything about it is new and modern!

ALIEN: THE ACCOUNTING

Though this is not strictly necessary, it takes money and maintenance to run a starship.

As per the core rulebook rules, Comtech and Heavy Machinery checks need to be done weekly to keep the ship operating in good order. This may cause certain members of your crew to awaken out of cryo once per week to do so, and this maintenance requires a shift worth of work before returning to the old freezerinos. As a result, this can lead to annoyance at the mundanity of it all, so consider only requiring those checks when the crew arrives at a destination. Just assume that it happens as it’s supposed to while in transit.

Also, cash has to be accounted for, unfortunately, as the ship carries a monthly lease payment of \$76,500. That money is deducted from the ship’s owner’s account on the first of every month, so there better be cash there to cover it! Fortunately, the PCs are under contract at \$100,000 monthly, so they should always have positive cash flow unless they start spending money frivolously. While it’s assumed that fuel expenses are covered under their contract, other supplies are not. Any time the PCs dock, they will want to load up on supplies, and that costs money!

Last, the PCs should decide if all the characters are equal partners in this endeavor or if they are employees of the PC that owns the ship. The first option creates a “group money” type pool. Otherwise, the ship’s owner will also be required to pay a weekly salary to each player – generally \$400 or \$500 weekly.

THE SCENARIOS

"THOSE CHALLENGES ARE YOURS IN MANY FIELDS OF NOT THE LEAST IS SPACE,
BECAUSE THERE LIES HUMAN DESTINY."

NEIL ARMSTRONG

LET'S TALK ABOUT STRESS, BABY

If I must mention Stress every time a PC should take it, well this PDF will have a lot of unnecessary words. As GMs, it's our jobs to know when PCs should incur Stress, rather than be told by some nebulous voice of the GM Gods. As per the rules, any time a PC takes damage, sees something Alien, or otherwise frightening that they haven't seen before, it's cause for gaining Stress.

Also, use your gut. If a PC is forced into a tight situation that is very similar to something that recently caused them stress or trauma, they'll likely gain Stress again as they relive it. If you used the Story Cards in the previous section, well that's even more wonderful opportunities for Stress; every time a PC confronts or encounters something directly related to those cards, they should gain Stress.

When in doubt, hand it out like candy!

ABOUT THIS CAMPAIGN

This campaign is meant as a sequential series of scenarios that will lead our PC science team into the unknown. They will face unimaginable dangers, unknown alien species, organizations with designs and aims which may or may not be in alignment with the PCs' own desires, and eventually come face to face with the creators of all known life in the galaxy. The question is, when the time comes, whose side will they join?

MAKING ADJUSTMENTS

As the campaign advances, the players will find their situations and circumstances begin to change. It's an RPG; give them the room to make changes and grow. Buddies and Rivals may very well switch places. Player One may view Player Two as a Rival, but it isn't reciprocated. Agendas may be fulfilled, leaving the character empty inside and searching for new meaning, a new Agenda. Let the game be a living, breathing organism; it cannot survive in a vacuum!

XP AND LONG-TERM EFFECTS

At the end of every scenario, award XP as per the RAW on page 35. Allow the PCs to spend that XP as they will, again within the rules framework for time to learn a new Talent and such. Also, do not forget that any PC that makes a Panic Roll of 13 or higher, may be subject to long term psychological issues as per pages 104 and 101.

SCENARIO 1: PROGRESSIVE DESTRUCTION

WHAT'S THE STORY, MOTHER?

1ST APRIL 2184

Your vessel is in FTL on the way to its first survey in Sector 82, located at +13 Coreward, +5 Spinward, as part of your contract with the United Americas. The trip from Arcturus was 5 parsecs, requiring a month in cryo, even for your ship's boosted drives. Not trusting APOLLO to handle the electronic maintenance, a few of you woke up every week to check the ship over. The third time you headed into the ol' freezerinos, you began to understand why most ships have an android aboard; waking up and dealing with Hypersleep aftereffects just to do eight hours of work and go back to sleep is absolute bullshit. Regardless, your job is to catalog entire systems, report Life Viable planets back to the UA, and investigate any abnormalities.

WHAT'S REALLY GOING ON?

APOLLO will awaken the PCs from cryo upon entering the Alpha Casea system, the first system that the AI determined to have a reasonable chance of a Life Viable planet or planetoid. The PCs will begin their investigation, finding a total of nine planets, two of which are terrestrial. One of these has a breathable atmosphere, likely drawing the PCs attention immediately. Scanning the planet will reveal a refined metallic mass, the remains of a UPP colony (though this detail will not become clear until the PCs land). ICC protocol, as well as their contract, requires the PCs to investigate to find no one alive, at least no humans alive. A huge C-shaped vessel bombed the place a month ago. Most of the UPP colonists were killed instantly; what few survived, as well as some of the wildlife, transformed into abominations. One medical doctor had the foresight to lock herself in a cryo storage pod before she mutated like the others. Since then, all the accelerant has atomized into the atmosphere, almost harmless. Almost.

Two days ago, a pair of Yautja Young Bloods arrived to hunt whatever monsters were here. One took his trophies and withdrew to await retrieval, but the other became too engaged in the Hunt. Despite having his trophies, he continued and was eventually overwhelmed by mutated wildlife and abominations. He set his self-destruct a little over a kilometer from the colony, flattening the surrounding woods and damaging the edge of the colony itself. The cloaked Yautja vessel is still present in the system in the atmosphere of Planet 6, its collectors picking up large amounts of plasma and high energy gases to recharge.

THE ALPHA CASEA SYSTEM

Location: +13 Coreward, +5 Spinward

Star Type: MV-K (Orange Red Dwarf)

PLANET	TYPE	SIZE	ATMO	TEMP	GEOSPHERE	TERRAIN	OTHER NOTES
1	Ter	7000 km	Thin	Hot, mean 80 C	Arid, global deserts	Permanent global dust storms	
2	Ter	10000 km	Breathable	Temperate, mean 20 C	Temperate-Wet, 60% water	Very Earth-like, wide range of biomes	
3	Gas	4000 km	Toxic, Infiltrating	Burning, mean 200 C			
4	Gas	30000 km	Dense	Burning, mean 100 C			
5	Gas	20000 km	Toxic, Corrosive	Burning, mean 220 C			
6	Gas	13000 km	Toxic	Cold, mean - 20 C		None, heavy plasma storms	1 terrestrial, toxic, volcanic moon. Methane?
7	Gas	100000 km	Breathable	Cold, mean - 20 C			At least 2 dozen moons, mixed types, substantial gas and mineral mining possibilities
8	Ice	2000 km	None	Frozen, mean -50 C	Desert	It's a rock	
9	Ice	4000 km	None	Frozen, mean -80 C	Desert	It's a rock	

ENTERING THE SYSTEM

The PCs will come to as APOLLO pilots the ship through the system. For some extra flavor, call for Stamina checks, with anyone who succeeds waking up easily and getting going. Maybe those who fail have a hard time getting going or become ill or whatever. Allow the PCs to narrate what the effect is. Regardless, the PCs will need to take hydration pills and then take stock of their situation. A quick terminal check will show that APOLLO diverted to the Alpha Casea system in Sector 82, as his algorithms showed a high probability for terrestrial planets.

All the above system information is gleaned from performing basic scans of the system using the ship's sensors (+2 Comtech bonus because they're enhanced), an action that will require two solid shifts to complete (stunt may reduce it to half time). Should the scanning PC use the "New or Unexpected Information" stunt, they will find a refined metallic mass on Planet 2. Even if this doesn't occur, their contract calls for a close exam of the planet anyway, which will lead them to discovering the UPP colony.

Additionally, someone will need to spend a shift each doing electronic and mechanical maintenance on the ship.

As the PCs move through these tasks, don't lose sight of the fact that they must sleep for a shift per four, consume water and food once per four shifts as well.

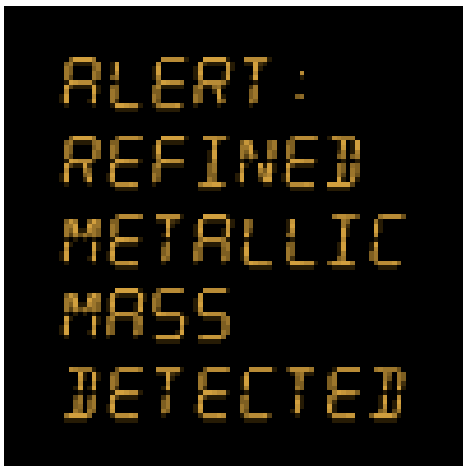
ABOUT THE YAUTJA SHIP

It is highly unlikely that the PCs will have any contact with the Yautja in this scenario. The Scout Ship is shielded from detection by the volatility of Planet 6, the remaining Young Blood awaiting the Mother Ship to retrieve him. It would require a close, direct inspection of the planet with the ship's sensors. Should that happen, the Yautja vessel (type completely unknown to the PCs) will repay the favor with a scan, and then go dark having decided the PCs represent no threat (or sport) as their ship isn't even armed.

There is the possibility that an overzealous PC decides to scan each and every moon of Planet 7, finding one that is terrestrial, about the size of Mars and with a breathable, yet cold, atmosphere. Should the PCs go so far as to investigate this moon, they'll find it to be covered with frozen freshwater lakes and snow laden tundra and forests. The Yautja will be curious about them, likely following to land nearby and observe the PCs. It is up to you, O Exalted GM, if they engage in an Hunt of the PCs, but I would caution you about introducing the Yautja too early. Perhaps the Yautja just amuse themselves by toying with the poor Oomans for a while, driving up Stress and such before returning to their ship. There is one Young Blood on board.

ALPHA CASEA II

Whether they detected the refined metallic mass from afar or not, eventually the PCs will come closer to the second planet for further details. After all, their contract requires survey and some degree of exploration. It is at this point that the sensors will report the refined metallic mass.



Obviously, an unsettled planet a good five parsecs from the Frontier should have no such thing. The PCs will likely hypothesize but give them no clues from space. There is no beacon or communications of any sort. No matter how creative they try to be, in the end they're simply going to have to make planetfall. If they decide to simply make notes and then return to UA space to make a full report, gently remind the captain that ICC protocols require they investigate anything out of the ordinary. Besides, their contract can certainly be interpreted as also requiring it.

Once they make planetfall with a successful Piloting roll and reach within 500 miles of the colony, they will pick up a very low powered radio transmission. A Comtech check will confirm that it isn't boosted enough to be heard from beyond the planet's atmosphere. The transmission is in Russian, and a female voice simply repeats over and over, "...We are experiencing a biological outbreak of unknown origin. We are in need of medical and scientific assistance. Take all necessary and quarantine precautions. Repeat. This is the Union of Progressive Peoples colony on Alpha Casea II. We are experiencing a biological outbreak of unknown origin.

We are in need of medical and scientific assistance. Take all necessary and quarantine precautions. Repeat. This is the Union of Progressive People colony on Alpha Casea II. We are...” Of course, the message is in Russian, which doesn’t help the PCs if none of them speak Russian. You may ask for a straight Wits check to see if any of them recognize the language.

On final approach, the PCs should see the colony – a collection of prefab buildings with a six-meter, modular plastisteel wall surrounding it. A landing pad large enough to accommodate an M-class vessel is only a half kilometer to the west. They should also see the blast radius to the northeast, the forest flattened and turned to ash by a massive explosion, and the destruction has taken out the northeast corner of the protective wall. If the PCs don’t think to check, have APOLLO make a Comtech check (with +2 for the ship’s Enhanced Sensors) to see if he detects radiation. If so, APOLLO sounds an alert and the following punches up on a monitor:



THE RADIATION

The entire area has radiation from the Yautja’s blast. If the PCs stay in the colony, the radiation level is 1 per Shift. If they move to the blast zone, it increases to 1 per Turn, and then 1 per Round at the center of the blast zone. If they think to wear their spacesuits, they will be protected from the radiation. Otherwise, consult the rules in the core rulebook on radiation exposure. If the PCs wear their suits for whatever reason, make sure to do their turn-based air rolls!

GENETIC ACCELERANT AO-3959X.91-15

It has been a month since the attack, and the black goo has atomized into the air and diluted substantially. Everything infected either died immediately, was killed by the Yautja, or has simply died from the accelerant itself, excluding the lone survivor (see below in The Colony). Within another month or so, Neomorphic Egg Sacs will begin to grow in the forest around the colony and will eventually spread across the entire planet, infecting every biome and ecosystem. For now, anyone breathing the planet's air must make a Stamina check every turn against Virulence 1 or become infected. Obviously, the PCs' spacesuits will protect them, as will being indoors on the colony as the power is still active and the air is filtered. Should a PC become infected, they will immediately become a Stage 1 Anathema and will need to make a Stamina roll once per shift to avoid moving to the next Stage.

There are a few ways the PCs may eventually isolate a sample of the black goo for further research (either their own or someone else's). None of the dead colonists found will have any active accelerant left, as all their cells have been destroyed by it. Even the dead Abomination will not help. They can find active accelerant in any sample cells taken from the medical doctor or if she ends up full blown Abomination and starts vomiting the stuff everywhere! Also, microscopic amounts of it are in the air and clinging to their clothes/spacesuits, so that provides another opportunity for collection.

The checks required may vary based on the method of collection. If a PC is taking samples from the doctor while she is alive, have a PC roll Medical Aid, while taking a sample from the air or from the PCs' clothing should call for a Survival check. After collection, the PCs will need to use equipment found in their ship's science lab to identify the accelerant using an Observation check. Finally, a Survival check (and a shift of work) would allow the PCs to isolate the black goo, determine how to store it and make some basic assumptions about its capabilities.

THE COLONY

The UPP colony is fully detailed below with boxed text you can read to your players. The PCs will land on the only landing pad nearby, approximately a half kilometer to the west of the colony. From there, they will have to hoof it to the colony on foot.

1. MAIN GATE

All seems quiet as you approach the eight-meter-wide main gate, clearly designed to accommodate vehicles as well as people. The vast forest you saw from the air stretches beyond the colony, and nothing sounds from within those trees, not even birds. To your right is a large wheat field, and a much smaller vegetable garden is to your left, both just outside the 6-meter prefab plastisteel wall. Cameras sit atop the wall, panning back and forth across the front yard, and the lights glow on the large main gate.

Obviously, the colony has power, provided by solar panels laying flat atop all of the buildings. There is very little to discover here. If the PCs call out or waive at the cameras, there is, of course, no response. The door is powered, and controls are set into the wall right next to it. A Comtech check at -2 will allow the PCs to bypass the security door, or they may choose to use Heavy Machinery to somehow pry it apart or cut through (these options go for all security doors within the colony). Anyone wanting to climb the wall must make a Mobility check at -2, as there is nothing to hold onto; failure means

receiving 9 dice fall damage, with every success on an additional Mobility check reducing the damage by 1.

2. INNER YARD

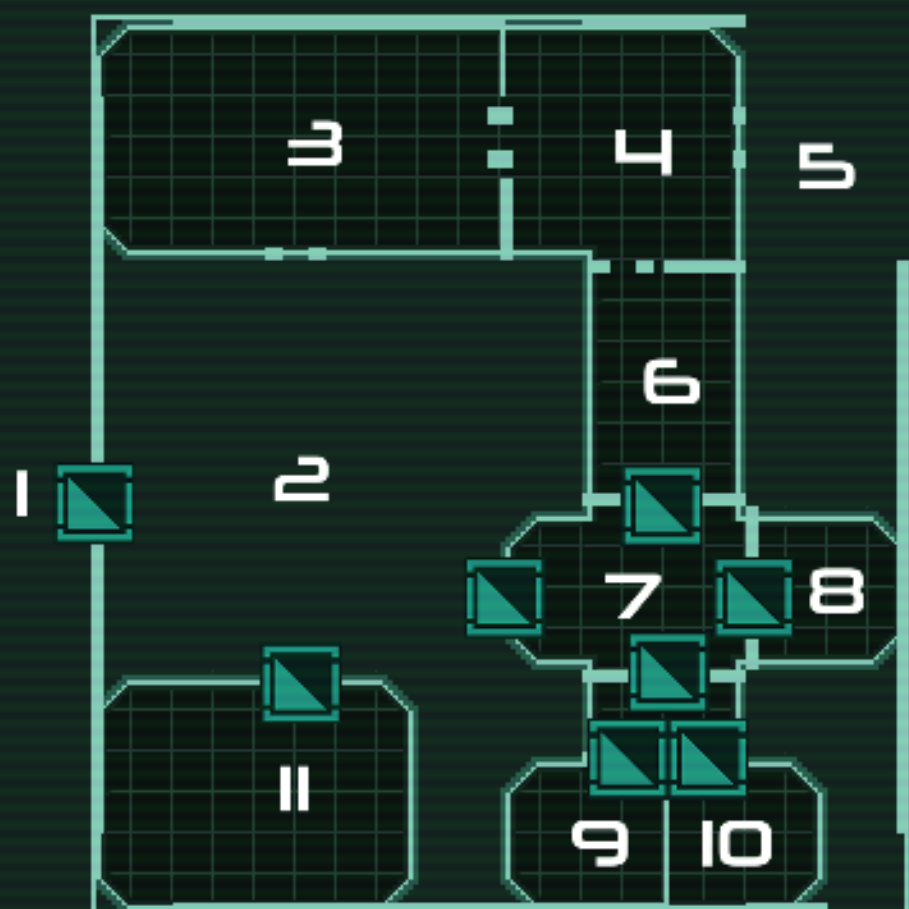
The door opens and you enter the wide, open area in the middle of the colony, easily 30 by 30 meters, bounded by buildings on all sides. A half dozen bodies strewn about the area immediately draw your attention. They're human, or were once, the flesh turned black as night, their bodies emaciated and hairless. Two are curled into fetal positions, while two more seem to hold each other in search of comfort. The final two look to the sky, one lying on their stomach, face turned upwards and the other on their knees as if they prayed. You also see clothing, jumpsuits and the like, discarded about the area.

As you get past the immediate shock, you see to your right is a 60-meter-wide building with writings stenciled on it and a security door as large as the colony's main gate. To your left is a building with a standard door that appears to occupy most of the colony's northern area. Almost directly ahead of you is another security door leading to a smaller building that connects to the northern part of the complex. Cameras scan the area.

This is, of course, the aftermath of the colony's bombing, and is more than enough cause for every PC to take 1 Stress. If you used the optional Story Card "Stirring In The Shadows", give that player 2 Stress.

There is very little the PCs will be able to tell from simply observing the area but allow them their investigations. The discarded clothing will all have Cyrillic writing with what appear to be name badges. Additionally, it's all covered in a sooty, ash like substance, which is the remains of the individuals wearing the clothing (though, no test will show this; they're all just carbon now). Autopsies or exams of any of the corpses will eventually show that all the victims' cells have been destroyed, presumably by some sort of biological or chemical agent.

ALPHA CASEA II COLONY MAP



SECURITY DOOR



DOOR



10M X 10M

3. HABITATION

You find yourselves in one huge room, easily 30 meters long and 20 meters deep. Row after row of bunks fill this room, each one with a footlocker and a small dresser / nightstand. The vast majority of these appear to have never been used, the mattresses still wrapped in plastic. Thin partitions between the bunks provide a modicum of privacy from the bunks to either side. You can just barely see over the partitions the top of an automatic door set in the far-right wall.

If the PCs search this room, or head for the door, they'll find the following scene:

You come around the corner of one of the flimsy partitions and gasp sharply at what you find! A man wearing a colonial jumpsuit of some kind lies on the floor, slightly propped up against the portable wall unit. He looks much like the corpses outside, the flesh of his face sunken in and his skin stretched tightly across his skull. His skin is pitch black and looks as if it is made of brittle paper, as if it will flake away and crumble at a touch. A large black stain covers the front of his jumpsuit, something like oil. A bolt gun lays next to him.

On the other side of the aisle is a man, no, a creature the likes of which you've never seen before, and it wears a similar jumpsuit to the dead man! The clothing is torn and damaged, but it is also stained with black fluids, as well as with what can only be blood. Its head is somewhat humanoid, but bulbous and elongated, and its skin is nearly transparent, allowing you to see the human skull inside. Also, its arms and legs seem to have been stretched beyond the fitted jumpsuit, and you can see black varicose veins spidering across its flesh. Its hands are curled up into bony fists, but you can see claws or, at least, vicious nails on the end of its fingers. The flat end of a heavy bolt protrudes from its forehead. It is surely dead.



If that doesn't call for a point of Stress, I don't know what does! This is, of course, a Freak Anathema, and it is absolutely dead. This individual survived the black rain and was taken into Habitation by his friend, before he mutated and tried to go all zombie apocalypse on the bolt gun wielding buddy. He beat his good Samaritan friend pretty soundly before vomiting black goo all over him. In the end, a bolt gun round to the head finished him, but the infection spread through our new victim pretty quickly. He died, blackened and calcified by the infection, never making it to the point of Freak. Lucky for him!

The PCs will find the bolt gun is empty. The dead man has one shot left in his pocket.

If the PCs continue to search the Habitation complex, they will find very little of use. It looks like there were only fifteen people living here, and their living areas have a handful of personal items, knick-knacks, pictures, journals, and the like. Everything is in Russian. If a PC reads Russian, he/she will not really find anything of use except that the colony was established about four months ago as the UPP continues to expand in the face of war with the UA. Alpha Casea showed promise with a goldilocks terrestrial planet, as well as a cold but habitable gas giant with many moons. Gas collection and mining

was of major interest to the UPP in this system, and the colony was the initial foothold. This information can also be found in Command (below), again if a PC knows Russian.

4. MESS AND FOOD STORES

This area seems to be a perfect 20 meters by 20 meters square. Tables and chairs fill the middle of the room, one of which still has a tray of desiccated food on it. Cabinets and cold storage lines the walls, no doubt filled with water, prefab rations, and other supplies. There are two other doors in the room, and the southeastern corner has stacks of cryo crates – the kind used to transport supplies on a starship. One is pulled out from the others, and a glowing green light indicates that it is active.

If the PCs feel the need to have a meal or drink some water, there is plenty of sealed supplies in the cabinets of this room. They may even look around and find a bottle of vodka or two stashed. Of more interest – several of the cold cabinets are filled to the brim with fresh vegetables and pork, two things you just don't get from a supply ship.



Inside the cryo container is one Doctor Yustina Kosnetsova. She was infected with the pathogen while trying to save the colony's Lead Citizen (Arina Vasilieva). The colony's Security Officer (Luka Makarov) was also infected and going mad; he argued over her attempts to save the manager, attacked Kosnetsova, damaged her hazmat suit and infected her. She swiped at Makarov with a scalpel, barely cutting his cheek, and he fled to his quarters in the south.

Knowing she was on borrowed time, she went back to trying to help Arina, but it was too late. The patient progressed to the final stage, and her body broke down and turned to black ash on the spot. With growing abdominal pain, Dr. Kosnetsova had a sudden epiphany that she might have one chance. She ran to Command, recorded the radio message about the contagion, as well as a log file with her plans to climb into a stasis crate. She then came to the Mess, where she knew she could put herself (and her infection) into stasis until help arrived. In a few months, the next supply ship with new personnel would arrive, they would hear the message and find her recording, and they could get her out of stasis once they had time to work on the pathogen. Unfortunately, she didn't plan on being found by someone else first!

If the PCs open the stasis crate, the good doctor will wake up almost immediately. She'll be groggy for just a moment before her pain makes her very suddenly lucid. I sincerely hope one of your PCs speaks Russian, because that's all our good doctor speaks, and that may make it very hard for her to explain exactly what the hell is going on here! Kosnetsova is in the grips of Stage II; her strength is heightened, her wits are lowered, and she will behave irrationally and uncontrollably. She'll try to put herself back in stasis, she will speak in rushed tones to the PCs, and will anger when they don't seem to understand her. It will be very difficult to calm her down (Manipulation check at -2) in any way, and she will not follow the PCs into Command, the Officer's Quarters or the Pig Pens. She will only go with them to their ship if they can somehow explain they have scientific and medical facilities on board.

Take some time on this, but when it is dramatically appropriate, have our poor doctor advance to Stage III and attack our PCs. Hopefully, they're armed!

5. PIG PENS

The door slides open to reveal the outside. The prefab wall that surrounds the colony fences in a large area here, except that the wall has been destroyed at the northeast corner! Through the gap you can see the forest in the distance, but where it seems that the forest should have come right up to the wall, there is only a blast crater and ash. Whatever caused this devastation, a few of the strongest, thickest trees still exist, but only as skeletal, blackened remains, a shadow of their former glory. The blast radius looks to be, easily, a kilometer wide! Within the southern part of the fenced area, there are animal pens, and based on the amount of mud, you think they may have been for pigs. But you see no live animals.



If the PCs inspect the pig pens, they will find two contain pigs whose bodies are in the same condition as the people in the colony's interior courtyard. They will also find that one pen contains this horrible creature you see on the left. It is recently dead, bloated and beginning to decay. If they inspect this creature closely, they will find that it was killed by someone skewering it with a rather giant implement. It was, of course, killed by one of the Yautja's Combi sticks, but our intrepid PCs have no way of knowing that!

Also, keep in mind that the radiation level here increases to 1 per turn, a major concern if the PCs are not wearing their spacesuits!

6. MEDICAL

The door opens to reveal a medical bay not unlike many, many others you've seen on other colonies and stations. Six intensive care beds line the eastern wall, and two surgical booths are on the opposite side. An exam table sits in the middle, upon which is a set of clothing and more of the black, sooty substance you found outside.

The remains on the table were once Lead Citizen Arina Vasilieva. There is little else of interest here, except for a vial of blood that the doctor took from Arina. It has turned thin and black, almost watery, and an examination of it in a medical or science lab will show that all the blood cells are dead, as is other unidentifiable cells that appear almost like a virus. If the PCs search, they can find medkits, a surgical kit and any standard pharmaceuticals. Also, Medical is radiation shielded.

7. COMMAND

A security door is set into each wall of this room. This combined with the banks of computer terminals and security monitors make it clear that you've found the colony's command center. There is no one here, but a soft, woman's voice plays from one of the monitors.

The PCs are hearing the message left on the low power radio by Kosnetsova as it plays over and over. If they look for where the voice is coming from, they will find a recording of her face on one of the monitors as she left the message. Everything here is functional, and the multiple monitors display camera views from around and inside the colony. If the PCs try to access anything, it is all on lockdown by IVAN. They will need to access the mainframe directly. Command also has shielding from radiation.

8. IVAN

The walls of this room are lined with panel after panel of blinking lights. Cold air blows vigorously from a vent in the ceiling, but it barely keeps the room below a normal room temperature as the system fights with the myriad hard drives and CPUs that feed into a floor to ceiling computer core in the middle of the room. There are several monitors and an access terminal with keyboard facing the door through which you entered, and a single black word is stenciled in Cyrillic text above the monitors.

ИВАН

The word means “Ivan” in Russian, and you would know that if you took those classes in high school your parents mentioned! This is the colony’s A.I. mainframe, and only Lead Citizen Arina Vasilieva and Security Officer Luka Makarov had the access codes to enter and access Ivan. If the

PCs want any information on what happened here, they will need to convince Ivan to give them what they need. Fortunately, he is a low level A.I. system (a rip-off of Seegson’s APOLLO), and all he understands is strength. A difficult Comtech check (-2) with a turn of work will get the PCs into the system.

Ivan can provide the PCs with all logfiles from both Vasilieva and Markarov, as well as a few from Dr. Kosnetsova, both written and audio-visual. Everything is, of course, in Russian, but it contains all the information about when the colony was established, for what purpose, and a supply ship schedule. Additionally, they can now access all the security footage across the entire colony, including the bombing and the immediate aftermath. However, there are ten cameras recording footage 24 Earth hours per Earth day for the last three months – that’s about 21,600 hours of footage to watch through! Without knowledge of the timing of the incident here, a difficult Comtech check (-2) is required to find the bombing and its immediate effects. More than likely, the PCs will want to download as much of the data as they can for viewing later.

If they watch footage from two days ago, there is the possibility that they will see the shimmering outline of a cloaked Yautja pass through the cameras’ views. The recordings are grainy, black and white images, so this should be easily dismissed as some kind of error or trick of the light. However, the PCs may just find the image on multiple cameras, perhaps doing incredible things, such as jumping the wall.

Ivan’s mainframe room is shielded from radiation like Medical and Command.

9. LEAD CITIZEN VASILIEVA'S QUARTERS

You find a sizeable suite of private rooms here, a substantial amount of luxury for and colony, especially UPP. It begs the question how much they believe their own utopian dogma. Clothes, colony jumpsuits and feminine undergarments mostly, are strewn about the main room and sleeping area, which contains a freestanding bed. The main room holds a spartan couch, a monitor, and a network terminal. A doorway next to the sleeping area leads to a bathroom complete with toilet and shower, and a kitchen area adjoins it as well.

There is nothing here the PCs can use or glean information from. Vasilieva kept all her logs on the colony intranet, and IVAN has all terminals currently locked down. Other than that, there are some expired UA issue prefab meals and some refilled bottles of water here.

10. SECURITY OFFICER LUKA MAKAROV'S QUARTERS

You find a sizeable suite of private rooms here, a substantial amount of luxury for a colony, especially UPP. It begs the question how much they believe their own utopian dogma. The rooms are very well ordered, with nothing out of place and nothing you would identify as personal. If it weren't for the slightly disturbed bedding, you would wonder if the room was used at all.

Much like Vasilieva's quarters, there isn't much of use here. However, as the PCs look around, they will find the body of Luka Makarov in his kitchen area, slumped against a cabinet. He is dead, his body having blackened and calcified much like the others the PCs have found. Several empty water bottles surround him, and his AK-4047 lies on the floor next to him. It is loaded, and the PCs will find an additional reload in one of his pockets, should they look. A search will find \$50,000 UPP under the mattress.

11. VEHICLE DEPOT

This huge building contains a vehicle of some kind that is partially disassembled, as if someone was interrupted while working on it and never returned to complete the job. There are a great many tools here of various kinds lining the walls and workbenches, as well as something that looks suspiciously like a power loader, though it has Cyrillic text on it.

The power loader is a UPP knockoff, but it has all the appropriate stats and is completely functional. The vehicle is a UPP Ox that has been disarmed for civilian use. A roughneck was working on the drive system when the bombing occurred. It can be made operational again with a Heavy Machinery check and a shift worth of work. This area also contains maintenance jacks, cutting torches, bolt guns and any other tools the PCs could hope for. A dedicated search will also turn up one Mechanical and one Electronic part which can be used for ship's repairs.

If the PCs really want to spend the time to repair the Ox, they're welcome to it. However, their ship does not have a vehicle bay, so they really have no way to store, maintain and keep it charged. The power loader, a very valuable piece of machinery on the other hand, could certainly be locked down in their cargo bay.

WRAPPING UP

Now that wasn't so bad, was it? This scenario was meant more as warm up for the PCs, as they had more to fear from the environment and their own bad dice rolls than from xenomorphs or enemies (though, there is one nasty to deal with unless they act fast to prevent it!).

It is likely that the PCs will spend some time in their own Med and Science Labs doing research on samples and the like. This will probably bring up more questions than answers; they simply shouldn't have the time to

decipher Genetic Accelerant A0-3959X.91-15, except to the extent of understanding that it is some kind of mutagenic pathogen. Controlled, its capabilities could be astounding, both medically and as a weapon.

There is a good chance that they will spend countless hours reviewing footage from the colony as well. In this case, ask which PCs are watching which feeds, from what time stamps they're starting and at what replay speed. Ask for Observation checks (at a -2 due to the poor video quality) – they should be able to see the bombing and its aftereffects easily enough, but the Observation checks are to see if they spot the Yautja, which could appear on multiple screens. Dramatically, it would make sense to assign stress to anyone seeing the attack and deaths of the colonists, and perhaps giving 2 Stress if a player with the “There's Something In Those Trees” Story Card catches a glimpse of the cloaked Yautja.

Also, when reviewing the video of the bombing itself, a PC just might catch a glimpse of a ship eclipsed by the red sun of Alpha Casea. A strange, enormous C-shaped vessel.

The PCs will likely want to report to the UA authorities at Arcturus (after all, their contract essentially requires it), but there are no network nodes out here beyond the Frontier. The only way to report is to return. This will put them through weeks of intense, exhaustive debriefing with UA colonial officials, Marshalls, USCMC intelligence officers and scientists. The news of the UPP expanding beyond the Frontier is concerning enough, but to have the colony black bombed out of existence terrifies the UA, as they always assumed it was some UPP weapon. But why would the UPP bomb their own people, especially at a site with potential? This would be the time to introduce Lt. Col. Price, perhaps for one more final interview about everything the PCs saw, found, analyzed, etc. In the end, he will expect the PCs to hand over all information, downloads, and samples they retrieved from the colony, and then he'll make one final decision – to cancel their contract effective immediately. If asked what they're supposed to do, he'll say, “You better start trucking freight.” Price will have the PCs sign the NDAs and make it very, very clear that all this information is now considered classified, and if they tell anyone anything, they'll find themselves in a military prison. He will endeavor to keep an eye on the PCs for some time.

We also may have a particularly nasty detail – infected PCs. Keeping them in cryo is a way of keeping the disease from advancing, but there is absolutely no way whatsoever that Price doesn't have dossiers on the entire crew. If the PCs try to hide infected members in cryo, it won't work – their ship will end up being searched by Price and those crew members will be taken into medical containment. Have those players generate new characters to be integrated into the crew, but don't worry, they're not dead yet. For good or ill, we'll see them again.

Price, while he knows nothing specific, is in a position to find out information if one of your PCs has “The Truth Is Out There” Story Card. That player may make a Manipulation check to get him to look into it, or perhaps offer information quid pro quo.

One last note, if the PCs push him for additional pay, he'll cough up an extra \$50,000 – an easy sum to come up with in a pinch. He'll thank them for their patriotic service to the United Americas, and the interrogation will finally end. Whether they push for extra payment or not, they were paid \$200,000 with payments debited for \$153,000; so, the PCs still made a net profit of \$47,000.

This will leave the PCs without a contract but with a hefty monthly payment. Allow them to roam about Arcturus, perhaps drowning their sorrows, resupplying and hiring any additional help if necessary (in case a PC died), while they try to figure out their next move.

Last, assign Story Points for those who at least made a significant attempt to complete their agenda, as well as XP and anything else that needs to be wrapped up.

SCENARIO 2: THE NEXT MOVE

WHAT'S THE STORY, MOTHER?

3RD MAY 2184

So, here you are. Your ship awaits you in one of the Kivas here on Arcturus, but waits for you to do what? Your contract is gone, and you're still going to have bills to pay. You're going to need to find a job and soon, because you don't have enough cash to make your next ship payment to Lockmart. You return from the Trading Post with additional supplies, and one of the Arcturian roughnecks that works the area stops you and presses an envelope into your hand. He says in his alien accent, "Pretty lady asked me to give this to you." He walks away as you glance around, but you see only Arcturian roughnecks as they go about servicing and refueling vessels in the Kivas. Inside the envelope is a handwritten note that says, "Need a job? Meet me at 10 pm Earth Standard Time," with a rough map leading into the housing near the southeastern butte.

*Need a job? Meet me at 10 pm
Earth Standard Time!
Make sure you're not followed!!*

WHAT'S REALLY GOING ON?

Rose Whitehill is here on Arcturus with a half dozen SSI security personnel (including Dwayne Hicks, though the PCs will never see him) investigating the "Star Teachers". She will contract the PCs and send them back to Alpha Casea II to gather more samples and information before the UA or UPP arrive to nuke the site.

The fact is the USCMC has already sent a ship to Alpha Casea and found nothing beyond what the PCs already told them. They've already returned to the Crestus Sector to await orders from Price, who would prefer to nuke the colony from orbit, but with the recent events of the Frontier War and that it is a UPP colony, the USCMC has deferred to their UPP counterparts.

While the PCs investigate, they will encounter Neomorphic Egg Sacs, several Adult Neomorphs born a day ago from some local wolf-like fauna (stats as Juveniles), a squad of UPP Space Operating Forces and a very curious Elite Yautja.

MEETING THE PRETTY LADY

The note is of course from Rose Whitehill, who is on Arcturus and operating under the name Mayme Knight. Through her extensive contacts, she has become well informed on what the PCs ran into on Alpha Casea II. She also knows that the PCs are without a job, and she will be ready to fill in for their employment needs. Additionally, she has already investigated the PCs thoroughly and knows most everything about them, maybe even facts that are less than public.

Rose will NOT mention SSI by name, or any of its employees; in fact, she will not indicate that she represents a company at all. If the PCs push the matter of who she works for, she will not come clean under any circumstances, and the name Mayme Knight will not bring up anything on the network or otherwise. No matter how creative the PCs get, they should not find any information on her.

If the PCs heed the note, have whoever follows the map make an Observation check. On a success they're certain that they are being followed by a human male in a colony standard jumpsuit. If they make a point of veering off the map to see if their shadow continues to follow them, give them a good chase – they turn a corner and peek to see him still following; maybe he sees them and suddenly stops to check his watch. They can handle this a few ways, but in the end, let them escape their shadow. If the PCs decide to suddenly turn and confront him, he'll act innocent, then indignant and push his way past them as if they're keeping him from being somewhere. The man is an USCMC corporal assigned by Price (not directly, but by a Lieutenant) to keep an eye on the PCs. As soon as they give him the slip or warn him off, he'll leave the area and report back to his CO.

The map leads the PCs to one of the small mud brick homes the Arcturians live within. When they knock, the door will be opened by a female Arcturian who smiles warmly and invites them into her home. It is plain and spartan with a stone floor and several pieces of basic furniture. She'll see to their refreshment needs and say, "One moment," and then she'll disappear through a doorway in the rear of the room.

True to her word, a moment later Mayme Knight (or Rose Whitehill if you prefer) will appear. Play Rose as outgoing and friendly with one of those winning smiles that just melts defenses. She will thank them for coming and assure them that what they discovered on Alpha Casea II is of the utmost importance, not just to the UA but to all mankind. The USCMC may have taken all their data and samples, but that doesn't mean they can't get more. That is precisely what she wants to pay them to do. It should be easy; they've already been there once, know the layout of the UPP colony and know what to expect. Get there, get in, get the data and samples, and deliver them to her here on Arcturus.

It's a two-month job, and she's willing to cover their monthly lease payment for that time, plus basic expenses, plus \$10,000. She'll also provide a half dozen stasis crates to contain whatever biological samples they take. She will even provide two SSI security professionals, if the PCs seem to indicate they may need the help.

If the PCs balk, she'll appeal to their humanity, reminding them how important this could be, that these border bombers are not just attacking UPP colonies; they don't seem to understand or care about Earth politics. Whomever it is has a very powerful biological weapon, something no one has ever heard of, and it's important

that we understand it before they strike again. Also, do we really trust either the USCMC or the UPP Space Operating Forces to do what's right for humanity? We're lucky they haven't already nuked the site from orbit!

If that doesn't work, she'll simply say, "I can hire another crew. Probably for less. But you've already been there. So, let's just get down to it, what will it take?" In the end, Rose is authorized to agree to almost anything (assuming it isn't outright illegal or completely ridiculous). She'll have them sign the standard contracts and NDAs, including that they make a full, detailed report and turn over any samples or data recovered, including any research or studies they do after the fact.

RETURN TO ALPHA CASEA II

The PCs should have a good idea what they're looking for and how to find it. Unfortunately, Price's marines have already come and gone, and they have torched every single body they found, including that of the mutant pig. Make sure you describe the carnage they saw just two months ago is now completely reduced to ash, and even allow them an Observation or Survival roll to determine that it the cause was military grade incinerator units. Also, Ivan's computer core has been wiped clean.

There is very little evidence of what happened here, except the genetic accelerant. Having previously atomized into the atmosphere, it has begun to settle down and Neomorphic Egg Sacs are beginning to spread throughout the continent looking for hosts, and some have been found. Four members of a local wolf-like species ran across a clutch of them in the woods just a few hundred feet away from the colony. Already growing sick from low levels of radiation, the pathogen worked quickly, and the wolves birthed Neomorphs just two shifts ago. They have since grown to adulthood (though they have the size and stats of juveniles), and they will die in another shift. They are in the nearby woods, and the PCs may hear their bizarre hooting howls in the distance; this should be cause for +1 Stress as the last time they were here, there was no sign of native fauna.

If the PCs investigate the now overgrown wheatfield or the vegetable garden outside the colony's walls, they may very well find the Neomorphic Egg Sacs, as well as activate them. Hopefully, they remembered to wear their suits after last time! Even if they don't investigate these locations, as the PCs investigate, feel free to find a good spot outdoors to find the egg sacs.

But, you see, there's a complication. While the USCMC has already been here, the UPP have not. An *Accipiter-class* dropship tachyon shunted its way into the system just as the PCs' ship made planetfall. The PCs would not have detected the UPP due to their sensors being temporarily offline as they entered the atmosphere, but the UPP certainly saw them and are following them down.

The UPP will land as soon as the PCs enter the buildings again, deploying four SOF Commandos and one MSS Lieutenant Kir Egorov, all wearing CCC5 Compression Suits. They all have AK104 Suit Guns except the Lieutenant. If the PCs didn't think to lock up their ship, the Lieutenant will have two Commandos check the ship while he and the other two move in on the colony. Otherwise, his entire squad move in at once.

They will enter Command just as the PCs come out of Ivan, and a very tense situation will occur. It is highly unlikely the PCs will choose to fight a heavily armed group of UPP soldiers, but I learned a long time ago that players will often do the unexpected. Come what may... It's much more likely that the PCs will stand down immediately, putting forward a story as to their presence, be it true or false. Egorov will question them relentlessly, accusing them of espionage or even sabotage. He'll have one of his men check Ivan, and he will of course return with bad news. This will push Egorov harder in his questioning, and he'll even begin to threaten them with his injection pistol (truth serum, sedative, whatever you think will push the tension forward).

Whether he believes them or not, let the PCs think he doesn't. That should make everything suitably tense. Just when it seems like they're all going to die (or be injected with something), Egorov will let up. He has no intention of violating any human rights, but he figured the PCs didn't know that. By now, they've given him the truth.

Also, if his men find any UPP equipment or property on board their ship, he will accuse them of piracy, which is punishable by death in the UPP.

Egorov is not going to let the PCs leave with any information, samples, or evidence of any kind. But he has other problems that may only now become clear...

You see, there's an Elite Yautja, Silent Pike (NPC section), hanging out on top of the Vehicle Depot. He decided to investigate Alpha Casea II with the reports brought back from the Leader and the Young Blood. Word of what happened to the Oomans here reminds him of tales of an ancient Yuatja enemy, and he wanted to see the evidence for himself. He arrived just a day ago, and he has been weighing his options. There is a noticeable lack of evidence, but he has retrieved a sample of the Neomorphic Egg Sacs for bioanalysis. Also, he has just become aware of the Neomorphs in the woods. He thinks they may be able to sense him somehow, but they haven't moved in on him. More and more Oomans keep arriving, throwing the Neomorphs off their game.

Even if the PCs are armed, he's probably not overly concerned with them. They don't look like warriors, unless of course they brought SSI muscle with them. In that case, he'll probably start looking for opportunities to pick those guys off one by one. However, he is very interested in the UPP squad, as they look like a Hunt just waiting to happen. Obviously, he is very intelligent, so he has no intention of taking them all on at once. If the Lieutenant split his squad, he will try to eliminate the other two men one at a time. He may not go after two at once, unless he is certain to eliminate the first before they know what is going on.

Right about the time Egorov decides to let the PCs know he's not going to torture them is when all hell breaks loose, either with Neomorphs, the Yuatja, or both. From there, it should be a harrowing mix of combat, chase, and cat and mouse antics throughout the colony before the PCs escape. The PCs should escape, but if they do something dumb, don't hesitate to make them pay for it.

A few things to keep in mind:

- Silent Pike will only attack the PCs if they show hostility or show themselves to be a worthy foe. He'll focus the UPP and Neomorphs first.
- The Neomorphs have no such qualms.
- Silent Pike will not drop his cloak at any point, unless in a single duel with a worthy opponent (which doesn't exist here in his estimation).
- If one of your PCs is an android, the Neomorphs will not attack them until they attack first. Silent Pike will not even see the android, as he is using infrared. If the android speaks, he'll realize the Oomans have brought a puppet with them, changing to a different visual spectrum to see the android.
- Silent Pike will not prevent the PCs from leaving Alpha Casea II. In fact, as the last PC closes the airlock behind them, they may just hear some far-off laughing. He will, however, eliminate all of the UPP troops and the Neomorphs.

MEETING KNIGHT (WHITEHILL)

The big question here is how much physical evidence the PCs really made it out with. Hopefully, they had the forethought to reclaim their samples as they began to run. Without them, they don't have much to get paid for. Between the Egg Sacs, and the Neomorphic Motes that come from them, the PCs should have enough to analyze to connect it to A0-3959X.91-15; they should start to see genetic similarities, even some of the same DNA. It would be amazing if they had managed to snag a Neomorph body as well! Analysis of one would probably show that the Motes eventually grow into the Neomorph itself, a truly astounding find. If one of your PCs has "The Cold Hand of Death Awaits", this information should start to give them some ideas. If the accelerant were somehow controlled, somehow programed, could it actually cure medical conditions? What if they found genetic markers in common with human DNA?

It would be even more incredible if the PCs managed to get a sample of Yautja blood. Yautja blood cells will live for days, showing incredible resilience and even regenerative properties - something else to consider. But also, the DNA contains markers found in human and Neomorph DNA, as well as the black goo.

Eventually, the PCs will go back into Cryo, as they can only stay at FTL for up to six days while awake without ill effects. They will be awakened by APOLLO early, as a priority message has been received from Mayme Knight, diverting them to a rendezvous location in space instead of Arcturus. The message is encrypted, requiring a Comtech check to crack. As suspicious as this is, the PCs probably won't feel that they have much choice. The rendezvous is less than a parsec away, so the PCs don't have to return to cryo for the rest of the trip.

Knight (Rose) had to leave Arcturus quickly. She thinks she was very close to finding an Engineer temple (not knowing that it had already been cleaned out of everything during Operation: Arcturian Apocalypse), but Price and some of his Spec Ops goons were starting to notice her sniffing around. She thought it best to vamoose before they decided to pick her up. She made multiple, random FTL jumps before heading to the rendezvous coordinates she sent the PCs. She waits there in her ship, *SS Rousseau*, a G-class shuttle with Stealth upgrades.

This should cause quite a surprise for the PCs as they arrive, don't detect her on scans, and she reaches out to them via communications. They'll only see her ship when she gets close. She'll ask them to line us up and connect their docking umbilical and come aboard.

As the PCs make to come aboard, two SSI security team members will open Rousseau's airlock from their side. They are armed and ready with SSI AR-40s and armor, which the PCs may recognize as very similar to the USCMC's equipment (your call). Whitehill may be employing the PCs, but she is far from trusting them.

One will report through his comms, "Crew aboard, ma'am."

She will reply, "Bring them to my suite, please."

"Yes, ma'am. This way please," and he'll lead the way through the tiny ship. The other guard will fall in behind the group. The other four are scattered throughout the ship doing various things and will respond if there's trouble.

The PCs will reach a closed security door with a camera above it panning left and right. The camera stops, pointing straight at them, and the door opens with a hum of motors. Inside is a lavish suite, at least lavish by G-class ship standards, probably taking up a third of the ship's interior square footage. A real wood, cherry four poster bed is against one wall, and to its left is a video wall with a beautiful beach vista, complete with gentle waves and surf. In the middle of the room is Whitehill, gazing at the beach and sitting at a white topped, light pine table. She is eating a what appears to be a real breakfast!

She glances up as the door opens, smiles, wipes her face with a napkin and moves to shake hands with the PCs. She'll listen calmly, her smile never faltering, as the PCs explain what happened. She's a very observant individual with strong intuition; she'll have a gut feeling if the PCs are leaving something out, and she'll call them out on it. Remember, she employed them, and the terms of their contract are clear.

The only way her calm demeanor and constant smile will falter, and even then, for just a millisecond, is if the PCs bring up the unknown, seemingly invisible stalker that they and the UPP also encountered. Allow the PCs Observation checks to notice this. She will press them immediately for details about this encounter, anything they can remember, no matter how apparently insignificant.

In the end, Rose still should neither tell our PCs anything, nor answer any probing questions about who she is, who does she really work for, and why is she so interested in all this? To be fair, allow the PCs to make an opposed Manipulation roll against Rose; with her having 9 dice, they really shouldn't win this without amazing dice luck (or bad luck like what I get when I roll for Xenomorphs while GMing) or using a Story Point.

If the PCs somehow pull this off, she still will not tell them her real name or who she works for. However, she will sigh and say, "I work for an independent firm whose only concern is the advancement and protection of mankind from other world lifeforms. We are a small organization but with substantial means, and we've been doing this for decades. During that time, it has become obvious to us that many different factions – within the UPP, UA, and some of the mega-corps – have been working to secure these lifeforms and their technology for their own profit."

If called out on her company's altruistic goals, she will smile, nod, and admit that the company has goals that involve profits, but it doesn't change the fact that they are true to their mission statement. If the PCs make a bullshit check, it will absolutely ring true whether they succeed or not.

If asked why she bailed from Arcturus and arranged to meet the PCs out in empty space, she'll shrug it off and say that in her position it's important to remain fluid and adaptable in case she is needed elsewhere.

When the PCs reach an obvious stopping point in their conversations, she'll continue, "So, now you know quite a bit, but you don't have a full picture. I don't think any of us do, but I'll tell you one thing I do know. This genetic accelerant is known by some people as A0-3959X.91-15; we believe it was first cataloged by Weyland-Yutani, perhaps as far back as when they were just Weyland Corporation. What you have found so far is not a pure sample. It has already been... genetically programmed. However, it may be enough to develop a vaccine of sorts."

If you assigned "The Cold Hand of Death Awaits" Story Card, she'll look directly at that PC and say, "If we can find a pure sample, who knows what kind of life prolongation could be possible."

If you did not assign that Story Card, but at least one PC is on ice in USCMC custody, she'll say, "If we can find a pure sample, perhaps then we'll have what we need to save your friends."

If neither of these apply, she'll say, "Now, we need to find a pure sample so that we can learn how to fight it."

If the PCs circle back to the Yautja, she will have nothing to say about it unless they pull some Story Point bullshit on her ass. In which case, she'll only say that her organization has been aware of their existence for some time. If one of your PCs has the Story Card "There's Something In Those Trees", this is an opportunity for Rose to look at that PC and say, "They've made incursions onto colonized worlds before."

She'll conclude the meeting with, "Return to your ship and wait. Within 48 hours, I'll have your next mission."

If the PCs push back, she'll point out that they have no place else to go – the UA isn't going to pick them back up, the USCMC is probably looking for them, and their ship doesn't have enough cargo space to be an efficient

cargo hauler. Combine all that with the high payment that comes with a science vessel... well, that's a bad mix. Her company will keep them under contract and pay very, very well. In fact, they've already arranged to make the PCs' next ship payment for them, assuming they stay on board. At that point, she'll nod to her security personnel who will escort the PCs back to their vessel.

On a final note, the PCs may have come to realize that information is Mayme's (Rose's) business, assuming she didn't tell them that outright. She may be somewhat compassionate toward, or be able to be manipulated by, your PC with the Story Card "The Truth is Out There" to find out information about that character's lost loved one.

WRAPPING UP

Rose will reach out to Dutch via the network on a heavily encrypted line. If they check, the PCs will see that she is communicating with someone, but they should be unable to break the encryption, regardless of how many successes on Comtech they roll. If anyone uses the "new or unexpected information" stunt, they will find that she is talking to someone all the way back on Earth on a terminal registered to a company called SSI. Allow the PCs to look SSI up, but don't give them a substantial amount of information about the company. Give them a shot at doing whatever else they will, and then move on to the next Scenario!

By the way if the PCs decide to just bail, she won't stop them, but she will open a channel to them to let them know they're making a big mistake. They can make a difference, and her company can put them in position to make that difference. Plus, maybe make enough cash to retire while doing it. If the PCs really want to go off the rails, you kinda have to let them; just make adjustments moving forward or insert a scenario of your own just to bring them back around to Rose and SSI.

SCENARIO 3: HUNTING FOR CLUES

WHAT'S THE STORY, MOTHER?

4TH JULY 2184

It didn't take 48 hours for Knight to reach back out to you. She dropped a message over to your ship, and then *SS Rousseau* jumped into FTL. It says:

"Sorry, I had to run. Go to LV-1052. There's a Wey-Yu station in orbit there supposedly performing medical research. Infiltrate it and gain access to their network. Maybe we'll get lucky and find what we need there, but if nothing else, you should be able to find some reference to this A0-3959X.91-15. Get everything you can and get out. Keep your eyes open and watch your backs. Your next lease payment is covered, and if you get what we need, quite a significant sum will be transferred into your account. Meet me at these coordinates on Bracken's World afterward."

LV-1052 is only about three and half parsecs away from your current position, mostly Trailward and slightly Coreward. From there, Bracken's World is two parsecs Rimward. The whole loop will take just over a month.

WHAT'S REALLY GOING ON?

You may recognize LV-1052 from my one-shot *The Hunt*. If not, no worries, here's the deal...

Wey-Yu does use LV-1052 for research, but not as one may think. Supply ships are brought in on occasion, containing terminal patients or lifer prisoners who have "donated" their bodies to science. These poor individuals have been impregnated by XX121 Facehuggers, have been put on ice and are just waiting the opportunity to pop.

LV-1052 is a mostly aquatic planet with a handful of islands and archipelagos, some of which have Weyland-Yutani observation posts on them and 6-meter tall high-voltage fences. Wey-Yu sometimes drops a test subject on one of these islands and watches how the Xenomorph births and evolves. Fortunately, there are nearly no land animals on LV-1052, making it ideal for such research.

Wey-Yu made a contract with a rich hunter named Zeus McCarthy, who paid a ridiculous sum for the opportunity to hunt an XX121. Unfortunately for him, his daughter and the crew of the *SS Selena* that brought them there, a Yautja had dropped in for a hunt as well. In the end, McCarthy and one crew member were killed, and while the rest of the crew managed to defeat the Yautja, he activated his self-destruct mechanism, destroying their ship. The survivors were "rescued" by Weyland-Yutani.

After enduring multiple indignities, such as radiation scrubs and thorough, invasive medical exams, the three survivors (four counting a Wey-Yu scientist) were kept aboard the station for extensive debriefing. Alfredo Villa Lobos, the crew's pilot, disappeared within two days, while Maggie Brooks (ship's captain/owner) and Kellie McCarthy (Zeus' daughter) were kept for further debriefing (the latter being mostly non-responsive).

Alfredo had been contacted by Rose prior to *SS Selenia* leaving port to take Zeus on his safari, and she offered him a lot of money to bring back as much information as possible regarding Wey-Yu's operations on LV-1052. When the station's security officer finally beat this out of him, she spaced the poor guy.

In the meantime, the cryo pod of one of the latest batches of test subjects has been slowly leaking, and it finally gave out. Within minutes of the subject thawing out and waking up, a Chestbuster did its thing, eventually molting into a drone and breaking through the pod. The drone was loose on the station before Weyland-Yutani knew what was going on. In the confusion, Maggie effected an escape from her holding cell and attempted to retrieve Kellie. She quickly realized that she had to evade both Wey-Yu employees, as well as the Drone. Eventually, it caught her as well.

By the time the PCs arrive, the Drone has evolved into a Soldier (standard), and everyone on the station is dead or ovo-morphing, excluding Kellie still trapped in her cell and Maggie who has just been encased in resin to ovo-morph. The Soldier has worked very hard to build a Hive in the station's cargo bay. It's currently in the ventilation system, looking for a way to get into Kellie's cell as she is the last human left on board.

To make matters worse, our friend Silent Pike is back as well! He was in the neighborhood when he received a sensor alert – the detonation of the Yautja arm computer on the planet below. Looking into it, his long-range sensors detected the presence of *kiande amedha* on the orbiting station. He will arrive and dock his Interdictor with the station about an hour (6 turns) after the PCs arrive. The Hunt is on. He will, of course, recognize the PCs' ship and the PCs themselves, and their presence, again, will cause him some puzzlement. That being said, he will not attack them unless they show hostility, attempt to steal any of his technology, or disrupt his Hunt.

The station is fully functional, complete with power, gravity and life support, and internal sensors are online.

Of course, SSI is not aware that any of this has happened, as it's all occurring towards the end of our PCs voyage to LV-1052. The PCs are Rose's backup plan in case Alfredo Villa Lobos fails.

THE STATION

When the PCs arrive, the station will be completely operational but apparently devoid of life. All is very still. They will not be contacted, as would be standard protocol when a ship approaches a station, but also they will be able to raise no one. A successful Piloting check is necessary to pull the ship up to one of its airlocks, followed by a Heavy Machinery check to connect. Last, the airlock door will not open without either a Comtech check to hack the terminal or a Heavy Machinery check to crack open or cut through the door.

The PCs will obviously begin to look around, quickly concluding that something just isn't right, but they have a job to do. The information our PCs seek isn't really here, but there are some clues and important revelations and epiphanies to be had. The station's personnel and disposition are as follows:

- Cheryl Greene (Station Manager, ovo-morphed)
- Santo Torres (Security Officer, dead, Galley)
- Dr. Elbert Jensen (Lead Scientist, ovo-morphed)
- Dr. Date Usagi (Medical Officer, dead, Medlab)
- Chris (android technician, braincase penetrated by Xeno's head bite attack, Upper Level Lobby)
- David Fujikawa (medical/scientific aid, ovo-morphed)
- Larissa Geis (Station Engineer, ovo-morphed)
- Howard Hines (Asst Engineer, dead, Cargo)

Each individual has a PDT chip, tracked by the Security Terminal, as does Maggie Brooks and Kellie McCarthy. Maggie's and all the ovo-morphed personnel are pinging from the Cargo area. The various dead persons ping in the location of their corpses, except for poor Howard Hines'. Most of the poor guy was dissolved by acid when Geis shot the Xeno with a bolt gun!

The android, Chris, might be of some future use to the PCs should he be repaired. His memory banks are mostly destroyed, wiping his memory by and large, but his base programming as a technician is still intact. The stats for Chris, as well as Maggie Brooks and Kellie McCarthy can be found in the NPC section, and all of them may make valuable additional PCs in a pinch!

Every crew member had an ID card that could be swiped in a door or terminal to provide access to various parts of the station, and it is up to you where the cards are located. They will likely be near the ovo-morphs, having been shed along with clothing during that process, or with the remains of dead station personnel. Each card has different permissions:

- Station Manager Greene – entire station
- Security Officer Torres – entire station except MU/TH/UR and Science
- Dr. Jensen – entire station except Security
- Dr. Usagi – Medical and Cargo only
- Chris – entire station except MU/TH/UR and Security
- David Fujikawa – Medical, Science and Cargo
- Geis – entire station except MU/TH/UR and Security
- Hines – Cargo

Let's talk about the Soldier for a moment. When the PCs arrive, it will be in the vents on the upper level, trying to find a way into Kellie's cell. Unfortunately, the vents are too small for it, and it already tried breaking through the door (that's why the glass is smashed into her cell). If the PCs begin clunking around the hallways, calling out or using the station intercom, it will become very aware of their existence and begin stalking them. It will look for opportunities to nab PCs when they are alone or in pairs. It's aggressive and powerful, but it won't go after the entire group at once, unless it thinks it can grab one PC and get away quickly.

Then you have Silent Pike. He only cares about hunting XX121, but he is definitely not above using the PCs as bait. He may even record the PCs voices and throw them to lure the Soldier to them. He wants to find the nest, eliminate the Soldier, take his trophy, and then set the station to explode (thereby eliminating all traces of XX121). He will only attack the PCs if they directly confront him or show threatening behavior. He's simply not there for them.

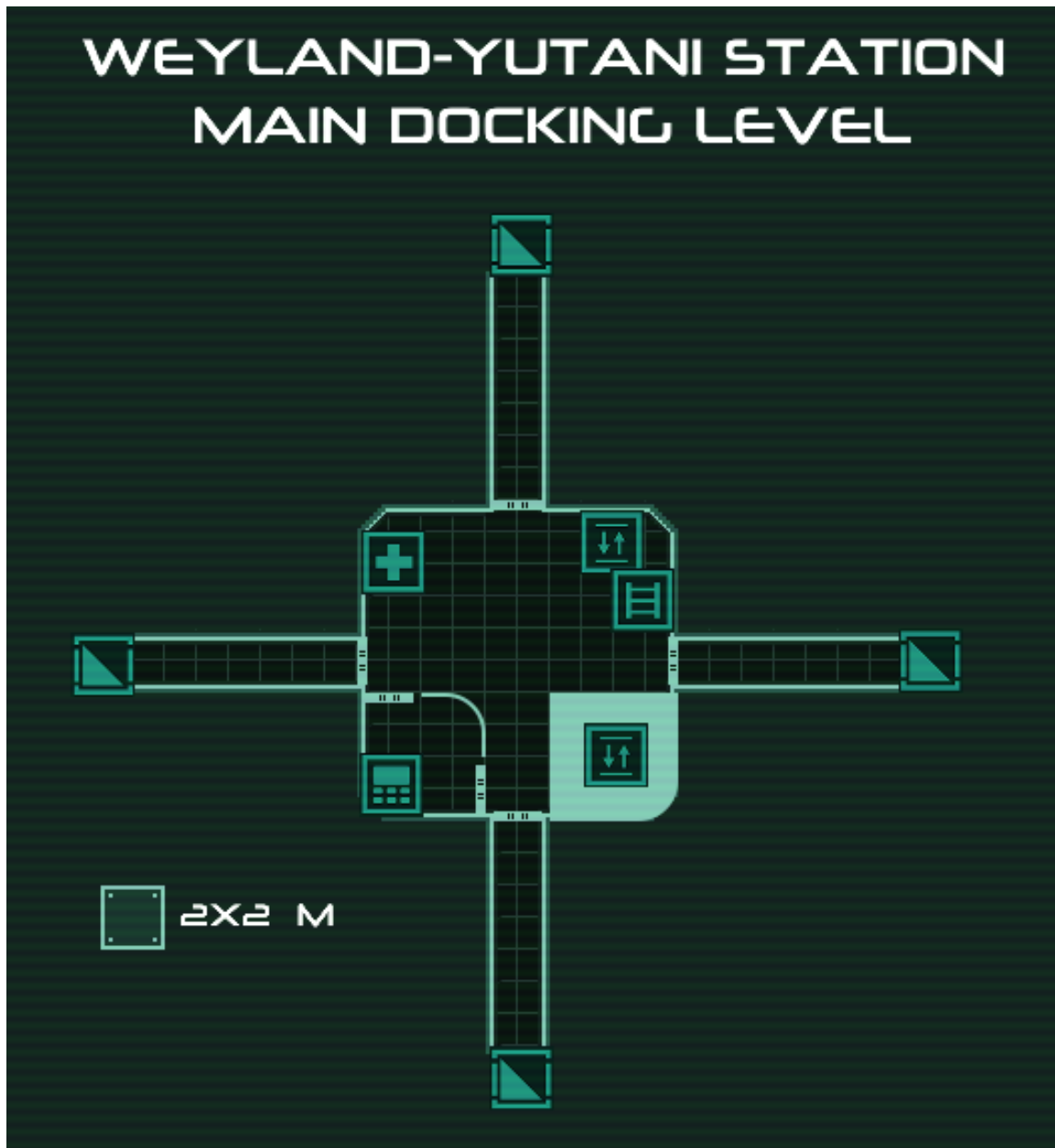
COMBAT IN THE STATION

There's a reason people don't shoot guns in space! Any interior wall (including the floor) has 3 Health and 0 Armor. Any wall making up the exterior of the station has 5 Health and 5 Armor, including the floor of the Lower Level and ceiling of the Upper Level. Keep this in mind when Acid Splash occurs or if the PCs miss a ranged attack while on the station. It is assumed that these attacks will hit the appropriate place on the station and do damage. A hull breach would be bad.

As a side note, while Silent Pike believes he would survive such a thing, he's too smart to be willing to test it. As such, he will not be using his ranged weapons unless there is absolutely NO CHANCE of hitting an exterior wall or bulkhead.

THE DATA

It seems safe to assume that, especially once they know they're in danger, the PCs will not hang around to read every e-mail between the station staff and their Wey-Yu overlords. More than likely, they'll want to download as much as they can to datasticks, a PDAT or some other device. Someone may even think to uninstall and take hard drives. Let them be creative and do what they will, and if they're foolish enough to sit down and read it all... oh, well.



MAIN DOCKING LEVEL

On approach, the PCs will note that the station's docking airlocks appear to be on its middle level and that the station has power. However, they are not hailed by the station, nor will the station answer any hails. There are

four docking berths with airlocks, marked sequentially clockwise around the station's center, and a Weyland-Yutani *G-class Starcub* shuttle is docked at number three. The company uses this shuttle to ferry personnel and supplies back and forth to and from the planet itself.

It does not matter which airlock they choose to connect to. Remember, a Piloting roll is necessary to line their ship up, followed by a Heavy Machinery roll to connect their docking umbilical. Finally, a Comtech roll is needed to bypass the locking mechanism (or possibly Heavy Machinery to manually bypass, but I don't think cutting through the door is advisable). The open airlock reveals an eight-meter (26') hallway ending in a door, which opens automatically when approached.

The following room is 10m x 10m square with a transparent, partitioned room in the "southeast" corner. This room contains an access terminal which, with a successful Comtech roll or access card with Cargo permissions, can provide the PCs with maps of the station, as well as docking logs for the last few months. The last was about three days ago, the station shuttle was dispatched planetside to Landing Pad 13 to retrieve several persons. Prior to that, a supply vessel arrived six weeks ago.

This level also contains an elevator and service ladder to move between the upper and lower levels, as well as a large freight elevator that only goes down. An emergency medical locker is also here, containing two medkits, a respirator (Air Supply 2, but no protection from vacuum) and a single injection of Naproleve.



UPPER LEVEL

1. LOBBY

This 8x6 meter room has doors on 3 sides marked “Command”, “Security” and “Habitation”. Two large lockers here each contain 4 Mk.50 compression suits, and there is also a first aid locker with 2 medkits and a Naproleve syringe.

The station’s service android, Chris, lays here in a puddle of his own white goo. He ran into XX121 as it emerged from the service ladder and was mesmerized by it, not realizing the danger he was in. The creature, angered by the fact that Chris’ body would be of no use establishing a hive, attacked. He fought back bravely, but he had no weapons. The creature tore him open and then penetrated his braincase with its head-bite attack. Chris can be activated with Comtech check and a shift of work, but only his basic programing still exists. He has no memory of anything after his original activation and will still consider himself Weyland-Yutani property.

2. COMMAND

The door to the 4x6 meter command center requires a card swipe with Command access or a Comtech check. It contains two terminals, one for communications and the other for life support, gravity, power allocation – general operations, both of which again must be accessed with a Command card or Comtech roll. The Comms terminal can reveal interesting, but somewhat unhelpful information. The Master Communications Log will show there is quite a bit of recent chatter going back and forth, but much of it is encrypted for certain eyes only. Some of it can only be viewed at MU/TH/UR, while other messages (both incoming and outgoing) can only be viewed at the Security or Science stations respectively. The Master Communications Log is at the end of the station section.

A security door on the other side of the room leads to MU/TH/UR; only Greene’s card can access this door, otherwise requiring a Comtech check at -2. The PCs can always use Heavy Machinery to cut through or pry it open.

3. MU/TH/UR 9000

We’ve all seen ALIEN, so we all know what the MU/TH/UR room looks like. Mom is not likely to just let the PCs hack their way into the mainframe, forcing a contested ComTech roll (as a 9000 unit, she has a ComTech of 10). Of course, if they have Station Manager Greene’s access card, things get easier. The Command Communications Log is at the end of the station section.

4. SECURITY

Entering the 2x8 meter Security Office requires the PCs have Greene’s or Torres’ access card, make a Comtech roll at -2 or a Heavy Machinery check. It has two attached cells – one contains Kellie McCarthy, starving and dehydrated with her arms wrapped around her legs in the corner. The small window of this door has been broken inward into the cell. The other cell held Maggie Brooks before she managed to convince Torres that she has valuable information and was taken back to Command for additional debriefing. It was then that all hell broke loose, and she managed to stay free. In the end, she was still captured by the Xenomorph while coming for Kellie. Torres’ Security terminal is here, allowing access to her communique assuming the PCs have her access card or make a Comtech roll at -2. There is also a locker containing a reload for an NSG23 Assault Rifle (the gun is in the Galley), as well as both Maggie Brooks’ and Kellie McCarthy’s gear as listed in the NPC section.

5. HABITATION

This first room, which requires no special access, is little more than a hallway with two other doors. There is nothing here of note.

6. GALLEY / REC

This four-meter square room contains cabinets full of prefab meals, water and instant coffee. A table large enough to seat four people is in the middle of the room, one with an overturned chair and an open prefab and another with an old, congealed cup of coffee. An arcade game based on the Jim Dameron movie *Exterminator!* is in the corner.

Santo Torres is here, his head crushed by the Xeno's head bite attack as he tracked the thing through the station. His NSG23 Assault Rifle with ID23 incinerator lays next to his dead body. An exam will show he has been dead for about 12 hours.

7. QUARTERS

All the station crew members bunk in here. A small bathroom is in the corner of the room. There are personal effects, but nothing of real use or value.

LOWER LEVEL

Unless you decide to drop a dead body here, the main entry of the Lower Level has nothing here, just doors that lead to Medlab, Science and Cargo respectively. Of course, the PCs will need an appropriate access card, or a Comtech or Heavy Machinery check to access these doors.

1. SCIENCE

This 4x4 meter room has Jensen's terminal as well as an exam table, upon which is a corpse of an XX121 Soldier. The soldier has a whole that has been blasted, apparently, through its torso by some kind of high energy weapon. The wound has been fused and cauterized, certainly not caused by conventional weapons or flame units. The creature's skull has been cross sectioned, and there are any number of dissection implements laid out on the table. The terminal, if accessed with Dr. Jensen's card or a Comtech check at -2, will provide the PCs with all of Jensen's incoming and outgoing communications, unencrypted.

If the PCs search, they can also find an Android Maintenance Kit (+2 to any Comtech or Heavy Machinery rolls in repairing androids), a SSDD and a set of electronic tools.

2. MEDLAB

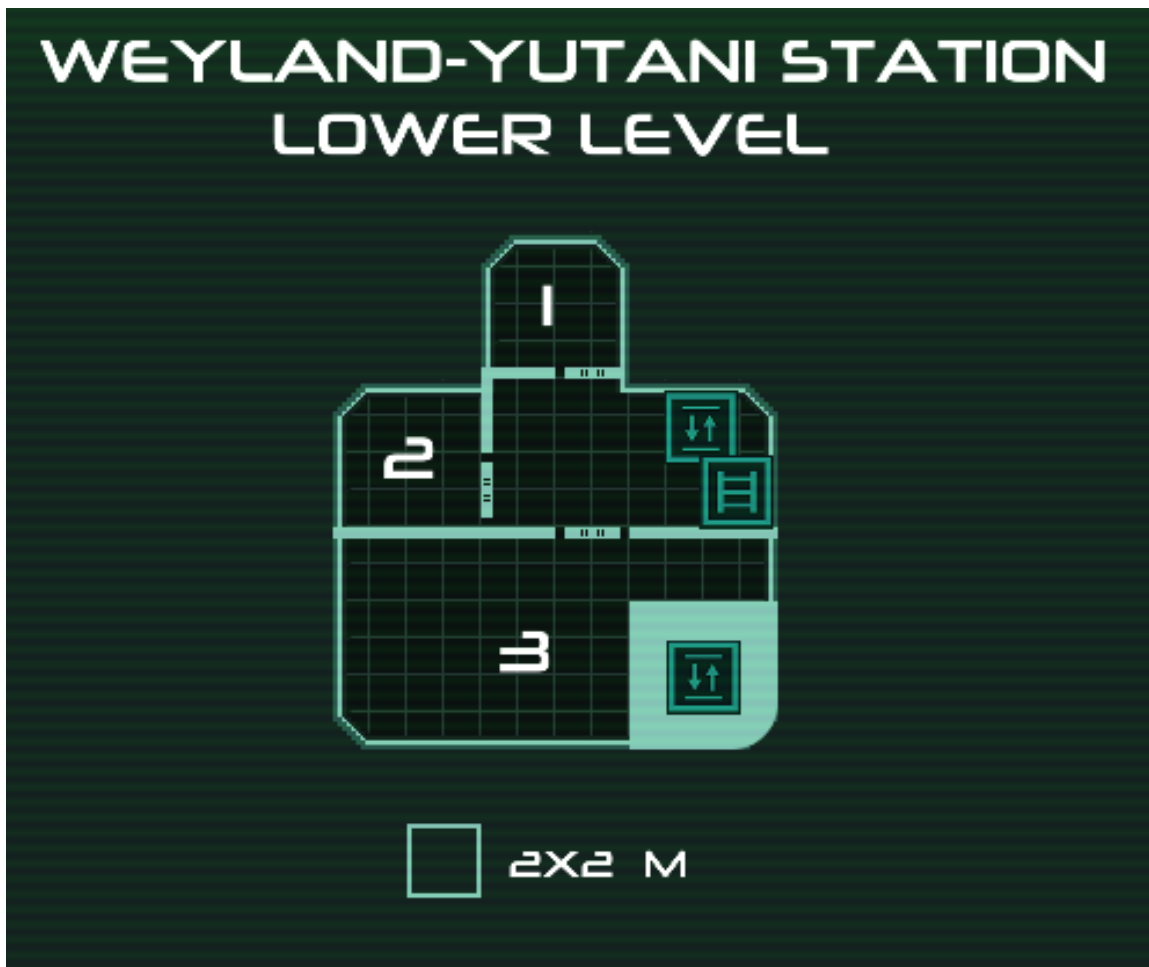
Dr. Date Usagi was amid an autopsy on someone from the planet below. The team that recovered the three survivors also found their Observation Post security officer about 100 meters in the jungle, the spine and skull ripped from the body, as well as two scientists, one dead and one living. Usagi was identifying other wounds and hypothesizing about them when the loosed Drone made its way into

Medlab. It snuck up behind her, but she knew it was there. She turned and took a swipe with a surgical blade, barely wounding it. Frankly, it kind of pissed our Drone off, and it disemboweled her with its claws. It left her there to rot, along with the other corpse, a little spray from its blood having melted the autopsy table.

The scientist recovered alive, Dr. Elisa Torres, was drugged and unconscious at the time of the attack, and the Drone took her back to Cargo for ovo-morphing.

The dead scientist from the planet was nearly eviscerated from one swipe of a Yautja's wrist blades.

There are two medkits, a surgical kit and four doses of Naproleve here as well.



3. CARGO

Obviously, the cargo elevator comes down to this level. This room contains crates of basic supplies and food, two cryo chambers and the mostly dissolved remains of Howard Hines (killed when sprayed by acid from Geis' bolt gun attack on the Xenomorph). An expended bolt gun lies on the floor by the door. The far wall and corner from the door is encased in black resin, and four ovoid shapes stand out from it, topped with horrendous forms that were once human.

The PCs will still see tops of heads, faces, even the upper parts of torsos whose DNA is literally being rewritten into the ovo-morphs. These could be valuable if the PCs can find a way to save them – they have not become viable yet and therefore cannot hurt anyone. Though, perhaps the least morphed will regain some degree of semi-consciousness and beg to be killed. (THAT should be fun). There is also one fully formed ovo-morph here – that of who used to be Dr. Elisa Torres, the sister of the security officer and who was also recovered from LV-1052 in a catatonic state.

One person is encased in the resin closest to the PCs' right, and that is Maggie Brooks. She just got there, and the ovo-morphing process has not begun yet, though poison courses through her veins. It will take a Heavy Machinery check and one turn of work to break her free, and a Medical Aid roll with a medkit can bring her back to consciousness. She is actually fine, but she will complain the entire time of feeling sick, woozy and she's running a fever. After a shift of being freed from the resin, she will return to normal.

Maggie's ONLY concern is finding Kellie McCarthy and getting the hell out of Dodge. If the PCs are not on board with this, she'll go out to find Kellie by herself. If the PCs already have Kellie, she'll try to take the girl and run to the station's shuttle to leave that way. The PCs would need to make a manipulation check to keep either of these things from happening.

If the PCs poke around in here, they will also find two cryo-pods which each contain a convicted criminal (see "Convicts" in bestiary) who gave themselves to Wey-Yu rather than face lethal injection. Both are impregnated with XX121 embryos and will pop sometime in the next shift if awakened from cryo. If awakened, the convicts will play along with the PCs long enough to either escape to the station's shuttle (if they're made aware of it) or hijack the PC's ship (with or without them on board).

The PCs can also find virtually any mechanical tool here.

Also, the floor where poor Hines died has only 3 Health and 2 Armor left. Should any more damage occur there, the PCs could be in for a hull breach! Have fun with that!

SILENT PIKE'S ARRIVAL

Don't forget about our friend Silent Pike the Elite Yautja! Silent Pike's Interdictor will arrive, decloak and dock with the station thirty minutes to an hour from when the PCs arrive. Decide when the time is right – you probably don't want the PCs loitering on the Docking Level when he gets there, and woe to the PC who is left alone there when he does! If the PCs are anywhere near Command, they will hear an alarm going off regarding the approach of an unknown vessel which will ignore all attempts at contact. If the PCs left someone on their own ship, that person may even see the ship, or APOLLO may let them know with a successful ComTech roll. Regardless, when Silent Pike docks, the station MU/TH/UR's seemingly unconcerned voice should come over the intercom, saying, "Unknown vessel, docking port two," followed by, "Unauthorized entry, airlock two."

THE COMMUNICATIONS LOGS

Remember, the following logs can provide the PCs substantial information about what happened here and how much Weyland-Yutani knows about it. In fact, as the PCs start to review these logs, they will probably come to some conclusions, and Rose and SSI will be very interested in all of this information to be sure. Get ready... there are a lot of graphics here:

MASTER COMMUNICATIONS LOG

10.03.84.1047: MESSAGE SENT, COMMAND TERMINAL
10.03.84.1024: MESSAGE RECEIVED, SECURITY TERMINAL
10.03.84.1022: MESSAGE SENT, SECURITY TERMINAL
10.03.84.1017: MESSAGE SENT COMMAND TERMINAL
10.02.84.2308: MESSAGE RECEIVED, SECURITY TERMINAL
10.02.84.2152: MESSAGE SENT, SECURITY TERMINAL
10.02.84.1512: MESSAGE SENT, COMMAND TERMINAL
10.02.84.1247: MESSAGE RECEIVED, COMMAND TERMINAL
10.02.84.1232: MESSAGE SENT, COMMAND TERMINAL
10.02.84.0915: MESSAGE SENT, SCIENCE TERMINAL
10.02.84.0341: MESSAGE RECEIVED, SCIENCE TERMINAL
10.02.84.0312: MESSAGE SENT, SCIENCE TERMINAL
10.02.84.0244: MESSAGE SENT, SECURITY TERMINAL

MASTER COMMUNICATIONS LOG (CONT.)

10.02.84.0242: MESSAGE RECEIVED, SECURITY TERMINAL

10.02.84.0237: MESSAGE SENT, COMMAND TERMINAL

10.02.84.0224: MESSAGE SENT, SECURITY TERMINAL

10.01.84.2222: MESSAGE SENT, COMMAND TERMINAL

10.01.84.2205: MESSAGE SENT, COMMAND TERMINAL

10.01.84.1635: MESSAGE SENT, SCIENCE TERMINAL

10.01.84.1545: MESSAGE SENT, COMMAND TERMINAL

10.01.84.1542: MESSAGE SENT, COMMAND TERMINAL

10.01.84.1405: MESSAGE SENT, COMMAND TERMINAL

10.01.84.1215: MESSAGE SENT, COMMAND TERMINAL

10.01.84.0759: SS SELENA CARRYING MCCARTHY ARRIVED

09.30.84.1115: SUPPLY VESSEL ARRIVED

COMMAND COMMUNICATIONS LOG

10.03.84.1047

TO: WEYLAND-YUTANI EXEC ROOT

CONFIRMED. STAGE 4 XX121 ON BOARD STATION.
SECURITY PROTOCOLS IN PLACE DURING EXTERMINATION.

10.02.84.1017

TO: WEYLAND-YUTANI EXEC ROOT

UNKNOWN ORGANISM ON BOARD STATION. SECURITY
PROTOCOLS? PLEASE ADVISE.

10.02.84.1512

TO: WEYLAND-YUTANI EXEC ROOT

NDA AND LIABILITY AGREEMENTS WITH SS SELENA CREW
MAY NOT HOLD. PLEASE ADVISE.

10.02.84.1247

FROM: WEYLAND-YUTANI EXEC ROOT

ADVISE ON INTEGRITY OF NDA AND LIABILITY WAIVERS
WITH SS SELENA CREW MEMBERS.

10.02.84.1232

TO: WEYLAND-YUTANI EXEC ROOT

EXTENSIVE DEBRIEFING OF SURVIVORS COMPLETED.
TRANSCRIPTS TO FOLLOW. DEFINITE EVIDENCE OF OTHER
WORLD LIFE FORM, INTELLIGENT.

COMMAND COMMUNICATIONS LOG (CONT.)

10.02.84.0237

TO: WEYLAND-YUTANI EXEC ROOT

MINIMAL INFORMATION FROM DEBRIEFING. CREW AND
SURVIVORS EXHAUSTED. WILL CONTINUE AFTER SLEEP.

10.01.84.2222

FROM: WEYLAND-YUTANI EXEC ROOT

DEBRIEF SURVIVORS. FULL DETAILS NEEDED.

10.01.84.2205

TO: WEYLAND-YUTANI EXEC ROOT

SHUTTLE RETURNED. 4 SURVIVORS - KELLIE MCCARTHY
(DAUGHTER OF CONTRACT HOLDER), DR. ELISA TORRES,
AND TWO SELENA CREW - MAGGIE BROOKS AND ALFREDO
VILLA LOBOS. ENACTING DECON AND RADIATION SCRUB
PROCEDURES.

10.01.84.1545

TO WEYLAND-YUTANII EXEC ROOT

DISPATCHING STATION SHUTTLE TO PRD 13 FOR SEARCH
AND RESCUE.

COMMAND COMMUNICATIONS LOG (CONT.)

10.01.84.1542

TO: WEYLAND-YUTANI EXEC ROOT

SMALL NUCLEAR BLAST ON PAD 13. NO CONTACT WITH
SS SELENA OR OUTPOST 13.

10.01.84.1405

TO: WEYLAND-YUTANI EXEC ROOT

REQUESTED ASSISTANCE FROM SS SELENA AT PAD 13.

10.01.84.1215

TO: WEYLAND-YUTANI EXEC ROOT

LOST CONTACT WITH OUTPOST 13.

SCIENCE COMMUNICATIONS LOG

10.02.84.0915

TO: WEYLAND-YUTANI SCIENCE ROOT

NOTHING RECOVERED. INTERVIEWS AND DESCRIPTION OF TECHNOLOGY, TACTICS, BEHAVIORS AND BODIES MOST DEFINITELY INDICATE YAUTJA. THANK YOU FOR THIS OPPORTUNITY!

10.02.84.0341

FROM: WEYLAND-YUTANI SCIENCE ROOT

CONTINUE TO MONITOR DEBRIEFINGS AND INTERVIEWS. COLLECT ALL EVIDENCE AND INFORMATION POSSIBLE.

10.02.84.0312

TO: WEYLAND-YUTANI SCIENCE ROOT

BASED ON INITIAL DEBRIEFINGS, ALL INDICATIONS POINT TO AN ACTUAL YAUTJA! THIS IS AMAZING!

10.01.84.1635

TO: WEYLAND-YUTANI SCIENCE ROOT

COULD IT BE? I NEVER UNDERSTOOD WHY I WAS SENT TO LV-1052. I DIDN'T THINK THERE WAS MUCH LEFT FOR US TO LEARN ABOUT XX121 ITSELF, BUT RATHER MORE FROM THE ENGINEER'S GENETIC ACCELERANT. BUT NOW I WONDER, DID THE COMPANY SEND ME TO THESE FAR REACHES OF SPACE, ALMOST THREE FOURTHS TO THE EDGE OF THE 20 PARSEC LIMIT TO STUDY SOMETHING ELSE?

SECURITY COMMUNICATIONS LOG

10.03.84.1024

FROM: WEYLAND-YUTANI SECURITY ROOT
ELIMINATE XX121.

10.03.84.1022

TO: WEYLAND-YUTANI SECURITY ROOT
CONFIRMED. STAGE 4 XX121 ON STATION. AT LEAST ONE
DEATH.

10.02.84.2308

FROM: WEYLAND-YUTANI SECURITY ROOT
ELIMINATE. ERASE EVIDENCE.

10.02.84.2152

TO: WEYLAND-YUTANI SECURITY ROOT
SELENA PILOT ADMITTED TO BEING HIRED BY OUTSIDE
INDIVIDUAL FOR THE PURPOSE OF RECOVERING DATA OR
INFORMATION ON COMPANY ACTIVITIES AROUND LV-1052.

10.02.84.0244

TO: WEYLAND-YUTANI SECURITY ROOT
CONCERNED ABOUT POTENTIAL YAUTJA INCURSION. PLEASE
ADVISE.

SECURITY COMMUNICATIONS LOG (CONT.)

10.02.84.0242

FROM: WEYLAND-YUTANI SECURITY ROOT
DETERMINE IF CORRECT AND ANY ADDITIONAL SECURITY
CONCERNS WITH STATION STAFF.

10.02.84.0224

TO: WEYLAND-YUTANI SECURITY ROOT
HAVE REASON TO SUSPECT ESPIONAGE WITH SELENA
SURVIVORS. PILOT FOUND WITH MAGNETIC TAPES HE WAS
NOT FORTHCOMING ABOUT. TAPES DAMAGED BY RADIATION.

MEETING WHITEHILL / WRAPPING UP

I have absolutely no doubt that you went out of your way to make the PCs escape from the station as dramatic as possible, and hopefully, they got away with quite a bit of information and maybe even a couple of extra passengers. Their next destination is Bracken's World (core book p.261) and Rose, who is there meeting an Alphatech executive. The PCs will land at the spaceport, and the coordinates they have will take them to the nearby Hilton. A very brief amount of looking around should tell the PCs that she is in a rented conference room (either Manipulation roll on a hotel clerk or Observation to spot the two SSI goons in cheap suits outside the conference room door). If they ask the latter, they'll be told they're expected and to wait in the lobby.

The PCs may be starting to feel like they're not being told everything, and they might get a little testy. Let that play out. They're more than welcome to burst in on Whitehill's little meeting. This will cause a scuffle with her men (including the two more located inside), but in the end, she'll make her men let the PCs go. She'll then smile at the Alphatech suit, thank him, and ask that they meet tomorrow at the same time to finish up.

The conference room is circular, with a circular gray table in the center with room for six persons to each side. There is only one chair on Rose's side of the table and six on the other. A mobile computing terminal sits on the table in front of her. Rose will hear the PCs out, all the while pumping them for information and details. Even if they are angry, she will stop them for additional details on any little thing they say. Also, she will deflect any questions about her, SSI or what the company knew about LV-1052 before they went in. She will also deny any wrongdoing.

If the PCs continue to push, a man's voice with a vaguely European accent will emanate from the mobile terminal, "No more games, Rose. They may be assets, but they're not expendable. They're valuable, and if they're going to be working with us, they need to know."

She'll sigh and reply, "Yes, Mr. Verhoeven."

"Tell them."

"Yes, Mr. Verhoeven," she'll repeat, and whatever network connection she had on the mobile terminal will end with a click and a tone. She'll tap a key on the terminal, look up at the PCs and say, "My name is Rose Whitehill, not Mayme Knight. The company I represent, Strategic Solutions, Inc, is in the business of protecting Earth and humankind from outside threats." If asked what this means, she'll elaborate with, "Other worldly life forms." And if anyone in the group feels the need to say, "Huh?" or "What?", she'll look squarely at them and say, "Fucking aliens."

Rose is prepared to explain quite a bit about SSI, what they do, and how they do it. She will explain, "The alien you encountered on Alpha Casea II, as well as the Wey-Yu station around LV-1052, is known as a Yautja, and whether you believe it or not, the Yautja have been visiting Earth for over six hundred years. However, the Yautja had been mostly silent since mankind began venturing past the Moon, without a single encounter until about forty years ago. However, in the meantime, humans have run into plenty of other nasty things in the galaxy, including what Weyland-Yutani knows as XX121, some species called the Engineers and then this black goo genetic accelerant, which simply cannot be man-made since no one fully understands it. And now we have the Border Bombers that have taken out at least three systems – Krueger 60, 61 Cygni, Alpha Casea and who knows how many others.

"SSI is not the only organization with this information. In fact, SSI has enough information, though no real evidence, to implicate Weyland-Yutani, LaSalle Bionational, the UA, and the UPP, at least elements within the USCMC and SOF. There are secret projects like Life Force, Darkstar, and others, some of which have come out into the open recently, but not possibly to the full extent of what they were. So, our own species is fighting against itself, all of them clamoring for a percentage or the next cash cow or the next big weapon.

"SSI is working for all mankind. For human beings to have a chance against the forces arrayed in deep space, we need to understand them. We need their technology, we need to understand their motives, and, once we understand, we need to bring it to light for every man, woman and child on Earth and every settled world.

"You don't trust me, and I suppose you shouldn't. That's fine; I respect that, but everything I say is one hundred percent true. Yes, Alfredo Villa Lobos was working for me, so maybe I have some responsibility in his death, but it was Weyland-Yutani that murdered him. You were our redundancy plan. We had no idea what you were going to find out there, but it's so important that you did. The Yautja are still out there.

“Mr. Verhoeven has made protecting human beings from OWLFs his life’s work, and nothing means more to him.” Her face becomes very somber as she adds, “He’s afraid he will not live to see his work realized. He needs more time. He needs... we need more hands, more brains, more ships. *We* need more time. This genetic accelerant. If we can find a pure source, with your minds and those at SSI, we can buy that time. We can save Mr. Verhoeven. We can save everyone.”

If the PCs lost any characters in the first two scenarios to contamination or if one of the PCs is dying (Story Card), she will hammer this point particularly hard. Regardless, she will transfer \$75,000 to the PCs’ account immediately for what they’ve just gone through (in addition to the promised lease payments).

She’ll then ask the PCs to sit down and report everything that happened in orbit around LV-1052. She will record it. If the PCs saved Maggie Brooks or Kellie McCarthy, she wants to hear their stories as well. This could be a long and arduous process, and she will call for whatever food, drinks or even alcohol the PCs want – and the real stuff, too! No prefabs, bug juice or backroom distilled hooch here.

The PCs pretty much have to mention getting the communication logs from the station. She will ask how they accomplished this. If they tell her they hacked it, she’ll simply nod and tell them to go on. If they mention that they have data access cards from Command, Security or Science, she will almost visibly jump out of her seat at this information before she regains her composure.

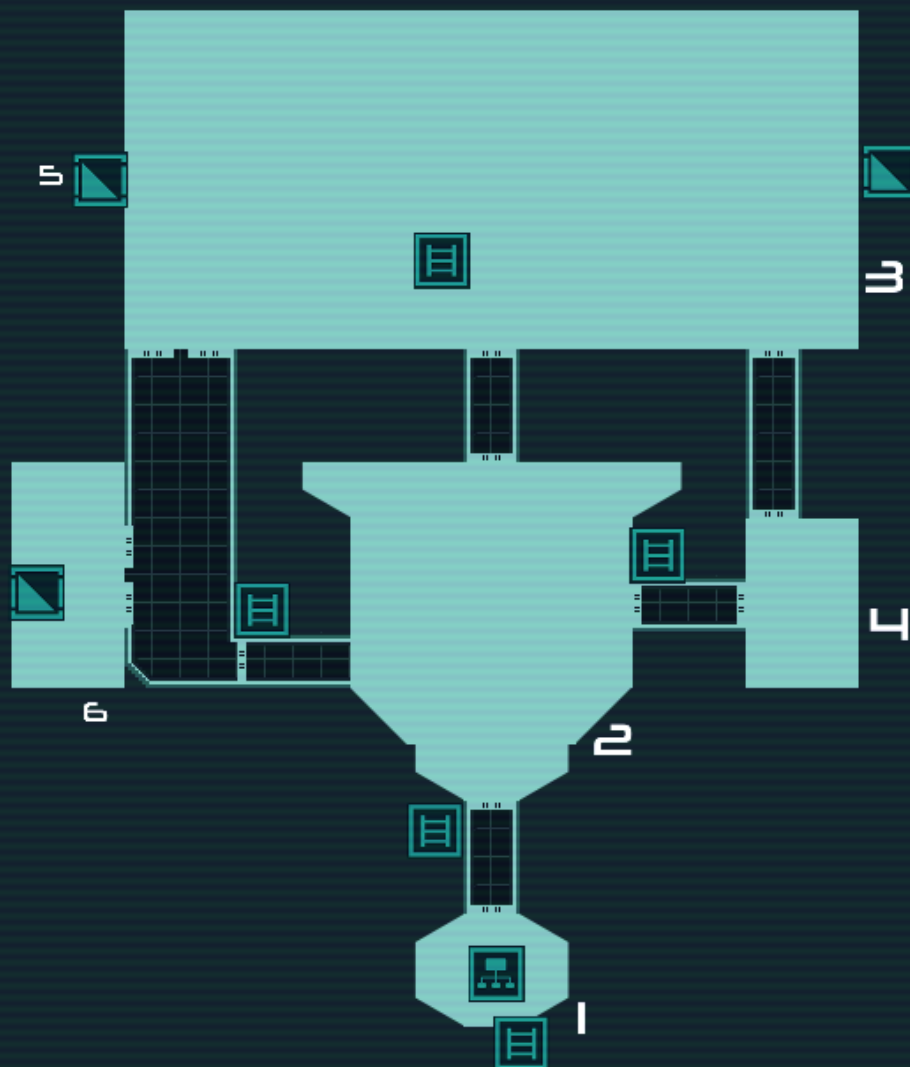
When it is all said and done, she tells the PCs that they are free to leave. SSI is not like other companies and will not force them to sign any ridiculous waivers or NDAs. Of course, who would believe them anyway, and telling those stories would likely just draw the wrong attention. She’ll offer them top notch rooms in the Hilton, all expenses covered, for two days while she confers with Mr. Verhoeven. When she meets them again, if they don’t like the offer, no harm no foul.

One last thing – if the PCs told her about access cards in their possession, before they leave the conference room, she will ask for them. This is important. Weyland-Yutani may not realize that anyone has them; they may still be active! If they hand them over to her so she can act fast, Mr. Verhoeven will surely authorize a massive bonus.

If they do this, the captain will be contacted the next day to schedule the installation of their Class III Vehicle Bay, complete with Daihotai Tractor. You’ll find a new Sub Deck map below. The starboard side hallway between the Lifeboat and Cargo Bay has been widened, with a double wide door which would allow the tractor access to the cargo bay if needed. An additional oversized airlock has been added so that the tractor may easily exit the ship.

LOCKMART CM-94B

EXPLORER-CLASS RESEARCH VESSEL



SUB-DECK

- | | |
|---------------------------------|------------------|
| 1. APOLLO | 3. CARGO BAY |
| 2. LIFEBOAT | 4. ENVIRONMENTAL |
| 5. AIRLOCK W. DOCKING UMBILICUS | |
| 6. VEHICLE BAY | |

SCENARIO 4: INTO THE HEART

WHAT'S THE STORY, MOTHER?

10TH AUGUST 2184

Your stay in the Hilton on Bracken's World has been refreshing – two days of fresh food, the longest hot showers, and soft beds. But all good things come to an end, especially out on the Frontier. Your checkout time is 10 AM Earth Standard and a message from Rose Whitehill asks for you to meet her in the conference room at 10:30. It appears that the ball is in your court. After all, she said there would be no hard feelings if you choose to go your separate ways, but it's probably worth hearing what she has to offer?

WHAT'S REALLY GOING ON

Rose Whitehill is about to send our PCs to a Wey-Yu research center on a rim 3WE colony in search of any information they can find on the black goo and Wey-Yu's work with it. By the time the PCs get there, she will already have Dwayne Hicks and his squad on standby in case things go to Hell – and things will go to Hell. The Weyland-Yutani research station is three levels, the bottom of which is built directly on top of an ancient Engineer facility.

At just the wrong time, our friends the Border Bombers will show up, hit their EMP and drop black goo on the colony, centered just west of the Wey-Yu complex.

To make matters worse, the Yautja have long known about the location of the Engineer facility and have been monitoring it for some time. As soon as the Bombers arrive and hit their EMP, a Yautja Interdictor carrying three Blooded Warriors and an Elite will set course for the Juggernaut. Their goal is to dock with the it, and failing that, they'll turn to the colony. The bombing certainly creates a sporting situation as the colonists mutate, but also, they want to gain access to the Engineer complex below. If the colony needed to be bombed, the facility below must be hiding something important!

This scenario is extraordinarily dangerous and may very well result in player deaths. They will likely start by being careful and methodical, but as things go wrong, they will likely rush to get what they need and get out. The key is to bury them so deep in the facility that extricating isn't as simple as getting on their ship and flying away, while at the same time, they haven't actually achieved their objectives yet. This will force them to go further, despite all their instincts to the contrary, if they want it all (and there's a lot to be had here)!

MEETING ROSE WHITEHILL

When the PCs approach the conference room, they will find the guards in suits to be gone. Rose will welcome the PCs with a winning smile, many platitudes about their two days leisure and offer gourmet coffee or even breakfast if they haven't eaten.

When they're ready, she'll sit down and get to brass tacks. Rose is prepared, on behalf of Mr. Verhoeven, to offer the PCs a generous monthly stipend of \$50,000 (in addition to continuing to cover the ship's lease payments) for as long as it takes to find a pure form of A0-3959X.91-15, study it and determine how to program it to do what SSI wants. In addition to the generous pay, the PCs will have access to SSI equipment (they do have to pay for it) as well as various other company resources. (This is an opportunity to introduce a new PC if necessary). Also, Rose is negotiable on these terms to an extent – keep it reasonable!

When asked specifically what SSI wants with the accelerant, her answer is to better mankind, of course. The chemical is a genetic accelerant that appears to be programmable. We can use it medically to cure so many kinds of diseases, maybe defeat aging itself. More importantly, we can make a vaccine against the accelerant that can protect humankind from any bioweapon attacks using it, such as the Border Bombers. We can protect human beings even from ourselves!

The PCs may doubt Rose's altruism on this matter, and she expects that, especially with admitting some blame in the death of Alfredo Villa Lobos or the tacit admission that she knew the station around LV-1052 didn't have what they were looking for. She was told no more games by her boss, so she's playing them straight. If pushed on the matter, she will explain that SSI is prepared to manufacture and distribute the vaccine for free to anyone who wants it. They will, rightfully, sell at a reasonable profit any other benefits from working with A0-3959X.91-15, but only to the extent that it covers company costs and allows SSI to continue with Mr. Verhoeven's vision.

If the PCs do any bullshit checks, they will have no reason to doubt her sincerity. She simply is not lying.

When the PCs seem to have no more questions but also haven't said yay or nay, she will add the following:

“Let's be clear. This will not be a safe endeavor. We will be facing forces that until a few months ago, you didn't even imagine existed. I am afraid there are more than Yautja out there, more than these bugs Wey-Yu calls XX121, to say nothing of crossing paths with Weyland-Yutani and its competitors, perhaps the USCMC and UPP SOF. But we go forward with the knowledge, and the strength it gives our hearts, that we do it for all mankind.”

...if that doesn't get 'em on board, oh well, it's up to you...

“We're going to start with Weyland-Yutani. There's no doubt that the company knows more about A0-3959X.91-15 than anyone else. Thanks to you compromising their system, I've managed to gain you access to one of their research facilities at the colony on GBH-45, a moon orbiting Tau Boötis B in the 4 Tau Boötis system (pronounced BŌ-ät-is). SSI believes that remnants from a joint USCMC/Wey-Yu project called Life Force are stored there. I've arranged false IDs for all of you, as well as a replacement for your ship's transponder and to fill your cargo bay with enough crates full of junk to be convincing.

“While your ship is being unloaded of supplies, you will infiltrate their facility under the guise of visiting scientists on tour. When you are able, I recommend finding their MU/TH/UR and simply removing the computer core directly. Bypassing their network security and downloading data will take too long and be too suspicious. But the core is not enough; we need physical samples as well. Get everything you can and get out quick. Keep in mind, you're Weyland-Yutani employees, so you can't go in armed, but I will have an SSI Interdiction Team on standby on colony in case things go south. You'll have their secure frequency. The team's leader is Blake Jones.”

Then she'll smile and add, “And take your mittens and booties. It's cold out there.”

As the PCs leave, she'll walk them out of the conference room, offering up the fabricated IDs to them as they go. The IDs should be a mix of scientists and medical doctors. If you gave out the story cards during PC

generation, she'll whisper to the person with the degenerative condition, "Just know, we've learned that Yautja blood can be used to treat a variety of illnesses. Between that and the goo, we can help you."

ABOUT GBH-45

GBH-45 is a terrestrial moon, orbiting the gas giant Tau Boötis B in the 4 Tau Boötis system (15 Coreward), some seven parsecs away. Tau Boötis consists of a primary yellow-white dwarf star and a dim red dwarf star. The gas giant itself is a "hot Jupiter" with a mean temperature of over 1300 C and a mass of almost four times that of Jupiter! In contrast GBH-45 is about half the size of Earth, and due to the rotation and revolution speed of the gas giant, the moon is always in the planet's shadow, causing the moon to generally maintain a temperature between -40 and 0 C. The moon is covered by massive glaciers, and blizzard conditions are commonplace.

Weyland-Yutani originally colonized the world as a joint 3WE partnership for a variety of reasons some twenty years ago. Wey-Yu determined the moon would make an excellent cold-weather study station, and they detected large amounts of high-energy gases in Tau Boötis B, ripe for mining. Originally, having less than 100 inhabitants, the colony's population eventually grew to some 20,000, about five hundred of which are Wey-Yu employees. Much of the colony workforce is employed in atmospheric mining, and the rest are employed around the colony in the various shops, services, and other businesses that eventually pop-up on colonies.

Unknown to anyone but Weyland-Yutani, there's an ancient Engineer facility buried deep in a glacier, and the company basically built their research center directly over top of it. This place was one of the original Bio-Labs for the Engineers, where some of their earliest developments in DNA seeding were created. There are multiple types of A0-3959X.91-15 located in the complex, which will be explained in the complex description below.

Wey-Yu also has some remnants of Project Life Force in the lower levels of their facility, as well as samples of 26 Draconis and something else that is very, very terrifying.

Beyond that, the colony has two spaceports, one for the colony proper and a separate set of pads for Weyland-Yutani that adjoin the company's facility.

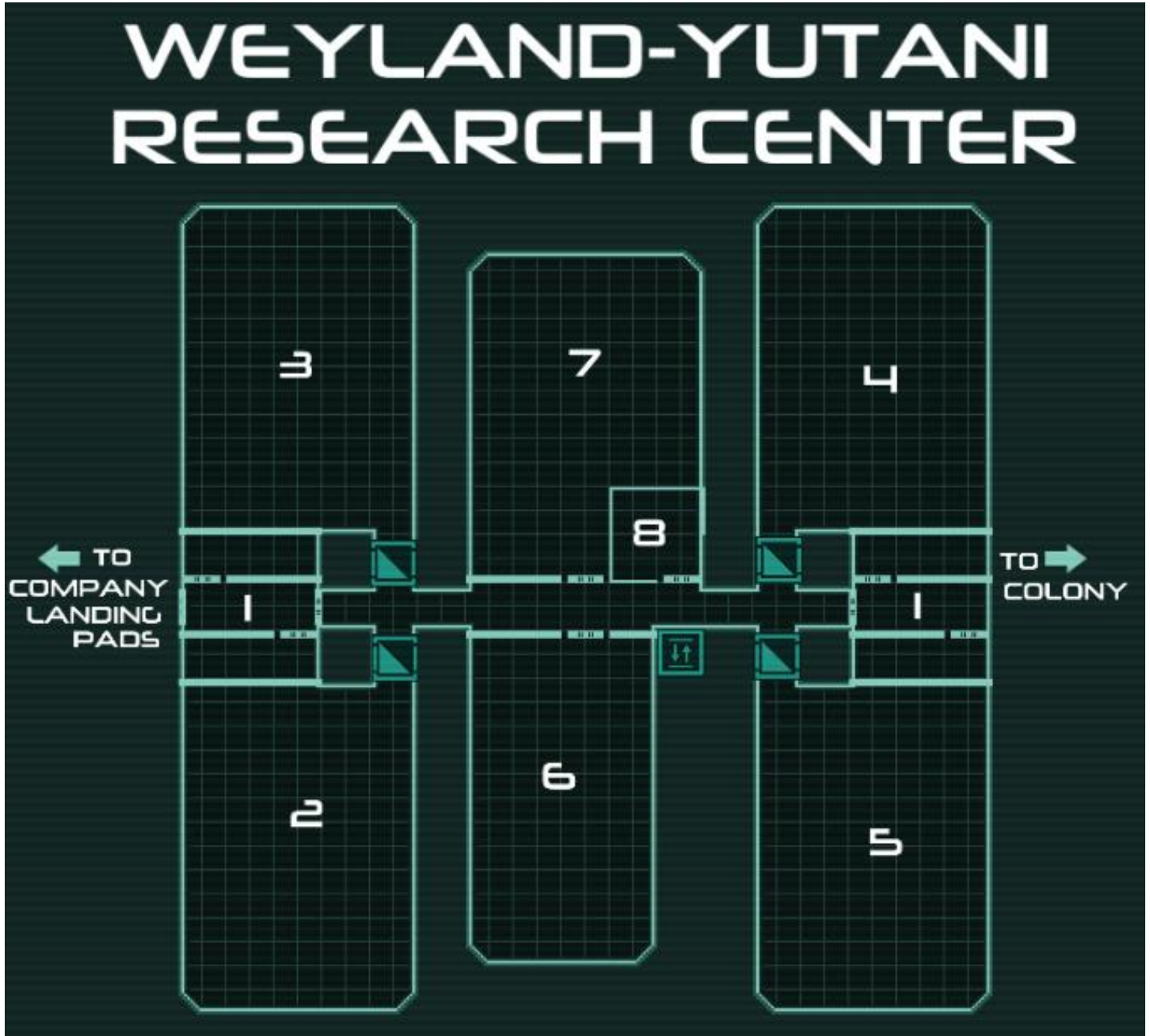
COLD WEATHER GEAR

You should probably allow the PCs the opportunity to buy cold weather gear before heading off to GBH-45. Figure it to be a heavy, hooded parka, multi-thermal layer pants, boots and gloves at a cost of \$200 per person and occupying 1 weight for encumbrance purposes. Once they arrive, it will take five rounds to march their way to the complex – that's five rounds of making freezing rolls until they get inside if they don't have the gear. Once there, they may choose to discard their stuff. Of course, that could be bad if they decide they have to egress in a hurry <evil grin>.

WEYLAND YUTANI RESEARCH FACILITY, GBH-45

I'm going to give you a full rundown of the facility, and then we'll discuss the timeline of the Hell we're about to unleash on your poor, unfortunate PCs. They will arrive at the Security Room on the western side of the

main level map, near the Landing Pads. The upper level works on the T-800 Prosthetics project, which is really nothing but Terminator fan service and a shout out to my own scenario, “Building a Better You!” The tour will be given by Dr. Miles Dyson – the project manager (more on that later). Every lab should have about a dozen workers in it, plus those bustling from one place to another. With security and those taking a load off in the cafeteria or rec room, there should be close to 200 people in the building at any given time. Also, every lab has its own set of terminals that record all work done there. They are insulated from one another, so only MU/TH/UR can give everything.



1. SECURITY ROOMS

These 3m x 3m rooms are divided to make them each feel like three 1m x 3m rooms. In the dead center of the room is a scanner/weapons detector the PCs will have to walk through. On either side is a security room, each containing two officers and several computer terminals, with a door that allows officers access to the center area. The officers here will be wearing blue Wey-Yu jumpsuits and armed with Weyland ES-4 Shock Pistols (CMOM p.66).

2. AI DESIGN

This 5m x 7m cleanroom serves as both the software design center for the T-800 project as well as the firmware chip production area.

3. CYBERNETICS



This area produces artificial limbs – metallic, skeletal arms and legs – replacements for those poor souls who've lost them and can afford these replacements. The first, fully successful T-800 arm is in a glass case just inside the door in an alcove on the right. The scientists and technicians here are very proud of it!

4. MEDICAL

This medical bay is full of surgical stalls, complete with Autodocs, in which patients receive their new limbs. This is what these Autodocs are programmed for, so it will require a Comtech roll to make them do anything else. At any given time, there may be two or three such surgeries occurring. The PCs can expect to find any major pharmaceutical here, as well as medkits and a surgical kit.

5. GENETICS

This is where the scientists and genetic technicians grow skin and such to cover the replacement limbs. The flesh is essentially cloned directly from the patient's own DNA, negating any chance of rejection and when it is grafted to the individual's skin.

6. REC ROOM

Foosball, air hockey, movies and *Marine!*, an arcade shooter where you play a USCMC grunt blowing away the invasive forces of the UPP.

7. CAFETERIA

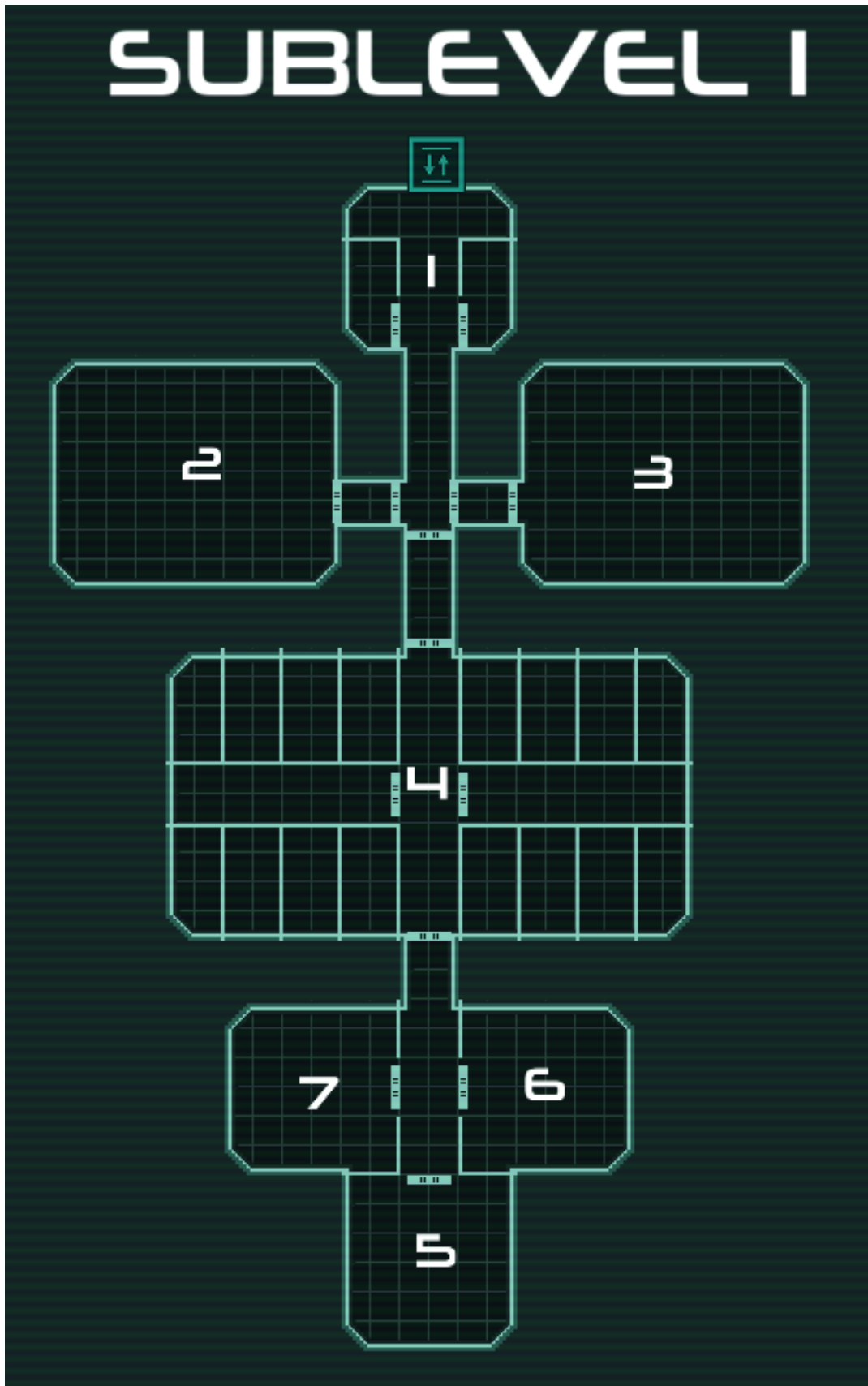
Bottled water, prefab means, bug juice and all the coffee you could ask for! Dyson will probably stop here last on the tour and offer the PCs something to eat or drink.

8. DR. DYSON'S OFFICE

This six and half foot squared closet makes Dr. Miles Dyson's office. There is not much here, except his secure terminal. While the PCs will be able to pull very little information from it, as Dyson is adamant that nothing about the lower levels be shared through the network, the PCs will be able to pull a layout of the entire complex and the knowledge that there is a cave system underneath the facility. Accessing the terminal requires a Comtech check at -2.

THE ELEVATOR

The elevator directly across from Dyson's office accesses the lower levels, but only with his access card. It can be hacked with Comtech or forced with Heavy Machinery but doing so will alert Dyson and the security personnel in the lower levels.



1. SECURITY ROOM

This Security Room is very little different from those on the Main Level, with one major exception. Here the PCs are getting into the real project, and the four security personnel here are armed with Weyland NSG23 Assault Rifles (CMOM p. 68) with the ID23 under-barrel incinerator units. They also wear riot vests (armor 4). If the PCs came down with Dyson's access card (or covered their tracks with their Comtech roll on the elevator above), the guards won't even question their appearance here. That is, unless the PCs start acting really shifty. Then they might try to get a hold of Mr. Dyson.

2. EPIDEMIOLOGY

The Epidemiology Lab has been working overtime on the 26 Draconis strain, trying to make it a viable vaccine against both XX121 and the black goo. Unfortunately, they just can't seem to piece it together (this is because their vaccine is derived from accelerant that has already been programmed to behave a certain way). There are eight recently manufactured doses of vaccine here, and injecting one, though it may be someone's only choice, has a very high likelihood of going poorly.

3. CONTAINMENT

This room has six transparent plastisteel chambers, three on each side of the room. Four of these are occupied with experiments in various stages. One is a Wey-Yu tech who accidentally got infected by the black goo, while the other three are lab chimps purposefully infected. All are currently at Stage 2 of the infection and have been injected with the vaccine. It's not going well. Within a shift, all will progress to Stage 3 and have to be eliminated lest they begin to break out of containment. That would be absolutely terrible at the wrong moment. <yet another evil grin>

4. COLD STORAGE

The doors on either side of the main hallway lead to two short, freezing cold hallways. There are a total of sixteen 1m x 2m cells here, many of which contain persons of interest that the company doesn't want to lose. If the PCs lost anybody way back in the first scenario, those characters will be on ice here, just waiting for their chance to be thawed out. They are in self-contained cryo-pods that can be wheeled out of the cells and out, which could be a rather difficult task depending on when the PCs are trying to pull that off!

If the EMP has gone off, the PCs will find wisps of frosty air lifting from the various containers as they start to thaw. This won't happen for quite some time, but it will likely give the PCs some drive to find emergency power!

5. MU/TH/UR 9000

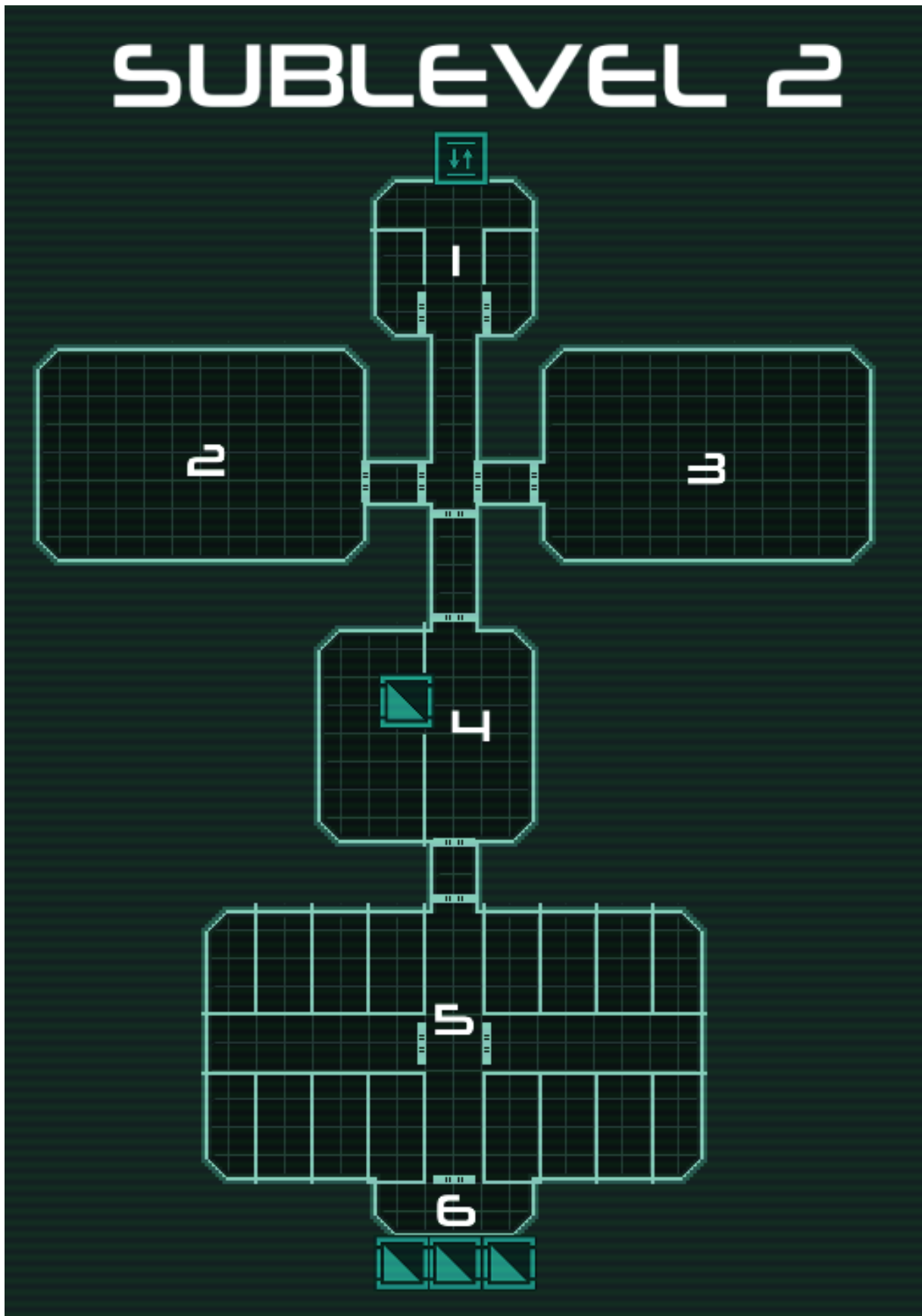
The facility's Mom is here. She will not allow anyone to access her without an opposed Comtech roll (she has 10 dice, good luck) or Dyson's access card. Even then, the amount of data the PCs have access to is extensive and could take hours to download. It would probably be best if they remove Mom's core with a Heavy Machinery roll and a turn of work. This will of course alert security. The core is a 1 weight item. If the EMP has gone off, she'll be operating in Safe Mode – she's accessible but nothing is downloadable.

6. EMERGENCY GENERATORS

Just what it sounds like! If the EMP has gone off, a Heavy Machinery roll with a turn of work will get these operational to get everything working again!

7. AIR SCRUBBERS

The building has its own, contained HVAC system. If the bombing has happened, the scrubbers here will begin growing Neomorphic Egg Sacs in a shift. Otherwise, they're just doing their thing.



1. SECURITY ROOM

This Security Room is very little different from those on the Main Level, with one major exception. Here the PCs are getting into the real project, and the four security personnel here are armed with Weyland NSG23 Assault Rifles (CMOM p. 68) with the ID23 under-barrel incinerator units. They also wear riot vests (armor 4).

2. GENETICS LAB



This is where all the work on A0-3959X.91-15 takes place. There are several Engineer ampules here that have been opened to reveal the glass containers within them. These are all handled in isolation booths, of course, and there are a half dozen Hazmat suits here just in case. The geneticists have had no success in programming pure samples of the goo; in fact, they just finished ruining their next to last sample and were waiting on word from Dyson about how to proceed when the PCs arrived for their tour.

3. MEDICAL LAB

This room does more autopsies than medicine, generally working to figure out what went wrong with the latest round of vaccine from Genetics. In addition to any medkits or drugs the PCs may need, there is an Autodoc and an actual Pauling 7 Medpod here!

4. DAVID

This 4m x 4m room is divided in half by plastisteel and heavy plexi glass. A security door allows access into the side occupied by none other than David (NPC section, Prometheus and Alien: Covenant). He was recovered long ago by Weyland-Yutani, and they've recently ferried him here to help with their experiments. Unfortunately, he's not feeling particularly helpful. The company always posts two armed guards here in case David decides to break his way out.

When the PCs arrive here, David will look up from a paper copy of The Island of Doctor Moreau and greet them smoothly with a nod. "Doctors." If things are going to Hell by now, which I imagine they are, he will instead say, "Doctors, is there a problem above?" After a moment, he'll add, "I haven't met you before, are you new? Wait... perhaps you don't belong here at all." If the PCs have an android in their group, he'll also greet that android with a "Brother/Sister," and a nod, potentially blowing that character's cover! David will say or do anything to get out, and he will promise the PCs that he can explain everything, tell them everything, give them everything they want. The terrible part is, he can...

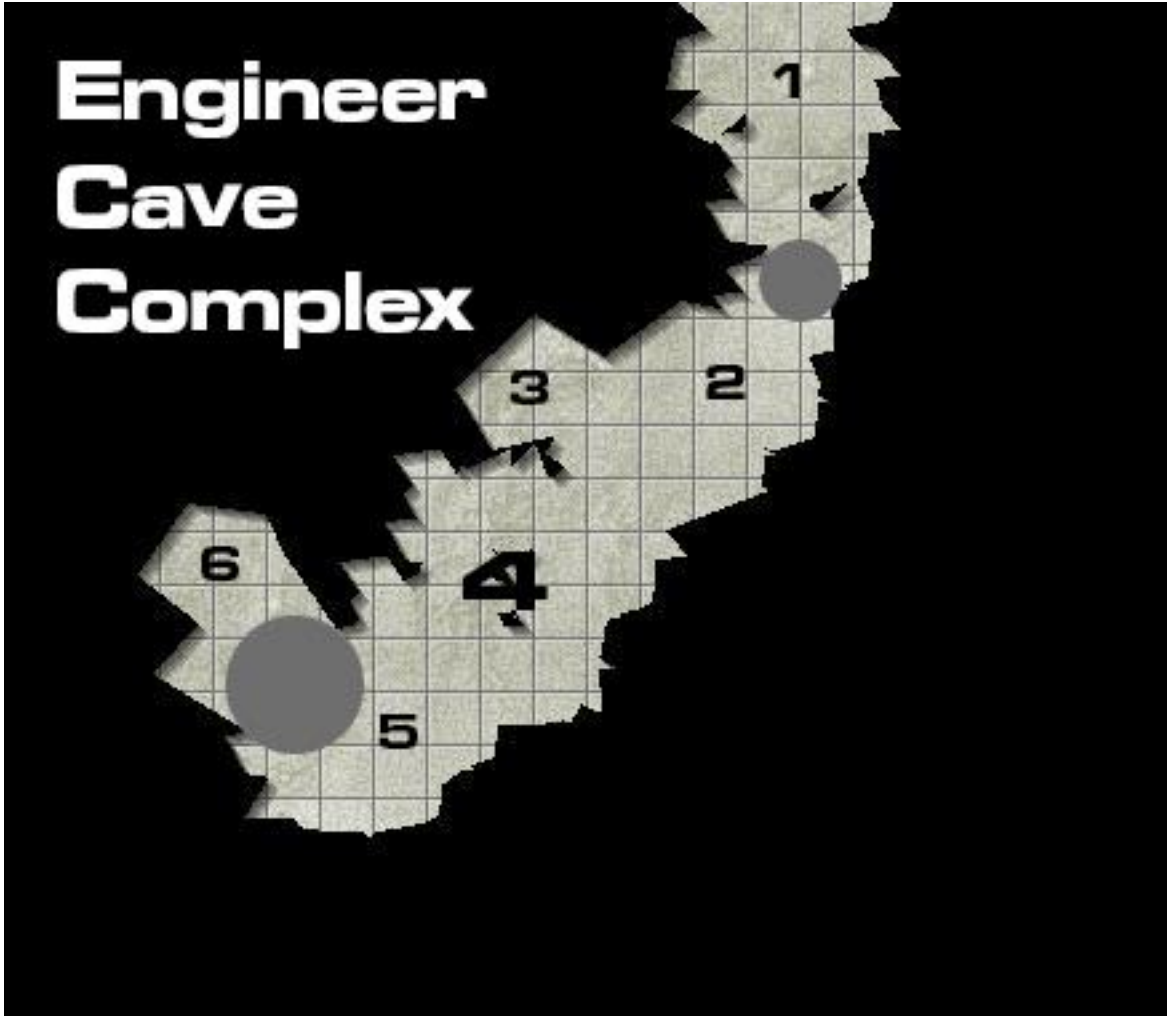
If they free him, he will lead them into the cave complex. If he sees a Yautja, he will be fascinated at first, before eventually deciding they need to be destroyed (as they are just another flawed biological creation). If the PCs do NOT free David, he'll begin to break himself out and leave the complex on his own. He'll find the PCs ship and stow away for a bit to see if everything blows over. He figures he'll steal it if no one comes, and his patience is rewarded when the PCs return to escape.

5. COLD STORAGE

This cold storage area is similar to the one above, though the PCs won't recognize either of the humans here – Private Dante, Ruth Anne and Colonel Meyers. Several of the other cells contain different stages of XX121 or Neomorphs. Up to you!

6. BLAST DOOR

This 3 meter wide security door opens into the cave complex. Dyson's access card will open it as will Heavy Machinery with a turn of work or Comtech (assuming power is on). There are usually two guards here, armed to the teeth.



The Engineer cave complex has been thoroughly explored by Weyland-Yutani. They have set up light runners all through the area, but these will not be functional if the EMP has been fired. The backup generators do not provide light to this area, as it was deemed unnecessary. If David is with the PCs, he will be able to translate any Engineer hieroglyphs as they appear.

1. CAVE ENTRANCE

This roughly 3m x 5m cave appears to be manmade, hewn straight from solid rock. Several carved stone heads line each side of the cave tunnel, blank eyes and disapproving features glaring at the PCs.



At the end of the cavern, a large stone globe blocks passage further. As they approach, the PCs may well see Engineer hieroglyphs on the globe that has clearly been smoothed and worked into its perfect shape. If the PCs pass within 2 meters of it, it begins to roll with a grating of stone on stone to reveal an opening into the globe itself and a cavern beyond.

2. HALL



Instead of stone heads, the sides of this chamber are lined with terrible, alien statues, easily sixteen feet tall. There are seven of them on the left side as the PCs enter, with two more on the right before an obviously man-made room breaks off on that side. There appears to be a sort of altar over there.

3. ALTAR

What can only be described as a 1.5 meter tall, 1-meter-wide stone altar sits up against the wall here. Two more of the carved stone heads flank the altar, but these have a decidedly female look about them. Yet, somehow, they seem even more cold and uncaring than the male versions. The altar has a single stone sphere about 5 inches in diameter upon it which, upon close examination, clearly has a break around its equator as if it is two halves. This sphere contains the last pure sample of the black goo, one that has not been programmed to do anything. Anyone exposed to it will be in sudden pain (+1 Stress)

and must make a Stamina check once per round. Any time they don't succeed, they take one point of damage and stress. When they reach 0 Health, they begin to break down a la the Engineer at the beginning of Prometheus.

4. AMPULE STORAGE

The largest part of the cavern so far, the walls are stacked floor to ceiling with hundreds of Engineer ampules. These contain the fully lethal black goo, ready to do its horrible works on whatever population is unlucky enough to receive it. A column of stone stands in the middle of the cavern, and it too is surrounded by the ampules. If one is handled by someone not wearing a hazmat or compression suit, the heat from their hands and body will cause the ampule to warm up and the seal to break. It will begin to leak the goo within a shift. Also, while the floor is still smoothed stone, the ceiling is made of metal and has taken on a disturbing organic look, that of the inside of a ribcage.

5. STATUE OF THE PROGENITOR



A fifteen-foot-tall statue dominates this part of the cavern, depicting a female humanoid with a pair of Xenomorphs. The statue is incredibly lifelike and should cause our PCs ample stress, especially if they've seen XX121 before (and they should've in Scenario 3). The Xenomorphs seem nearly sexualized or in ecstatic bondage to the humanoid who is clearly female. She has a dark countenance about her face.

The walls and ceiling here continue to have the ribbed, organic look and additional tubes run laterally and perpendicular to the "ribs", creating alcoves and dark spaces.

Another of the rolley-rock-door things is behind the statue.

6. TOMB OF THE PROGENITOR

The door reveals a three-meter-wide alcove, containing something that glows with a soft orange light and a thrumming of power. As the PCs look closer, they can only draw similarities between it and a sarcophagus of some ancient Earth civilization. It appears to be made of something akin to a fusion of stone and metal, if such a material exists, and they see no obvious way of opening it.

The sarcophagus is a cryo-pod containing the Progenitor – the first Engineer to create a perfected XX121, that is until David came along and put his own spin on things. In fact, there are two XX121 Soldiers hibernating in the room amidst the biomechanical décor of the walls and ceiling, and they've been there for years undetected by Weyland-Yutani. They respond only to her.

EVENTS

ARRIVAL

The PCs will arrive at the company landing pads, having been directed down by air traffic control. Their ship, *STSV-Meredith*, is expected. They will be met at the landing pad by a rather friendly, security guard named Al Powell, who'll escort them through security. Hopefully, the PCs took Rose's advice and left any weapons behind. After that, they'll be brought to Dr. Miles Dyson's office, and he'll make plenty of small talk about the PCs, their backgrounds and such before finally asking, "So, where do you want to start – the meat or the metal?" Of course, the meat means Medical and Genetics, the metal AI and Cybernetics. He'll close the tour with showing them the Rec Room and the Cafeteria, offering them something to eat. He'll also ask if they're staying on planet for a while; he could recommend some places to stay. Through the course of small talk, Dyson will boast, "You know, you should really plan on coming on board! I'm sure you've heard by now. We have so much potential, we're doing so well that Corporate has already decided to spin off the Cyberdyne Project into its own subsidiary company with Ms. Sky Nettleton as CEO! The opportunities here are endless!"

Dyson will not, under any circumstances at all, show the PCs anything below the first level. "I'm sorry, the tour is limited to the main floor, as I'm sure was explained to you."

By the way, if you're really such a devious, horrible person as to introduce The Terminator into this scenario, please see "Building a Better You" on my website!

THE BOMBER

Our Engineer friend in the Juggernaut shows up in orbit over GBH-45 at precisely the wrong moment – you decide when that is, but I suggest after the PCs have found a way to penetrate deeper into the facility. You could use it as a moment of chaos to help them gain the deeper access or to save them from company security after they've done so.

The Engineer on board knows that the Progenitor is here, and his computer tells him that she is still asleep, despite the presence of all these pesky humans. He wants to retrieve her, reload on ampules, and perhaps save any of the original goo samples that may still be here. Upon reaching orbit, he will send a signal down to begin the waking process for the Progenitor. She has been asleep for nearly 8000 years, so this will not go quickly!

After that, the Bomber will enter the atmosphere and hit his EMP blast to render everything on colony defenseless. Remember, all electronics, machinery, and electronic weapons (such as NSG pulse rifles) require a successful Comtech roll and a turn of work to make functional again. The Wey-Yu building will lose all power.

He then releases his bomb magazine on the poor colony, dropping black goo on the entire city, just west of the Wey-Yu complex. Most of the population will die outright; those that survive begin the process of transforming into Anathemas (Bestiary Appendix). The Engineer's plan was to let the colony tear itself apart and then land to retrieve the Progenitor. Unfortunately, someone else had other ideas...

YAUTJA

The Yautja were watching and waiting for just this very occurrence. As soon as the Juggernaut drops out of FTL, they start closing in from their cloaked position at the edge of the system. They arrive just

after the bomber hits the colony, and they attempt to dock their Interdictor with the Juggernaut. Desperately, the Engineer on board hits his FTL while still in atmosphere, causing a huge shockwave that levels half of the colony.

With nowhere else to go and driven by the fact that an Engineer came here for some plan after thousands of years, the Yautja decide to go in, landing their cloaked Interdictor on a sister pad, right next to the PC's ship! The Yautja (three Bloodeds and one Elite) will take some time to make sport of any Freaks in the immediate area, but they won't stay for long. Their goal is to make it down to the Engineer caves and find out what was so important!

Let us be clear – these Yautja are on a mission, and they will annihilate anything that stands in their way. Anyone who crosses their path and shows any aggression at all, carries a weapon, or doesn't immediately cower to one side is a target, and they will show no mercy.

Their stats, if needed, are below:

VANQUISHING CUTTER – ELITE

Health: 9 Armor: 10 Speed: 2 Talents: <ul style="list-style-type: none"> • Hard Hitter • Menacing • Second Wind • Weapon Specialist: Sword 	Strength 9 <ul style="list-style-type: none"> • Close Combat 3 • Stamina 2 Agility 7 <ul style="list-style-type: none"> • Mobility 1 • Piloting 1 • Ranged Combat 2 Wits 4 <ul style="list-style-type: none"> • Observation 2 Empathy 4 <ul style="list-style-type: none"> • Command 2 	Ranged Weapons: <ul style="list-style-type: none"> • Plasmacaster • Smartdisc • Shuriken • Shuriken Melee Weapons: <ul style="list-style-type: none"> • Combi-stick • Wrist Blades • Sword
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Vanquishing Cutter is an Elite Yautja with extensive knowledge of and preference for slashing weapons. He will typically only use his Plasmacaster at extreme range, switching to his Smartdisc at medium, and then his Shurikens at close range (he can throw both in one round!). In melee, he prefers to use his sword, sacrificing his fast action as per Hard Hitter and rolling a total of 16 attack dice!!

LITTLE CHASER – BLOODED

Health: 6 Armor: 8 Speed: 2 Talents: <ul style="list-style-type: none"> • Flyweight • Stealthy • Watchful 	Strength 6 <ul style="list-style-type: none"> • Close Combat 2 Agility 8 <ul style="list-style-type: none"> • Mobility 3 • Ranged Combat 1 Wits 6 <ul style="list-style-type: none"> • Comtech 2 • Observation 2 Empathy 2	Ranged Weapons: <ul style="list-style-type: none"> • Plasmacaster • Netgun • Smartdisc Melee Weapons: <ul style="list-style-type: none"> • Combi-stick • Wrist Blades
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Little Chaser is the tiny Yautja that no one in the clan thought would make it. As it turned out, he is more agile than many young Yautja, using that to his advantage. He prefers to be quiet and unseen, waiting and watching for his time to strike at range. In close combat, he will always save his fast actions to block attacks using his Flyweight talent.

STRAIGHT STRENGTH – BLOODED

Health: 10 Armor: 8 Speed: 2 Talents: <ul style="list-style-type: none"> • Hard Hitter • Tough • Weapon Specialist: Wrist Blades 	Strength 8 <ul style="list-style-type: none"> • Close Combat 3 • Heavy Machinery 2 • Stamina 3 Agility 7 <ul style="list-style-type: none"> • Mobility 1 • Ranged Combat 1 Wits 5 Empathy 2	Ranged Weapons: <ul style="list-style-type: none"> • Plasmacaster • Speargun • Smart Disc Melee Weapons: <ul style="list-style-type: none"> • Plasma Scythe • Wrist Blades
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Straight Strength is the opposite of Little Chaser. This hulking Yautja cares little for ranged combat and prefers to close to engaged range where he can lay down devastating strikes with his wrist blades (15 total dice if he sacrifices his fast action with Hard Hitter!). He also has a Plasma Scythe, which he grudgingly admits is better for hunting *kiande amedha* and uses as a cutting torch when needed.

FREE FLAME – BLOODED

Health: 7 Armor: 8 Speed: 2 Talents: <ul style="list-style-type: none"> • Lightning Reflexes • Quickdraw (Plasma Pistol) • Rapid Fire (Plasma Pistol) 	Strength 7 <ul style="list-style-type: none"> • Close Combat 2 • Stamina 1 Agility 8 <ul style="list-style-type: none"> • Mobility 1 • Ranged Combat 3 Wits 5 <ul style="list-style-type: none"> • Observation 3 Empathy 2	Ranged Weapons: <ul style="list-style-type: none"> • Plasmacaster • Plasma Pistol • Combi-stick Melee Weapons: <ul style="list-style-type: none"> • Combi-stick • Wrist Blades
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Free Flame is quick and quick to shoot. He prefers his Plasma Pistol over other weapons and has trained incessantly to be able to draw it quickly and fire it just as fast! He seems almost preternaturally fast, always having the jump on his opponents, moving just before they do.

DWAYNE HICKS AND HIS TEAM

Hicks and his team may very well be the saviors of our PCs, but could doom them as well, depending on how you have it all play out. They are holed up in a storage center less than half a mile from the complex, just waiting to see if the PCs need assistance. The moment the EMP blast hits, Hicks jumps up to look outside. He sees the Engineer Juggernaut and runs back in to get his men into Hazmat suits. As the goo falls, he gets his comms back up and running and immediately gets his team high tailing it for the Wey-Yu complex, likely fighting a couple freaks along the way while trying to raise the PCs on comms. If he gets ahold of them, he'll implore them to find the complex's emergency generators and get them online.

It is up to you how this plays out, but Hicks and his team should arrive at the complex before the Yautja do. He tries to avoid fighting the Weyland-Yutani security, putting on his best command voice in the hopes that they just follow orders amidst the chaos. I foresee them checking the first floor and then falling back to the elevator the moment the Yautja show up. If power isn't back up, they'll push their

way in and begin making their way down the shaft's service ladder while the poor Wey-Yu employees are getting slaughtered.

This should be played as a constant, gun and run, strike and fall back maneuver by Hicks as he tries to reach the PCs. It seems to me that Hicks should reach the PCs somewhere on Sub-Level 2 or perhaps at the cave entrance, but that is completely up to you, O Exalted Gamemother!

THE PROGENITOR AND THE SHOWDOWN

Handle this as you will, but I see the PCs making it to the Progenitor's Tomb just as her sarcophagus begins to open. The lid slides out of the way, and she begins to stand. She looks just as portrayed in the statue, wearing her biomechanical suit, and she stares inscrutably at the PCs with her large black eyes, her skin so pale as to be almost whitish-blue. It is then that the walls around her begin to move, the Soldiers becoming active. They drop down behind her, and as she turns to regard them, they crouch or fall to their knees to nuzzle her hand lovingly with their enormous ebon craniums. After a moment, one will hiss at the PCs with a display of metal teeth (there's a whole lot of Stress here for the PCs!).

The Progenitor will turn back to the PCs and stare them down for a moment (if they have any brains, they're likely edging backward at this point). She motions forward and the Soldiers move to attack, but at the last moment, they stop short and begin to hiss. Something behind the PCs has caught their attention, and the Progenitor is staring intently past them. Right then, the Yautja show up, decloaking right behind the PCs (definitely cause for more Stress, up to you if you feel a Panic roll is needed).

There are now only two Blooded and the one Elite. One of their brethren fell above (your call if against Hicks' team or some lucky Wey-Yu security scrubs), and they planned on taking his body out with them (or self-destructing it on the way out). Deal Initiative, but neither the Progenitor, her Soldiers nor the Yautja give two shits about the PCs at this moment. They are ancient enemies facing each other, and they will knock the PCs to the ground in their rush to engage each other.

Do not feel the need to fully roll out combat unless the PCs are dumb enough to stick around and choose a side. This should be related as an incredible battle between titans, with blasts of plasma weapons, war cries, Xeno screams and crashes of stone that shake the ground. The battle will eventually wage out into the Ampule Storage cave, causing ampules to break open and goo to be released. The Yautja and the Xenos are immune to it, but the Progenitor is not. She'll activate her mask on her biomechanical suit immediately. Who wins this battle is up to you, but keep in mind that if the Yautja lose, one of them will activate his self-destruct.

In addition to her Biosuit, the Progenitor is armed with a Singularity Paddle and attacks with eight base dice.

As a side note, if your PCs seem likely to pick a side, add either another Soldier Xeno or have all four Yautja survive to make it to the showdown for proper... deterrence.

With the battle raging below and most of the Weyland-Yutani staff dead above, this is the PCs real, best chance to scrounge up whatever data and samples they want, as well as save any former PCs now in cold storage (they're in mobile cryo-pods that can be secured in the ship's cargo bay). But don't let them act as if they have all the time in the world. If they're taking too long, have the fight move into the Weyland-Yutani facility.

Final note – Hicks has become very familiar with Yautja technology, thanks to Dutch. If the PCs are on their way out and happen by the body of the fallen Predator, he'll stop to activate its self-destruct. If he thinks he has just a few minutes, he'll ask a PC to help him salvage whatever Yautja technology they can, even if it's just a set of wrist blades.

ESCAPE AND WRAPUP

The survivors should make it on to their ship in just the nick of time, possibly fighting through a Freak or two (you may even want to insert one or two in the facility at just the wrong time), whether they're being pursued by a surviving Yautja or fleeing to escape a nuclear blast! They'll be yelled at by the tower at the Spaceport for the unscheduled liftoff, while possibly hearing other radio chatter about the Weyland-Yutani complex being under attack. Regardless, they should feel pretty safe at this point.

It's up to you how many of Dwayne Hicks' guys made it out alive (I would probably have them fall one by one), but certainly you want absolutely no more than the number of cryo-pods available after accounting for the PCs. This is where you can unveil Hicks' picture as he takes off the Hazmat suit, but he does not reveal his real name at this point. When the discussion turns to what now, he'll chime in and say, "Set course for Grendel, NN4285 in ICSC space. We'll meet Rose there."

FYI – that's a good 13 parsecs away at 5 Coreward, -4 Trailward, requiring two and a half months travel.

Last is the David conundrum. What should the PCs do with him? They could stuff him into a cryo-pod, if one is available <really evil grin>; while androids don't need cryo, it would keep him out of trouble. It likely wouldn't be smart for the PCs to leave David awake and on their ship. I wouldn't call it meta-gaming for the PCs to not trust him – he clearly knows a lot, and if Weyland-Yutani considers him dangerous enough to lock up under armed guard, well there you go. David certainly will not tell the PCs how to deactivate him, and rather than risk them damaging him, he'll even suggest that they put him in cryo if they must.

If the PCs did not free David, then he is on board, somewhere, probably stowed away in the air vents as he figures out his next move. He'll begin exploring the ship carefully, making sure he knows where the PCs are at all times. He'll take stock of what they recovered and how it can be of use to him. APOLLO isn't smart enough to realize and warn the PCs of the intruder. So, unless the PCs start randomly searching and scanning the ship, he should be able to avoid notice for quite some time. He's too smart to drop any clues.

Before going into cryo, the PCs may very well want to spend some time sciencing the shit out of any samples they recovered. Let them get started on this, lead them to believe that the possibilities are astounding, but they need more time and better equipment to really achieve full understanding. However, if they did in fact retrieve MU/TH/UR's data core, they will be able to move much, much faster thanks to all the information stored there.

SCENARIO 5: WHAT THE HEART HIDES

WHAT'S THE STORY, MOTHER?

29TH SEPTEMBER 2184

You are asleep in cryo, and you are dreaming.

Allow the PCs to describe their dreams individually, except for the PC with the Story Card “The Cold Hand of Death Awaits”. If you have no one with that story card, select a PC at random and read the following.

Your dream begins to fade, and already you’ve forgotten what it was. A new dream begins, starting with an all-encompassing view of white light. You can see nothing but the white, and it hurts your eyes. Shapes begin to appear as the blur sharpens, and your eyes focus on something that hovers above you, an irregular oval. As the image continues to form, you can make out a face with flawless pale skin, piercing blue eyes, a prominent chin, and a bold forehead above which is blond hair. You recognize the face after a moment, the face of the android in the Weyland-Yutani complex on GBH-45.

Watch this verbiage in case your PCs don’t know he’s an android.

He smiles benevolently, but there is no love in his eyes as he gazes upon you. You begin to wonder if you are still in fact dreaming when you feel a prick in your arm, and his face again fades into the blur, and the big white blur fades into blackness.

You all wake with a start, trying to wipe cryo-sleep from your eyes as an alarm goes off from a nearby terminal. A quick glance tells you all is not as it should be - <PC in the dream> is not in their cryo-tube, there is no sign of them.

Also, if the PCs had David with them in cryo, the top of his tube has been shattered, apparently broken out of from the inside.

WHAT'S REALLY GOING ON

David, whether he was a stowaway, or a “guest” of the PCs, has decided to act. Through sheer force of will, he kept a part of himself conscious during the cryo process, and after a timer of several days, he became active again. The first thing he did was drop the ship out of FTL, collect any weapons the PCs (and NPCs) had and jettisoned them out the airlock, excluding anything that will affect humans and not androids (such as electrostatic shock weapons). He then set a new course for an old home of his; his extensive computer skills vastly outclassed the PCs poor APOLLO system, and the unit was unable to raise any alarm at all.

David retrieved the PC from the dream and has taken them into Medical under heavy sedation. He has studied all the samples the PCs retrieved, and he has been working on a serum that will very likely cure our ailing PC, but also turn them into a monster. He believes he can mutate a human straight into an XX121 Drone.

Unfortunately, he was interrupted. A USCMC Coney, *USS Mahan*, has intercepted the PCs' ship only a parsec away from GBH-45. *USS Mahan* is part of Lt. Col. Price's MAU and was on its way to assess the situation on GBH-45 and provide whatever aid necessary. David knows he cannot outrun Mahan, and he knows he cannot fight an entire USCMC platoon, so he has gone into hiding in the airducts to begin the chase.

WAKING UP IN CRYO

When the PCs (sans one) awaken, they'll find an alarm blaring throughout the ship. If a PC wants to check the terminal in cryo, have them roll ComTech. With no Successes, they can see that a ship is approaching, and with one, they'll see that APOLLO pulled them out of cryo because the ship is on an intercept course and is pinging them with comms and sensors. Last, if a PC has stunts and opts for "New or Unexpected Information", they'll find that their ship is off course, having been dropped out of FTL by someone before the course changed about a day ago.

FYI – don't let your vacant PC get antsy. They'll have their chance. Just ask for their patience.

Surely the PCs will want to find their missing compadre. A quick check of any terminal should let them know that the missing character is in medical.

Also, anyone who doesn't hydrate right away should make a Stamina roll or suffer the effects of Dehydration.

WAKING UP IN MEDICAL

There are no dreams this time, just peaceful oblivion. For all you know, you could be dead, because you truly know nothing, have no sense of existence at all. Slowly, sensations begin to arrive. The touch of smooth, cool metal under your fingertip and the exposed skin of your arms and legs. A blinding white light as you try to force your eyelids open, though they barely respond. A voice, calm, cool, British, "Oh good, you're awake." There's an itch on the tip of your nose, and you lift your arm to scratch or rub it away, but your hand does not move. It's unmoving. No, it's caught, held down by something, straps, polymer. They're around your wrists, your ankles and across your thighs and midsection. You realize there's one across your neck as well, just enough to keep you still lest you choke yourself. Your eyelids respond more fully, staying open longer and longer every time you force them open, and you recognize the effects of sedation. You're in medbay, strapped down to an emergency table and a man with blond hair is to your right, working at a lab counter with his back to you.

If the PC attempts to speak, it will come out as a muffled mumble, and if they wish to resist, they may make a Close Combat roll at -4 (-2 for the straps and -2 for the effects of sedation). The straps require 5 points of damage to break.

"No, please don't speak. Be calm, don't move," he says soothingly. He turns and you see the face from your cryo-dream. He looks down on you almost kindly, and your eyes dart to the syringe in his hand, the syringe full of black liquid. "I made this special for you," he says. "This is what you need, what will resolve all your concerns. Don't struggle, please. It may hurt at first, but let it work. You will become... perfect."

He moves closer to stand just beside the table, and the cool blue of his eyes betray something you can't quite put your finger on. He removes the plastic tip off the needle, tapping the barrel lightly with a fingernail. He says softly, "Look on my works, ye mighty, and despair."

And then a blaring alarm sounds in Medical and throughout the ship. "Damn," he whispers as he places the protective cover back on the needle. "I'll be right back," he assures you as he turns, takes five more syringes from the counter, and passes by you toward the door. You hear the motors hum as the doors open and then the slightest clang of metal as they meet closed again.

USS MAHAN AND THE MARINES

Mahan is under the command of Lt. Gillian Marow. She and her platoon are en route to GBH-45 to assess the situation and provide whatever medical, military or support assistance that is required. USS Mahan's MU/TH/UR detected the PCs' ship, calculated a high probability that it may have come from GBH-45 and set an intercept course. By the time the PCs wake up and get moving, the crew of Mahan is already up and about and endeavoring to reach the PCs on comms. When the PCs finally answer, they'll be expected to heave to and prepare for docking procedures.

Lt. Marow and her marines are not the crux of this scenario; frankly, they are little more than an annoyance. Marow will debrief the PCs heavily about who they are and where they're headed. Keep in mind that if the PCs never reset their ship transponder, she will believe they're a Weyland-Yutani vessel and could only be heading from GBH-45. In the end, this should make the PCs very uncomfortable and consume a lot of time, all the while they're worried about what David is doing aboard their ship. Eventually, the PCs should be able to be sent on their way with some well-timed Manipulation checks.

However, Marow did have the foresight to hide a tracker on the PCs' ship, something they'll only find if they go looking for it.

Lt. Marow will eventually report all this back to Price, which will set him in motion. He will, of course, recognize the PCs and their ship, and he'll know they're tied up in something. He'll likely blame them for whatever happened on GBH-45, using his circumstantial evidence to get the Colonial Marshall's Office to issue warrants for the PCs arrest. Additionally, all elements of the 31st MAU will be on high alert.

One last thing – Hicks at this point will become very nervous. He'll pull whomever the PCs' captain is aside and let them know that he cannot be found by the USCMC. If they run biometric searches on him, they'll find out that his real name is Dwayne Hicks, a corporal in the USCMC, reported KIA in 2179. They'll need to decide on where to hide him!

PLAYING CAT AND ALSO CAT

During his stay in the ship's air ducts, he will pick a central area to hunker down, someplace that allows him multiple ways of escape. At times, he will succumb to his artistic needs, recreating drawings from his workshop on Planet 4 from memory and tacking those drawings up on the walls. I highly recommend the boxed set David's Drawings by Titan Books if you need some nightmare fuel.

David is a wily opponent, and he simply will not be easy to catch or find. He is smarter and stronger than any human, and he knows when to move and when to kill. And he is very capable of it. He will never attack a group of more than two and will often avoid even two more often than try to kill them. However, a lone human target... well that's something he cannot resist. David has no qualms about killing people as he needs to, but he requires at least one (preferably a few more) to continue his experiments. His goal will be to break the PCs and then inject them with his serum. If he reaches the point where he is sure he is going to lose, he will forego trying to incapacitate and go straight for the injection with a Close Combat roll (may be blocked with an available fast action).

He should always seem to be one step ahead of the PCs. He has appropriated a PC's PDAT (plus whatever else he finds useful) and has set up APOLLO to feed the PCs' positions to it from their PDT chips. A PC can discover this from either the APOLLO room or the bridge with a Comtech roll stunt of "New and Unexpected Information." Of course, this is a problem for Dwayne Hicks. If they leave him alone somewhere as he hides from the marines, he becomes an obvious target for David. However, he does still have his StratSol Field Computer which will provide him some cloaking for a brief amount of time. Perhaps he can hide that way?

As wily as David is, he is equally evil and diabolical. If things are going badly for him, he will do whatever it takes to ensure his own survival. Anything you, O Exalted GM, can think of, he can think of, too. He is perfectly capable of ducking into Environmental to sabotage the equipment there, killing the breathable air supply in ten minutes, and then go to Engineering to set the engines to self-destruct in ten minutes, AND THEN going to the bridge to set an FTL collision course with a nearby object in ten minutes, forcing the PCs to split up multiple ways so he may pick them off.

Eventually of course, the PCs should be able to corner David and simply overpower him. If defeat is inevitable, he'll attempt to parlay to buy himself more time and another opportunity and remember – David is one smooth talking evil bastard. That being said, it's highly unlikely that your PCs will deal with him in such a way. It seems far more likely that they will cause enough damage to him that he finally just shuts down.

DAVID'S SERUM

David's serum derived from A0-3959X.91-15 might have a couple of different effects, depending on how he derived it. If the PCs retrieved the last pure sample from the altar in Scenario 4, and assuming David finds where the PCs put it, anyone injected with David's serum must make a Sickness roll against Virulence 9. Failing means they advance to Stage I Anathema. Afterward, they must roll once per shift to avoid advancing to the next stage.

However, they never advance to Stage III. Any failed check that would advance them to Stage III instead has the following effects. The character becomes distracted and distant, often not responding to direct questions. Their skin becomes cold and clammy, while a sheen of sweat coats their entire body. The eyes grow completely black, and hair begins falling out in clumps. Any rough handling of the character has a chance to pull the skin right from their bones, revealing shiny, black carapace underneath. If this occurs, or regardless in a shift, the character will completely slough off their human form (+1 Stress and Immediate Panic roll for anyone seeing this) and will review their true form – a fully grown Drone!

If David's serum is imperfect (i.e. created from Engineer Ampules instead of the pure sample) it may act differently. He has done the best with it that he can, and he is frustrated because he knows it will not work perfectly. The injected character must make a Sickness Roll vs. Virulence 9. If they do not succeed, roll a D6 and consult the following chart:

1. This vial was inert. No effect at all.
2. This vial was inert. No effect at all.
3. This serum was too weak to cause any real harm. The PC will begin to feel very ill and have a fever as their body naturally fights the invader. Play this up and give the PC +1 Stress. Also, the character has -1 Strength and -1 Agility. In one shift, the ill effects completely pass.
4. This serum was too weak to cause any real harm. The PC will begin to feel very ill and have a fever as their body naturally fights the invader. Play this up and give the PC +1 Stress. Also, the character has -1 Strength and -1 Agility. In one shift, the ill effects completely pass.
5. The serum is not what David wanted, but it is no less terrible. The character must make a Sickness roll against Virulence 6 once per Turn! With every failure, they will begin to feel more and more ill, to the point that the fever overwhelms them into seizure. A Neomorphic Bloodbuster is going to erupt from their body!
6. The serum works as if it were derived from the pure sample, as above!

The PCs simply do not have the time to do their own experiments or try their own cures unless you've allowed them to create some experimental treatments yourself! The fact is the best thing they can do is throw any infected PCs into cryo and hope the slowdown of their metabolism slows the advancement of the infection as well!

The PCs may realize that David, having created the serums, likely contains the answers as well. In fact, David's brain contains all the information that anyone could possibly want about programming A0-3959X.91-15 to do whatever one wills. The question is, of course, how much of the pure sample do the PCs have, and can they generate enough to cure all infected PCs, plus have some to hand over to SSI. A Comtech roll and a turn of work will allow the PCs to communicate with David; his AI is no longer functioning, but all the information is there for the taking, perhaps transferable to a terminal. There's much more there as well... If the PCs don't come to this conclusion, Rose Whitehill will suggest it when they meet her on Grendel.

MEETING ROSE (AGAIN)

The PCs have some things to deal with here, and they'll probably want to get back to Rose, continuing on their original course for Grendel as per Hicks suggestion at the end of the last scenario.

Grendel is an ICSC member, which means the planet's local government is one small step above a an extortionary cartel. The PCs will be contacted by Space Traffic Control when they arrive in orbit, and, regardless of what ship's transponder they're running, they represent an unscheduled vessel and securing a landing pad at the spaceport will cost them the sum of \$20,000! Obviously, Rose will reimburse the PCs for this expense, but this is the kind of highway robbery they can expect on Grendel.

It is against the Spaceport Authority's safety codes to allow ship's crew to stay on board. Space Authority will want to do a full safety inspection of the ship, which includes touring the entire interior and accounting for all crew. If the PCs have infected characters in cryo, this could cause a serious problem for them. Of course, nothing can't be bought here, and it is not uncommon for an Inspector to rubber stamp a vessel for a reasonable one-time fee.

The colony has one sprawling main city of close to a million inhabitants, all of whom are quick to take advantage of anyone they deem as not from Grendel – this is how they make their living of course. Anything here will cost the PCs at least four times the standard prices, and this includes hotel stays. It rains constantly on Grendel, forcing all the inhabitants to walk around in large hats or light-pole umbrellas. The streets are filled

with vendors hawking food, second hand, stolen and knock off merchandise of all sorts as well as any number of illegal items. As long as they get their cut, the local police force and government couldn't care less.

As an ICSC world, at least twenty different languages are spoken as the ICSC does not have only one or two cultures represented as with the UA or 3WE. English and Spanish are common, but the PCs will also hear myriad Arab dialects, Turkish, Farsi, Hindi, Russian and numerous other European languages. Getting around will be difficult at first, until the PCs start to find persons who speak their language(s). Of course, Hicks knows the way to the home office, assuming he's alive and kicking.

By the way, if the PCs look closely, they may notice that the local police walk around with SSI weaponry.

Rose is conducting interviews in a conference room at the nearest Hilton (her account generates points when she uses Hilton Hotels, you know) to bring on more security personnel. When she gets word that the PCs have arrived, she'll dismiss her current interview and meet with them immediately. Obviously, she wants a full debriefing from Hicks and the PCs, and she's prepared to offer whatever help she can. She'll close her interviews for the day, asking her assistants to reschedule everyone else for a week out, and take the PCs to SSI's facility here. She'll want to send a team to retrieve the pods of any infected PCs back in cryo on the ship.

This is the time. While any popsicle PCs are carted away, Rose will give the PCs a tour of the facility. Hicks will of course tag along, while any members of his team that survive head off to the locker and rec rooms. She will walk them through clean halls with transparent plastisteel windows looking into labs of all kinds of sorts. The scientists in the group will recognize equipment for medical, biological, and genetic research and experimentation, as well as quite a bit of general and unknown equipment. She'll show them their manufacturing facilities where they produce their weapons and armor, and yes, they sell quite a bit of it to the ICSC and other independent commercial mercenary outfits. "We're no Weyland-Yutani, as far as distribution goes, but we do well enough to pay for all this."

Rose will end the tour by taking the PCs to the top floor, explaining that the corporate office in Cartagena is really just a cover. There's nothing there but an office with two employees that are paid to do nothing. The PCs find themselves in a clean, posh lobby complete with expensive plants, comfortable seating, fresh coffee, video walls, network terminals, you name it. A pretty, young woman sits behind a reception desk, looks up at them and says, "Ms. Whitehill. Mr. Verhoeven is waiting."

MEETING VERHOEVEN

Rose leads the PCs into a large office, probably 6 meters by 10, with real wood, cherry bookshelves that line both sides and are filled with real books! If the PCs scan the titles, they'll find mostly non-fiction titles that span hundreds of years, from the most recent business and motivational books to books from authors with funny names like Zig Ziglar to Sun Tzu to books about body building to memoirs and biographies about a range of historical figures. The office seems to have a hardwood floor with a rich rug that runs its length, ending in what can only be the most expensive piece of furniture the PCs have ever seen – a true, cherry desk. A man in an expensive suit sits behind the desk, occasionally tapping keys on a terminal with his left hand while making notes with a pen in his right. The wall behind him is one giant window, affording a view of the rainy city behind him.

The man looks up, and a slight smile touches his lips. He rolls back in his chair slightly and stands, presenting a powerfully built man that is almost two meters tall. He extends a hand as he approaches, "Welcome to Grendel. I am Paul Verhoeven."

Dutch will thank the PCs for everything they've done so far. He is fully briefed on everything the PCs have gone through, and he has already heard whatever they told Rose about GBH-45, as she transmitted it all live to him. He will ask further questions, leaning on Hicks to fill in any gaps the PCs either forget about or try to hide.

He will ensure the PCs that they can trust him, that they're on the same side. Dutch will give them a brief review of SSI's history and why he brought the company into existence. He is prepared to commit any and all resources to work to save any infected PCs, even at the expense of his own goals. If the PCs have any of the pure sample left, his scientists (and the PCs can help) can generate an antidote from that. For that matter, SSI should be able to generate an antidote from David's serum as well. Dutch will want to save any of the pure sample to be programmed to extend his own life, but he will certainly use it to save the infected PCs first. Finally, if the PCs managed to save a sample of Yautja blood, he will add, "We learned a long time ago that their blood has substantial restorative properties, almost as if it was engineered itself. It can be used to treat injuries, even diseases. It may work. We will work around the clock to save your friends."

If the PCs just don't seem to want to trust Dutch, he will pick up on it, even if they're being subtle about it. He'll sigh, look at Rose and say, "I don't think we've earned their trust. I don't blame them." To the PCs, "Here, let me show you something."

He walks over to the one bookcase of fiction, selects Alice's Adventures in Wonderland, and pulls it out slightly while saying, "Stand back, please." With a hum of motors and a release of air, the bookcase recesses in a foot or so and then slides to the right, revealing a small, hidden room. Behind clear plastisteel, you see numerous weapons – an unknown design assault rifle, a knife with a wickedly serrated blade, an arm computer similar to Hicks' and a suit of StratSol armor. You also see one of the hunter aliens' helmets and one of their arm computers, some of their armor, and even one of their shoulder mounted cannons, clearly inoperable. Last is a flintlock pistol of ancient Earth origin, engraved with a name – Raphael Adolini, 1715.

"The is my trophy case," Verhoeven says proudly.

"My family immigrated to the United States when I was ten years old; my father was a diplomat," he says gazing on the items before you. "I was a big kid, learned to play American Football, and I was good at it. My friends came up with a nickname for me and it stuck. I joined ROTC, went to West Point with a friend of mine, graduated and went off to war in a place that's now part of the Union of Progressive Peoples, a place called Vietnam. I retired from the army at the rank of Major and started my first company, working special ops for the Department of Defense.

"In 1987, my crew was in Guatemala when we encountered our first Predator. My men were elite special forces vets, and we were picked off one at a time. I will tell you the whole story another time, but I killed it in single combat with some luck. It set off an explosion that destroyed ten city blocks worth of jungle and eliminated all evidence.

"After that, I disappeared, doing my own investigations, but I became involved in the OWLF Project. They had been tracking these invaders for years, finding evidence as far back as the early 17th century on Earth. I wouldn't have believed it but for my own experience. I continued, with the OWLF, to track and fight these things for the next forty years. That plasma weapon," he says as he points at it, "killed two of my friends. That mask came from a huge Yautja who thought he could beat me one on one. He almost did. That netgun serves as a reminder – In 2008 in Laos, a female of their kind eliminated by entire crew as we tracked her. She was so smart, so... calculating, we didn't expect it. She trapped me in that netgun," he says as he taps the faded crosshatched scar on his right temple and right side of his forehead.

“She let me go before she faded into the jungle. I’m sure she knew who I was, but I don’t know why she didn’t kill me. Maybe it was out of respect, or maybe to send a message.

He turns to face you all, “My name is Alan Schaeffer. I was born in Holland in 1946. My friends call me Dutch.”

Dutch will close the bookcase and return to his desk, all the while patiently answering every question the PCs have as truthfully as he can manage. He will explain that after his near death in 2007, he was badly wounded, and the OWLF treated him with experimental serums made from Yautja blood. They rejuvenated him, extended his lifespan. In the 2020s, he was nearing eighty, but fighting like a man in his forties. When OWLF lost all funding and disbanded in 2035, he disappeared with as much of the science and tech as he could manage, determined to continue fighting the Yautja. But something changed. He never heard of the Yautja again, but he continued to wait and watch.

Dutch is convinced that Weyland’s cancer cure in 2023 was related to Yautja blood research. He is also sure that most of the major advancements – fusion reactors, plasma and particle beam weapons, ultra-light alloys used in space vessels and Pauling Medpods – are related to reverse engineering Yautja technology. As more ships began to be lost in deep space and rumors began to spread, Dutch was sure that there were more horrors in the galaxy. He founded SSI in 2145 to find and fight them.

One final revelation – Dutch, as healthy as he appears, is finally dying. They’ve reached the limit of what they can do for him with genetic manipulation, cloned organs and even Yautja blood treatments. That’s why he wants A0-3959X.91-15 so badly – it represents a chance to keep going, to keep fighting, as well as help all of mankind.

If all this doesn’t get the PCs on the same page as Dutch, I don’t know what else to say. If they want to leave SSI’s employ, he won’t stop them, but he will make good on his promises to help save infected PCs.

WRAPPING UP

It is up to you how long this takes and how involved the PCs are in helping their friends. If they plan to help SSI work on the project, have them make Observation and Survival rolls for the science. It should take days or a week of round the clock work to get to the end, but the PCs should have a working antidote to save their friends. In the end, have every infected PC make a Stamina roll once injected with the antidote – each PC needs only one success to beat back the disease and return to normal.

Also, SSI will treat the dying PC (Story Card) as well. The same Stamina check applies.

Dutch is a rich man, and SSI is a successful weapons distributor and defense contractor. He will pay the PCs well for what they’ve accomplished here, even though he himself did not receive treatment. They’ve given him everything he needs to know to continue. He will transfer \$100,000 to their account, plus bonuses for any recovered Yautja tech, blood and A0-3959X.91-15 samples (even the “pre-programmed” goo in the ampules). A good guide to help you gauge the bonus amount:

- Wrist blade or piece of armor - \$10,000
- Biohelmet \$20,000
- Plasma Caster or other major weapon \$50,000
- \$20,000 per Engineer Ampule or \$10,000 for smaller samples

While SSI works to save the infected PCs, Dutch and Rose are working to figure out the next play.

SCENARIO 6: THE DEPTHS

WHAT'S THE STORY, MOTHER?

11TH DECEMBER 2184

Everything has been quiet around the SSI headquarters for a few days as your team takes time to relax and recover from your recent ordeals. At some point, the building's interior became decorated with wreaths, holly, adorned pine trees and garish, colored lights. Everyone simply shrugs and says, "Mr. Verhoeven has a thing for Christmas."

The previous day, Rose called you for a meeting at her office on the top floor at 11 AM Earth Standard. She actually met you in the reception area outside of her office a few minutes till, and she smiled warmly, apparently pleased to see you all.

"Everyone doing well today?" she asks. "I'm glad. We're making some headway, and I'm waiting for Mr. Verhoeven to arrive from a negotiation to review some opportunities with him, opportunities to advance our work."

Just then, the lift doors open and Verhoeven / Schaeffer strides out wearing khaki slacks and a short sleeved, collar shirt, and an antique leather golf bag is slung over his shoulder. He sets it roughly, almost throws it really, up against the reception desk, while complaining, "As if it isn't hard enough to find time when it isn't raining around here, I'm still no damn good at this game."

He sighs, "And we have further... complications. The ICSC apparently declared war on the United Americas."

This catches Rose's attention. "What? Why?"

"Some happenings at a colony called Hasanova."

Rose nods, "Yes. An Iranian data center."

"Details are sketchy, and both sides have different stories. But the USCMC had a platoon on site, supposedly caused massive damage, loss of Iranian citizens and some private contractors."

"A war of economics? Sanctions?" Rose muses. "The ICSC has no cohesive military. Still, this may pose an opportunity."

"Go on."

"I need some time. I've managed to collect some interesting information, but there are holes. I need more time."

"You have until tomorrow, 8 AM Earth Standard Time. *USS Cronulla* is on its way to Grendel. She'll be here in six days."

"Then I need some help," Rose replies, and she looks to <the PCs with the highest Comtech skills>.

WHAT'S REALLY GOING ON

Rose is on the cusp of piecing it all together. The PCs have managed to gather her quite a bit of information, as well as temporary access to various Weyland-Yutani systems. She needs just a little more help from the PCs with high Comtech skills to figure it all out.

USS Cronulla is a Bougainville-class Attack Transport of the 31st MAU and under the command of Captain Weems. Officially, she's coming to provide a show of force to the ICSC, a showing that the UA is ready for a fight. Unofficially, Price has already struck a deal with the governor of Grendel to allow a platoon of marines to land and assault SSI headquarters. This platoon is spec ops with several AW marines.

Faced with this information, Dutch decides to move everyone off Grendel by the day after tomorrow, loading himself, Rose, Hicks, and Dr. Catori Khan into the PCs' spare cryo tubes. He'll also want his last squad of security (five personnel) in mobile cryo tubes, as much gear as they can grab, and all their scientific findings, samples and artifacts loaded into the PCs' cargo bay. Last, he'll have all records destroyed, including the building's mainframe. Any remaining personnel will be given a large severance pay, including a ticket off world.

Fortunately, *Cronulla* cannot catch the PCs' ship, as they have the same FTL rating. Once away from Grendel, Dutch will want to have a meeting to determine their next move. With the information the PCs and Rose have gathered, they will head off to the Bomber's home base to end the rampage.

When they arrive, they will find that Lt. Col. Price and *USS Mahan* have already arrived, as they are tracking the PCs and much, much faster. Price himself is aboard one of two dropships that have just launched, preparing to make planetfall. Price will tell the PCs to heave to and prepare to be taken into custody, that *Mahan* will open fire if they either attempt to land or escape.

Just then, a Yautja Mother Ship will decloak and engage *Mahan*, likely destroying her in one round. The Yautja will scan the PCs' ship, but finding no weapons, will ignore her. After destroying or disabling *Mahan*, the Mother Ship will launch all six drop pods at the planet. At Dutch's urging, the PCs will follow.

Upon landing, Dutch will stay aboard with Rose and Khan (he is very ill since awaking from cryo and appears to be in no condition to join the mission), sending the PCs and Hicks and his squad out to find a way into the Engineer Juggernaut. The Yautja drop pods landed nearby, as did the USCMC dropships. They will have to make their way through a cave system to get aboard.

Here they will find the Hive, and things get bad...

DOING THE RESEARCH

Rose will ask the PCs to assist her in gathering information. Truth is, she doesn't really need them, but more hands are better, allowing her to focus her efforts a bit. She has the following tasks to divvy up:

- David's head is plugged into an Android Diagnostic Device and connected to SSI's mainframe. David has one final set of security protocols that need to be broken through – a Comtech roll at -2. Once this is bypassed, the PCs will have his entire knowledge at their fingertips – how to program the black goo from its base state, all of his memories from the Prometheus and Covenant missions, Planet 4, Origae 6, Shaw, Peter Weyland, the Engineers – all of it. Rose will select specific data and images for the briefing the next morning.

- She is curious about *USS Cronulla*. A successful Comtech roll will determine that the ship is a Bougainville Attack Transport and part of Lt. Col. Price's 31st MAU. This is odd, because that puts the ship six or seven parsecs out of Price's operational area. The "New and Unexpected Information" stunt will provide a crew manifest that includes the platoon of marines on board, four of which with weapon names as their surnames. Upon seeing this, Rose will swear and ask for a hardcopy on that. If asked, she'll explain tomorrow morning.
- Rose will ask for assistance trying to hack into the Space Traffic Control Tower at GBH-45 as she has found it is active. Apparently, some techs managed to get it back online just after the EMP burst, but this doesn't really matter. What's important is the sensor scans that show a tachyon build up in low orbit just before the Juggernaut arrived. This will let her, Khan or the PCs hypothesize that the ship uses some kind of Tachyon Shunt drive, something only theoretical, though rumors are that the UPP have made it work on a small scale. She'll also be able to get scans of the ship. The tower got back up and running just before the Juggernaut shunted out, allowing her to collect course data.

THE MORNING MEETING

At 8 AM Earth Standard, the next morning, the PCs will meet with Rose, Khan and Hicks in Dutch's office. Rose will admit that all the information is still coalescing in her head, but she is beginning to get the big picture, thanks in no small part to the PCs for their help in the last day, as well as everything they've done. There's way too much to explain it all here, but she'll try to gloss over as much of it as possible. She is going to start with some pictures, giving a brief explanation of each as she hands them around.



"I discovered that the Space Traffic Control Tower on GBH-45 was active, and we managed to hack into their mainframe. I have some other information to share regarding this incident, but let's just focus on this for now. The ship has a distinctive shape, sort of a "C"; survivors of the border bombings have reported a similarly shaped ship just before the EMP bursts and black goo bombings."

“The UPP colony on Alpha Casea II, which began our friends’ involvement in all of this,” she says as she motions at the PCs, “caught this image at long range as an apparently identical ship burst through the high atmosphere cloud cover, again, just before the colony was bombed.”

If anyone asks if it is the same ship or an identical ship, Khan will speak up and say that she has analyzed all the photos and cannot come to a conclusion either way.

Rose will add that there have been no reports of multiple Border Bombings occurring at one time, lending credence to the belief that there is only one bad actor here.



“And again,” Rose continues, “this ship was pictured over Ariarchus colony in Krueger 60 by a UA Cheyenne, just before the EMP hit and that colony went to hell.”

Dutch begins to look impatient, as by now, he certainly gets the point.

Rose will add, “I have just one more.”

“I’m sorry, this one is a little harder to see. This looks like the same ship, but it isn’t. This one was found, crashed and apparently inoperable, in 2121 by the crew of the USSCS Nostromo, including one,” Rose almost seems to be avoiding looking at Hicks as she speaks, “Ellen Ripley. This image was taken over fifty years later, five years ago by the camera of a wildcatter’s tractor maybe three weeks before the colony’s atmospheric processor went critical.”



Hicks isn’t much of a conversationalist as a general rule, but now he seems to get a thousand-yard stare about him. If no one has comments or questions, Dutch will ask if we know who the ships belong to. They’re certainly not Yautja; bombing planets is not their M.O.

“We believe the ships belong to a race called the Engineers, at least that’s what Weyland-Yutani calls them.” Rose will go on to explain that they were given that name, based on what she found in David’s databanks, by an archaeologist named Dr. Elizabeth Shaw because she believed they engineered us. She will show everyone the picture to the right, pulled from David’s memory, a picture that should bring back some recent bad memories for the PCs. That picture is from almost a hundred years ago, from the Prometheus mission. Wey-Yu believes the Engineers to be responsible for creating humans on Earth, as well as the Arcturans, which would explain some of their cultural beliefs such as “The Star Teachers”. Dr. Shaw and David believed the Engineers decided to destroy us some two thousand years ago. Apparently, David decided to return the favor.



“Shaw and David stole an Engineer ship from LV-223 and traveled to someplace that we only know as Planet 4. David had told Shaw, and maybe even believed, that it was the Engineer home world. After killing Shaw, he bombed their city with the genetic accelerant, just as the Border Bomber is doing to us now.”

Dr. Khan will interrupt, “Looking back at it, Weyland-Yutani. and even David. are certain that this was not the home world. The civilization here was small, archaic, almost stone-aged in terms of architecture. The only apparent technology was some sort of docking mechanism for the ship. And look at this picture. This is also from David’s memory. These people are not the same as the other,” she says pointing at the Engineer photo. “They’re similar, to be sure with the prominent chin and high nose bridge. But the Engineer is truly hairless, while these people appear to have more of a shaved appearance, perhaps a religious affectation. Also, their skin tone is different.”

If the PCs aren’t getting bored by now, Dutch is. He will allow a little more debate before he asks for the point. The point is that Rose and Dr. Khan are certain that an Engineer has picked up the 2000-year-old mission of bombing humans out of existence. Why now? What changed? What stopped them 2000 years ago? There’s no telling, and maybe the Yautja have something to do with it, as they’re clearly hostile to each other. Regardless they must be stopped.

So, how do the PCs and Dutch do that? If none of the PCs push the conversation forward, Dutch will ask the obvious question.

Rose will explain that she had Dr. Khan look at some of the sensor readings around GBH-45. Just before the Engineer ship arrived, there was a tachyon build up and again just as the ship left. Khan believes the Engineer ship uses a Tachyon Shunt drive, something only theoretical at this point, though rumors are the UPP has had success with small craft. Regardless, Khan has calculated the course of the ship as it left GBH-45 with only a 0.02% variance, and it matched the incoming vector. She believes the ship is headed for Vorach, a system at -5 Trailward, 14 Coreward, a good five parsecs past the frontier.

At this point, the PCs and Dutch will probably plan to undertake a mission, but Rose will bring up another problem, assuming none of the PCs do. *USS Cronulla* is on the way, maybe five days out by FTL to Grendel. The ship is part of Lt. Col. Price’s MAU, putting it way out of its designated operational area. If the PCs managed to get the crew manifest, it is below.

USS CRONULLA

BOUGAINVILLE-CLASS ATTACK TRANSPORT

USCMC 31ST MAU

COMMISSIONED 2183

COMMAND: WEEMS, GEORGE, A.R., CAPTAIN

CREW: 8

MARINE COMPLEMENT:

LANCE, JUSTIN, LT

BISHOP I.B, WO

SABER, MANUEL, SSGT

BATES, WILLA, K, SGT

GLAIVE, TRISTAN, SGT

MILLS, ESMERELDA, P, LCPL

MOORE, LOUIS, T., LCPL

AXE, RALEIGH, LCPL

ADAMS, OTTO, O., LCPL

SPEAR, ANA, LCPL

ROBERTS, MARIA, N, LCPL

WARD, VIVIANA, P, LCPL

HAMMER, AMARA, LCPL

HARRISON, JOURNEY, T., LCPL

MACE, WINSTON, LCPL

ORTIZ, OLIVIA, M, PFC

MURPHY, FINN, A., PFC

ARROW, HUNTER, PFC

JACKSON, EASTON, F., PFC

BATES, ZAYNE, X., PFC

GUNN, JAMES, PFC

BUTLER, CAM, J., PFC

FLOYD, BRIMLEY, B., PFC

SWORD, SOPHIE, PFC

JONES, MARIAH, P., PFC

CLARK, JOHNNY, PFC

JOHNSTON, BRIAN, A., PFC

Rose will point to certain last names – Lance, Ace, Saber, Hammer, others – and draw attention to the lack of middle initials, because these marines’ middle initials will make it too obvious. Hicks sighs, leans back and grumbles, “Artificial womb soldiers”. Rose explains that its one of those programs that shouldn’t exist – essentially eugenics breeding of stronger, faster, more aggressive marines.

So, why would this ship be coming here? Allow the PCs to discuss and hypothesize, but eventually, Dutch will lean back and light a cigar. “They’re coming for us,” he says.

Rose asks, “How could they know about SSI’s involvement. How can they know we’re even here?”

Hicks will suggest that some SSI gear probably got left on GBH-45, and Dutch will add that the ICSC governments are known for their discretion, that is until someone makes them a better offer.

Of course my good GM, *we* know *USS Mahan* left a tracker on the PCs’ ship.

Dutch will decide that’s it then. He’ll ask how large the PCs’ cargo bay is and decide its perfect. Within two days, he wants all of SSI packed up and on board the PCs’ ship. He, Rose, Hicks, Khan and their last squad of four security will go along. They’ll bring extra cryo-pods to be stored in cargo if need be. All equipment, gear, supplies, everything is to be loaded up, and all data to be backed up and then the SSI mainframes destroyed. They leave in two days.

It’s possible your players may simply not want to go along with all this, and that objection will pop up now if ever. Dutch will implore the PCs to continue helping, and his people are behind him one hundred percent. This is truly about ending the Border Bombings, and if we can bring all of this to light, we could change the way the governments of Earth act toward each other – they’ll realize they must unite against far worse foes. Companies like Wey-Yu will be forced to operate within the lines of right and wrong.

“You’ve all come this far. Surely, you must see this through. Regardless...” Dutch presses a button on a terminal, and \$300,000 hits the PCs’ account.

13TH JANUARY 2185

Assuming everything goes according to plan, this is the date the PCs wake up from cryo closing in on the target planet. Dutch has a hard time – he wakes up with wracking, bloody coughs, and some vomiting. Dr. Khan asks Hicks and another PC to help her get him to Medical. She’ll determine there just isn’t anything she can do anymore; she can kill the pain and help control the symptoms, but he probably won’t survive much more cryo and FTL travel. After, Hicks will help Dutch to the bridge.

Using the sensors (Comtech), the PCs will find they’re right on course, about to drop out of FTL near their target system. They will detect a residual tachyon field near the fifth planet. However, as they approach Vorach 5, a huge, vaguely gun shaped vessel will come into view from the far side of the planet – *USS Mahan*. They may also pickup the two Cheyenne dropships that have disembarked and are already making planetfall. At this point, they’ll be hailed by Lt. Col. Price, his comms relayed by *Mahan* to the PCs’ ship. He’ll tell them to heave to, dock with *Mahan* and wait for him to return from the surface. He and his marines are going to deal with this bomber themselves. If the PCs scan Vorach 5 now that they’re closer, they will pick up a large, refined metallic mass – a ship of some kind to be sure.

This is when the Yautja Mother Ship decloaks and fires its Heavy Plasma Beam at *Mahan*. It’s up to you just how bad this is – the beam does 10 Armor Piercing damage against *Mahan*’s 12 Hull and 10 Armor (effective 5). You can go ahead and roll this out if you like or do what you feel is cinematically appropriate. But unless

Mahan scores successes on all five armor dice, she's taking two major critical hits. She should be disabled and dead in space, up to you if she just blows up! The Yautja scan the PCs' ship and then begin to change course, but not before firing six drop pods at the planet.

VORACH 5

The planet is a large, temperate world, not too dissimilar from Earth. The air is perfectly safe and breathable, and the PCs' destination is an ambient temperature of 10 C, chilly but acceptable. The planet has never been surveyed, but it has no native fauna except small insects and arachnids, but it does have a substantial amount of earth-like flora. The Progenitor chose this planet specifically for a Hive for its lack of animal life, allowing the Engineers to control the quantity and types of Xenomorphs.

The PCs will follow the Cheyennes, or their sensor lock on the Engineer ship, to an ancient, forested mountain range on a southern continent. On flyover, let the PCs make an Observation check – success allows them to see a rocky clearing about a kilometer across between a trio of peaks. The Engineer ship is smack dab in the center of the clearing on a tall, rocky hill, and the Cheyenne dropships are two hundred meters south. Any PC with multiple successes also notices some of the Yautja drop pods in the forest to the west, though they may not understand what they are.

If the PCs investigate the Cheyennes, they'll find them unmanned and unguarded as the pilots have already been killed or pulled to the Hive. Surely, they'll find some XX121 goop or blood stains to support this. If they want to do a thorough search, Hicks and Rose will become somewhat impatient, but the PCs should be able to find a few items of basic gear the marines didn't need – maybe a motion tracker, an extra incinerator, etc etc.

Eventually, they have no choice but to head for the Engineer ship. They will not be able to find a way in. There are no obvious hatches or doors, but they will find that the ship's prongs appear open to the outside. However, they are protected by the ship's forcefields; the PCs simply cannot enter the ship this way. Assuming they landed on the south side near the Cheyenne dropships, a search as they approach will find the cave entrance. If necessary, throw the PCs a "They Went This Way Sign" such as a piece of marine gear dropped at the entrance (or even a dead marine!).

There are quite a few moving pieces here, and just below you will find what all the other NPCs, Yautja and Xenomorphs are generally up to as the PCs move through this!

DUTCH

Dutch really is nearing the end. The rigors of cryo and FTL are proving to be too much for him, and there is not much left to be done. He is weak and sick, often relying on Hicks to help him move around the PCs' ship. He will stay in contact with them via radio, imploring them to find a way into the ship. The Bomber must be stopped, and who knows how much knowledge and technology the ship contains? Dutch will not survive this mission – his body can't take another run in cryo or FTL. When he starts to get a bad feeling about what he has sent the PCs into, he'll get Dr. Khan to hop him up on X-stims, gear up and go in after them. Dutch will show up at just the right time in the "Final Battle" to save the PCs before going down. With his last breath, he'll activate the nuclear device on his arm, destroying the hive.

HICKS

Hicks should survive this. Any attack made against SSI personnel should go for the security staff before Hicks himself. He will be with the PCs the whole way through the Hive, and before they egress, he'll take off his own arm computer, set the bomb and drop it on the Engineer Juggernaut. From his point of view, no one should have the technology.

ROSE WHITEHILL

Once the PCs are geared up and check in with Dutch one more time before going in, Dutch will look around and ask, "Where's Rose?"

The door will open then, and she'll step out, fully geared up in armor with a sub-machine gun. "I'm here."

Dutch tries to talk her out of it, saying, "Let the fighters take it the rest of the way."

Rose comes close to him and shakes her head. "What about them?" she asks, motioning to the PCs. "They're not grunts, soldiers or marines, and yet here they are. I've been saying for four years that we only care about protecting mankind. It's time I put my money where my mouth is, maybe for the first time in my life."

Dutch gets a slight smile and for just a moment, appears as a teary-eyed grandfather, seeing his granddaughter truly grown up. He says, "My Rose, no longer just the spy."

"Alicia," she almost whispers, "My name's Alicia. Stay safe, old man, we've got it from here." She bends down and kisses him softly on the forehead and turns quickly to leave before he sees the tears in her eyes.

THE YAUTJA

Our friend Silent Pike and five of his buddies entered the Hive through the Western entrance before anyone else. It didn't go well. They lost three trying to make their way in, taking many, many Drone Xenomorphs with them. Pulling back to reconsider, they began to stalk the marines as they entered the cave system. The marines picked up one of the Yautja on a motion tracker, which led to a firefight, leaving one Yautja and eight marines dead. Pike and his remaining comrade pulled back to wait. Eventually, only Pike remained, and he follows the PCs at a safe distance, only moving when he knows they're not looking or watching a motion tracker. He arrives at the Hive's center and decloaks in front of the Engineer in the "Final Battle".

THE MARINES

Price took a full platoon of marines down with him, plus two pilots. He deployed every set of boots he had, excluding the pilots and leaving them to guard the Cheyennes, and he led his marines through the southern entrance. They came across a clutch of three Ovomorphs, which they immediately burned, and the Hive became active (active again, as it had settled down from the Yautja a couple hours earlier). As they made their way in, more and more Xenomorphs moved in, and then the scrape with the Yautja happened. Things went south quickly as all three sides took losses. The marines ended up being scattered.

THE BOMBER

Our Engineer friend landed his ship to refuel and resupply. He hadn't decided on his next target, and his holds are almost out of ampules. The humans had simply spread too far too quickly for him to keep up with black goo bombing. He has decided his next step was to introduce XX121 Ovomorphs, going back to the Engineers' original plans for dealing with the Yautja. Of course, he knows he has been pursued by both the Yautja and humans, so he has retreated into the Hive to force them to fight through the Xenomorphs. Once they're all dead, he will put a few dozen eggs in stasis and load them aboard his ship.

THE XENOMORPHS

These XX121s were specially bred by the Progenitor (Scenario 4) thousands of years ago. As per their genetic imperative, the Queen and her children are completely loyal to the Engineers, and though human DNA is 99.4% the same as Engineer DNA, they know they difference. The marines and Yautja managed to kill quite a few Xenos, but there are many, many more. They will attack on sight, but their prime goal is to take hosts for the Ovomorphs, snatching up anyone they can. They will only begin to use deadly force once the PCs break into the Queen's chamber.

THE HIVE CAVE SYSTEM

Below you will find a map of the cave system, as well as a detail of each individual cavern. The gray circles on the map indicate the stone rolling doors the engineers installed (which respond to Xenomorphs as well!) to divide up the system. The entire mine should be described as humid and uncomfortably warm, certainly very odd to anyone who has been in a cave system! Black resin coats the walls, ceiling and floors throughout, creating nooks, crannies and undulations that could hide a threat at every turn. There is of course no natural lighting, causing the PCs to use lamps and flashlights (-2 on sight-based Observation and Ranged Combat checks). Each square on the map is a mere square meter.

1. **SOUTHERN ENTRANCE.** This cave has some natural light filtering in from its entrance, so the PCs do not need to use flashlights here.
2. **HALL OF THE WATCHERS.** This large cavern has carved stone engineer heads throughout it, eight in total.
3. **THE SQUEEZE.** This narrow cavern is where things went really badly for the marines. They were in a fighting retreat from the Xenomorphs in Area 4 when the Yautja were picked up on motion trackers behind them. There are eight dead marines here, and Observation (or Medical Aid if you prefer) will determine that some died from acid, one from something punching through his skull, one from some sort of high energy weapon and several impaled or slashed. A dead Yuatja is here, but he is still cloaked, requiring an Observation roll at -4 to spot him. The good news is that the PCs can probably salvage about any kind of weapon that would be regularly available to marines, including smartguns and grenades.
4. **INTERMEDIATE HIVE.** This is where it all started for the marines. As they moved through the Hive, they found the first clutch of three eggs here, and Price wasted no time ordering them to be fried. This caused a high pitched, muffled scream somewhere in the depths of the Hive, and Xenomorph Drones and Soldiers began attacking from their hiding places in the walls. The PCs will find at least a half

dozen dead Xenos here and six marines. Inert acid and red blood are everywhere, as well as body parts and corpses. Again, the PCs can probably salvage about any kind of weapon that would be regularly available to marines, including smartguns and grenades.

5. **WESTERN ENTRANCE.** The western side of this cavern has some soft light filtering in from outside. The Yautja entered the Hive on this side. They moved slowly, quietly, opting for straight ahead instead of either of the side doors.
6. **PROGENITOR'S HALL.** This part of the cavern is filled with images of the Progenitor (from Scenario 4) and her journey creating the Xenomorphs. There are statues as well as murals painted upon the cave walls. However, everything is covered in Xeno resin, so the PCs may only be able to see bits and pieces, mere glimpses of the whole. The Yautja encountered the first Xenomorphs here, and the fighting got intense as Big Momma in Area 9 began throwing her offspring at the threat. The PCs can find three fallen Yautja here (Observation roll at -2 at least); the fighting grew so fierce so quickly that they had no time to activate self-destruct countdowns before falling, and their comrades had to leave them where they lay. It is up to you what kind of weapons and tech the PCs can find in the dark cavern. There are no threats here as The Queen Bitch has pulled the remainder of her children back into Area 9.
7. **ENGINEERS WORKSHOP.** The Xenomorph resin does not coat this area more than a few meters in, and the Xenos almost never come this way; this area belongs to their masters. The room is full of all sorts of biomechanical equipment, workbenches, and strange stone spheres only four to five inches in diameter. An Engineer's flute rests on one of the workbenches. Any scientist will recognize a lab or workshop, though the usage of the available "equipment" is completely alien and would require weeks, maybe months of study to understand. The circular passageway to the north contains the last few Ampules that the Bomber has stored here – only a dozen or so – and he intended to take them with him when he left. The small stone spheres are Engineer sample containers, and they are all empty except one, which holds a pure, unprogrammed sample of A0-3959X.91-15. One last note – if the PCs enter here, they will trip an alarm that notifies the Bomber in Area 9. There is no way to avoid this as the technology is completely unfamiliar to the PCs.
8. **ENGINEER'S GALLERY.** Art lines both sides and the ceiling of this cavern. Stone sculptures of engineers are everywhere, all of them painted to look lifelike. Murals cover the ceiling and walls. Everything seems to depict a mythology or past events – Engineers seeding worlds with their DNA, images of figures worshipping the Ampules, murals of almost sexualized Xenomorphs. Every race or species the Engineers have created are represented here. The PCs will find a half dozen murals of human-like figures rising out of the muck of oceans to walk to two feet. There are even statues of Yautja here in front of a mural possibly depicting their rise from four legged, mandibled reptiles. With each of these creation myths, a star chart will be present on the wall, obviously viewed from a certain angle, but perhaps enough to eventually extrapolate their locations. In the northern part of the cavern is a lift that allows entry into the Juggernaut above, but the PCs would need to play the correct series of notes on an Engineer flute to do so. The lift is flanked by two statues that are Engineer Biosuits (determined by an Observation roll).
9. **THE NEST.** This is where it all happens. The Queen is here in all her terrific glory, nuzzling our Bomber friend, and there is also two Sentries, one Soldier, two Drones and a dozen Ovomorphs. Ten marines, including Lt. Col. Price, line the cavern walls, encased in resin; some of them have Facehuggers attached, while others are unconscious with the dead creature on the floor below them (they're ready to pop). Price himself has not yet been infected – a Facehugger will emerge from an Ovomorph right in front of him when the action starts. Finally, one of the Yautja is also here, decloaked, ensconced in resin and infected. The Final Battle is described below.



THE FINAL BATTLE

As I would hope you'd expect, this is the most dangerous encounter the PCs have enjoyed throughout the entire campaign. After all, they face a Queen, a Soldier, two Sentries, two Drones, twelve Ovomorphs, five Chestbursters (plus a Predalien burster!) that will arrive at the most dramatically appropriate moment, the Bomber and Silent Pike!

Immediately upon their entry, the Engineer's eyes will narrow on the PCs, he'll turn to the Queen for a moment and then disappear into the Northeast passage. His plan is to loop around and hit the PCs on the flank while they engage the Xenomorphs. He wants to slide past them while they're engaged and take off.

The Queen will direct her children to attack. Facehuggers will emerge from eggs if anyone gets too close, Chestbursters will begin to break free from their hosts and the Sentries, Soldiers and Drones enter combat directly. The Queen will spend two rounds breaking free from her ovipositor before entering the fray herself. Have the Xenos target SSI personnel first, allowing the PCs free to act in other ways (at least, at first...). Also, if the PCs get extraordinarily lucky, or are perhaps more suited to combat than most groups, feel free to add more Xenos to the mix!

Hicks of course orders the SSI troops to engage right away with deadly force. They start with blasting any Xenos that get close; those armed with SMGs or Shotguns will focus on eggs, Facehuggers or Chestbursters.

Lt. Col. Price will awaken as the fray starts and will begin shouting for the PCs to help him as an Ovomorph opens up directly in front of him. Freeing him from the resin requires a successful Heavy Machinery check and consumes a slow action. He still has a pistol and will join the fight any way he can.

Silent Pike has followed the PCs into the Nest. Have him make an Observation check upon entering; with a success, he spots his fallen comrade and the Predalien Chestbuster about to be born. In that case, he will use his first attack to eliminate it with a plasma cannon blast, even if that means blowing out the chest of the other Yautja. He also wants to kill the Bomber, as an Engineer trophy would elevate him to incredible heights in his Clan, maybe even to Leader. When the Bomber emerges from the other end of the tunnel, Silent Pike will decloak right in front of him, cutting off his escape.

The Bomber Engineer is armed with an Anti-Matter Rifle and attacks with ten base dice. If he is somehow disarmed, he will resort to physical attacks with 10 base dice and 2 damage. Of course, he wears his Biosuit as well.

Finally, don't forget about Dutch! He's your cinematic trump card. When things are going badly, SSI guys are dropping like flies and the first PC is likely about to bite it, that's when a plasma blast takes the head off whatever Xeno is about to do that damage. Dutch is here in all of his battle-ready glory, and he will go down fighting the Xenos. He will use his Rapid Fire talent to attack twice every turn with his HP-AR, blasting Xenos left and right. When he gets Broken (and he has to get Broken to advance the story), he will set his arm computer to explode and tell the PCs to go!

I highly recommend you have him face down the Queen and quip, "You are one ugly motherfucker!" as she screams back at him.



In the end, this should be one massive horrific scene of death that the PCs should realize they can't win. Or if they do, at what cost? Dutch's arm computer will take out the entire Hive; the PCs just have to get the hell out of Dodge. And don't forget that Hicks will also set his arm computer to blow the Juggernaut. After all, it's the only way to be sure!

Make it dramatic, make it dangerous, make it fun, and make it full of loss and emotion! You want the players to really feel the loss of Dutch and any and all PCs along the way!

WRAPPING UP

The PCs escape, lifting off and soaring out of range just as Hicks' arm computer goes off and consumes the Engineer Juggernaut. One final scare – the Yautja Mother Ship is still in orbit. She decloaks as the PCs exit the atmosphere, hanging over them like a black storm cloud. After a moment, she begins to turn away, coming so close to their ship that they could almost reach out touch her, before blasting off into space. About thirty seconds later, she opens a wormhole and disappears, unless Silent Pike somehow survived the fight. In which case, the Mother Ship flies past the PCs to enter a low orbit and dispatches one of her scout ships to retrieve him.

Dr. Khan will ask after Dutch, but she knows the answer. She has had the nagging suspicion that he planned on this mission being a one-way trip for him. Once the PCs confirm that Dutch is dead, she'll reach into her lab coat pocket and pull out an honest to God paper envelope, which she hands to Rose. With a trembling hand, Rose will carefully tear it open to reveal Dutch's last will and testament as Paul Verhoeven. He's handing over SSI, all its assets and his personal fortune of several billion dollars to Rose alone. A handwritten note says that he knows she'll use it properly. As for the PCs, their ship has been paid for, and they are free to decide their own path. But Dutch is sure Rose, Hicks and Dr. Khan could use their help.

There is the final matter of Price. If he survived the escape (your call, or perhaps the dice's?), there has to be a reckoning with him. He'll inform the PCs of the tracker he placed on their ship and remove them from any "wanted lists" throughout the UA. He realizes that they truly are not responsible for everything that has happened for the last few months. Having seen everything the Xenomorphs can do, and what the Engineers are capable of, he decides that no one should be allowed to control and experiment on the black goo or the Xenomorphs. He'll become a strong ally for SSI and the PCs going forward, likely using his position to feed information to Rose Whitehill so that SSI can act when his hands may be otherwise tied. Additionally, he can use his rank to get them off Weyland-Yutani's "shitlist".

If Price did not survive, well... the PCs are still being tracked by the USCMC, and Wey-Yu probably has some things to say to them.

In the end, Rose will ask the PCs to take her and what remains of SSI back to Grendel. After that, they can decide what their future holds.

THE END

?

APPENDIX I: BESTIARY

ANATHEMA — HUMAN

STAGE I "AFFLICTED": The person is infected, feeling feverish and disoriented. Eyes will grow bloodshot, and tears will cloud their vision relentlessly, again causing +1 Stress. Anyone touching the Afflicted must roll vs Virulence 3.

STAGE II "FEBRILE": Black varicose veins begin to spread across their face and body, causing +1 Stress to themselves and anyone seeing this. Pupils and irises of the eyes will grow black and opaque, again causing +1 Stress. The individual endures fever and intense pain, causing +1 Stress. The character gains +3 Strength and -2 Wits and may act uncontrollably. Anyone touching a Febrile must roll vs Virulence 4.

STAGE III "FREAK": Any PC reaching Stage 3 becomes an NPC under the GM's control. The character is wracked with blinding pain caused by cellular mutations and becomes a creature of sheer rage, attacking uninfected persons on site. Anyone making physical, unprotected contact with a Freak must make roll vs Virulence 6.

SPEED: 2	FREAK ATTACK TABLE 1. HORRIFIC HOWL: The Freak throws its head back and roars, asserting its dominance. All PCs in SHORT range must make an immediate Panic Roll. 2. FIST STRIKE: The Freak strikes its victim with a powerful punch. Roll for the attack with ten Base Dice, Damage 1. 3. EYE GOUGE: The Freak grabs the victim's head and tries to jab its thumbs into their eyes. Roll for the attack using seven Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #34 (even if the victim is not Broken), triggering an immediate Panic Roll. 4. BEAT DOWN: The Freak leaps onto its victim like a gorilla. Roll for the attack using eight Base Dice, Damage 1. If the attack hits, the victim is knocked to the ground, drops any hand-held items, and must make an immediate Panic Roll. The Freak then starts pummeling the victim's head and chest with its powerful fists. This is resolved as an immediate bonus attack with ten Base Dice, Damage 2. 5. BEARHUG: The Freak pulls the victim to its chest and begins to squeeze. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it automatically inflicts critical injury #56, triggering an immediate Panic Roll. 6. BLACK VOMIT: The Freak holds the victim down and vomits black goo all over their face. The victim must make a Sickness Roll against Virulence 10. Failure means they become an Anathema. If the victim wears a HAZMAT suit, the Freak first tries to pull the visor off—the victim must make an immediate CLOSE COMBAT roll (no action) to stop this.
HEALTH: 8	
SKILLS:	
Mobility 5	
Observation 3	
ARMOR: 3 (0 vs Fire)	

STAGE IV "TERMINAL": The mutagenic pathogen inside the individual has reached critical mass. Cell membranes begin to burst, causing one point of damage per round. At zero health, the person disintegrates, the pathogen going airborne. Anyone in Engaged range without a hazmat or pressure suit

must make a roll vs. Virulence 10 to avoid becoming infected. Other characters outside the zone may also become infected, assuming the Terminal is not in an enclosed room or such. The roll vs Virulence decreases 2 for every zone in range.

CONVICTS

<p>Strength 5</p> <ul style="list-style-type: none">• Close Combat 3• Stamina 1 <p>Agility 3</p> <ul style="list-style-type: none">• Mobility 1• Ranged Combat 2 <p>Empathy 2</p> <p>Wits 3</p> <ul style="list-style-type: none">• Observation 1• Survival 1 <p>1 Point in a random skill as benefits the game</p>	<p>Health: 5</p> <p>Gear: none, but will often look to improvise a weapon</p> <p>Talents: Hothead</p>
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PRED-ALIEN

This abomination is born when a Yautja is infected by an XX121 Facehugger. As they are designed to do, the creature takes on physical characteristics of its host, most notably the mandibles and “dread locks”. Stages I and II are no different from the standard Xenomorph; the genetic changes take place during incubation. Pred-Aliens have high pitched voices similar to Yautja, though they are incapable of mimicking speech. However, they do tend to issue war cries in challenge similarly to Yautja. Interestingly enough, Pred-Aliens apparently do not receive the acid blood of normal XX121; their blood seems to be bio-luminescent like that of the Yautja, and while thinner in consistency, is not acidic. As a trade off, they seem to have better armor and are not as damaged by fire as standard variety XX121s.

As it is viewed as an abomination, any Yautja will kill one of these on sight above all other targets.

STAGE III – CHESTBURSTER


At this stage, the physical differences between a Human incubated XX121 and the Yautja version become more obvious. The alien has pronounced mandibles that extend from the face, just like a Yautja, and it tends to be more aggressive than its cousins. Likely owing to the Yautjas’ lifespan, a Pred-Alien tends to remain at this stage for 2-3 shifts, which is helpful as this is when it is most vulnerable.

	<p>Speed: 2 Health: 3 Armor: 4 Skills:</p> <ul style="list-style-type: none"> • Mobility 8 • Observation 8 <p>SIGNATURE ATTACKS: 1-2 Escape. As standard XX121. 3 War Cry. With a flare of its mandibles, the creature issues a high pitched, reverberating cry that is unnerving to hear. +1 Stress and a Panic roll to anyone hearing it. 4 Arm Bite. The alien goes after an arm of the target. Attack with 8 Base Dice, 2 Damage, Automatic Crit #52. Panic Roll. 5 Leg Bite. The Pred-Alien launches itself at a leg with its metallic teeth. 8 Base Dice, 2 Damage, Automatic Crit #53. Panic Roll. 6 Throat Bite. 8 Base Dice, 1 Damage. Automatic Crit #61. Panic roll.</p>
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STAGE IV – WARRIOR

By far the deadliest known form of the Pred-Alien, this seem, fortunately, to be its final form. This is fortunate only because anything more terrifying than this Yautja fusion XX121 warrior would be the single most deadly creature in known existence. The creature retains some of the intellect and instincts of the Yautja, combined with the silent observance of the Xenomorph. Unlike other Xenomorphs, this creature is capable, and seems to have a base understanding of, simple weapons and tools, though it seems to relish attacking with its natural weapons.

Also, the Pred-Alien is full capable of reproduction at this stage, though it is of a completely different manner from the standard variety of XX121. The creature locates a pregnant animal and then forces a number of embryos into the host, usually via the mouth. From there, gestation occurs as normal while the XX121 fetuses consume the host's own. When gestation completes, between two and four chestbursters (of appropriate type to the animal) rip their way free from the host.

<p>Speed: 2 Health: 12 Armor: 10 Skills:</p> <ul style="list-style-type: none"> • Close Combat 10 • Mobility 8 • Observation 8 <p>SIGNATURE ATTACKS: 1. War Cry. With a flare of its mandibles, the creature issues a high pitched, reverberating cry that is unnerving to hear. +1 Stress and a Panic roll to anyone hearing it. 2. Charge. Using its mass and size, the Pred-Alien charges an opponent with 12 Base Dice. The target is knocked to the ground, drops any handheld items, gains +1 Stress and must make an Immediate Panic Roll. 3. Grapple. 12 Base Dice, no damage. The Pred-Alien grapples a target, and its next attack will be 4, 5 (no need to grab the head as the target is already grappled) or 6 below.</p>	
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<p>4. Tail Spike. 12 Base Dice, 1 Damage. Auto Crit #66 if any damage is inflicted.</p> <p>5. Honor Kill. 12 Base Dice. If successful, the Pred-Alien grabs the victim's head in its monstrous hands. Immediate 10 Base Dice follow up attack. Any damage done is instant death as the Pred-Alien rips the target's head off.</p> <p>6. Headbite. 12 Base Dice, 2 Damage. Auto crit #65 if any damage is inflicted.</p>	
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UPP MSS OFFICER

	<p>Strength 3</p> <ul style="list-style-type: none"> • Close Combat 1 <p>Agility 3</p> <ul style="list-style-type: none"> • Mobility 1 • Ranged Combat 2 <p>Empathy 4</p> <ul style="list-style-type: none"> • Command 3 • Manipulation 2 <p>Wits 4</p> <ul style="list-style-type: none"> • Observation 3 <p>Health: 3</p> <p>Armor: 0</p> <p>Gear: TX-9 Injection Air Pistol, P-DAT, Norcomm QSZ-203 Pistol, folding knife</p>
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*May be equipped with armor in combat situations.

UPP SOF COMMANDOS

	<p>Strength 5</p> <ul style="list-style-type: none"> • Close Combat 3 • Stamina 1 <p>Agility 3</p> <ul style="list-style-type: none"> • Mobility 1 • Ranged Combat 3 <p>Empathy 2</p> <p>Wits 3</p> <ul style="list-style-type: none"> • Observation 1 • Survival 1 <p>Health: 5</p> <p>Armor: 2</p> <p>Talents: Zero G Training</p> <p>Gear: CCC5 Compression Suit with AK104 Suit Gun*, Hi-beam flashlight, Norcomm QSZ-203 Pistol, combat knife</p>
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*May trade CCC5 suit with AK104 Suit Gun for 6B90 Combat Armor (Armor Rating 6) and AK-4047.

WEYLAND-YUTANI SECURITY

<p>Strength 4</p> <ul style="list-style-type: none">• Close Combat 2• Stamina 2 <p>Agility 4</p> <ul style="list-style-type: none">• Mobility 2• Ranged Combat 2 <p>Empathy 3</p> <p>Wits 3</p> <ul style="list-style-type: none">• Observation 2	<p>Health: 4</p> <p>Gear: Blue Weyland-Yutani Jumpsuit, Other gear as needed or specified by Scenario</p>
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APPENDIX II: ACTUAL PLAY NOTES

So, I have the joy of having an absolutely great group, but also, they're a group of very intelligent and careful players that just don't seem to want to grab a hold of the offered carrot. They tend to find their own ways of doing things and tend to come up with some very creative solutions to problems. One comment suggested that my players, at least during this campaign, do not act as if they're in a horror movie, which spoils some of the fun. While I feel this, I also point out that this is a group of intelligent and highly capable characters working five parsecs past the frontier. Such a character would be extraordinarily cautious, as they know that help may as well never reach them.

This new appendix will tell you some of the things my players came up with and the results! Also, I added or modified certain things on the fly, which I noted here.

SCENARIO I: PROGRESSIVE DESTRUCTION

My players detected the metallic mass on planet two straight away, as well as the radiation near the colony and the low level radio signal. None of them speak Russian, but one had the bright idea to see if APOLLO could translate it. He argued that if MU/TH/UR can decode the gist of an alien signal in the first movie, APOLLO could certainly give at least a BING level translation of a known language. The same character had the idea to try to have APOLLO connect remotely with IVAN for information, something I allowed for a moment before IVAN shut them out.

My players explored the entire colony, finding the cryo crate and opening it just long enough to realize something was very wrong with its occupant before shutting her back in. They hacked into IVAN, which was difficult with their lack of Russian skills, but another player realized that if IVAN is a UPP rip-off of APOLLO, the base English program was probably still in there. I let him roll a hard Comtech (-2) to find it. Having no external storage, he reasoned that a mainframe likely had redundant backup storage, and I allowed him to find a spare drive to download everything they could.

They of course took the cash, the AK and appropriated the power loader to bring the cryo crate back, defrosting its occupant just long enough to take some blood, a long with all the other samples they collected from among the dead.

I never managed to mutate the survivor to the next stage, as she was only out of cryo for about one to two minutes!

My PCs had to come back many times for air refills (bad rolls). On the fly, I selected a random PC whose suit was carrying the pathogen every time they returned, and I had APOLLO roll Comtech (with +2 for the sensors) to see if it detected the pathogen. Of course, the damn thing did every time, and on their last return, they managed to secure a microscopic sample from the officer's space suit.

The PCs did the expected scientific tests and footage observation. I set the black bombing event at 28 days before they arrived, narrating scenes from the camera footage as they found it. There was plenty of stress for those watching the footage, and some big ideas for the scientists.

Suddenly, my PCs were in a very serious and long discussion about what to do next. They understood their contract required them to go back to Arcturus to report, but there was serious consideration that the UA may

“disappear” them after they hand over the data and findings. This came about I think from the mutual blaming of bioweapon use by UPP and UA with the consideration that this was a UPP colony. Also, the medic and officer were very concerned for their extra passenger and determined that ICC regs required them to take any disaster survivors to the nearest recognized government settlement.

They settled on going “south” to GBH-45, since it is only 3 parsecs away and controlled by an arguably neutral party in 3WE! Of course, GBH-45 is the site of Scenario 4, so this causes some difficulty for me the GM! They planned to hand over the survivor to 3WE authorities for medical aid and rely on 3WE authorities to help them contact the UPP about their colony. After, they would decide exactly how to proceed with the UA to keep their contract intact.

They met a 3WE frigate captain who took possession of the crate and pumped them for some info. Unfortunately, the PCs failed their Manipulation roll but at the same time said nothing that would outright imply they were lying or holding back. After detaining them a shift, the 3WE let them go, and they returned to Arcturus.

Arcturus turned into a day of being grilled by a Colonial Marshall (one of my personal characters, the heavy smoker, gravel voiced, black leather jacket and eyepatch wearing Rex Oberson), a higher up from Colonial Admin, an FBI agent named McCarthy (who was very concerned that the PCs were Commie spies) and some poor local guy who looked like he’d rather be going door to door selling insurance. In the end, it played out as written.

As a side note, the PCs had the great idea of checking their ship for bugs, other listening devices and tampering. Of course, they found nothing, and I hope this will lure them into a false sense of security for when it actually happens in Scenario 5.

SCENARIO II: THE NEXT MOVE

I freely admit that I may have gotten a little carried away with this one at first. The PCs, after substantial talk about ethics and being concerned about whom they’re working for, eventually took Rose’s job offer, but only if she could provide direction on where they could get more and higher grade weaponry. With an excellent Manipulation check, Rose/Mayme directed them to a man named Carello in one of the general stores at the Arcturus Trading Outpost. Carello helped the PCs buy quite a bit of StratSol weaponry. They also purchased data transmission cards and PDT chips so they could monitor everyone from the ship, as well as transmit video to the ship for recording. Smart.

Other than that, the session proceeded more or less by the books, but the PCs threw me off by leaving their pilot on board the ship and setting APOLLO to scan regularly for any incoming vessels. As such, they detected the incoming UPP Accipiter class dropship. They waited for the ship to land, disgorge the UPP team, and then the pilot took off to pick the PCs up on the far side of the colony (in the radiation zone). As they exited the building, the neomorphs emerged from around the corner. The PCs decided to run for the ship, though two took shots with minimal effect.

I had to accelerate the plan a bit, and Silent Pike (cloaked and on top of Medical) fired his plasmacaster at an undamaged neomorph – with 7 succeeded, he simply blew it apart. Fortunately for the PCs, this drew the other neomorphs attention, and they scrambled up the side of the building to engage him. The PCs caught a glimpse of Silent Pike uncloaked as they escaped. While he took some damage, he disposed of the neomorphs pretty quickly. The Stress racked up quickly on this one, as the PCs saw two new types of aliens and heard their

terrifying screams and cries, but in the end, they got away pretty cleanly, seeing the UPP team advance on the facility as they flew off.

There was a brief moment when I thought one of the scientists would go grab a bit of neomorph, but that didn't happen. However, they did take a sample of the fungal neomorphic egg sacs, as well as some expelled motes, both of which they studied.

Everything pretty much went by the numbers from there with the rendezvous with Mayme/Rose. They told and showed her everything that happened, though they held back on their own scientific findings. In fact, they outright lied to her about studying the sample. She didn't believe them, but she let it pass, as it really doesn't impact anything.

In case I missed anything, here are the links to the actual plays:

Session 1: <https://youtu.be/HmHG0Q8rgPE>

Session 2: <https://youtu.be/qb-vofZrs7U>

Session 3: <https://youtu.be/n-ML46f3u0o>

Session 4: <https://youtu.be/-dy8UNl4bWg>

Session 5: <https://youtu.be/66HDK49WB1w>

Session 6: <https://youtu.be/Xgoy3pwdyY4>