



ALIENS



SPECIAL THANKS TO:

Playtesters

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SAVAGE ALIENS



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CHAPTER 1: A HISTORY OF THE XENOMORPH PROBLEM

The closing years of the 20th Century saw a fading of the great Nations and a rapid increase in the power and influence of multi-national Corporations. These Corporations were not restricted to a single field; their interest were vast, covering all aspects of industry and economics, as they diversified into every field that held profit. They were also not defined by country, society, or ideology. In industry, in business, and in the media, the multi-nationals became more powerful and more visible.

The first planet to have a scientific colony on it was Mars. The moon followed soon thereafter. Needless to say, Earth's space exploration was not united; many different countries have established colonies in space. The major colonizers are: The United Americas (USA, Canada, parts of South America), China, Japan, The European Federation, and Russia. Though rare, conflicts have occurred between countries in space. The most significant cases are between UA and China, because of the differences in government between these two powers; diplomatic unrest has occasionally turned into war. China is believed to back the notorious PRA, a communist extremist group that has been

responsible for numerous communist takeovers.

As the corporations grew, they wove together the economic interests of the Nations of the world, and the specter of large-scale warfare was reduced. With head-to-head warfare economically unacceptable, the advanced states settled for venting their hostilities and waging wars in Third World nations.

This trend continued through the following decades, as the corporations prospered and the interdependence of the major Nations of Earth grew. Tensions did not end, but were kept under control and released in ways that did not damage anyone's ability to make money. Humanity entered the age of Space in an atmosphere of controlled tension but not outright war.

The Age of Space came in the wake of two tremendous technological breakthroughs. The first was the reactionless Displacement drive, which allowed Humanity to travel quickly and cheaply within the Solar System. The Jump Drive soon followed, expanding on the principles behind the Displacement Drive and taking Humanity out into the stars. As technologies were perfected, exploration craft went out from Earth.

The search for minerals and other raw materials was only a secondary goal of the explorers; those things were available within the Solar System itself, in amounts that would keep humanity supplied for many years. The most important things the stars held were knowledge, the potential of new habitable planets to ease the population pressures of Earth, and the opportunity to study new life forms.

The greatest value for the corporations lay in the life forms. Each world is like a gigantic laboratory, where the forces of nature have experimented on for billion of years. The creatures produced in those laboratories, and the complex chemicals contained within them, possess abilities far beyond those available to Humanity. Many of these abilities are nearly miraculous.

The expansion into Space had been a slow progress, since useful systems were rare and the effort involved in establishing colonies was great. Still, at least six Earth-like worlds have been found, and dozens more that are at least habitable.

On other worlds, the process of terraforming is underway, as hostile environments are slowly changed into places

where Humans can live.

On every habitable world, colonies have been established. They have expanded at varying rates, depending on the corporate support they have received and the qualities of the worlds. Shiploads of people and equipment are sent to each Colony, and eventually the colonies begin to send items of value back to the rest of Humanity; unusual life forms and mineral combination, the product of local industries, and after a generation, skilled workers.

These skilled workers are part of the rapidly growing populations of the colonies, and the corporations have developed many techniques for managing them successfully. Colonists have developed many techniques for making them successfully.

Colonists are taught to live active, disciplined lives, to maximize their economic value and reduce the risks of living in the colonies. Good educations are available for those who are not. By contrast, the disorganized state of the population of Earth means that there are relatively fewer people who are well disciplined and well-educated, as the quality of life diminished on Earth. The value of trained, energetic, and obedient workers

from the colonies increase.

In addition to the above aspects of corporate life, a major part of each corporation's management approach has been the establishment of a corporate military force. These forces are not large, but they are well trained, and have the best equipment their Corporation can afford.

With Colonies on many worlds, the power and influence of the Corporations rose rapidly. As they became more powerful, they became more of a threat to the Nations of Earth. The situation was a very delicate one; the nations had far larger armies, but the Corporation controlled space and vital high technology. The same economic interdependence, which prevented war among the Nations now, prevented the Nations from harming the Corporations.

Tensions between the increasingly wealthy Corporates and the Governments of Earth increased. The governments felt threatened. They saw the fabric of society changing and thought they might not be a part of the future of humanity. Every political weapon was used, including diplomacy, bribery, blackmail, and economic pressure. Separatist movements were created to destabilize Nations, which responded



by seeing corporate property. Finally, one small crisis got out of control and erupted into warfare. Dozens of other small wars began within weeks, and the Earth spun into chaos. Fortunately, the wars remained limited; few nuclear or biological weapons were used.

The wars lasted for five years. The war concluded with the formation of a joint council to oversee the affairs of both Corp and government for the betterment of humanity. Out of violence came the Interstellar Commerce Commission (ICC), a coalition of Corporation and Nations, which united Humanity. This organization was in charge or regulating activities among

its members, and the Colonial Marine Corps was created as its military arm under the charter that they did not have to answer to any single corporation. The wars had taught everyone that it would be valuable to have some sort of "police force" to discourage them from using violence to solve their problems.

Throughout the wars, the colonies strongly supported the Corporations. They wanted to remain free from the nations, and many believed they would receive status as independent entities with increased control over their own affairs. When the ICC was formed, it became clear this would not be the case; the Colonies were treated as corporate property. Another cycle of hostility, tension, and intense diplomacy began, and eventually several Colonies rebelled. The Colonial Marine Corps, supported by corporate forces was given the job of bringing the rebels back under control.

The cause of the Colonies was in danger from the beginning. The tremendous financial and military resources available to the ICC meant that their losses could be quickly replaced, while the colonies were very weak in technology, industry, and population. One by one, the Colonies were defeated mil-

itarily and economically. There are still underground rebel movements on most Colonies, but they pose little threat to the ICC at present.

The colonies, having supported the Corps in the war, thought they would win more independence from external rule.

The creation of the ICC confirmed society's view that the colonies were nothing more than Corporate property. Many colonies rebelled. They were always going to lose. The ICC, Corporate forces and the CMC waged economic and military warfare and overpowered all but one corner of resistance. The rebel system of Alexandria sealed itself off from the rest of humanity. Soon after, the Union of Progressive People formed from several rim colonies and set up a military border. Their size is small but fortified. Attempts to retake their territory proved fruitless. Alexandria acknowledges the UPP's independence but the ICC does not.

The Colonial Marine Corps was created at the same time as the ICC. The intent was that the Colonial Marines, funded by coalition of all the space-going Nations, would be an independent force that would re-

solve disputes among the Nations and Corporation, and keep the peace in the Colonies as well. Each nation had its own portion of the force made up of its own citizens, but they shared equipment, training, and doctrine. They were led by the Colonial Marine Corps High Command, which included representatives from several nations.

Most of the power belongs to the Corporations, however, and the Nations have little influence among the stars. Their only tool is the Colonial Marine Corps, and its power is dwindling. Every year, the Colonial Marines fall a little further behind in technology; their weapons are not upgraded, their supplies and other equipment fail to incorporate the latest improvements, and their ships are faced with the improved designs available to the Corporations.

The shortage of personnel is also a growing problem for the Colonial Marines. They have not replaced the losses suffered during the wars against the rebel colonies, and the additional drain imposed by the current turmoil has made the problem even worse. For the Colonial Marines, the loss of a single Strike Team can mean that large areas will remain un-

patrolled and unmonitored for months or even years. It wasn't until later, from secret grants from corporations that believed the ICC to be corrupt, did they manage to compete again.

2122 - First contact with Aliens creatures on LV-426. The freighter "Nostromo" made landfall on the planet, one of the crew members was infected and subsequently the crew and the ship was destroyed by the drone that emerged. Sole survivor,

Ellen Ripley, escaped in a Capsule, the "Narcissus" and floated homewards towards Earth (we assume).

Between 2155 and 2160 - Colony set up on LV-426, which was subsequently known as "Acheron." Due to a sheltering mountain range and the dire meteorological conditions, the colonists failed to find the "Jockey ship."

2179 - The Narcissus was found floating by a remote mining vessel with Ellen Ripley on board. She was brought back to gateway station in orbit around Earth where it was learned that she was been in hypersleep for 57 years. Her story was not believed by the ICC and she was stripped of her rank and duties. One corporate executive, Carter Burke, be-

lieved enough of the story to ask the colonist on LV-426 "Acheron" to go and have a look at the grid references provided by Ripley. Earth subsequently lost contact with the colony.

Burke, Ripley and a strike team of Colonial Marines made their way to Acheron and had a bad time of it all. The survivors; Ripley, Rebecca "Newt" Jordon, Corporal Dwight Hicks and a synthetic Bishop headed back towards earth in their vessel the Sulaco.

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2179 or 2180 - The Sulaco had some of the Alien eggs left on board (Ripley apparently failed to check before she went into hypersleep) and the emerging face-huggers caused an electrical fire on the Sulaco, which then jettisoned the sleep capsules in

an escape pod. The pod found its way to the nearest inhabited planet "Fiorina 161 - Fury" a corporate penal colony.

Newt and Hicks failed to survive the landing and Bishop was scrapped carelessly by the inmates. Ripley found she was carrying an Alien queen inside her, lost more people to

yet another drone that infected a local dog and ended up arguing the

loss with a corporate bigwig who resembled her beloved Bishop. She threw herself into a boiling vat of molten lead

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In 2185, the CMC secretly funded its own group to investigate the reports concealed from them events on LV-426, or Acheron. The organization goes without a name and doesn't officially exist. Not even Weyland-Yutani knew of their existence.

The group was ordered to investigate the reports on the rim and return in a year with a



full report.

The report returned was alarming. The aliens somehow, were not exclusive to LV-426. It was very possible they either escaped or there was another source the infestation was originating from. That location had yet to be found. Colonies had vanished and several life specimens had been examined. Life specimens had yet to survive to reach a major laboratory. After the devastating fall of the Anchorpoint station on the UPP border, the CMC realized it had a major problem. The subdivision of the CMC was given a name (the Silver Twin) and sent back with an arsenal. No longer were they to retrieve information. Now they were to control the problem. Backlash was felt from the Corporations but CMC's newfound independence with rival Corporates kept their power base stable. The CMC even managed to recover the lost Sulaco and finally managed to settle a party on LV-426, quarantined from the critical processor disaster years earlier. The Alien craft there was destroyed to prevent the technology from being recovered by approaching UPP forces.

Several groups like Grant Corp funded research in the alien technology and even fund-

ed a trip to the Alien Proteus, a planet with the largest infestation and which could also be, the Homeworld. (Alien: Genocide) Research into the alien's physiology uncovered a "royal jelly" secreted by queens that can turn humans into supermen, athletes, or homicidal warriors!

Billionaire Daniel Grant wanted to get his hands on the purest form of the jelly, and headed a military expedition to this distant world inhabited by not one, but two separate hives, each at war with the other. Armed to the teeth with specially designed alien killing battlesuits and ready for anything, even these well trained marines ended up getting caught in a barrage of blood and tactical nukes!

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To counteract the alien threat, several rival labs were set up to investigate their capabilities. Most are shut down by the ST because of bad conduct. One such incident was on the Inominata run by Dr. Paul Church. His desire to understand and

conquer the aliens was fueled by his own nightmare from long ago, during which he was trapped in an alien hive where

the
drones and queen were slowly rotting from an unknown disease that kept them from reproducing. He uncovered new information

about the aliens (they die in captivity), and we witnessed the first alien autopsy. Unfortunately, it is uncovered he crossed the

line in his experiments, and the future of his research was brought into question. (Alien-Labyrinth)

Not learning from their mistakes, another corporation attempted to open a laboratory on a planet with a known hive,

thus not worrying about stock for experiments. This time, the real monsters are the humans, especially project leader Ernst Kleist, who ignored the extreme greed that ran through his staff. He concentrated on taming his

"children"--the swarm of aliens that infested the bowels of the installation. But even as the body count rose and more and more people became victims of

"accidents" in the bug-ridden lab, Kleist revealed a threat that will force every sentient being in the place, synthetic or not, to

stand together: A king alien!
And this monster was more

twisted, lethal and voracious than any other xenomorph ever encountered

The Silver Twin do benefit and are soon the only force against the infestation and start clearing out one hive after another, having more and more technology at their disposal.

They realize that the aliens cannot be controlled and start shutting down all but the most needed of alien labs. Even some of the ones deemed controlled, like the station run by Casper Nordling turns to dust when corruption is revealed. Not even a super advanced station crewed only by synthetics (including the high priced alien-xenomorph synth and the anti-alien combat synth) with a sealed, self-enclosed hive could be controlled.

The ST charter expands to complete extermination. Soon the CMC sub-division is directly opposing the corporations and their funding is cut. This doesn't stop their progress. They soon became the most powerful anti-alien force around. Help from the UPP and Alexandria pushed back the infestation... but in the future, man's greatest enemy is still himself.

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TL4//

Years after the initial encounter on LV-426, the population of Earth was plagued by nightmares, dreams and visions of the arrival of aliens on Earth. Stranger still, there were many people who wanted the aliens to arrive, and who formed a religious cult, sacrificing themselves as willing hosts to the facehuggers. The Earth was soon overrun with hives. Mankind witnessed a dying Earth, only to discover a third alien species: The advanced race that first brought the aliens to our Galaxy.

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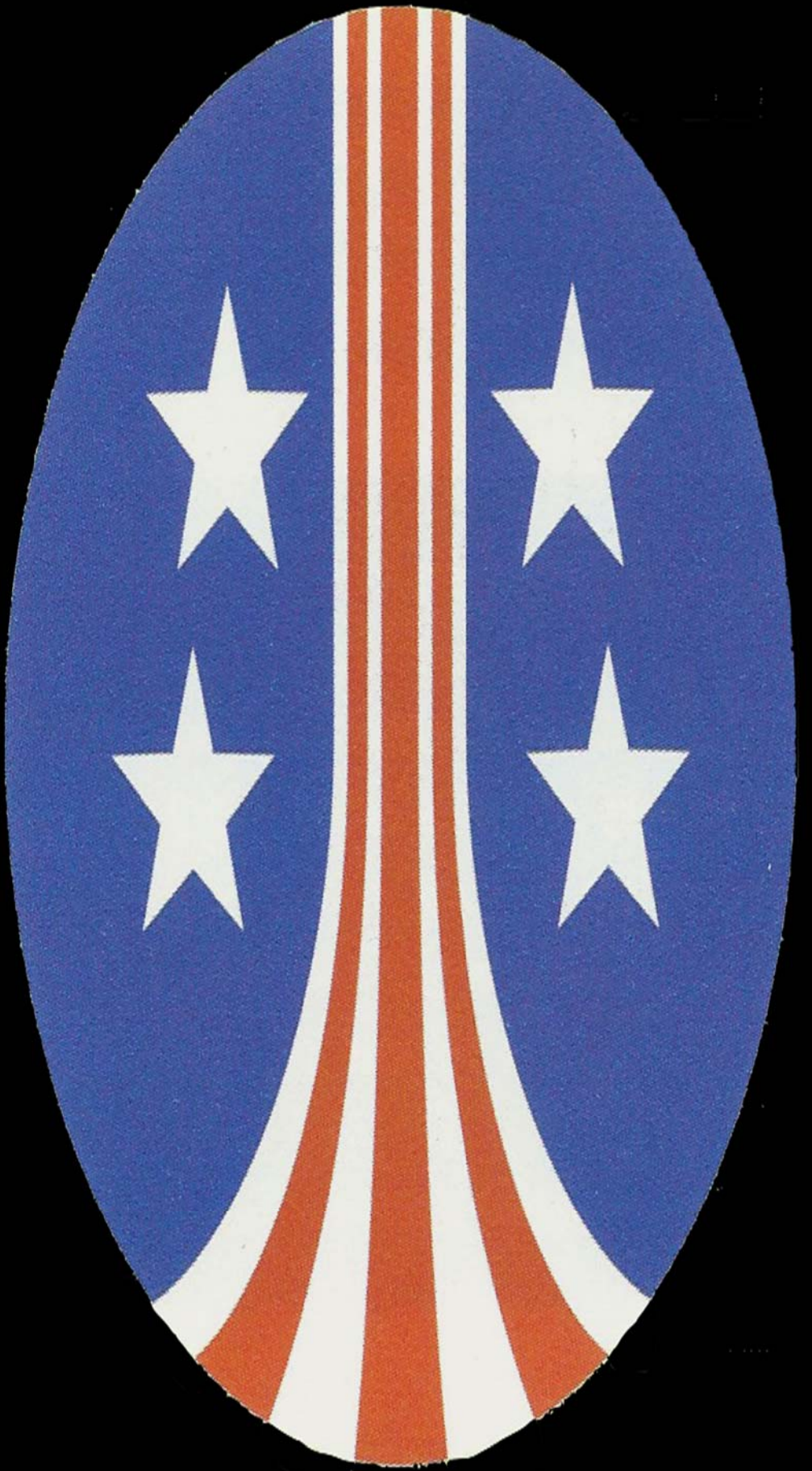
Earth was now utterly overrun with the bugs. A small band of survivors hid and hoped for help from above...in the skies. The fight continued. Gateway station soon became the home of the resistance. Most corporations crumbled. The CMC stood in the way of mankind's extinction and soon led a daring strike against the aliens from the orbiting platform, armed with information garnered from an envoy to the home planet of the aliens. Earth's defenders faced a strain of even deadlier aliens that dwelled deep within the bowels of the hives. Planting a series of linked bombs at the largest hives, the CMC succeeded in killing the queen and stem-

ming the alien infestation, but the advanced race that brought the xenomorph to LV-426 seemed to have its own interest in planet Earth.

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As the CMC cleaned up the planet and mankind started to rebuild, an unstoppable alien monstrosity orbited. It soon started terraforming the planet for its own colonization. Somewhere in deep space, A fleet of these ships approached to inhabit this new world. Soon, man was drawn into a new fight. The CMC came across the species that created the aliens as well as cleaning up the mess they left for us. Our greatest fight was still yet to come...





CHAPTER 2: COLONIAL MARINES

BACKGROUND

The National Security Act of 2101 established the Colonial Marines structures as four combat divisions and four aerospace wings, plus the support services organic to these formations. At present the Colonial Marine Corps strength stands at 165,000 Marines. Reserve manpower stands at around 50,000, comprising a fifth division and aerospace wing.

The Colonial Marine Division is the basic ground element of the Marine Space Force. It is essentially a balanced force of combat, support and service elements.

Organized around three infantry regiments, the division is especially designed to execute the orbital assault mission, and is capable of sustained surface operations.

The Colonial Marine Aerospace Wing is the aerospace combat element of the Marine Space Force. Designed for aerospace support and the air mobility mission, the aerospace wing is essentially an administrative formation, since much of it's fighting strength is directly attached to the Colonial Marine division. Typically, a Marine aerospace wing operates some 300 dropships, 30 heavy-life shuttles and 100 strikeships.

The challenge to Marine logisticians is immense; they must approach their missions with the same aggressive execution as the infantrymen in the assault. They have finite quantities of supplies at hand, yet have to operate a 'push mode' system, anticipating the needs of the forward units and moving loads to them even before they realize the need for it. Inevitably, this can lead to wastage when supplies are pushed forward to units who, for whatever reason, no longer need them; however, such waste is preferable to the disaster that can occur if supplies are not forwarded until after the need has arisen.

Because, even in a 'hot' conflict, Colonial Marine units are often dispersed in small units across continental distances, the USCM logistic prime movers are the ubiquitous UD-4 Cheyenne dropship and the N-1 Snakefighter. In the field, the M570 all-terrain transport is the land based prime mover, with powerloaders often used on-site to offload cargoes.

UNITED STATES COLONIAL MARINE CORPS AEROSPACE WING COMMAND

The Colonial Marine Aerospace Wing is an administrative formation responsible for the

operation of all aerospace craft within the Marine Space Force to which it is attached. Wing tasks include air superiority missions, reconnaissance, close air support, dedicated strike, forward supply, transport, casualty evacuation and search and rescue. Aerospace operations are also an integrated part of the standard Marine Infantry. A particular division is divided into three groups. Drop Groups ferry and support invading Marine Infantry. Tactical group is tasked with recon, and attack missions. Finally, the Support Group is assigned CasEvac, search and rescue, psyops, special forces insertion, and like tasks. The major workhorse of the Colonial Marine Corps is the UD-4 'Cheyenne,' comprising a majority of all three groups.

COLONIAL MARINE ASSAULT UNIT

The building block of the Colonial Marine operating forces is the Marine Assault Unit, a reinforced battalion combat team designed to operate independently in areas of deep space, far from reinforcement or logistical support. The key to the MAU is its mobility and flexibility; an MAU incorporates its own dedicated starlift capacity, capable of deploying the entire unit swiftly to any trouble-spot

planet. This starlift capacity, which varies in size according to the mission, is tasked to supply logistics for a minimum of 30 days of ground combat operations. USASF fleet units are usually attached to the MAU to perform space control, reconnaissance and orbital bombing missions.

The line strength of an MAU is formed from two to four line infantry companies. An aerospace Drop Group and some Attack Group elements accompany the infantry complement. Each line company will usually incorporate support assets which may be attached down to the line platoons, including additional UA-571 remote sentries,

M402 multiple-launch fire support mortars, HIMAT anti-tank missiles and the SIM-118 Hornet and LIM-417 Phalanx Surface-to-Air Missile systems. If sufficient starlift capacity is available, an armor company of fourteen tanks may be attached to the MAU's line strength.

The MAU is commanded by a headquarters platoon that co-ordinates the command, communication, intelligence and logistics functions of the unit. Attached to headquarters are a number of non-combat sub-units, including a logistics pla-

toon, maintenance company and medical unit.

Additional combat sub-units include a reconnaissance platoon, scout-sniper squad, combat engineering platoon and a heavy ordnance company which provides the battalion's heavy fire support and artillery guns, M201 multiple launch rockets, HIM-122 Lancer anti-ballistic missile systems and HIM-78 Sprint ground launched space weapons.

COLONIAL MARINE LOGISTICS

The challenge to Marine logisticians is immense; they must approach their missions with the same aggressive execution as the infantrymen in the assault. They have finite quantities of supplies at hand, yet have to operate a 'push mode' system, anticipating the needs of the forward units and moving loads to them even before they realize the need for it. Inevitably, this can lead to wastage when supplies are pushed forward to units who, for whatever reason, no longer need them; however, such waste is preferable to the disaster that can occur if supplies are not forwarded until after the need has arisen.

Because, even in a 'hot' conflict, Colonial Marine units are often dispersed in small

units across continental distances, the USCM logistic prime movers are the ubiquitous UD-4 Cheyenne dropship and the CS-14 Briareos heavy lift shuttle. In the field, the M570 all-terrain transport is the land based prime mover, with powerloaders often used on-site to offload cargoes.

COLONIAL MARINE CORPS INFANTRY

USCM doctrine stresses the need for small, autonomous infantry units capable of operating with or without higher level support on the non-linear battlefield. Given the fluid nature of battle at the small-unit level, the rifle unit must be capable of moving great distances rapidly using its own transport, must carry its own heavy support weapons and sensors, and be able to apply great concentrations of firepower rapidly. The current organization of the Colonial Marine rifle squad and platoon reflect the ultimate development of this doctrine.

A rifle squad consists of four Marines, including a Corporal, a Lance Corporal, and two Privates / Privates First Class.

Each squad divides into two-man fireteams: the Rifle Team and Gun Team. The Rifle

team consists of a pair of rifle- men assigned together on the 'buddy' system, both equipped with the M41 pulse-rifle. The Gun Team is made up of rifle- man with an M41 and a ma- chine gunner carrying the au- tomatic M56 Smart Gun.

Two squads, led by a Ser- geant and riding with a driver in an M577 Armored Personnel Carrier, make up a section. In a drop operation, a UD-4 drop- ship is attached to the section from the aerospace company team.

Two sections, led by a lieu- tenant, form a rifle platoon, for a total paper strength of 25 Ma- rines including the APC and dropship crews - though in practice this is often less. Pla- toons commonly carry one or two synthetic humans in a technical or scientific advisory role, and to assist as medics or backup drivers/pilots. Organic support weaponry available to the platoon usually includes eight M240 flamethrowers, eight UA-571 remote sentry guns, two M78 PIC phased plasma guns or M5 rocketpro- pelled grenade launchers, eighteen M83 SADAR anti-tank smart rockets, and a single M402 multiple-launch fire- support mortars. Sufficient sen- sor equipment to establish an overlapping detection matrix

with a frontage of 1,000 meters is also carried.

RANKS (Aerospace Branch)

ENLISTED

Private (Aeroman)
Pvt 1st Class (Aeroman)
Lance Corporal
(Aeroman First Class)

NON COMMISIONED

Corporal (Sen.Aeroman)
Sergeant
Staff Sergeant
Gunnery Sergeant
First Sergeant
Sergeant Major

COMMISIONED

Second Lieutenant
First Lieutenant
Captain
Major
Lieutenant Colonel
Colonel
Brigadier General
Major General
Lieutenant General
General/Admiral



Private



PFC



Lance Cpl



Corporal



Sgt



SSgt



Gunnery
Sgt



1st Sgt



Sgt Major



MEDALS

Navy Cross: This is the highest Medal that can be awarded by the Department of the Navy / Headquarters Marine Corps. To get a Navy Cross, essentially you must do something, during a war, that is recognized as a completely selfless and life threatening act. It must involve saving others as well. This should be SUPREME heroism on the level with the Congressional Medal of Honor. The difference between the Cross and the CMH is purely political. Most crosses are awarded posthumously.

Defense Distinguished Service Medal: A medal awarded to individuals that perform above

and beyond the call of duty in a defensive position, rather than an offensive one.

Silver Star: Extreme heroism. One notch below the Cross. The Silver Star is still a very rare and highly regarded medal. Bishop (do synthetics get medals?) could have been nominated for a Silver Star for crawling out to the uplink and bringing in the other drop ship.

Defense Superior Service Medal: Similar to the DDSM but of higher importance.

The Medal of Honor: See the Navy Cross. The CMH is the highest medal awarded in the CMC. A medal of honor winner is accorded courtesies normally reserved for Generals. Eve-

ryone must salute a CMH winner, regardless of rank. The Commandant of the Marine Corps (4 Star) would salute a Private if he somehow managed to win the CMH. Normally takes years to be awarded. The Medal of Honor (Congressional) is the highest decoration conferred by the Marines. The Medal is awarded for gallantry and intrepidity in combat, for risk of life, and/or performance above and beyond the call of duty

(a) while engaged in actions against hostile forces;

(b) while engaged in military operations involving conflict with opposing foreign force; or

(c) while serving with friendly foreign forces engaged in an armed conflict against an opposing armed force in high the U.S.'s not a belligerent.

(d) To justify an individual receiving this award, an individual must conspicuously and undeniably render behavior above comrades by acts so outstanding that it clearly distinguishes gallantry above and beyond the "call". The act will be recognized above lesser forms of bravery the type of deed for which there will be no justified criticism without detriment to the mission or the command.

Legion of Merit: This is much

lower than the stars. A Legion of Merit can be awarded in peacetime for a job well done. Therefore a Legion of Merit won in combat is distinguished by a combat "V". The Legion of Merit might be awarded a Gunny at the end of a 13 month tour in for performance exceeding the normal.

Distinguished Flying Cross: The DFC is essentially a silver or bronze star awarded to pilots. Involves combat heroism involving aviation.

Bronze Star Medal: The lowest of the combat heroism medals, this is still a significant achievement. Vasquez would rate a Bronze Star for her coolness under fire in Aliens. The Bronze star is often awarded for a less specific action. If she had managed to cut off the alien advance when she squeezed the grenade, that specific act would have elevated her to possible Cross level and certainly Silver Star level. As it was she probably would have gotten the Silver Star, had anyone survived to nominate her!

Purple Heart: Anyone wounded in any way in a combat environment is eligible for the purple heart. One embarrassed Ranger was awarded the purple heart when he broke a leg jumping out of a slick too soon during the initial moments of the

Panama invasion of '89. Never saw the enemy, but he wears the heart.

Joint Service Achievement

Medal: The medal is for exceptional results and process improvements to your Department. It is not uncommon for officers and senior enlisted to be awarded a JSA upon completing a tour of duty. More junior enlisted will more often get it for a specific accomplishment.

Prisoner of War: If you get captured and survive, you get the POW medal.

Marine Good Conduct Medal:

Marine Corps Good Conduct Medal recognizes enlisted men and women who have served with good behavior and have provided faithful service in the Corps for a period of three years, and is gained when --

(a) there are no convictions by court-martial; not more than one non-judicial punishment under the Uniform Code of Military Justice, Article 15; and no lost time by reason of sickness-misconduct or injury-misconduct.

(b) a second non-judicial punishment or court-martial that voided creditability of "good" service has been removed by meeting an approved new good conduct period, date for the good conduct period.

(c) a confinement as a result of conviction by court-martial has ended, and a new period has begun with the date of restoration to duty, even though in a probationary status.

(d) When the foregoing requirements have been met but it is evident that the individual is not deserving of the Good Conduct Award due to events which preclude receipt, such as: repeated record of letters of valid indebtedness; conviction by civil court for major offense (s); and/or other acts which are not in keeping with the high moral standards required of all Marines, it is required that the commanding officer make appropriate recommendations, with justifications, to the Commandant of the Marine Corps.

Marine Expeditionary Medal:

Complete 90 days service in the Fleet Marine Force during a qualifying mission, you get the expeditionary medal. Humanitarian Service Medal: Perform non-combat humanitarian service, you get this one.

Outstanding Volunteer Medal:

Like humanitarian service but for volunteer work.

Defense Meritorious Service

Medal: Usually an end of career medal awarded at your retirement. Sometimes awarded after 20+ years of continued

service...

Meritorious Service medal: Ditto, slightly lower than the DMS...

Joint Service Comm Medal: See JSA. The JSC would be one level higher.

Marine Commendation Medal: Same as a JSC

National Defense Service Medal: Be on active duty during a war! Awarded to everyone on active duty during wartime.

Medal For Humane Action: See humanitarian service medal.

Colonial Defense Service Medal: See national defense service medal.

Organized Marine Reserve Medal: See national defense service medal, awarded for be-

ing in the organized reserves during a war.

AWARDING

Marine Corps awards fall into three classes: personal and unit decorations; commemorative, campaign, and service medals; and marksmanship badges and trophies.

Personal and unit decorations

a) Personal awards are conferred upon the individual for his or her act of heroism, specific act of gallantry, or for meritorious service during military or non military feats.

b) Campaign or service medals are issued to "all hands" who take part in particular campaigns or periods of service for which a medal is authorized. In



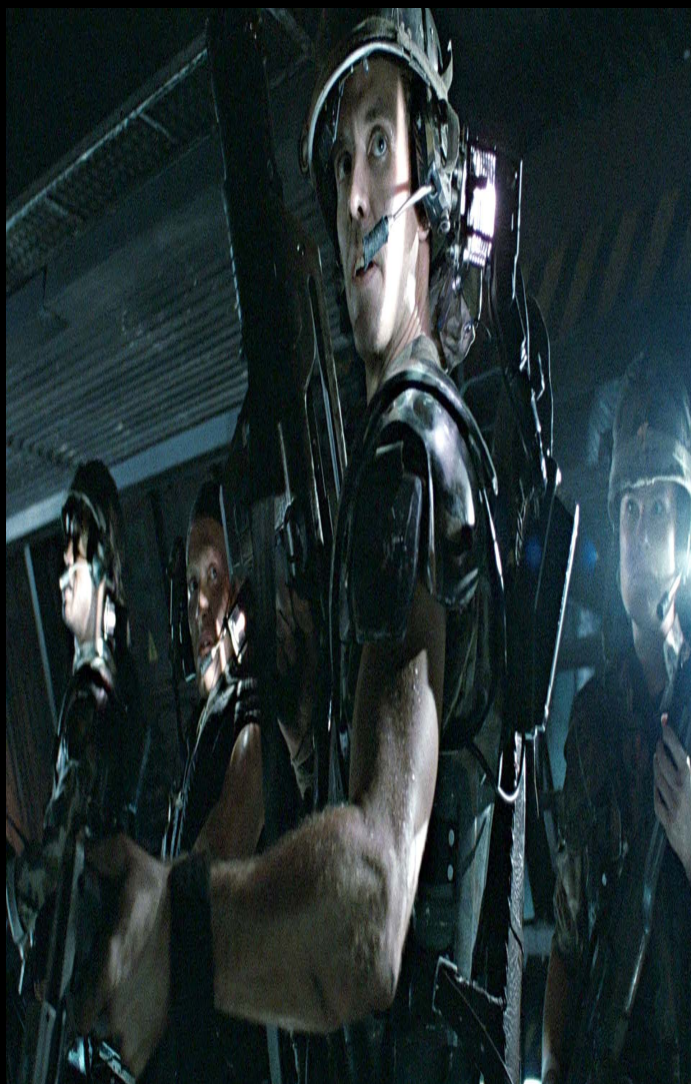
addition to campaign and service medals, certain commemorative medals have been struck to commemorate noncombatant but noteworthy achievements such as polar and arctic expeditions or pioneer space flights.

Marksmanship Badges and Trophies

Badges are awarded to individuals who qualify because they have demonstrated some special proficiency or skill.

Marksmanship badges are worn to indicate the individual's prowess with specific weapon (s), pistols and/or rifles, during specified competitions, matches, or practice exercises. The trophies are awarded at the various levels to include: United States and international distinguished shooter competitions, Marine Corps rifle and pistol championships, national trophies for rifle and pistol matches, interservice rifle and pistol matches, regional practices, combat exercises, division and inter-division contests.

Each Medal can be accompanied by one or several points of Reputation (see page XX).



CHAPTER 9: THE UNIVERSE



THE KNOWN UNIVERSE

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, and the human and non Human inhabitants are just as diverse. 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 his or her game.

The Star Map shows the locations of the major systems inhabited by Humanity, and indicates the Jump Distances among them. There are hundreds of worlds in and beyond the ICC not listed. Those worlds are not named, usually listed with two or three letters followed by three or four numbers. Most worlds have this listing still, but no longer go by their system classification. GMs only need to make up new systems.

EARTH

Home to nearly 10 billion people, Earth is a world in chaos. The Nations have waned in power, but most of their citizens do not really understand the change. The Corporations are the new rulers, but they are concerned with themselves and their Colonies; the admin-

istration of Earth's billions means little to them. In the gap between the power of the Nations and the will of the Corporations, society is falling apart. Large areas of Earth have become lawless, as some Nations have lost the ability to control their own citizens. Ethnic, religious, and social minorities have seceded from many of the weaker Nations, and have established their own small states.

Wealth and social status on Earth range from the most desperate poverty and oppression in history to unprecedented levels of riches and power. Those who rule the Corporations have every possible trapping of wealth, including mansions, resorts, travel, obedient servants, private armies and more. They even have vast numbers of people to feel superior to; the masses of Earth. Beyond the Corporate preserves and the houses of the rich, there are many millions of people who live uneasy middle-class lives in a world with few certainties. And next to their simple communities, surrounding the places where they work, are the dispossessed; billions of people who work at menial jobs or survive on government subsidies, or who prey on others. The range of social environ-

ments on Earth makes it an ideal place for role-playing adventures. Players can move quickly from contacts with rich corporate personnel into the harsh streets, where poverty, squalor, roving gangs, and sudden violence are common.

The possible duties for Colonial Marines (or jobs for Mercenaries and other Character groups) are endless. There are areas in civil chaos, where it might be vital to restore order or to evacuate special personnel or equipment, while other areas operate under complete fascism and the Characters would face entirely different challenges. Many ethnic groups and fringe religions have established their own small nations, sometimes with Corporate backing, and the safety of people and facilities in those areas could easily be imperiled. There are even areas where there is no law; where local wars have erased all government and the Nation or nations who own the land have given up on the attempt to administrate.

Up to CL4, it is relatively unchanged. At CL4 the xenomorphic influence is noticed in the religion and drug cultures (See in the appropriate chapter). At CL5, Earth is turned into a warzone, as sporadic Hives

start popping up around the globe in jungles, deserts, and urban centers. Religious zealots try to keep the hives blossoming by offering subjects for the new birth. At CL 5.5, Earth is wasteland. Orona's bombs will soon take out a large chunk of North America in an effort to destroy the species. Most of the upper class has evacuated to orbit.

Most of the planet is no man's land with the rest under marshal law. At CL6, all but a dozen or so hives have been eliminated. Most of North America is a rad zone. Only a few million people survive sane. The rest have either been mutilated through war or radiation or have gone crazy from the environment or lack of Royal Jelly.

MAJOR WORLDS

The Major Worlds hold the future of Humanity. These are planets that are very much like Earth, with breathable atmospheres, decent climate, and great potential for life. There are five Major Worlds at present (Alexandria, Hilo, Micor, New Eden, and Tartarus, Barabazon), and the Corporations that own them are rapidly developing all. Populations range from 2 million to 50 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 livable, or which have been adapted to human use. A Colony has two important attributes; a Spacecraft Service Base 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.

The population ranges from 30,000 on Starview to 25 million on Aerodyne, 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.

Colonies are the simplest of Humanity's settlements, and they are placed on worlds that are not desirable for human habitation. While some have Service Bases, none have more than rudimentary manufacturing ability.

Terraforming Stations are placed on worlds that have potential but involves decades of expensive work before the world is 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 unusual life forms as well as the gathering of minerals and other inorganic substances. 80% of the larger colonies had been eliminated by CL6.

GARRISON SYSTEMS

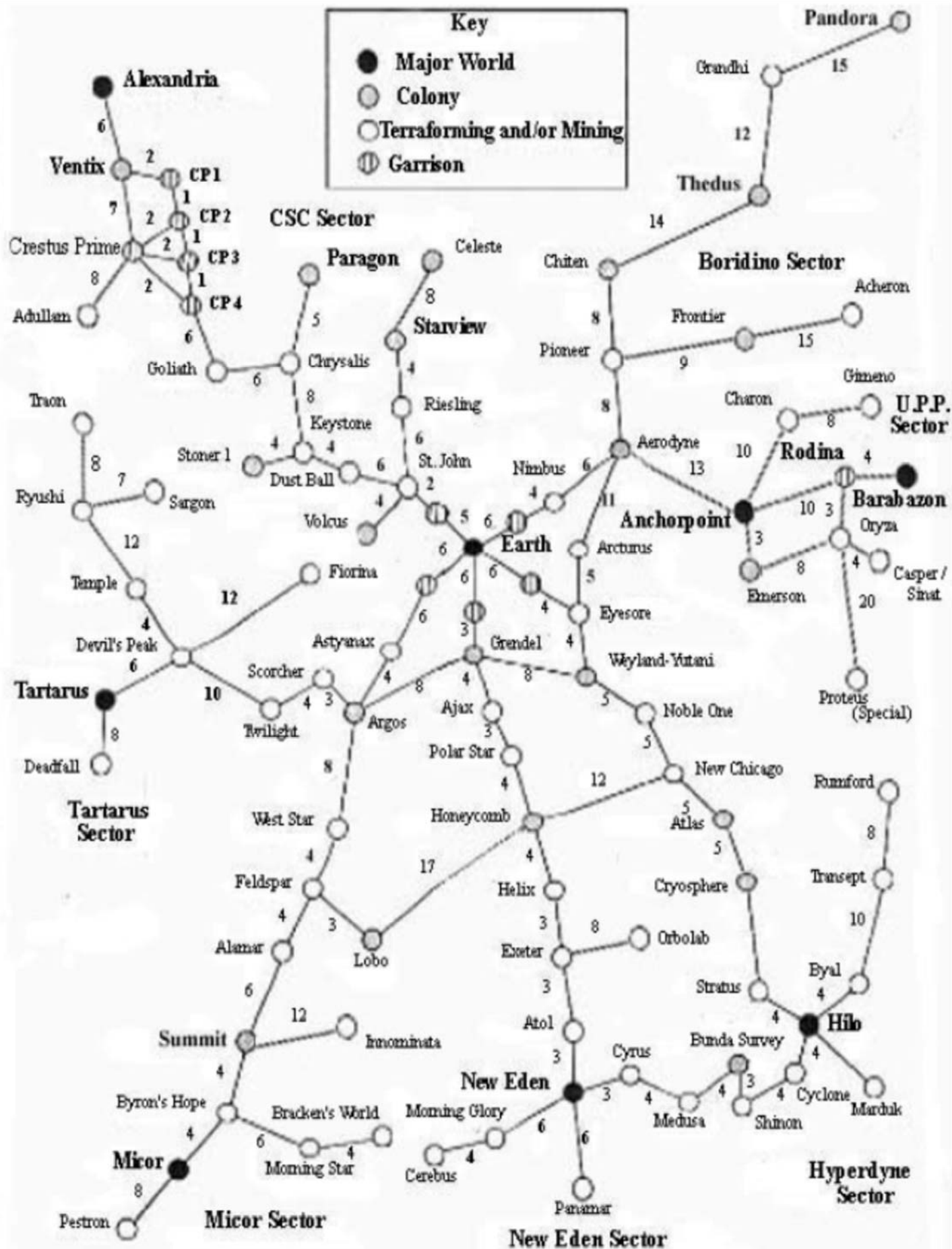
These are systems which do not include inhabited planets, but which have been fortified for defensive purposes. The fortifications consist of deep space sensor arrays, to detect the arrival of ships in the system, and a number of System Defense Frigates and other spacecraft. In some Garrison Systems,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

JUMP SYSTEMS

Between the systems listed on the Star Map are numerous Jump Systems. These are the stepping stones, which link the worlds of Humanity, so that even a Spacecraft with a Jump Drive value of 1 can reach any destination.

SECTORS

Each of the worlds of the ICC is described in general terms in the Sections that follow. They are organized into several different Sectors, which



are the areas developed by the major exploration Corporations. Each Sector includes notes about how it was developed, and the worlds are listed in order from Earth outward. The GM should flesh out the descriptions of the worlds as necessary, depending on what areas the players are curious about. As always, information can be used or discarded by the GM as desired.

PLANETS AND SECTORS

CSC SECTOR:

On the Star Map, this Sector extends up and to the left from Earth. The primary explorers here were the employees of a corporate coalition called Central Space Consortium, or CSC. The jewel of this Sector is Alexandria, an earthlike world that lies at the end of the Sector. Alexandria was one of several worlds that seceded from the ICC several years ago, and this Sector has been in turmoil ever since. Alexandrian forces still hold several systems, but they are slowly being worn down by economic warfare. At the same time, CSC has been severely strained by the necessity to develop new worlds to replace those, which have been (temporarily) lost to the rebels.

Saint John

The first Terraforming project of CSC was established here. The site is largely empty, and most of the valuable components have been moved to Starview. The toxic atmosphere and sulfur bogs have defied Terraforming, and after decades of work the project was abandoned in favor of the more pleasant Starview.

There is still one Atmosphere Processor in operation here, which is being shut down for salvage, and there are also numerous research stations scattered around the world, occupied by scientists and technicians. The purposes of these sites are varied, but most have to do with the origins of life and how it adapts. Biosynthesis and bioengineering specialists from many different Corporations have come to this world to experiment, and have leased the stations. The exact natures of the sites are classified, but it is rumored that a large portion of the funding for CSC's work on Summit, Stoner I, and Paragon came from leasing the stations on Saint John.

Volcus

One of a group of Colonies developed by CSC after the secession of Alexandria. The Colony resides in a domed community on the major moon in orbit around the planet of Volcus

itself, and neither the moon nor the planet is terraformed. Volcus is a world ruled by volcanic forces, with vast magma flows covering much of its surface. It is the tremendous geothermal energy available on the planet, which encouraged the development of the system. CSC has developed (and is still improving) a system which uses the almost unlimited thermal energy of Volcus for power.

Automated power stations float on the magma and draw energy from the heat surrounding them. This energy is then broadcast to a space station in orbit around the planet, and from there to the Colony on the moon.

There are currently 200,000 people on the moon, but the Colony can expand rapidly because of the availability of power. A self-contained ecosystem has been created, with air, water and heat being recycled. CSC hopes to turn this moon into a thriving Colony, as an example of how a hostile system can be overcome.

Riesling

This is the site of exploratory mining and drilling operations. The world's composition indicates that it has potential as a source of several rare elements, and science crews are

still evaluating it. At present, only remote exploration sites are set up, with teams from CSC and a number of freelance groups licensed to conduct the research.

Starview

This is the latest find of CSC, and it already has a sizable population. This world is better in many ways than Alexandria, and once Terraforming is complete it will become the primary world for CSC. This Terraforming effort will take another half century to complete, however, despite the best efforts of CSC's scientists, because the Corporation is overextended. Various factions within CSC have taken hold on each of the other three most important colonies (Stoner I, Paragon, and Volcus), and CSC does not have the funds to fully develop Starview.

Starview is a large world, with gravity very close to Earth's. Its surface is desolate and cold, as the atmosphere is nearly opaque due to a vast cloud of small particles. This cloud is suspended in the upper atmosphere, and leaves the world in eternal twilight. Once the cloud has been removed, the world will warm up and should be very comfortable for normal habitation. Today, a Colony of 30,000 exists on the world. The atmosphere

is breathable with the use of a filter mask, and work is proceeding to create Atmosphere Processors. At CL5, it becomes a major warzone.

Celeste

This off-world resort funded and manufactured by a variety of corporations became operational at CL3. Weyland Yutani terraformed the planet, Grant Corp manufactured the resort, and Hyperdyne supplied the personnel, 100% synthetics. Hyperdyne supplied Celeste's current models and re-circulated the populace with Ad-Cap "Sex" synths when massproduced.

The project's maintenance was handled by Ivy Derringer's corporation, Skank, which soon, purchased controlling stock of Celeste soon after. It's the former terraformed asteroid Nyn678. It's the nearest one to Earth untouched by mining platforms and slagged. Celeste restores the diminished, stimulates the jaded, and gratifies the insatiable. It's the ultimate environment or persons of financial merit who want to experience unprecedented bliss.

Food was unworthy of the name until Celeste cuisine came along. Unfortunately, upon CL5, a single xenomorph from Barabazon infected with a



class 10 virus broke out among the populace. The visiting population not killed by the alien soon found themselves under quarantine.

Without any salvation in sight, and considering the visiting populace numbered less than 300 at the time, Grant Corps, Weyland-Yutani, and Hyperdyne mutually considered the risks to great and Celeste and was wiped out by orbital bombardment. Considering one of the casualties was Ms. Derringer herself, Skank went under quickly after.

Dust Ball

This is a small moon that possesses a few mining communities. These operations are centered on the crater left by the impact of an ancient meteor. Unique and valuable minerals were created by the combination of the meteor's and the moon's materials, subjected to

the tremendous heat and pressures generated by the impact. Dome operations are scattered around Dust Ball. Some are involved in traditional mining, while others simply sift through tons of sand and pulverized quartz on the surface, in search of the trace minerals. These minerals are used in the creation and quality control of micro-circuitry.

Keystone

Keystone was a major basecamp for exploration in the early days of CSC. In spite of this the planet was not terraformed, as there are many unstable asteroids in the system and it is just a matter of time before one of them hits Keystone; there are signs of many devastating strikes in past ages. As exploration proceeded, the population and importance of Keystone dwindled. It is now mostly abandoned, with a current population of 20,000, down from a peak of 500,000. There were a few mining operations at one point, but there was nothing so valuable here that it was worth shipping to other systems. Antioch, a mid-size Corporation with ambition, is studying the possibility of buying the rights to the system and making Keystone safe for habitation. This would involve a major operation to

clear the most dangerous debris from the system, and to track the movements of the many asteroids. If successful, however, Antioch would be able to quickly rebuild the existing facilities and could transform Keystone into a wealthy Colony. At CL6, Keystone is one of the few colonies untouched.

Stoner I

This planet has recently been terraformed by CSC as a means of recovering from the secession of Alexandria. While most of the planet's atmosphere is still toxic, there is a vast natural cavern within Stoner Mountain that now has its own atmosphere and biosphere. This cavern is over 10,000 square miles in size, and is protected by the immense rock dome of the mountain and a network of airlocks. Excavation is now going on within the Mountain, to expand the available living space while Terraforming continues above ground. At present, much of CSC's light manufacturing and engineering is done at Stoner I. There are ample resources on this world, and once it is fully terraformed the above ground mines and other operations will make it a major industrial base.

Crysalis

This Colony, based on a

large moon, is the site of a standard mining operation. It is a domed complex, without a major Service Base, and the mines recover heavy metals and a rare mineral used in power



conversion units. Security forces from CSC protect the operation. When Xenomorphs overrun the station at CL5, few reinforcements arrive—the CSC more worried about Starview. When the CMC arrived finally, there was nothing left.

Paragon.

This is a fairly recent Colony, and was established by CSC in an attempt to rebuild after Alexandria's rebellion. Paragon has recently completed its program of Terraforming, and the atmosphere is fully breathable. The climate remains harsh, cold, with high winds, and unpredictable weather. The communities of this world have been built underground for protection from these conditions. Another major consideration in the construction of Paragon's cities was security. CSC is not willing to accept another rebellion, and every effort has been made to ensure that manage-

ment remains firmly in control. The communities are being expanded only slowly, and are kept as self-sufficient as possible. The middle and lower classes here live in a tightly controlled environment, with the most sophisticated police state in the ICC watching their every move. CSC is satisfied with the way the system is working on Paragon, and they are transporting much of their high-tech and high security operations here. This will become the new Corporate Headquarters for CSC, and will also be the site of manufacturing for all critical components.

At CL 5.5, Paragon has a strict hold on a few Alien hives they cannot see to eliminate. It wasn't until CL6 that the CMC arrived to remove them.

Goliath

This world is the site of a sizable Terraforming operation, and is also being mined for Iridi-

um and Helium 3. Before the secession of Alexandria, it was being developed normally by CSC; since the secession, CSC has used Goliath as a staging point for its attempts to recapture and blockade the rogue colony. It becomes a major military strongpoint at CL5Goliath now has a major ICC Military Service Base, as well as a ground base which supports a large contingent of Colonial Marines. From these bases, the Colonial Marines and CSC forces patrol three Jumps in each direction, watching for Alexandrian craft and for smugglers and other blockade runners. These patrols fight with Alexandrian forces, which try to drive ICC vessels away when every major smuggling run is being made. These actions are usually short, with the inferior side making a brief show of resistance before withdrawing.

The atmosphere on Goliath is still too thin to breathe without assistance, but there is enough oxygen for simple rebreathers to operate. The population has grown to nearly 1 million people in the years since the Alexandria's rebellion. About 10,000 of these are Colonial Marines, and there are also a large number of CSC troops. The majority of the population is made up of people working at

industries to support the military units. As a result, by the time of CL5, Goliath was too fortified to be destroyed. Losses were high, however, as frequent transports carried more infestations. By CL 5.5, the entire colony sealed itself off.

The Crestus Garrison Systems These systems are named Crestus Alpha, Beta, Gamma, and Delta, in order of their distance from Ventix and Alexandria. The only settlements here are military Service Bases orbiting the major planet of each system.

There are no ground colonies or installations, other than tracking and communication facilities.

Crestus Prime

Crestus Prime is a Garrison World with a Service Base and a fleet of large cargo transports, used for transporting disabled frigates from the four Crestus Garrison Worlds nearby. The location of Crestus Prime is known only to top level military personnel of Alexandria, and is only placed in the Navigation Computers of ships assigned specifically to the system. The world itself holds only the Service Base and its supporting community with a total population of 30,000, all of them members of the military.

Crestus Prime has become the hub of the Alexandria space defense system. From here, the space fleet can reach any of the four Garrison Worlds that protect the approach to Ventix. This constantly threatens any ICC forces trying to clear the Crestus Garrison Worlds, and provides support for Ventix if the ICC ever gets that far. It is unlikely that it will ever come to that, since the ICC has decided to use a blockade to defeat Alexandria. The presence of Crestus Prime was a major factor in that decision.

Adullam

Home of the Adullam Research Facility, This planet was the source of many rumors about strange experiments involving biological experimentation by Grant Corp. At CL4, this experimentation seemed to have moved into the xenomorph field. Adullam was a groundbreaking laboratory, which many scientific boycott groups openly called having "the proper approach to scientifically studying the Aliens. Some outposts studied them for military purposes; some studied them in the hopes of eliminating them. However, Adullam concentrated on the morphology of the creature. Adullam broke the discovery that the Aliens were engineered living batteries, and

not the result of natural evolution.

The objective of the lab was simple: They approached the aliens as being an alien race's version of a synthetic, albeit the ultimate violent form of it. If they could learn the technology, it would open the doors to future generations of synthetics (See the Alien Resurrection Plug-In). It was theorized that Synths can be engineered with an actual DNA pattern and thus allow themselves to regenerate wounds. This succeeded in TL5 in a rudimentary form. However, Adullam still had one last breakthrough left.

They attempted to combine the Alien and Human technologies further and attempted to "grow" a synthetic from scratch. However, a hostile Corp (unidentified) destroyed the station and most of the technology was lost. The station wouldn't be repopulated until later.

Ventix

Ventix is a Colony near Alexandria and is controlled by the people of that world. It is a dense and prosperous community, built underground in vast, airtight chambers. Terraforming of Ventix was put on hold by the eruption of the rebellion on Alexandria, and the years of conflict have transformed the city into a military hardsite.

Considerable heavy equipment was here to support Terraforming, most of it having been moved from Alexandria when the major work on that world was completed. This equipment was used to expand the basecamp into a full Colony designed specifically for use by the Alexandria military forces. It now protects the only route to Alexandria, and is the final line of Alexandria's defenses.

There are five major Military Bases on Ventix. Each of them has full space repair facilities, and receives parts and other support from Alexandria. A network of tunnels connects them, with high-speed monorails carrying people and cargo. Each Base has a population of about 50,000 people, and they are all self-sufficient.

The atmosphere of Ventix is too thin to breathe without a Life Support system, but there is enough oxygen to keep a Life Support system operating indefinitely; Life Support systems have pumps which can be used to compress the atmosphere in an enclosed space, and make it breathable. The climate is cold and dry, with no vegetation. Only personnel with military clearance have access to Ventix.

Alexandria

This is the only holdout from the Colonial rebellions. It is isolated from the rest of ICC space by the military colony it controls on Ventix, and by the five Crestus Garrison Worlds. To date, the ICC has not committed enough forces to conquer Alexandria and its Garrison Worlds. Colonial Marine forces on and around the Goliath system quarantine the area, 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 Crestus 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 that is nearly self-sufficient. Originally owned by CSC, it now has a population of 30 million people, which is rapidly growing, and its industries are on a par with the industrialized nations of the 20th century. There are also a number of high-tech facilities producing items for the fledgling space industry on the planet. The space industry is owned by the planet's central government, a democratic re-

public, and is nearing self-sufficiency. Only certain critical components for Displacement and Jump Drives must be smuggled in from the ICC.

Environmentally, Alexandria is nearly an ideal world. It has been terraformed, and the atmosphere is breathable and even pleasant. The climate is generally hot and dry, and there are few large bodies of water, so the major settlements are closer to the poles than to the equator. Water for drinking and agriculture is transported from the polar regions; it is comparatively expensive, but there are no shortages and the population is well supplied.

The communities on Alexandria are scattered across the northern temperate region. 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. 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 trade institutions, on community support programs, and in the large Terraforming and community expansion projects. A se-

lect few serve in the military itself, and there is 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 respect for them. Because of their isolation, the Xenomorphic presence was extremely light and any suspicion of infestation was put down with brutal force. At CL6, when the ICC was in ruins, Alexandria would become a cultural and political center-point and regain most of the control of the C.S.C worlds. It would become the new Earth for generations.

BORODINO SECTOR

Unlike the other Sectors, this chain of worlds has not been developed by any single Corporate entity. A Corporation called Borodino, which went bankrupt generations ago, began it. Since that time, dozens of Corporations have tried their luck in this area, and many fortunes have been made exploring the Borodino Sector.

Many more have been lost, however, because while it is the only unclaimed frontier in the ICC where mid-sized Corporations can try to expand, it is also a treacherous and difficult place. The two strangest worlds in the ICC lie in the Borodino Sector; Pandora, with its illegal technologies and bizarre life

forms, and LV-426, also called Acheron, where Humanity first encountered the Aliens. By CL 6, most of these worlds were wiped out from Alien infestation.

Nimbus

This is a very large world, a gas giant, which has a research space station in orbit around it. Hyperdyne is using it for studies of high pressure and high-energy conditions. Probes enter Nimbus' atmosphere and are subjected to incredible heat and pressure as they decelerate. They then emerge from the atmosphere and are recovered by craft from the research station. The exact nature of the work being done here, and the results found to date, are highly confidential and are well guarded by Hyperdyne. It wasn't enough and by CL6, Nimbus was a dead system.

Aerodyne

This world was originally called Chalmer 3, but was renamed when Aerodyne Corporation established its headquarters here. It has been terraformed, and is now a cold planet with a thin, breathable atmosphere and vast open steppes, swept by constant winds. There is little open water, but the population of 25 million is self-sufficient and the people lead a fairly comfortable life.

The communities are built behind large windbreaks. A wide range of light and heavy industries are present, and Aerodyne produces its own spacecraft in cooperation with Weyland-Yutani. Aerodyne was destroyed and most of the populace evacuated. At CL6, it was re-terraformed.

Recently, Aerodyne and Weyland-Yutani opened the Arcturus Loop, a direct trade link that does not run through Earth. This has enraged Earth-bound Corporations and Nations, which have lost significant influence over trade and commerce as a result of the "II new trade route. Although the ICC has set up Customs stations, Aerodyne, Weyland-Yutani, and Hyperdyne hold direct control of the Loop, and have not allowed Colonial Marine forces to patrol the area. Customs procedures are being subverted along this new route, and it is believed that corruption at high levels in the ICC and in the three major Corporations has encouraged smuggling activities. Drugs and controlled technologies from Pandora are introduced into the ICC through this route as well.

Anchorpoint

One of the largest spaceports built by man, The city sized, totally self-sufficient

spherical starport is large enough to contain whole starships in sealed, pressurized environments. The base is staffed by more than 80 000 people with another 100 000 populate the station at any one time. These numbers haven't changed even though the UPP Sector is close by but the presence of military personnel has increased since then. The mall inside is a cross between a Hyatt atrium and an airport-shopping concourse: shops, vegetation, fast food outlets, a bar. Civilians and Military work together to keep the military base / civilian colony / scientific lab together. At CL4, Aliens infested the Colony. Most of the populace escaped but the entire base was overrun. Hundreds of Aliens were discovered onboard when a Nemesis team arrived later. It was brutal but by CL6, Anchorpoint has inhabited again.

Emerson

Emerson has no known colonies and its mining prospects are extremely minor. The ICC has determined that it will just be classed as a jump system even though the main world in the system does have a breathable atmosphere. No ships have reported even stopping by the barren world. There were plans in the far fu-

ture to eventually colonize the planet and perhaps turn it into a greenhouse for food purposes unfortunately after the UPP separation, those plans were placed on perpetual hold. Unknown to all, a small colony from a crashed missionary vessel lives on the surface, separated from human contact for over 100 years. At CL6, they initiated contact. The very low industrialized city (barely mid 19th century) was a haven for people trying to escape the madness.

Charon

A massive, water covered planet with a single large island on the Equator. Some have compared it to a massive cosmic eyeball that stares into one's soul. Either way, forest and simple animal life cover the major and only continent. A probe at CL5 discovered the entire continent infested. At CL6, it was nuked.

Cimeno

The Cimeno Industrial Settlement is a tiny Earth-like world that is so volcanically active, that it was deemed too unsafe to general colonization. Therefore, it was transformed into a mining outpost. The main factory is built on a volcano planetside. They milk valuable materials right out of the Magma.



Hard work, but lucrative.

Even though the colony is on the edge of known space, months out, many mining personnel look forward to working there because of its warm weather, ocean breeze, and even pretty birds. At CL5, it was infested and destroyed.

Chitin

The surface of this planet is covered with heavy flows of basalt, so it appears to have an armored shell. Beneath this shell, which earned the planet its name, there are a number of soft areas that were excavated to form human communities. There are three of these subterranean vaults, with a total population of 600,000, and they are largely self-sufficient.

Chitin has the only significant light manufacturing Capability on the long run from Aerodyne to Pandora, and the economy here is expanding

rapidly. The Service Base in orbit around the planet is large, efficient, and well stocked with spare parts, and support industries beneath the world's surface are beginning to produce Spacecraft components as well. This world is dominated by Aerodyne, which is moving much of its older light industry here as it upgrades its home world. Personnel who are unhappy with conditions on Aerodyne are commonly transferred here, where they find a more relaxed atmosphere, greater freedom, and a relative absence of bureaucracy. But at CL 5.5, they wish they hadn't. By the time the CMC arrives, Aliens had infected 45% of the populace. The rest were either in hiding or fighting for their lives. Chitin was evacuated, but attempts to eliminate the infestation from orbital bombardments proved unsuccessful. By CL6, the CMC, parked permanently in orbit, still try to eliminate the aliens.

Pioneer

A small colony delegated with the duty of handling most of the ICC's nuclear waste. The Alphatech Sungun orbits the small world. It rockets barrels of nuclear waste into the massive yellow star. Most of the personnel on the station have families planetside. Alphatech makes a tidy profit by handling most

other corporation's waste. It is destroyed by Alien infestation at CL4. The Sungun was never repaired.

Frontier

The orbiting colony outpost is a major dry-dock for spacecraft maintenance. The world it orbits is a massive terrestrial world covered in a black atmosphere. The atmosphere is so thick and dark than it stretches from the Stratosphere all the way to the surface. Even with high-powered lights, most cannot see more than 100 meters in front of them. The average range of visibility is barely 50 feet. If someone crashed on the planet, they are not expected to be rescued. Grant Corps manufactures its Razzia vessel from this location. The 20 000 personnel on the station operate the massive dry-docks that can accommodate every type of vessel, even some from rival corporate groups when a grant is given to build them.

Acheron

A harsh, bitter world in the midst of Terraforming. There are many deposits of heavy metals here, which offer the hope of future prosperity, and when Terraforming is complete it could be a fairly pleasant world. The most interesting aspect of

this world is obviously the strange ship that contains the Alien Eggs. At CL 2, with the atmosphere processor destroyed, Acheron became hostile again.

Thedus

This is a small, struggling Colony that survives off the traffic from the core of the ICC out to the frontier world of Pandora. It is a domed Colony, as the atmosphere of Thedus is thin and has little oxygen. The world is not self-sufficient; it has a full space Service Base, but all other items are in short supply.

There are three communities on Thedus, each of which is built around a reactor that also provides power for an Atmosphere Processor. The expansion of the Colony is limited by the shortage of power, and the population subsists on ship service and maintenance, and providing for the crews of vessels that are being worked on. The crime rate on Thedus is very high, and many unwary travelers never leave the planet. By CL5, with the decrease in traffic, Thedus struggles. A CL 5.5, without support, it cannot defend itself from the infestation.

Grandhi

This is a Service Base, with



a small station set up to service ships making the long haul to and from Pandora. It is a full service port, with the repair abilities of a Colony for anything relating to Spacecraft. Other than that, there is only a small community of 15,000 that tends to the needs of crews passing through the system.

Grandhi is a moon in orbit around a dry and completely barren planet called Sahara, which is more than four times the size of Earth. Grandhi itself has no atmosphere, but supplies of water and oxygen are available through mining and mineral processing. Water, food, and air are all extremely precious on Grandhi, and little is

wasted in this domed community.

Pandora

This Colony is at the edge of ICC space, and as such operates with little regard for law or accepted behavior. The world has an unpleasant but breathable atmosphere, and gravity near Earth's. Most of the surface is covered with water, and the small land areas are overcrowded with a population of 4 million. Work is in progress to artificially increase the land area by building out into the oceans.

The biosphere of Pandora is a diverse one, and there are still countless life forms that have never been studied. If this planet were closer to the rest of

civilization, it would be covered with research teams from all of the major Corporations. As it is, only unusual people come this far out; the ones who are obsessed with their work, others who are avoiding legal and personal problems, and people who are very adventurous, curious, or unstable.

The location and the people combine to create a dangerous and exotic world. Several Corporations are conducting exploration into the stars beyond Pandora, but where they are going and what they have found remain mysterious. Experiments that would be halted on a more civilized world are conducted in shadowy laboratories here, including forbidden studies of genetics, biomechanics, and cybernetics. There are rumors of startling breakthroughs in all of these fields.

Strange drugs are also synthesized from the native lifeforms by researchers, some of whom are true geniuses and others who are simply renegades or madmen. The most popular and useful drugs are exported or smuggled back to the rest of the ICC, but the local inhabitants have access to countless other substances. All manner of claims are made about these drugs; some are

powerful stimulants or depressants, others have reputed medical value, still others might be painkillers or hallucinogens. Many of the drugs are addictive; most are dangerous; all are unregulated, and therefore unpredictable. The alleys of Pandora are filled with people who have had their health or their minds broken by these experimental drugs. When the aliens arrived via a major cargo transport at CL5, the colony was unprepared. No amount of military could control the infestation. By CL6, a fleet of CMC cruisers entered orbit and vaporized the atmosphere.

Arcturus Loop

This is a new interstellar link between Aerodyne and Weyland-Yutani, and is being used to bypass Earth and ICC Customs. There is a great deal of illegal traffic in this area, but the efforts of honest ICC Customs officials to clean it up have been unsuccessful. Part of the trouble lies in the relative weakness of the Colonial Marine Corps in the Loop, but much of the blame lies with corruption at high levels of the ICC and the major Corporations involved.

Arcturus

This is the only well-developed system on the Loop. It is habitable, although

cold and harsh, and has a functioning biosphere of its own. The native lifeforms include a generally humanoid creature which lives in large, complex warrens underground. These creatures usually live in communities of a few dozen, although large warrens of hundreds and even thousands are sometimes found. They are not intelligent, although they use very primitive tools, such as sticks, and work together to gather food and to defend their warrens.

The population on Arcturus is approximately 25,000, but it is expanding quickly as traffic increases on the Loop and the world is adapted for human use. The leadership on the world is turning a blind eye to smuggling and other questionable activities, and has restricted Colonial Marine presence to battles with native warrens which are considered dangerous to the Colony, or which are obstacles to further expansion. However, when the alien infestation arrived at CL 5, Arcturus became one of the most heated battlezones of the war as the aliens infected the colony and native population.

Eyesore

An old mining site which has been abandoned. The world is habitable by about

400 people, but is ugly, infertile, and generally unpleasant. Only a small community remains on Eyesore, which handles rudimentary repairs and limited services for crews which pass through. There is every chance that Eyesore will grow rapidly in the coming years, due to the traffic on the Loop.

U.P.P. SECTOR

The Union of Progressive People secured a variety of worlds on the edge of known space and this has been a galactic hotspot since. The Russian / Vietnamese Consortium originally colonized the rim world, Barabazon, but after securing Rodina, an armored strongpoint between them rest of the ICC, the UPP succeeded. The UPP, since then, appropriated several more colonies and fortified their position all the way up to Anchorpoint, which was then turned into a border station. Like Alexandria, the UPP has been cut off and no diplomatic relations exists. In fact, the relations between the UPP and ICC are extremely volatile. Any non-UPP craft that enters their space is considered a major violation without passing through the Rodina border station and are searched. Any military craft traversing through without authorization can be considered

an act of war.

Unlike Alexandria, which secured itself as a more peaceful independent colony, the UPP became obsessed with securing more space and its aggressive tendencies has warranted many corporations to refuse trade. Consumer trade, however, keeps Barabazon and the UPP alive. Also, unlike Alexandria, the UPP is not a democratic society but rather a fascist dictatorship bent on technological advancement. This commitment result is a major military force and large budgets put aside for military projects including biological warfare. Their attempts to harness the Alien organism proved fatal and resulted in the destruction of the Rodina station at CL 4 and the elimination of the rest of the UPP soon after. By CL 5.5, the CMC regained control. By CL 6, the UPP was no more.

Rodina

The major UPP Military strongpoint between their space and the ICC (primarily Anchorpoint) grew in size over the years. The massive, doughnut-shaped station is only slightly smaller than Anchorpoint but with most of its space and budget but toward Research and Defense. Rodina houses over 200 000 troops and an-

other 40 000 technicians and scientists. It contains one of the largest Biolabs (only slightly smaller than Anchorpoints civilians spacelab. However, by CL 4, 80% of the station's resources was transferred to Xenomorphic research. It wasn't long before they lost control. Infestation soon followed. Rodina was nuked and never rebuilt. Its absence was felt in CL 6 when CMC forces rode right through to Barabazon.

Oryza

A small farming colony recently equipped with automatic defensive weaponry because of the colony's strategic positioning in the UPP Sector. It didn't offer resistance when the UPP fell. They were attacked by aliens, rumored to be staged by the UPP Rodina station but the infestation was eliminated.

Casper / Sinat

The Planet and Station run by Dr. Casper Nordling of Grant Corp was originally a mining station by the UPP with the boring title Sinat 778. When they were overrun by aliens, instead of the alien by killed, the aliens were eliminated but the queen and structure survived and a laboratory was installed in and around the hive. The hive was sealed off and donor clones were installed so the al-

iens could propagate. This lab was allowed to operate with an all-synthetic crew for extended period because of its objective to create a virus lethal to aliens but not to humans. However, at CL5.5, the station was destroyed by its native alien populace. An investigation later proved that Norlding was illegally selling eggs to rival corporations.

Barabazon

A center-point for all UPP activity, a major key world, and the one place that most people avoid. Barabazon has often gone by the tagline, "Commit any seven sins free!". West Barabazon is the political and military hub, where the Union of Progressive People plan out its daily activities. Only the upper crust live in the West. If you live in the East, you are just the crust. East Bar is a virtually lawless gorge of drinking and debauchery. It is also a large trading location, binding competition with the nearby Anchorpoint station for the consumers' business. The UPP is more than proud of their massive capital and their popular venues of entertainment. East Bar has a massive Television industry (mostly Trash). Rich tourists explore the wonders of

West Bar, never knowing how 95% of the population

(over 45 million) lives. Even after the war, Barabazon flourished, although most of the populace went mad after the government fell. Riots and crime flooded the streets. Hundreds of Thousands were killed. Both East and West Bar burned. West was complexly destroyed. Sporadic Alien hives appeared. It wasn't until CL6, did matters calm again. It would still be sometime before it returned to close to its former glory.

Proteus

The Alien Homeworld, undiscovered until CL 4. The Jockey Race terraformed this world to be a complete storehouse of the species. The Atmosphere is covered by a highly corrosive shell filled with radioactive particles spewed from modified volcanoes in strategic areas. The surface is somewhat breathable, with a larger amount of Nitrogen than Earth. But the Ozone layer is filled with these particles, which seem to neutralize nuclear weapons, disrupt condensed energy, and cause havoc to virtually all flight systems. As a result, no spacecraft can enter the atmosphere without suffering inoperable damage. No weapons have been found to inflict enough damage to the surface to reduce the billions of aliens on planet.

It is assumed the Jockey ships were capable of traversing this barrier. The Snakefighters and Nemesis class ships as well as the Razzia dropship are also protected from these harmful effects but there are too rare to be of any use. It would take the entire CMC fleet, days to wipe out the globe. At the end of CL6, they did exactly that.

HYPERDYNE SECTOR

This Sector was originally developed by two major Corporations working together; Hyperdyne and Weyland-Yutani. At about the time the ICC was formed, Hyperdyne sabotaged certain critical operations at Weyland-Yutani, and attempted to take full control of the Sector for itself. This was a lucrative path for many years; Hyperdyne even discovered the Earthlike world of Hilo, and now commands tremendous wealth. Weyland-Yutani recovered from Hyperdyne's treachery, however, and now holds a critical position in the Sector. There has been no open warfare between the two Corporations in many years, but there is a certain tension in their dealings with each other. This Sector extends down and to the right from Earth on the Star Map.

Weyland-Yutani

Weyland-Yutani was one of the preeminent Corporations of the early days of space exploration, and still produces some of the finest high-technology equipment in the ICC. It was once a partner of Hyperdyne, but Hyperdyne betrayed Weyland-Yutani's interests and sabotaged several of its exploration craft. Weyland-Yutani was badly disrupted by this, and lost its opportunity to lead the discovery of new worlds.

After losing for several decades, Weyland-Yutani gathered its resources to take control of the world of Relitor, which it renamed after itself. This put Weyland-Yutani directly on Hyperdyne's route to Earth and the rest of the ICC, and allowed it to take some measure of revenge in the form of legal harassment and increased tariffs and taxes. To combat these obstacles, Hyperdyne was forced to develop new routes for its commerce. The routes include the Hilo - New Eden link, and the long, desolate trip from New Chicago to Honeycomb. Today, Weyland-Yutani and Hyperdyne are still somewhat hostile to each other, but there has been no traceable violence for many years.

They even cooperate on

control of the Arcturus Loop. At present, the world of Weyland-Yutani has a full range of industry and space manufacturing facilities, and the cooperative ventures between Aerodyne and Weyland-Yutani are the largest manufacturers of commercial spacecraft in the ICC. They also produce the ships for the Colonial Marine Corps, and use this as leverage in their control of the Arcturus Loop. Weyland-Yutani's long standing position on the Alien infestation (research, capture, and control) was always a controversial one. They resulted in direct fighting between them and the CMC at CL 5.5. When the Corporate uprisings occurred at the end of CL 6, Weyland Yutani vanished, along with most of the other corporations.

Noble Ore

A titanium mining site with five domed communities. There is only a small Service Base here, and no industry at all. It was never touched during the war.

New Chicago

This old mining and survey planet was abandoned after research showed it would not be profitable for long-term mining or Terraforming. It has become a major Service Base for Hyperdyne forces, and many

spacecraft in that Corporation's fleet call New Chicago their homeport. These forces protect the New Chicago - Honeycomb route, and attempt to control traffic from Weyland-Yutani to Hilo.

The civilian population here is 30,000, and the economy is heavily dependent on the Hyperdyne fleet. Laws governing the sale and possession of weapons are largely ignored, and just about any kind of military hardware is available here, for the right price.

Atlas

Atlas is a large asteroid with no atmosphere. Temperatures are very low, and the radiation level is dangerously high for unprotected people. The Colony is a small one, composed of three domed and shielded communities with a total population of 12,000. The communities are all on a single plateau, and are connected by a monorail system.

Dozens of small survey and mining craft operate out of Atlas, working in the system's asteroid fields. These ships are specially shielded against radiation, and the crews work among the asteroids for 90 days before returning to Atlas for detoxification. The reason for all this dangerous and diffi-

cult work is the presence of complex radiationstable hydrocarbons, which are used for medical research and genetic engineering. Atlas was infested at CL5 but it was cleared via a Beserker team. It was then repopulated.

Cryosphere

A research station has been established on this planet, which is in a very distant orbit around the system's sun. It is a small station, with only eight people, and most craft simply pass through the system without going anywhere near Cryosphere. While valuable work is being done regarding the formation of solar systems and planets, the eight scientists at the station are extremely eager to talk with anyone who comes to the planet. They kept very close watch on most ships approaching them. They avoided infestation.

Stratus

Stratus was used as a Garrison System by Hyperdyne before the ICC was created, and there are the remains of a large ground military base and a deep space tracking station to here. Today there is only a way station and a small, poor salvage operation recovering equipment left over from earlier conflicts. \

Hilo

This was the second ideal world found, and it is under the control of Hyperdyne. Hilo had an ideal climate and ample water when found, but lacked indigenous life. This made it very easy to tailor the world, 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 6 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 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, 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. The economic and political power of Hyperdyne is immense, and its influence in the Colonial Marine Corps is growing rapidly.

The greatest causality during the war at CL 5.5 was the fall of Hilo. It was never destroyed but the same events that transpired on Earth quickly repeated themselves on Hilo soon after. Religious groups rose up, Hives popped up. Unlike Earth, which was abandoned then surgically nuked, Hilo had no such emergency measures. The ground war there was brutal and long. By the end of CL5.5, many hives were still out of control.

Marduk

Little is known of this system, except that there is a large space station in orbit around the primary planet and that there are no ground installations. Rumor indicates that Hyperdyne does experimental work on Synthetics here, and that illegal programming pack-

ages are sometimes sent from Marduk into the ICC. There is an extremely high level of security here, and even the location of the system is known to few. The station was reported destroyed at CL5.5

Byal

This is another of Hyperdyne's special labs. It is a space station, where work is done on biotechnology integration and modification. Its location is known at the top levels of the ICC, but it is not common knowledge and there is no commercial traffic to Byal. As a result, no one was aware of its Alien experimentation, and resultant infection. A Beserker team attempted to clear it out, but Byal was eventually nuked.

Transept

This barren world is the base camp for Hyperdyne's space exploration fleet. Hyperdyne is trying to open a direct route to Pandora, as that is the location of the only other major go research being done in the field of biotechnology. If Hyperdyne is successful and can keep its route a secret, it will be able to subtly control the work done on Pandora and capitalize on any breakthroughs which are made, without ICC opposition.

Rumford

Rumford's desert environment intimidates most colonists interested in a new home but most that live there swear by the surprisingly cool weather. Rumford's large expanse of flat terrain is more similar to tundras than sandy dunes. The light cool wind washes over the hundreds of miles of totally flat expanse, offering plenty of room of colonization. Rumford became one of the largest livestock storehouses ever constructed. The three million inhabitants, all of which live on the equator are all herders. Rumford has virtually no mineral deposits and few species of plants have taken hold.

The jewel on Rumford is high up in the North Pole. Merely 500 kilometers from the ice flows lie a group of featureless pyramids. Each one towers more than twice the size of the great pyramid of Giza. The six pyramids are all without line of sight with each other. Because of the small value of Rumford and its position, on the edge of the rim, make the desire for archaeological surveys slim. Several small teams have investigated the area but none have returned. The native colonists don't venture north, the pyramids being part of a very old omen of death.

Rumford is one of many

planets with Egg Silos deposited by the Jockey Race. Eventually, an archeological team was killed but one impregnated, managed to escape to the colony. The resultant mayhem eventually led to the colony's destruction by CL5. At CL6, the barren world was considered for repopulation. The Egg Silos remain.

Cyclone

A research and manufacturing lab set up by Hyperdyne in an underground installation. It develops weapon technology and security systems, and contains only a few hundred personnel. The location of this think tank is not common knowledge, and the best military and scientific minds of Hyperdyne do their work here. It was destroyed by Alien infestation at CL 5.5. A Beserker team cleared out the station and repopulated it by CL6.

Shinon

This Colony is the dumping site for people removed from Hilo during the Colonial rebellions. These are people who were considered to be security risks, but who could not be convicted of serious crimes. All sorts have been sent here; petty criminals, relatives of rebels, freethinkers and rabble-rousers, intellectuals, and those

who were simply not patriotic enough. The population is 480,000.

Shinon is almost self-sufficient, with critical supplies being provided by Hyperdyne in exchange for good production from the light industry of the Colony. The citizens are theoretically free, although there is no way for them to leave the system and they are under tight supervision by Hyperdyne law enforcement personnel. Regardless of Hyperdyne's claims, Shinon is essentially a modern penal colony. It was untouched during the war.

Bunda Survey

A swamp world operated by Weyland Yutani. The world is covered by vegetable and animal life. Primarily a corporate controlled military outpost. The large colony on its surface basically is comprised of towers spiraling above the canopy of trees. It was destroyed by both Xenomorphs and the rumored alien predators.

NEW EDEN SECTOR

This Sector was the first to yield an Earthlike world, the planet of New Eden itself. Exploration was handled by a coalition which renamed itself New Eden/JV after the world which made it rich. This Sector is comparatively stable, compared to

the strife of the CSC Sector and the danger and uncertainty of the Borodino Sector. The New Eden Sector lies straight down from Earth on the Star Map.

Grendel

Grendel is large Colony of over 200,000 people, who live in hundreds of small domed cities. There is substantial light industry, and the world was a major stopping point for travel among Micor, New Eden, Weyland-Yutani, and Hilo. Much of the traffic was lost to the New Chicago - Lobo route, but Grendel still survives. It survived the war, barely.

This world was the first to allow Corporations to circumvent Earth's control of shipping routes, and in retaliation the powers of Earth held back support, minimized Colonial Marine presence, and even helped destabilize the government and economy of the world. Over the years, the destabilization and the absence of Colonial Marine patrols led to the development of a powerful organized crime network. This network wields full power on Grendel, and operates outside the ICC's controls and without the consent of the population of Grendel. The center of the trade in illegal drugs and other contraband is found on this world, and bribery, extortion, and pay-

offs are major parts of getting business done here. The Criminal network is currently building up a large drug trade from Pandora to Micor. Micor and the other major Corporations created the New Chicago - Lobo bypass to free themselves from the bribery and corruption of Grendel, and are currently trying to decide how to destroy the organized crime elements. It will probably fall to the Colonial Marines to clean up the place.

Ajax

This is a marginally habitable World that could yield great wealth after successful Terraforming. Several years ago, there was an accident at an Atmosphere Processor here; an immense explosion caused a major radiation release, and the mid-sized Colony was almost entirely destroyed. There was tremendous loss of life and wealth, and literally thousands of lawsuits were filed in the weeks after the disaster. Since the end of the relief efforts which evacuated the survivors, the world has been largely uninhabited as efforts are made to resolve this unprecedented legal morass. There is a small permanent station some distance from the site of the old Colony, and the staff's primary duty is to take inspectors, analysts, experts, and lawyers on

tours of the devastation, and to track and report data about the world's current condition.

Polar Star

This outpost consists of a Research Station on a moon which orbits a gas giant at the edge of the system. There are only 30 permanent residents at the facility. A Service Base with a crew of 1,000 also orbits the planet, and attends to the traffic through the system, but there is little contact between the Service Base and the Research Station. This system has no manufacturing ability.

The permanent residents are scientists at work on a research project, studying high-pressure molecular synthesis. They are under contract to Micor, but so far they have not attained their goals. Until they succeed, none have anything to look forward to but continued isolation on Polar Star or a one-way trip back to poverty on Earth. Most of the staff have been here for more than ten years; the stress level is high, and the mental health level is low. When a cargo craft deposited several aliens, they eliminated the threat themselves. After that, there were fewer complaints.

Honeycomb

The atmosphere of this

world is toxic and bitterly cold, so this Colony of 250,000 was built underground. Vast caverns lie just under the surface, and several large communities have been set up in them. They are fairly close together, and are linked by an efficient mono-rail system.

Honeycomb is rapidly growing, as a result of the traffic link between New Chicago and Lobo. It has become a major Service Base and shipping warehouse, and now features both light and heavy industry. Secure areas of the caverns are leased out to Corporations interested in long-term storage and production, making the planet something like a high-tech space bank. The Colonial Marine Corps does not have the rights to investigate these individual Corporate areas, and since they are all sealed off, it is difficult to gather information about what is going on inside. This much is clear; the rulers of Honeycomb care little for what goes on in each area, and this has led to the growth of some illicit industries. More than one illegal shipment has been traced to Honeycomb, but the trail ends in what has become known as the Labyrinth. The caverns of Honeycomb riddle the entire world, and are much larger than the Colony and all

the storage areas. Little of the Labyrinth has been explored. It became the bloodiest location of the war. Thousands died in the caverns, freeing the world

Helix

Helix has a Service Base and is the focus of a fleet of small exploration craft, which are investigating the vast asteroid belts of the Helix system. These craft are owned by several different Corporations and independents, have crews of 3 to 8 people, and go on extended missions of up to 2 years deep into the belts. Thousands of asteroids have been explored and plotted, and many bear rich mining deposits.

At present, the mining claims on these asteroids are being bid on at Helix, and there will soon be full-scale mining operations throughout the system. Dozens of Corporations are interested in the mining rights in the system, and the Colonial Marines will certainly be called in to monitor disputes. Most of the contracts call for minimum production levels and schedules, or the forfeiture of all rights; ICC officials expect that some smaller firms will be sabotaged, and will be swallowed up by larger competitors.

Exeter

This small outpost has two

enclosed communities of about 20,000 people each. It is primarily a service port for shipping to and from New Eden. Most of its business has been taken from it by the facilities on Honeycomb, and Exeter is rapidly declining in wealth and importance. Within a few years, only a few small mining operations, which were the original purpose of the Colony, will remain. One community was destroyed at CL5.5 but the other remains.

Orbolab

The large ZCT funded laboratory has been the location of many controversies until its closure at CL6. The original base coordinator, Dr. Ernst Kleist, ran the base like his own personal dictatorship. His security force controlled the populace and its sanctioned hive with a stern hand. Unlike Casper Nordling station, Kleist often invoked stiff (and severe) penalties to anyone who destroyed a specimen. Kleist valued his experiments more than human lives and the CMC marines sent to the station to act as xenomorphic custodians often returned in body bags. In essence, Kleist's obsessive personality shot him in the foot since eventually, the CMC would come in force to investigate the losses of their men.

Kleist committed himself to trying to control the alien. He succeeded in many fields, including both suppressor models on the market.

At CL5, Kleist vanished and his station's populace was arrested. The CMC arrived in force, flanked by Grant Corp security, who broke the story. Orbolab was repopulated later and achieved much success later, even though its sanctioned hive was destroyed when Kleist left.

Atol

Atol is a water world with a heavy atmosphere and continuous rain. The water is acidic and contains no life, and the planet has no stable land mass above sea level. There is a large moon, however, which combines with the system's sun to create huge tides that sweep the planet. It is impossible to build communities on the land areas that are exposed, because they are above water for only a few hours at a time. The seas are so violent that no attempt has been made to build floating structures. The atmosphere is breathable with a filter mask, however, and research continues into how to tame this world. A space station orbits Atol, carrying a few dozen permanent staff, and two or

three survey teams go down into the atmosphere every month.

New Eden

This was the first ideal world discovered by Humanity, and it made the coalition of Corporations, which found it, extremely rich. This coalition solidified into a mega-Corporation in the years, which followed, and now calls itself New Eden/JV. New Eden/JV has a strange Corporate structure that is like a smaller version of the ICC, with the New Eden/JV entity itself functioning as a sort of umbrella and the various components retaining their own identities and goals. Control of New Eden/JV is determined along democratic lines, with each member Corporation receiving votes based on its wealth and rate of growth.

When New Eden was discovered, it 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.

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 most tal-

ented people in the member Corporations were transferred to New Eden, where they were able to work in an unusual environment that rival Corporations consider a drawback; personnel on New Eden can easily change their employment from one member of New Eden/JV to another. This guarantees that everyone is well treated and that real talent is rewarded. Elsewhere in the ICC, it is very difficult to change

Corporations, and this has resulted in stagnation as internal politics became more important than good work. The good treatment afforded the employees of New Eden/JV has prevented the member Corporations from truly maximizing their short-term profits, but because of their unique business environment and since the wealth produced by New Eden has been so great, they have been somewhat magnanimous. Other Corporations generally elect to increase their profits by giving the employees as little as possible, and point to New Eden/JV as an example of inefficiency and bad management. Regardless, New Eden is a prosperous and self-sufficient world, its population has a great deal of freedom, and the member Corporations are all growing quickly and

smoothly.

Like, Earth, New Eden was torn apart during the war. Most of the Southern Hemisphere was a warzone with several operating hives. A couple thousand marines, and one cluster nuke later, the threat was gone. By the end of CL6, New Eden was scarred but livable.

Cyrus

Cyrus will eventually be a comfortable world for humans, and it will have a large and productive Colony. At present, the atmosphere is toxic and contains insufficient oxygen, and the world's greatest value is that it is one step on the recently completed New Eden - Hilo route. Cyrus is being terraformed by New Eden/JV, and colonial development will probably begin within the next twenty years.

Medusa

Medusa is cold world with an un-breathable atmosphere, but good potential for future development. It lies on the route that links New Eden with Hilo, and is early in a Terraforming program being managed by New Eden/JV.

Panamar

This is another Terraforming project for New Eden/JV. A small research and mining sta-

tion is studying and harvesting a type of thermogenic plankton; this simple lifeform uses thermal energy instead of sunlight to create hydrocarbons. It is already used in Life Support systems, and will probably have many other functions as well. Panamar is totally destroyed at CL 5.

Morning Glory

This is the base camp for New Eden/JV's attempt to link up with Micor through Morning Star. It is a Service Base that is currently the port for deep exploration craft. It became a hotspot of Alien activity and a popular hit for Alien Predators.

Cerebus

The twenty odd dead terrestrial planets orbiting the cold red sun reap little benefits, but clustered together, do provide some financial benefit. The major location there is the enormous Terminal Station. The Station's 400 member staff operate in almost complete luxury. The station controls the mining ships on the planets and controls most traffic through the system. It became a staged Alien Lab when a Weyland Yutani Trader dropped a complete hive off at their doorstep. At CL5.5, a Beserker team nuked the base.

MICOR SECTOR

This route runs from Earth to the rich world of Micor, and is below and to the left of Earth on the Star Map. This sector has had a relatively peaceful past. Its Colonies were not self-sufficient enough to rebel during the Colonial Wars and the Corporations owning the rich world of Micor have been complacent and peaceful. The Corporate conflicts which characterize the Hyperdyne and CSC Sectors seem out of place and the Sector is very prosperous. All this is changing, however, for Micor is supported by a society pushed to the edge of revolt and greedy Corporations from other Sectors have consolidated their positions enough to begin to look for new avenues of expansion. The Micor Sector will certainly appeal to many.

Astyanax

This is a small Research Station with only rudimentary spacecraft repair abilities. It is located on a moon in three domed communities, where a decades-long biological experiment is being run. A team of 20 operates and maintains the station.

The research involves the study of an indigenous life form called Brachous Slugs, and is nearing its completion. Until re-

cently, there was little interest in this outpost, but last year there was a slight security leak. The stock of the owning Corporation, Falcon Industries, suddenly soared in value before being pulled off the market. Falcon Industries then bought up all available stock, and began hiring a military force for the protection of Astyanax.

Whatever the nature of the breakthrough, something has happened on Astyanax and many Corporations are hoping to muscle in on Falcon's operation, using intimidation, financial trickery or leverage, or brute force. Falcon is obviously unwilling to share this new development; only time will tell who will profit from the situation, and how valuable this breakthrough really is.

Argos

Argos is a dry, sand-swept world much like Mars. It has little water and a thin atmosphere, and these commodities are carefully maintained and conserved. Even with these restrictions, Argos is a thriving Colony with a population of 100,000. It is the base for a number of small manufacturing Corporations, and this industry is supplemented by large cargo facilities that handle commodities from Tartarus. The location of Argos is its greatest asset; it

receives all the traffic to and from the Tartarus Sector, as well as vessels from Earth, Micor, and Grendel. In all, it is a prosperous, well-run commercial Colony. Beneath the surface, there is also another healthy economy; that of a well-established network of smugglers dealing in all types of contraband.

West Star

This is a small Mining operation on the moons of the gas giant which rules this system. The operation uses remote mining robots for the work, and there is a crew of only 60 people here who oversee and maintain the robots.

The substance being mined is Helium 3, which is the standard element used in creating the fusion reactions which generate most of the power in the ICC. When Aliens attacked at CL5, the robots abandoned the colony and its inhabitants to die.

Feldspar

Feldspar is a Mining World that has been played out. Recent years have seen it transformed into a cargo storage and inspection point on the Honeycomb - Micor and Micor - Argos routes. Micor is concerned with illegal traffic into its territory (most of it through

Grendel), and is using Feldspar as its control point for all commercial traffic. A Customs and security compound has been added onto the old Mining station, and space defenses are also being set up. Hyperdyne is running these, although some people question whether Hyperdyne really wants to halt the illegal activities.

Lobo

A large Colony which has expanded recently due to the increasing trade to and from Honeycomb. Terraforming was completed here only 8 years ago, and the population has grown rapidly to its current level of 70,000. Many of the new residents are involved with the advanced planning and transfer of the owning Corporations' assets from other worlds to this budding trade center. The Corporations that own Lobo are organized into a loose consortium called Tradex, which is based on Micor and is superficially similar to New Eden/ JV.

Unfortunately, Tradex exerts little real control here. Tradex vanished after the war when the CMC arrived at Lobo and found half the populace fighting several large hives in the middle of the colony. The CMC invoked Marshal Law, evacuated the populace, and cleared the hives. At CL6, Wey-

land Yutani repopulated the world. The local police and military forces of Tradex are currently under the control of Colonel fi Castel, and he possesses much more power than is usually given to a Colonial military ill commander. He is an ambitious man who has built up the power of his forces, and has transferred their loyalty away from Tradex and to himself. This force, which is beginning to resemble a personal army, has been implicated in high levels of bribery, corruption, and extortion. Castel has certainly encouraged these crimes, and is believed to be associated with criminal elements and corporate forces that threaten the interests of Tradex.

Tradex is investigating the situation, and charges of embezzlement and treason will probably be filed in the near future. Due to Casters influence, however, and his links with powerful Corporations, the ICC has declined to assist the Tradex investigation, and may not support any legal action they take. In the meantime, the Corporations licensed to operate on Lobo can do almost anything, as long as Castel gets a cut, and crime and

smuggling have become the Colony's two major industries.

Alamar

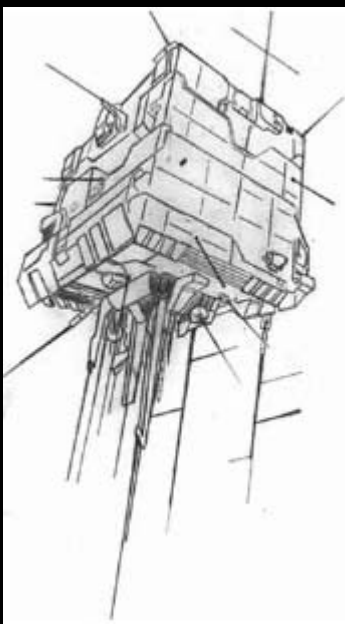
The star in this system is a Red Giant, and Alamar is a Research Space station in orbit around it. There are 80 scientists and technicians here, conducting general research on stellar exploration probes and supporting equipment.

Summit

Summit is a Colony in the last stages of Terraforming and is prepared for major expansion. The air is now breathable and the climate mild, so many Corporations are planning to move to this nearly ideal environment. This is the boom world for the next generation, and along with this economic and population boom will

come the problems associated with rapid growth.

The world was developed by the hard work of the original colonists. This was a group of 2,000 people who were members of wealthy families, and who decided to expand their fortunes in the finest traditions of industry; through intelligent planning, sensible risk-taking, and honest labor. They formed their own Corporation and set



about developing the world of Summit, which had great potential but had been ignored by its former owners. After decades of Terraforming and preparation, the colonists and their now-grown children are poised to reap the benefits of their labor. The only obstacle to the happy fulfillment of this dream is the potential for deceit, treachery, and financial manipulation by the Corporations who are flocking to Summit. How the colonists will face this final crisis, and whether their great accomplishment will be passed on to another generation, is yet to be decided.

Innominata

This dead system is the home of one of the most enigmatic spacelabs in the ICC. The 50 scientists, technicians, and soldiers stationed here are sworn to secrecy as to its objective even though it did apply and was granted to keep several Xenomorphs as specimens.

Operated by Colonel Doctor Paul Church, Innominata studies the alien but unlike Orbolab or Casper, which studied their hive structure, Church was committed to their elimination by attacking individual aliens rather than the collective force. However, investigations revealed that the funding and estimated loss of manpower

and supplies seems much greater than the original schedule. It is theorized that corporation grants run into other fields relating to the xenomorph's more mysterious qualities. These experiments move into new vaccines, youth serums, and cloning techniques. The station was never closed down.

Byron's Hope

This is the scene of a canceled Terraforming project by Pindel Corporation. A disaster destroyed the initial Terraforming site, killed the head of Pindel and some of his top advisers, and ended the Corporation's efforts here. Lacking effective leadership, Pindel decided to cut its losses and the new Corporate heads have settled for spending their wealth on Micor. Their quick abandonment of development and business in exchange for a life of ease is seen by many as a sign of decay within the upper classes of the ICC.

The world holds promise, if it is properly developed. The atmosphere is too thin to breathe and there is no surface water, but these are fairly simple Terraforming problems. There are rumors that an egg silo is hiding somewhere under its surface.

Micor

This is the richest planet in

the ICC, in terms of the standard of living of the inhabitants. It is a nearly ideal world that has been fully terraformed, and is possessed of an earthlike ecosystem. Micor has become a home for the rich of the ICC; wealthy stockholders from dozens of Corporations have settled here with their families, and have lives of great ease. Many people who were once powerful in the Nations of Earth are also here, having accepted Corporate bribes in exchange for their country's economic cooperation. It is noteworthy that the people who live on Micor are not those who currently have power. They are people who have traded their power for simple wealth, and who are now reaping the benefits of that decision.

There is little industry on Micor itself. The industry necessary for the world, as well as the 800,000 people necessary to operate that industry, have been consigned to a large domed colony on Micor's moon. The workers all dream of the ultimate promotion, which is transfer to Micor itself, and work very hard in pursuit of that dream.

Micor also has a vast corps of scientists and researchers on this moon and scattered in labs across the ICC.

These people are graduates of one of Micor's greatest assets, its chain of universities on Earth. These schools represent the highest education possible for Earth's billions, and allow Micor to select and train the most talented people available. On graduation, these students are offered positions with Micor, with the inducement that if they are successful, they will be given wealth and homes on Micor itself, the closest thing to paradise in the ICC. Driven by youthful optimism and courage, many of the best choose to go with Micor. They are then leased out to small Corporations in need of assistance, where they work in the most advanced scientific projects in the ICC. Micor receives a share of the proceeds from these projects, and passes on some of its profits to the scientists responsible. For those who make breakthroughs, the rewards are everything they have been promised. Only a few are successful, however, and the others continue to work desperately, driven by the desire to reach Micor and the knowledge that their only real option is a trip back to the poverty and chaos of Earth.

Some of the larger Corporations, ones that do not contract with Micor for scientists,

are resentful of the wealth Micor is accumulating, and they are tired of competing with the graduates of their think tanks. These Corporations are working to undermine Micor from within, and they are supporting the development of the drug trade to Micor and its moon. They hope that they can disrupt Micor's society, and bring an end to its monopoly on scientific genius. The leaders of Micor are aware of these efforts, and are trying to defend their social structure.

Micor survived the war, barely. It still stands tall. Their finances struggled but did regain its composure.

Pestron

A world in the early stages of colonization. Basic exploration and Terraforming plans have been made, and the first Atmosphere Processors are in place. Construction of the west of the Terraforming equipment and of the future Colony are in full swing.

Morning Star

Advanced space exploration base for the establishment of a route from Micor to New Eden. Good progress was being made, but in the last few years funding has been cut and new exploration is on hold. The rulers of Micor have appar-

ently decided that a direct route to New Eden is not in their best interests, and they are dragging their feet.

The exploration and maintenance crews of Morning Star have been waiting here for some time, and there is general dissatisfaction.

Bracken's World

An extremely modified planetoid, Bracken's world is a strange sight. A concrete lattice covers the entire planet. On this lattice is a massive kelp bed, which supplies the ICC with a major source of nutrition (mostly seen in emergency rations and air dropped care packages). Island Atolls scattered across the globe maintain the farming community. No Military is present except for an isolated pad and outpost in the middle of nowhere.

TARTARUS SECTOR

This small Sector branches off from the Micor Sector at Argos. That planet is the scene of the greatest emergency in the ICC in recent years, as the indigenous Harvesters have surfaced and are destroying the Colony. Most of Tartarus was untouched by the Xenomorphs.

Scorcher

A small manufacturing facility on a hot, barren world with

no atmosphere. This world is very close to its sun, and the intense heat makes it uniquely uninhabitable. The Colony survives by being buried under the surface, and is protected by domes with multiple barriers that are highly reflective. This keeps the heat to a bearable level.

The very harshness of the environment is what lends the world its value; the hard vacuum, the high temperature, and the extremely pure base minerals found readily available here make it easy to produce critical parts for the drive and power systems used in Spacecraft. This fragile Colony of 5,000 is just a moment away from a disaster, because of the brutal conditions. Even if all systems are properly maintained and the residents are very careful, an unusually large solar flare could still be devastating; this possibility hangs over the Colony like the threat of an earthquake, or some other natural disaster.

Spacecraft coming into the system stay outside Scorcher's orbit, and special shuttles that can handle the extreme heat handle transportation to and from the planet. Because of the special expense of this fleet, few nonessential items are found at this facility. Prices for

all items are four times normal, while luxury items and nonessentials cost 20 times the regular price.

Twilight

This Colony harnesses the planet's volcanic energy and magma for ore processing and other mining.

Volcanic eruptions have polluted the atmosphere beyond the ability of any Atmosphere Processor to cleanse it, and the dim light which reaches the surface gave the Colony its name. The atmosphere is toxic, and the Colony of 15,000 is domed. Robotic rigs float on the seas of magma and handle the mining chores, and manned vehicles are used to collect the ores.

Devil's Peak

Most of this world is covered by ocean, with only a single landmass rising above its surface. This area is at a very high elevation (15,000 feet above sea level), and contains the Colony. Since the atmosphere is moderately toxic, the Colony exists in four domes, and Atmosphere Processors are slowly adjusting the air.

Until recently, Devil's Peak was a small but prosperous place, with a population of about 10,000 people. Events on the planet Tartarus have

changed all this, as refugees from that dangerous world have fled to Devil's Peak by the thousands. At the moment, the population has reached 40,000, and Biozone Alpha (BZA), which owns Tartarus, has nearly exhausted its resources. There is not enough transportation to take the refugees on to other systems, and to continue evacuating people from Tartarus; to date, BZA has continued evacuating Tartarus, but the situation on Devil's Peak is now unstable. The refugees have overcrowded the small

Colony, and have stretched its food, water, air, and living space to the limit. Refugees are being housed in every

available area, and production in the Colony has almost stopped. BZA is trying to pay for the services for the refugees, but it is simply not possible to provide for their needs. Malnutrition and disease are becoming problems, and crime and violence are at very high levels. As the situation deteriorates, BZA is appealing to the ICC for assistance, and relief supplies and transportation might be sent in the near future.



Even if there is no aid, Colonial Marines will certainly be sent in to handle the civil unrest, which is building.

Devil's Peak was the site of a major conflict during the war. A massive cargo freighter crashed landed through one of the domes containing many Xenomorph specimens. A hive soon developed and only the ingenuity of the inhabitants and marine reinforcements kept the fighting to a minimum. They fought without many reinforcements for years. When the CMC

arrived with a second battalion at the end of CL5.5, most of the colony was destroyed, but humans rose victorious.

Temple

This is a science outpost on a planet with a toxic atmosphere and low gravity (1/12 Earth) where two dozen researchers are working on metallurgy. They are being assisted by nearly 50 Synthetics of the latest design, and new techniques are being developed for the use of Synthetics in research. The manufacturer of the Synthetics,

Hyperdyne, is a major supporter of the work on Temple, and hopes to demonstrate the effectiveness of advanced Synthetics in the sciences and in the operation of facilities on dangerous worlds. One technology being tested allows a direct transfer of memory from a Synthetic to a Human, and of instructions and guidance from the Human back to the Synthetic. This would allow Human reasoning and instinct to be more closely coupled with the sheer power of a Synthetic's brain. This station survived mostly intact throughout the war and became a scientific cornerstone for decades to come.

Ryushi

Ryushi Texas-style dusty atmosphere spurned a very old-style ranch colony. For decades, the colony's inhabitants exported livestock in the thousands via cargo transport every six months. The ICC considered Ryushi a grand success in self-sufficiency. The colony lived peacefully for generations with little crime and a very countrystyle way of life. Even the inhabitants walked around the unpaved roads in cowboy hats and riding steeds. Even during most of the war, the secluded position of Ryushi prevented most infestations from

taking hold.

However, Ryushi was not immune to the Alien Predators, who planted alien eggs in the livestock and released the Xenomorphs among the populace for the hunt. Most of Ryushi was destroyed. Some survivors were rescued later but Ryushi wasn't re-populated for another few years. But the magic captured earlier was never tapped again.

Sargon

A small survey outpost of barely 20 families, Sargon IV was discovered destroyed and an Egg Silo was found under the surface. It was rumored that Weyland Yutani was aware of the Silo was used it as a way to test a new vaccine that would make subject invisible to aliens. The fact that the station was destroyed indicates that the vaccine didn't work. The Sargon survey teams did successful core several interesting samples from under Sargon. A mining colony should be in operation soon.

Traon

A massive mining complex run by Grant Corp and center of the Deep 4 observation outpost, Traon has been known to be site of a strange symbiosis between civilian personnel and military forces, whom are often

forced to share duties and living quarters. Most of Deep 4 on the surface is simply landing pads and observation equipment. The rest is subterranean, as far as 2 kilometers down where the primary mining is conducted. At CL5.5 a Berserker team successfully cleared out in alien hive and operations continued as normal.

Fiorina

The location of the Weyland Yutani operated Maximum Security Double Y Chromosome Work Correctional facility / Toxic Waste Containment center. Was shut down by CLI and operated by a minor work force. Was later shut down for no reason in CL2.

Tartarus

This is an extremely fertile world, with thousands of species of plant and animal hybrids that use the sun's energy and the rich carbon dioxide/oxygen atmosphere for growth. Although it holds great promise, it is now the site of a major crisis for the ICC. Tartarus was discovered only a generation ago, but it was already habitable and was quickly developed. An unusual feature of Tartarus is its rotation, which is perpendicular to its orbit. It takes 40 years to complete its orbit around the sun, so it has a 20-

year day and a 20-year night. The constant sunlight of this extended day produces a vibrant and diverse ecosystem. On the night side there is little life, and the world waits for day to return. There are three major continents on Tartarus, only one of which is currently in daylight and which is colonized. The environment has been ideal; there is an abundance of life with no particularly dangerous creatures, and excellent atmosphere and climate.

Knowing about Tartarus' peculiar orbit, the settlements were designed with a slow migration in mind. Each continent would be colonized in turn, and as night settled over a part of the colony, it would be shut down and the inhabitants would move ahead to a new site, one, which was entering the daylight. This process was just beginning a few years ago, as sites which were within a year of twilight prepared for shutdown and the colonists got ready to transfer to new locations on a continent that was nearing its dawn. Darkness would settle over the rest of the first continent over the course of eight years. The transfer was eagerly anticipated by all the Corporations present, as a test of their abilities and an opportunity to develop new areas. It

was at this point that the most dangerous native lifeform made its appearance. Scientists had been looking forward to finding out how the environment handled the transition from day to night, but these ravenous monsters are not what they had in mind.

The creatures are called Harvesters, and that is exactly what they do. As a continent enters its night, these immense, armored creatures burrow up from tunnels far below the surface to devour all organic materials. This material is shredded and carried back underground, to cysts where the Harvesters live. The Harvesters live off the organics for years, and slowly generate the carbon dioxide in the atmosphere, which in turn regenerates the surface life when daylight returns. It is a strange ecological cycle, but one which remains in balance. Unfortunately, the Harvesters do not differentiate between their natural food and the Colonists who now live on Tartarus. The Harvesters look something like huge armadillo. They are capable of digging and boring through rock and concrete, and their jaws can shred almost anything. They move in packs of several dozen, and these packs often fight each other for control of fertile areas. A pack

will coordinate its activities, and organizes for war in the same way that ants do.

Colonial Marines and other forces have been sent to Tartarus to protect the many settlements scattered across the daylight continent. Missions include evacuating colonists, delaying Harvester attacks, retrieving abandoned equipment from devastated communities, and Harvester hunting and research. The Harvesters are sweeping across the continent, and will be done with their work within three years if Humans do not stop them. Parts of the continent will still be in full daylight at that time, however, and Corporations which own communities in these areas do not want to abandon them until night falls. In these places, plans have been made to defend the communities against Harvester attacks; how well this will work is unknown.

To assist in these defenses, missions are being sent down into the Harvester tunnels to see if the creatures have a weak point. To date, no one has reached any of the cysts where the Harvesters live and store their food. When they do, another surprise is waiting for them. The Harvesters have a smaller form, which never leaves the cyst, called a Drone,

which is used to defend the cyst from underground pests, ranging in size from small insects up to nearly Human size. The Drone is little more than a large pair of powerful jaws, and it is not even a self supporting life form. Instead, the Drones grow on Harvester variants called Carriers. When they leave their Carrier to fight, they have only a few hours of life left. They attack the invading creatures by biting with their immense jaws, which lock in place. Like a bee, they give their lives defending their lair.

Deadfall

Deadfall is a research station studying the mechanics and processes involved in Terraforming. The world is an Earth-sized planet with a good temperature, but little atmosphere or surface water, and minimal volcanic activity. This static situation has made it an ideal laboratory for studies of atmospheric development and volcanic activity. To promote volcanic activity, asteroids are being thrown into Deadfall; the impacts of these asteroids trigger shatter parts of the planet's crust, and the resulting movements and volcanoes are studied by a facility with 30 scientists and about 100 people responsible for moving the asteroids. The asteroid movers were

formerly asteroid miners, but their contracts were bought up for this unusual activity. Specially designed Tug Spacecraft are being used, as well as nuclear detonations; the work is naturally under tight security, and a detachment of Colonial Marines and 20 special ICC Agents protect these technologies.

CHAPTER 4: THE CORPORATIONS

WEYLAND-YUTANI CORP



"BUILDING BETTER WORLDS"

Some corporations have whole worlds that they control themselves; some even re-named them after their ownership. Most, however, station headquarters on major worlds and share duties with other corporations. Even the huge participate. It is the way the ICC works. It all depends on where a corporation places its eggs. Bio-National, for example, has no world under their total control until a few of their sanctioned hives appeared but still supplied almost 90% of the ICC's medical supplies. How many worlds you control does not lead to how much power you have. Knowing that, GrantCorp, Weyland Yutani, and Hyperdyne are still the largest corporations in the ICC. There are many corporations not mentioned. The CSC has 13 divisions but I only bring up the ones I am aware of. Make up the others as you see fit...

THE BIG FIVE

BIO-NATIONAL INTERNATIONAL "BIO-NAT"

Bio-National is the largest medical conglomerate around. They stationed their primary headquarters on Earth like many corporations with several other locations on Micor, Starview, Arcturus, New Eden and Hilo. They are also known to be the most ruthless. Bio-National

has always been under a watchful eye by its competitors because of their committed posture to being the only medical supplier to the colonies. They have achieved most of that already.

Their military force for BioNat is the largest proportional to their size. The corporate population is the smallest of the big five even though its military is just slightly smaller. They are bent on sabotage, murder, and outright terrorism to make sure they are the leaders in medical technology. They also spearhead the movement in biological experimentation. When the Alien appeared, they were all over it. By CL4, they shifted more than 40% of their operating budget into experimenting and studying the new life form. They were the first corporation with a sanctioned hive even though they secretly had one on Earth well before any legalization existed.

This position was not looked on highly by the other large corporations, all of which had a vested interest in the new species. But the bigger they are, the harder they fall. At first, there were some limited strikes between BioNational and the CSC, then several direct incursions between them and the UPP, but when they butted

heads with Grant Corp, all hell broke loose. Neo-Pharm, which created xeno-zip, cornered the industry with its superdrug.

Many attempts to leak out the formula failed and many alternative designs fell on the market. GrantCorp was only two miles from the Bio-National headquarters, but in space they kept well away from each other.

Bio-National is the source of many of the most lucrative and violence contracts for mercenaries. Only the most ruthless men and women are wanted. Bio-National answers to no one even though it still tries to follow the basic rules the ICC put down. Their controlling force consists of a board of eight members and a President. At CL5, Bio-National's main headquarters was destroyed and the corporation started to fray. By CL6, the CMC made sure it was no more.

GRANTCORP

Daniel Grant's Corporation started his childhood dream in his basement when Weyland Yutani was controlling the spacelanes. As he acquired mining rights and medical grants, he and his staff developed advanced technologies that were more than just effective, they were cheap.

GrantCorp offered low-grade alternatives to the huge marked-up products of larger corporations that cornered the market in their field.

GrantCorp was not considered a threat until it patented the smallest plasma generator on the market. This Phased Plasma Drive was quickly used in more than ten different fields of expertise. This included propulsion, defense, and assault. GrantCorp's real strength lied in its security. Every attempt to steal their designs proved fruitless. GrantCorp's security measures prevented their designs from being lifted. Soon the Phased Plasma Infantry Gun was purchased in the thousands by the CMC. The Plasma Energy Drive became the standard backup drive to most ships in the ICC. Later, the Plasma Cannon and Plasma Rifles hit the market. GrantCorp's fingers stretched into new fields including spacecraft manufacturing, colony management, and medical technology.

When the Aliens appeared, GrantCorp's approach was that of defense. Unlike most groups, GrantCorp was committed to destroy all sources of the alien infestation except for areas where control was assured. GrantCorp butted heads with most other corporations as a

result but not as bad as Bio-National that physically tangled with GrantCorp on more than one occasion. Daniel Grant, who controls the Corp without an inner circle, believes the creatures to be too hostile to remain in existence. Even GrantCorp's sanctioned hives are committed to their extermination.

To that end, the CMC received more than 50% of their operating budget from donations from GrantCorp. GC also offered indefinite leasing of their military technology. This first started with the basic Plasma Rifle and Cannon but when the Alien threat increased, GC responded with Nutra-Gel, the first substance that would easily and cheaply counter-act the alien acid. This was used in many fields including research and in defense in the form of the state of the art Acid Neutralizing Combat Wardrobe. GrantCorp enlists the help of the CMC and mercenaries often but not usually for infiltration or sabotage missions unless it serves to eliminate the alien presence. GrantCorp often sent CMC missions to alien infested worlds at CL4 to recover alien Royal Jelly.

GrantCorp survived through most of the war. Their main headquarters on Earth

was evacuated and spread out, with Grant himself, stationed on the USS Razzia. After the war, GrantCorp resettled, as of the few corporations left, back on Earth. However, GC has hypocrisy. That is one of its subdivisions.

NOTABLE SUBDIVISION: NEO-PHARM:

Neo-Pharm is the only major medical group threatening Bio-National's hold on the R&D of medicine and surgery. Their ideals on the alien organism are mirror opposite. Bio-National contains a bio-weapons division but Neo-Pharm only uses the alien for Xeno-Zip (See next chapter), which uses the alien Royal Jelly as a prime ingredient. The Xeno-Zip formula was kept under tight wraps even though the Nutra-Gel technology was stolen by ZCT. Luckily, after ZCT's demise, that formula became GC exclusive again. Neo-Pharm utilized more than 70% of GC's budget but the demand for Xeno-Zip made the investment worthwhile. When the aliens were eliminated at CL6, Neo-Pharm had spread out its interests and remained afloat.

WEYLAND - YUTANI ("The Company") "Building Better Worlds"

Weyland - Yutani is a joint stock corporation that works closely with world governments

in the areas of space exploration, commerce, colonization, and military trading. The many branches of Weyland-Yutani work together under the close scrutiny of the shareholders to ensure that all projects meet Company standards. In order to maintain control of large amounts of colonies settled on distant planets, the government commissioned the Weyland-Yutani Colonial Administration. The Colonial Administration deems which planets are rich in enough in raw material to begin the terraforming process. The Atmosphere Processors are set up by Company employees and must be maintained over several decades in order to make the planet's air breathable. Because of the long-term contracts involved, Company employees have the option of bringing family members with them to the terraforming colonies.

Because of the Government's inability to handle the over-burdened correctional system, the practice was commercialized and Weyland-Yutani became one of the top enterprises in the field. The company's success in space exploration and settling terraforming colonies made creating a network of outer-rim prison planets an easy task. The facilities act

not only as prisons, but also as mines where inmates serve sentences of hard labor, and produce valuable commodities at the same time. Weyland-Yutani works closely with the Government in the development of new weapons technology in order to ensure the safety of its terraforming colonies transport ships, and the lives of Company employees who serve on them. Mankind has explored space for centuries, and the discovery of every new world presents new dangers. These factors are taken very seriously by the Company, and the Bio-Weapons Division is constantly developing new forms of protection against such threats.

In this universe of fear, treachery, and intrigue, it is very difficult to know your true friends. However, are out there. By far, your most powerful one is Weyland Yutani. Weyland Yutani Bioweapons division strived to control the Alien organism. They were the first to encounter them on their world of Acheron and attempted to keep their discovery secret but the CMC's investigation opened the door. Hyperdyne was the first to try to jump on the discovery. Their attempts to secure the creature exclusively for themselves failed and the

aliens spread across the universe. WY has even been known to start infestations in colonized areas to observe the effects. There was a major controversy at CL4 when it was discovered WY was using their Red Giant Spaceliner ships for years as cover for secret -- probably highly illegal -- experiments on this alien species. Because their headquarters are stationed off world, Weyland Yutani survived the war but suffered badly because of public backlash of their activities before and during. Their operating size was sliced more than half after the war because of destroyed or rebelling colonies.

HYPERDYNE SYSTEMS

Hyperdyne was once the largest corporations around until Weyland Yutani sprouted. At first Hyperdyne and WY conducted a prosperous relationship for many years. When Weyland Yutani started encroaching on Hyperdyne territory, Hyperdyne closed off their doors and attempted to curtail the progress of their "partner." At about the time the ICC was formed, Hyperdyne sabotaged certain critical operations at Weyland-Yutani, and attempted to take full control of the Sector for itself. Weyland-Yutani recovered from Hyper-

dyne's treachery, however, and now holds a critical position in the Sector. There has been no open warfare between the two Corporations in many years, but there is a certain tension in their dealings with each other.

Hyperdyne builds many spacecraft designs and controls more worlds than any other corporation. They spearheaded the development and is still the controlling force in the manufacturing of Synthetics. Even though Synths are constructed by almost every corporation, none produce them in the volume of Hyperdyne. They are responsible for every new technology in the field including the AdCap synth, the Xenomorphic production model, and the Liston and Jerry type combat synthetics. Hyperdyne still maintains an iron fist control over the colonies under their funding. Essentially, Hyperdyne is a twin of Weyland Yutani, with fingers in almost every field of modern life. The twelve board members command the corporation in secrecy. They operate within their own sector and often follow their own rules, including setting up the Arcturus loop to avoid ICC regulations. They also have the largest military to enforce its control. When the xenomorphs arrived, Hyperdyne struck hard to ac-

quire research. They were committed to the study of the alien purely as the ultimate evolution of a natural killing machine but their research did not delve into the desire to control, exterminate or simply extirpate the species. Hyperdyne truly believed that the alien species would be a limited threat like the Harvesters on Tarturus and would only be a danger to the members of poorly defended rim colonies. Since Hyperdyne had a substantial military force with good relations to the CMC, no bad could come out of it.

By CL5, many of their colonies had been infested and when their home planet was struck (Hilo, not Earth), they realized that they had underestimated the threat and the greed of mankind. Hyperdyne considered itself a close knit family of people and colonies, and if the entire universe fell apart, they would care less. Even when the aliens were walking across White House lawn, Hyperdyne hardly lifted a finger. Hyperdyne was the last force to be actively involved in the war. Hyperdyne's military never left the sector during the war. Even when huge colonies fell to the infestation, Hyperdyne kept their forces on their colonies for personal defense. When the inevitable attack occurred, Hy-

perdyne was overrun because of the lack of reinforcements from other sectors.

After the war, little of Hyperdyne survived. They size shrunk so much, they bore little resemblance of the empire before. Hyperdyne seldom hired any external forces even though they sometimes employed CMC personnel for missions that involved expeditions outside their sector. Hyperdyne seldom sends their military outside their own space. Mercenaries and Retainers are slim.

CENTRAL SPACE CONSORTIUM "C.S.C."

A baker's dozen of corporations felt the tight arm of their huge brethren clenching tightly. Large conglomerates covered many fields but these small corporates specified their areas. A number of them gathered together to combine their interests and protect their backs. Within a few decades, their combined income managed to secure a large number of worlds in the ICC, which they all co-funded and maintained. A couple had exclusive rights to some planets but all the corporation personnel had free-reign over the CSC colony worlds. They commonly shared technology to serve their purposes. There have been reports of infighting between some groups

but these conflicts had all been resolved internally. CSC had one major problem and that is a major lack of military in key positions. Almost 80% of their operating military is contained around their rogue planet of Alexandria. This made them vulnerable on their border from rival groups. When the Alien infestation arrived, the CSC tried to pool its resources but in the end, when more than half of the founding Corps vanished, the CSC disbanded, splintered in to a handful of fighting members, which was easily absorbed by other groups and even Alexandria.

NOTABLE CORPORATION: ANTI-OCH

Antioch is the largest of the CSC sub groups. It handles the largest job of any corporation, that of terraforming worlds for the CSC. Most of their projects start off under Antioch before handing over to other corporations to finish the job. Antioch lands first, sets up atmosphere processors and leaves with a breathable atmosphere for colonization. Antioch barely survived the war. Weyland-Yutani often tried to destroy the reputation of Antioch because it was one of the few corporations with the funds and technology to build these processors.

NOTABLE CORPORATION: SYNSOUND INTERNATIONAL

Synsound constructs the only exclusive synth not designed or built by Hyperdyne, the Musical models. Synsound resurrected the music industry, and promptly destroyed it by flooding the field with wall to wall noise.

Synsound's music is heard all across the ICC and its name is household to even rim worlds, making it the most well known but smallest of the CSC corporates. Synsound was totally wiped out by the end of the war even though many alternative versions of the same group popped up after. There was a report of Synsound actually using aliens in their music but the music probably never caught on.

NOTABLE CORPORATION: SKANK INC.

Skank is the prime consumer corporate of the CSC and also produced the main brunt of consumer products to the CSC colonies and a large chunk of the ICC as well. Skank is run by the infamous Ivy Derringer, who controls the corporation like her own personal cruise line. Skank fell apart and splintered when Celeste fell and Derringer was reportedly killed.

NOTABLE CORPORATION: ARMAT INC.

Armat's size increased substantially when it was given one of the most exclusive contracts around. Armat builds and maintains the CMC weapons. They created the popular M41A Pulse Rifle as well as the M56 Smart Gun. Whatever reduced stocks occurred in other corporations, the CSC will always be satisfied with the funds from Armat. Armat couldn't keep up with the demand of firearms during the war and continued to make the weapons in the thousands, even when their brother corporations fell.

NOTABLE CORPORATION: ACCURACY INTERNATIONAL

Acclnt is the other military contractor in the CSC building and maintaining weapons for the Colonial Marines. Acclnt is more than half the size of Armat with half the service contracts with the CMC. There was some controversy when some weapons were transported with faulty firing mechanisms. Acclnt was absorbed into Armat after the war.

THE SMALLER BOYS

ZAJER COMMUNICATION TECHNOLOGIES or ZAJER - COMM - TECHNIC.

ZCT is a R&D group that develops high technology for

outer colonies. They take existing designs and builds upon them, perfecting other companies' models. They tried to jump on the Alien bandwagon by developing technology to control the species. GrantCorp stocks bottomed out when the Nutra-Gel technology was stolen by ZCT. They soon developed many anti-alien technologies and made a fortune selling to beekeepers and smugglers.

GrantCorp funded the CMC's investigation in ZCT's activities when their sanctioned hive was destroyed. By the time the war started, ZCT requested bankruptcy protection and was later bought out by GrantCorp, which continued to make their products under ZCT's name.

AERODYNE INC.

One of the larger corporations that sometimes is considered on the short list for being on equal stature with Weyland Yutani, Hyperdyne, and the others, Aerodyne runs colonies and builds spacecraft, making them very selfsufficient. They are committed to expanding their space and when Borodina fell through, Aerodyne quickly moved in to take control. They have working relationships with all the big corporations, in hopes in sometime joining them. Aerodyne is not known for

stepping on other's toes. They even have such lucrative agreements to actually supply Hyperdyne and Weyland-Yutani corporations' colonies with supplies and spacecraft. The three even worked together to set up the Arcturus loop. It seems certain that Aerodyne would soon become a major contender. Unfortunately, when the war started, Aerodyne was unprepared. There were rumors that Weyland Yutani tried to use the war to take control of the Arcturus loop. To this end, the aliens totally overran the colonies of Aerodyne. When the Homeworld fell, Aerodyne crumbled. Too bad. Up until, CL5, they were considered the most popular of all corporations. The founding member of Aerodyne, Jonas Weir, works for Hyperdyne now.

FREDRICK CONGLOMERATE "FREDCO"

Another conglomerate like the CSC but substantially smaller. Their stock was reduced to pennies because of controversies over their business dealings. They dabbled in most fields not acknowledged by society. This included nuclear waste containment, decontamination, and hazardous material transporting. Fredco was a necessarily evil, doing all those duties most hate to have in so-

ciety but if business was to continue, must exist. Fredco's headquarters survived the alien assault. After the war, they were restructured. However, the six board members and the president were reported killed. FredCo has one major subdivision.

NOTABLE SUBDIVISION: SCHILLER BIOLOGICAL

Schiller Biological was a Genetic Experimentation division of Fredco with absolutely no morals. They experimented on all forms of life in many conditions. When these tests went bad, Schiller simply disposed of the result, a job they were more than experienced with. Schiller experimented on alien life forms, experiments that would later blow up in their face. Bug Men (See Plug In) overran the corporation in CL5. Even though FredCo still exists, Schiller fell apart.

NEW EDEN / JV

The corporation which was formed around the colony of the same name, New Eden/ JV has a strange Corporate structure that is like a smaller version of the ICC, with the New Eden/ JV entity itself functioning as a sort of umbrella and the various components retaining their own identities and goals. Control of New Eden/JV is determined

along democratic lines, with each Member Corporation receiving votes based on its wealth and rate of growth. New Eden prospered but took a pounding during the war. New Eden became isolated after and New Eden accepted little help or intrusions from anyone. They still considered themselves part of the ICC, but their personal security increased to the extent that virtually no one was allowed to even enter their space after CL5.5. That isolationism remained until the end of CL6. New Eden/JV committed itself to keeping the alien threat away...even if it meant turning away ships that needed emergency aid.

NOTABLE CORPORATION: MEDICAL TECHNOLOGIES "MEDTECH"

MedTech was the only corporations under New Eden / JV that had a corporate headquarters outside the New Eden Sector. Medtech's Earth location proved disastrous. Medtech already had a few sanctioned hives on perimeter New Eden worlds. When the war started and New Eden itself was infested, New Eden / JV cleared out their infestation and promptly wasted all of MedTech's investments, driving them into bankruptcy. They then had to deal with the alien infestation. They found them-

selves trapped and broke. They didn't stand a chance. Before the war, they were considered one of the leaders in the research of aliens. They even kept a few drones as specimens in the Earth Headquarters. They perfected a very effective way to transport adult aliens without danger... obviously...it wasn't without risk.

ALPHATECH HARDWARE INC.

Alphatech was, and still is, a major military contractor but usually for other corporations, not the CMC. Alphatech supplied many weapon systems to corporate forces, but kept the most advanced weaponry for their own. Most of Alphatech's military outposts were untouched by infestation. It was very hard for them to stick. When the war broke for real, Alphatech started releasing their heavier designs to the CMC. BY CL5, Alphatech was a heavy supplier of CMC weapons. Soon, Alphatech would be one of the prime suppliers of heavy weaponry for the Marine services. Alphatech butted heads with many other corporations because of their refusal to disperse their massive arsenal when the aliens attacked. Many corporations subscribed their fall to Alphatech's refusal to help when they could. Alphatech still survived the war

when many didn't. The CMC unofficially never complained about Alphatech's cold attitude to its corporate brothers because Alphatech continued to open its door to the CMC. Alphatech often called upon the CMC to help them with their defense of systems and was the most common corporation to work side by side with CMC forces in hot zones. Even when Alphatech wasn't sharing weaponry, their forces still got along. Alphatech answers to a board of one chairman and eight seatholders, half of which are ex-military.

FALCON INDUSTRIES

Falcon Industries spurned out of nowhere recently when their stocks soared. This spiral came from the amazing colony world of Astyanax. Falcon Industries ran its headquarters on the moon and all of its subsidiaries from this system, making Falcon very small. Most corporations don't even have a world of their own even though they have headquarters over the ICC. Falcon resides exclusively on Asyantax's moon and commits their entire budget to maintaining that world. To that end, Falcon Industries supplied itself with a substantial military force with grants with the CMC for security. This made Astyanax the most fortified world of

its size. Falcon Industries does not play ball with other corporations. They don't trade much with any corporation and only deal with those that can supply Falcon with the necessities of life. Falcon's seclusion protected it during the war. After, they rose from the ashes.

THE TRADEX CONSORTIUM

A large corporation which expanded recently due to the increasing trade on its main planet, Lobo, to and from Honeycomb. There are eight corporations under this conglomerate but they continually push and shove among each other, making the Tradex Consortium continually unstable. Then there is the problem on Lobo over Colonel Castel (See Known Universe). When the war broke out, Tradex couldn't mold its individual elements into unified force. They fought more with themselves than with the infestation. They were overrun quickly and the CMC moved in to dispose of the situation. Tradex fell with a thud. Most didn't even feel the change over then Tradex fell through. Anyone with half a brain abandoned it before the war even started.

SUMMIT

Summit is a family-owned corporation, if anything can be called family in this day and

age. It resides and operates solely from the planet of the same name. The corporation was founded and is run by the original founders of the colony, many years ago. Summit was a tightly woven group that accepted few newcomers. When they are, they are treated like family. Summit was very loyal to its employees and has never betrayed even a sole individual for greater glory. Summit failed to improve its stature appears to have little goals beyond the borders of the Summit system. Its morals have crossed the line with other corporations that have tried to muscle in on the rich world of Summit.

The one joker in Summit's deck is the CMC. Summit has a very prominent and loyal military force accentuated by one of the largest CMC forces ever loaned to a corporation. Summit offered few funds because of their limited size but did offer a planet free from corporation hounds, free for leisure and for free for training. The CMC took this opportunity to make it a anchor for CMC patrols. Summit has almost three CMC squads in its system at any given time with one division permanently loaned on the planet. Marines here are loyal and among the best since many marines ask for a tour on Summit. It is a

cakewalk; only the best are allowed to go. The last time a rival military force entered the system, they didn't get past the outer perimeter before a regiment of Colonial forces flanked them and sent them on their way. When Summit was infested, the hive barely lasted a week before an armada of CMC forces cleared it out. Summit survived and became one of the major CMC supports before, during, and after the war.

PINDEL INC.

Byron's Hope's cancelled terraforming program spelled doom for Pindel. Jon Walker, head of Pindel, died in the disaster (see Known Universe) and the new council left the planet and their assets. Their headquarters on Micor seemed untouched during their crisis until the infestation arrived. Pindel hardly could lift a finger before all their external assets were liquidated. When Micor was stabilized, Pindel was nowhere to be seen. The building was evacuated, gutted with all machinery missing. It was thought they packed up when the infestation arrived at Micor and left the ICC on whatever ships they had left. Some say they dropped by Byron's Hope on the way out, but there was no reasoning why they would do that. Pindel's fate still re-

mains a mystery.

BIOZONE ALPHA (B.Z.A.)

BZA was once a prosperous corporation with the potential to grow the size of the big five. However, when the Harvesters appeared on Tarturus, their resources were stretched to the limit, evacuating the world. BZA transported people from Tartarus to Devil's Peak, straining the colony and the corporation. Their requests for aid fell on deaf ears. By CL6, BZA was broke. It tried to regain its posture but stumbled. Its stock was bought up by other corporations and splintered into a thousand pieces. Eventually, the CMC moved in to secure Devil's Peak and Tarturus. After the war, BZA vanished.

REPUBLIC SYSTEMS ELECTRIC / DYNAMIC

Republic Systems goes by two subdivisions, Republic Electric and Republic Dynamic. They are both weapon manufacturers originally separated, but recently bought out and merged even though they still produce products under their distinctive logos. They construct mostly heavy weapons for spacecraft and armor. Their most lucrative contract is supplying the primary and most popular weaponry for the M577 CMC Armored Personnel

Carrier: The 20mm Gatling Cannon and the 40 mW Free Electron Laser. They produced the weapons in numbers before, during and after the war, but recently found their stock slumping because rival groups like Alphatech were stealing most of their new designs off their drawing boards. Even though they had a good reputation with the CMC, they couldn't persuade the CMC to drop the Alphatech contracts in protest. Republic Systems still survived to construct the primary weapons for most ships and vehicles in the ICC.

BOYARS INTERSTELLAR INC.

Boyars doesn't exist as of CL4 but it was of no fault of the aliens. Boyars was the spearhead corporation in phased plasma design but their prototypes to improve their models continually failed startup tests. Some rumors pointed to sabotage from rival groups like Republic Systems and Alphatech but no proof could be offered. Whatever the case, Boyars held only a few military contracts. They construct a large number of weapons for the Conestoga and Bougainville class frigates for the CMC as well as producing the primary weapons for the GrantCorp's massive Razzia vessels. However, soon their only surviving

contract was of the Boyars 150 Phased Plasma Cannon for the M577 APC. Boyars was bought out by Republic Systems before the war and still contract their weapons under the Boyar's name.

DIGITAL ARCH TECHNOLOGIES (DIGARCH)

DigArch won the lucrative CMC contract for a high superior trans-atmospheric fighter in the AD-17 and found them on the corporate map quickly. They proved their designs valid and made a fortune very quickly. Still used today, the AD-17 never showed to be defective and DigArch grew. They still exist, producing the single design in numbers. Unfortunately, few of their other supplemented designs have ever caught on.

VENTREL SYSTEMS INTERNATIONAL

Ventrel was the other major small-arms manufacturer and often is considered the sole thorn in the back of Alphatech Hardware. Ventrel cornered the market by concentrating on smaller easier designs when Alphatech worked on heavier weapons. Ventrel hit it big when they snagged the contract to supply the CMC exclusively with small arms. The jewel here is the VP 70, produced in the hundreds of thou-

sands. They also constructed older designs like the Shotgun. Their largest designs was the Automatic Sentry Gun system with is almost infinite variations.

Ventrel refused to fall even under the heaviest of pressure from Alphatech and even picked up a few more military contracts over the CMC. Their inexpensive weapon designs resulted in many of their weapons appearing on the outer rim colonies. Ventrel's headquarters were located on Micor but the building itself was surprisingly untouched during the infestation.

LOCKMART STARCUB INC.

Lockmart currently stands as the oldest corporation still in business. Lockmart built the original spacecraft to venture outside the solar system and also built the first craft to reach the nearest solar system. They constructed the first interstellar drive and was considered the king in space travel. However, they never ventured into colony management. Soon, they found themselves under pressure from growing corporations like Hyperdyne and Weyland-Yutani, encroaching on their field of expertise. Lockmart builds few designs now, relying on its older ones. The only new model they have produced in the last few years is

the Inter-System shuttle. Lockmart still has small buildings on almost every world. People have nicknamed Lockmart the "Cessna of the Space-Age."

CHAPTER 5: CHARACTER CREATION



Character Creation Summary

- (1.) Traits
- (2.) Edges and Hindrances
- (3.) Gear
- (4.) Background and Details
- (5.) Starting Reputation

Traits

Traits do not change from the standard as given in the *Savage Worlds Deluxe: Explorer's Edition* rulebook.

Edges and Hindrances

Edges and Hindrances are handled the same as in the *Savage Worlds Deluxe: Explorer's Edition* rulebook.

Gear

Gear comes in packages, instead of buying it. You still get \$100 to buy anything that is not standard. Later in this chapter, we will outline the starting packages of gear that you get.

Background and Details

This takes no changes from the standard rules.

Starting Reputation

Most characters will start with a Reputation score of "0". This can be modified by things such as the Commendation edge or the Commission edge (both of which grant 1 reputation). Total all of your edges that grant reputation.

New Hindrances

Academy Brat (Minor)

You are an officer, but not one of the good ones. You went to an Academy and no one cares what you have to say. You gain 1 reputation and the rank of Second Lt. All of your rolls that would use reputation are made at one-quarter rather than one-half.

Aggressive (Minor or Major)

You are aggressive and upfront about it. You must pass a Cuts check if you intend to avoid aggressing someone or something. This roll is made at -2 if this is minor, or -4 if this is major.

Bad Attitude (Minor)

You have a bad attitude and it shows. You don't listen to orders, and you won't do anything that you don't want to. You need 2 more reputation to gain ranks due to this reputation.

Desk Jockey (Major)

You have spent most of your time in the Corp behind a desk. You don't know the first thing about combat, and you aren't sure you want to learn. Any time combat breaks out you must pass a Cuts check or be unable to act in the first round of combat. You act normally in all rounds after.

New Edges

Advanced Rank

Novice, Wild Card

You have advanced in rank. You go up one rank for every time you take this edge. Gain the requisite reputation required for your new rank. You may take this edge multiple times.

Commendation

Novice, Wild Card

You have earned at least one commendation. Doing so has earned you 1 reputation point. The GM should decide, with your input, what commendation you have received. You may take this edge multiple times.

Commission

Novice, Wild Card

You are a commissioned officer in the Corp. Gain 1 reputation and become the Second Lt. Rank.

Team Lead

Seasoned, Sergeant Rank, Level Headed

You are the leader of a fire team or Berserker squad. You gain an additional +2 to all rolls to influence members of the team.

Weapons Expert

Heroic, Wild Card, Shooting d8

You are an expert with weapons. You may make automatic attacks without the -2 penalty. You also may draw two cards for initiative and use the better card.

Starting Gear Packages

Choose one Career

INFANTRY

BDUs

Wristwatch

M-10 Helmet

Canteen

First Aid Kit

6 M-94 Flares

Knife

Hand Welder

Motion Tracker

Compass

Nylon Rope

Toolknife

VP-90 Pistol or M4A3 Pistol

w. 2 clips

Personal Locator

M-3Armor

Bed Roll

Entrenching/Utility Tool

3 M1000 Flares

8 M-40 Grenades

Mess Kit

20 days rations

Binoculars (High Quality)

Short Range Comm
TNR Lamp
M41A Pulse Rifle w. 2 clips
Personal Data Transmitter
(implanted)

HEAVY WEAPONS

BDUs
M-3Armor
3 M1000 Flares
6 M-94 Flares
Mess Kit
Hand Welder
Binoculars (High Quality)
Compass
First Aid Kit
Nylon Rope
Short Range Comm
Toolknife
M240 Flame-thrower w 2
canisters or M-56 Smartgun
M-10 Helmet
Bed Roll
Canteen
Entrenching/ Utility
Tool
8 M-40 Grenades
Knife
20 days rations@
DemoKit
Wristwatch

TNR Lamp
Personal Locator
VP-90 Pistol or M4A3 Pistol
w. 2 clips
NCO (Non Commissioned Officer)
BDUs
M-3Armor
M-10 Helmet
Bed Roll
Canteen
Entrenching/ Utility Tool
3 M1000 Flares
6 M-94 Flares
8 M-40 Grenades
Knife
Mess Kit
20 days rations
VP-90 Pistol or M4A3 Pistol
with 2 clips
Binoculars (High Quality)
Compass
First Aid Kit
Nylon Rope
Short Range Comm
Toolknife
Wristwatch
Personal Data Transmitter
(implanted)
Personal Locator
TNR Lamp

M41A Pulse Rifle with 2 clips

OR M240

Flame-thrower with

2 canisters OR M-56

Smartgun

OCC (Officer Command College)

BDUs / Flight Fatigues

Mess Kit

Hand Welder

20 days rations

Binoculars (High Quality)

Compass

First Aid Kit

Lantern

6 M-94 Flares

Nylon Rope

Short Range Comm

Toolknife

Wristwatch

Personal Data Transmitter

(implanted)

Personal Locator

VP-90 Pistol or M4A3 Pistol

with 2 clips

Canteen

3 M1000 Flares

Knife

AEROSPACE

Flight Fatigues

Flight Helmet

Canteen

3 M1000 Flares

6 M-94 Flares

Knife

Binoculars (High Quality)

Compass

Lantern

Nylon Rope

Short Range Comm

Toolknife

Wristwatch

Personal Data Transmitter

(implanted)

Cee Suit

VP-90 Pistol or M4A3 Pistol

with 2 clips

Personal Locator

STARSHIP COMMAND

Flight Fatigues

3 M1000 Flares

6 M-94 Flares

Knife

Binoculars (High Quality)

Nylon Rope

Short Range Comm

Toolknife

Wristwatch

Personal Data Transmitter

(implanted)

Personal Locator

Cee Suit
VP-90 Pistol or M4A3 Pistol
with 2 clips
Compass

MEDICAL

BDUs
M-3Armor
M-10 Helmet
Bed Roll
Canteen
3 M1000 Flares
6 M-94 Flares
Knife
Mess Kit
20 days rations
TNR Lamp
Medkit
Binoculars (High Quality)
Compass
First Aid Kit
Lantern
Short Range Comm
Toolknife
Wristwatch
Personal Data Transmitter
(implanted)
Personal Locator
VP-90 Pistol or M4A3 Pistol
with 2 clips

SCIENCES CAREER

Uniform
6 M-94 Flares
First Aid Kit
Short Range Comm
Wristwatch
Personal Data Transmitter
(implanted)
VP-90 Pistol or M4A3 Pistol
with 2 clips
Knife
Medkit

XENO BIOLOGY (CL3 and higher required)

Uniform
6 M-94 Flares
Knife
Medkit
First Aid Kit
Short Range
Comm
Wristwatch
Personal Data Transmitter
(implanted)
VP-90 Pistol or M4A3 Pistol
with 2 clips

ARMOR

BDUs
Canteen
3 M1000 Flares
6 M-94 Flares
Knife

Hand Welder
Binoculars (High Quality)
Compass
An armored vehicle of choice.
Mechanics Tool Kit
Nylon Rope
Short Range Comm
Toolknife
Wristwatch
Personal Data Transmitter
(implanted)
VP-90 Pistol or M4A3 Pistol
with 2 clips
Personal Locator

TECHNICIAN

BDUs
Bed Roll
Entrenching/ Utility Tool
3 M1000 Flares
6 M-94 Flares
Knife
Mess Kit
Hand Welder
20 days rations
Motion Tracker
Orbital Communications
kit
Advanced Tool Kit
Electrician's Tool Kit
Mechanics Tool Kit

Nylon Rope
Short Range Comm
Toolknife
Wristwatch
Personal Data Transmitter
(implanted)
VP-90 Pistol or M4A3 Pistol
with 2 clips
Personal Locator
DemoKit

ENGINEER

Entrenching/ Utility Tool
3 M1000 Flares
6 M-94 Flares
Knife
Mess Kit
Hand Welder
20 days rations
Motion Tracker
DemoKit
Orbital Communications
kit
Advanced Tool Kit
Electrician's Tool Kit
Mechanics Tool Kit
Nylon Rope
Short Range Comm
Toolknife
Wristwatch
Personal Data Transmitter

(implanted)

VP-90 Pistol or M4A3 Pistol
with 2 clips

RECON INFANTRY

BDUs

Wristwatch

M-10 Helmet

Canteen

First Aid Kit

6 M-94 Flares

Knife

Hand Welder

Toolknife

Motion Tracker

Compass

Nylon Rope

VP-90 Pistol or M4A3

Pistol w. 2 clips

Personal Locator

M-3Armor or

Ghillie Suit

Bed Roll

Entrenching/Utility Tool

3 M1000 Flares

8 M-40 Grenades

Mess Kit

20 days rations

Binoculars (High Quality)

Short Range Comm

TNR Lamp

M4IA Pulse Rifle w/2 clips

RECON HEAVY WEAPONS

BDUs

M-3Armor or

Ghillie Suit

3 M1000 Flares

6 M-94 Flares

Mess Kit

Hand Welder

Binoculars (High Quality)

Compass

First Aid Kit

Nylon Rope

Short Range Comm

Toolknife

M240 Flame-thrower

w/2canisters or

M-56 Smartgun

M-10 Helmet

Bed Roll

Canteen

Entrenching/Utility Tool

8 M-40 Grenades

Knife

20 days rations

DemoKit

Wristwatch

TNR Lamp

VP-90 Pistol or M4A3

Pistol w/2 clips

RECON SNIPER

BDUs
Wristwatch
M-10 Helmet
Canteen
First Aid Kit
6 M-94 Flares
Knife
Hand Welder
Compass
Nylon Rope
Toolknife
VP-90 Pistol or M4A3
Pistol w/2 clips
M-3Armor or
Chillie Suit
Bed Roll
Entrenching/ Utility Tool
3 M1000 Flares
8 M-40 Grenades
Mess Kit
20 days rations
Binoculars (High Quality)
Short Range Comm
M42A Scope Rifle
w/2 clips

RECON NCO/ OCC

BDUs
M-3Armor or
Chillie Suit

M-10 Helmet
Bed Roll
Canteen
Entrenching/ Utility Tool
3 M1000 Flares
6 M-94 Flares
8 M-40 Grenades
Knife
Mess Kit
20 days rations
VP-90 Pistol or M4A3
Pistol with 2 clips
Binoculars (High Quality)
Compass
First Aid Kit
Nylon Rope
Short Range Comm
Toolknife
Wristwatch
TNR Lamp
M41A Pulse Rifle with
2/clips OR M240
Flame-thrower with
2 canisters OR
M-42A Scope Rifle
w/2 clips

COMBAT ENGINEER

BDUs
M-3Armor or
Chillie Suit

M-10 Helmet
Entrenching/ Utility Tool
3 M1000 Flares
6 M-94 Flares
Knife
Mess Kit
Hand Welder
20 days rations
Motion Tracker
DemoKit
Orbital Comm. Kit@@
Advanced Tool Kit@
Mechanics Tool Kit
Nylon Rope
Short Range Comm
Toolknife
Wristwatch
VP-90 Pistol or M4A3 Pistol
w/2 clips
M41A Pulse Rifle w/2 clips
OR M240
Flame-thrower w/2
canisters.
Mission specific equipment

Armor		
Name	Protection	Weight
BDU	+1	1
M3	+7	3
M10 Helmet	+2	1
Gas Suit	+1	1
Ghillie Suit	+3	2
Z-110 Acid Neutralizing Combat Wardrobe (TL 4)	+9	3
NeutraGel Mod (TL 5)	+1	1
Ploymer/Alloy Combat Armor Rig	+8	4
WY Combat Helm (TL 2)	+4	1
MK 25 Pressure Suit	+2	2
MK 50 Compression Suit	+5	2
ZCT-1 Armored Space Suit	+8	3
Portable Force Field	+5	2
MAX- Mobile Assault eXo-Warrior	+12	N/A
RACK- Power Armor	+15	N/A



Light Firepower					
Type	Range	Dmg	Rof	Wgt	Shot
Basic Stunner	25/50/75	2d6	1		6
VP 70	50/100/150	2d6+1	2		11
M4A3	100/200/300	2d6+1	2		12
ATM-2	200/400/600	2d6+1	2		16
ATM-1	80/160/240	2d6	3		16

Medium Firepower					
Type	Range	Dmg	Rof	Wgt	Shot
M41A1 Pulse Rifle	900	2d8	40 (4)		100
PN 30mm Grenade Launcher	100	4d8	1		3
M42A Scope Rifle	3800	2d8	1		12
M41A62 Pulse Rifle	900	2d8+1	30 (3)		300
M21A Shotgun	50	2d6+2	1		8
L96 Sniper Rifle	2500	2d8	2		12
Duchamp Blaster	500	2d8	50 (5)		300
M42A3 Light Rifle	700	2d8+2	30 (3)		90
ATM-3 Shiva MK-1	900	2d8	60 (6)		120
ATM-4 Sabot Stick	600	2d8	30 (3)		120

Heavy Firepower					
Type	Range	Dmg	Rof	Wgt	Shot
M56A2 Smart Gun	1500	3d8	60 (6)		300
M240A1 Flame Thrower	3-50	2d8	3		60
GC20 Plasma Rifle	1000	3d8	60 (6)		500
M-199 Mk2 Smart Gun	1500	2d8	60 (6)		500
ATM-5 Shiva Mk2	1500	3d8	30 (3)		270
M-23 "Thumper"	50	4d8	1		12

Assault Firepower					
Type	Range	Dmg	Rof	Wgt	Shot
Plasma Cannon	2000	5d8	1/2 rnds		20
M5 RPG	2000	4d8	1		1
M78 PIC	1000	4d8	1		30
M83A2 SADR	1000	4d8	1		1
M112 HIMAT	5000	5d8	1		3
SIM-118 Hornet	10000	4d8	1		1
ATM-1 Bolter	1500	3d8	1		20
M80 LP-Canon	3000	3d8	1		9

Grenades			
Type	Dmg	Radius	Secondary Dmg
M40	6d6	3m	3d6
M38 HEAP	5d8	1m	2d8
M51A Bounding Fragmentary	4d8	1m	2d8
M108 Canister	3d8	0	N/A
M230 Baton	4d8	0	N/A
M60 Phosphorous Incendiary	0	15m	Smoke Screen
M72A1 Starshell	0	10m	Flare



Weapon Descriptions

COLONIAL MARINE LIGHT FIREPOWER

BASIC STUNNER: A common weapon for police and national guardsmen. The Stunner fires a sedative needle that disintegrates upon penetration. It can penetrate all but the heaviest armor and can usually knock the average human in one firing. A long crumbled corporation developed it in an attempt to appease controversy over armed corporate soldiers. The Stunner still found a market. If the weapon penetrates armor, the ENTIRE stun damage is dealt.

VP 70 PISTOL: The VP 70 'PREDATOR' by Ventrel is a 9mm semi automatic sidearm crafted entirely of composite materials making it light, rugged and dependable. The PREDATOR project was started over 30 years ago by Ventrel to create a firearm for the modern soldier. Originally created from 150 separate parts, this has been reduced to 6. The main feature of the PREDATOR is the simplicity. With a safety latch built into the trigger and a concealed hammer, the VP 70 has an extremely low chance of jamming or misfiring, even under high levels of heat and pressure. The VP

70 can fire after 72 hours at 700 degrees and a combined weight of 7 atmospheres. The VP 70 contains an insulated magazine that will prevent ammunition 'cook off' at temperatures up to 500 degrees. The PREDATOR holds 11 rounds of 9mm ammunition with 1 in the chamber, and accepts both Military combat effective munitions and civilian shells. The simplicity of the VP70's firing mechanism is one of its most notable features, resulting in an extremely reliable, accurate weapon in the harshest conditions. When carried as a conventional weapon, the VP70 fires with a standard blowback mechanism linked to a unique trigger configuration. The trigger is a double action mechanism that requires substantial pressure when first pulled back. If this pressure is continued, the trigger bar slips from a spring-loaded firing pin to fire the chambered round. This safety-in-trigger design negates the need for any additional safety catch. The optional shoulder stock latches into grooves on the back of the pistol's receiver and butt. Single and burst fire is available when this unit is attached. Use: Since the VP70 uses the inherently accurate, low powered 9mm Parabellum round, it proves to be an easily

controlled pistol when fired. Range is increased by the accuracy of the round, and even in three round burst mode the pistol provides surprisingly accurate, directable fire. In the years since the introduction of the original design, the VP70 has undergone little in the way of substantive change. More commonly, new, lighter, stronger plastics and alloys have gone into the pistol's parts, providing an even more reliable and more compact sidearm.

M4A3 SERVICE SIDEARM: The M3A3, with its older variants, has been the USCM standard sidearm for the past sixty years. It is a 9mm automatic, recoil operated, magazine fed hand weapon. The working mechanism is made of steel alloy with some plastic parts and the outer casing is machined from lightweight alloys. The entire weapon, including a full 12 round magazine weighs no more than 0.95 kg. The cartridge is a 9mm ball rimless straight round with a bullet weight of 126 grain.

ATM-2 MEDINA (TL2): The Medina is a zero-recoil shell weapon designed for CMC units in zero-gravity environments. Alphatech designed it for the military but found demand in the CMC who needed more weaponry in the hostile dan-

gers of space.

ATM-1 SABOT-PISTOL (TL2): Alphatech's cheap and small Sabot pistol is a holdout weapon used by police groups as a standard side arm. It is also used as a good backup weapon in the CMC. It uses the same small Sabot rounds used in Sabot Sticks.

COLONIAL MARINE MEDIUM FIREPOWER

M4IA PULSE RIFLE: The Armat M4IA is a 10mm pulse-action air-cooled automatic assault rifle, which over the last decade has become the basic rifle of the US Colonial Marines and the US Army. The standard service variant has an over-and-under configuration incorporating a PN 30mm pump-action grenade launcher. Lightweight and rugged, the M4I is constructed largely from ultra-light alloy precision metal stampings. The outer casing is made from titanium aluminide alloy and many internal parts are molded from high-impact, temperature resistant plastics. Layout is conventional, and a spring loaded retractable stock allows the rifle to be used either in carbine format (with stock retracted) or as a rifle, with the 'in-line' stock extended for greater stability during automatic fire from the shoulder. Sighting is made down a groove in the carrying

handle, with an adjustable tangent leaf backsight positioned in the rear slot. A 3x power AN/RVS-52 CCD television sight can be optionally fitted to the carrying handle for accuracy at great range and under low-light conditions. The M41 fires the standard US M309 10mm x 24 round. This ammunition comprises a 210 grain projectile embedded within a rectangular caseless propellant block of Nitramine 50. The propellant content is small but highly efficient, generating muzzle velocities on the order of 840 meters per second. The round is steel-jacketed and explosive tipped, with impact fusing that is preset during manufacture. Terminal ballistic characteristics have been optimized for maximum lethality against infantry wearing personal armor. The round is designed to penetrate the armor, exploding just after impact to inflict lethal internal damage. The standard M41 ammunition clip will hold up to 100 M309 rounds in a 'U' bend conveyor that feeds the rounds mechanically into the rotating breech mechanism. However, in practice the clips are only filled to 95% capacity in order to reduce the auto-loader's tendency to jam. The M41 uses electronic pulse action to fire, controlled directly from the trigger. The internal

mechanism, including the rotating breech, is mounted on free-floating rails within a carbon-filter jacket. This assembly is recoil dampened to reduce the effects of muzzle climb during burst and full automatic fire. From the thumb selector, the weapon can be set to four-round bursts, or full automatic fire, the latter allowing a rate of fire up to the weapons cyclic rate of 900 rounds per minute. An LED display situated just below the receiver indicates the ammo remaining in the clip. This display can be dimmed for night operations. A Lithium battery in the carrying handle provides electrical power for the gun's motor mechanism. This battery is good for 10,000 rounds and can be recharged either from a rifle rack or a portable power clip. The M41 is a robust weapon, fully sealed against corrosion, dirt and moisture, yet easy to disassemble and maintain. The solid state electronics are hardened against TRÉÉ and background radiation, and the weapon is perfectly usable in a vacuum environment. However, it is not sufficiently stabilized or recoil dampened for use in free-fall combat operations

M42A SCOPE RIFLE: The M42A is a 10mm pulse action semi-automatic rifle employed

as the primary sniper weapon of the USMC. This rifle is a key component of battalion operations; its long range and precision extending the tactical zone of control by up to a kilometer or more, subject to local terrain. The rifle is issued on a scale of one per company, though it is normally held for use in a battalion controlled pool of up to four Scout-Snipers. The internal mechanism of the M42 is designed to have a high degree of commonality with the M41 - using the same rotating breech and feed - though it is chambered for the match-standard 10mm x 28 caseless round such as in the M56. The barrel is free-floating with a right-handed twist and is contained within a protective shroud and receiver housing. Ammunition feed is from a 15 round Match Rounds magazine inserted beneath the stock of the rifle, behind the thumbhole of the pistol grip. The match-standard batched M252 HEAP round has a maximum effective range of 2,950 meters. A long-range stabilized ball round is also available, with an effective range of 3,800 meters. The factory standard M250 smart gun round can be used with no adaptation, though it has an effective range well under 2,000 meters. Fusing for the M250/M252

ammunition is controlled from a separate selector switch. A combined, multi-spectral twenty power passive sensor scope is mounted over the receiver. The scope display shows a composite image based on visual, infrared and electromagnetic emissions. The scope display can be augmented by input from the local sensor matrix via a digital comms broadcast or direct optic cable link. Motion trackers, ground radar, lidar and IR sensors may all be linked into the rifle; furthermore, the optical PARCET control system - exact details of which are classified - is apparently able to connect the rifle into the local sentry gun matrix, allowing the Scout-Sniper to redirect sentry gun firing arcs when in hot contact. Instead of adding +1 for every additional round, the Scope rifle adds +2.

M41A&2 (TL2): The M41A&2 is built on the same basis as the M41A1 but with and a slightly lower ROF. Optional L clip contains 300 rounds. **M21A COMBAT SHOTGUN:** The shotgun has a length from the barrel to the stock is about three and half to four feet long. However, during the Vietnam war, the soldiers had modified them so that they would be about two and half feet long. To be used in jungle combat, they would

prove to be one of the most versatile weapons used. The maximum range for a "sawed off shotgun" would be approximately 2 and a half feet. The shotgun is really easy to load, there's a stainless steel fork that is located underneath the pump-action barrel. There, you would put the shell up at a slight angle, and feed it right in. And then when you are done putting the shell into the weapon, the fork closes and from there, you can hold up to three shells plus one in the barrel, which would make the total ammunition count to four total rounds (Modifications were made on these weapons so they could take more than three rounds. Sometimes four to five shells were in the shotgun tube). The shotgun is made out of tempered steel that is molded to become the top and lower barrel, while the trigger is made also from the tempered steel. The wood for the pistol grip and the hand pump are both hardened and weather proofed so to avoid rotting and getting moldy.

L96 SNIPER RIFLE: The L96A1 is made by a firm called Accuracy International. In sniper try-outs, the L96 beat the Parker & Hale M85. The rifle was built under supervision of a top UK rifle shooter. It has an unusual

set-up, the stock is of two piece design and the two pieces bolt onto a sub-chassis. The action is both glued and screwed to this sub-chassis. There is also a silenced model with full-length silencer. It is a very accurate rifle, typical groups are sub 1/2 MOA at 100 yds and just over that at 200 yds. Well designed and built with a very nice stock. The syntech stock has very nice lines, it has adjustable length of pull (done with spacers), a thumbhole design. All in all a very nice and accurate rifle.

DUCHAMP BLASTER (TL2): 500 round MAG with two in-board clips. Medium Recoil, Piss poor at distance. The Duchamp was an attempt to scale up the existing Pulse Rifle design. The result is a hardly used heavy rifle that was scrapped by the CMC in favor of the M41A&2 Mk.2 Pulse Rifle. The Duchamp still found use from civilian groups and budget minded corporations.

M42A3 LIGHT RIFLE: The M42A3 is a smaller variant of the M41 Pulse Rifle. This weapon is lighter, easier to use and more robust. The servicing cost of the M42 is so low, the weapon became the Rifle of choice for colonies in the outer veil as well as deep space CMC scouts. Light armor urban

squads and jungle militias often use the M42A3 in replacement of the heavier M41A.

ATM-3 SHIVA Mk. I (TL3): The two Shiva designs, built by Alphatech were originally developed for their own forces but found use in most of the Outer Veil colonies as a heavy weapon to compete with M41A Pulse Rifle. The Deep Space CMC forces have been found using these weapons since supply runs to the Periphery are uncommon. The Shiva is a two handed weapon with two individual handgrips. It uses larger Sabot rounds found in the Sabot stick and the Sabot pistol. The only real problem with both Shiva models is their heavy recoils. Ever subsequent round of firing (after the first one) more than 1/2 the weapon's ROF invokes a -1 penalty to hit. The stop this, stop firing for one round or fire shorter, controlled bursts.

ATM-4 SABO-STICK (TL2): The single cheapest rifle in Alphatech's arsenal is the basic Sabot Stick. It has a simple firing mechanism and a simple design. The only major problem is that it tends to overheat. Sticks are considered disposable rifles. After their tenth's clip change, the massive heat buildup has caused the firing mechanism to fuse, making it

inoperable.

COLONIAL MARINE HEAVY FIREPOWER

M56A2 SMART GUN: The M56A2 is a 10mm general-purpose automatic squad support weapon, effective out to 1500 meters. The pulse-action system employs a free-floating recoil-dampened rotating breech mechanism chambered for the M250 series 10mm x 28 caseless round. the gun also incorporates a muzzle booster to ensure the necessary operating forces from the large round. Cyclic rate is around 1200 rounds per minute. The gun is constructed largely from molded carbon-fiber and light alloy stampings, though some interior parts of the mechanism are made from plastic. The replaceable barrel system is air-cooled, though a heat-sink attachment can be jacketed onto it. The system is mounted on an operator's harness and slaved to an infrared tracking system. the gun is self-steering on the mount, though firing must be commanded manually. The entire gun assembly masses 17.82 kg. The length of the gun itself is 122 cm, and the length of the barrel is 54.5 cm. The stabilized articulation arm is attached to the left hip mounting and plugged in via coaxial cable to the processor and power

outlets in the breastplate. The gun itself is clipped and secured to the end of the arm. The operator plugs this HMS (head mounted sight) into the tracking and comms system in the armor. the gun tracker is jacked into the process by a universal connector, and the gun itself must be powered up before the weapon is loaded. Power for the entire gun system is supplied by standard DV9 Lithium battery units, good for up to 50,000 rounds when fully charged. Both ends of the DV9 unit are plugged into the power leads that run from the articulation arm to the gun; common practice in the field is to let the battery hang free beneath the gun, where it is easily accessed in an emergency. The M250 10mm x 28 ammunition is a 230 grain caseless projectile encased in a rectangular block of Nitramine. Higher powered than the M309 round for the pulse rifle, the M250 also significantly differs in having a selectable fuse setting. A switch on the hand grip is used to select the ammunition fusing, which is set electronically as the round is loaded into the chamber. The 'Super' setting is optimized against soft targets and will detonate the round on impact, while the 'Delay' setting explodes the shell only after penetrating the target armor.



The M250 ammunition is stored on a roll of continuous plastic non-disintegrating link belt in the ammunition drum, which can be reloaded in the field. The gun motor drives the feed mechanism as well as the rotating breech, and automatically loads each round off the belt and into the breech. In the event of a jam, the manual cocking handle at the side can be pulled to eject the round and clear the breech. This procedure can also be used to manually charge the mechanism. The first +1 to hit is automatic. If the target is not destroyed, the next round increases to +2. Every subsequent round past it adds, another +1 until the target is destroyed. This can be applied when spreading the shots over multiple targets. All targets receive have the bonus. Blind fire gives no bonus.

M240A1 FLAMETHROWER: The M240A1 is a lightweight, carbon-format flame-thrower designed for use in close combat at the squad and firearm level. Using pressurized, ultra-thickened naphthal fuel as a base and ignited by the nozzle burner, the M240 can shoot flame at targets up to 30 meters away. Once a target has been hit, fuel droplets from the flame-thrower will stick and

continue to burn for approximately thirty seconds. Damage is immediately done again next round. If struck. If not extinguished, it will continue to burn every next round for full damage for 206 turns. If still not extinguished, it will continue doing -1d damage after until it fizzles itself out. All materials considered combustible will not reduce damage until it is destroyed. It will then burn itself out. With sufficient fuel in a standard fuel reservoir for a burst of up to twenty seconds, the M240 is undoubtedly one of the most fearsome weapons in the Marine inventory, and has proven especially useful in close combat and against the Xenomorph. It is also ideal for use against fortifications because of the ability of the flame to be directed through defensive apertures. However, it is unpopular with many of its operators, partly because of its short range, and also because of the tendency of the fuel reservoir to rupture violently when hit by shrapnel or small arms fire. The M240 is 88cm long and weighs 2.7 kg with a full reservoir. A valve at the rear of the incinerator is used to refuel the weapon; alternatively, the reservoir can be screwed off and refilled or replaced separately. A twist-valve on the flamethrower regulates the fuel

flow and a thumb switch on the handgrip electrically ignites the nozzle burner when depressed. The weapon is fired by squeezing the handgrip trigger, and will continue firing until the trigger is released. The range of the M240 can be increased by making a high angle shot, firing the flame unit up at an angle of about 45 degrees - the burning fuel then descends onto the target in an arc. In this way shots can be made up to a range of 50 meters, though it is far less effective than direct fire in penetrating an armored firing slit or aperture.

GC-20 PLASMA RIFLE (TL3):

Grant Corp developed several plasma weapon designs based on the heavy firepower of the PIC and the heavy turrets on the M577 APC. They created the GC-20 and its heavier Cannon cousin. The GC-20 is almost unrecognizable in comparison to existing weapon designs. The three-barreled weapon is ivory white with very few additional features. To keep cost down, standard rifle features often found are missing including ergonomic handgrips, a magazine counter, and even a shoulder guard. The almost featureless weapon perfectly matches the Acid Resistant Combat Wardrobe for

which the weapon was primarily designed for, even though the armor itself would be released later (R&D on the acid resistance proved more difficult than designing a hand held plasma weapon. The three barrels allowed the GC-20 to have high cyclic rate and keep the internal heat down.

M-199 SMART GUN Mk. 2 (TL2):

The M-199 modified the existing Smart gun design almost from the ground up. The rifle is over a foot shorter, and has been converted into a gattling weapon. The ammo drum was moved under the weapon and the strength of the harness was increased. The M-199 was a valuable weapon used by Beserker teams because it increased the firepower of a regular heavy gunners. Most prefer the less clumsy original design. However, the increased size of the weapon led to a larger, more advanced computer system. Although heavier, it is a better shot. The Mk. 2 has a +2 bonus with an additional +1 next round after than. Like the original design, the shots can be dispersed among a group. Blind fire gives no bonus.

ATM-5 SHIVA Mk. 2 (TL2):

The Massive Mk. 2 Shiva was designed, originally, as a heavy weapon used primarily for military synthetics. The massive

weight of the weapon made common deployment difficult. When synthetics were banned from an active offensive role and reduced to support only, the Shiva became a rarity. Still found on occasion, the Shiva popped up now and then, the preferred weapon of choice for stronger soldiers since it can be used as an "autofire" weapon, making it available to general infantry without penalty. When Offensive synthetics designed to combat the xenomorph threat appeared in TL4, the Shiva Mk2 appeared again as a standard weapon for heavier unit.

COLONIAL MARINE ASSAULT FIREPOWER

GC-10 PLASMA CANNON (TL3): Grant Corp's larger Plasma weapon made before the final release of the GC-20. The designers took a stock Sentry Gun chassis and removed all the mechanical and computer components. The project originally was to create an automated system like the Sentry gun, but the size of the cannon prevented this unless the entire chassis was reconstructed. The automatic systems were dropped in exchange for basic hydraulic control. The gun pivots and tilts effortlessly on its axis, 360 degrees around and 60 degrees up with no effort

from the user. If carried off its tripod, the weapon is heavy and cumbersome, requiring a STR of 8 to a least use. Still, the weapon has a -3 to hit anything. The large weapon is capable for taking down aircraft, puncturing tank armor, and incinerating whole squads. The CMC operates few, preferring to use their lighter Phased Plasma Infantry Gun. Still, the weapon is still the largest reusable infantry weapon available. The weapons six second recharge rate is a major hindrance, however. Usually, the weapon is wired into a link system with another cannon. Both guns can be wired into a remote user, safely behind cover and fire both guns alternatively.

M5 ROCKET PROPELLED GRENADE: The M5 rocket propelled grenade system is a small reloadable shoulder launched weapon. The launcher consists of a 140 cm steel alloy tube weighing 2.3 kg, with a rear backblast vent incorporating backblast diffusers, trigger mechanism and 4x power telescopic sight. Each 2.2 kg round is a 60 mm hypervelocity spin-stabilized rocket with an impact-fused supercritical HEAT warhead. The rounds are carried separately and handloaded into the launch tube. Sighted visually, the system has an accu-

rate range of approximately 400 m and a maximum range of around 2,000 m. Though the rocket's warhead has little chance against medium and heavy tank armor, it has proven popular and effective for use in its secondary role against infantry in bunkers and building strongpoints.

M78 PHASED PLASMA INFANTRY GUN: The M78 PIC (Phased-plasma Infantry Gun) is a man-portable anti-armor weapon. Weighing 15.2 kg in its entirety, the PIC consists of two parts: the gun and its power pack. The M78 is a 15 mW phased plasma system firing vaporized Cadmium Telluride pellets from a 30 round feed. The fast discharge system powering the gun's laser and magnetic coil is fed from a 4 mW hydrogen fuel cell in the power pack. The firing cycle takes 3 seconds, most of which is taken up by the powering up of the discharge generator. The penetrating power of the system is considerable, and it is claimed to be able to breach the flank armor of a heavy tank at 1,000 meters.

M83A2 SADAR: The M83A2 SADAR (Shoulder-launched Active-homing Disposable Anti-tank Rocket) is a lightweight one-shot anti-armor weapon capable of engaging enemy vehicles at ranges up to 1,000

m. Fully disposable, the rocket's launcher is discarded after firing, whilst the rocket, a fire-and-forget weapon, guides itself toward the target. When stowed, the SADAR system consists of a watertight carbon-fiber composite blast tube, inside of which is an aluminum launch tube containing the missile and guidance electronics. The weapon is cocked by unlatching the forward ring of the blast tube and pulling the inner launch tube forwards until it locks. A trigger assembly and thermal acquisition sight are then flipped into position, and the weapon activated by pushing a charge button on the trigger grip. From this point the weapon can be sighted and fired from the shoulder. The M83 acquires and tracks targets with a cooled infrared imaging seeker mounted in the rocket's nose. When the charge button is pressed, the inert IR seeker is cooled to its operating temperature within two seconds and begins feeding images to the operator's thermal acquisition sight. The seeker remains charged for twenty minutes, after which the rocket may only be fired unguided. When a target enters the acquisition sight, the operator can lock the seeker's field of view, the weapon can be launched at it. When launched, the SA-

DAR rocket accelerates to maximum velocity. As the rocket approaches the target, the guidance system selects the hottest part of the target and flies and attack profile that offers optimum penetration. Against a tank, it will typically climb briefly before diving on the target's thinner upper surfaces. The M83A2 version is capable of identifying defensive countermeasures such as decoy flares and has improved logic to aid in rejecting them. The shaped-charge HEAT warhead is capable of defeating most light and medium armor. The SADAR is guided and all rules to it apply. Note: It is listed with a 3 missile capacity because purchasing one delivers a crate of three launchers.

SIM-118 HORNET: A shoulder launched man-portable SAM (Surface to Air Missile) capable of an all aspect engagement of targets up to 10 km. The millimeter-wave seeker is capable of acquiring as well as tracking targets, allowing the infantryman to fire at craft beyond the range of his vision or obscured by cloud. A no-frills hypervelocity missile, the Hornet has no warhead, relying on its high accuracy, and the kinetic energy of its impact to destroy the target. The Hornet is guided and all rules to it apply.

M112 HIMAT: The Hypervelocity Intelligent Missile, Anti-Tank is a man portable battlefield 'brilliant' weapon with a range of over 5 000 m. The versatility of the system allows the field commander many options for its deployment and use. The core element of the system is a 11.3 kg single-round self-contained disposable launcher is a carbon-fiber composite tube containing the HIMAT round and RTM ports for the fire control system. The bipod can be set to launch the round horizontally or at increasing angles up until the vertical, depending on deployment. Fire control for the M112 varies according to mission. For defensive deployment, the system can be set for either 'Command' 'Autonomous' configuration. In both cases, one or more launchers are connected by cable to an APS-100 Fire Controller, an 800 Gb intelligent system which imports data from the local sensor matrix, including motion trackers, infrared scanners, lidar, radar and robot sentries. It is also possible to datalink the Fire Control unit into higher-level assets such as surveillance drones or artillery Forward Observers. The APS-200 unit analyzes the sensor data, and if it positively identifies a target it will lock-on with one or more missiles under its

command and prepare to launch. If set to Command mode, the APS-100 is connected to the terminal of an operator who constantly monitors the Anti-Tank defense plan for the area. If a target is identified, the system will flash a 'Target Lock' indicator to the operator who can authorize a weapon's launch or, if the exact identity of the target is unsure, a further IFF interrogation. If enabled for Autonomous mode, the APS-100 will work through its target identification protocols until it is sure it has lock-on to an enemy and then automatically launched one or more missiles. The HIMAT is guided and all rules to it apply. It can be fired manually so it is not classes as a system.

ATM-1 BOLTER (TL2): The Bolter is another heavy weapon by Alphatech designed primarily for combat synthetics that didn't see wide release until TL4. The weapon was so large, most couldn't even use it. The kick-back was enough to knock smaller people off their feet. Some were modified by Alphatech and the CMC 58 with a tripod unit to ease the firing recoil. This variant found wide use in heavy armor units. The original came back at TL4 when Combat Synthetics met wide release.

M80 LP-CANNON: This long range, shoulder cannon found use with heavy soldiers to accentuate armor units. The LP-Cannon's basic objective was to give infantry unit a heavy weapon to combat ground military without having to set up heavy missile systems. The M80 is a clip fed railcannon with a built in-power source. It accelerates a needle-shaped flechette past Mach. The fact that it has a clip made the weapon popular for field units who didn't need to the constantly reload the weapon in a pinch.

M23THUMPER: The Thumper's shorter range than the M41A grenade undermount stems from a 100 year older designed firing mechanism. The Thumper has not been modified much since. It still found use in the CMC and several other military groups. Even though large and hard to carry as backup, it still is the easiest way to offload large explosive payloads in a very quick time. The smoke grenade is actually the most common grenade loaded in the Thumper.



CHAPTER 6: NEW RULES

Reputation

Reputation is what being a Marine is all about. They are the elite fighting force in the universe, and the front lines of the battle against the Xenos.

How does this work in game terms? Simple enough

Jarhead: Reputation is tied to rank. The table below shows how much reputation each character needs to become that rank. See page XX for more information on gaining a commission.

So, how do you gain

Reputation	
Rank	Reputation Needed
Private	0
Pvt 1st Class	3
Lance Corporal	6
Corporal	9
Sergeant	12
Staff Sergeant	15
Gunnery Sergeant	20
First Sergeant	25
Sergeant Major	30
Second Lt	1
First Lt	5
Captain	9
Major	14
Lt. Col.	19
Col.	24
Brigadier Gen	31
Major Gen	37
Lt. Gen	44
General/Admiral	51

reputation? Well, Marine, there are three ways:

(1.) Through gaining commendations and medals.

(2.) Through completing missions and objectives.

(3.) Actions taken in stressful situations.

The GM has the final say on how much, if any, reputation to award for an action. Normal rewards are between 1-3 points per action, unless it is something that is above and beyond the call of duty.

CONSPIRACY LEVELS (CL)

CLs are only used by the GM to denote the setting at the beginning of the game. This really just reveals what is available in the setting at this point. The prime reason for the Conspiracy Levels are for what impact the corporations have, how much power the USCM have, but mostly, how many Aliens are out there. This is a simple guide and they can be broken up at any time. The course of events can either be descending or ascending. You can start with the Alien War (like the Dark Horse Comics) or reverse them like I did for a course of events that fits in with the Film series. The GM, before

hand, should organize the CLs as he sees fit. I suggest simply following the course from 1 to 6. Therefore, the PCs can progress through the CLs for a very fulfilling gaming experience. CL is only use in further chapters for story development. (EG: Grant Corp needs Royal Jelly at CL 3 but operates its own hives in CL 4).

CONSPIRACY LEVEL 1:

"A VISITOR"

CL1 takes course around the time of the movie. A Narcissus Shuttle is towed from Outer Reaches to Gateway station. On the basis of the report from the survivor, a CMC Cruiser was sent to a planet on the Outer Rim. The Aliens are only known by that survivor. This setting is a pre-threat scenario. Marines usually don't even consider any non-human threats in known space. The human quotient is another story. The Aliens still exist in deep, deep space, and on the planet Acheron, quarantined after the Atmospheric Processor there went critical. EG: Aliens

CONSPIRACY LEVEL 2: "IT'S ON A NEED TO KNOW BASIS"

In CL2, stories have leaked about some alien life form on the rim. The PCs still don't know anything but their superiors may not be revealing every-

thing. Weyland Yutani and several other corporations are committed to a secret agenda. In deep space, in the deepest of the deep, several ships and colonies are found abandoned, destroyed, or they simply have gone missing. PCs may encounter trace evidence of something... deadly...something someone is trying to hide. EC: Alien 3

CONSPIRACY LEVEL 3: "WHAT ARE THEY?"

CL3 reveals them finally... but who will believe you? The PCs would have to be in deep space to encounter them. Outer Colonies are fighting for their very survival. Meanwhile, on Earth, no one knows a thing. Rumors have leaked through the systems about strange infections on the rim colonies. Corporations are directly fighting for control of the Xenomorphs biotechnology. The CMC (or USCM) funds a secret brigade of forces sent into the rim to keep the infestation from swarming out of control. This is a great start for some basic action and plot development.

CONSPIRACY LEVEL 4: "MY MOMMY ALWAYS SAID..."

In CL4, the Xenomorphs have replaced the boogey man for those nighttime camp stories. Adults know better. The

ones in the deep fear for their very lives. Chances are someone knows someone who knows of someone who has been killed by these creatures. The marines are now dedicated to their extermination. Several corporations and even the military have funded research stations, some even live life specimens and maybe even an operating hives. The Alien Homeworld has been found. Many fear this fight is doomed. Most on Earth are blind to the threat. Life continues as normal. PCs here are one of many groups fighting to keep the infection to a minimum. EC: Genocide, Hive, Rogue, Labyrinth,

CONSPIRACY LEVEL 5: "THEY'RE EVERYWHERE"

Its war. No one is safe. Chances are, everyone knows someone who has fallen victim. The fight seems hopeless. Religious cults have cropped up. The Aliens are on Earth. Marines fight to keep the peace. Bureaucrats and politicians are the real enemy. Lock your doors. Arm yourself. The Human race smells its own extinction. Marines here struggle, trying to fight off, grabbing every chance they get. EC: Outbreak., Music of the Spears

SPECIAL LEVEL 5.5: "WE NEED A GOOD WAR"

Yeah...its war. The aliens are on Earth and it is being turned into a wasteland. Upper classmen witness from sealed ships as the human race falls apart. The PCs are alone. They fight a losing fight. They seek out help but find little. The infrastructure is crumbling. It's all or nothing. EG: Nightmare Asylum, Earth War,

CONSPIRACY LEVEL 6: "A TERRIBLE PRICE"

Earth is a wasteland. A couple dozen hives still function on the globe. Nuclear weapons have washed the planet clean. Nothing lives. Mankind rebuilds. Marines are now rescue personnel. They are either trying to find survivors or they have been given the ugly duty of clean up. Others have been forced to hunt down and completely exterminate all remnants of the alien presence.

TECH LEVELS

Tech levels should be enforced. They introduce technology in a step-by-step basis. It is recommended that you follow them with the appropriate Conspiracy Level but exceptions can be made. Earth War, for example, is CL5 and TL1. However, it is not recommended that you flip them (CL1, TL5) since that gives the PCs a se-

vere advantage. The GM should start with a low TL and work his way up as the game progresses. It isn't that much fun when the PCs get everything at the start. TLs are used frequently to denote when technology is introduced and when a GM should and shouldn't use them. If a game uses TL2, you can leak TL3 technology on occasion but introducing an Anti-Alien Combat Synthetic or a Berserker suit may be unwise.

TECH LEVEL 1: STANDARD TECHNOLOGY

These are all technologies from the start of the series. Everything from the Aliens movie is present. All technology is considered TL1 unless stated otherwise. EG: M41A Pulse Rifle, M51 Smart Gun

TECH LEVEL 2: ENHANCED

Basically, TL2 are weapons and devices that are just slightly better. No anti-Xenomorph technology is available just yet. EG: M41A Mark2, Duchamp Blaster

TECH LEVEL 3: HOSTILE

Heavier weapons are introduced to combat high quality armors. The best defense for Aliens are more and more armor. A Spray that counteracts the acid is available. EG: Alphatech Shivas, Polymer armor

TECH LEVEL 4: BUG HUNT

Grant Corp makes fortune from its nutra-gel technology designed to counteract the alien acid. This allows close combat capability. Knowledge of the alien increases. Royal Jelly and all of its fantastic properties is ravishly utilized by the masses. EG: Anti-Acid Technology, Xeno-Zip,

TECH LEVEL 5: OFFENSIVE

No longer are we making defensive technology against the Xenomorphs, now, we are taking the fight to them. Anti-Acid technology has reached a pinnacle but newer capabilities for it is being developed weekly. EG: Berserker Suit, Mark II Xenomorph Synthetic.

TECH LEVEL 6: PINNACLE

We have reached as high as we can go with the alien threat. Combat Synthetics specifically designed to take on whole hives have been designed. Genetic Engineering has created viruses. But...A newer threat abound... EG: "Liston" type Combat Synthetic, "Dean" type Combat Synthetic.

A FINAL NOTE ON CONSPIRACIES AND TECH LEVELS

The final word is always with the GM. Please note that they don't have to be the same number. I just recommend they

be. To see how this form actually fits into Fox's timelines, you will have to read the last chapter. Many comic, books, and films have taken alternative forms of each TL and CL. Earth War, for example has a TL of 1 but a CL of 5, then the story continues raising the TL but lowering the CL. Course, the aliens would never be fully forgotten. A long game could start with CLI, progress all the way to 6 then retract back to one, as people recovered and forgot about their past. The last chapter also talks about how the GM could use these to make a very good and long action-orientated game with a plot.



CHAPTER 1: XENOMORPHS

The Egg

No matter what, even if converted to a Queen, the egg is only used to create and hold the facehugger life form. Any living organism that approaches within 3 meters will activate it. If it is ignited, the Facehugger will try to escape.

Attributes: Agility N/A, Smarts d4, Spirit d6, Strength d4, Vigor d8

Skills: None

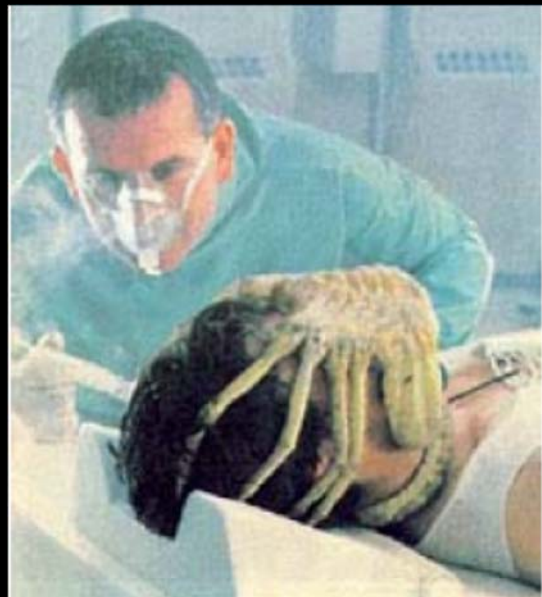
Pace: 0, **Parry:** 4, **Toughness:** 6



Facehugger

A facehugger is completely centered on one purpose: Just impregnate the closest person. It has a fast move and can leap amazing distances. Its only direction is its face-grabbing leap. If it misses, it will try again. It can use its tail as a grapple, which will increase its chances of a full head grapple by +2 next round. If it hits, the victim must make an opposed Strength check and beat the Facehugger every round to avoid the alien's grasp. If that fails, the victim is considered out of commission. Two consecutive successes are required to pry the Facehugger completely. You

may also cut off
Doing so causes
as described later
cut off the Face-
ter must make a
successful check
Facehugger has
the player fails, the
and deals acid



the Facehugger.
acid blood damage
in this chapter. To
hugger, the charac-
Medicine check. A
means that the
been removed. If
hugger remains
damage.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Stealth d6, Tracking d6

Pace: 3, **Parry:** 5, **Toughness:** 7

Special Abilities:

- **Facehug:** The Facehugger can attempt to, instead of attacking, grab hold and impregnate an enemy. This requires an opposed Strength check. If the check is successful, the Facehugger grabs hold.
- **Leap:** The Facehugger can leap up to its pace times three. It may use its Facehug ability at the end of this movement.
- **Impregnation:** If a Facehugger grabs hold, it may impregnate an enemy with a Chestburster. This takes 1 hour after grabbing hold of an enemy. The rules above for removing the Facehugger apply.

The Chestburster

Get away, as soon as possible. Use whatever food is nearby and grow. The Chestburster is loyal to only two things: Its hive and its specific host. It bursts out of its host, which is usually a hive in the Host room or Breeding chamber, and moves on to grow off surrounding food, usually sometimes part of the hive but usually food given to it from other adults. If on its own...it will flee and try to gain its strength as soon as possible. As above the Chestburster stats are really only applicable for the first hour. Then it becomes a newborn warrior. At this stage, the alien does not have access to any of its weapons...except its teeth.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Stealth d6, Tracking d6

Pace: 3, **Parry:** 5, **Toughness:** 7



Special Abilities:

- **Teeth:** The Chestburster has only one defense, his teeth. He can, and will, bite to defend himself. This is a standard attack using the Fighting skill. This deals 2d4 damage.
- **Wild Card:** The Chestburster is considered a Wild Card, and takes damage as one.

The Drone

Adults have a different agenda depending on the situation. They must find new hosts for the queen above all. If a threat has encroached upon the hive, the alien will defend and kill. If no Hive is present, the Drone must create a brood of fellow drones by converting animals into eggs. If a brood is large enough, then they try to create a hive. Aliens only think for themselves when they are alone.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Stealth d8, Tracking d6

Pace: 7, **Parry:** 5, **Toughness:** 9

Special Abilities:

- **Attack Tongue (2d6 damage)**
 - **Teeth (2d6 damage)**
 - **Claws (2d8 damage)**
- **Acid Spit:** See Acid Blood at the end of this chapter for more information. This can reach out to 12 meters.
 - **Tail (2d6 damage)**
- **Wild Card:** The Drone is considered a Wild Card, and takes damage as one.



Royal Guard

The Queen's chosen few. Royal Guards are created much the same way as Queens except they are raised in the presence of a queen. This, somehow, prevents their growth into a new Queen. The Queen will almost always have 3 guards near her. For every 20 Drones in the hive, add 10 Guards. Their loyalty is to their queen. These and the queens are the only aliens without host loyalty. Like the Queen, the host organism is meaningless and hybridization rules do not apply. Royal Guards always come out the same way. They will always attack to kill. Host gathering is for drones. They protect the queen at all cost. If the Queen is directly threatened, they will attack at +1 to all their abilities like drones. If the queen is hurt, they go into a frenzy at an additional +1. Royal Guards are never found more than 50 feet away from the queen and will not pursue opponents past that but can direct drones to do otherwise. All instructions to the Guard are given directly by the Queen. She can override ALL of the Guard instructions. If she wants a Royal Guard to go half way across the planet to pick up a flower, it will. Royal Guards are more intelligent than Drones. They are also stronger, faster, and larger. Guards can think independently even in presence of a hive or even a queen. They will sometimes control the drones when the queen is not present. If the queen is killed, the guards are responsible for creating a new one.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Stealth d8, Tracking d6

Pace: 7, **Parry:** 5, **Toughness:** 9

Special Abilities:

- **Attack Tongue (2d6 damage)**
 - **Teeth (2d6 damage)**
 - **Claws (2d8 damage)**
- **Acid Spit:** See Acid Blood at the end of this chapter for more information. This can reach out to 12 meters.
 - **Tail (2d6 damage)**
- **Wild Card:** The Drone is considered a Wild Card, and takes damage as one.

Brian Murphy



The Queen

Queens do have personalities. They do get angry. Their loyalty is to their Hive. Any threat to any part of their hive is taken personally. The Queen is generically evil but its heart is with its children. The more helpless the child, the more angry it gets her. All her Characteristics can increase by one step if this happens. Generically, the queen never moves and directs her guards and drones as per her will. Once removed from her egg sac, she is a monster in every sense of the word. They have four arms, an extra long attack tongue, and very long tail. Queens are usually only stationary, connected to her egg sack, producing an egg every five minutes. When her hive becomes too large, she may elect to spread her genes with a new brood to a new hive. After the newborn is born from its host, the queen would then send an army of her drones with the newborn to a new location to start a new hive. A queen never gives up her guards. They are devoted to only her. A queen, once detached from her egg sac, can actually carry up to six eggs on her back. This is necessary if the hive is threatened and the populace must relocate.

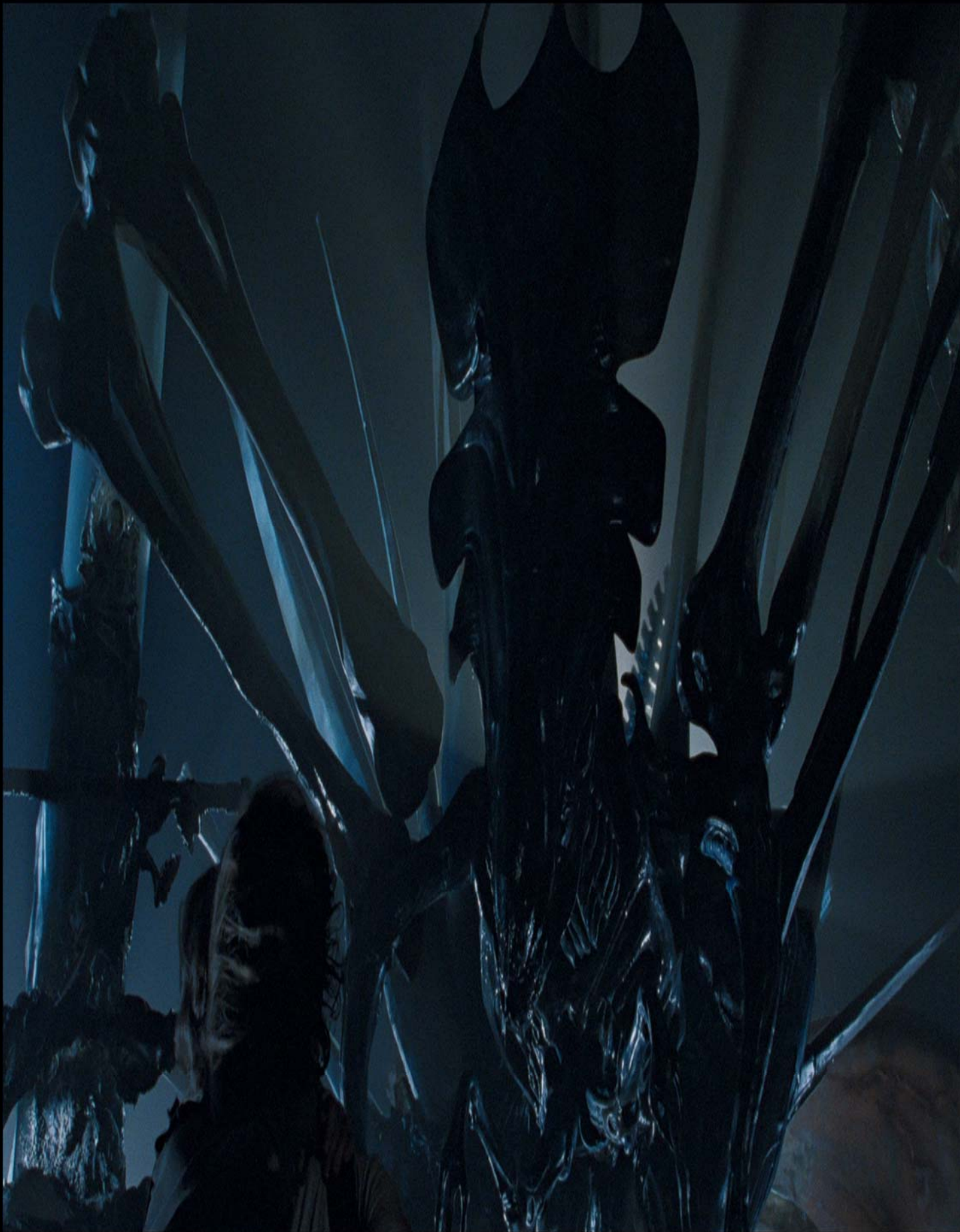
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Stealth d8, Tracking d6

Pace: 7, **Parry:** 5, **Toughness:** 9

Special Abilities:

- **Attack Tongue (2d6 damage)**
 - **Teeth (2d6 damage)**
 - **Claws (2d8 damage)**
- **Acid Spit:** See Acid Blood at the end of this chapter for more information. This can reach out to 12 meters.
 - **Tail (2d6 damage)**
 - **Tail Spear (2d8 damage, Pierce 3)**
 - **Two Attacks per Round**
- **Wild Card:** The Guard is considered a Wild Card, and takes damage as one.



Special Rules for Xenomorphs

Acid Blood: All Xenomorphs have acid for blood. This acid burns through most materials, and can cause massive damage to humans. This blood has the following rules—

- If someone shoots a Xenomorph within 3 meters, they are subject to damage from the acid blood. This blood deals 3d4 damage.
- If this blood gets on a PC, it will reduce the bonus from his armor by 1 for each round it remains. This can be removed with either a neutralizing agent or can be washed off.
- If this blood eliminates armor bonus, it will cause damage as above to the PC.
- This blood can burn through any metal. The GM has the final say on how this works for inanimate objects such as doors or floors.

Pierce: This ability is unique to the Queen. Her tail spear will rip through any armor or barrier put up in her way. Mechanically, this means that the attack will ignore the pierce amount of Toughness.



CHAPTER 8: RUNNING ALIENS

The Aliens Game

Aliens is a game of exploration and intrigue. It is also a game of discovery. That being said, it is not a game of mass combat or heavy "roll-playing". The game should consist of more story-telling.

The Marines are tough, but not stupid. They are gutsy, but not overtly brash. They are the first line of defense, but not canon fodder.

This game draws heavily on the comics and the books rather than just on the movies. While the movies focus on telling the story of Ripley (and they do it well), the comics focus on the war that happens around the movies.

Try to tell stories of the Marine units. Don't focus on one character. Keep the tension high, and make the players feel like the universe is getting darker as the war wages.

Using the Xenomorphs

Xenomorphs are not a standard enemy. They are not like the Goblins in a fantasy game or a street gang in Shad-owrun®. They are smart, tough, and resourceful.

Using these enemies correctly will go a long way towards keeping the game feeling like "Aliens". When they scurry overhead, don't describe it as "An alien moves in the roof above you." Instead say "You hear what sounds like claws scrabbling across the grated floor of the ceiling above you."

Give the players a sense of dread. Make the Xenomorphs a mystery to be solved. The first time someone shoots a Drone, describe the acid splash. Don't just say "Your armor starts to burn with the acid blood."

The following are some good tips when describing a Xenomorph for the first time:

—A large creature stands before you. It has a domed head and a long thin body. The tail that protrudes from its lower back ends in a point. There is a clear saliva dripping from its jaws as it clearly hisses at you. As the drool hits the ground, you hear a hiss, the floor dissolving at its feet. As the mouth opens, you see a smaller protrusion that looks like a miniature version of the head. It stands, startled, for a moment then leaps at you. It grasps with its claws, and attempts to bite at you.

Now compare that to this desc-

ription:

–An Alien stands in front of you. It looks startled, but almost ready to attack. What do you do?

Which would you rather hear as a player? I know I would prefer the first. Description is key to keeping the element of fear in place for this kind of game. Xenomorphs are suppose to be scary, not just another enemy to defeat.

Something to Read

This is the part where I am suppose to tell you how or what you can read. Here is a short list:

Any Dark Horse Alien Comics

Alien Collection Vol. 1

Alien Collection Vol. 2

Alien: Rage War

Alien: River of Pain

Alien

Aliens

Alien 3

(Watch the Movies Too!)

So shoot me if that seems short. It is rather complete. I

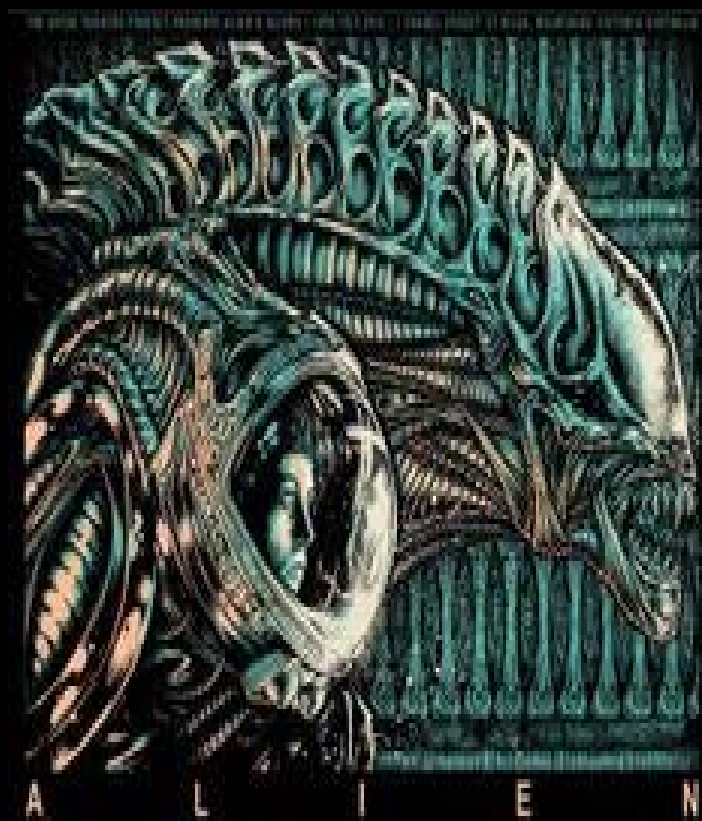
would encourage you to also check out the Colonial Marine Tech guide.

One Last Note

Have fun with this guys. Don't herald this rulebook as if it was an authority. Play with it, keep what works, throw out what doesn't. Let me know if something is way wrong, and we can try to fix it.

As always guys, gals, and in between:

We love your comments, questions, opinions, and the like. We just ask that you not be a dick about it. We do hope to see you around the gaming table.



SAVAGE ALIENS

THE XENOMORPHS. JUST THE WORD BRINGS AN IMAGE TO YOUR MIND. THE OBLONG HEAD, THE POINTED TAIL. NOW YOU CAN PLAY IN THE UNIVERSE FROM THE POPULAR FRANCHISE. BE COLONIAL MARINES LOOKING INTO CRASHED SHIPS OR CORPORATION SPONSORED PIRATES HAULING ILLEGAL GOODS. WHATEVER YOU DO, PREPARE TO FACE OFF AGAINST THE ICONIC ENEMIES, BOTH HUMAN AND NON-HUMAN ALIKE!

