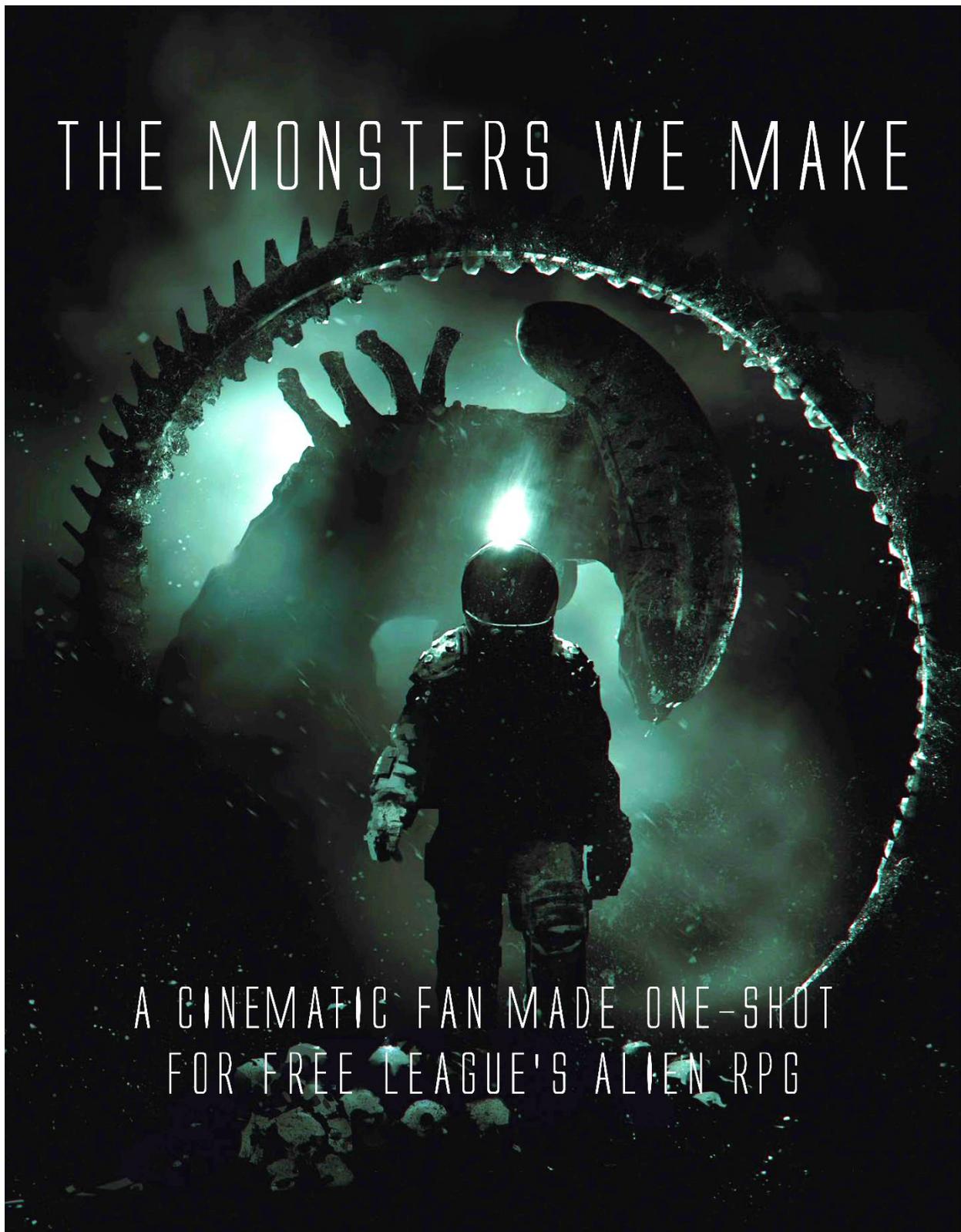


THE MONSTERS WE MAKE



A CINEMATIC FAN MADE ONE-SHOT
FOR FREE LEAGUE'S ALIEN RPG

NEW ART TO COME...

THE MONSTERS WE MAKE

A CINEMATIC ALIEN RPG ONE SHOT

BY

MARTIN V. PARECE II

2021, All Rights Reserved. All copyrights are the property of their respective owners, et cetera, et cetera, et cetera as Yul Brenner once said.

This scenario is purely meant for recreational use, much like the whips, chains and life-sized figure of Pinhead in your attic.

Any events, names or faces used are not representative of anything or anyone except my own sick mind...

A big thanks to Free League for such a phenomenal RPG, Ridley Scott, everyone who puts up with my constant Alien RPG obsession, Sun Tzu and the geniuses who make GEICO commercials.

Last but not least, thanks to <https://newtbb.netlify.app/> for the awesome map software. I AM CRAP AT MAPS.

If you enjoyed this content, please check out my website <https://www.martinparece.com/> to see the rest of the fan-made and absolutely non-canon content for Alien RPG on my website. While you're there maybe you'd consider checking out my fiction writing available on Amazon.com! Any support is greatly appreciated.

V1.1 Notes – Added an additional note about Gutierrez. Added a final visual logfile from Dr. Lana Sato.

SUMMARY:

PC Information: The Weyland-Yutani colony on LV-881 has lost contact with a small orbital station that the company uses for controlled environment bioengineering. The company has put together a team to go to the station, find out what happened and resolve the issue. If some major accident or disaster has occurred, assess the damage and save any data or experiments where possible.

GM Note: This is a one-shot scenario with pre-generated characters for your players, and it will pit them against a variety of Xenomorphs but also each other! Each character has been provided stats, equipment and agendas to allow the players to push the story forward. I've not gone to the trouble of fleshing out minor details like the colony's name, or that of the station, but feel free to include your own to give the scenario a more "lived-in" feel.

WHAT'S REALLY GOING ON:

The station has been used for Xenomorph XX121 experimentation. LV-881 is blessed with a wide range of fauna, and it has been widely hypothesized, ever since the incident on Fury 161, that XX121 takes on different traits based on the host organism. For six months, the company has been transporting various animals to the station for implantation and study. I'll give you three guesses how that worked out!

The four scientists aboard are all gone. One was trampled to death by the Rhino-morph, while a second was melted away by the creature's acid vomit attack. The other two were captured by Hornet-morphs and are currently ovomorphing amongst the hive in the cargo bay.

LaSalle Bionational knows about the station, but the company doesn't know precisely what Weyland-Yutani is up to there. They're sure it's illegal, and that has them very interested, indeed. They've managed to plant two of their own agents in the team, but the two don't know about each other as a redundancy plan!

THE PCS:

FRANCISCO WALKER

WEYLAND-YUTANI SECURITY TEAM LEADER

	<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 3 <p>Empathy 5</p> <ul style="list-style-type: none">• Command 3 <p>Wits 3</p> <ul style="list-style-type: none">• Comtech 1• Observation 1 <p>Talent: Field Commander, Nerves of Steel</p> <p>Gear: P-DAT, M4A3 Pistol w/ 2 reloads, Riot Vest w/built in comms</p> <p>Signature Item: Wedding ring engraved with his wife and kids' names</p>
<p>Health: 3</p>	
<p>Armor: 4</p>	

Walker is hoping this will be his last mission. He has been with the company for twenty five years, and he's simply tired. Understand, Wey-Yu has been good to him – paid him a good living with benefits, which has allowed him to raise a family, but he's ready to settle down quietly with his wife. He's a good officer, who doesn't ask a lot of questions. The company tells him what he needs to know, and the rest is for people a lot smarter and a lot more important. Honestly, he doesn't even want to know everything the company is up to. He just wants to get in, get the job done, go home and put in for his retirement.

One last thing – right before Walker joined the team at the shuttle, company security informed him that there may be an infiltrator from an opposing corporation on board. Some suspicious communique were intercepted, but the recipient was lost.

Agenda: Make sure the station is secure and help Gutierrez with her priorities. Also, find out if there is a traitor on the team, who and why.

On the other characters:

- Paul Jennings – Been with company a long time. A solid guy you're glad to have at your back.
- Bishop 1.3 – Ugh, a synth! He gives you the creeps, but he's necessary to the mission.
- Dr. Jane Wallen – You're not sure why an egghead is needed here.
- Kumiko Gutierrez – She's the company boss on this trip. She has her own job and you have yours. You know you're going to butt heads, but remember you're on the same team!

PAUL JENNINGS

WYLAND-YUTANI SECURITY TEAM MEMBER

	<p>Strength 5</p> <ul style="list-style-type: none">• Close Combat 3• Stamina 2 <p>Agility 4</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 <p>Talent: Past the Limit, Tough</p> <p>Gear: NSG23 Assault Rifle (CMoM p.69) w/2 reloads, Riot Vest w/built in comms</p> <p>Signature Item: Data-stick full of pictures from home</p>
<p>Health: 7</p>	
<p>Armor: 4</p>	

Jennings did four years with the Colonial Marines before deciding that the pay with Wey-Yu for the same risks made a lot more sense. Over twenty years with the company, and he's no closer to retiring on a beach full of naked women than he was with the Corps. The company promised him big money on retirement, but that big money will only barely cover groceries if he doesn't work. And his 401(k) accounts just haven't performed as well as the fund administrator said they would. He's fairly sure that all he has done is line the pockets of Wey-Yu execs.

LaSalle Bionational reached out to Jennings within minutes of his being assigned to this mission. They want whatever Wey-Yu has been doing on that station, and they've promised him an incredible pay day if he can steal as much data as possible or even "live specimens". He's not sure what that means, but its double the money, so he's in. He has coordinates out of the system for rendezvous when he completes the job.

Agenda: Get project data from the station, and do it without getting caught or noticed. Find some way to sneak a specimen out with you.

On the other characters:

- Francisco Walker – Company stooge, and probably the only real danger to you.
- Bishop 1.3 – Damn puppets, there's always one around, but he literally can't hurt you.
- Dr. Jane Wallen – The company loves their scientists; she's no threat.
- Kumiko Gutierrez – This is the one you have to watch out for! There's always a company exec on a mission, and they're never what they seem.

BISHOP 1.3

SUPPORT SYNTHETIC

	<p>Strength 7</p> <ul style="list-style-type: none">• Heavy Machinery 3 <p>Agility 7</p> <ul style="list-style-type: none">• Piloting 3 <p>Empathy 2</p> <p>Wits 4</p> <ul style="list-style-type: none">• Comtech 3• Observation 1 <p>Talent: Bodyguard, Bypass</p> <p>Gear: Maintenance Jack, Electronic Tools, Cutting Torch</p> <p>Signature Item: Weyland-Yutani production stamp on his left wrist</p>
<p>Health: 7</p>	
<p>Armor: 0</p>	

Recent events on colonies and installations have shown Wey-Yu the need for a new kind of synthetic, a unit that can provide a wide range of support services involving electronics, equipment and spacecraft. Bishop 1.3 is an extension of the Bishop line with a focus on these categories, with more human aspects dialed down to help ensure a lack of free thinking and decrease the sense of self.

Bishop 1.3 is wholly committed to Weyland-Yutani and the personnel of the company. He will do anything necessary to protect the company's assets and mission parameters, but not to the extent that it will violate Asimov's laws of robotics.

He often rubs the Weyland-Yutani stamp on his left wrist and wonders at the need for the company to mark him so. He knows he is their property, and yet so many older model synthetics don't seem to understand that.

Agenda: Protecting the mission, company assets and personnel are all that matters, even at the loss of your own functionality.

On the other characters:

Bishop really doesn't have an opinion on any of the other team members. His job is to help and protect the team any way possible. They are all Weyland-Yutani employees, after all.

DR. JANE WALLEN

BIOLOGIST

	<p>Strength 3 Agility 3</p> <ul style="list-style-type: none">• Mobility 1• Ranged Combat 1 <p>Empathy 4 (7 once revealed as an android)</p> <ul style="list-style-type: none">• Manipulation 1• Medical Aid 1 <p>Wits 4 (7 once revealed as an android)</p> <ul style="list-style-type: none">• Comtech 3• Observation 3 <p>Talent: Analysis, Breakthrough</p> <p>Gear: PDAT, M314 Motion Tracker, SSDD</p> <p>Signature Item: None</p>
<p>Health: 3</p>	
<p>Armor: 0</p>	

Dr. Wallen is a biologist in the company's employ on LV-881 for the last few years, identifying and cataloging the planet's native fauna, and she has been sent on this mission based on her knowledge to provide any assistance needed by Gutierrez or Walker.

Wallen is an android, though only she is aware of that, and she is also a plant from LaSalle Bionational. This mission is the opportunity LaSalle has been waiting for – to get her up to the station in orbit and download whatever information about Wey-Yu's activities there that she can get. Files are a must, specimens are a bonus, and she has out of system rendezvous coordinates when she's done.

PLAYER AND GM NOTE: As per the Core rulebook, Wallen is to be played as human until she is revealed otherwise. She gains stress, panics and may push rolls just like a human character, and any characters suddenly realizing that she is an android gain +1 stress. Once revealed, it is up to the player if she acts as if she did not know herself or if she chooses to hide it due to humans' general distrust of androids. Last, Wallen is a Hyperdyne Model A2 android, and she is not governed by Asimov's Laws of Robotics; after all, the A2s always were a bit twitchy!

Agenda: Download all project data from the station and get out alive, without being discovered as a LaSalle agent. If that fails, at least make sure there is no one left alive to turn you in.

On the other characters:

- Francisco Walker – He's a company man, but not much of a thinker. You should be able to handle him easily.
- Paul Jennings – Just a dumb grunt.
- Bishop 1.3 – The android is a problem. It will do anything necessary to protect human life and company assets, of which you are actually neither.
- Kumiko Gutierrez – It's unlikely she's there for insurance purposes. You'll likely have to outwit this one, and she's pretty smart (for a human).

KUMIKO GUTIERREZ
COMPANY INSURANCE AGENT

	<p>Strength 4 Agility 4</p> <ul style="list-style-type: none">• Mobility 1• Ranged Combat 1 <p>Empathy 2</p> <ul style="list-style-type: none">• Manipulation 3 <p>Wits 4</p> <ul style="list-style-type: none">• Comtech 2• Observation 3 <p>Talent: Personal Safety, Take Control</p> <p>Gear: Genuine Leather briefcase, PDAT, corporate clearance ID card</p> <p>Signature Item: Her father's crucifix</p>
<p>Health: 4</p> <p>Armor: 0</p>	

Originally from the Philippines, Gutierrez learned drive from her Latin father and how to work people from her Japanese mother. The result is a dangerously ambitious company agent who will do anything to get what she wants – another rung up the ladder. She's only twenty-five and fully intends to be a VP before reaching 30.

She is on the mission as an insurance agent to assess the damage to and viability of the station going forward. The truth is that she knows Wey-Yu was sending animals from LV-881 to the station for impregnation by Xenomorph XX121, the purpose of which was to study what host traits the new Xenomorph had adopted. Such research may have profound effects in the fields of biology and genetics; the list of diseases and human conditions that can be cured or improved upon is endless, but so are the potential weapon applications.

Agenda: Secure all data from the station, and eliminate all evidence, including the station itself or anyone to whom finds out what the station's crew was up.

On the other characters:

- Francisco Walker – Let him run the show as long as it doesn't interfere.
- Paul Jennings – He looks tough and will do what he's told. Stick close to him.
- Bishop 1.3 – It's a tool – use it as such! But understand that, in the end, you will likely have to eliminate it or convince it that you're doing the right thing.
- Dr. Jane Wallen – You know what the company was doing here, so why they sent a scientist is beyond you. Although, maybe you can clue her in to a few things and steal her conclusions right before you accidentally blow her out an airlock!

GM'S NOTES ON GUTIERREZ:

I have included this information on a separate sheet from Gutierrez's character page so that you can hand the player her sheet without letting the cat (or android!) out of the bag. Gutierrez is not human – she too is an android! Her designers went with the thought process of a synth designer forefather and gifted her memories for the whole purpose of making her appear and even believe that she is human. Gutierrez should be played as human – push rolls, gain stress and panic – throughout the game until something reveals her as an android (probably an attack of some kind). When this happens, all PCs nearby gain +1 stress. Gutierrez immediately loses all stress and panic effects, and gains +3 to any two attributes (dealer's choice, but I would either let the player select, or choose what will have the greatest impact on the game at that point).

Also, as the lead Wey-Yu rep on this mission, you may give Gutierrez the maps of the station on her PDAT. Your call!

The MacGuffin – At some point, it is imperative that Gutierrez be revealed as an android to continue advancing the plot and the stress of the PCs. A Xenomorph attack would seem to be the easiest way to do that, but her Personal Safety Talent will make even that difficult. An accident may be easier to make occur. Also remember that she doesn't actually need food or water or *air*, and the radiation on the reactor level would have *no* effect on her.

THE BEGINNING:

Read the PCs the first paragraph of the scenario summary when you assign characters. It may be useful to do this a couple days in advance to let them percolate on their characters and agendas a bit before playing.

The PCs begin the scenario on board one of LV-881s transport shuttles. This is a small, G-class vessel meant for little more than local supply runs or transportation of people. If needed, it is stocked with food and water for six people for seven days, a first aid kit (medkit) and six Mk.50 compression suits (Core Rulebook pps.127-8). It is FTL capable, but at an excruciatingly slow pace of 18 days to cross one parsec.

Allow the PCs to introduce themselves, perhaps engage in some banter and character discovery. When you feel the time is right, read the following:

The shuttle has been mostly flying itself for the last hour or so, headed for some destination on its sensors beyond the range of your vision. Finally, it comes into view – a small dark shape in the distance, only slightly visible from the black backdrop of space thanks to the reflected planet-light. As you approach, you can more clearly make out the irregular shape of a small station hanging silently in orbit around LV-881. It isn't even as large as an M-class star-freighter, obviously designed with a specific scientific use in mind. Your shuttle slowly loops around the station as you look for points of entry. The top-most level has an airlock, while the second level has a massive cargo bay door, large enough to accommodate your vessel.

Allow the PCs to ask questions. An Observation roll will tell them that the station's few windows are dark, with little to no light coming from within the station. Hailing the station will of course produce no result, however the PCs may notice that the external communications equipment appears to be undamaged.

There is little else they can see from outside the station, unless an enterprising PC wants to go space walking and looking through a window. In that case, inform them that the station seems to have windows only on the top most level. The interior is dark, only illuminated by the soft, reddish-orange glow of floor level emergency lighting. The station clearly doesn't have main power.

The shuttle is equipped with a docking coupler to lock onto the airlock. It requires a Piloting check to line up properly, followed by a Heavy Machinery check to connect. The external door has no power, requiring a Heavy Machinery check to open. Cutting through the door probably isn't the best call, as the station is pressurized.

Also, give the PCs some credit for ingenuity. For example, Bishop may opt to use the power pack from his cutting torch to give the airlock power to simply open and close for the PCs.

The cargo bay door is another matter altogether (multiple voices, "The cargo bay door is another matter."). Again, the station has no power, so there is no way to simply open it. I suppose someone could go out there and somehow jury rig a way to feed power from the shuttle to the cargo bay.

Again, reward ingenuity. Listen to their ideas and make a call on what checks would be necessary to pull that off, keeping in mind that unless they find a way to safely decompress the cargo bay, things could go awry! Also remember what awaits them in the cargo bay <evil grin>! In the end, the PCs will probably opt for the extraordinarily less convoluted route of the airlock, but should they continue down this path, a Piloting check is necessary to bring the shuttle into the Cargo Bay.

THE STATION:

The station has four levels, and maps have been provided for the Main Deck and Sub-Levels 1 and 2. Sublevel 3 contains nothing but a large reactor room, so I felt a map to be generally unnecessary.

The maps contain a number of small squares to help you judge distance. On the Main Deck, one square is 1 meter by 1 meter. Sub-Levels 1 and 2 have a different scale, unfortunately, as they are much larger. The squares on that map are 2.5 meters by 2.5 meters, making those levels immense in comparison to the Main Deck.

There are eight Xenomorphs on board the station – six Hornet-morphs in the Cargo Bay (Sub-Level 1), 1 Rhino-morph on Sub-Level 2 and 1 Dog Runner somewhere in the ventilation. Stats can be found in the Bestiary Appendix at the end of this file. The Wey-Yu scientists had been experimenting with XX121, eventually bringing life forms from LV-881 up to impregnate them in special chambers on Sub-Level 2. Things were going well until they weren't!

Months ago, two Dog Runners escaped, and the scientists managed to kill one with incinerator units. The other was never found, and eventually, the scientists assumed it died somewhere on the station. They never informed their Wey-Yu masters of the breach.

They moved on to impregnate several of the planet's giant hornets and a rhino (more on this in the bestiary). In the end, it didn't go well. The Rhino-morph managed to bash its way free and then somehow coordinate with the Hornet-morph queen to free her and her minions. Telepathy maybe? This was an astounding find to the remaining three scientists... right before one got melted by acid and the other two captured for the hive!

The station is also riddled with ventilation and maintenance shafts not shown on the maps. These could certainly be used by the PCs to traverse the station, creating a wonderfully dark and claustrophobic setting, as there is no light at all in these areas until power is restored. And remember, there is one Dog Runner Xenomorph loose somewhere in those tunnels.

One last thing – acid splash can be a real problem on a space station, which is why the scientists weren't armed with any projectile weapons at all. The floors between decks should be considered to have 6 health. Any surface on the “outside edge” of the station should be more reinforced at 10 health, that is, unless it's a window (muahahahaha).

MAIN DECK:

1. **Command, Control & Communications.** This 8x10 meter room is the command center of the station. Unfortunately, all of the computer terminals and such are off, due to the lack of station power. Until power is restored, all of the doors here will require Heavy Machinery rolls to open (-2 dice for the security doors). With power, the doors open readily, but the two security doors require a Comtech roll to hack and access (or Gutierrez' access card). There is an empty weapons locker here and the two access ladders that run up and down through the entire station.
2. **MU/TH/UR.** MU/TH/UR is here, and (with Gutierrez' access card) she can provide everything the PCs want to know about what has happened on the station, including access

to all of the scientists files stored on the terminal on Sub-Level 2. Unfortunately, Mom isn't feeling too well without power, and she's not going to be very helpful until its restored.

3. **Environmental.** This room runs the environmental controls for the entire station, and it houses the only terminal that actually functions while the station is on emergency power. Unfortunately, it can only control and relay environmental information. From here, the PCs can learn that the Cargo Bay (Sub-Level 1) is running hot at 32 C and 100% humidity. The ventilation there seems to be stopped up. Also, the system detects low levels of radiation in the reactor room on Sub-Level 3.
4. **Galley.** There's nothing if note here except a cold, congealed cup of coffee and an open, half eaten prefab meal. There is also about 28 days worth of food and water for 4 people.
5. **Living Area.** The station's four scientists lived and relaxed here. The PCs will find bunks, personal effects, an air hockey table and *Marine!*, a USCMC shooter arcade game where two players can gun down the never ending forces of the UPP with plastic M41A pulse rifles. There's no evidence or information of any kind that will help complete the mission. If they search, they will find the journal of one of the scientists, the last few entries of which indicate her concern as to the direction of the experiments, but no hard facts or explanations.

SUB LEVEL 1, THE CARGO BAY:

This entire level, all 3,750 square meters of it, is one giant room with a 30 meter tall ceiling. On the far end is the massive bay door that opens into space, and it is large enough to admit a G-class vessel, much like the PCs own shuttle. The door cannot be operated from this level, only Command and only when power is restored. This level is uncomfortably hot (32 C or 90 F) and humid (100%), and anyone entering it should feel sweaty and damp almost immediately (your call if that causes stress, because it is very, very odd).

A 10 x 13 meter cargo lift is set into the floor, allowing another point of access to Sub-Level 2. It is currently stuck halfway down between the two floors and will not move without the power being restored. Characters can move between the levels with the lift as it is, but it would require some significant acrobatics to do so safely. Powered, the lift can be operated here or from Command above.

The PCs won't be able to see much here. The reddish-orange emergency lights glow from the floor, spaced about five meters apart, and they provide minimal actual light. If the PCs look up, the ceiling of the cargo bay is shrouded in darkness, the lights only piercing about ten meters up from the floor. Something drips slowly somewhere in the darkness.

The "north-east" corner of the cargo bay is covered floor to ceiling with resin, and there are two incomplete ovomorphs here, station scientists, currently about halfway through their transformation. One is gone, but the other is still barely alive and conscious. If the PCs find her, this should be cause for immediate stress gains and panic rolls. There is no way to save her.

All six of the Hornet-morphs are here, currently passive to the PCs. If the players linger here and explore, especially if they make no effort to be stealthy, the Hive will become aware of them, but will merely watch and wait. If the players are being stealthy, roll group Mobility against the Queen's Observation. It is virtually impossible for the PCs to spot the Hornet-morphs as they are well above them in the darkness and unmoving. Even once power is restored, it will require an Observation roll at -2 dice to spot the Hornet-morphs when they're unmoving in their hive. In the dark, you may opt to let a PC hear a tiny, distant buzzing sound, just enough to cause them some stress!

The Queen will not order an attack right away. If the PCs take violent action against the ovomorphs or the Hive itself, she will have her drones and soldiers attack immediately. Otherwise, she will wait for the opportunity to pick off a smaller group. If the PCs walk away from the hive, she may send her drones to attack the character in the back of the group. This should only last a round or maybe two, as she is just testing their defenses, and she really doesn't want to lose her children.

Final note – if the Hive becomes aware of the PCs in any way, this will alert the Rhino-morph on Sub-Level 2, causing the creature to become active!

SUB-LEVEL 2, THE LAB:

The Rhino-morph is somewhere in this section, and it is passive to the PCs unless they somehow engaged the Hornet-morphs above. This creature roams the area and will attack on sight. Fortunately, it is huge and not very quiet – the PCs should easily here something huge and heavy thumping around, its footfalls echoing through the hallways. They will likely realize very quickly that they don't want to find out what this thing is. If the creature is active, it will already be on its way to meet our PCs when they arrive.

This is a very, very dangerous encounter, as the PCs do not have the firepower to bring the Rhino-morph down. While Jennings' assault rifle is armor piercing and has the punch, it is highly unlikely that it will be enough, and fire has almost no effect on the creature thanks to its inherited DNA. The PCs should run and find another way, but don't hesitate to punish them if they don't come to this conclusion quickly. Fortunately, the creature is too large for the ladders up, so it is basically trapped on this level... unless someone turns the power on...

A note about all of the lab cells – Weyland-Yutani thought they were prepared for XX121. All of the cells heavy two foot thick security doors and are fully encased with two six inch layers of titanium. Between the titanium layers are blisters full of a concentrated Sodium Hydroxide compound to neutralize acid they may somehow eat through. Also, every cell is equipped with recessed flame units that can be activated from controls next to the security door, the terminal in room 5 or a terminal in the Command room on the Main Deck. The Xenomorphs learned very

quickly not to test the scientists resolve in using the flame units, that is, until the Rhino-morph came along...

1. **Staging.** This large area contains crates of various sizes, most of them empty and some containing various electronic or machine parts. The cargo lift is here, stuck halfway up. A character could reach up to it with a boost from another player or a Mobility roll (at -2). Between the ladders and the lift, there is a massive hole in the floor, something having eaten all the way through the metal to the level below. This can be traversed to Sub-Level 3, but is extremely dangerous, requiring a Mobility check to avoid being snagged on jagged metal for 1 damage and another to avoid taking 2 fall damage. On the “northern” edge of the hole is the head and upper torso of a man, the rest of his body completely gone, possibly destroyed by whatever made the hole in the floor. Next to his corpse is an incinerator (Medium Range, +0 Bonus, subjects target to flame intensity 7) with 2 fuel left (roll just like for power or oxygen). The hallway leading north out of the room is scorched everywhere from fire, and at the T intersection the PCs will find the mangled, trampled, squished up body of another male scientist. She also has a flame unit, and it is at 4 fuel.
2. **The Rhino Room.** This large square room was the holding cell for the experimental Rhino-morph before it charged its way right through the security door. The door has been ripped apart from the inside out. The entire room has been scorched heavily.
3. **Hornet Rooms.** These six cells were used to create the Hornet-morphs now inhabiting the cargo bay. They have been torn open from the outside by the Rhino-morph.
4. **Unused.** These cells made the original Dog Runners, but are currently unused. They did not have the flame units installed, and Wey-Yu was planning to retrofit them soon.
5. **Lab Central.** This room is protected by a heavy airlock and is kept at a balmy -6 C (21 F). Anyone spending more than a turn here will need to make a Freezing roll as per the core rulebook. There are two cubic crates here, each containing an ovomorph in cryo for experimentation. Also are crates containing two more normal Hornets from LV-881, a normal dog, two LV-881 wolves and a large snakelike creature (all in cryo). This room has power priority, so the terminal here is active, and all of the scientists log files can be downloaded from here with a successful Comtech roll at -2 or Gutierrez’ access card. There is a lot of data here, most of which are audio and/or video logfiles, but the final entry follows:

An Asian woman’s face framed by blond hair appears on the screen. Her eyes are wide, and despite the white puffs that emanate from her mouth in the freezing room, sweat glistens on her forehead. She seems frantic as she says, “This is Dr. Lana Sato. We should never have done it. They sent us the 881-Rhino, and we were so caught up in whether or not we could, we never stopped to consider whether or not we should!” You can barely make out a faraway, rhythmic metallic thumping sound in the video’s background. She continued, “It broke through the door! It charged Jerry, probably broke every bone in his body. Ishigawa tried to stop it, but it ran through the fire. Fire doesn’t hurt it like the other XX121s! There was acid everywhere. Ishigawa’s dead. It ate through the floor, and now power’s down. I don’t know where Paula is, she was on the cargo lift when I hid in here. I don’t think it knows I’m in here. I’m

going to wait a little, then make a run for the ladder. I'm gonna find Paula if I can, then lock myself in upstairs somewhere until the company sends a team. God help me." The video cuts to static for a moment and then a black screen.

As a side note in case the Rhino-morph is active, the walls surrounding this room can take 10 points of damage before giving out.

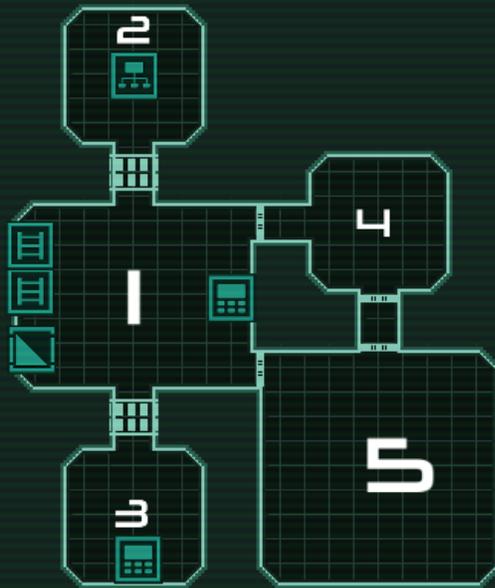
SUB-LEVEL 3, THE REACTOR:

When the Rhino-morph vomited acid and melted the poor bastard above, its acid ate right through the floor and onto the station's reactor. The system began to overload and leak radiation, and MU/TH/UR in her infinite wisdom shut the system down immediately. In addition to the normal emergency lighting, several radiation alert lights flash here, causing +1 Stress to all who see them.

The entire area is flooded with strong radiation as per the core rulebook p.110. If the reactor is turned back on, the radiation will shoot up to Extreme. Turning the reactor on requires a turn of work with a successful Heavy Machinery check, followed by a Comtech check to override MU/TH/UR's shutdown protocols. This will bring up power on the entire station (and may be a good time for the remaining Dog Runner Xeno to show up!). However, Mom will then sound a station-wide countdown, indicating the PC's have thirty minutes to escape before the station goes critical and explodes. Good luck with that!

APPENDIX: STATION MAPS

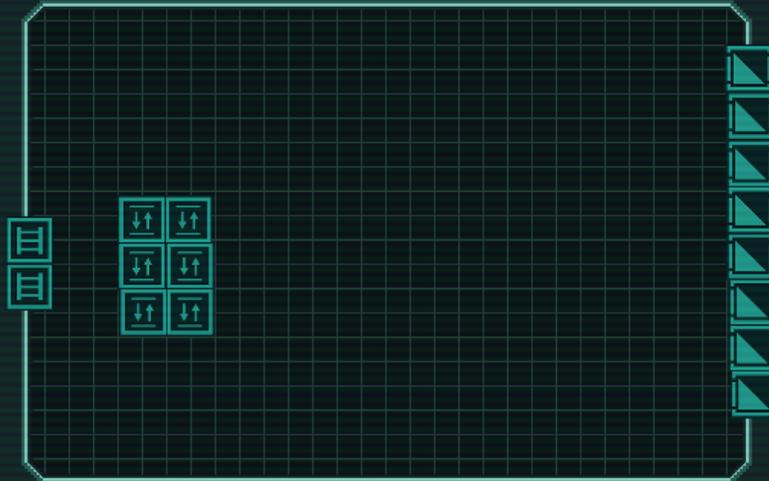
STATION MAIN DECK



-  CROSS-DECK LADDERS
-  MUTHR
-  SECURITY DOOR
-  STANDARD DOOR
-  ACCESS TERMINAL
-  AIRLOCK



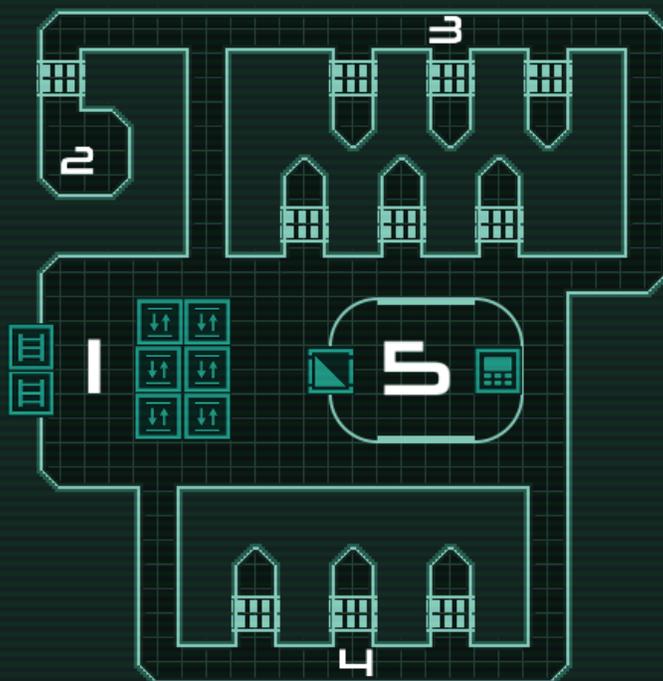
STATION SUB-LEVEL I



75M X 50M

-  CARGO BAY DOOR
-  CARGO LIFT
-  CROSS-DECK LADDER

STATION SUB-LEVEL 2



APPENDIX: BESTIARY

HORNET-MORPH

	Drone	Soldier	Queen
SPEED	2	2	1
HEALTH	2	4	6
SKILLS			
Mobility	3	5	3
Observation	3	6	10
ARMOR RATING	2 (0 vs fire)	4 (2 vs fire)	2 (0 vs fire)
ACID SPLASH	2	4	6

Infecting a four foot long hornet with Xenomorph XX121 may not seem like the best idea to most sane people, but the Wey-Yu scientists got caught up in whether or not it was even possible. Unfortunately, LV-881s giant hornets are particularly aggressive and exceptionally capable of defending themselves. Several facehugger specimens, and a few hornets as well, died before the scientists learned to keep the hornets sedated with a chemical vapor. Before they knew what it meant, they had Hornet-morphs, a deadly obsidian insectoid xenomorph with wings. They created six of these monstrosities and watched as one grew into a Queen. Two others consumed royal jelly and grew into Soldiers. It was then the station staff decided to fry them all, but they decided too late...

The Queen has not yet begun to grow her ovipositor, so she is not currently laying eggs. The xenomorphs will feed a captured victim resin to begin transformation into an Ovomorph.

The Hornet-morphs have six legs and can run quickly, but they also fly! They can use either mode with equal speed and agility, but their wings will melt immediately if they are struck by fire.

In combat, the Hornet-morph receives a fast action and a slow action for each initiative card. Roll 1d6 to determine its attack on the table below.

Attack Table:

1	Buzz Around – The hornet-morph flies around the target in an aggressive display. +1 stress to anyone witnessing it.
2	Knock Down – The hornet-morph charges the target at full movement, using the force and its carapace to knock the target to the ground. 8 base dice. The attack only inflicts one damage and knocks the victim prone, causing +1 stress and an immediate panic roll. This happens even if the attack does no damage due to an opposing armor roll.
3	Capture for the Hive – The hornet-morph's stinger is full of a sedating venom, just like a normal Xenomorph. 8 base dice, 1 damage. If any damage is done, the target must make a Stamina roll, with each success indicating how many rounds he/she can stay active. After that, they fall unconscious for one shift unless an adrenaline shot is provided via a successful Medical Aid roll.
4	All Out Attack – The hornet-morph flies directly at an enemy, attacking with its pincers, interior mouth, stinger and wings. 8 base dice attack, 1 damage and an immediate panic roll.
5	Sacrifice for the Queen – The hornet-morph attacks an enemy with a deadly stinger strike. 10 base dice, 2 damage, plus the venom from #3 above. If the attack does any damage, the hornet-morph dies, its stinger having separated from its abdomen, and it sprays acid on anyone in engaged range.
6	Headbite – 8 Base dice, 1 damage. Automatically does critical injury #64 if any damage is inflicted.

RHINO-MORPH

SPEED	1
HEALTH	16
SKILLS	
Observation	8
ARMOR RATING	16
ACID SPLASH	16

The “rhinos” of LV-881 are a fearsome sight to behold – six feet at the shoulder, nearly four tons in weight, covered in armor plating that’s almost impervious to fire, with a giant horn and a mouthful of teeth. The creature that evolved from the implanted XX121 embryo is the stuff of nightmares. Its holding cell was heavily reinforced prior to the rhino’s arrival and implantation, but it didn’t hold once the monster decided to attack. The scientists watched in horror as it vomited acid to melt through the first layers of steel before it rammed the rest of the way through with simple brute force. The cell’s flame units seemed to have no effect on the monster as it tore its way out. Once free, the monster didn’t turn to attack right away, but instead used the same approach to free the hornet-morphs as well!

In combat, the Rhino-morph receives a fast action and a slow action on its turn. Roll 1d6 to determine its attack on the table below.

Attack Table:

1	Charge. Rhino charges and tramples anyone in the zone. 10 base dice vs. Mobility to avoid. 1 damage and knocks prone, causing an immediate panic roll.
2	Gore. Rhino attacks with its horn. 10 base dice, 2 damage.
3	Snarl. A mighty, monstrous snarl and roar. +1 stress anyone who hears it. Panic roll for anyone in Short or Engaged range.
4	Tail Swipe. 12 base dice vs Mobility to avoid. Damage 1 and knocks target prone, causing an immediate panic roll.
5	Bite. 10 base dice. Damage 2.
6	Vomit Acid. The spews acid across the zone, doing acid damage to anything in the zone. Roll damage dice equal to the rhino’s current health. Keep in mind that this attack will also damage walls, floors, bulkheads and even the station’s hull.

DOG RUNNER XENOMORPH

These were the first successful experiments on the station. Implantation of a dog-like species from LV-881 created a version of XX121 that ran on all fours at immense speeds and seemed to have especially heightened senses. These were also the first Xenomorphs to breach containment nearly three months ago. Fortunately, there were only two, and the scientists used flame units to eliminate one. The other was never found, and they were not quick to inform their handlers at Wey-Yu of this fact. The Dog Runners matured at an exceptionally quick rate, likely mirroring the increased rate of development of canines in the first year of life, and the scientists assumed it merely reached the end of its life cycle in some far, dark corner of the station. The fact is, it went dormant to conserve energy, and it has only become active again recently with the arrival of the Hornet-morph Queen.

The Dog Runner has stats identical to the Scout Xenomorph in the core rulebook, and it should be described as always running on all fours with a decidedly canine form. It has no back flutes and the head is not as large as the normal XX121 breed, coming to a snout of sorts in the front.

CHANGES

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