



**A L I E N**





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The hardest thing about these deep-space transport missions was the boredom, Captain Yejide Afua thought as she absently watched the planet grow in the *Akebono Maru's* viewport.

She grinned slightly at the outrageousness of the thought. She was sitting inside the cockpit of a sixty-something thousand metric ton star freighter that was hauling a food processing plant of nearly 15 million tons through the void. Humanity had spread to the corners of their galactic local group, establishing dozens of burgeoning colonies in less than a hundred years— and here she was stifling a yawn at how mundane it had all become.

She had signed up years ago looking for a little adventure and money to get herself established on one of the nicer colonies. What she got was months of sleeping in a stasis capsule punctuated by moments grueling labor and stress. She shouldn't complain, at least she still had a job. These ships got more automated every year; less crew meant less shares and more profit for the conglomerates, after all.

She was so deep in thought that she jumped when she heard the voice from behind her. "You alright, cap? You look like you're still in hypersleep." Noticing her reaction, Blake continued, "Oh damn, sorry to startle you. Here— coffee."

She turned to look at the warrant officer, who was proffering a steaming disposable cup over the flight console. "Thanks, Blake," she said as she took the coffee, pausing to blow away some of the steam. "I'm fine...just thinking, I guess."

"Aw Hell, why would you go and do a thing like that, cap?" He grinned as he flopped down into his station's flight chair. "I'm pretty sure that's a fireable offense these days."

Afua chuckled a bit and took a sip of the coffee. The acidity assaulted her senses and it tasted like Blake had pulled the liquid straight from the freighter's fuel lines. She cringed at the acrid flavor, but if nothing else, it would help her shake off the lingering cloudy-headedness of prolonged hypersleep.

"Well, since you are up here we may as well start the landing procedures." She started to key in some commands on her console, "Do me a favor and give the colony a buzz on comms."

Blake fired off a mock-salute in her direction before flipping a switch on one of his control boards. "Good afternoon Harper's Landing, this is USSCS *Akebono Maru*. We are on schedule to make landfall at—" he paused, checking his screen, "Twenty-three hundred hours local time. Please confirm and send landing beacon uplink data. Over."

He leaned back in his flight chair and took a long pull from his own coffee. A few minutes passed before he leaned forward again, sighing irritably. "I repeat, this is USSCS *Akebono Maru* please confirm schedule and send landing beacon uplink data. Over." He flipped off the switch with more force than was necessary, "Those God-damned rhyinth herders are probably still sleeping off last night's hangover."

Blake tried a few more times, resentment steadily growing in his voice. Afua let loose her own sigh now. She stopped her work and keyed in a command to bring up the data streaming in from the Maru's sensors. "I'm reading their comms receiver, run a diagnostic on our system to make sure the problem isn't on our end."

"I already did, it 'aint us." He scowled.

"Well, we've got a schedule to keep. Can you query the beacon manually?"

"Yeah, I should be able to figure something out." He was already punching commands into his console.

Afua flipped the intercom switch on her station, "All right people, nap time is over. Report to stations and strap in: we are going to be descending manually." She flipped the switch off and took a gulp of her coffee. It tasted even worse cold.

Maybe this run wouldn't be so boring, after all...



# ALIEN

## INTRODUCTION

The setting of the ALIEN franchise inhabits a space somewhere between the Genesys system's Science Fiction and Space Opera Settings in many ways. At it's heart, ALIEN is a horror film and the fact that it is set in space seems to mainly be cosmetic. However, there is a gritty realism that firmly grounds the setting which both enhances and drives the

narrative. The inclusion/crossover of the Predator franchise infuses even more advanced technology, action/adventure themes, and sentient alien life into the setting. However, as fantastic and technologically as the various life-forms may be, they remain mysterious and inscrutable to the firmly grounded humans that get caught in the crossfire.

## TROPES

During the course of its many films, comic books, novels, and games, the ALIEN franchise touches on numerous themes and genres. However, below are some of the more common elements that can help your game really feel like ALIEN rather than any other Sci-fi or Space Opera setting.

### MYSTERIOUS AND TERRIFYING

Even without it's eponymous aliens, the world of ALIEN is defined by mystery and horror. Humanity may have made it's way out into the galaxy, but they are certainly not its masters. Few, if any of the world's humanity has colonized are even remotely as hospitable to life as Earth. Even the technology that ferries people from world to world is ill-maintained and prone to accidents. What's more, humans were not the first or only species to make it out to the stars. Little remains of these ancient civilizations; just enough hints and traces to let humanity know that something is out there, but not what.

### REGULAR PEOPLE IN EXTRAORDINARY SITUATIONS

The protagonists in this setting do not possess extraordinary abilities or grand destinies. They are regular people who have jobs, responsibilities, and fears. Most of all, they are mortal. These character's victories are their continued survival, despite a galaxy that is hostile and indifferent to their plights. Some might have good training or be the best in their field, but those distinctions mean little when facing down a Xenomorph. Even Ripley, after surviving her encounter with one of these "perfect organisms" eventually came back to Earth and essentially became a glorified fork-lift operator to pay her bills.

### THINGS HAVEN'T CHANGED AS MUCH AS YOU'D THINK (OR HOPE)

Humans may have advanced into space and colonized alien worlds, but this hasn't changed very much about daily life or society. The humans in ALIEN don't come from a galactic empire or even a united Earth; they are cargo haulers on a long trip who are worried about missing their daughter's birthday.

The world of ALIEN presents human society essentially as it is today, but advanced a few hundred years: Humans have continued to over-populate and pollute the Earth until they had essentially no choice but to expand into space. The major difference from today's society (beyond interstellar travel) is the rise of corporations or conglomerates. This is also the logical conclusion to the increasing commercialism and corruption we see in our own society. These allusions to our own troubles are what ground the setting in realism and make it relatable, despite the presence of fantastic aliens and technology.

### ASYMMETRICAL ADVANCES IN HUMAN TECHNOLOGY

Another aspect that differentiates ALIEN from other sci-fi or space opera settings is it's lo-fi, 1970s vision of what the future would look like. Humans simultaneously have the technology for faster-than-light travel, but display information on cathode ray tube monitors. Beyond the technology for space travel, other fields are roughly equal to or inferior to modern technology (especially in the areas of communication, information, and computing). This may have started as a result of the time of the original film's production, but it has endured because it enhances the mood of the setting.



We've survived as a species largely because of our technology, and that goes triple in space. Especially to the modern audience, we expect that in the future our technology will continue to allow us to dominate our surroundings. ALIEN is terrifying not just because the Xenomorph is scary but because our technology alone can't conquer it.

Every advance in technology that has been made in this setting comes with drawbacks, and serves only to further isolate and endanger humanity. Humans may be able to travel through space, but the trips still take weeks or even months to complete. All the while, they are trapped with a handful of others on a dilapidated vessel in the infinite void of space. You spend long trips helpless and unconscious in cryogenic chambers. Humanities far-flung colonies are equally isolated and inhospitable; if and when something goes wrong, it could take weeks to contact help and months for it to arrive.

One of the few other areas of significant advancement is artificial intelligence and robotics. Taking the form of "Synths" like Ash and Bishop, these lifelike androids are highly advanced and expensive technology the far outpaces the rest of the setting. Again, these advances only serve as a reflection of our dependence on technology. What happens when these beings, who we have made to be smarter, stronger, and faster than us escape our control?

There are a few technologies that we now take for granted that would be highly out of place in this setting: there are no touch screens, cellphones, or holographic displays. Even the computer that runs the *Nostromo* is communicated with via keyboard interface. Weapons have advanced somewhat, with elite military units being slightly better equipped than the modern soldier. Larger vessels might even have sci-fi weapons like rail guns or lasers. However, nearly all truly fantastic technology is found in the hands of other species (such as the Predators or Spacejockeys) or in their long forgotten ruins.

## ALIENS ARE ALIEN

This is a vital difference between this setting and others with alien species. Unlike other space fiction, the Xenomorphs, Spacejockeys and Predators are inscrutable and mysterious. They have nothing in common with humans, and in many cases prey on them. The best stories in this setting give hints and scraps of information, but never delve into exposition. Even in the Aliens vs. Predator comics, where the main character lives amongst the Yautja (Predators) for years, never really explains their origins or motives. In fact, it goes out of it's way to show how the protagonist will never truly belong or understand them.

## WE WERE THE MONSTERS ALL ALONG

A major and essential theme is that the aliens of the galaxy

may be dangerous and frightening, but the humans are evil. In nearly every story, the death and destruction inflicted by the xenomorphs was ultimately caused by human action. At the end of the day, the aliens are just a foil to expose the best (and more often worst) parts of human nature.





# NEW CHARACTER OPTIONS

The ALIENS setting is somewhat more grounded in reality than most Space Operas, so most characters will be choosing one of the Human archetypes detailed on page 36 of the Genesys Core Rulebook. However, there are a few new options iconic to the ALIENS that have been hitherto unexplored or are unique to the franchise. The Synths presented below are based on the Space Opera's Robot, but with slight modifications to more accurately reflect their on-screen abilities.

## HUMAN ARCHETYPE 5: THE SURVIVOR

The Survivor archetype represents a character who has grown up living on one of humanity's far-flung colonies or deep space outposts. You should use this archetype if you want to play a character who gets by on their instincts, wits, and determination. This could also represent someone who was forced into a survival situation by war or an accident.

This archetype starts with the Cunning characteristic at 3 and the Presence characteristic at 1. You're starting a character with a better than average Cunning (which makes this characteristic easy to improve further), with the trade-off that your character has a worse than average Presence. You'll have to either spend valuable experience points buying that back to 2, or be satisfied with this drawback. You also have an average starting wound and strain threshold.

This archetype's special ability lets your character spend a story point to treat their Defense score as equal to their Cunning as an incidental against the next attack made against them. This ability can make the difference between life or death.



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Survivor starts with one rank in Survival during character creation. They obtain this rank before spending experience points, and may not increase Survival above rank 2 during character creation.
- **Act on Instinct:** Once per session, your character may spend a Story Point as an out-of-turn incidental. If they do so, your character may treat their Defense as equal to their Cunning against the next attack made against them.

## SYNTHETICS OR "SYNTHS"

Synthetics, also known as androids or — as some synthetics themselves prefer to be called — "artificial persons", are biomechanical humanoids. They are essentially robots that emulate Humans in both general appearance and actions. The degree of emulation varies by model, function, and preference - ranging from fairly robotic labor and service units to highly advanced units that are nearly indistinguishable from humans. Individual models' abilities also vary widely, depending on its intended job profile and unit cost.

Advanced synthetics, even those of the same model, have their personality "randomized" with unique quirks as they leave the production line, making each unit subtly different from its peers in terms of character. Androids display synthesized emotion, superficially register self-awareness and, most importantly of all, have the ability to reason, conceptualize and offer opinion. Though synthetics are a form of artificial intelligence in the broad sense, legally, they are classified as property. However, their usefulness and not-inconsiderable unit cost served as a deterrent to any who wished to treat an android as expendable.



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 175
- **Special Abilities:** After selecting their career, your robot character may train one rank in six of the eight career skills (instead of the usual four). Gain two ranks in the Durable talent and two ranks in the Knack talent.
- **Special Abilities:** Synthetics do not need to eat, sleep, or breathe, and are unaffected by toxins and poisons. If you are using the cybernetics rules from the science fiction setting (see Genesys page 177), Synthetics do not reduce their strain threshold when they receive cybernetics (the cybernetics can represent upgraded mechanical components instead of true cybernetics).
- **Inorganic:** Since synthetics are inorganic, they do not gain the benefits of recovering wounds with painkillers or a Medicine check. Synthetics can recover wounds and strain naturally by resting, as their systems attempt self-repairs. Synthetics can also be "healed" by using the Mechanics skill instead of the Medicine skill, but otherwise following the guidelines detailed on page 116 of the Genesys Core Rulebook.



# SETTING SPECIFIC GEAR

The following is a selection of weapons and armor that are specific to the ALIENS universe. This list is not an exhaustive one. The humans of the ALIENS have access to nearly everything that would be appropriate for a Modern-Day campaign and any of the weapons or armor in that section should serve as the baseline for generic weapons, armor, and gear for Humans. Instead, this section is a guide to help you gauge the benchmarks for what would be considered cutting-edge or alien technologies. Feel free to draw from the Science Fiction and Space Opera settings to craft the technology left behind by, or reverse engineered from, alien civilizations.

## WEAPONS

Throughout this section, we've provided insights into how each weapon was designed and why specific characteristics and qualities were assigned to them. These tips are included to help you create your own weapons.

### YAUTJA WRISTBLADES

Wrist blades are a common melee weapon for most Yautja hunters. The blades range from 12 to 18 inches long and retract into a gauntlet. They are forged from an unknown alloy which is extremely durable and holds a incredibly sharp edge.

### YAUTJA SPEAR

The Yautja spear, also known as the combistick, is a telescopic melee weapon. When retracted it is relatively small and easy to store when not in use. When extended, it can be used to make deadly strikes while keeping ones opponent at a distance. It is made of an unknown alloy which is extremely durable and holds a incredibly sharp edge. It can also be thrown like a spear at targets within Short range.

### M240 INCINERATOR

The M240 Incinerator Unit is a carbine-style flamethrower designed for close combat at the squad and fire team level and employed by the United States Colonial Marine Corps. The weapon was supplied with fuel via canisters attached to the weapon, though it could be fed by larger backpack supply (this eliminates the Limited Ammo Quality, but increases the weapons encumbrance by 3 and gives it the Cumbersome 3 Quality).

**TABLE I.1—1: NEW WEAPONS**

| NAME                                   | SKILL                   | DAM        | CRIT     | RANGE              | ENCUM | PRICE | SPECIAL  |
|--|-------------------------|------------|----------|--------------------|-------|-------|--|
| <b>MELEE WEAPONS</b>                   |                         |            |          |                    |       |       |  |
| Yautja Wristblades                     | Brawl                   | +1         | 2        | Engaged            | 1     | 350   | Pierce 1, Vicious 1  |
| Yautja Spear<br>[Thrown]               | Melee<br>Ranged [Light] | +2<br>[+2] | 3<br>[3] | Engaged<br>[Short] | 4/2   | 800   | Defensive 1, Pierce 1, Reinforced<br>[Limited Ammo: 1]                     |
| <b>RANGED WEAPONS</b>                  |                         |            |          |                    |       |       |  |
| M240 Incinerator                       | Ranged (Heavy)          | 8          | 2        | Short              | 4     | 1200  | Blast 6, Burn 3, Limited Ammo: 4   |
| M41A Pulse Rifle<br>[Grenade Launcher] | Ranged (Heavy)          | 8<br>[8]   | 3<br>[4] | Long<br>[Short]    | 6     | 2600  | Cumbersome 2, Pierce 2, Vicious 2<br>[Blast 6, Limited Ammo: 4, Prepare 1] |
| M56 Smartgun                           | Gunnery                 | 10         | 3        | Long               | 7     | 2750  | Accurate 2, Auto-fire, Unwieldy 3  |
| M90 Minigun                            | Gunnery                 | 13         | 3        | Long               | 8     | 3500  | Auto-fire, Cumbersome 5, Vicious 1   |
| M92 Rotary<br>Grenade Launcher         | Gunnery                 | 8          | 4        | Medium             | 5     | 1500  | Blast 6, Cumbersome 3, Limited<br>Ammo: 6                                  |
| UA 571-C Automated<br>Sentry Gun       | Gunnery or<br>Automated | 10         | 3        | Long               | 10    | 5000  | Auto-fire, Automated 4   |
| Yautja Burner                          | Ranged (Heavy)          | 8          | 4        | Short              | 3     | 1500  | Blast 6, Burn 2, Slow-Firing 1   |
| Yautja Netgun                          | Ranged (Light)          | 5          | 5        | Short              | 3     | 2000  | Burn 2, Ensnare 5, Stun Setting  |
| Yautja Plasma<br>Caster                | Gunnery                 | 8          | 2        | Medium             | 4     | 5000  | Accurate 2, Breach, Slow-Firing 1  |
| Yautja Smartdisc                       | Ranged (Light)          | 6          | 2        | Short              | 2     | 1500  | Guided 2, Pierce 4, Sunder, Unwieldy 3                                     |
| Yautja Speargun                        | Ranged (Heavy)          | 7          | 2        | Long               | 3     | 1000  | Pierce 4   |







## M41A PULSE RIFLE

The Armat M41A Pulse Rifle is a state of the art pulse-action assault rifle. The weapon was extremely rugged and light for it's size and utility. The weapon was chambered for high-velocity, explosive tipped rounds, that were designed to penetrate a target before exploding. This stopping power was viewed by most to be a acceptable trade-off for the weapons burst-only fire rate. Additionally, it is outfitted with a underslung, pump-action U1 grenade launcher straight from the factory floor, adding a great deal of firepower and versatility to the standard Marine squad.

## M56 SMARTGUN

The M56 Smartgun is a portable heavy machine gun with automatic targeting capabilities employed by the Colonial Marine Corps. The M56 is carried into combat on a self-aiming stabilized harness that is linked to an infrared target tracking system for accurate, autonomous aiming. The harness and articulation arm is gyrostabilized and provides additional recoil dampening, and is also capable of keeping the gun steady while the operator is walking or running. Despite the gun's automation, Smartgunners require a combination of strength, mental ability and reflexes to master their weapon.

## M90 MINIGUN

The M-90 Minigun is a machine gun primarily used by the United States Colonial Marine Corps against large or armored targets. The weapon is significantly lighter than older designs due to it's construction from lightweight alloys and polymers, as well as a switch to high-velocity, low-mass ammunition. The weapon is designed to be mounted to a secure hardpoint or vehicle, but a incredibly strong individual could utilize it unmounted for a time (if used unmounted, the weapon gains the Inaccurate 2 Quality due to its recoil).

## M92 ROTARY GRENADE LAUNCHER

The M92 is a older, but still versatile weapon when used by highly mobile small-unit infantry like the Colonial Marines. The weapon has a simple, rotating cylinder with 6 chambers that can be loaded with standard frag grenades, or a variety of more specialized munitions.

## UA 571-C AUTOMATED SENTRY GUN

The UA 571-C Automated Sentry Gun is a tripod-mounted automated perimeter defense system employed by the United States Colonial Marine Corps to deliver automatic fire to any hostile within range or area targets. They are equipped with M30 Autocannons and automatic thermal and movement actuated AI targeting capabilities. The autocannon can be operated remotely using the operator's Gunner skill as they program in targets, or

the turret can fire using it's AI targeting system with a dice pool equal to it's Automated Quality [◆◆◆◆].

## YAUTJA PLASMA BURNER

The plasma burner is a more primitive plasma weapon that fires a powerful, short range blast of plasma that can engulf multiple targets. Plasma burners require a brief recharge time after every shot, making it dangerous to rely on for fast-paced, close-quarters combat (as many young Yautja learn too late).

## YAUTJA NETGUN

The Netgun, also known as the Net Launcher, is a Yautja weapon that fires a wire net at great velocity and with great force, typically to trap and ensnare prey. Once fired, the net itself has the ability to tighten around its trapped target with sufficient force to cause the wire mesh to cut into the victim or to electrify and stun them instead.

## YAUTJA PLASMA CASTER

The Plasmacaster, also known as the Shoulder Cannon, is a Yautja mid-range energy projector weapon with automatic targeting capabilities. Capable of firing armor-penetrating plasma bolts at distant targets, it is arguably the most devastating and technologically advanced offensive tool at the Yautja's disposal. Due to its high level of technological sophistication, the caster is vulnerable to damage and malfunction. Any attack made with the caster that generates ☠☠☠ or ☠ causes the weapon to suffer one degree of damage.

## YAUTJA SMARTDISC

The Smart Disc is an extremely sharp circular cutting device that is typically thrown like a discus and yet returns to the user like a boomerang. (User may spend AAA from any combat check to throw the weapon to cause the disc to return to their grasp). Computer-controlled gyros guarantee that the Smart Disc returns to its wielder when thrown and also give the weapon a degree of auto-guidance, allowing it to alter its course in mid-air and follow a moving target if necessary. It also features a hand grip for use as a melee slashing weapon (if used this way it deals 2+Brawn damage and the Guided Quality is replaced with the Inaccurate 2 Quality)..

## YAUTJA SPEARGUN

The speargun is a Yautja projectile weapon that launches a spike of razor-sharp metal at a target. These projectiles are fast-moving, and are often launched with enough force to shatter stone. This is one of the few ranged weapons allowed on a "honorable hunt" where plasma weapons are deemed unsportsmanlike.





## TOOLS & IMPROVISED WEAPONS

The average colonist or freighter captain isn't packing a M56 smartgun, but resourceful ones might turn to the tools of their trade to defend themselves in a pinch. All the weapons in this section are considered Improvised Weapons, and have the drawbacks listed on page 109 of the Genesys Core Rulebook. However, these tools are more effective than the average wrench or shovel and have specific weapon profiles.

### AIR HAMMER

An air hammer, also known as an air chisel, is a pneumatic hand tool used to carve in stone, and to break or cut metal objects apart. It is designed to accept different tools depending on the required function. If used as part of a mechanics check to separate fused objects or demolish a structure, the check gains an automatic  $\Delta$ . This tool requires two hands to wield properly.

### HAND SAW/ HAND GRINDER

These power tools are common in any workshop and represent a variety of tools that cut or abrade through metal, masonry, or wood. If used as part of a mechanics check to cut through material or shape large pieces of material, the check gains an automatic  $\Delta$ . This weapon requires two hands to wield properly.

### HAND WELDER

A portable TIG welder powered by a compact, high-capacity battery. These devices are useful for their portability, but quickly deplete their batteries and wire stock. They can also be used

to cut through metal quickly, though it is not designed for that purpose. If used as a improvised weapon, it can deliver a powerful jolt of electricity. If used as part of a mechanics check to repair vehicles or structures, the check gains an automatic  $\Delta$ . A larger, non-portable device uses the same profile but loses the Limited Ammo quality.

### LASER BEAMDRILL

A common tool in mining facilities throughout the Colonies that uses intense pulses of plasma to strip away rock. The beamdrill can carve through virtually anything, including armor or even ship bulkheads. While not intended to be a weapon, the cumbersome beamdrill can be extremely lethal if used as one. If used as part of a mechanics check to cut through, excavate, or demolish a structure, the check gains an automatic  $\Delta\Delta$ . This tool requires two hands to wield properly.

### SHOCK PROD

These electric cattle prods can be found on nearly any ranch in the Colonies and are fairly easy to build from common materials (an Average [ $\blacklozenge\blacklozenge$ ] Mechanics check). Shock prods are typically a long pole with dual surface electrodes. These electrodes produce a very high voltage/very low current electric arc between them, which, when pressed against conductive skin, produces a painful but superficial electric shock. If modified to run higher current, the cattle prod is the equivalent of a stun gun and functions exactly the same way. This weapon requires two hands to wield properly.

### COMPRESSED AIR CANNON

A simple to fabricate, pipe-based cannon which uses air pressure (pneumatic), or combustion of a flammable gas



**TABLE I.1—2: TOOLS & IMPROVISED WEAPONS**

| NAME                    | SKILL                       | DAM | CRIT | RANGE            | ENCUM | PRICE | SPECIAL  |
|-------------------------|-----------------------------|-----|------|------------------|-------|-------|--|
| <b>MELEE WEAPONS</b>    |                             |     |      |                  |       |       |  |
| Air Hammer              | Melee                       | +2  | 3    | Engaged          | 4     | 1,200 | Cumbersome 3, Pierce 3, Inaccurate 2                 |
| Hand Saw/Grinder        | Melee                       | +2  | 4    | Engaged          | 4     | 300   | Prepare 1, Unwieldy 3, Vicious 4                     |
| Hand Welder             | Melee                       | 5   | 3    | Engaged          | 2     | 1,200 | Breach 1, Inaccurate 1, Limited Ammo: 3, Stun Damage |
| Laser Beamdrill         | Melee                       | 9   | 2    | Engaged          | 5     | 3,200 | Breach 1, Cumbersome 4, Inaccurate 2, Sunder         |
| Shock Prod              | Melee                       | 7   | 3    | Engaged          | 4     | 875   | Concussive 1, Stun Damage, Unwieldy 3                |
| <b>RANGED WEAPONS</b>   |                             |     |      |                  |       |       |  |
| Compressed Air Cannon   | Ranged (Heavy)              | 6   | 3    | Medium           | 5     | n/a   | Cumbersome 3, Inaccurate 2, Slow-firing 1            |
| Improvised Flamethrower | Ranged (Heavy)              | 6   | 2    | Short            | 4     | 500   | Blast 4, Burn 1, Limited Ammo: 3                     |
| <b>EXPLOSIVES</b>       |                             |     |      |                  |       |       |  |
| Molotov Cocktail        | Ranged (Light) or Mechanics | 5   | 3    | Short or Engaged | 3     | 50    | Blast 3, Burn 3, Inaccurate 1, Limited Ammo: 1       |
| Pipe Bomb               | Ranged (Light) or Mechanics | 8   | 5    | Short or Engaged | 3     | 100   | Blast 6, Inaccurate 1, Limited Ammo: 1               |

(aerosol, propane, etc), to launch projectiles at high speeds. These cannons are unreliable and inaccurate, but if engineered properly, can punch through sheet metal. Air cannons can be build from common materials with an Easy [◆] Mechanics check. This weapon requires two hands to wield properly.

### IMPROVISED FLAMETHROWER

A flamethrower is a mechanical incendiary device designed to project a long, controllable stream of fire. Some flamethrowers project a stream of ignited flammable liquid while some project a long gas flame. Most military flamethrowers use liquids, but commercial flamethrowers tend to use high-pressure propane and natural gas, which is considered safer.

This profile represents a cobbled-together improvised device or a commercial model never intended for weaponization. Air cannons can be build from common materials with an Average [◆◆] Mechanics check. This weapon requires two hands to wield properly. A device hooked up to a larger fuel source (such as a backpack mounted one) loses the Limited Ammo quality but increases the encumbrance by 3 and gives it the Cumbersome 3 Quality.

### MOLOTOV COCKTAIL

The Molotov is a custom-made, improvised incendiary explosive which creates a field of fire upon contact with another surface. It can either be thrown, causing it to immediately explode

upon impact, or placed, erupting after a hostile approaches it. Molotovs can be created from common materials and chemicals with an Average [◆◆] Mechanics check.

### PIPE BOMB

The pipe bomb was an improvised explosive device which, after being thrown, detonated on impact, creating an explosive hail of deadly shrapnel. It could also be placed as an explosive trap, triggering when a target approached it. Pipe bombs can be created from common materials and chemicals with an Average [◆◆] Mechanics check.

## GEAR

All of the items in the Equipment and Modern Setting (pages 93 and 168, respectively) work for this setting, but the following items may be unique to the ALIENS franchise. Some items from the Sci-fi or Space Opera Settings may also be appropriate.

### PORTABLE MOTION DETECTOR

This handheld device detects nearby movement. Under normal conditions, a character using the sensor automatically detects any moving creatures within medium range. Of course, it can't distinguish friend from foe or identify the creatures. Regardless, when in use you gain [ ] to Vigilance or Cool checks to determine Initiative order.



## YAUTJA ACTIVE CAMOUFLAGE

The Cloak is a form of Active Camouflage that is able to render the user nearly invisible to the naked eye as well as many forms of electronic scanning. The Cloak warps light around the user's body in such a fashion that surfaces behind the creature are visible through the Predator's body. The effect is not perfect, often leaving a visible silhouette similar to heat haze, but in certain environments (and when the Predator remains motionless) it can effectively help a Predator to hide in plain sight.

Characters trying to spot a Yautja utilizing the cloak upgrades his difficulty once. If the Yautja attempting to actively hide by staying still or only moving very slowly, the searching character upgrades his skill Check twice.

## YAUTJA BIO-MASK

The Bio-Mask is one of the main tools used by the Yautja. In addition to performing the basic function of protecting a Predator's head and providing it a breathable atmosphere, the mask also grants the wearer access to multiple vision modes including zoom capabilities, facilitates Vocal Mimicry, and includes diagnostics, and visual and audio recording systems. The mask often also incorporates a red targeting laser used in conjunction with a Plasmacaster.

The Bio-mask allows the user to remove up to ■■ from Perception checks due to environmental conditions or distance. Additionally, while wearing the Bio-mask the user is immune to any airborne diseases or toxins.

## VEHICLES

The 4-door automobile and fighter jet profiles on pages 231 of the Genesys Core Rulebook can represent a number of small passenger ground vehicles or combat aircraft. The following profiles represent vehicles unique or iconic to the ALIENS franchise that are likely to see relatively frequent use.

## POWER LOADER

Configured as an anthropomorphic exoskeleton power frame, Power Loaders like the Caterpillar P-5000 offer unprecedented flexibility when handling ordnance and cargo during rough industrial or field operations. A Power Loader is able to multiply a human operator's strength and lifting capacity several thousand times and is capable of manipulating loads up to 4,000 kg. Thus Power Loaders are a rugged and reliable alternative to conventional forklifts, rigs and cranes. There are a variety of models on the market as well as aftermarket attachments and modifications for a variety of different work profiles. Note that most power loaders are not intended for combat or enclosed and do not protect their users, though they may offer cover in certain circumstances.

|            |           |          |               |               |
|------------|-----------|----------|---------------|---------------|
| 2          | 1         | +0       | ARMOR         | DEFENSE       |
| SILHOUETTE | MAX SPEED | HANDLING | 1             | 0             |
|            |           |          | HT. THRESHOLD | SS. THRESHOLD |
|            |           |          | 2             | 2             |

**Control Skill:** Driving.

**Complement:** 1 driver.

**Passenger Capacity:** None.

**Consumables:** None.

**Encumbrance Capacity:** 5.

**Price/Rarity:** 5,000/3.

**Weapons:**

- » Hydraulic Claws (Melee; Fire Arc: Forward, Damage: 8, Critical 4, Range [Engaged]; Concussive 1, Ensnare 1, Knockdown)
- » Cutting Torch (Melee; Fire Arc: Forward, Damage: 6, Critical 3, Range [Engaged]; Burn 2, Pierce 2)

**Additional Rules:**

*Hydraulic Load Lifting:* When operating a power loader the character has an effective Brawn of 5 (this does not increase their soak value) and count their encumbrance capacity as 10+Brawn.





## ARMORED PERSONNEL CARRIER

An armored personnel carrier (APC), or infantry combat vehicle (ICV), is a type of armoured fighting vehicle used to carry infantry into battle and provide direct fire support. APCs are designed to be more mobile than tanks and are equipped with a rapid firing autocannons and/or anti-vehicle weaponry. Depending on the model, they may be wheeled or tracked but both have similar landspeeds.

The M577 Armored Personnel Carrier (APC) is a troop transport used by the United States Colonial Marine Corps. The M577 evolved from the Marine 70 battlefield deployment strategy, which proposed a requirement for a low-cost lightweight APC capable of being transported into combat aboard the UD-4L Cheyenne Dropship.

|            |           |          |               |               |
|------------|-----------|----------|---------------|---------------|
| 3          | 3         | -1       | ARMOR         | DEFENSE       |
| SILHOUETTE | MAX SPEED | HANDLING | 2             | 0             |
|            |           |          | HT. THRESHOLD | SS. THRESHOLD |
|            |           |          | 8             | 8             |

**Control Skill:** Driving.

**Complement:** 1 section chief/gunner

**Passenger Capacity:** 13 soldiers.

**Consumables:** Two Days.

**Encumbrance Capacity:** 40.

**Price/Rarity:** 6,000,000/8.

**Weapons:**

- » 20mm Gatling Cannons (Fire Arc: Forward, Damage: 3, Critical 5, Range [Medium]; Auto-Fire)
- » Phased Plasma Cannon (Fire Arc: All, Damage: 5, Critical 3, Range [Long]; Breach 2)

## 8X8 ALL-TERRAIN ROVER

All-terrain vehicles are common throughout the Colonies. Perhaps most ubiquitous were the Daihotai series of tractors. These ATVs are all based around a similar 8x8 wheeled layout, a configuration designed to give stability over the roughest terrain. On most models of tractor, a fully-enclosed cabin comes as standard. All cabins are self-contained biosystems with life support capability, sealed against poisonous atmospheres, biohazards and low-level ionising radiation. Cabins are configured around a central living area, incorporating a galley and berths for up to five people. These living spaces are basic, although economical use of space does allow plenty of stowage for equipment and supplies.

The Daihotais are designed with modular modifications in mind, and can accept a wide array of external attachments, including (but not limited to) mechanical diggers, cutters, cranes, bore drills, core samplers, spring stampers, welders, waldos and bulldozer blades. The ruggedness and versatility of the Daihotai chassis allows almost any heavy duty function to be carried out, and its ubiquitousness has made the type a popular purchase for corporate fleet buyers everywhere.



|            |           |          |               |               |
|------------|-----------|----------|---------------|---------------|
| 3          | 2         | -1       | ARMOR         | DEFENSE       |
| SILHOUETTE | MAX SPEED | HANDLING | 0             | 0             |
|            |           |          | HT. THRESHOLD | SS. THRESHOLD |
|            |           |          | 5             | 7             |

**Control Skill:** Driving.

**Complement:** 1 driver.

**Passenger Capacity:** 5.

**Consumables:** One Week.

**Encumbrance Capacity:** 100.

**Price/Rarity:** 100,000/8.

**Weapons:** None.

**Additional Rules:**

*All-Terrain Suspension:* When performing a Driving test, the crew of the ATV can remove up to ■■ from navigational hazards.

## COMBAT DROPSHIP

The combat dropship is designed to be dropped from the belly of orbital spacecraft to deliver troops and equipment rapidly to a planet's surface. The UD-4L Cheyenne Dropship is a type of combat utility spacecraft primarily used by the United States Colonial Marine Corps. This model typically carries the M577 Armored Personnel Carrier, although they can also be used to transport other equipment and even Marines directly in the field.

The UD-4L has the ability to take off and land vertically from unprepared sites, and can also operate as a ship-to-ship transport. Additionally, the Cheyenne has many variable weapons hardpoints and a fixed internal cannon, allowing it to be used as a close-air support gunship.

|            |           |          |               |               |
|------------|-----------|----------|---------------|---------------|
| 4          | 4         | +0       | ARMOR         | DEFENSE       |
| SILHOUETTE | MAX SPEED | HANDLING | 2             | 0             |
|            |           |          | HT. THRESHOLD | SS. THRESHOLD |
|            |           |          | 12            | 12            |

**Control Skill:** Piloting.

**Complement:** 1 pilot, 1 weapons officer.

**Passenger Capacity:** Up to 60 without APC.

**Vehicle Capacity:** One M577 Armored Personnel Carrier.



**FTL Drive:** None.

**Consumables:** One Day.

**Encumbrance Capacity:** Up to 300 without APC.

**Price/Rarity:** 150,000,000/9.

**Weapons:**

- » 25mm Gatling Cannon (Fire Arc: Forward, Damage: 3, Critical 5, Range [Medium]; Auto-Fire)
- » Air-to-Air Missiles (Fire Arc Forward; Damage 5; Critical 3; Range [Extreme]; Guided 3, Limited Ammo 6).
- » Air-to-Ground Missiles (Fire Arc Forward; Damage 5; Critical 3; Range [Long]; Breach 2, Limited Ammo 6).
- » Air-to-Ground Rockets (Fire Arc Forward; Damage 5; Critical 5; Range [Medium]; Blast 5, Limited Ammo 3).

## LIGHT INTRASYSTEM SHUTTLE

Light shuttles, like the Starcub, were designed as medium range, intrasystem vessels or lifeboats attached to a larger ship or station. The Starcub could carry a crew of three, including a pilot, co-pilot and science officer, although the interior could be easily modified to seat more crew members if necessary.

For long duration travel, the shuttle contains two hypersleep capsules, although long-range interstellar transit is not the vessel's primary purpose. The single internal cabin offered 108 cubic meters of space, including numerous lockers and storage space for supplies and equipment.

|            |           |          |               |               |
|------------|-----------|----------|---------------|---------------|
| 4          | 3         | -1       | ARMOR         | DEFENSE       |
| SILHOUETTE | MAX SPEED | HANDLING | 2             | 0             |
|            |           |          | HT. THRESHOLD | SS. THRESHOLD |
|            |           |          | 10            | 8             |

**Control Skill:** Piloting.

**Complement:** 3 crew.

**Passenger Capacity:** None (up to 6 for short distances).

**Vehicle Capacity:** One Starcub Light Intrasystem Shuttle.

**FTL Drive:** Short Range.

**Consumables:** Two Years.

**Encumbrance Capacity:** Up to 80 internally.

**Price/Rarity:** 100,000,000/6.

**Weapons:** None.

## M-CLASS STARFREIGHTER

M-Class Starfreighters, such as the CM-88B "Bison", are used as both an interstellar cruisers and a deep space cargo transports. In the latter role, the CM-88B operated as a tug, connecting to and pulling massive cargo shipping containers, automated ore refineries, or even food processing plants.

Internally, the CM-88B consisted of three pressurized decks. The upper deck contained the main living areas, including the bridge, crew quarters, mess hall, science station and medical bay, while the lower decks comprised of extensive engineering

and storage areas. The ship was sturdy enough to withstand atmospheric re-entries and had three main landing legs to allow surface landings.

|            |           |          |               |               |
|------------|-----------|----------|---------------|---------------|
| 6          | 2         | -3       | ARMOR         | DEFENSE       |
| SILHOUETTE | MAX SPEED | HANDLING | 2             | 0             |
|            |           |          | HT. THRESHOLD | SS. THRESHOLD |
|            |           |          | 25            | 12            |

**Control Skill:** Operating.

**Complement:** 7 crew.

**Passenger Capacity:** None (up to 100+ for short distances).

**Vehicle Capacity:** One Starcub Light Intrasystem Shuttle.

**FTL Drive:** Long Range.

**Consumables:** Two Years.

**Encumbrance Capacity:** Up to 3,000 internally.

**Price/Rarity:** 420,000,000/6.

**Weapons:** None.

## ASSAULT TRANSPORT

Assault Transports, like the the *Conestoga-class* or newer *Bougainville-class*, are large spacecraft designed to transport combat personnel across the vast distances of space. These hulking vessels are incapable of atmospheric entry, acting as carriers for rapid deployment combat dropships carrying combat vehicles, personnel, and equipment.

All assault transports are well armored and heavily armed, including a compliment of nuclear weapons, railguns, and particle cannons. For defense, the Conestoga mounts 80 megawatt infrared lasers capable of vaporizing railgun fire or crippling incoming missiles and 20 decoys designed to present a radar signature mimicking the Conestoga's.

|            |           |          |               |               |
|------------|-----------|----------|---------------|---------------|
| 6          | 3         | -2       | ARMOR         | DEFENSE       |
| SILHOUETTE | MAX SPEED | HANDLING | 4             | 2             |
|            |           |          | HT. THRESHOLD | SS. THRESHOLD |
|            |           |          | 45            | 25            |

**Control Skill:** Operating.

**Complement:** Automated.

**Passenger Capacity:** Up to 90 soldiers and support crew.

**Vehicle Capacity:** Up to 16 vehicles of silhouette 4 or less.

**FTL Drive:** Long Range.

**Consumables:** Five Years.

**Encumbrance Capacity:** Up to 1,000 internally.

**Price/Rarity:** Not available for sale/9.

**Weapons:**

- » One Dorsal and One Ventral Railgun Turret (Fire Arc: All, Damage: 12, Critical 3, Range [Long]; Breach 3, Slow-Firing 2)
- » Particle Beam Cannons (Fire Arc: Forward, Damage: 10, Critical 2, Range [Medium]; Ion Damage)
- » Long-Lance Missiles (Fire Arc All; Damage 9; Critical 3; Range [Long]; Breach 2, Guided 3, Limited Ammo 8).



# SETTING SPECIFIC ADVERSARIES

The following are some adversaries specific to the ALIEN setting. Keep in mind that you can also use adversaries from other settings, especially those from the modern day and science fiction settings.

## CORPORATE

The ALIEN setting features a human society where nation-based governments are subject to corporate control and influence. Only the Interstellar Commerce Commission (ICC) and fierce competition keeps these companies in check, and then only barely.

### CORPORATE PMCS [MINION]

PMCs (Private Military Contractors) are private organizations that typically provide security services or military training for corporations or even nations that require such assistance but are unable to provide it themselves. Though technically mercenaries, they prefer to differentiate themselves based on their high level of organization and funding, as well as the veneer of legitimacy their corporate benefactors provide. These combat professionals are well-trained, well equipped, and don't ask questions.



**Group Skills:** Discipline, Melee, Ranged (Heavy), Vigilance.

**Talents:** None.

**Equipment:** Body armor (+2 soak), commlink, night-vision goggles (remove ■■ due to darkness).

**Weapons:**

- » Shock Baton (Melee; Damage: 4, Critical 3, Range [Engaged]; Disorient 3, Stun Damage)
- » Assault Rifle (Ranged [Heavy]; Damage: 8, Critical 3, Range [Long]; Auto-fire)

### CORPORATE ADMINISTRATOR [RIVAL]

The Interstellar corporations span multiple colonies, employ hundreds of thousands (or even millions) of employees, and operate countless facilities. Day-to-day operations are overseen by a veritable army of administrators and managers specializing

in a narrow field, such as: administration, finance, insurance, security, internal affairs, research & development, and others.

These managers make the company their life. Indeed, with each promotion, they might find that the company demands more and more of their time in exchange for increased status, power, and wealth.



**Skills:** Charm 2, Cool 2, Deception 2, Knowledge 3, Negotiation 2, Skulduggery 1, Streetwise 1.

**Talents:** Clever Retort (Once per encounter, add automatic ♀♀ to another character's social skill check).

**Abilities:**

- » Bureaucratic Roadblock (once per session, may choose one character operating in their area of influence [company, colony, or community]; until the end of the session, the target must upgrade the difficulty of any social skill checks they make to interact with inhabitants of this area once).

**Equipment:** Expensive suit, briefcase, portable computer, commlink.

### CORPORATE AGENT [NEMESIS]

The Interstellar corporations control people, markets, nations, and even armies. However, most are spread across countless worlds throughout the Colonies. Their presence varies, ranging from a few facilities to near dominance of an entire market. With such vast amounts of resources and wealth, it pays to have someone looking after their interests (and those of their competitors). These agents might specialize in security, fraud, sabotage, blackmail, espionage, or even assassination. They may operate in the open or covertly, depending on their goals and the company that employs them.



**Skills:** Brawl 3, Coercion 3, Cool 3, Deception 4, Ranged (Light) 3, Skulduggery 4, Stealth 3, Streetwise 3, Vigilance 3.

**Talents:** Adversary 2.

**Abilities:**

- » Soft Spot (May suffer 2 strain add Cunning to damage on one attack per round).





**Equipment:** Concealed body armor (+1 soak; ■■ to notice), encrypted commlink, various disguises and forged IDs.

#### Weapons:

- » Unarmed (Brawl; Damage: 3, Critical 5, Range [Engaged]; Disorient 2, Knockdown)
- » Silenced Light Pistol (Ranged [Light]; Damage: 5, Critical 4, Range [Short]; add ■■ to hear gunshots)

### CORPORATE EXECUTIVE [NEMESIS]

At or near the top of these Interstellar powerhouses social hierarchy are the executives. These middle or upper managers often appear in various hierarchical layers such as executive vice president, senior vice president, or as corporate officers such as the CFO, COO, CIO, CTO or even CEO. These high-level administrators serve as directors of a certain division (such as finance, research, etc) or even an entire company. They have countless employees and unimaginable resources at their disposal to achieve their goals.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 2          | 2               | 4                | 3           | 4         | 4        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 12              | 16               | 0           | 0         |          |

**Skills:** Charm 2, Coercion 3, Cool 2, Deception 3, Knowledge 3, Leadership 3, Negotiation 3, Ranged (Light) 2, Skulduggery 2, Streetwise 3.

**Talents:** Nobody's Fool 2 (upgrade all Charm, Deception, and Negotiation checks made against the Executive twice), Scathing Tirade (use this talent to make an Average [◆◆] Coercion check; for each ☼, one opponent within short range suffers 1 strain; for each ♠, one affected opponent suffers 1 additional strain).

#### Abilities:

- » Bureaucratic Roadblock (once per session, may choose one character operating in their area of influence [company, colony, or community]; until the end of the session, the target must upgrade the difficulty of any social skill checks they make to interact with inhabitants of this area once).
- » Kill Them, You Idiots! (may spend a maneuver to direct one friendly minion group within medium range; that group may immediately perform a free maneuver or add ■ to its next check).

**Equipment:** Expensive suit, Concealed body armor (+1 soak; ■■ to notice), briefcase, portable computer, commlink.

#### Weapons:

- » Taser Pistol (Ranged [Light]; Damage: 8, Critical 4, Range [Short]; Concussive, Knockdown, Limited Ammo: 1, Stun Damage)

## COLONIAL MARINES

The Colonial Marine Corps is an independent, multi-national force established alongside the Interstellar Commerce Commission (ICC) to act as its military arm. The primary duty of the Colonial Marines is to maintain the security of the ICC signatories and colonies, and serves as the vanguard of any major conflicts therein.

The Corps is roughly split between the supporting establishment and operating forces. The former includes recruitment, training, research and development, administrative and logistical duties, while the latter performs combat operations. The operating forces are divided into four combat divisions and four aerospace wings, along with their required support groups. A fifth combat division and aerospace wing also exist as reserves.





## COLONIAL MARINE INFANTRY [MINION]

Colonial Marine Rifleman are the most highly trained and well-equipped soldiers in human space. Marine doctrine stresses the use of small, autonomous infantry units capable of independent action on a non-linear battlefield. The heart of this organization is the rifle squad, consisting of four Marines (two fire teams): three rifleman and a gunner. Rifleman are outfitted with M41A Pulse Rifles, while the gunner is armed with the M56 Smartgun.

On top of this already lethal arsenal, support weaponry for a full platoon of four squads includes eight M240 Incinerator Units, eight UA 571-C Automated Sentry Guns, two M5 RPGs, and one M402 Multiple-Launch Mortar. In addition, during drop operations each platoon is assigned a UD-4 Dropship and APC from the aerospace company team. Including the platoon commander and crews for the dropships and APCs, a full-strength rifle platoon would number twenty-five Marines.



**Group Skills:** Gunnery, Melee, Ranged (Heavy), Vigilance.

**Talents:** None.

**Equipment:** Body armor (+2 soak), commlink, flashlight.

**Weapons:**

- » Combat Knife (Melee; Damage: 4, Critical 3, Range [Engaged])
- » M41A Pulse Rifle (Ranged [Heavy]; Damage: 8, Critical 3, Range [Long]; Pierce 2, Vicious 2)
- » M41A Grenade Launcher (Ranged [Heavy]; Damage: 8, Critical 4, Range [Medium]; Blast 6, Limited Ammo: 4, Prepare 1)

- » Gunners are equipped with a M56 Smartgun (Gunnery; Damage: 10, Critical 3, Range [Long]; Accurate 2, Auto-fire, Cumbersome 3)

## COLONIAL MARINE SERGEANT [RIVAL]

Colonial Marine Sergeants were often experienced soldiers and skilled leaders. Every NCO's command style is different, but all know their troops strengths and weaknesses well and deploy them accordingly.



**Skills:** Athletics 2, Discipline 2, Leadership 3, Melee 1, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.

**Talents:** Adversary 1.

**Abilities:**

- » Tactical Direction (may spend a maneuver to direct one Marine minion group within medium range. The group may perform an immediate free maneuver or add ☐ to their next check).

**Equipment:** Body armor (+2 soak), commlink, flashlight, infrared binoculars (remove ☐ due to darkness or distance).

**Weapons:**

- » Combat Knife (Melee; Damage: 4, Critical 3, Range [Engaged])
- » M41A Pulse Rifle (Ranged [Heavy]; Damage: 8, Critical 3, Range [Long]; Pierce 2, Vicious 2)
- » M41A Grenade Launcher (Ranged [Heavy]; Damage: 8, Critical 4, Range [Medium]; Blast 6, Limited Ammo: 4, Prepare 1)



» M240 Incinerator (Ranged [Heavy]; Damage: 8, Critical 2, Range [Short]; Blast 6, Burn 3, Limited Ammo: 4)

## MARINE DROPSHIP PILOT [RIVAL]

Every Marine section has a UD-4 dropship assigned to rapid deploy the Marines into their operation. Each of these gunships has a pilot and a weapons officer who bravely fly their section into combat, often under fire from the air and ground.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 2          | 3               | 3                | 2           | 2         | 2        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 5               | --               | 0   0       |           |          |

**Skills:** Cool 1, Gunnery 2, Mechanics 2, Piloting 2, Ranged (Light) 1, Resilience 1.

**Talents:** None.

**Equipment:** Flightsuit and helmet (+1 soak), commlink, tool kit.

**Weapons:**

- » Combat Knife (Melee; Damage: 3, Critical 3, Range [Engaged])
- » Light Pistol (Ranged [Light]; Damage: 5, Critical 4, Range [Short])

## MODEL 341-B SYNTHETIC TECHNICIAN [RIVAL]

Although combat use was long illegal, the United States Colonial Marine Corps extensively deployed Synthetics with front line units for many years. The USCM viewed them as multi-role team members, often assigning them as drivers, pilots, medics and scientific advisors, as well as taking advantage of their ability to act as mobile databases, freeing up manpower that would otherwise have been unavailable for actual combat. Their performance is unaffected by the physical and mental stress of battlefield conditions, whereas even the hardest and most experienced of human personnel can potentially break down under fire.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 3          | 3               | 3                | 2           | 1         | 1        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 13              | --               | 0   0       |           |          |

**Skills:** Astrocartography 1, Computers 3, Cool 2, Driving 1, Knowledge 3, Mechanics 2, Medicine 2, Operating 1, Piloting 1.

**Talents:** Durable 2 (Reduce results of Critical Hits by 20%), Knack For It 2 (Remove ■■ from all Athletics, Coordination, and Resilience checks).

**Abilities:**

- » Synthetic (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).

» Lifelike (add ■■ to all checks to determine if the model 341-B is a synthetic).

**Equipment:** None.

## SPACEFARING & COLONIAL DENIZENS

These are the countless other individuals that could be encountered, from freighter crews and colonists to synthetics and scientists.

### "WORKING JOE" LABOR SYNTH [MINION]

The Working Joe is a line of rudimentary androids created by Seegson Corporation. Unlike the human-resembling synthetics of Weyland-Yutani or Hyperdyne Systems, the Working Joes feature hairless rubber skin, LED eyes, a robotic voice and lack facial movement. While this may seem to be a result of inferior technology and manufacturing by Seegson, the models are purposely designed this way to be less disquieting than human-resembling synthetics. With a working Joe, what you see is exactly what you get. These androids are tough and strong, designed for hard labor and dangerous jobs like reactor maintenance.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 4          | 1               | 2                | 1           | 1         | 1        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 6          | 8               | --               | 0   0       |           |          |

**Group Skills:** Athletics, Computers, Mechanics.

**Talents:** None.

**Abilities:**

- » Synthetic (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).

**Equipment:** Sub-dermal reinforcement (+2 soak).

### MODEL 120-A/2 SYNTHETIC [RIVAL]

While incredibly advanced for their time (able to successfully mimic human behavior to the point of posing as humans themselves), the 120-A/2 was widely regarded as unreliable, volatile, and even dangerous in later years due to their tendency to malfunction. During the height of their use, they were assigned by various corporations to subtly oversee important projects or monitor employees while serving as medical, scientific, or technical officers.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 3          | 2               | 3                | 2           | 1         | 1        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 13              | --               | 0   0       |           |          |





**Skills:** Computers 3, Deception 3, Knowledge 3, Mechanics 2, Medicine 3.

**Talents:** Berserk (See below), Durable 2 (Reduce results of Critical Hits by 20%), Knack For It 2 (Remove ■■ from all Athletics, Coordination, and Resilience checks).

**Abilities:**

- » Berserk (once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, the model 120-A/2 adds ★▲▲ to all melee combat checks they make. However, opponents add ★ to all combat checks targeting them. While berserk, the synthetic cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), 120-A/2 suffers 6 strain)
- » Synthetic (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).
- » Lifelike (add ■■ to all checks to determine if the model 120-A/2 is a synthetic).

**Equipment:** None.

## COLONIAL MARSHAL [RIVAL]

The Colonial Marshal Bureau is a law enforcement organization responsible for the policing of human populations on extraterrestrial colonies and space stations. The the average marshal is well-trained and capable of keeping the peace, investigating crimes, and managing his deputies.



**Skills:** Coercion 2, Knowledge 1, Leadership 1, Perception 2, Ranged (Light) 2, Ranged (Heavy) 1, Streetwise 2, Vigilance 2.

**Talents:** None.

**Equipment:** Ballistics vest (+1 soak), commlink, badge.

**Weapons:**

- » Collapsible Baton (Melee; Damage: 4, Critical 3, Range [Engaged])
- » Heavy Pistol (Ranged [Light]; Damage: 6, Critical 3, Range [Short])
- » Shotgun (Ranged [Heavy]; Damage: 8, Critical 3, Range [Short]; Accurate, Knockdown, Vicious 2)

## COLONIAL MARSHAL DEPUTY [MINION]

The Colonial Marshal Bureau is a law enforcement organization responsible for the policing of human populations on extraterrestrial colonies and space stations. Deputies are assigned as backup and support for a full marshal. They handle specific "beats" at their posting, while the full marshal coordinates their efforts and handles major investigations.



**Skills:** Coercion, Perception, Ranged (Light), Vigilance.

**Talents:** None.

**Equipment:** Ballistics vest (+1 soak), commlink, badge.

**Weapons:**

- » Collapsible Baton (Melee; Damage: 4, Critical 3, Range [Engaged])
- » Heavy Pistol (Ranged [Light]; Damage: 6, Critical 3, Range [Short])



## STARSHIP OR STATION CAPTAIN [RIVAL]

Human civilization is tied together by a vast network of shipping vessels and processing stations. These vessels are commanded by experienced officers - capable of operating and maintaining advanced technology and managing their motley crews.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 2          | 2               | 3                | 2           | 3         | 3        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 12              | --               | 0           | 0         |          |

**Skills:** Astronavigation 2, Brawl 2, Computers 1, Cool 2, Knowledge 1, Leadership 2, Mechanics 2, Negotiation 2, Operating 3, Streetwise 1.

**Talents:** None.

**Equipment:** Flightsuit (+1 soak).

## STARSHIP OR STATION CREW [MINION]

Starship and station crewman are responsible for the day-to-day operation and maintenance of their vessels and the handling of their cargos. They tend to be a surly lot, as long range space travel tends to attract misfits.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 2          | 2               | 3                | 2           | 2         | 2        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 5               | --               | 0           | 0         |          |

**Group Skills:** Athletics, Computers, Mechanics, Operating.

**Talents:** None.

**Equipment:** Flightsuit (+1 soak).

## COLONIAL SURVEYOR [RIVAL]

These scouts and surveyors are common in the colonies and in the outer reaches. They are contracted by various companies to seek out resources on alien worlds and often are sent as an expeditionary force to pave the way for a new colony - Once things are up and running, they are often re-deployed.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 3          | 2               | 2                | 3           | 3         | 2        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 12              | --               | 0           | 0         |          |

**Skills:** Athletics 2, Melee 1, Perception 2, Ranged (Heavy) 1, Resilience 2, Survival 2, Vigilance 2.

**Talents:** Natural (Once per session, surveyor may re-roll any Resilience or Survival check).

**Equipment:** Rugged clothing (+1 soak), commlink, surveyor tools, backpack with survival gear.

**Weapons:**

- » Knife (Melee; Damage: 4, Critical 3, Range [Engaged])
- » Hunting Rifle (Ranged [Heavy]; Damage: 8, Critical 3, Range [Long]; Accurate 1)

## ROGUE SCIENTIST [NEMESIS]

The ever expanding, space-faring human civilization is completely reliant upon on science and advanced technology. A rouge scientist is on the bleeding edge of new research, whether it is at a corporate black ops research station or a ramshackle lab on the edge of known space. These individuals might be mad or just ruthless in their pursuit of knowledge. Either way, they are unlikely to let "petty morality" impede their work. Many of these Rouges are tolerated or even funded by governments or corporations due to their unconventional genius. Though not much of a combat threat, most of these scientists can break the minds of their "lessers" by revealing the paradigm shattering nature of their research, be it technological or biological.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 2          | 2               | 5                | 3           | 4         | 3        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 2          | 12              | 18               | 0           | 0         |          |

**Skills:** Coercion 3, Computers 2, Cool 3, Deception 3, Discipline 2, Knowledge 3, Mechanics/Medicine 4.

**Talents:** Adversary 1, Knack For It 2 (Remove ■■ from all Deception, Knowledge, and Mechanics/Medicine checks), Ruinous Repartee (once per encounter, use this talent to make an opposed Charm or Coercion versus Discipline check targeting one character within medium range; if successful, the target suffers 6 strain, plus 1 strain per ☆; the executive heals strain equal to the strain inflicted).

**Abilities:**

- » Terrifying Implications (Once per round as an Action, as long as a Rogue Scientist is able to speak he can force anyone within Medium range to make a Hard [●◆◆] Fear check. In addition to the normal effects, a failed check results in 3 strain damage).
- » At Last, You Begin to Understand! (Once per encounter, when a nearby opponent exceeds their Strain Threshold, the Rouge Scientist may spend a Story Point as an out-of-turn incidental to compel the target to take his side for the remainder of the encounter).

**Equipment:** Portable computer, laboratory & tools.



# XENOMORPHS

Xenomorph XX121, commonly referred to as simply the Xenomorph, is a highly aggressive endoparasitoid extraterrestrial species. The creatures are known for their potent acidic blood, their unusual physiology, and their complex life cycle.

## FACEHUGGER [RIVAL]

The facehugger is the second stage in the life cycle of a Xenomorph, its only purpose being to make contact with the host's mouth for the implantation process. The Facehugger secures its eight finger-like appendages tightly around the head of its victim and wraps its tail tightly around the host's neck, eliciting a gasping response and allowing the insertion of an ovipositor into the host's esophagus. An embryonic form of the Xenomorph is then implanted directly into the stomach of the host.

During the implantation process the host is fed a constant supply of oxygen via two lung like organs. Attempts to remove the Facehugger result in the parasite tightening its tail around the host's neck, almost as a threat of death if not allowed to continue the implantation process. Another deterrent is its highly pressurized molecular acidic blood which sprays wildly if the parasite's skin is cut into, ensuring that if it is removed from the host surgically the host will suffer catastrophic burns, almost certainly leading to death..

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 2          | 3               | 1                | 2           | 1         | 1        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 6               | --               | 0           | 0         |          |

**Skills:** Brawl 2, Perception 1, Stealth 2, Survival 1, Vigilance 1.

**Talents:** None.

### Abilities:

- » Acid Blood (when an opponent within Short Range makes a attack that generates ☹☹☹ or ☹, they take 3 damage that ignores Soak and has the Burn 3 quality).
- » Constrictor (opponents affected by the Ensnare quality immediately begin suffering the effects of suffocation as outlined on page 112 of the Genesys Core Rulebook. Once the target is Incapacitated from Strain damage, they are implanted with a Xenomorph embryo. Attempting to remove it will prompt the facehugger to inflict a critical each round).
- » Silhouette 0.
- » Unknown Biology (any Perception checks made to detect a Xenomorph with scanners, thermal sensors, or passive light amplification suffer ■■■)

### Weapons:

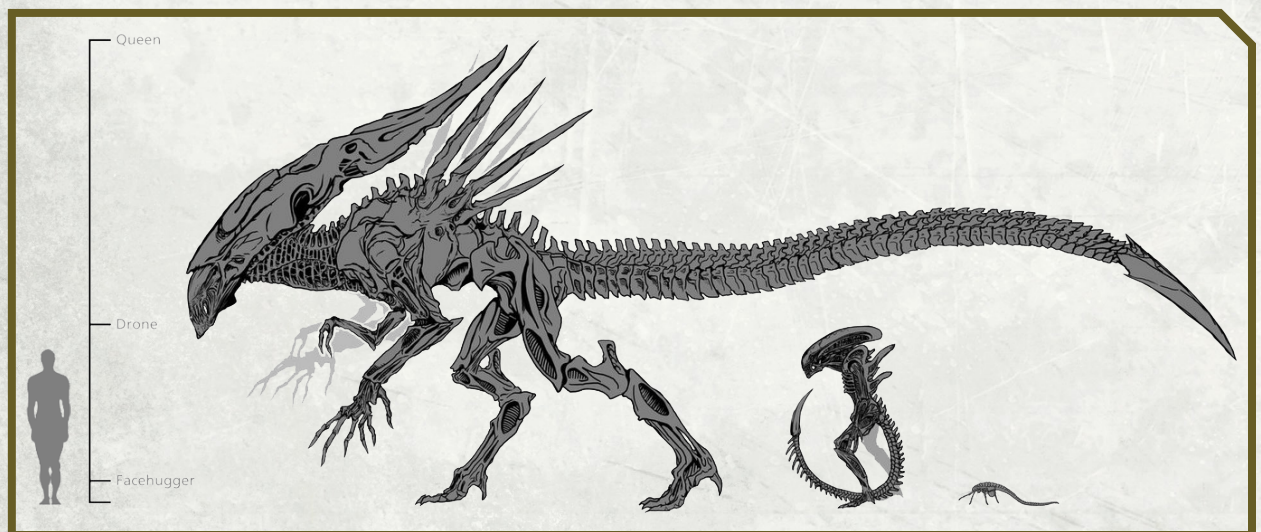
- » Grabbing Limbs & Tail (Brawl; Damage: 4, Critical 5, Range [Engaged]; Ensnare 3, Stun Damage)

## XENOMORPH DRONE [RIVAL]

Xenomorph drones are primarily solitary ambush predators, although they have been known to adopt swarm tactics when acting in larger groups. Despite their voracious ability to kill, they often seek to take their victims alive to be hosts for the propagation of their species; victims are taken to the Hive where they are cocooned and immobilized before being impregnated with a Xenomorph embryo.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 4          | 4               | 1                | 3           | 2         | 1        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 6          | 18              | --               | 0           | 0         |          |

**Skills:** Brawl 2, Perception 2, Resilience 2, Stealth 2, Survival





## Xenomorphs as Swarms and Hives

Individual drones are perfect predators in their own right and make excellent threats for an entire crew in a lower-power, horror theme game. However, in a more action themed game, similar to the feel of *Aliens*, the xenomorph threat presents itself as a swarm. To emulate that style of game play use the following stats in lieu of individual drones.

### XENOMORPH SWARM [MINION]

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 4          | 4               | 1                | 3           | 2         | 1        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 6          | 6               | --               | 0           | 0         |          |

**Group Skills:** Brawl, Stealth, Survival, Vigilance.

**Talents:** None.

#### Abilities:

- » Acid Blood (when an opponent within Short Range makes a attack that generates ☠☠☠ or ☠, they take 3 damage that ignores Soak and has the Burn 3 quality).
- » Terrifying (at the start of their first turn in the encounter, all opponents must make a Hard [◆◆◆] Discipline check as an out-of-turn incidental Fear Check.)
- » Unknown Biology (any Perception checks made to detect a Xenomorph with scanners, thermal sensors, or passive light amplification suffer [ ])

#### Weapons:

- » Teeth and Claws (Brawl; Damage: 8, Critical 3, Range [Engaged]; Vicious 2)

3, Vigilance 2.

**Talents:** Adversary 1.

#### Abilities:

- » Acid Blood (when an opponent within Short Range makes a attack that generates ☠☠☠ or ☠, they take 3 damage that ignores Soak and has the Burn 3 quality).
- » Terrifying (at the start of their first turn in the encounter, all opponents must make a Hard [●◆◆] Discipline check as an out-of-turn incidental. If they fail, they are Immobilized until the start of their next turn. If they fail with ☠, they are Staggered until the start of their next turn instead. This is a Fear check and other effects may apply as well.)
- » Unknown Biology (any Perception checks made to detect a Xenomorph with scanners, thermal sensors, or passive light amplification suffer [■])

#### Weapons:

- » Claws (Brawl; Damage: 6, Critical 4, Range [Engaged]; Ensnare 1)
- » Spiked Tail (Brawl; Damage: 10, Critical 3, Range [Engaged];

Vicious 2)

- » Pharyngeal Jaw (Brawl; Damage: 8, Critical 2, Range [Engaged]; Pierce 3, Prepare 1, Vicious 3)

### XENOMORPH QUEEN [NEMESIS]

Xenomorph queens are much larger than drones, standing approximately twenty feet tall at the hip. They have twin sets of arms and long, deadly tails. They also have a much larger braincase than the average adult Xenomorph, which is protected by a large crest above their heads. While nesting, the Queen grows a large ovipositor, which allows her to lay eggs at a rapid pace. The ovipositor renders her immobile and vulnerable, though she is able to detach from the ovipositor in an emergency, and will regenerate a new one when the danger is over.

Though the scope of their intelligence is unknown, Queens have a higher level of cognitive ability than other xenomorphs, in some cases even displaying a rudimentary ability to operate human technology. The queen also shows some ability to communicate with and direct her drones, though the mechanism remains a mystery.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 6          | 2               | 2                | 3           | 4         | 1        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 8          | 40              | 20               | 0           | 0         |          |

**Skills:** Brawl 2, Perception 3, Resilience 3, Stealth 2, Survival 3, Vigilance 3.

**Talents:** Adversary 3.

#### Abilities:

- » Acid Blood (when an opponent within Short Range makes a attack that generates ☠☠☠ or ☠, they take 3 damage that ignores Soak and has the Burn 3 quality).
- » Terrifying (at the start of their first turn in the encounter, all opponents must make a Hard [●●●] Discipline check as an out-of-turn incidental. If they fail, they are Immobilized until the start of their next turn. If they fail with ☠, they are Staggered until the start of their next turn instead. This is a Fear check and other effects may apply as well.)
- » Silhouette 2 (Silhouette 3 with ovipositor).
- » Unknown Biology (any Perception checks made to detect a Xenomorph with scanners, thermal sensors, or passive light amplification suffer [■])

#### Weapons:

- » Claws (Brawl; Damage: 8, Critical 4, Range [Engaged]; Ensnare 1)
- » Spiked Tail (Brawl; Damage: 12, Critical 3, Range [Short]; Vicious 2)
- » Pharyngeal Jaw (Brawl; Damage: 10, Critical 2, Range [Engaged]; Pierce 3, Prepare 1, Vicious 3)



# THE YAUTJA

The Yautja, known colloquially as the Predators or Hunters, are an extraterrestrial species possess a level of technological advancement far in excess of anything available to humans. Little is known about their society beyond their ritualized hunting of other dangerous species for sport and honor, including humans.

Predators are bipedal humanoids, physically distinguishable from humans by their greater height, the long, hair-like appendages on their heads, their reptilian skin, and their arthropod-like mandibles. Yautja are highly resilient to physical damage, heal rapidly, and are incredibly strong, easily capable of ripping a conditioned adult human apart with their bare hands.

## NOVICE WARRIOR [RIVAL]

Novice warriors, or Young Bloods, are mainly composed of adolescent Yautja that have just completed their basic training regimen. Young Bloods are often violent, restless, crude, and eager, in stark contrast to the silent, methodical methods of older, more experienced Yautja. The prowess of a Young Blood varies from Yautja to Yautja, however all of them are skilled enough to take down a conditioned, armed human with ease.



**Skills:** Brawl 2, Coercion 1, Melee 2, Perception 1, Ranged (Heavy) 2, Resilience 1, Stealth 1, Survival 2, Vigilance 2.

**Talents:** Adversary 1.

**Equipment:** Partial body armor (+1 soak), Active Camouflage Device, Yautja bio-helmet, medkit.

### Weapons:

- » Wristblades (Brawl; Damage: 5, Critical 3, Range [Engaged]; Pierce 1, Vicious 1)
- » Spear (Melee; Damage: 6, Critical 3, Range [Engaged]; Defensive 1, Pierce 1, Reinforced)
- » Speargun (Ranged [Heavy]; Damage: 7, Critical 2, Range [Long]; Pierce 4)
- » Burner (Ranged [Heavy]; Damage: 8, Critical 4, Range [Short]; Blast 6, Burn 2, Slow-Firing 1)

## BLOODED HUNTER [NEMESIS]

A Blooded Yautja has successfully passed their training and killed their first Xenomorph (or other similarly dangerous prey). They mark their Bio-Mask and their forehead as a way of showing they are worthy to be a part of the clan.. The prowess of a Blooded warrior can vary greatly depending on

age, training, and experience. Becoming Blooded is a right of adulthood and clan status - They can supervise un-Blooded warrior training, assist in navigating, and can be chosen by a female to sire her pups.



**Skills:** Brawl 3, Coercion 2, Gunnery 2, Melee 3, Perception 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Stealth 3, Survival 2, Vigilance 3.

**Talents:** Adversary 2, Parry 3 (when hit by a melee attack, suffer 3 strain to reduce the damage by 5).

**Equipment:** Body armor (+2 soak), Active Camouflage Device, Yautja bio-helmet, medkit.

### Weapons:

- » Wristblades (Brawl; Damage: 5, Critical 3, Range [Engaged]; Pierce 1, Vicious 1)
- » Spear (Melee; Damage: 6, Critical 3, Range [Engaged]; Defensive 1, Pierce 1, Reinforced)
- » Speargun (Ranged [Heavy]; Damage: 7, Critical 2, Range [Long]; Pierce 4)
- » Plasma Caster (Gunnery; Damage: 8, Critical 2, Range [Medium]; Accurate 2, Breach, Slow-Firing 1)
- » Smartdisc (Ranged [Light]; Damage: 6, Critical 2, Range [Medium]; Guided 2, Pierce 4, Sunder, Unwieldy 3)

## YAUTJA CLAN LEADER [NEMESIS]

A Clan Leader is a Yautja who commands a group of less experienced hunters. Elders and Ancients often fill this role, though some clans may have younger warriors who have distinguished themselves filling this position. It is the role of clan leader to administrate clan resources, arbitrate hunts and duels, and instruct young warriors. Regardless of age or clan, these individuals are always skilled warriors and experienced hunters, as well as wise leaders.



**Skills:** Brawl 4, Coercion 2, Cool 2, Gunnery 2, Melee 4, Leadership 3, Perception 2, Ranged (Light) 2, Resilience 2, Stealth 2, Survival 2, Vigilance 3.

**Talents:** Adversary 3, Coordinated Assault 3 (may spend a maneuver to use this talent to let all allies at medium range add AA to all combat checks they make until the end of the





Clan Leader's next turn), Improved Parry 4 (when hit by a melee attack, suffer 3 strain to reduce the damage by 6; when parrying a hit that generated ☼☼☼ or ☼, may hit attacker once with a wielded brawl or melee weapon's base damage).

#### Abilities:

- » Target Weakness (spend one story point to add 4 damage to a successful attack).

**Equipment:** Body armor (+2 soak), Active Camouflage Device, Yautja bio-helmet, medkit.

#### Weapons:

- » Wristblades (Brawl; Damage: 5, Critical 3, Range [Engaged]; Pierce 1, Vicious 1)
- » Spear (Melee; Damage: 6, Critical 3, Range [Engaged]; Defensive 1, Pierce 1, Reinforced)
- » Plasma Caster (Gunnery; Damage: 8, Critical 2, Range [Medium]; Accurate 2, Breach, Slow-Firing 1)

### BAD BLOOD WARRIOR [RIVAL]

Bad Blood is the phrase used for any Yautja that has turned against its own kind and severely violated aspects of the Yautja Honor Code. These sadistic warriors use the skills taught to them dishonorably or purely for their own personal gain. These individuals are often isolated outcasts and murders, but there are entire clans of Bad Bloods that kill indiscriminately with no regard to the honor code or rituals of their people.

|            |                 |                  |             |           |          |
|------------|-----------------|------------------|-------------|-----------|----------|
| 4          | 3               | 2                | 3           | 2         | 1        |
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 5          | 18              | --               | 0           | 0         | 0        |

**Skills:** Brawl 3, Coercion 3, Melee 3, Perception 1, Ranged (Heavy) 1, Resilience 2, Stealth 1, Survival 2, Vigilance 2.

**Talents:** Adversary 1.

#### Abilities:

- » Berserk (once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, the Warrior adds ☼▲▲ to all melee combat checks they make. However, opponents add ☼ to all combat checks targeting them. While berserk, the Bad Blood cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), the Bad Blood suffers 6 strain)

**Equipment:** Partial body armor (+1 soak), Active Camouflage Device, Yautja bio-helmet, medkit.

#### Weapons:

- » Wristblades (Brawl; Damage: 5, Critical 3, Range [Engaged]; Pierce 1, Vicious 1)
- » Spear (Melee; Damage: 6, Critical 3, Range [Engaged]; Defensive 1, Pierce 1, Reinforced)
- » Speargun (Ranged [Heavy]; Damage: 7, Critical 2, Range [Long]; Pierce 4)
- » Burner (Ranged [Heavy]; Damage: 8, Critical 4, Range [Short]; Blast 6, Burn 2, Slow-Firing 1)





# CORPORATIONS

Centuries of war, exploitation, and urbanization left Earth decimated by the middle of the 21st century. Rampant over-population and depletion of resources lead numerous corporations to start investing in extra-terrestrial colonization and mining operations. Early beginnings with Lunar colonies and the mining of captured near-Earth asteroids lead to a unprecedented economic boom; each asteroid could be mined for more minerals than had been collected in Earth's history.

This unimaginable wealth lead those enterprising corporations to further and further heights of wealth and power, eventually allowing them to develop the technology for extra-solar exploration. Freed from Earth's laws and now building worlds and governments of their own, they began to dwarf the collective nations of Earth in influence, especially as that beleaguered and overpopulated world now was the chief buyer of the resources they now controlled.

The only controls in place for the corporations are the Interstellar Commerce Commission (ICC) and the Extrasolar Colonization Administration (ECA). The ICC is the central organization through which all interstellar trade is conducted and regulated; ensuring that trading and supply proceed in an uninterrupted and relatively fair manner. The ECA is the organization through which the administration concerning the continuing human colonization of new planets is conducted. They negotiate territorial and governmental disputes among corporate colonial investors and are in charge of selling shares of new colonial charters.

## AERODYNE

*"Aerodyne— when its time to fly."*

Aerodyne is the single largest manufacturer of commercial spacecraft in the ICC. One might expect them to be fierce rivals with Weyland-Yutani, another giant in starship manufacturing, but the two companies have a strong working relationship. Aerodyne focuses extensively on commercial models, leaving the military hardware primarily to Weyland-Yutani, as they already have a strong weapons manufacturing division. In fact the companies have embarked on several joint ventures and many fear that a merger could create a monopoly.

## ARIOUS

*"Think smart, think Arious."*

Arious was a conglomerate of major electronics manufacturers and software developers. Arious computers were nearly ubiquitous on the private market and they were purchased

extensively by other corporations that didn't have their own electronics/computing division. They also produced numerous other electronic devices and components, such as sensor and communications components for starships and satellites. The Arious Handheld Motion Tracker was used extensively by the Colonial Marine Corp.

## CATERPILLAR INC.

*"Mechanical solutions for today's challenges."*

Caterpillar Inc., often shortened colloquially to CAT, is a heavy machinery manufacturing corporation originally founded on Earth in 1925 in Peoria, Illinois (where their headquarters is to this day). By the 22nd century, one of the company's most recognizable products was the P-5000 Powered Work Loader, which it supplied to various commercial and military clients, including the Weyland-Yutani Corporation and the United States Colonial Marine Corps. They also manufactured larger scale manufacturing and fabrication machinery used in the construction of colonies, terraforming plants, and space stations.

## CHIGUSA INC.

*"A Legacy of Excellence."*

A Japanese and southeast-Asian conglomerate, Chigusa Inc. is one of the leading agricultural developers in the colonies, owing much of their power to early investment in, and controlling share of the New Eden colony. They have invested their gains in growing their agricultural interests as well as expanding into transportation and interstellar infrastructure. They operate a large number of jump stations and refuelling facilities along the hyperlanes connecting the colonies.

## FAR SIDE LUNAR MINING/LIFTING

*"Beyond the ocean."*

Farside Lunar Mining/Lifting, or Farside for short, is a prominent freight transportation and mining conglomerate based in the Plymouth colony on Luna. They were one of the first companies established off of Earth, and were pivotal in the early days of expansion into the Sol system. With that early foothold, they were able to out compete and assimilate many upstart shipping and mining concerns in the early expansion into the colonies. Their mining and transport holdings are extensive, and they are one of the primary suppliers of mining equipment and a specialized starship manufacturer. They are one of the more respected corporations and competition over their contracts is stiff.



## HYPERDYNE SYSTEMS    SYN SOUND

*"Continuos innovation."*

Hyperdyne Systems was a corporation most well know for manufacturing synthetics that pioneered the development of Synthetic technology in the 22nd century. Their products included the 341-B model of androids (designed by Michael Bishop) and 120-A/2. Beyond their extensive Synth divison, they were innovators in traditional robotics; a huge percentage of their income was generated by the manufacture and development of mobile automated facilities for processing ore and foodstuffs.

## LASALLE BIONATIONAL

*"Be bold."*

Lasalle Bionational was a European multinational conglomerate most well known for it's biological and biomedical research and development programs. The corporation owes much of it's wealth to the Tartarus Colony's native life and the secrets they hold. Their breakthroughs in life extenison, neurological repair, and chemical engineering have made them a household name and one of the powerhouses of the colonies.

**Known Subsidiaries:** MedTech

## SEEGSON

*"Tomorrow, Together."*

Seegson, formerly known as Sieg and Son, was a European conglomerate and a prominent synthetic manufacturer by the 2130s. Seegson was a smaller entity than Hyperdyne or the Weyland-Yutani Corporation, and aspired to undercut their business by providing cheaper alternatives to their rivals products. The most successful example of this strategy was the company's "Working Joe" line of Synths; while lacking the complexity and human mimicry of their competitors models, a brilliant marketing campaign has seen their sales skyrocket in the public sector.

Seegson was also heavily invested in early technology for the construction of massive orbital space stations for extra-solar habitation. However, the failure of deep space orbital outposts in favor of planetary terraforming crippled Seegson and many of its outposts soon became economically nonviable and were forced to close down or be sold off. Seegson is now widely considered one of the "second-tier" corporations. The Colonial Times recently described it as the "company we all forgot."

**Known Subsidiaries:** Gemini Exoplanet Solutions

*"Producing Greatness."*

Synsound is an entertainment conglomerate that has a near monopoly on commercial music production. They are a household name due to their control of the music market and their ability to reach incredibly large audiences with their localized control of broadcasting on Earth. The market for film and games are still hotly contested but Synsound has major footholds in those areas as well. Beyond their entertainment ventures, they also produce a large array of broadcasting, sound, and recording equipment for commercial and industrial use.

## WEYLAND-YUTANI

*"Building better worlds."*

The Weyland-Yutani Corporation, often shortened to Weyland-Yutani and commonly referred to as Wey-Yu or simply "The Company", is a large British/Japanese multinational conglomerate. It was founded in 2099 by the merger of Weyland Corp and the Yutani Corporation. Weyland-Yutani is primarily a technology supplier; manufacturing synthetics, spaceships, and weaponry for a wide range of military, industrial, and commercial clients. Perhaps most notably, they are one of the preeminent manufacturers of terraforming technology, which has ensured their place as one of the most powerful corporations in the Colonies. Weyland-Yutani also has extensive assets in interplanetary shipping and transport.

**Known Subsidiaries:** Borgia Industries, Kelland Mining Company

## Z.C.T. CORPORATION

*"Quality and responsibility."*

Z.C.T. Corporation is one of the lesser known, but very influential conglomerates in the colonies. They prefer to keep a low profile, operating through their dozens of subsidiary companies. Employees that make it into the corporate hierarchy are expected to sign extremely harsh non-disclosure agreements and tend to be locked into their contracts for their entire careers. That's not to say that their employees are not treated well, Z.C.T. takes good care of their subsidiaries and as long as they remain loyal and discreet, their corporate employees as well. There are rumors abound that Z.C.T. was formed by a merger of Earth's major organized crime syndicates, though there is no evidence to support this. What is known is that their corporate espionage division is second to none.







# KNOWN SPACE

Humanity has reached hundreds of worlds, and has established dozens of Colonies and Outposts. These worlds are scattered across dozens of light-years and cover a wide range of environments. Some of the most notable worlds are discussed below. The GM should feel free to add to, amend, or alter the following as desired, and to create new worlds that suit their game.

## EARTH

Home to over 10 billion people, Earth continues to be the hub of Human civilization, commerce, and turmoil. Centuries of war, exploitation, and urbanization have left the world in a sorry state; by the middle of the 21st century the world had become nearly uninhabitable by its native species. This over-population and depletion is what led to humanity finally breaking its terrestrial chains for good.

Recent advances in terraforming technology developed by the corporations for use on their colony worlds have started to be used to restore Earth's decimated environment. These measures have gotten the issues of continued global warming under control, but the climate will probably never return to its pre-industrial range.

Vast swaths of landscape have been extensively urbanized and very few areas of protected natural wilderness remain. Antarctica has become an increasingly contested territory, now that the majority of its coastal ice sheets have melted back. The landscape has been heavily developed by agricultural firms to feed Earth's massive population.

The rise of corporate wealth and power due to their off-world assets has elevated them to a position of unprecedented clout in international politics; national sovereignty among Earth's powers has been diminished to an equal degree. By the early 22nd century, Earth's nations are considered little more than clients to the corporate conglomerates. In the gap between the power of the Nations and the will of the Corporations, society is becoming increasingly tumultuous. Large areas of Earth (namely the Middle-East, Central Asia, and Central Africa) have become nearly lawless, as local wars have erased all government and the Nations who own the land (and international interests) have given up on attempting to administrate.

**Gateway Station:** a large space station in geosynchronous orbit around Earth, built in the late twenty-first century. It functioned primarily as a loading station for cargo being transported to and from Earth. Most space-based commercial organizations had representatives stationed on board. Both the Interstellar Commerce Commission and the Extrasolar Colonization Administration had their headquarters on the station.

# THE COLONIES

## MAJOR WORLDS

The Major Worlds hold the future of Humanity. These are the handful of Earth-like planets that with breathable atmospheres, decent climate, and great potential for life. There are five Major Worlds at present (Alexandria, Hilo, Micor, New Eden, and Tartarus), and all are being rapidly developed by the Corporations which own shares in them. Populations range from 20 to 200 million, but all five worlds have high-tech manufacturing, heavy industry, and are nearly self-sufficient.

## COLONIES

Colonies are established on worlds which are fairly liveable, or which have been adapted to human use. A Colony has two important attributes; an orbital docking facility and manufacturing capability. The exact level of technology available varies with each Colony, but all have at least some ability to manufacture their own goods. Populations range from 30,000 to 25 million, and the worlds are self-sufficient in the most vital commodities; food, water, and atmosphere. The most advanced Colonies, like Aerodyne, even have full high-tech manufacturing and heavy industry.

## TERRAFORMING AND MINING WORLDS

These are the smallest and simplest of Humanity's settlements, and they are placed on worlds which are not desirable for human habitation. While some have service stations, none have more than rudimentary manufacturing ability. Terraforming Stations are placed on worlds which have potential, but will require decades of expensive work before they are truly habitable. Mining Worlds are much easier to create, but lack the long-term value of a world that can be made habitable. "Mining" in this sense includes the collection or harvesting of any useful resource and is not limited to minerals.

## GARRISON SYSTEMS

These are systems which do not include inhabited planets, but which have been fortified for defensive purposes. The fortifications consist of deep space sensor arrays, to detect the arrival of ships in the system, and a number of System Defense Frigates and other spacecraft. In some Garrison Systems, there are also top-secret military and scientific facilities. Weapons tests, unusual research, and high-security prisons are placed here.

## JUMP SYSTEMS

These are systems located between more developed, but distant colonies to facilitate travel. Jump stations typically take the form of large refueling and service facilities in orbit around a conveniently located, but uninhabitable star system.



# ALEXANDRIA

**Astronavigation Data:** Gliese 667 C System.

**Distance From Sol:** 23.62 light-years (6.8 parsecs).

**Orbital Metrics:** 28 days per year / 21 hours per day.

**Gravity:** 1.4 Sol.

**Government:** Socialist Republic.

**Population:** 102 million.

**Terrain Type:** Earth-like (Terraformed).

**Climate Type:** Cold and Arid (Terraformed).

**Major Cities:** Canopus (northern spaceport), Heracleion (southern spaceport), Independence Hill (capital).

**Major Exports:** None.

**Major Imports:** Smuggled FTL technology.

**Special Conditions:** None.

**Background:** Alexandria is the only holdout from the Colonial rebellions is isolated from the rest of ICC space by the military colony it controls on the Ventix system. The area is quarantined by Colonial Marine forces on and around the Goliath system, and a policy of sanctions and blockade is being used to bring Alexandria back under ICC control. Smuggling to and from Alexandria is a thriving industry on the Garrison Worlds of Ventix Prime and Goliath. Stopping the flows of goods, people, and military equipment occupies a sizable contingent of Colonial Marine and Corporate forces.

Alexandria itself is a highly developed world which is nearly self-sufficient. Originally owned by CSC, it now has a population of over 100 million people, which is rapidly growing, and its industries are on a par with the industrialized nations of the 21st century. There are also a number of high-tech facilities producing items for the fledgling space industry on the planet, which is owned by the planet's central government, a socialist republic. This burgeoning shipyard is nearing self-sufficiency; only certain critical components for FTL drives must be smuggled in from the ICC.

Environmentally, Alexandria is now a nearly ideal world after extensive terraforming. The climate is generally cold and dry and there are few large bodies of water, so the major settlements are closer to the poles than to the equator. Water ice for drinking and agriculture is mined and transported from the polar regions; it is comparatively expensive, but there are few shortages and the population is generally well supplied.

The communities on Alexandria are scattered across the northern temperate region. All urban planning since the



rebellion and dissolution of CSC has been focused on defense against the inevitable war with the ICC. Industries are built at the edges of or outside of the residential areas, and are hardened against possible warfare. Civil defense has been a major concern in the cities as well, and bomb shelters and long-term food stores are common.

Society has been shaped by this ongoing threat of conflict as well: There is a mandatory four year military/public service term for all citizens from the ages of 18 to 22. Most fulfill this requirement by working in technical and industrial programs to feed the colony world's ever-growing need for new infrastructure. A select few serve in the military itself, these individuals are well trained and take great pride in being chosen to protect Alexandria's independence. Most of the people in the military have made it their career, and there is a high level of

2

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

12

STRAIN THRESHOLD

--

M/R DEFENSE

0 0

ALEXANDRIAN BLOCKADE RUNNERS [RIVAL]

Groups of these technology smugglers can be found on and around the Alexandria system, looking to score a big payday.

Skills: Cool 3, Deception 2, Mechanics 1, Operating 2, Ranged (Light) 2, Skulduggery 2, Stealth 2, Streetwise 2.

Talents: None.

Equipment: Flightsuit (+1 soak).

Weapons:

» Light Pistol (Ranged [Light]; Damage: 5, Critical 4, Range [Short])

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# HILO

**Astronavigation Data:** Wolf 1061c System.

**Distance From Sol:** 13.8 light years (4.23 parsecs).

**Orbital Metrics:** 3 days per year / 18 hours per day.

**Gravity:** 1.6 Sol.

**Government:** Corporate Board (Hyperdyne).

**Population:** 60 Million.

**Terrain Type:** Earth-like (Terraformed).

**Climate Type:** Earth-like (Terraformed).

**Major Cities:** H1 Metropark (Hyperdyne headquarters),  
Moreno Valley, Biloxi (spaceport).

**Major Exports:** High technology, Synthetics.

**Major Imports:** Raw materials, chemicals, foodstuffs.

**Special Conditions:** None.

**Background:** Hilo was the second nearly ideal world found, with ample water and lacking indigenous life. This made it very easy to tailor the world, breaking water down into hydrogen for fuel and oxygen for a breathable atmosphere; eventually introducing the proper mix of lifeforms from Earth and other worlds to create the perfect environment. Hilo is a thriving world, with a full space industry, complete self-sufficiency, and a population of 60 million. There is a great deal of wealth here, and it is protected by the most powerful single Corporate military force in the ICC.

There was a rebellion here at the beginning of the Colonial Wars, but it was quickly crushed by Hyperdyne's military. The population was quietly purged in the years after the rebellion, and new personnel were brought in. Radical elements which were not found guilty of capital crimes were sent to Hilo's moon, Shinon, where they are monitored by Hyperdyne forces in what is essentially a penal colony.

On Hilo, there is no trace of dissent. The people are brought up to believe that the ends justify the means, and the rewards for those who succeed at Hyperdyne are immense; wealth, power, and even access to illegal technologies.

Hyperdyne is the leading producer of Synthetics (Rivald only by Weyland-Yutani), and the design studios and most of the factories for this industry are on Hilo. Much of Hyperdyne's wealth comes from its development of biotechnology and Synthetics; other industries have been established primarily to guarantee Hyperdyne's independence.



**HYPERDYNE COMMUNITY OFFICER (RIVAL)**

These unassuming men and women are stationed in every settlement on Hilo, inconspicuously monitoring for signs of dissent or unsanctioned community organization. Though they are public servants, the officers often blend into their communities to more effectively perform their duties. It's easier to root out traitors when you're not in uniform and not knowing who could be listening to your conversation is an even better deterrent than martial law.

These officers tend to let corporate security handle dissenters once they've filed their reports in order to maintain their cover. However, these agents are highly trained and quite capable of handling themselves if pressed into handling threats to corporate security personally.

| 2          | 3               | 2                | 3           | 3         | 3        |
|------------|-----------------|------------------|-------------|-----------|----------|
| BRAWN      | AGILITY         | INTELLECT        | CUNNING     | WILLPOWER | PRESENCE |
| SOAK VALUE | WOUND THRESHOLD | STRAIN THRESHOLD | M/R DEFENSE |           |          |
| 3          | 14              | --               | 0 0         |           |          |

**Skills:** Charm 2, Cool 3, Deception 3, Melee 3, Ranged (Light) 2, Skulduggery 2, Stealth 2, Streetwise 2.

**Talents:** Unremarkable (Other characters add to any checks made to find or identify your character in a crowd).

**Equipment:** Encrypted comm device, audio recorder, camera.

**Weapons:**

- » Collapsible Shock Baton (Melee; Damage: 4, Critical 3, Range [Engaged]; Disorient 2, Stun 3)
- » Light Pistol (Ranged [Light]; Damage: 5, Critical 4, Range [Short])



# MICOR

**Astronavigation Data:** Gliese 832 C System.

**Distance From Sol:** 16 light-years (4.93 parsecs).

**Orbital Metrics:** 36 days per year / 27 hours per day.

**Gravity:** 1.7 Sol.

**Government:** Corporate/Colonial Parliament.

**Population:** 22 million.

**Terrain Type:** Primordial (Rocky landmasses, extensive oceans).

**Climate Type:** Highly variable bi-weekly cycles.

**Major Cities:** Bethesda (spaceport), Suva, Ghent.

**Areas of Interest:** Ocean life.

**Major Exports:** Rare-earth metals, minerals, technology.

**Major Imports:** Foodstuffs, terraforming equipment.

**Special Conditions:** Dense atmosphere, electrical storms.

**Background:** Micor was one of the earliest colonies established and the first to become a "major world" due to the extensive mineral wealth found by early prospectors. During the early era it was explored, dozens of corporations were involved with purchasing the charter and funding the expedition. As a result, there is nothing even close to a majority share or unified corporate leadership. The colony instead has a terran-inspired parliamentary system which handles most domestic affairs. This has lead to a system of immense corruption and backroom dealing, as there is a great deal of lobbying and favor-buying by the corporations.

The only saving grace of this system is that so many corporations are bidding for the mineral wealth and contracts of this world that no one conglomerate has managed to purchase a majority of votes in the parliament. The world also has the dubious distinction of being the only major world that did not participate in the colonial rebellion - a fact that it's name has become a slang insult on Alexandria (and elsewhere) that is synonymous with scab, traitor, or Judas.

The world orbits it's red star fairly closely and quickly, but in a highly eccentric orbit which leads to severe bi-weekly weather changes. Depending on the planet's distance from it's star, temperatures can vary from -10 to 35 °C every two weeks. This rapid temperature shift, when combined with the planet's thick atmosphere, causes severe storms with high-speed winds and electrical discharges.

As a result of these storms, all the surface structures are built like walled fortresses and are generally only a single story.



Most of the planet's population and infrastructure is build below the surface and is connected by a massive mono-rail network. As most of the work on the planet revolves around mining operations and the industries to support the moners, this is both practical and convenient.

Micor's surface is similar to primordial Earth - continents of nearly barren rock and vast, turbulent oceans. Little can be found on the surface beyond some organic slimes near the shorelines. Very little exploration of the oceans was carried out until recently due to the dangerous storms. To the scientist and surveyor's surprise, they found a variety of highly complex life once they got sufficiently far below the turbulent surface. This life has only just barely begun to be studied but numerous incredible discoveries have been found in the oceans more stable depths.



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# NEW EDEN

**Astronavigation Data:** HD 85512 b System.

**Distance From Sol:** 36 light-years (11 parsecs).

**Orbital Metrics:** 54 days per year / 31 hours per day.

**Gravity:** 1.4 Sol.

**Government:** Coalition Board.

**Population:** 200 million.

**Terrain Type:** Earth-like (Terraformed).

**Climate Type:** Earth-like (Terraformed).

**Major Cities:** New Ponti (spaceport), Whitegrass, Verdi.

**Areas of Interest:** Ancient ruins.

**Major Exports:** Foodstuffs, raw materials.

**Major Imports:** Personnel, machinery.

**Special Conditions:** None.

**Background:** When New Eden was discovered, it already had an almost ideal climate and environment. Only rudimentary lifeforms existed on the world, but it proved to be an easy terraforming job. The world is now completely terraformed, and has a population of 200 million.

Due to the ease of terraforming, the world was colonized very rapidly, and was a spur to the growth of all the involved Corporations and the rest of Humanity as well. The ambitious expedition that discovered this world was a joint effort between nearly a dozen Corporations. The world was divided up based on investments made by the corporate coalition and a local government has been set up with each corporation having voting power directly proportional to their shares. Currently the board is 49% Chigusa Corp., 24% Weyland-Yutani, 17% Lasalle Bionational, and 10% others.

These shares are publicly traded and hotly contested; Chigusa has been attempting to gain a majority share for years. Many of most talented people in the member Corporations are eventually transferred to New Eden; both to compete with their local rivals, but also because it is probably the most comfortable habitat in the human expanse. Regardless, New Eden is a prosperous and self-sufficient world, its population has a great deal of freedom, and even the smallest of the member Corporations are profiting and growing quickly.

Owing to its ideal climate, New Eden has a virtually endless growing season, making it the single largest exporter and supplier of foodstuffs in the colonies. Chigusa has built it's corporate empire on the agricultural bounty of the planet.



Likewise, the corporation's large merchant fleet is almost entire employed in hauling foodstuffs to client colonies. Weyland-Yutani has mostly established itself on the planet by doing a large amount of the infrastructure development and the minimal terraforming that was required.

New Pontianak (or New Ponti, to locals) is the largest urban area on the planet - built exactly on the world's equatorial line for ease of ship departure. The city is a massive network of landing fields surrounded by a ring of agricultural mills and processing plants. A massive spider's web of road's stretch out from the city, allowing the massive agricultural yield to be transported, processed, and shipped quickly and efficiently.





# TARTARUS

**Astronavigation Data:** Ross 128 B System.

**Distance From Sol:** 11 light-years (3.37 parsecs).

**Orbital Metrics:** 9.9 days per year / Tidally locked day.

**Gravity:** 1.1 Sol.

**Government:** Corporate Councils.

**Population:** 47 million.

**Terrain Type:** Deserts (sunside); glaciers (dark side); heavy vegetation, shallow seas, large river systems (terminators).

**Climate Type:** Hot and Humid (terminator), arid (day and night sides).

**Major Cities:** New Bretagne (Lasalle), Tuyasan (ZCT)

**Areas of Interest:** Terminator rainforests, native life.

**Major Exports:** Foodstuffs, water, medicine, complex chemicals.

**Major Imports:** High technology, machinery.

**Special Conditions:** Massive storms near the day/night line of termination, relatively high levels of volcanism.

**Background:** Tartarus is one of the more alien worlds inhabited by mankind on a large scale, and one the first to have been found hosting complex life. The planet is tidally locked to it's star, so one side of the planet experiences permanent daylight, while the other in eternal night. The world has a fascinating ecosystem based around the "terminator" of the day/night sides of the planet; the extreme temperatures differences between them lead to massive storms and high levels of precipitation.

From these terminator storms, massive rain-forest like systems have sprung up, supporting a large array of complex fauna and flora. The study of this native life has lead to numerous scientific breakthroughs, especially in the fields of medicine and chemical engineering. These massive storms also feed complex river systems that feed the Dayside shallow seas and the Nightside glaciers.

The further Dayside one travels, the more the climate shifts to hot and arid. Massive deserts and eroded rock formations can be found in the center of this hemisphere, where only the most hardy local life survives. Closer to the terminator, massive farming complexes and research facilities have been built by the worlds two controlling corporations, Lasalle Bionational and Z.C.T. Corporation. The two corporations co-funded the expedition that discovered the world in the early days of colonial expansion, and split the world's hemispheres between them. They have a decent working relationship on the world, as the discoveries from the local life and profits from agriculture



are seemingly limitless. However, there is a significantly higher than normal level of corporate espionage on the world, as the two rivals seek to capitalize on the other's discoveries.

The Nightside is still relatively unexplored due to the low temperatures and lack of perceived profit. From the limited excursions beyond the terminator and satellite data, the Nightside seems to be heavily glaciated near the edges of the hemisphere and largely arid towards the center. Recently, Farside Lunar Mining/Lifting has purchased rights to the Nightside from Lasalle and Z.C.T. to establish water ice mining operations. These mines have turned a steady profit in supplying terraforming efforts in the nearby colony worlds as well as feeding the ever-growing agricultural water needs of Z.C.T. and Lesalle locally.



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# APPENDIX I : PLAYABLE YAUTJA

The ALIENS setting is somewhat more grounded in reality than most Space Operas, so most characters will be choosing one of the Human archetypes detailed on page 36 of the Genesys Core Rulebook. Unlike other space fiction, the Xenomorphs, Spacejockeys and Predators are inscrutable and mysterious. They have little-to-nothing in common with humans, and in many cases prey on them.

That said, there are several examples of "team-ups" between Humans and the Yautja; the most prominent example is probably Machiko Noguchi and Dachande or "Broken Tusk" from the 1990 *Aliens vs. Predator* comic. There were several other examples in other comics as well as in the 2004 *Alien vs. Predator* and 2010 *Predators* films.

These short term alliances can be a lot of fun, but in a genre defined by its mysterious alien life, it can be hard to find a reason for these alliances to last. Even in the *Aliens vs. Predator* comics, where the main character lives amongst the Yautja (Predators) for years, never really explains their origins or motives. In fact, it goes out of it's way to show how the protagonist will never truly belong or understand them. In addition to the mechanics of playing a Yautja, this section will detail some possible plot hooks and motivations for such a unlikely alliance as well as address some of the challenges of successfully playing an alien that feels like an alien.

## INCORPORATING YAUTJA CHARACTERS

The first challenge of playing a Yautja is finding a plausible narrative for why they would team up with humans, a species that they have historically treated as prey for at least hundreds of years, in the first place.

### MUTUAL ENEMY

Though a prideful species by nature and culture, the Yautja are no fools. If incredibly out-matched and facing a situation where the success of their mission outweighs choosing an honorable death, they may be open to temporary allies. Examples would include a individual hunter confronted with an entire clan of Badbloods on a hunt or on a human colony, destroying these outcasts must be carried out at all costs. Another might be preventing a Xenomorph outbreak or slaying a queen.

In both situations, the mission is mutually beneficial, beyond either parties individual ability, and a matter of extreme

importance.

Depending on the individual predator and the conduct of their allies, this relationship could move from allies of convenience to Earned Respect (see below).

### REPAYING A HONOR DEBT

Being saved by another is considered a dishonor in Yautja culture, and it is a debt that must be repaid in order to regain social standing. Examples include: Being rescued from an honorable death at the hands of dangerous prey, being spared by humans the predator was hunting, or being saved from an accident (ship crash, facility explosion, etc) are all options. Human players may not understand that this debt is not friendship or gratitude, it is the repayment of a debt. Some Yautja may conduct themselves with honor, others might resent their saviors for this dishonor and turn on them after their debt is repaid.

### EARNED RESPECT

The Yautja have been know to hold particularly resourceful prey in relatively high esteem, granting a certain level of respect and sometimes even gifts. If the human characters have conducted themselves honorably, they could gain a reputation amongst these aliens. This could even come from having killed one of the Yautja's clan members in honorable circumstances.

However, unless they are specifically protected by some rite or ritual status (and often even if they are) they will always still be in some danger. Many Yautja will only see their reputation as evidence that they would make for an excellent challenge, and even friendlier hunters will constantly challenge and test human characters mettle in dangerous situations and combat. No one in Yautja culture can ever rest on their laurels for long.

### MANIPULATION/USE

Predators are canny hunters and use any resources at their disposal during a hunt. Individual hunters might be more than willing to use a group of humans as bait in a trap or







## Yautja Mimicry & Language

One of the major challenges of successfully playing a Yautja is the language barrier - Yautja do not speak any human languages. Judging from what we see in the films and other source material, it seems like they may have a limited understanding of it. We often hear the Predator repeating lines back to the protagonists with an uncanny sense of context.

Considering their species focus on hunting, it would make some sense from a biological standpoint that they might evolve/develop the capacity to be excellent mimics. Think of how often human hunters have developed tools to mimic the calls of deer or waterfowl to lure them into hunting range. Some humans can even make these calls without any tools!

This ability to mimic is one of the most iconic, alien, and unnerving parts of their nature and make a great roleplaying tool. Players wanting to use this species should take notes of some phrases said during the course of play to be applied as a means of communication. Limiting yourself to these canned phrases can be a fun challenge and make for rewarding game-play while maintaining the atmosphere of alien-ness that the Predators need to feel like Predators.

to flush out their true quarry. These relationships tend to be the most temporary and likely to end antagonistically. However, particularly adept humans could be "adopted" by a hunter - serving as sort of sentient hunting dogs or just another useful tool in their arsenal, from the Yautja's perspective.

## BAD BLOOD/EXILED YAUTJA

If the player chooses, they could be an exiled or "Badblood" member of their society. If this is the case, many of the normal social and cultural norms of the species could be overridden. Not all Badbloods are bloodthirsty monsters - in fact, many of the traits that humans consider admirable (mercy, for example) are anathema in Yautja culture. The very traits that make them a exile amongst their own kind could help them integrate with humans. This situation could easily overlap with mutual enemy, as any Badblood will be pursued relentlessly by its own kind, and humans tend to fair badly when caught in the middle of such conflicts.

## YAUTJA STATS

The Yautja, known colloquially as the Predators or Hunters, are an extraterrestrial species possess a level of technological advancement far in excess of anything available to humans. Their technology has advanced to the point that the species is free to occupy itself nearly full time with its rituals and hunting.

These hunts have become the foundation of their society and are nearly religious in their importance. To this end, the predators travel the galaxy looking for new worlds, seeking hostile environments and worthy prey to prove themselves. They also maintain numerous game worlds that are known to have extremely hostile environments and native life. They have also been known to harvest xenomorph eggs to release in limited numbers on these worlds for their deadliest hunts.

Predators are bipedal humanoids, physically distinguishable from humans by their greater height, the long, hair-like appendages on their heads, their reptilian skin, and their arthropod-like mandibles. Yautja are highly resilient to physical damage, heal rapidly, and are incredibly strong, easily capable of ripping a conditioned adult human apart with their bare hands.



- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 8 + Willpower
- **Starting Experience:** 70
- **Starting Skills:** A Yautja starts with one rank in Resilience during character creation. They obtain this rank before spending experience points, and may not increase Resilience above rank 2 during character creation.
- **Target Weakness:** Once per session, your character may spend a Story Point as an out-of-turn incidental after making an attack roll. If they do so, they may add damage to that attack equal to their Cunning.

## YAUTJA CAREERS

From the depictions we have seen, Predators are fairly focused in their skills and abilities. The Explorer and Soldier careers would both be appropriate for creating the average hunter, with strong combat capabilities alongside staple hunting skills like Perception, Survival, Stealth, and Vigilance.

For a slightly different take, the Leader career would be excellent for creating a clan leader or elder - replacing Charm with Brawl, as that is often how Yautja leaders establish their dominance. The Healer can also be used to create a clan elder or shaman of their strange rites and rituals.