



ALIEN: THE HUNT

A CINEMATIC ONE SHOT
FOR FREE LEAGUE'S ALIEN RPG
BY

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Cover art and “The Hunter” art by WUMBO.

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Except for another IP that you may recognize, but I never actually name... just toeing the line, and in the end, it's all for fun.

A big thanks to Free League for such a phenomenal RPG, Ridley Scott, Jim and John Thomas (they know who they are), my wife and kids for putting up with my Alien RPG obsession and the garden snail as he will always get there eventually!

Ver 01.20.22 – Added blurb about stress. Added a mumbled line for the Wey-Yu scientist. Fixed typos.

Ver 01.30.22 – Fixed additional typos. Upgraded Xenomorph to Warrior as Drone was too easy. Up[graded Alien Hunter's armor rating.

Ver 03.22.22 – Changed the pistol in the Wey-Yu observation facility to a Rexim laser pistol. This is very important as it's the only other armor piercing weapon in the scenario, besides Ahmad's bolt gun, and disrupts the hunter's cloak on a hit for one round.

Ver 04.27.22 – Upgraded the character portraits to new design!

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. That being said, 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>

Thanks so much, and I look forward to the next scenario!

WHAT'S THE STORY, MOTHER? (PLAYER/GM)

A large, aquatic world, LV-1052's surface is dotted with hundreds of tiny islands. Mostly covered in jungle biome, these islands present little in the way of native fauna except insects and other arthropods and some avian species. The planet is owned by Weyland-Yutani, and the company has a number of research centers on some islands, as well as several private, large game reserves that are open to private tours only.

Zeus McCarthy has arranged such a tour at extraordinary cost, and he has contracted the rest of the PCs (for \$100,000, half up front), and their ship, to take him there. When they approach the planet, they are to contact the Wey-Yu station in orbit to request permission to land; a ship carrying Zeus McCarthy is expected. They will be given clearance to land on Pad 13 which is on one of the many, secluded jungle islands. Their clearance lasts for 12 hours, after which they must lift off and dock with the Weyland-Yutani facility in orbit, and once they are cleared medically, they'll be released to head home.

While the ship's crew is technically in the employ of Zeus McCarthy, all of the PCs have signed Non-Disclosure Agreements, as well as Liability Waivers. They are never to discuss, with anyone, anything they see on LV-1052, as it is all Wey-Yu proprietary intellectual and physical property, and they cannot sue the company for any injury or death that may take place while visiting the planet.

WHAT'S REALLY GOING ON (GM ONLY)

Wey-Yu has most certainly created game reserves here! They leave test subjects who have been impregnated by Facehuggers on the island. When the Chestburster emerges, it has a food source ready to go. The entire island is surrounded by a high-voltage electric fence to prevent the creature from escaping into the sea. Wey-Yu scientists monitor the Xenomorph's progress, studying from afar, before ending the creature's existence.

Recently, they realized that wealthy individuals would pay handsomely to hunt such a creature, with all the proper, legal NDAs and liability waivers, of course! And should the hunter fail, well they've got a new test subject! Zeus McCarthy is one such wealthy individual, and he has paid double the normal fee for the right to take home a trophy, with the understanding that it will never be shown to anyone – it is purely for his own personal enjoyment.

The problem is this – another hunter has arrived on the island, intent on taking his own trophies. By the time the PCs land, he will have already eliminated the small Wey-Yu observation team and will be tracking the Xenomorph. The PCs represent yet another opportunity for him to prove his worth to his clan. He will watch the PCs land their vessel on the pad and then make his way toward them, but he'll observe for a time, choosing to strike at an opportune moment.

THE PLAYER CHARACTERS

ZEUS MCCARTHY

WEALTHY BIG GAME HUNTER



STRENGTH 3

- Close Combat 1
- Stamina 1

AGILITY 4

- Mobility 1
- Ranged Combat 3

WITS 5

- Observation 3
- Survival 1

EMPATHY 2

Gear:

- Custom rifle (see below) w/ 2 reloads
- .357 Magnum revolver w/ 2 reloads
- Personal data tracker
- Samani E-Series watch

Talent: Weapon Specialist (custom rifle)

Signature Item: A shell casing from his first big kill on a chain around his neck

When one's family is filthy rich, having a nearly limitless supply of money, what does one do except find ways to entertain oneself? Zeus' name belies a somewhat average physical stature, but he lets his money do the talking. He found life boring by the time he was 25 and began to look for new thrills. He read an old book about wealthy people, usually American or British white men, who toured frontier lands on safari, hunting terribly dangerous animals who could easily end a mere man's existence. These men took their trophies and mounted them on walls, turned them into rugs or even kept them whole, posed in terrifying ways.

Zeus quickly became enamored of this lifestyle and adopted it himself. He has hunted numerous cloned animals on Earth – lions, tigers, elephants, even Great White sharks – but even those grew boring. He began to tour the galaxy, hunting all manners of creatures to Arctura, Sorpionids and even a Harvester! With his custom rifle, there is nothing he can't kill, a fact of which he's certain.

Weyland-Yutani has offered him an enormous opportunity to hunt the ultimate big game – a xenomorph of some kind – fast, naturally armored and deadly. He has paid a fortune for this chance, even paying the twice the normal fee for the right to bring home a trophy. His contracted crew does not know the exact nature of the mission.

His 10-year-old daughter, Kellie, is the wrinkle in the entire arrangement. Zeus was due for his mandatory, annual month of time with her, and it coincided perfectly with this hunting trip. He tried to weasel out of it, even pay his ex-wife to keep Kellie, but she talked about some royal wedding nonsense. So, he's stuck with the kid for the duration. He's even considering leaving her in cryo the whole time. As a basic precaution, he has put a PDT on her wrist to keep track of her.

Personal Agenda: Tell the others as little as possible while securing your trophy.

Zeus' Custom Rifle: This weapon has been designed to Zeus' specifications and modified over the years of hunting. It is a scoped, high caliber, double barreled rifle. It gains a +1 bonus and does 3 damage on a hit and may fire up to Extreme range if the scope is attached. Firing it is, of course, a slow action, but Zeus may opt to fire the second barrel in the same round as a fast action, with a -3 penalty due to the weapon's kick. Loading one barrel is a slow action, and Zeus may choose to sacrifice his fast action to load the second barrel in the same round. To do so, he must make a Mobility roll at a -2 penalty. Finally, the scope may be used to gain +2 Observation when searching for something at Medium or further range.

KELLIE MCCARTHY
MCCARTHY'S DAUGHTER



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

Talent: Beneath Notice

Signature Item: Her laser pointer

Kellie's parents split when she was just a baby, apparently when they realized that she wasn't the perfect accessory to complete their public image. It's obvious to her ten-year-old eyes that they can't stand each other in the least. The thing is the feeling is mutual. She despises her mother's excesses, feels completely indifferent about her father's very existence and generally uses the whole thing to her advantage to be as spoiled a brat as she can be.

She doesn't understand why she has been forced on this ridiculous trip with her father, and generally has no interest in being here. She fully intends to be a pain in the ass the whole time, but really, Kellie's just looking for an adult that will take interest in her.

Agenda: Make it very clear, at every opportunity, that you don't want to be here and this whole thing is stupid!

MAGGIE BROOKS SHIP'S CAPTAIN



STRENGTH 3

AGILITY 3

- Ranged Combat 3

WITS 3

EMPATHY 5

- Command 3
- Manipulation 3
- Medical Aid 1

Gear:

- M4A3 Service pistol w/ 2 reloads
- Binoculars
- Hand radio
- Medkit

Talent: Influence

Signature Item: A worn photo of Clara
next to the ultrasound monitor

The life of a freelance ship's captain isn't wealth and glamor; in fact, it means barely scraping by most of the time, but it means Maggie gets to be her own boss. And that's worth something. She has been offered corporate commands many times, as her flight record is excellent, but she simply has no desire having some short, slick haired bastard in a suit telling her what to do and where to go. So, instead she runs her own little G-class shuttle, *Selena*, and takes jobs as they come. It's usually transporting random slick-haired-bastard-suits to random places, and there's always plenty of those kinds of jobs to be had. They try to pull rank, but they're customers, not the boss.

Selena... Selena... It's more than her ship's name. The name represents everything her life was, everything it should've been. It's the name of her little girl, the name she and her partner, Clara, had picked when they finally managed to become pregnant. The three of them were going to tour the galaxy, picking up jobs, and live free on the frontier. But that was before the accident, the airlock "mishap", caused by shitty, low-grade maintenance. Maggie lost them both in one fell swoop. The settlement bought the ship, and between the shuttle and the photo, they're both with her all the time.

This job is strange. Maggie checked McCarthy out, just like she does all of her potential private clients. He seems clean, and his file, combined with the big gun he's toting, makes it clear he's probably off to some posh, ridiculous resort so he can stand behind safety fences and blow away a rhino or something. Whatever. He paid four times the normal rate and brought his daughter along (seriously?), but the NDAs and Liability Waivers are a little concerning.

Personal Agenda: Make sure you get paid, and everyone, especially your crew, stays safe.

ALFREDO VILLA LOBOS
SHIP'S PILOT



STRENGTH 3

AGILITY 5

- Piloting 3
- Ranged Combat 3

WITS 3

- Comtech 3

EMPATHY 3

Gear:

- M4A3 Service pistol w/ 2 reloads
- Hand radio
- Seegson system diagnostic device
- P-DAT

Talent: Reckless

Signature Item: Pilot's shades

Alfredo is good at what he does. If anyone needs a pilot that has extensive knowledge of talent with electronics and is decent in a gunfight, he's the guy. He has flown under Maggie on *Selena* for almost nine months now, and he really wishes he'd have taken the big commercial job he was offered. He thought being a pilot on a small shuttle would be more fun and pay better with less hands to split the shares, but he couldn't have been more wrong. It's the same story over and over – fly to random space station number four, pick up some ICCS inspector or corporate suit and then fly him or her to random planet or moon number four hundred fifty-two. Rinse, repeat. Nothing changes. No adventure, no real cash. Hell, Captain Brooks can barely keep the ship fueled and prefabs on the table, and she seems perfectly happy with that!

But Alfredo is not. While they were last docked, Captain Brooks picked up this client, and Alfredo picked up a client of his own. Someone reached out to him through the network, offering a lot of money for bringing back information as to what Weyland-Yutani is doing on LV-1052, but the information itself isn't enough. It needs to be backed by hard evidence. Pictures, computer files, data discs or tapes, even physical specimens are what they're after. Alfredo doesn't know what company or government is behind the shadow in the network, and he doesn't care. With the kind of cash they're offering, he can go do anything he wants when his year contract with Brooks ends.

Agenda: Find and bring back everything you can to get your payday.

AHMAD MILLER
SHIP'S ENGINEER



Talent: Resilient

Signature Item: The flask engraved with his initials, the last thing Clara gave him

STRENGTH 5

- Close Combat 3
- Heavy Machinery 3
- Stamina 2

AGILITY 4

- Mobility 1
- Ranged Combat 1

WITS 3

EMPATHY 2

Gear:

- Watsumi DV-303 bolt gun w/ 4 reloads
- Maintenance jack
- Hi-beam flashlight
- Flask of hard liquor

Ahmad is a roughneck, through and through. It's all he's ever done for the last thirty years, and he figured that's all he ever would be. He has done it all from starship engineer to colony construction and everything in between, probably starting a fight while doing it. He's a tough old bird that's good with machines and equipment and is a hell of a guy to have at your back in a brawl. For a long time, it was his sister, Clara, and he against the world – covering for each other, spending a hard-earned day's pay getting drunk together and fighting each other's fights.

Then one day she brought home Maggie Brooks, and everything changed. Clara had less time for him, less time for the billiards clubs and bars and was out with her newfound girlfriend every chance she got. Ahmad felt like his sister had been taken away from him. Then one day about two years later, it was his birthday, and Maggie and Clara showed up with a gift – a titanium flask laser engraved with his initials. They announced they were getting married, Clara was pregnant, and she wanted her big brother to be her Best Man. Ahmad knew then the three of them (soon to be four) would be together a long time.

Of course, then the accident at the airlock happened, and he lost Clara and his unborn niece. He couldn't take it, and he stopped showing up for work. Maggie found him about a month later, passed out in an alley and covered in his own vomit and urine. She helped him home, helped him get cleaned up and told him she was buying a ship. She wanted him to come along as the ship's engineer. He had nothing keeping him there, so he signed on. He thought it would help, but the flask, Maggie and the ship's name (*Selena*), seems to make it all worse. He doesn't know why he does anything anymore.

Agenda: Find a reason to keep going.

USCSS SELENA

While not technically a player character, *Selena* deserves a few moments of our time. She's a G-class shuttle with a handful of upgrades, making her perfect for the type of life Maggie Brooks wants. Maggie picked her up at a bargain as a "project ship", and she and Ahmad have made a lot of special modifications themselves. The vessel is run by an old MU/TH/UR 4000 system, which requires Alfredo and Ahmad to awake from hypersleep once per week to do basic mechanical and electronic maintenance on the ship. Pertinent stats, while most will not be needed, are provided below with a deck layout of the ship. The EEV Class C is mounted on the underside of the Cryodeck, and, in the event of an emergency, MU/TH/UR will dump the cryo chambers into the EEV. It can also be accessed from a hatch inside the Cryodeck.

FTL 14

SIGNATURE +0

THRUSTERS +1

HULL 5

ARMOR 5

MODULES:

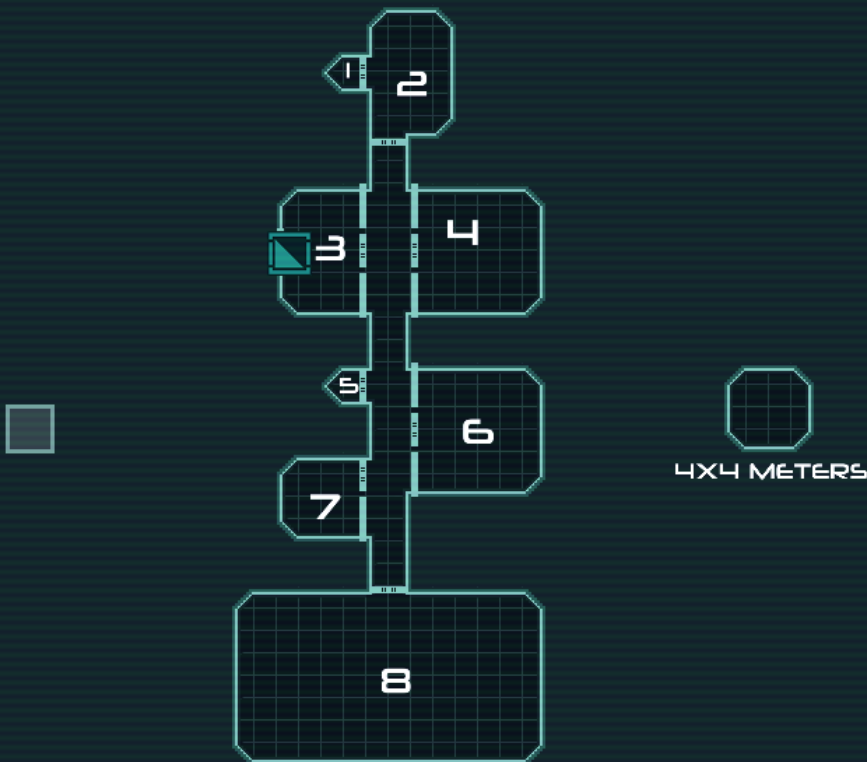
- MU/TH/UR 4000 AI
- Air Scrubbers I
- Cargo Bay I
- Corporate Suite

MODULES (cont):

- Cryodeck II
- Docking Umbilical
- Galley I
- EEV Class C

Additional Upgrades: Boosted Displacement Drives x6, Planetfall Capacity

USCSS SELENA



- | | | |
|----------------------------------|----------------|----------------------------------|
| 1. MU/TH/UR | 2. BRIDGE | 3. CARGO BAY W/DOCKING UMBILICUS |
| 4. CORPORATE SUITE | 5. GALLEY | 6. CRYO DECK |
| 7. ENVIRONMENTAL / AIR SCRUBBERS | 8. ENGINEERING | |

THE ALIEN HUNTER



Health 10
Armor 8

Speed 2

Close Combat 10
Comtech 7
Medical Aid 6
Mobility 6 (10 when using Stealth due to cloak and talent)
Observation 8 (10 w/helmet)
Ranged Combat 6 (8 w/ helmet)
Stamina 8

Talents: Killer, Second Wind, Stealthy

Cloak: The Hunter employs a mesh across his body and armor that, when active, will bend the visible light spectrum around him. It gives him an additional +2 to Mobility rolls, and he cannot be the target of Ranged Combat attacks unless spotted. Even if spotted, attackers receive -2 attack dice.

Self-Destruct Device: If the Hunter is broken (a second time; remember he has Second Wind!), he will activate a self-destruct device that will count down and explode in three rounds. The device will “beep” in increasing pitch and frequency as it counts down. A small nuclear blast will vaporize anything in Engaged/Short range. Everything in Medium range will take 10 blast dice of damage, with the damage dice decreasing by 2 for every zone beyond medium.

Medkit: The Hunter carries a single use medkit that requires a full turn to use. He automatically gains one Health, but he also rolls a Medical Aid check, regaining one additional Health for each success. This is an extremely painful process, causing the Hunter to issue a monstrous scream. It can be heard for miles, causing +1 Stress to anyone who hears it.

The Hunter is, of course, the star of this particular show. He (or she) is from somewhere out of deep space, and he is on the hunt for trophies. The Xenomorph was his original target, but a group of armed human beings will also do nicely. He's here to prove his mettle to his clan so that they may accept him as a true warrior. A dead Xenomorph will do, but the skulls and spinal columns of human beings would go well in his trophy case as well.

Weyland-Yutani, as well as elements of various governments, are aware of the Hunter species, as encounters with them have happened from time to time over the years. Of course, no hard evidence of this exists, having been lost to space or obfuscated by certain companies or agencies. Wey-Yu believes one of their vessels responsible for the nearly instantaneous destruction of a USCMC *Conestoga*-class frigate some years ago, and some persons think they have even visited, and hunted, on Earth over the centuries.

The creatures employ incredible technologies, such as advanced plasma weapons, unknown alloys and cloaking shields on both their persons as well as their vessels. They tend to stand 7 to 8 feet tall, are immensely strong and just as agile. In addition to their cloaking mesh, they wear armor of an unknown metal and an armored facemask or helmet that allows them to see in various light spectrums. The mask also has a laser aiming device tied to a plasma weapon on its shoulder. All of its technology feeds through an arm mounted computer system.

The Hunter has a wide range of weapons and attacks at its disposal, and it is surely a deadly adversary. Despite its raw strength and power, he's also extraordinarily intelligent, and he won't throw his life away in an all-out attack against multiple armed opponents. Instead, he prefers to observe from a distance, learning the prey's habits and weaknesses and even recording the target's language. He will wait for opportunities to pick off one enemy at a time, escaping as soon as his target is dead. He will take his kill with him to claim his trophy, and if unable to do so, he will return for it eventually.

The Hunter species will not attack an unarmed opponent, and it will not hunt children or the sick or infirm. Whether this is an honor code of some sort or simply reflects that such prey is of no sport is unknown.

In combat, the Hunter fights cloaked whenever possible and receives two Initiative cards as per his Speed of 2. He receives a fast action and a slow action for each Initiative, generally choosing to attack with the slow action and then withdraw for his fast. He can choose between ranged and close combat attacks below. Should the Hunter employ a ranged attack that is out of his current range, he will use his fast action to move closer before attacking. If this still puts him out of range, roll for a different attack.

Ranged Signature Attacks

1. The Hunter chooses to cloak and disengage with a successful Mobility roll. It throws its voice with jungle sounds the PCs have heard before or a recorded phrase in the language its targets understand. Everyone hearing this receives +1 stress as they realize he is still somewhere nearby.
2. Eye Flash. Have all characters make an Observation check. Anyone succeeding sees the Hunter eyes of the Hunter's mask flash for just a second, causing +1 stress and an immediate Panic roll. He will move before the resolution of the Panic roll. Ignore this if the Hunter isn't wearing its helmet or is fighting Xenomorphs.
3. Smart Disk. The Hunter selects a target and guides a bladed device with his targeting system. Ranged Combat, 2 base damage, Max Range Medium. At engaged or short range, the weapon returns to the Hunter. At medium, it has a 50% chance of being embedded in a wall or other object. The target receives 1 critical even if it isn't broken, plus an additional critical if it does break. Reduces the cloak penalty on incoming Ranged Combat attacks to -1 for the rest of the combat round.
4. The Web. The Hunter fires a web at its opponent that embeds itself into an object behind the target and then tightens until the target is dead. Ranged Combat, Medium Range, 1 damage on success, increasing by 1 each subsequent round. No bonus damage for additional successes. Also, the target is considered pinned and immobile, and the Hunter can exchange one of its Initiative cards for the target's starting the next turn. The net is made of an alien alloy and only the Hunter's melee weapons, Xenomorph acid blood or a cutting torch can free the victim (Heavy Machinery, slow action). The target must make an immediate Panic Roll, and all nearby PCs gain +1 Stress. Reduces the cloak penalty on incoming Ranged Combat attacks to -1 for the rest of the combat round.
5. Aim. Three red beams emanate from the Hunter's helmet and appear on its target. His next attack will be a Plasma Cannon attack with an additional +2 bonus. Anyone seeing this receives +1 stress, and the target must make an immediate Panic Roll. Ignore this option if the Hunter's helmet is not on. Reduces the cloak penalty on incoming Ranged Combat attacks to -1 for the rest of the combat round.
6. Plasma Cannon. Ranged combat, extreme range, 3 damage and no penalties for range if the Hunter has its helmet on. The target receives 1 critical, even if it isn't Broken, with a second critical if Broken. Reduces the cloak penalty on incoming Ranged Combat attacks to -1 for the rest of the combat round.

Close Combat Attacks

1. The Hunter chooses to cloak and disengage with a successful Mobility roll. It throws its voice with jungle sounds the PCs have heard before or a recorded phrase in the language its targets understand. Everyone hearing this receives +1 stress as they realize he is still somewhere nearby.
2. Punch. Close Combat, 1 damage.
3. Wrist Blades. Close Combat, 2 damage. Using this weapon reduces the cloak penalty to -1 for the rest of the turn.
4. Spear. Close Combat, 3 damage. Using this weapon reduces the cloak penalty to -1 for the rest of the turn.
5. Immobilize. The Hunter grapples the target – opposing Close Combat rolls. The attack does no damage, but the target is immobilized until winning an opposed Close Combat roll. Also, target makes an immediate Panic Roll. The Hunter's next attack will be #6 below.
6. Take Trophy. The Hunter makes a Close Combat attack. Even one success means the target is simply dead. The Hunter has twisted the target's head 180 degrees and removed it from the neck, or perhaps he tore the skull and spinal column free from the body. Be inventive. The point is the target is very dead. Anyone seeing this receives +1 Stress and must make an immediate Panic Roll

A few last notes – play up the drama and atmosphere around the Hunter. The aim attack causes stress and panic because the target comes to the realization that some sort of laser sight is targeting him/her. The #1 attack on both Ranged and Close Combat charts causes stress because the PCs suddenly realize the thing has been around them for some time – either recording their voices or they suddenly realize that the jungle noises they've been hearing the whole time were actually the Hunter. Be creative, remember your '80s movies and make this thing terrifying!

THE ISLAND



It should be known that I am crap at all things map related, so this is the best you get!

On the far western side of the island is Landing Pad 13 (denoted 1 on the map). It is separated from the jungle of the island by a 6-meter, high voltage fence with a gate. The gate has a control pad on either side that will disable the electricity going to the gate itself by entering McCarthy's personal identification code. A successful Comtech check (at -2) can bypass the controls, and some creativity with a Heavy Machinery check can somehow bypass the high voltage all together. The fence wraps the entire island, just on the edge of the foliage. As a side note, our Hunter can either just jump the fence with a Mobility roll or can Comtech the pad as well. Should he just bully his way through the fence (or fail his Mobility check, LOL), his cloaking mesh and computer will protect him from the electricity, but it will overload the system until he can spend a turn repairing it with a Comtech check.

On some high ground in the center of the island is a single building – a Weyland-Yutani observation facility. The company uses this place to observe the Xenomorph as well as the hunters they invite to the islands. It has two levels and one sublevel (containing the reactor for the island), and it houses two scientists and one corporate marine. The Hunter tricked his way in by using Comtech to force the door to open and close over and over again while the PCs were making planetfall. When a scientist and the marine investigated the faulty door, he slipped his way in and waited for the opportunity to eliminate the marine. A firefight ensued, and the entirety of the complex is shot up and scorched by the NGS assault rifle and its attached flame thrower; the weapon itself is shattered on the ground. The marine is not here; the PCs should find him somewhere in the jungle, hanging upside down, skinned and missing his head. Both scientists are here – one is dead, having been disemboweled by the Hunter's wrist blades when she picked up a pistol, and the other is in a closet on the second level, completely catatonic and unresponsive. Though, she might mumble in Spanish, "El Diabo vino por ellos."

It seems likely that the PCs will eventually make their way to this building. If they need a push, have the Wey-Yu orbital station call down to the PCs' ship to let them know they've lost contact with the Observation Facility. Maybe they could check on it? It's probably just a bad transmitter. The door will be closed and functioning perfectly when they arrive, but anything of use inside is wrecked. They will find only Rexim EVA Pistol with 3 power (Core book page 119), maybe a medkit or two, but that's it. The Rexim pistol will disrupt the Alien Hunter's cloak for one round on a successful hit. All the observation monitors and equipment, as well as the comms system are destroyed. Make sure you describe the carnage as if whomever was firing the assault rifle was shooting in all directions. There are no signs or tracks leaving the place either. Our Hunter took his prize and egressed via the trees.

A lone Xenomorph Warrior is on the island, hiding in a cramped, dark cave. The exact location is unimportant – it can be anywhere you need it be.

THE SCENARIO — A RUNDOWN

The PCs will awake from cryo about two shifts from arriving at LV-1052. This will allow the PCs to make introductions, do some early role-playing and handle minutiae such as getting something to eat from the one-person-at-a-time galley and allowing Villa Lobos and Miller to do their maintenance rolls on the ship. A check with MU/TH/UR will show them that they are on course and on schedule, everything is five by five.

MU/TH/UR will drop them out of FTL a few hours away from their destination, and they'll be contacted by the Wey-Yu orbital facility. They'll confirm the ship's registration, and that McCarthy is on board. They'll ask to speak to him and ask for his personal identification code. Once confirmed, they'll be informed that they can make planetfall immediately and to home in on the beacon (whose coordinates have just been uploaded); it will lead them to Landing Pad 13. Once there, they have 24 hours before they must lift off again and dock with the station so all crew can be cleared medically before leaving for home.

Remember, making planetfall requires a successful Piloting roll to avoid damaging the shuttle! How unfortunate that would be!

Landing Pad 13 is large enough for an M-class ship, so it dwarfs *Selena*. The Hunter will watch as the ship comes in for its landing, and he'll choose to investigate. He'll watch the PCs as they unload from the ship and go through the gate to the island itself. He'll probably spend some time checking out the ship externally, and he may even decide to enter and look around! If the PCs chose to leave someone behind, this is one of those opportunities the Hunter is looking for. He may even purposefully set off some sort of proximity alarm to see who shows up. If the PCs were smart enough to not leave anyone behind, he'll do some damage to the ship (dealer's choice what exactly) to make sure they can't just leave when the notion strikes them. He wants his hunt.

In the jungle, the PCs should find little to be afraid of. The Xenomorph is passive in a cave, and they shouldn't find much in the way of evidence or signs of the creature. Eventually, they should stumble onto some signs of a large creature that moved through the jungle and have them track the Xenomorph to the cave. The cave opening is tiny, and the interior is claustrophobic and dark to say the least. Only one PC may enter at a time and moving becomes a slow action. The PCs will want to be creative or use bait to draw the creature out. In the meantime, the Hunter will still be stalking them, looking for chances to take them out.

When the PCs end up in combat with the Warrior, the Hunter will keep his distance and watch, but he will not let the PCs get the kill. Before that happens, he will finish the Xenomorph with a plasma cannon blast. Hopefully, the PCs only had an inkling that something else is going on, and this is the first time the Hunter's presence has been explicitly shown to the PCs. He will abandon his kill and come back for it later rather than face all the PCs at once, going back to his original plan of picking them off one at a time. If the PCs are ever reduced to just two armed characters, he will attack them outright.

When the PCs escape (*IF* the PCs escape), they'll be expected to dock with the Wey-Yu facility to be cleared medically, requiring both a Piloting and Heavy Machinery check. Of course, they'll be debriefed heavily, and you may even want to add a subplot of the PCs having to escape the Wey-Yu facility. Though if only one or two PCs made it out alive, they'll likely give the space middle finger to Wey-Yu and go on their way!

Honestly, that's about it. This one is up to you as the GM – your ultimate responsibility is to build as much atmospheric tension as possible. The jungle is uncomfortably hot and humid; it obscures vision and feels closed in despite being outdoors. The jungle, though it has no real land fauna, should be full of the sounds of insects

and birds (plus our Hunter), and brightly colored flowers and plants that the PCs may generally wish to avoid. Don't let them spot the Hunter too early but give them strange feelings of being watched. Make them think they saw something out of the corner of their eye, heard some movement up in the treetops. Have them investigate the Wey-Yu facility, but perhaps not find the butchered company marine until after the Xenomorph is dead (when they know there's something else out there, but not really sure what it is).

In the end, your players will of course know what movie they're in, and that's what we're after!

LET'S TALK ABOUT STRESS, BABY

Stress and Panic is, of course, at the heart of the Alien RPG. I have not taken the time to point out every opportunity for Stress in this scenario. As GM, it's your job to make sure you hand out Stress at the right times. Remember, the big book of rules says any time a PC encounters something alien that they've never seen before, they take a point of Stress. It's also reasonable to assume the PCs will take Stress upon finding the marine's skinned corpse and the disemboweled scientist in the Wey-YU outpost. Jump scares and strange thumps on the ship's hull work as well!