AK-4047 Pulse Assault Rifle

**BONUS:** –

**DAMAGE:** 2

**RANGE:** Long

**WEIGHT:** 1

**COST:** $500
M-5 RPG Launcher

BONUS: +1

DAMAGE: 5

RANGE: Extreme

WEIGHT: 2

COST: $1,800
Armored Personnel Carrier

**TOP SPEED:** 150 km/h

**LENGTH:** 9.2 m

**STANDARD ARMAMENT:**
- Phased Plasma Pulse Cannon
- 20 mm Gatling Gun Turret
UD-4L Cheyenne Series VTOL Tactical Dropship

TOP SPEED: Mach 9

LENGTH: 25.2 m

STANDARD ARMAMENT:
- 25 mm Gatling Gun
- Mk.16 150 mm Rocket Launcher
- 7 × Hellhound II Tactical Missiles
- 3 × Headlock Air-to-Air Missiles
USCMC M40E Ridgeway
Heavy Tank

TOP SPEED: 72 km/h

LENGTH: 9.8m

STANDARD ARMAMENT:
- 115mm Rifled Cannon
- 60mm Mortar
- 20 kW Phased Plasma Point Defense Gun
UPP MI-222 Krokodil Dropship

TOP SPEED: Mach 8

LENGTH: 33.2m

STANDARD ARMAMENT:
- 25mm Gatling Gun
- 12 x UPP Medium Air-to-Air Missiles
- UPP Anti-Personnel Missile Pod
- 12 x Wing-Mounted UPP Heavy Anti-Tank Missiles
UPP Mikoyan-Liu OX Series

**Top Speed:** 68 km/h

**Length:** 16.1m

**Standard Armament:**
- 3 x 20mm Gatling Gun Turrets
- Phased Plasma Pulse Cannon
- Turret
WÓJCIK

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4

HEALTH: 4

SKILLS: Close Combat 4, Command 2, Manipulation 2, Mobility 3, Ranged Combat 4, Stamina 3, Survival 2

TALENTS: Fast Reflexes

SIGNATURE ITEM: Sin Eater tattoo on her neck.

GEAR: None

PERSONAL AGENDA: Make a deal with the devil for the lives of her squad.
CARVALHO

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

HEALTH: 5

SKILLS: Close Combat 2, Comtech 2, Mobility 1, Ranged Combat 3, Stamina 2

TALENTS: Overkill, Weapons Specialist (M41A)

SIGNATURE ITEM: Scarification keloid tattoo of the family logo on his left bicep.

GEAR: M41 Pulse Rifle, bonesaw, hospital gown.

PERSONAL AGENDA: Get the Chestburster out, even if he must pull it out with his own goddamn hands.
**WRIGHT**

<table>
<thead>
<tr>
<th>STRENGTH 4, AGILITY 5, WITS 4, EMPATHY 1</th>
</tr>
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<tbody>
<tr>
<td><strong>HEALTH:</strong> 4</td>
</tr>
<tr>
<td><strong>SKILLS:</strong> Close Combat 1, Command 1, Mobility 1, Observation 4, Ranged Combat 5, Stamina 1, Survival 1</td>
</tr>
<tr>
<td><strong>TALENTS:</strong> Banter, Weapon Specialist (Sniper)</td>
</tr>
<tr>
<td><strong>SIGNATURE ITEM:</strong> Crumpled paper in pocket with a bucket list of planets to visit.</td>
</tr>
<tr>
<td><strong>GEAR:</strong> Silenced M42A Scope Rifle, Combat Knife, four G2 Electroshock Grenades</td>
</tr>
<tr>
<td><strong>PERSONAL AGENDA:</strong> Live to see another planet’s sunrise.</td>
</tr>
<tr>
<td><strong>STRENGTH</strong> 0, <strong>AGILITY</strong> 0, <strong>WITS</strong> 0, <strong>EMPATHY</strong> 0</td>
</tr>
<tr>
<td>---------------------------------</td>
</tr>
<tr>
<td><strong>HEALTH:</strong> 0</td>
</tr>
<tr>
<td><strong>SKILLS:</strong> Close Combat 0, Mobility 0, Ranged Combat 0, Stamina 0, Survival 0</td>
</tr>
<tr>
<td><strong>TALENTS:</strong> Pushing Up Daisies</td>
</tr>
<tr>
<td><strong>SIGNATURE ITEM:</strong> Folded print out of a breakup letter from his high school girlfriend.</td>
</tr>
<tr>
<td><strong>GEAR:</strong> N/A</td>
</tr>
<tr>
<td><strong>PERSONAL AGENDA:</strong> Why are you still reading this? He’s dead.</td>
</tr>
</tbody>
</table>
**MEYERS**

| STRENGTH 3, AGILITY 3, |
| WITS 4, EMPATHY 4 |

| HEALTH: 3 |

| SKILLS: Close Combat 3, Command 5, Manipulation 5, Mobility 1, Observation 2, Ranged Combat 4, Stamina 1 |

| GEAR: Remote kill-switch (see page 61). |

**PERSONAL AGENDA:** Erase all traces of Project Life Force on Ariarcus and escape with Xeno-biological material in hand (or chest).
Jaell

Strength 7, Agility 7, Wits 5, Empathy 2

Health: 7

Synthetic: Jaell is a synthetic and follows the rules for these.

Skills: Close Combat 2, Ranged Combat 2, Comtech 4, Observation 2

Talents: Fast Reflexes, Bodyguard

Gear: M4A3 Service Pistol, Major-level key tag

Personal Agenda: Please Colonel Meyers at all costs.
**BOTOS**

**STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 3**

**HEALTH:** 4

**SKILLS:** Close Combat 3, Comtech 2, Heavy Machinery 2, Manipulation 3, Mobility 1, Ranged Combat 3

**GEAR:** AK-4047, UPP comm unit, satchel of M40 HEDP grenades

**PERSONAL AGENDA:** Liberate his people and get them to safety.
<table>
<thead>
<tr>
<th><strong>STRENGTH</strong></th>
<th>4</th>
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</thead>
<tbody>
<tr>
<td><strong>AGILITY</strong></td>
<td>5</td>
</tr>
<tr>
<td><strong>WITS</strong></td>
<td>4</td>
</tr>
<tr>
<td><strong>EMPATHY</strong></td>
<td>1</td>
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</tbody>
</table>

| **HEALTH:** | 4 |

<table>
<thead>
<tr>
<th><strong>SKILLS:</strong></th>
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<tbody>
<tr>
<td>Close Combat 2,</td>
</tr>
<tr>
<td>Mobility 2,</td>
</tr>
<tr>
<td>Observation 4,</td>
</tr>
<tr>
<td>Ranged Combat 4</td>
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</tbody>
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<table>
<thead>
<tr>
<th><strong>TALENT:</strong></th>
</tr>
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<tbody>
<tr>
<td>Take Control</td>
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</table>

<table>
<thead>
<tr>
<th><strong>GEAR:</strong></th>
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</thead>
<tbody>
<tr>
<td>M4A3 Service Pistol,</td>
</tr>
<tr>
<td>M41AE2 Heavy Pulse Rifle,</td>
</tr>
<tr>
<td>APE suit,</td>
</tr>
<tr>
<td>boot knife,</td>
</tr>
<tr>
<td>Major-level key tag,</td>
</tr>
<tr>
<td>Dog Catcher noose and bulletproof specimen case.</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>PERSONAL AGENDA:</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Do what it takes to secure a seat on the W-Y board next to Michael Bishop himself.</td>
</tr>
<tr>
<td>DAVYDOVICH</td>
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</tbody>
</table>

**STRENGTH 7, AGILITY 7, WITS 3, EMPATHY 3**

**HEALTH:** 7

**SYNTHETIC:** Davydovich is a synthetic.

**SKILLS:** Close Combat 3, Command 3, Comtech 2, Mobility 2, Manipulation 3, Observation 3, Ranged Combat 3

**TALENTS:** Field Commander, Killer

**SIGNATURE ITEM:** Red beret.

**GEAR:** AK-4047, combat knife, UPP 6B90 Combat Armor

**PERSONAL AGENDA:** Prove that androids are far superior to humans.
DANTE'S AGENDA ACT I

The USCMC is the best of the best, so much better than those corporate commando wannabes. Be professional. You want to leave the corps looking good and this is your last time out.
You're so short you can smell the grass, so fuck the insurgents, fuck the UPP and fuck the Corps. But you're a Marine through and through and can't just desert your squad in their time of need.
DANTE'S AGENDA ACT III

Get whatever the fuck is inside you out before it kills you.
HAMMER’S AGENDA ACT I

You’re better than corporate paramilitaries, as well as the pussy marines around you. Prove it.
Your teammates don't deserve to be called Marines. You must show them how a real Marine fights: find a steady supply of X-stims, and kill, kill, kill.
You are the toughest there’s ever been. Prove it by killing an Alien in hand-to-hand combat. Then get away without the others—unless they earn the right to survive.
MASON'S AGENDA ACT I

The Yaophora nightmares won’t stop haunting you—you can’t cope with being alone and must stay close to a fellow marine at all times.
Go out with a clear conscience and honor the memories of your dead comrades. You must get everyone back to Fort Nebraska, including the bodies of any fallen teammates.
These things must be destroyed. Make sure every trace of biocontamination is eradicated, even if that means sacrificing the lives of any infected teammates.
Quietly eradicate any Xenobiological evidence behind the squad's back. Kill or cut it out of the AWOLs and eliminate any witnesses if you have to—just play stupid and don't get caught.
The other you is gone— for now. You don't know why you were acting the way you were, but you are going to prove your loyalty and make amends.
Whomever was in your head is back, but a distant echo, desperate to be heard. You know they are in the base, waiting for you. Make sure they can never hurt you again, by whatever means necessary.
Take care of your own. If the AWOL Marines are going to be put down, you're going to lead the squad that does it, with respect.
Your rag-tag squad has proven themselves under fire - you're going to make sure they get back to the safety of Fort Nebraska alive, even if it means dying for them.
Your people have been compromised by their own leaders - something that doesn't sit well with a Sin Eater like you. Find those responsible for the bioweapon experiments and end them.
Play it safe, but don’t let it look like you’re playing it safe, so you can get back to your cushy desk job.
You know you won't make it without help. Ingratiate yourself to one of the squad's ultimate bad asses and get them to watch over you.
Some Marines are willing to take one for the team. Not you. There are alien beaches out there waiting for you, so use the squad to deliver you to safety.
Make the squad respect you.
The UPP doesn't respect you. Teach them the error of their ways.
Screw this. You know there are nukes on the base, and you want to watch this moon glow from orbit.
ACID REFLUX

Your back has been hurting bad for a few hours now. Now, you start feeling pain in your ribcage as well (STRESS LEVEL +1). You taste bile and feel a burning and squeezing sensation in your chest—like a knot right behind your breastbone.
UNDER THE INFLUENCE

Jaell, the other personality in your mind, is taking control again! You fail to block her out and become a pawn to her will. You must immediately attack all other player characters in sight, except those infected with any form of Xenomorph. You can still talk freely, however. You can roll MANIPULATION again every Round to regain control.
INFECTED, STAGE I

You feel disoriented and weak. Your eyes are increasingly bloodshot and watery. Soon, small worm-like creatures can be glimpsed swimming in your eyes and bodily fluids (STRESS LEVEL +1).
INFECTED, STAGE I

You feel disoriented and weak. Your eyes are increasingly bloodshot and watery. Soon, small worm-like creatures can be glimpsed swimming in your eyes and bodily fluids (STRESS LEVEL +1).
INFECTED, STAGE II

You have a fever and feel intense pain (STRESS LEVEL +1). Your bloodshot eyes darken, and varicose veins rapidly spread across your livid flesh. You get +3 to Strength but –2 to Wits (to a minimum of 1). As a fast action, you can stare down a human victim in SHORT range. The victim must make a Wits roll or be immobilized and lose their next fast and slow action.
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