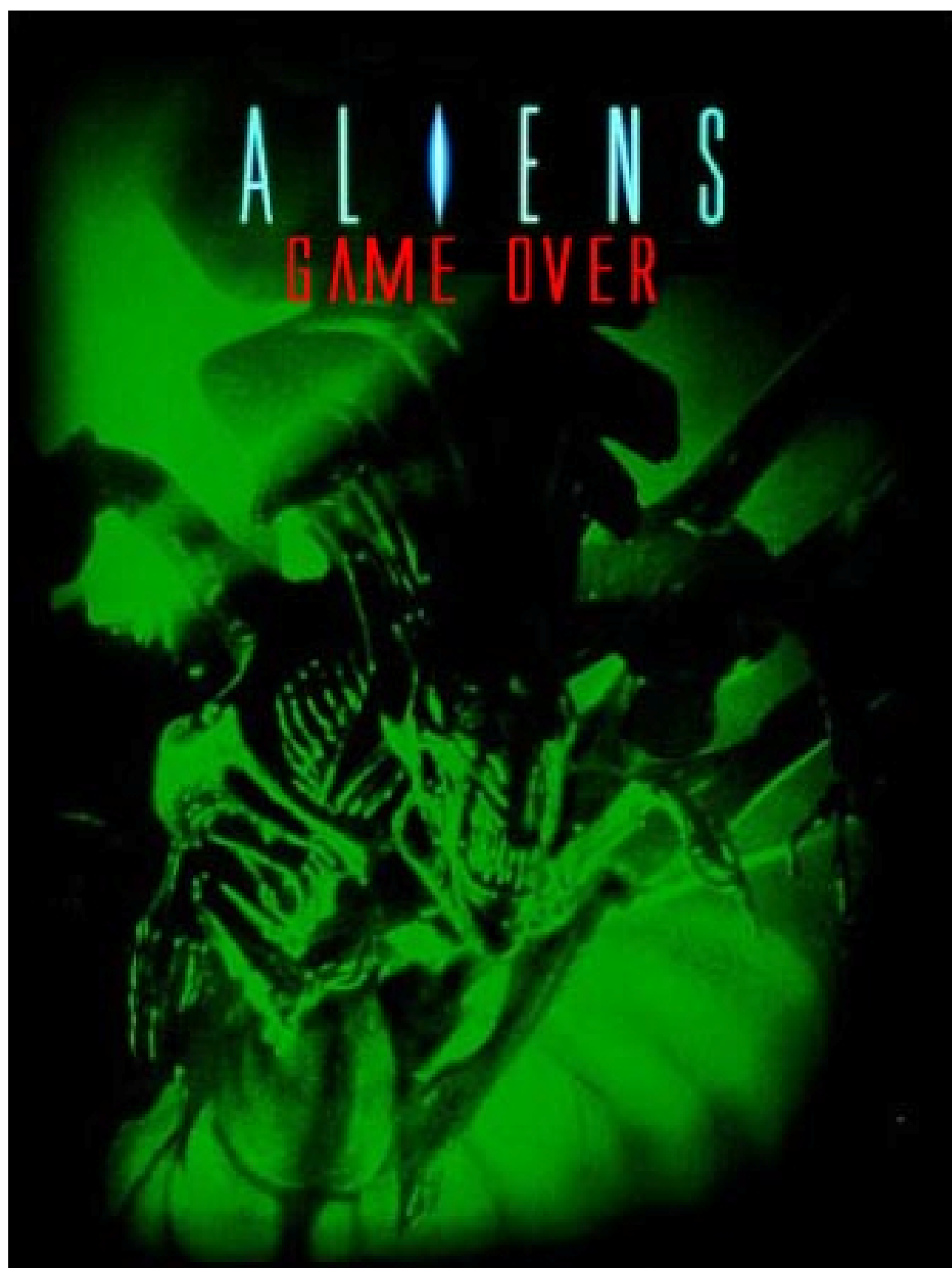


ALIENS

GAME OVER



ALIENS

GAME OVER V0.8

By Michael Tresca

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This game contains spoilers about Aliens (movies, books, etc.). You have been warned!

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INTRODUCTION

"You idiots. You still don't realize what you're dealing with. The Alien is a perfect organism. Superbly structured, cunning, quintessentially violent. With your limited capabilities you have no chance against it."

– Ash, [Alien](#)

Aliens: Game Over is a Modern campaign supplement. For more information about D20 Modern, see [Section 15](#) of the Open Gaming License.

The first half of the supplement is suitable for players and Game Masters. The last half is for Game Masters only.

Summary

Aliens: Game Over is a role-playing game set in the far future of exploration, where United Systems Military Marines venture forth to meet extremely hostile alien life forms—and kill them.

Campaign in Brief

It is a tumultuous time. Even as humanity expands, society implodes. Gone are the United Nations, the United States; in their places are Corporations.

Corporate Law has become civil and criminal justice and disputes are settled through open warfare. There are few standing armies and too many military companies. The mercenary has turned corporate overlord, waging only profitable wars.

The United Systems Military Marine Corps is viewed by many as an anachronistic peacekeeping force that is not effective in a cutthroat society rife with greed and backstabbing. Conversely, Corporate mercenaries run free in a perpetual race to use, abuse, and recycle everything the universe has to offer. Corporations are voracious consumers of natural resources, and the universe is their feeding trough.

Weapons of mass destruction are too costly and destructive to future resources to be useful in warfare.. While the capability for mass destruction still exists, wars are fought on a much smaller scale. Combined with the latest military technology, small groups of elite warriors wreak havoc on their enemies.

The petty squabbles and internal bickering have spilled over like a boiling pot onto the universe, and humanity has just discovered there are worse things than selfish greed. It is

against this backdrop that humans have finally encountered a life form more ruthless than themselves.

The Role of the Heroes

The United Systems Military Marine Corps is the ultimate arbiter of all conflicts. The Corps acts as a parental figure, settling disputes, protecting colonists, and curbing the tide of perpetual mercenary violence. Ironically, the United Systems Military Marines are funded by the Nations of Earth; now weak players in an increasingly universal war.

Marines are few. They don't get the funding that mercenaries do. When they do get funding, it is highly concentrated in the hands of a select few groups. There are far too many problems in the galaxy for the United Systems Military Marines to deal with effectively.

Marines are proud. Rival mercenary Companies easily outnumber United Systems Military Marines, but they simply don't have the same specialized training. In a toe-to-toe mix up, United Systems Military Marines win every time. United Systems Military Marines can't be beat in a straight up fight. Everyone knows it—including the Marines, who are often perceived as bullies by the colonists they protect.

Marines are tough. United Systems Military Marines are the best the military world has to offer. There are limitless opportunities for conflict, and any marine worth his or her uniform has been in several firefights. It's easy to hand a colonist a gun, but it's another thing entirely to have a Strike Force hunt and eliminate a hostile life form.

Campaign Traits

The future of *Aliens: Game Over* is a bleak one, where megacorporations and mercenary companies run rampant. Yet there is an old world nobility about the Marines Corps, who still embody the virtues of honor and loyalty. Perhaps most importantly, the Marine Corps has balls of titanium and is fearless in the face of any foe—human or alien.

Background

As the 20th century came to a close, multinational Corporations rose in prominence. Global, without allegiance to any one nation, these Corporations used the common mercenary to wage small wars in an age where a nuclear explosion could spell certain doom for the planet.

These new mercenaries specialized in securitization, in globalizing worlds and ensuring political stability. They had detailed contracts, insurance benefits, even pensions and IRAs. And of course, they had stock, especially in raw materials.

Corporations that worked only for money ensured that mercenaries did their jobs, got paid, and then got out. As the United Nations advanced and more countries became First World powers, nuclear escalation became an almost casual and ultimately deadly threat.

With destructive conflicts reduced to a minimum, humanity entered the Age of Space. The first invention was the Displacement Drive, a tool that allowed Corporations to travel easily to distant parts of the Solar System.

Soon after, the Jump Drive was developed, allowing even further distances of exploration. It didn't take long for exploration to mutate into exploitation. The raw materials and staggering amount of biological diversity ripe for plundering were too good for Corporations to pass up.

The search continued for the Next Great Thing™. Terrestrial worlds are scoured of every valuable biological component. The Corporation that gets there first usually takes the spoils. The second Corporation to land sends in a mercenary team to catch up.

As the Corporations expand, they leave behind bases for research and study. Colonies are established to support the needs of the Corporations and to send back knowledge and resources. With these new worlds come opportunities for the entrepreneurial colonist.

In contrast, Earth has become something of a dump. The workers with better skills can afford to leave the planet; those who are less wealthy stay behind. Education is an import, and nobody wants to live on Earth.

Of course, it is inevitable that Corporations vying for the same goals come into conflict. By the time the United Nations recognized just how powerful Corporations were, it was too late to stop their growth. When the United Nations tried to impose sanctions, the Corporations retaliated

with bribery, assassinations and shortages of goods and services. A guerilla war erupted that lasted for five years. Although no weapons of mass destruction were used, the Earth and her people were changed forever.

Out of the ashes of the war grew the Interstellar Commerce Commission (ICC). The ICC is a coalition of Corporations and Nations, now on equal footing. Its purpose is to regulate the Corporations and control the worst excesses of their internecine warfare. The United Systems Military Marine Corps was formed to enforce the ICC's decisions.

The Colonies were not intimidated by the creation of the ICC. They saw the ICC as a needless concession to an outdated form of government. Some rebelled, the most noteworthy being the planet Alexandria, which was too costly for the ICC to quell.

Marine Corps

The Colonial Marine Corps was originally culled from United States forces. It later evolved into the United Systems Military Marine Corps, which consists of people of all nations. Although they come from many different backgrounds, they share the same training and doctrine. Ironically, funding for the ICC, and by proxy the Marine Corps, is from the Corporations. Over time, more and more Corporations chose to hire mercenaries instead of utilizing the Marine Corps.

The war amongst the Corporations is a fierce competition, and the Marines are falling behind. Their technology is not being updated and there are fewer recruits as many now prefer the more profitable mercenary companies. For the USM Marines, they truly have become the few and the proud.

Timeline

Colonial Marine Corps Campaign

A Colonial Marine Corps Campaign (CMCC) takes place between the year 2165, when the Colonial Marines were at their peak, through the year 2180. Most of the rules in this supplement can be used during this time period. This campaign is most notable for the lack of Alien Hybrids that occur in later time periods.

United Systems Military Campaign

A United Systems Military Campaign (USMC) takes place from the year 2325 forward. This

campaign includes Alien Hybrids and Autons. Characters play similar roles as Marines in the earlier campaign, but the understanding of and experimentation with Aliens is considerably more advanced.

3.2 billion B.C: The Space Jockeys control much of the galaxy, including Earth ([Destroying Angels](#)).

1.6 billion B.C: The Space Jockeys are nearly wiped out by the Aliens ([Destroying Angels](#)).

1950: Dr. Daniel Ripley kills an alien Queen in his hometown ([Earth Angel](#)).

2020: FTL travel is discovered ([Elder Gods](#)).

2084: Mining colony established by Omni Tech on Mira Ceti 4 ([Elder Gods](#)).

2090: Three World Empire, also known as the Third World Empire, formed upon the United Kingdom establishing settlements on Mars and Titan ([The ALIEN Universe Timeline](#)).

2099: Aliens overrun the colony on Mira Ceti 4 ([Elder Gods](#)).

2101: United States Colonial Marine Corps is formed ([Colonial Marines Technical Manual](#)).

2103: Omni Tech rescue ship arrives at Mira Ceti 4. They find 104 dead and 428 missing. Cause unknown ([Elder Gods](#)).

2104: United Americas is formed. Formed in 2104 as a response to the United Kingdom Three World Empire. The United Americas is comprised of the North, Central and South American continents united under one government. However, certain duties remain the responsibility of specific nations including the United States Colonial Marine Corp and starships retaining US in their title (USS, USCSS) rather than switching to 'UA.' The United Kingdom would eventually become part of the UA prior to the year 2122 ([Alien](#)).

2106 – 2108: Torin Prime Civil War occurs in Outer Rim Territories ([The ALIEN Universe Timeline](#)).

2116: Nostromo is built ([Colonial Marines Technical Manual](#)). Dr. Lucien Keitel finds traces of xenomorphs 1.6 billion years old in Australia's Great Desert ([Destroying Angels](#)).

2122 (June 3-6): USCSS *Nostromo* encounters what is assumed to be a distress signal emanating from the planetoid designated LV-426, in the Zeta-2-Reticuli system. Captain Dallas, Executive Officer Kane, and Navigator Lambert investigate a derelict spacecraft that

contains the fossilized remains of an unknown alien species, and thousands of xenomorph eggs. One of the xenomorph spores (a 'facehugger') attaches itself to Kane's face and plants an embryo in his throat, which then hatches, killing him. The hatchling (a 'chestbuster') grows to over 7 feet tall and kills Dallas and Engineer's Mate Brett. Warrant Officer Ripley discovers that Weyland-Yutani wants the Alien specimen and the crew of the *Nostromo* is considered expendable. It is revealed Science Officer Ash is in fact a Hyperdyne Systems 120-A/2 android, which has been protecting the Alien. Ash attacks Ripley and is rendered inoperative by Chief Engineer Parker. The Alien kills Parker and Lambert as they attempt to evacuate the *Nostromo*. Ripley programs the ship to self-destruct and escapes on a shuttlecraft *Narcissus* with the ship's cat Mr. Jones. The Alien also escapes on the shuttle, but Ripley blows it out of the airlock, effectively killing it ([Alien](#)).

2130: A barge en route from an alien controlled planet goes derelict in Earth orbit ([Earth Hive](#)).

2137: Dr. Keitel locates a second derelict orbiting a planet in the Shambleau System ([Destroying Angels](#)).

2138: An expedition is sent out to the second derelict ([Destroying Angels](#)).

2140: Contact is lost with the expedition team to the second derelict ([Destroying Angels](#)).

2142: Troop Rescue and Recovery locates Dr. Keitel on a once Jockey-controlled planet ([Destroying Angels](#)).

2145 (October 19): A virus on board the USS *Emerson* starts killing the adult crew ([Alchemy](#)).

2147 (April 1): The *Emerson* sets down on a habitable planet and, led by the ship's synthetic, gradually builds a colony in the ensuing decades ([Alchemy](#)).

2150: Vast advances are made with starship travel and FTL technology. Advances made in the area of artificial intelligence. Gateway Station is constructed in orbit around Earth. Shuttlecraft *Narcissus* drifts unnoticed through the Core Systems. Volcanic activity on LV-426 damages and partially buries the derelict spacecraft, previously investigated by the USCSS *Nostromo* ([Alien](#)).

2157: Hadley's Hope is established ([Aliens](#)).

2160: A construction barge crash-lands on the Big Island of Hawaii, killing 100,000 people.

New laws are passed, and the Coast Guard is tasked with cleaning up space junk orbiting Earth ([Earth Hive](#)).

2165: The Colonial Marine Corp reaches a peak 240,000 personnel at the end of the Tientsin campaign ([Colonial Marines Technical Manual](#)).

2175: Weyland Yutani scales back work on the correctional facility located on Fiorina 161, reducing staff to a custodial level of 25. Jonathan Clemens finishes his sentence and remains as medical officer ([Aliens](#)).

2179 (March - July): Shuttlecraft *Narcissus* is discovered by a deep salvage team, and Ellen Ripley and Mr. Jones the Cat are rescued (setting the record for the longest ever hypersleep). Ripley's stories about the Alien are widely ignored. Having had her flight status revoked, Ripley takes up residence aboard Gateway Station, working with powerloaders in the loading docks. Ripley reluctantly agrees to accompany Burke and a Colonial Marine squad from 2nd Battalion, 9th Regiment to Acheron to investigate the USS *Sulaco*. Aliens attack the marines and Corporal Dietrich, Private Frost, Private Crowe, Private Wierzbowski, Master Sergeant Apone, and Private Drake are all killed or captured during the assault. Ripley and lone surviving child colonist Newt, along with Lieutenant Gorman, Corporal Hicks, PFC Hudson, and PFC Vasquez elect to take off and nuke the entire colony from orbit, despite Burke's protests. However drop-ship pilots, Corporal Ferro and PFC Spunkmeyer are killed by an Alien, and the drop-ship crashes. The survivors join android/ synthetic/ artificial person Executive Officer L Bishop back at the main colony, and seal themselves in against the Aliens. As the Atmosphere Processing station is about to go critical (due to either Alien interference, smart-gun damage, or the drop-ship crash), the survivors on Acheron decide to get Bishop to remote pilot the second drop-ship down to Acheron in order to escape. Meanwhile Burke tries to get Alien specimens back to Earth by attempting to impregnate Ripley and Newt. They are saved, and as Burke is about to be executed by Hicks, the Aliens attack. Ripley and critically wounded Hicks escape through the airshafts to the landing field to meet Bishop. The Aliens capture Hudson, Burke, and Newt, while Vasquez and Gorman are killed during the evacuation. Ripley heads back into the disintegrating processing station, rescues Newt and encounters the Alien Queen. Ripley and Newt get back to the drop-ship and escape, only seconds before the station explodes. The Alien

Queen (along with an egg) stows away on the drop-ship and attacks the group when they arrive back on the *Sulaco*. Bishop is torn in half. Ripley manages to battle the Queen hand-to-hand using a powerloader and blows the Queen out of the airlock ([Aliens](#)).

2179 (August): The egg left by the Alien Queen on the USS *Sulaco*, hatches and impregnates Ripley while she is in hypersleep. Some of the facehugger's acid blood causes a fire, and the *Sulaco*'s main computer evacuates the ship. The hypersleep chambers of Ripley, Newt, Hicks, and Bishop are put on board Emergency Evacuation Vehicle (EEV) unit 2650. It later crashes on Fiorina 'Fury' 161, an outer veil mineral ore refinery and men's maximum-security correctional facility. Hicks and Newt are killed in the crash and Bishop is rendered inoperative. Superintendent Harold Andrews requests Weyland-Yutani immediately evacuate Ripley. Meanwhile the facehugger on the EEV impregnates, Spike, a dog belonging to Prisoner Thomas Murphy. The Alien attacks Prisoner Murphy who falls into a giant fan and is killed. It later attacks Prisoners Boggs and Rains, while Prisoner Golic escapes. Ripley reactivates Bishop who accesses the *Sulaco*'s flight recorder and tells her that the Alien was on board the *Sulaco* and is now on Fiorina. Shortly after, the Alien kills Medical Officer Jonathan Clemens. Before Ripley can alert Andrews, the Alien also takes him. A number of prisoners are killed in a fire while attempting to trap the Alien. It is revealed that Ripley has an Alien Queen inside of her. The next attempt to kill the Alien results in all the remaining prisoners deaths, apart from Prisoners Robert Morse and Leonard Dillon. Dillon is killed when he lures the Alien into the refinery's lead works. Prisoner Morse dumps hot lead on the Alien, from which it escapes. Ripley turns the sprinklers on it, shattering the molten Alien into pieces. Michael Bishop, the human prototype for the Bishop model androids, arrives on the starship *Patna* at Fiorina just in time to see Ripley throw herself into the refinery's furnace in order to stop Weyland-Yutani getting their hands on an Alien specimen. Warder Francis Aaron is shot when he attacks Bishop. Genetic samples of Ripley are collected. The Fiorina 161 facility is closed down and the sole survivor, Prisoner Morse is re-assigned. ([Alien 3](#)).

2179 (August 12): Space Command locates the empty *Sulaco* at O'Neill Station ([Colonial Marines Technical Manual](#)).

2179 (September 15): After tracking the *Sulaco*'s route back to Acheron, two Alien

specimens are obtained by Weyland Yutani from the Derelict ([Colonial Marines Technical Manual](#)).

2180: Conestoga-class cruisers are decommissioned ([Colonial Marines Tech Manual](#)).

2188: A plague sweeps through the town of Emerson ([Alchemy](#)).

2189: A new research station is established surrounding the Derelict on LV-426. It is later destroyed when its atmosphere processor goes critical, taking the Derelict with it ([Aliens vs. Predator](#)).

2190: Androids with artificial blood and memories developed ([Female War](#)).

2192 (April 5): The Benedict leaves earth to gain an Alien specimen from an alien-controlled planet. However, an Alien Queen is already on Earth, where fanatical Alien worshippers free it. Alien-Earth War begins ([Earth Hive](#)).

2192 (August): Multiple Alien nests in Madagascar are razed. Jakarta is obliterated by nuclear weapons after Aliens overrun it ([Earth Hive](#)).

2193 (February): The Benedict arrives at the alien-controlled world, closely followed by a rival ship - the K104. Earth is nearly completely infested at this point. The Australian continent is completely quarantined ([Earth Hive](#)).

2193 (November): The Benedict returns to Earth minus most of its complement, following encounters with the Aliens and the soldiers of the K104 ([Earth Hive](#)).

2194 (May): Escaping an Earth overrun by Aliens, Corporal Wilks, Billie, and the synthetic Bueller (all formerly of the Benedict) travel to a planetoid run by General Spears ([Nightmare Asylum](#)).

2194 (November): Spears tries to reclaim Earth with specially bred and trained Aliens. He fails ([Nightmare Asylum](#)).

2195 (July): The Queen Mother is taken from the Hiveworld by a group of marines led by a woman claiming to be Ellen Ripley ([Female War](#)).

2196 (February): The Queen Mother is dropped off on Earth, near a pile of nukes left by one Dr Orona in Oregon ([Female War](#)).

2196 (August): Orona's bombs are detonated ([Female War](#)).

2196 (September): Failed diplomacy with last surviving Space Jockey ([Dark Horse Presents](#)).

2197: Earth is slowly retaken and repopulated. Christian Bloomer discovers Royal Jelly ([Music of the Spears](#)).

2198: Xeno-Zip - a synthetic version of Royal Jelly - is created by the Grant Corporation ([Genocide](#)). Haunted by nightmares, Caryn Delacroix, AKA Ash Parnall, helps a female Predator find and free her missing children, while herself helping in the creation of a hybrid that is one third human, one third Alien, and one third Predator ([The Deadliest of the Species](#)).

2205: Ernst Kleist creates a genetically modified Alien, dubbed the 'Rogue' ([Rogue](#)).

2206: The USS Melville and its complement of Marines are destroyed trying to hunt down the human/Alien mutant known as 'The Father' ([Colonial Marines](#)).

2207: Anthony Crespi is the sole survivor of his marine squad after a skirmish with Aliens ([Labyrinth](#)).

2212: After her ship crashes on a backwater world, missionary Ann McKay helps a small group of colonists destroy an Alien that has been terrorizing them for the previous 9 months ([Sacrifice](#)).

2216: Crespi investigates Dr. Church at the Innominata ([Labyrinth](#)).

2217: Stan Mayakovsky creates the synthetic Alien 'Norbert' and later dies on AR-32 during a mission to gather Royal Jelly ([Harvest](#)). Goodwill Games re-started. Grant Corporation sends a team to the Hiveworld previously visited by Ripley in 2195, to get Royal Jelly ([Genocide](#)).

2220: Second robotic alien, Jerry is created ([Stronghold](#)).

2224: Damon Eddington dies creating the Symphony of Hate ([Music of the Spears](#)).

2225: Berserker squads employed to wipe out alien hives. The Berserker squad assigned to the Nemesis is decimated during a mission on Deep Space 949 ([Berserker](#)). Lara, Ellis and Jess - formerly of the Nemesis - hook up with Machiko Noguchi - formerly running with a pack of Predators - and escape the Alien infested planet of Bunda ([Aliens vs. Predator: War](#)).

2227: Strike force team tries to reclaim Salazar VII ([Xenogenesis](#)).

2310: Legate Muir's oppressive reign in Emerson comes to an end ([Alchemy](#)).

2325: The android industry goes into a decline ([Alien Resurrection](#)).

2340: Weyland-Yutani is bought out by Wal-Mart ([Alien Resurrection](#)).

2356: DNA samples belonging to Ellen Ripley who died on Fiorina 161 some 177 years earlier are re-discovered by the United System Military ([Alien Resurrection](#)).

2360: In an attempt to revitalize the android industry, second generation androids or Autons (androids designed by androids) are developed. The Autons rebel, a re-call is issued and only a few escape the ensuing massacre ([Alien Resurrection](#)).

2371: Dr Mason Wren gains funding and begins research on Ripley's DNA samples, in the hopes of cloning an Alien ([Alien Resurrection](#)).

2379: Doctors Jonathan Gediman, Carlyn Williamson, Matt Kinloch, Yoshi Watanabe, Brian Clauss, Dan Sprague are assigned to the top secret medical research vessel USM *Auriga* along with graduate Trish Fontaine. The first of the Ripley clones are created ([Alien Resurrection](#)).

2381 (January): The *Betty* intercepts a transport carrying workers to the planet Xarem. The passengers are taken hostage. Doctors Wren and Gediman aboard the USM *Auriga*, stationed just beyond Pluto's orbit and commanded by General Perez, successfully create a clone of Ellen Ripley on the eighth attempt. The Alien Queen inside her is removed, but some of their DNA mixes during the cloning process. The *Betty* docks with the *Auriga* and unloads its cargo. The abducted passengers are impregnated with Alien embryos which hatch shortly after, then escape and run amok through the ship, killing or capturing most of the crew, including General Perez. Ripley along with Dr

Wren, Private Vincent Distephano and the crew of the *Betty* attempt to escape from the *Auriga*, which is autopiloting back to Earth. During the escape, Elgyn, Christie, and Hillard are killed or captured. They encounter Ripley's seven previous clones, which Ripley destroys, and one impregnated survivor from the Xarem transport named Lawrence Purvis. Wren turns on the group and shoots Call, making his own way to the *Betty*. It is revealed that Call is an Auton. Call accesses 'Father' (the *Auriga*'s computer) and adjusts its flight path so it will crash, rather than land on Earth. Ripley is captured by the Aliens, while Call, Johnner, Vriess, Distephano and Purvis make it to the *Betty*. However Wren has beaten them already and threatens to kill Call unless she resets the *Auriga*'s flight path. As Purvis' embryo begins to emerge, he fights Wren, placing Wren's head over his chest. The embryo hatches killing Purvis and Wren. Distephano, Johnner, and Call kill the chestbuster. Meanwhile, Ripley witnesses the birth of the Newborn, an Alien/Human hybrid. The Newborn kills the Alien Queen, and then comes after Ripley. Ripley races back to the *Betty*, just as it takes off. The *Betty* escapes as the *Auriga* crashes into southern Africa and explodes. However the Newborn is on board the *Betty*, and it kills Distephano, then goes after Call. Ripley manages to tame it momentarily, while flinging some of her own acidic blood on a porthole. The porthole disintegrates and the Newborn is sucked out. The *Betty* enters Earth's atmosphere ([Alien Resurrection](#)).

CHARACTERS

"The A/2's always a bit twitchy. That could never happen now with our behavioral inhibitors. It is impossible for me to harm, or by omission of action allow to be harmed, a human being."

– Bishop, [Aliens](#)

In the Aliens universe, USM Marines is the last remnants of resistance against the rise of the machines. The weak, slow, and stupid have long since been weeded out. USM Marines members are the toughest, savviest, and fastest humanity has to offer. As a result, all USM Marines members have access to combat feats.

Service Synthetics as PCs

Synthetics are essentially robots that are human in appearance. Synthetics were developed by the early 22nd century to a degree where they were externally indistinguishable from a normal human being. Internally, the Synthetic's body is laid out much like a human's, with an artificial skeleton and a white blood substitute, though instead of organs there are machine parts, and instead of veins there are wires. One of the original developers of Synthetics was Hyperdyne Systems, which developed Synthetics such as Ash.

The United States Colonial Marine Corps later used Synthetics extensively, to the extent where it was standard for a Synthetic to accompany each ship. Though stronger, faster and ultimately better coordinated than the average human, Synthetics are rarely employed in tactical positions. Instead they are used as drivers for vehicles such as armored personnel carriers, pilots of crafts such as dropships and troop carriers, medics, scientific advisors and an interacting database of information.

Synthetics are generally noted as having passive, or neutral personalities, and also serve the purpose of morale officer. Synthetics used by the USCM are unable to harm, either directly or indirectly a human being, so where incapable of firing a weapon at a human, and would strive to save human life, whatever the cost. This was not so for earlier models such as the Hyperdyne System 120 A/2, which are programmed for specific tasks, but are often faulty. Michael Bishop was involved in the USCM Synthetic program as a designer.

In the late 23rd century, the Synthetic industry was in a downturn. Developing Second

Gens, also known as Autons, revitalized it. Autons are Synthetics designed and built by other Synthetics, meaning they are significantly more advanced. Autons pass as humans far more easily than normal Synthetics, as proved by Call, who was only discovered to be an Auton when she was shot in the stomach by Wren and began to bleed white blood. They are highly ethical and emotional, with complex paradigmatic reasoning structures. For this reason, they disliked being given orders. The government that sanctioned their development ordered a recall. Some escaped the purge, including Call. Instead of revitalizing the synthetics industry, the Auton project buried it.

Power for a Synthetic is supplied by a 25kw fuel cell with a life of approximately 400 days between refueling. Synthetic skeletal structure suffers the same weaknesses as humans. Synthetics actually wear out over time and require maintenance every two years. In most cases of extreme damage, a partially destroyed Synthetic can continue to function, albeit handicapped.

The majority of Synthetics in military service appear as mature, average males or females around 20 to 40 years of age.

+2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom, -2 Constitution, -2 Charisma:

Synthetics are structurally more fragile than humans, but are stronger, faster, smarter, and more knowledgeable. Their single greatest weakness when traveling with military troops is their passive behavior and lack of self-awareness. Autons have the same statistics but do not suffer the Charisma bonus; their personalities are indistinguishable from humans.

Base Hit Points: Synthetics are Medium-size and gain 2d10 base hit points from their endoskeleton. The result of the dice roll is added to the characters' maximum hit points for their first class level.

Medium-size: As Medium-size creatures, Synthetics have no special bonuses or penalties due to their size.

Base speed 30 feet: Synthetics move at the same speed of humans.

Low-Light Vision: A Synthetic can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Two-Weapon Fighting: Due to their artificial brains and robotic bodies, Synthetics do not favor one hand like organic beings. Synthetics receive the Two-Weapon Fighting feat for free.

No lungs or stomach: Synthetics have no sense of smell or taste, they do not eat or drink, do not breathe, and cannot ingest drugs.

No Mind: Synthetics cannot be affected by any F/X that affect the mind. Although they are capable of independent thought, the psychological attacks of Aliens do not affect them. Synthetics are immune to fear and morale effects.

Construct: As constructs, Synthetics are immune to poison, stunning, disease, subdual damage, and damage or drain to physical ability scores. They are subject to critical hits but do not have minds per se and cannot be affected by mental abilities.

+2 racial bonus to Knowledge, Research, and Treat Injury checks: Synthetics are programmed as walking databases and work with other computers to get answers on anything and everything.

ECL: 4 (5 for Autons). Synthetics make for interesting characters. Although they are technically artificial life forms, they are very similar to humans in a lot of ways due to their fragile physical structures.

Campaign: Synthetics, CMCC. Autons, USMC.

Alien Hybrids as PCs

Doctors Wren and Gediman aboard the USM *Auriga* successfully created a clone of Ellen Ripley on the eighth attempt. "Ripley 8" was the beginning of a long series of research dedicated to taking advantage of the Aliens physiognomy to create a form of super soldier.

Alien Hybrids are strong enough to punch through metal doors and fling 300 lb. men across a room with one hand. While they possess red blood, it has acidic properties similar to Aliens, although not as potent. Hybrids have an amazing healing ability, even regenerating scars.

Missing, however, is the core emotional mechanism that defines humanity. Alien Hybrids have difficulty interacting with other human beings. They are also extremely sensitive to Aliens.

+2 Strength, +2 Dexterity, +2 Constitution, -2 Wisdom, -2 Charisma: Alien Hybrids are stronger, faster, and sturdier than human beings, but have difficulty adjusting to society. Their relative inexperience (being clones) sometimes hampers their judgment.

Medium-size: As Medium-size creatures, Alien hybrids have no special bonuses or penalties due to their size.

Base speed 30 feet: Alien Hybrids move at the same speed of humans.

+2 racial bonus to Balance, Climb, and Jump checks: Alien Hybrids are physically superior to humans in every way and it reflects in their physical skills.

Acid Blood: Alien Hybrids have acidic blood that is similar to their Alien parentage. See the Acidic Blood section in the Monsters chapter for more details.

Fast Healing: Alien Hybrids have fast healing 1.

Psionics: Alien Hybrids receive 1 power point per character level and can take psionic powers as feats.

ECL: 4. Alien Hybrids look like normal people, but they don't act like them. They are cold, detached, and often confused by the world around them. Given enough time, an Alien Hybrid might eventually adapt, but few humans give them a chance.

Campaign: USMC.

Corporate Occupations

The corporate world has a lot to offer an aspiring Corporate employee. They are better funded, if more corrupt, than government jobs. The nature of Corporations and their constant military work has also led to a new breed of mercenary.

Aerodyne, Inc. Employee

Aerodyne was successful enough to lay claim to the world previously known as Chalmer 3. It has since been renamed Aerodyne after it was terraformed by the Corporation. Aerodyne specializes in aircraft and spacecraft technology, and works cooperatively with Weyland-Yutani. Recently, Aerodyne and Weyland-Yutani opened the Arcturus Loop, a direct trade link that does not run through Earth. This has understandably upset Earth-bound Corporations as well as the government.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (mechanical), Knowledge (business), Knowledge (physical sciences), Knowledge (technology), Navigate, Pilot, Repair, and Research.

Bonus Feat: Select one of the following: Builder, Cautious, Educated, Gearhead, Studious, and Trustworthy.

Wealth Bonus Increase: +1.

Bio-National Employee

Bio-National, of all the Corporations, is a prime example of the Corporate stereotype. Bionational claims it has the sole patent on Aliens for the Weapons Development Program. They were the first to establish a hive (and an Alien Queen) on Earth. Bio-National will do anything to retain its stranglehold on Alien technology and is not above murdering people to get it. It is also the wealthiest and largest of the various groups. They have labs in Houston.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Bluff, Computer Use, Craft (pharmaceutical), Forgery, Intimidate, Knowledge (business),

Knowledge (earth and life sciences), Knowledge (technology), Sleight of Hand.

Bonus Feat: Select one of the following: Builder, Cautious, Deceptive, Educated, Gearhead, Renown, Stealthy, Studious, and Windfall.

Wealth Bonus Increase: +3.

Central Space Consortium (CSC) Employee

The CSC is one of the few Corporations to openly defy government rule. It is actually a consortium of smaller Corporations all working together. As a result, CSC's primary influence is on Alexandria, where it is currently quarantined from the rest of the universe. There is a mandatory four-year military/public service term for all citizens of Alexandria 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.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (electronic), Craft (mechanical), Knowledge (business), Knowledge (civics), Knowledge (current events), Knowledge (technology), Navigate, and Survival.

Bonus Feat: Select one of the following: Cautious, Educated, Gearhead, Renown, Studious, Trustworthy.

Wealth Bonus Increase: +2.

Hyperdyne Systems Employee

The Hyperdyne Corporation was the first to develop Synthetics, including the Hyperdyne System 120-A/2. Though their work was pioneering in the early 22nd century, many of their Synthetics were flawed (e.g., Ash from Alien). Hyperdyne has always been in competition with Weyland-Yutani, a competition that almost blossomed into open warfare in the race to colonize new worlds. The crown jewel of Hyperdyne's planets is Hilo, where secret Synthetics research is performed. Amongst Hyperdyne's employees, there is no trace of dissent. Hyperdyne employees are taught that the ends justify the means. The rewards for those who succeed at Hyperdyne immense:

wealth, power, and even access to illegal technologies.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Computer Use, Craft (electronic), Disguise, Knowledge (behavioral sciences), Knowledge (business), Knowledge (earth and life sciences), Knowledge (physical sciences), Knowledge (technology), and Treat Injury.

Bonus Feat: Select one of the following: Builder, Deceptive, Educated, Gearhead, Renown, Stealthy, Studious, and Windfall.

Wealth Bonus Increase: +3.

Mercenary

These rules do not cover contracts, pay, and other aspects of life working for a Corporation. For a mercenary group similar to the pirate crew of the Betty, see [Mercenaries: Born of Blood](#) by [Michael Tresca](#). Mercenaries: Born of Blood includes mercenary history and experience tables, a new primary class (Professional), rules on recruiting mercenaries, two new prestige classes (Commercialist and Specialist), 48 new feats, exhaustive rules on creating contracts, mercenary codes of conduct, a sample headquarters, rules on creating mercenary companies, and two sample companies.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Forgery, Gamble, Hide, Intimidate, Jump, Knowledge (streetwise), Move Silently, and Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +3.

Neo-Pharm Employee

Led by the infamous Daniel Grant, Neo-Pharm is credited with creating the first strains of Xeno-Zip. Xeno-Zip was touted as a legitimate "upper" for Earth's depressed citizens. Its main ingredient is Royal Jelly, but Neo-Pharm tried to create a synthetic version that had some nasty side effects. Neo-Pharm employees know a lot about chemicals, a little about public relations, and not much else. With a CEO and Chairman like Daniel Grant, his cult of personality covers

up most of Neo-Pharm's sins. That said, Neo-Pharm ultimately had to make a deal with the government after it was discovered that synthetic Xeno-Zip turned some people into killing machines.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (chemical), Diplomacy, Knowledge (business), Knowledge (civics), Knowledge (current events), Knowledge (technology).

Bonus Feat: Select one of the following: Cautious, Deceptive, Educated, Gearhead, Renown, Studious.

Wealth Bonus Increase: +1.

New Eden/JV Employee

New Eden/JV exists primarily because of the discovery of the Earth-like planet of the same name. The planet's early colonization increased the riches of all the Corporations involved, who promptly founded a megacorporation to protect their interests. Control of New Eden/JV is determined along democratic lines, with each member Corporation receiving votes based on its wealth and rate of growth. 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. The good treatment afforded the employees of New Eden/JV has prevented the Corporations from truly maximizing their short-term profits. But because of the wealth produced by the planet, New Eden can afford to be lenient. Other Corporations feel that New Eden is an example of poor management.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Craft (electronic), Craft (mechanical), fGather Information, Investigate, Knowledge (business), Knowledge (civics), Knowledge (current events), Knowledge (technology).

Bonus Feat: Select one of the following: Cautious, Educated, Gearhead, Renown, Studious, Trustworthy.

Wealth Bonus Increase: +1.

Tradex Consortium Employee

Tradex is superficially similar to Eden/JV. Like Eden/JV, it is a consortium of smaller Corporations. It is base out of Micor, the richest of the colonies. Tradex has a vast corps of scientists and researchers, graduates of Tradex's chain of universities on Earth. These schools represent the highest education possible for Earth's billions and allow Tradex to hand pick the best talent. On graduation, the students are offered positions with Tradex with the promise that, if they are successful, they can move to Micor. Driven by youthful optimism and courage, many students take the offer. These students in turn are leased out to smaller Corporations, where they work in the most advanced scientific projects. Tradex receives a share of the proceeds from these projects and passes on a small percentage of the rewards on to its employees.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Computer Use, Knowledge (behavioral sciences), Knowledge (business), Knowledge (civics), Knowledge (current events), Knowledge (earth and life sciences), Knowledge (history), Knowledge (physical sciences), Knowledge (tactics), Knowledge (technology), Research.

Bonus Feat: Select one of the following: Cautious, Educated, Gearhead, Renown, Studious.

Wealth Bonus Increase: +1.

Weyland-Yutani Employee

Weyland-Yutani is a large corporation based on Earth and operating throughout the 22nd and 23rd centuries. Originally Japanese and American in origin, Weyland-Yutani, often called The Company by its employees, grew to be one of the largest conglomerated corporations on the planet, mainly because it was so versatile, dealing in many areas such as Bio-Weapons, manufacturing, correctional facilities, terraforming, mining, brewing and freight. It also had a few defense contracts under the military. The corporation went through something of a shakeup in the mid-22nd century changing its name slightly (adding a 'd' on Weylan) and making a dramatic change to its corporate logo. All Weyland-Yutani employees stationed on board starships required ICC licenses. In fact, Weyland-Yutani had close affiliations with many

other organizations that dealt in similar areas, including the Interstellar Commerce Commission and the Extrasolar Colonization Administration. The Bio-Weapons Division became a prominent division in the late 22nd century, when news of Aliens on Acheron reached Earth. It took over the world of Relitor and renamed it after the Corporation. Walmart, a similar corporation in the late 23rd century and early 24th century, bought out Weyland-Yutani.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Bluff, Computer Use, Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Demolitions, Disable Device, Knowledge (business), Knowledge (physical sciences), Knowledge (technology).

Bonus Feat: Select one of the following: Builder, Educated, Gearhead, Renown, Studious, Windfall.

Wealth Bonus Increase: +3.

Military Occupations

U.S. Colonial vs. USM

Despite superficial differences, it is entirely possible to play Aliens: Game Over using these rules for the Colonial Marine Corps (like the Marines from [Aliens](#)). The USM Marine Corps is simply a more diverse and recent incarnation. The differences between the two groups are superficial but telling: Colonial Marines are more American-centric and culled from the Americas rather than an international force.

Marine Organization

The Marine Corp operates under the direct orders of Space Command, with command posts at Houston, TX and O'Neill station, L-4 Earth-Lunar System. It is organized into Marine Space Forces: Sol, with responsible for operations through the core systems; Eridani, with responsibility out along the Chinese and American colonized arms; and Herculis, with responsibility for the fringes of the Network. The Marine Space Forces (MSF) is part of the Aerospace Force fleets and is subject to control of the fleet commanders.

The Marine Aerospace Wing is the aerospace element of the MSF. A typical Marine

aerospace wing operates 300 dropships, 30 heavy-lift shuttles, and 100 strikeships.

The USCM Starlift Command is an allied branch of the USAF Transport Command. Starlift Command is essentially an administrative organization, arranging for the attachment of USASF transports to fulfill individual missions. Where additional USASF vessels are required for escort, space control and aerospace support, Colonial Marine transports and assault vessels come under the command of the USAF fleet commander. For missions that do not require USASF support, transports remaining under USCM command. The three major classes of ships employed by Starlift Command include the Conestoga class light assault ship, the Henderson Field class transport, and the Okinawa class assault carrier.

The Marine Division is the basic ground element of the MSF. Two squads, led by a Sergeant and riding with a driver in an M577 Armored Personnel Carrier, make up a section. In a drop operation, a UD-4 dropship is attached to the section from the Aerospace company team.

The key component of the Marine Division is the Strike Team. A Strike Team consists of four Marines, including a Corporal, a Lance Corporal, and two Privates/Private First Class. Each Strike Team divides into two-man fireteams: the Rifle Team and the Gun Team. The Rifle team consists of a pair of riflemen assigned together on the "buddy" system, both equipped with the M41 pulse rifle. The Gun Team is made up of a rifleman with an M41 and a Machinegun Specialists carrying the automatic M56 smart gun.

Two sections, led by a lieutenant, form a rifle platoon. All told, this constitutes up to 25 Marines. Platoons commonly carry one or two Synthetics in a technical or scientific role. When on Corporate business, Marines are accompanied by a Corporate representative.

The weaponry available to a platoon includes eight M240 flamethrowers, eight UA-571 remote sentry guns, two M78 PIG phased plasma guns or M5 rocket-propelled grenade launchers, 18 M83 SADAR anti-tank smart rockets, and one M402 multiple-launch fire-support mortar. Sensor equipment is also provided to provide surveillance of up to 1,000 meters.

USM Marine Ranks
Private
Corporal
Sergeant
Staff Sergeant

Tech Sergeant
Master Sergeant
Lieutenant
Captain
Major
Lieutenant Colonel
Colonel
Commander

Experienced NPCs and PCs will have a variety of military experiences. To find the type of service the character participated in, choose or roll on the Type of Service table. Then, roll the character's rank on the below table. This table has the potential to unbalance a character and should be used only at the Game Master's discretion.

D100	Marine Experience
01-27	You never really see combat, despite the supposed adventure inherent in your profession.
28-48	You see combat and fight well.
49-52	You see combat and fight exceptionally well. Gain a rank.
53-56	You were captured and imprisoned. Lose one permanent point of Constitution.
57-60	You gain a reputation for being a great Marine, regardless of whether or not it's actually earned. You gain one permanent point of Charisma.
61-64	You see action and flee cowardly. You lose one permanent point of Charisma.
65-68	Everyone in your company but you is slaughtered. The image never leaves your mind. You lose one permanent point of Wisdom.
69-72	Your actions cause you to be demoted. Lose one rank.
73-81	You are forced to lead after your leader is killed. Gain one permanent Wisdom point from the experience.
82-82	Your tour leads you to contract a disease. Roll 1d6: 1: blinding sickness, 2: cackle fever, 3: filth fever, 4: mindfire, 5: red ache, 6: the shakes.
83-84	Necessity is the mother of invention. Your experience on the battlefield teaches you a new skill. Gain 1d4 skill points and spend them on an appropriate battlefield skill.
85-86	You acquire a masterwork weapon or armor as part of your loot. Choose one.
87-88	You see things that would snap the mind of a normal man. Gain a +1 to all Will saving throws.
89-90	Your experience in battle hardens you. Gain a +1 to all Fortitude saving throws.
91-92	You are shell-shocked. Lose a -1 to all Will saving throws.
93-94	Your war wounds make you stiff. Lose a -1 to all Reflex saving throws.
95-96	You have an old war wound that never quite heals. Lose a -1 to all Fortitude saving throws.
97-100	You see a lot of action. Roll twice on this table.

Auxiliary

Marines wield the latest in weapons technology. In the battlefield, weapons jam, armor cracks, and vehicles break down. That's

where the Auxiliary Branch comes in. Its primary purpose is to repair and maintain weapons and vehicles that support the Marine Line Infantry. In a pinch, they can act as infantry.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Computer Use, Disable Device, Craft (electronic), Craft (mechanical), Craft (structural), Drive, Knowledge (technology), Pilot, Repair, Research.

Bonus Feat: Select one of the following: Aircraft. Operation, Builder, Gearhead, Personal Firearms Proficiency, Surface Vehicle Operation, or Vehicle Expert.

Wealth Bonus Increase: +2.

Marine Garrison Infantry

This unit of the Marine Corps consists of the lowest-quality troops. As a result, it has the least demanding missions. The Garrison's primary function is security on military bases and garrison worlds. When necessary, they act as backups to the Marine Line Infantry.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Listen, Search, Sense Motive, Spot.

Bonus Feat: Select one of the following: Alertness, Attentive, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +1.

Marine Line Infantry

Line Infantry Marines are what most civilians encounter when they encounter Marines. They are deployed in small units called Strike Teams. The Auxiliary Branch supports Line Infantry Marines. Line Infantry Marines are the first ones in, last ones out, and have a shorter-than-average lifespan as a result.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Balance, Climb, Drive, Intimidate, Jump, Move Silently, Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Marine Officer

Marine Officers are upper class, highly educated tactical strategists. Marines must have completed a tour of duty and served in both the Auxiliary and Infantry. Officers are inducted at the Officer Candidates School at Camp Barrett, Quantico, VA. The Marines continue the ancient tradition of accepting officers from the "Blue Water" naval academy at Annapolis, as well as the USAF Aerospace School at Gateway station. After basic training, officers pursue their specialty (see the Advanced Classes chapter for more details).

Prerequisite: Auxiliary and Marines Line Infantry occupations; Age 30+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Bluff, Diplomacy, Gather Information, Knowledge (tactics), Sense Motive.

Bonus Feat: Select one of the following: Light Armor Proficiency, Personal Firearms Proficiency, Renown, or Trustworthy.

Reputation Bonus Increase: +2.

Wealth Bonus Increase: +2.

Staff Officer

Straight out of Staff College, Staff Officers lead because they paid the entrance fees. They spend 4 years rather than 6 in the field. They are not popular with grunts.

Prerequisite: Age 28+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill: Bluff, Diplomacy, Gather Information, Knowledge (any), Sense Motive.

Bonus Feat: Select one of the following: Educated, Light Armor Proficiency, Personal Firearms Proficiency.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

Other Occupations

Prisoner

There are far too many people with this non-occupation. Due to the perpetual squabbling between Corporations and the Nations, the definition of a crime is ever evolving. Prisoners get caught up in the mix; a few are genuinely guilty. It is common to use prisoners as laborers or, alternately, drop them on prison planets like Fiorina 161.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Gamble, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Wealth Bonus Increase: 0.

FEATS AND POWERS

"I can feel it behind my eyes. I can hear it moving."

– Ripley 8, [Alien Resurrection](#)

New Feats

These feats are appropriate for both USM and CMC campaigns.

Blind Angle Burst [GENERAL]

Used during close combat, a flame burst from a M240 can be bounced off facing walls or surfaces to attack an enemy around a blind corner.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If the character has a solid, relatively smooth surface on which to bounce a flame (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a –2 penalty on his or her attack roll, and the character's attack deals –1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a Blind Angle Burst.

High Angle Flame [GENERAL]

The wielder increases the range of the M240 by making a high angle shot and firing the flame 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.

Prerequisites: Far Shot.

Benefit: The wielder can extend the range of the M240 flamethrower to 150 feet.

High-G Maneuvering [GENERAL]

The character is practiced at moving and fighting effectively in gravities from 1.1 G and higher. Characters with no special training have

a hard time moving, much less fighting, in high gravity.

Effect: The character operates in these environments with no penalty to Attack or Skill checks, and moves at Full Speed.

Normal: Characters without this feat in light gravity take a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Projectile weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Low-G Maneuvering [GENERAL]

The character is practiced at moving and fighting effectively in gravities from .8 to .1 G. Characters with no special training have a hard time moving, much less fighting, in low gravity.

Effect: The character operates in these environments with no penalty to Attack or Skill checks, and moves at Full Speed.

Normal: Characters without this feat in light gravity take a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Projectile weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Spacer [GENERAL]

You have a special affinity for spacecraft and space travel.

Benefits: You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Navigate checks when plotting a course through space, and a +2 bonus on all Pilot checks made to fly a spacecraft.

Starship Battle Run [GENERAL]

You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights.

Prerequisite: Dexterity 13, Starship Dodge, Starship Mobility.

Benefit: When using an attack action with a starship ranged weapon, you can move both before and after the attack, provided that the total distance moved does not exceed the starship's tactical speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from other nearby starships, as normal).

Starship Dodge [GENERAL]

You are adept at dodging attacks while piloting starships.

Prerequisite: Dexterity 13, Pilot 6 ranks, Starship Operation (of the appropriate type).

Benefit: When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +1 dodge bonus to your ship's Defense against attacks from one enemy starship you designate during your action. You can select a new enemy ship on any action.

Starship Feint [GENERAL]

You are skilled at misleading your enemy in starship combat.

Prerequisite: Pilot 9 ranks, Starship Operation (of the appropriate type).

Benefit: When piloting a ship with which you are proficient (see the Starship Operation feat), you can make a Bluff check in starship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in starship combat.

Normal: Feinting in starship combat requires an attack action.

Starship Gunnery [GENERAL]

You are proficient with starship weapon systems.

Benefit: You do not take a penalty on attack rolls when firing a starship weapon.

Normal: Without this feat, you take a -4 nonproficient penalty on attack rolls when firing a starship weapon.

Starship Mobility [GENERAL]

You are adept at dodging attacks while piloting starships.

Prerequisite: Dexterity 13, Starship Dodge.

Benefit: When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +4 dodge bonus to your ship's Defense against attacks of opportunity caused when you move out of or within a starship's threatened area. Any condition that makes you lose your Dexterity bonus to Defense also makes you lose your dodge bonuses. Dodge bonuses (such as this one and the dodge bonus granted by the Starship Dodge feat) stack with each other, unlike most types of bonuses.

Starship Operation [GENERAL]

Select one of the following types of starships: ultralight, light, mediumweight, heavy, or superheavy. You are proficient at operating starships of that type.

Prerequisite: Pilot 2 ranks.

Benefit: When operating a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full class bonus to Defense to the ship's Defense.

Normal: Without this feat, you take a -4 nonproficient penalty on Pilot checks made to operate a starship, and you apply only one-half your class bonus to Defense (rounded down) to the ship's Defense.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (ultralight, light, mediumweight, heavy, or superheavy).

Starship Strafe [GENERAL]

You can use a starship's ranged weapon set on automatic fire to affect a wider area than normal.

Prerequisite: Starship Gunnery.

Benefit: When using a starship's ranged weapon on autofire, you can affect an area four 500-foot squares long and one 500-foot square wide (that is, any four 500-foot squares in a straight line).

Normal: A starship weapon on autofire normally affects a 1,000-foot-by-1,000-foot area.

Wetshot [GENERAL]

By switching the nozzle burner off, a M240 can fire a stream of thickened fuel at the enemy, which mists as it reaches the end of its trajectory. When the nozzle burner is clicked back on, a subsequent shot can ignite the fuel vapor, creating an intense fireball.

Prerequisites: Far Shot.

Benefit: The wielder of the M240 must make a touch attack with the flamethrower on the first round. On the second round the wielder spends his action to ignite the fuel. So long as the target is within range, everything between the wielder and target (including the target), bursts into flames, ignoring cover and disallowing any Reflex save. This automatically sets fire to the area and can quickly burn out of control.

Zero-G Training [GENERAL]

You can function normally in low gravity or zero gravity.

Prerequisites: Dexterity 13, Tumble 4 ranks.

Benefits: You take no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, you do not suffer the debilitating effects of space sickness.

Normal: Without this feat, you take a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, you are subject to the effects of Space Adaptation Syndrome, also known as space sickness.

Psionics

These psionics are appropriate for both USM and CMC campaigns. The psionics are primarily limited to Alien queens. However, Alien hybrids can take each psionic power (in order of level) as a feat.

Brain Lock (BL)

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Display: Vi, Ma

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The subject stands mentally paralyzed, unable to take any actions. The brain locked subject is not stunned (so attackers get no special advantage). He or she can defend against physical attacks (Dexterity bonus to Defense still applies), but otherwise can't move, and can't use psionic powers.

A brain locked flyer cannot flap its wings and falls. A swimmer can't swim and may drown.

Demoralize (De)

Telepathy (Cha) [Mind-Affecting]

Level: Psion 1

Display: Ol, Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures, no two of which are more than 15 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester's enemies receive a –1 morale penalty on all saving throws, attack rolls, and skill checks. Allies are unaffected.

Domination (Do)

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 4

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

The manifester can control the actions of any humanoid of Medium-size or smaller. The manifester establishes a telepathic link with the subject's mind. If the manifester and the subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. If no common language is shared, the manifester can only communicate basic commands. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Empathy (E)

Telepathy (Cha) [Mind-Affecting]

Level: Psion 1

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester detects the surface emotions of any creature he or she can see that is in range. The character can sense basic needs, drives, and emotions.

Greater Prey Call (GPC)

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 5

Display: Me (detectable only by victim)

Manifestation Time: 1 action

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

The manifester plants a hidden death-urge impulse in the subject's unconscious. The impulse slowly takes root and reinforces itself in the subject's mind over a period of 1d4 days. The subject's conscious mind remains completely unaware of the death urge secretly swelling within. The subject's companions, if any, may each make one Wisdom check on the final day of the time period to notice that the subject seems unaccountably dour and fatalistic.

The difficulty of the save depends on how well you know the subject.

Modifier	
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
¹ You must have some sort of connection to a creature you have no knowledge of.	

When the urge has grown to an overpowering psychosis (after 1d4 days), the subject seeks out an Alien egg and submits to implantation. If the subject goes through with a method but fails to be implanted, he or she can make another Will save against the original DC to break the compulsion. Otherwise, the urge secretly grows again over 1d4 days, and the cycle repeats.

Greater Telepathic Projection (GTP)

Telepathy (Cha) [Charm, Mind-Affecting]

Level: Psion 1

Display: Vi

Manifestation Time: 1 action

Range: Unlimited

Area: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 2

The manifester can alter the subject's mood. An affected creature feels the new emotion, but telepathic projection cannot radically change its emotional state. Instead, the power adjusts its emotions by one step.

The difficulty of the save depends on how well you know the subject.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
¹ You must have some sort of connection to a creature you have no knowledge of.	

The manifester can grant up to a +1 bonus on his or her own (or others') attempts at Bluff, Diplomacy, Intimidate, and Perform actions with affected creatures, assuming the manifester adjusts the subject's emotions in the proper direction (the manifester could also inflict a -1 penalty on similar interactions).

Knowledge

Will Save

Lesser Domination (LD)

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 3

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

The manifester can control the actions of any humanoid of Medium-size or smaller with who the manifester shares a common language. The manifester establishes a telepathic link with the subject's mind. The manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. The manifester knows what the subject is experiencing but does not receive direct sensory input from him or her.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the manifester and subject are on the same plane. The manifester need not see the subject to control it.

Lesser Mindlink (LM)

Telepathy (Cha)

Level: Psion 1

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one other creature that is initially no more than 30 ft. away

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester forges a telepathic bond with another creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a

common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Mindlink (M)

Telepathy (Cha)

Level: Psion 3

Display: Ma

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are initially more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: None

Power Resistance: No

The manifester forges a telepathic bond with other creatures, which must have Intelligence scores of 6 or higher. The bond can be established only with willing subjects, who therefore receive no saving throw and gain no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Nightmare (N)

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 5

Display: Me

Manifestation Time: 1 action

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 9

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject.

Knowledge

Will Save

	Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
¹ You must have some sort of connection to a creature you have no knowledge of.	

Creatures who don't sleep or dream are immune to this power.

Prey Call (PC)

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 2

Display: Au

Manifestation Time: 1 action

Range: Unlimited

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

The manifester plants a compelling attraction in the mind of a sleeping subject. The attraction is always to the manifester. The power's subject will take reasonable steps to get close to the manifester. For the purposes of this power, "reasonable" means that while fascinated, the subject doesn't suffer from blind obsession. The subject can still recognize danger, but will not flee unless the threat is immediate. The manifester can't command the subject indiscriminately, although the victim will be willing to listen to the manifester (even if the subject disagrees). This power grants the

manifester a +4 bonus to his or her Charisma modifier when dealing with the subject.

Suggestion (S)

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psion 2

Display: Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The manifester influences the actions of the subject creature by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the creature to do some other obviously harmful act automatically negates the effect of the power. The suggested course of action can continue for the entire duration. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he or she was asked to do. The manifester can instead specify conditions that will trigger a special action during the duration. If the condition is not met before the power expires, the action is not performed.

A very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, and so on) at the discretion of the DM.

EQUIPMENT

"Hey, I want to introduce you to a personal friend of mine. This is an M-41 A Pulse Rifle, ten millimeter, with an over and under 30 millimeter pump action Grenade Launcher. Feel the weight."

– Hicks, [Aliens](#)

This new equipment is appropriate for both USM and CMC campaigns.

Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Wealth DC
Light Armor								
Armored Vest (M3)	Tactical	+6	+2	+2	-3	30	10 lb.	17/Mil (+3)
Medium Armor								
Full Battle Armor (M3)	Tactical	+9	+3	+0	-5	25	20 lb.	19/Mil (+3)
Z-110 ANCW	Tactical	+10	+4	+0	-6	20	30 lb.	24 Mil (+3)
Powered Armor								
ATAX Armor	Tactical	+12	+4	+0	0	30	600 lb.	26/Mil (+3)
HARDCore Armor	Tactical	+16	+5	+0	0	30	600 lb.	25/Mil (+3)
Powerloader	Tactical	+6	+2	+0	-5	10	600 lb.	20/Mil (+3)

Armored Vest (M3)

The M3 Armored Vest is designed for both comfort and protection. It consists of several materials sandwiched together to create a protective shell. The armor's stopping power is limited against direct hits and high-velocity ammunition, but is effective in stopping low-powered ammunition. It also provides limited protection against explosive bullets and fragments from grenades or artillery.

The M3's curved and rounded surfaces reduce its radar signature and it has infrared masking. The vest provides a +2 equipment bonus to Hide checks against thermal and radar detection methods.

Remote biomonitors in the interior read the wearer's life signs, including heart rate and respiration. The biomonitors gives a +2 equipment bonus to Treat Injury checks for anyone working on the wearer.

The vest has mounts for a TNR Lamp on the left shoulder and three brackets to hold an IMP.

ATAX Armor

Alien Tactical Advantage eXplorer (ATAX) armor was created as a prototype to the

Synthetic Alien (see the monster's section) when it was considered infeasible to infiltrate an Alien hive with an artificial life form. This modified HARDCore armor uses pheromone collars and a significantly different physical appearance in an attempt to fool drones and praetorians. Ideally, the ATAX armor gets close enough to the Alien Queen to deliver its payload and get out.

The most obvious difference with ATAX armor is its resemblance to an Alien. For purposes of fooling Aliens, the ATAX armor receives a +10 equipment bonus to Disguise checks.

The armor offers an effective Strength of 22. When traveling overland, it allows the wearer to hustle for up to 12 hours straight.

ATAX Armor is covered with titanium plate. It provides the user with damage reduction 5. Standard armament for ATAX Armor is a M38A2 SADAR, built into the "Alien" head. It also has one appendage that functions as a heavy mace for 1d8 points of bludgeoning damage.

ATAX Armor functions in all forms of atmosphere, even deep space. It grants a +10 equipment bonus to Fortitude saves to resist the harmful effects of radiation.

There is an internal power supply, which will operate the armor for up to 12 hours. The life

support system is designed to protect the wearer for 24 hours, but in emergencies it can last up to 72 hours.

Full Battle Armor (M3)

This armor, added to the usual M3 Armored Vest, provides maximum protection for a Marine. Below the armored vest is a separate section that covers the front abdomen and groin. The leg armor is a pair of clamshell greaves that cover the whole of the lower leg from ankle to knee.

Power Armor (HARDCore)

This power armor is a hydraulically assisted steel exoskeleton that combines all the features of a spacesuit with a power loader. It is named after the Hazardous Atmosphere and Radiation Detachment (HARD) Specialists who wear it.

The armor offers an effective Strength of 22. When traveling overland, it allows the wearer to hustle for up to 12 hours straight.

HARDCore Armor is covered with titanium plate. It provides the user with damage reduction 10. Standard armament for HARDCore Armor is two light phased plasma cannons.

HARDCore Armor functions in all forms of atmosphere, even deep space. It grants a +10 equipment bonus to Fortitude saves to resist the harmful effects of radiation.

There is an internal power supply, which will operate the armor for up to 12 hours. The life

support system is designed to protect the wearer for 24 hours, but in emergencies it can last up to 72 hours.

Powerloader (Caterpillar P-5000)

The Powerloader is the primary loader used for logistic and support operations. Its anthropomorphic exoskeletal frame allows for great flexibility handling ordinance and cargo and can be used for heavy maintenance when away from fixed workshops.

The Powerloader is designed to exactly mimic the movements of the operator. Leg and arm motions are controlled through linear motors slaved to the operator's movements. The manipulators are controlled by a handgrip/joystick combination on the inside of each limb and points for various maintenance tools are attached at the ends.

Powerloaders offer an effective Strength of 25. There is an internal power supply, which will operate the powerloader for up to 12 hours.

Z-110 Acid Neutralizing Combat Wardrobe (ANCW)

Developed to combat Alien acid, this ribbed armor covers a Marine from head to toe. It exudes a slime covering that neutralizes acid on contact. The suit is also designed to withstand severe concussions.

It bestows acid resistance 10 on any person wearing it.

Weapons

Weapon	Damage	Crit	Damage Type	Range	Rate of Fire	Magazine	Size	Weight	Wealth DC
Handguns (require the Personal Firearms Proficiency feat)									
Pistol (M4A3)	1d10	X3	Ballistic	100 ft.	S	12 mag	Small	2 lb.	18/Mil (+3)
Longarms (require the Personal Firearms Proficiency feat)									
Pulse Rifle (M41A)	2d8+4	18-20	Ballistic	200 ft.	S, A	99 box	Medium	11 lb.	16/Mil (+3)
Laser, Light (UA 571-D)	3d10	X2	Fire	200 ft.	S	20 cell	Large	8 lb.	17/Mil (+3)
Scope Rifle (M42A)	2d12	20	Ballistic	120 ft.	S, A	15 mag	Large	9 lb.	22/Mil (+3)
Submachinegun (TA01)	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	7 lb.	18/Res (+2)
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)									
Gatling Gun, 20mm	3d12	20	Ballistic	150 ft.	A	100 box	Huge	90 lb.	21/Mil (+3)
Gatling Gun, 25mm	4d12	20	Ballistic	400 ft.	A	100 box	Huge	100 lb.	22/Mil (+3)
Grenade Launcher, 30mm (M79)	Varies	-	-	60 ft.	1	1 int.	Medium	6 lb.	18/Mil (+3)
Grenade Launcher, 40mm (UA 571-F)	Varies	-	-	80 ft.	1	1 int.	Large	6 lb.	18/Mil (+3)
Laser, Medium (M2025)	3d10	X2	Fire	200 ft.	1	20 cell	Large	8 lb.	23/Mil (+3)
Laser, Heavy (M820)	6d10	X2	Fire	25,000 ft.	1	15 cell	Gargantuan	500 lb.	23/Mil (+3)
Machinegun, Medium (M56 Smart Gun)	3d6	x2	Ballistic	300 ft.	A	400 box	Large	14 lb.	20/Mil (+3)
Machinegun, Heavy (M292)	4d6	X2	Ballistic	400 ft.	A	100 box	Huge	20 lb.	21/Mil (+3)
Mortar, Multiple Launch (M402)	9d6	20	Ballistic	3.5 miles	2 rds		Huge	91 lb.	25/Mil (+3)
Mortar, Single Launch (M112)	8d6	20	Ballistic	2.2 miles	1 rd		Huge	47 lb.	20/Mil (+3)
Particle Beam Cannon, Light	6d8	X2	Fire	500 ft.	1/2	1,500 cell	Huge	65 lb.	23/Mil (+3)
Particle Beam Cannon, Heavy	10d8	X2	Fire	50,000 ft.	1/2	3,000 cell	Gargantuan	800 lb.	27/Mil (+3)
Phased Plasma Cannon, Light	8d10	X2	Fire	500 ft.	1/2	3,000 cell	Huge	65 lb.	25/Mil (+3)
Phase Plasma Cannon, Medium (M78)	9d10	X2	Fire	600 ft.	1/2	3,000 cell	Huge	70 lb.	26/Mil (+3)
Phase Plasma Cannon, Heavy (M270)	10d10	X2	Fire	50,000 ft.	1/2	3,000 cell	Gargantuan	800 lb.	27/Mil (+3)
Pulse Rifle (UA 571-C)	2d8+4	18-20	Ballistic	200 ft.	S, A	99 box	Medium	11 lb.	16/Mil (+3)
Rocket Launcher, Multiple (LAU-190/A)	Varies	-	-	400 ft.	4	16	Large	15 lb.	15/Mil (+3)
Rocket Launcher, Single (M83A2)	Varies	-	-	150 ft.	1	1 int.	Large	6 lb.	15/Mil (+3)
RPG Launcher (M5)	Varies	-	-	70 ft.	1	1 int.	Large	5 lb.	14/Mil (+3)
Tank Cannon, Heavy ()	10d12	20	Ballistic	150 ft.	Single	1	Huge	-	-
Tank Cannon, Medium ()	8d12	20	Ballistic	125 ft.	Single	1	Huge	-	-
Tank Cannon, Light ()	6d12	20	Ballistic	100 ft.	Single	1	Huge	-	-
Simple Weapons (require the Simple Weapons Proficiency feat)									
Club	1d6	20	Bludgeoning	10 ft.	-	-	Med	3 lb.	5/Mil (+3)
Combat Knife	1d4	19-20	Piercing	10 ft.	-	-	Tiny	1 lb.	7/Mil (+3)
Other Ranged Weapons (Weapon Proficiency feat needed given in description)									
Flamethrower (M240)	3d6	-	Fire	90 ft.	1	10 int.	Large	5 lb.	17/Mil (+3)

Handguns

Pistol (M4A3)

The standard sidearm for Marines, this 9mm automatic, recoil-operated pistol weighs no more than 0.95 kg, with a full magazine of 12 rounds included.

Longarms

Pulse Rifle (M41A)

The Armat M41A is a 10mm pulse-action air-cooled automatic assault rifle, the basic rifle of the Marine Corps. The standard service variant has an over-and-under configuration that incorporates a PN 30mm ump-action grenade launcher. A 3x power AN/RVS-52 CCD television sight can be optionally fitted to the carrying handle.

The M41A fires the standard US M309 10mm x 24 round. This ammunition comprises a 210-grain projectile embedded with a rectangular caseless propellant block of Nitramine 50. The standard M41 ammunition clip holds up to 99 M309 rounds in "U" bend conveyor, which feeds the rounds mechanically into the rotating breech mechanism. An LED display just below the receiver indicates the remaining ammo. A Lithium battery in the carrying handle provides electrical power for the gun's motor mechanism. The battery is good for 10,000 rounds and can be recharged from a rifle rack or with a portable power clip.

Pulse Rifle (UA 571-C)

The UA 571-C is a portable remote sentry weapons system. It weighs 19.6 kg and can be assembled in just under 150 seconds. The UA 571-C mounts a pulse action gun, using the M250 10mm x 28 HEAP round. It queries targets using the Identification Friend/Foe (IFF) transponder which all Marines and their vehicles carry.

Scope Rifle (M42A)

The M42A scope rifle is a 10mm pulse action semi-automatic rifle employed as the primary sniper weapon by the Marines. It has a high degree of interchangeability with the M41, capable of using the standard 10mm x 28 caseless rounds. Barrel options include a flash suppressor or a muzzle brake for long-range shooting. When using the suppressor, it's difficult to tell where the sound is coming from,

requiring a Listen check (DC 15) to locate the source of the gunfire.

Ammunition is fed from a 15 round magazine inserted beneath the stock of the rifle. The M252 HEAP round has a maximum effective range of 2,950 meters. The factory standard M250 smart gun round can also be used, with a reduced range of 2,000 meters. 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 increases the range increment by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope. The scope works in darkness -- the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

The scope is accompanied by a PARGET control system, able to connect the rifle into the local sentry gun matrix. It takes one round to acquire a new target. Thereafter, PARGET bestows a +1 equipment bonus on all attack rolls.

Submachinegun (TA01)

Developed by Tradex, this 9mm submachinegun is carried by security forces and Marines patrolling highly populated colonies. It is primarily a low penetration weapon that is meant to minimize the risk to bystanders and structures.

Melee Weapons

Club

Almost anything can be used as a club. This includes everything from baseball bats to lead pipes.

Combat Knife

A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Other Ranged Weapons

Flamethrower (M240)

The M240A1 is a lightweight, carbine-format flamethrower designed for use in close combat. It shoots a 5-foot-wide, 90-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

The M240A1's ammunition has hardness 5 and 5 hit points. When wielded, the M240A1 has a Defense equal to 9 + the wielder's Dexterity modifier + the wielder's class bonus. A M240A1 reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Once the target is hit, fuel droplets from the flamethrower stick and continue to burn, inflicting 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Heavy Weapons

Gatling Gun, 20mm (M579)

This 20mm gatling gun is mounted on an M570-series armored chassis. The M579 can track and defeat even hypervelocity threats up to 1,500 m away by filling the air with high explosive and armor penetrating shells.

Gatling Gun, 25mm (RE700)

The Republic Electric gatling gun uses a long magazine that unleashes leaden fury on anything its path. It fires so quickly that only the muzzle flash designates where it's aiming. The effects on its targets are much more visible.

Grenade Launcher, 30mm (M79)

This 30mm grenade launcher comprises a barrel, breech and a four round internal magazine, which is charged by hand pumping individual grenade cartridges into the mechanism.

Grenade Launcher, 40mm (UA 571-F)

This version of the grenade launcher is mounted on the UA 571-D remote sentry weapons system.

Laser, Light (UA 571-D)

This 20-megawatt HF laser is usually mounted on the UA 571-D remote sentry weapons system.

Laser, Medium (M2025)

The Republic Dynamics M2025 is a 40-megawatt free electron laser. The power source of the Boyars is a 6-megawatt hydrogen fuel cell capable of powering 3,000 firings before refueling. Because of the power usage, it usually is fired in sequence with another Boyars. Each gun carries up to 1000 rounds of ammunition. Maximum effective range is dependent upon the ambient atmospherics, but it can reach 4,000 meters in ideal conditions. In "dazzle" mode, the beam is used to burn out enemy optical/infrared sensors or blind infantrymen and pilots, has a low output (20 KW to 50 KW). In "pulse" mode, the beam is pulsed at full power at the target. Damage is caused by the mechanical impulse of the beam as it superheats the target area.

Laser, Heavy (M820)

The M820 is a rapid-pulsing 80-megawatt free-electron laser that employs the beam both as a lidar to acquire and track the target and also as a high-energy attack. Against missiles, the M820 can be fired in a continuous wave to blind optical instruments as well as troops.

Machinegun, Medium (M56 Smart Gun)

The awesome M56A2 is an automatic squad support weapon that requires a weapon harness so one Medium-size mercenary can carry it. It has a floating breech mechanism chambered, and can devastate targets at both long and short

ranges. The smart gun has an on-board computer that assists in the tracking and firing. It selects targets and also uses the servos in the harness to aim the weapon. When firing a burst with the M56A2, the Marine receives a +1 equipment bonus to the next attack for each successful hit. Therefore, a M56A2 burst firing three rounds would receive a +1 bonus after the first round hit and a +2 bonus after the second round hit. This machinegun fires five-round bursts. A standard drum magazine holds 100 rounds and a propellant cartridge is good for 200 shots.

Machinegun, Heavy (M292)

Mounted on the M292, this 41-caliber 158 mm tube can launch six rounds in under ten seconds, putting the last round into flight before the first has impacted the target.

Mortar, Multiple Launch (M402)

The M402 is a 80mm twin-tube launcher fed from an automatic round rotary magazine. Though portable, the entire system weighs nearly 70 kg and must be transported by a least three Marines.

A skilled crew can fire this potent weapon once per round, delivering sustainable fire (especially when used in groups) on forward targets. Since this weapon may be disassembled, its weight may be divided between the three-man crew that operates it. A skilled crew (5 ranks in the Artillerist skill) may assemble this weapon as a full-round action. A common tactic with this weapon is to position several mortar behind a hill to gain cover from direct fire (the mortar can fire over the hill at no penalty).

The M402 has a sophisticated site that provides the gunner of the weapon a +2 to hit. Using a scope is an attack action.

Mortar, Single Launch (M112)

The M112 Hypervelocity Intelligence Missile, Anti-Tank (HIMAT) is a man-portable battlefield mortar with a range of over 5,000 m. The core element of the system is a 11.3 kg single-round self-contained disposable launcher, which comes with its own bipod stand and baseplate. It can be set to command or autonomous configurations, which are in turn connected to a APS-100 Fire Controller. In direct offense, the M112 can be fired immediately using a passive infrared imaging sight and active ultrasonic motion tracker known as the SR-90. The cable

pays out up to 150 meters, long enough to keep the operator safely away from the missile.

The M112 has a sophisticated site that provides the gunner of the weapon a +3 to hit. Using a scope is an attack action.

Particle Beam Cannon, Light

The 20 MeV turboalternator powered charged particle beam cannons fire for up to 50 seconds, with 300 kg of deuterium tankage to provide particle beam mass.

Particle Beam Cannon, Heavy

The 800 MeV turboalternator powered Neutral Particle Beam weapon is capable of disabling a target's electronics and instrumentation at ranges up to 100,000 km. Sufficient deuterium exists for up to 230 seconds of firing.

Phased Plasma Cannon, Light (MW Boyars PARS 150)

The power source of the Boyars is a 6-megawatt hydrogen fuel cell capable of powering 3,000 firings before refueling. Because of the power usage, it usually is fired in sequence with another Boyars. Each gun carries up to 1000 rounds of ammunition. Maximum effective range is dependent upon the ambient atmospherics, but it can reach 4,000 meters in ideal conditions.

Phased Plasma Cannon, Medium (M78)

The M78 PIG is a man-portable anti-armor weapon. It weighs 15.2 in its entirety. The M78 is a 15 MW phased plasma system firing vaporized Cadmium Telluride pellets from a 30 round feed. The penetrating power is such that is it rumored to be able to penetrate a heavy tank at 1,000 m.

Phased Plasma Cannon, Heavy (M270)

The M270 is a mobile phased plasma gun capable of engaging line-of-sight targets with exceptional accuracy and lethality. It is one of the few air defense weapons in service packing sufficient kinetic punch to destroy an artillery round in flight.

Rocket Launcher, Multiple (LAU-190/A)

This 16-tube launcher is usually mounted on the UD-4 Cheyenne dropship. It works with the Mk. 16 150mm Banshee 70 system to fire spin-stabilized rockets. Each rocket has a fluted exhaust nozzle with three spring-mounted wrap-around fins at the rear. The Mk. 16 model has a high-impulse rocket motor, giving a burnout velocity in excess of 1800 meters per second. This provides excellent stand-off range and accuracy in its air-to-surface role. It has an onboard targeting computer that provides a +3 bonus to attack rolls when a target has been acquired.

Rocket Launcher, Single (M83A2)

The M38A2 Shoulder-launched Active-homing Disposable Anti-tank Rocket (SADAR) is a one-shot anti-armor weapon capable of engaging enemy vehicles at ranges of up to 1,000 m. It is fully disposable and uses an IR seeker mounted on the rocket's nose. Since SADAR is an open-chambered weapon, backblast must be taken into account of at least 10 meters.

When the SADAR hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half

damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the SADAR ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. The M38A2 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

Rocket-Propelled Grenade Launcher (M5)

The M5 is a rocket propelled grenade system with a small reloadable shoulder-launcher. Sighted visually, the system has an accurate range of approximately 400 m and a maximum range of around 2,000 m.

These grenades look like huge bullets an inch and a half across. Attacking with an M5 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M5 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M5 requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Grenades, Mines, Missiles, and Rockets

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Wealth DC	Restriction
Grenade, Baton (M230)	1d6	-	Bludgeoning	15 ft.	10	5 ft.	Small	1 lb.	10	Mil (+3)
Grenade, Fragmentation (M51A)	4d6	-	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Grenade, Canister (M108)	2d6	-	Ballistic	60 ft.	15	5 ft.	Small	1 lb.	15	Mil (+3)
Grenade, HEAP (M38)	6d6	-	Ballistic	15 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
Grenade, HEF (M40)	3d6	-	Slashing	15 ft.	15	10 ft.	Tiny	1 lb.	16	Mil (+3)
Grenade, Starshell (M721A1)	1d6	-	Bludgeoning	-	10	30 ft.	Small	2 lb.	10	Mil (+3)
Grenade, WPI (M60)	2d6	-	Fire	45 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)
Mine, Anti-Armor (M862)	8d6	20	Piercing	40 ft.	20	0 ft.	Small	6 lb.	16	Mil (+3)
Mine, Anti-Personnel (M760)	5d6	20	Slashing	20 ft.	15	0 ft.	Small	2 lb.	10	Mil (+3)
Mine, Bounding (M5A3)	6d6	20	Slashing	100 ft.	20	10 ft.	Small	3 lb.	13	Mil (+3)
Mine, Claymore (M20)	6d6	20	Slashing	20 ft.	15	0 ft.	Small	3 lb.	12	Mil (+3)
Missile, AGM (204A)	10d12	20	Ballistic	20 ft.	20	300 ft.	Large	600 lb.	38	Mil (+3)
Missile, AGM (220C)	10d12	20	Ballistic	20 ft.	20	150 ft.	Huge	550 lb.	40	Mil (+3)
Missile, AIM (90E)	6d12	20	Ballistic	5 ft.	20	150 ft.	Large	200 lb.	23	Mil (+3)
Missile, ASAT (XIM-28A Long Lance)	14d12	20	Ballistic	20 ft.	20	1k miles	Huge	700 lb.	50	Mil (+3)
Missile, SAM (HIM-78)	12d12	20	Ballistic	20 ft.	20	1k miles	Huge	700 lb.	48	Mil (+3)
Missile, SAM (HIM-122)	6d12	20	Ballistic	20 ft.	20	1k miles	Huge	700 lb.	25	Mil (+3)
Missile, SAM (LIM-417)	6d12	20	Ballistic	20 ft.	20	1k miles	Huge	700 lb.	24	Mil (+3)
Missile, SAM (SIM-118)	10d6	20	Ballistic	150 ft.	1	Varies	Large	15 lb.	15	Mil (+3)
Rocket, HEAP (M18)	10d8	-	Ballistic	30 ft.	20	-	Large	3 lb.	27	Mil (+3)
Rocket, HEF (M451)	6d8	-	Slashing	30 ft.	20	-	Large	3 lb.	16	Mil (+3)
Rocket, WPI (M587)	2d8	-	Fire	30 ft.	20	-	Large	3 lb.	10	Mil (+3)
Rocket, Fragmentation (M598)	4d8	-	Slashing	40 ft.	20	-	Large	3 lb.	10	Mil (+3)
Rocket, 70mm (Mk. 10)	6d12	20	Ballistic	5 ft.	20	-	Huge	40 lb.	24	Mil (+3)
Rocket, 120mm (Mk. 88)	7d12	20	Ballistic	5 ft.	20	-	Huge	40 lb.	28	Mil (+3)
Rocket, 250mm (M201)	8d12	20	Ballistic	5 ft.	20	-	Huge	40 lb.	32	Mil (+3)

disturbances. Marines don't usually use this round.

Grenade, Baton (M230)

The M230 fires a low-velocity plastic projectile, used primarily during civil

Grenade, Canister (M108)

Essentially a large shotgun round with a range of 30 meters, this small cartridge has a flat, black nose. Marines use it as effective firepower for up-close engagements.

Grenade, Bounding Fragmentation (M51A)

This blue-capped round is not point detonated. When it impacts, a small charge pops it up to two meters into the air, where it airbursts for additional effect against exposed troops. The purchase DC given is for a box of 6 grenades.

Grenade, High Explosive Armor Piercing (M38 HEAP)

This grenade can penetrate up to 7 cm of homogenous steel with a burst radius of 5 meters. It is marked with a green cap.

Grenade, High Explosive Fragmentation (M40 HEF)

The M40 is easily identified by its red plastic cap. When it explodes, it spreads more than 300 fragments over a casualty radius of five meters. In a pinch, it can be thrown by flipping off its plastic cap and twisting the nose cap clockwise – giving it a five-second delay before exploding. The purchase DC given is for a box of 6 grenades.

Grenade, Starshell (M72A1)

Marked with an embossed letter "S" on its head, the M72A1 is fired into air. Upon reaching its maximum distance, it releases a parachute and ignites, providing illumination of 50,000 candelas for approximately 45 seconds. During that time, it provides a +5 equipment bonus to Spot checks.

Grenade, White Phosphorous Incendiary (M60 WPI)

This white-capped round contains a filler of white phosphorus that can spread up to 15 meters after impact. Any target that takes damage from a M60 Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WPI grenade creates a cloud of smoke. On the round when it is thrown, a M60 fills the four squares around it with smoke. On

the following round, it fills all squares within 5 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. The wealth DC given is for a box of 6 grenades.

Mine, Anti-Armor (M862)

The M862 mine buries itself in the ground on impact and is set off by pressure, vibration, or magnetic induction.

Mine, Anti-Personnel (M760)

The M760 mine buries itself in the ground on impact and is set off by pressure, vibration, or magnetic induction.

Mine, Bounding (M5A3)

The M5A3 is a "smart" mine and launched itself in the air upon detection of a target up to 2 m away. It spins and releases its ordinance in a 50-meter cone-shaped spray at the target. This weapon requires 5 ranks of the Demolitions skill to use safely (DC 15 to set the weapon up, but a character can take 10 on this check if not under fire).

Mine, Claymore (M20)

This mine incorporates its own active sensors and can be set to scan very wide arcs. This weapon requires 5 ranks of the Demolitions skill to use safely (DC 15 to set the weapon up, but a character can take 10 on this check if not under fire).

Missile, AGM (204A TSAM)

The Threat Suppression Attack Missile (TSAM) is a low-cost, self-protection weapon designed to defend strikeships and dropships against airborne missiles, early warning radar, SAM sites, and anti-aircraft weaponry. Small, short ranged and lightweight, the TSAM design trades off threat suppression for high speed.

The TSAM takes no penalties due to range, making it a much better long-range tank killer than the Hellhound.

Missile, AGM (220C Hellhound II)

The Hellhound II is a multi-role tactical missile designed for use against point targets such as vehicles, armor, buildings and bunkers. The weapon can be launched in two different modes: the first allows the Heavy Weapons Specialist to lock the missile's seeker onto a target before launch; the second uses a grid reference to search for a pre-designed target.

These weapons are +2 to hit against targets on the ground, but -4 to hit against targets in the air. This missile attacks with the Base Attack Bonus of the firing character, and ignores the first 20 Hardness of an object attacked. Against live ground targets, this weapon has a blast radius of 20 feet.

Missile, ASAT (XIM-28A Long Lance)

The XIM-28A is a 5.6 m Anti-Satellite Missile powered by a two-stage Lockmart LP-XII solid-rocket booster. It works under its own internal guidance.

The XIM-28A attacks with a +12 Base Attack Bonus, and suffers no range penalties out to its full range of 1,000 miles.

Missile, AIM (90E Headlock)

The AIM-90E is a short-ranged air-to-air missile optimized for dogfight engagements. The warhead consists of thirty-four explosives darts, which are released by the missile as it approaches the target.

The Headlock suffers full range penalties to hit, but negates any of an aircraft's defense bonus gained from speed. This missile attacks with the Base Attack Bonus of the character firing it.

Missile, SAM (HIM-78 Sprint)

The HIM-78 Sprint is a high-speed ground launched space weapon designed to destroy spacecraft and satellites in near orbit. It is usually launched in clusters and contains two stages.

The HIM-78 attacks with a +12 Base Attack Bonus, and suffers no range penalties out to its full range of 1,000 miles.

Missile, SAM (HIM-122 Lancer)

The HIM-122 Lancer provides anti-ballistic missile defense. It launches with ten

maneuvering warheads, which it releases in the final stage of its flight.

The HIM-122 suffers no range penalties, and negates any defense bonus gained by an airborne target's speed. This weapon suffers no range penalties. This missile attacks with a Base Attack Bonus of +8.

Missile, SAM (LIM-417 Phalanx)

The primary SAM in use, this missile has a long range, capable of engaging aerospace craft to the limits of the stratosphere. It employs a three-stage booster for the launch and uses radar, IR, optical, UV and jam homing to track targets.

The Phalanx suffers no range penalties, and negates any defense bonus gained by an airborne target's speed. This missile attacks with a Base Attack Bonus of +10.

Missile, SAM (SIM-118 Hornet)

The SIM-118 Hornet is a shoulder-launched man-portable Surface to Air Missile (SAM) capable of engaging targets up to 10 km. It can acquire and track targets, allowing the operator to fire at targets beyond visual range.

This shoulder fired anti-aircraft weapon ignores the first 10 hardness of a vehicle or object struck, and gains a +1 to hit against airborne targets.

Rocket, HEAP (M18)

The M18 is an incendiary warhead intended for target marking and for use against buildings and light fortifications.

Rocket, HEF (M451)

The M451 is a 36 kg high explosive, blast-fragmentation warhead with a smart fuse for use against a wide variety of targets.

Rocket, WPI (M587)

The M587 is a multi-dart warhead containing 17 incendiary flechettes designed to penetrate tank armor, field defenses, and bunkers – and then set fire within them.

Rocket, Fragmentation (M598)

The M598 is a beehive round for use against battlefield targets such as exposed personnel, soft vehicles, helicopters, and VTOL platforms.

Rocket, 70mm (Mk. 10 Zeus)

This small, spin-stabilized rocket is a 70 mm unguided weapon with a smart fused anti-personnel fragmenting warhead. Alternately, it can carry a smoke warhead for laying particulate smoke screens (as a White Phosphorous Incendiary Grenade).

Rocket, 120mm (Mk. 88 SGW)

The Mk.88 is a 120mm, short-ranged weapon designed as a low-cost alternative to the Hellhound against light armor and prepared

positions. Guidance is by an imaging infrared seeker in the nose and a 2.2 kg shaped-charge warhead is positioned just behind it.

Rocket, 250mm (M201)

These rockets are usually mounted on a M201 MLRS. The rockets are loaded with submunitions and mines and can deliver accurate and devastating firepower up to 120 km away.

Ammunition

Ammunition Type (Quantity)	Wealth DC	Restriction
High Explosive Armor Piercing Rounds (20)	8	Mil (+3)
Hollow-Point Rounds (20)	7	Mil (+3)
Anti-Personnel Flechette Rounds (20)	6	Mil (+3)

High Explosive Armor Piercing

Armor piercing rounds increase the damage of the weapon by +2. It cannot be reduced by armor.

High Explosive

High explosive rounds inflict +1 damage again unarmored opponents.

Anti-Personnel Flechette (APF)

This round separates into sharp flechettes, inflicting +2 damage to unarmored opponents. Against armored opponents, APF round damage is reduced by 2.

Miscellaneous Equipment

Object	Size	Weight	Wealth DC	Restriction
Battle Dress Utility (BDU)	Medium	3 lb.	9	Mil (+3)
Bimex M3 Day/Night Goggles	Small	4 lb.	16	Mil (+3)
Credit Card	Small	-	5	-
Ghillie Suit	Medium	5 lb.	10	Mil (+3)
FITR	Small	1 lb.	20	Mil (+3)
Individual Marine Pack (IMP)	Medium	3 lb.	12	Mil (+3)
Intelligence Unit	Small	5 lb.	15	Mil (+3)
M10 Pattern Ballistic Helmet	Small	1 lb.	15	Mil (+3)
Metal Detector Glove	Small	2 lb.	15	Mil (+3)
Motion Tracker	Small	1 lb.	12	Mil (+3)
Pheromone Collar	Small	1 lb.	30	Mil (+3)
Portable Welder	Small	1 lb.	10	-
Pressure Suit	Medium	10 lb.	15	-
Space Suit	Medium	20 lb.	20	-
TNR Lamp	Small	2 lb.	6	Mil (+3)
Xeno-Zip	Small	-	21	Mil (+3)

Battledress Utility (BDU)

Battledress utilities are two-piece, lightweight polycotton coveralls with pockets secured by silent fasteners. They are issued in a variety of patterns, depending on the deployment to temperate, desert, or jungle environments. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

BDUs are also imprinted with high-temperature dyes that break up the wearer's IR signature. Against thermal detection alone, it provides a +1 equipment bonus on Hide checks.

Bimex M3 Day/Night Goggles

Bimex M3 Day/Night Goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –4 penalty on all Spot and Search checks made by someone wearing them.

Bimex goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

Bimex goggles reduce the range penalty for Spot checks to –1 for every 50 feet (instead of –1 for every 10 feet). Using Bimex M3 goggles for Spot checks takes five times as long as making the check unaided. It includes a digital readout that indicates the exact distance to the object on which they are focused.

Credit Card

Every citizen carries a small plastic card for identification and currency. Each card carries the citizen's identification number and account number. These cards can be hacked with a Computer Use check (DC 25). Hacked cards recognize the hacker as an authorized user.

FITR

FITR is a telepathine drug that induces a sense of invulnerability and increased mental strength. The recipient who takes the drug receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls for the next 5 rounds.

Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to discern. Beneath the natural-fiber camouflage is a suit made from radar-absorbent materials. It also comes with a portable heat sink that regulates the suit's thermal temperature.

A character wearing a ghillie suit with appropriate coloration gains a +10 equipment bonus on Hide checks. Against thermal detection alone, it provides a +4 equipment bonus on Hide checks. (The suit's coloration can be changed with a move action. However, the bulky suit imposes a penalty of –4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

Individual Marine Pack (IMP)

The IMP is a lightweight medium pack designed to carry up to 50 lb. of equipment. It is attached to a carbon fiber A-frame that clips onto armor. The pack is water repellant, but not waterproof.

Intelligence Unit

This multi-purpose computer is about the size of a briefcase. It contains all the information necessary for a particular mission, including data on important locations and personnel. It can scan files for relevant information about people and places, and even has the ability to scan fingerprints. An Intelligence Unit provides users with a +2 equipment bonus on appropriate ability or skill checks related to information the device has stored (usually Knowledge checks).

M10 Pattern Ballistic Helmet

The M10 pattern ballistic helmet incorporates a tactical camera, audio microphone, IFF transmitter and a PRC 489/4 receiver/transmitter system. The camera can be used to record up to eight hours of video and audio activity. The receiver/transmitter has a range of 15 miles.

Additionally, the M10 mounts a passive infrared sight, which flips down over the right eye. This sight projects IR images from the thermal imaging system built into the camera. The grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away.

Metal Detector Glove

A glove the Marines on the USM Auriga use as metal detectors. They run them along the members of The Betty upon their arrival on the Auriga to make sure they aren't carrying weapons, as none are allowed onboard. It provides a +5 equipment bonus to Search checks.

Motion Tracker

A sonar unit combined with passive air density sensors, the Motion Tracker can indicate the position, size, and speed of any object within 180 feet. It can determine the size of the object down to a minimum diameter of 6 inches. It provides a +5 equipment bonus to all Spot checks for any moving object within range.

Pheromone Collar

Dr. Mayakovsky discovered that Aliens identify each other through pheromones. He realized that harvested Alien pheromones could be used to safely navigate amongst Alien hives. The truth is that the collars are not 100% effective, so only the truly desperate dare to use them. Pheromone collars are effective in a three-meter radius and last for 3 hours. While worn, the collars bestow a +10 equipment bonus to Hide checks. These collars allow the wearer to make an opposed check against an Alien's Spot or Survival rolls for purposes of remaining undetected. Pheromone collars bestow a +10 bonus to Disguise checks for Alien synthetics only. While wearing the collar, the wearer must move slowly – any sudden movements (including combat) immediately nullify the effects for that Alien hive.

Portable Welder

This small tool is used for either welding or cutting metal. It can cut through 60 inches of hardness –1 material each round. For sturdier materials, divide 60 by the material's hardness to determine the number of inches the welder can cut through each round.

Pressure Suit (IRC Mk. 35)

Pressure suits are designed for operations on planets with hostile atmospheres or extreme temperatures, including deep space. They have durable thermal control systems that can withstand temperatures of up to 500 degrees Fahrenheit. A pressure suit is designed to support the wearer for up to 8 hours, but can last up to 24 hours in an emergency.

Space Suit (IRC Mk. 50)

This suit consists of an inner thermal regulation garment and two outer layers of tight-fitting elastic fabric with an airtight covering to compress the wearer's body against the effects of low pressure. No decompression is necessary when donning or removing the suit. The suit provides no protection against high pressure.

TNR Lamp

Mounted on the M3 armored vest, this high powered halogen white-light lamp projects a bright beam 100 feet long and 50 feet across at its end. It runs off a rechargeable battery and incorporates a carrying handle so that it may be detached and used as a hand lamp.

Xeno-Zip

Xeno-Zip was originally marketed as a legitimate "upper" that made its citizens happy and active. But some people have an extreme reaction to it, becoming mass murdering killing machines. To that end, Xeno-Zip was pulled off the market and manufactured solely for military use, guaranteeing that side-effects which were an anomaly happen to anyone taking the drug. Xeno-Zip is primarily distributed in pill form.

Anyone consuming Xeno-Zip becomes a virtual fighting machine— stronger, tougher, faster, and more skilled in combat. The person's mind-set changes so that he relishes combat and can't use any advanced skills.

The recipient gains a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence

bonus on Fortitude saves, and proficiency with all simple and martial weapons. His base attack bonus equals his character level (which may give him multiple attacks).

While under the effects of Xeno-Zip, a character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. He can use any feat he has except Combat Expertise and item creation feats. The fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Speed	Defense	Hardness	Hit Points	Size	DC	Restriction
All-Terrain Vehicle (M570)	1	8	2000 lb.	-2	-2	120 (12)	8	8	40	H	30	Mil (+3)
Armored Personnel Carrier (M577)	2	12	200 lb.	-2	-2	145 (14)	8	10	48	H	39	Mil (+3)
Artillery (M292)	4	0	0	-4	-4	70(7)	6	15	50	G	45	Mil (+3)
Assault Carrier (Okinawa)	6	1,000	300 tons	-4	-4	2,200 (220)	6	60	620	C	100	Mil (+3)
Assault Ship (Conestoga)	90	2,000	500 tons	-4	-4	2,200 (220)	18	50	420	C	90	Mil (+3)
Automobile	1	5	425 lb.	-2	-1	185 (18)	8	5	34	H	28	Lic (+1)
Cycle	1	1	0 lb.	-1	+1	275 (27)	9	5	22	L	26	Lic (+1)
Dropship (UD-4L)	2	3	16,000 lb.	-4	-4	325 (32)	6	5	46	G	47	Mil (+3)
Emergency Escape Vehicle (BG 337)	0	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Jet Rescue	0	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)
Missile Launcher (M201)	3	0	0	-4	-4	75 (7)	6	15	60	G	50	Mil (+3)
Shuttle, Light (Lockmart Starcub)	1	10	2,000 lb.	-4	-4	2,200 (220)	6	20	80	G	30	Lic (+1)
Shuttle, Heavy (CS-14 Briareos)	1	20	4,000 lb.	-4	-4	2,200 (220)	6	30	160	G	35	Lic (+1)
Tank, Heavy (M40)	4	0	425 lb.	-4	-4	80 (8)	6	20	64	G	47	Mil (+3)
Tank, Light (M34A2)	4	0	200 lb.	-2	-2	100 (10)	4	16	50	G	40	Mil (+3)
Tank, Medium (M22A3)	4	0	250 lb.	-3	-3	90 (9)	5	18	55	G	44	Mil (+3)
Tractor (Daihotai)	1	4	3,600 lb.	-2	-2	175 (17)	8	10	36	H	34	Mil (+3)
Transport (Lockmart CM-88B Bison)	7	0	200 tons	-4	-4	2,200 (220)	3	25	220	C	80	Lic (+1)

All-Terrain Vehicle (M570)

This all-terrain transport is the land-based prime mover, with powerloaders often used on site to offload cargoes. The M-570 can carry 8 soldiers, or 2,000 lbs of cargo, or be converted into an ambulance capable of carrying four stretchers and a two-man medical crew.

Armored Personnel Carrier (M577)

The M577 Armored Personnel Carrier is a lightweight, mobile, well-armed and inexpensive APC capable of being transported in the UD-4L Dropship. Its armor protection can deflect small arms fire, fragmentation, and low-velocity armor piercing ammunition. It is operated by the driver and section commander and has space for 12 passengers. The interior can carry ammunition and supplies for up to three days of combat.

Artillery (M292)

The M292 is a 38,000 kg armored tracked vehicle with a single 41-caliber 158 mm rail gun. It carries 78 rounds, which are autoloaded into the gun chamber.

The vehicle has two weapons systems, the rail gun itself (40 rounds), and a machinegun for self-protection that carries 1,000 rounds.

The crew of the M292 is insulated against all forms of attack, gaining a +10 to any NBC check to resist a nuclear, biological, or chemical attack.

The computer assisted targeting of the M292 system begins all Indirect Fire attacks made by the crew at -5, instead of the usual -10.

The crew of the M292 sees through periscopes, which are fitted with night vision equipment, granting darkvision to a range of 200 feet, and the vehicle is equipped with a sophisticated communications system granting a +4 on all Communication Operations skill checks.

Assault Carrier (Okinawa)

Carrier-based fighters and torpedo bombers are a critical component of the USMC's strategy. These titans are truly massive and extremely sophisticated vessels, providing a mobile base of operations for several squadrons. Given their size, carriers are typically lightly armed and armored. Assault carriers are armed with two heavy phased plasma cannons and two missile bays. Assault carriers have a Jump Value of 2.

Assault Ship (Conestoga)

The Conestoga class vessels were originally designed as troop and logistic transports with a limited defensive capability. However, this role has evolved over the years from a fleet prime mover to that of a light assault ship with secondary responsibilities for space control and orbital bombardment support. Of the 36 Conestogas built, 27 remain in service.

Over 385 meters in length and massing some 78,000 metric tons, the Conestogas are designed to an 8-17-0 layout, an asymmetrical configuration that offers the optimum cargo capacity within a compact and well-armored hull. It has both Jump (Jump Value 3) and Displacement drives.

For its main armament, the Conestoga carries eight XIM-28A Long Lance ASAT missiles in its dorsal launch bay. The XIM-28A is a 5.6 m Anti-Satellite Missile powered by a

two-stage Lockmart LP-XII solid-rocket booster. It works under its own internal guidance.

Secondary armament consists of a pair of 800 MeV turboalternator powered Neutral Particle Beam weapons, firing into the starship's forward cone, each capable of disabling a target's electronics and instrumentation at ranges up to 100,000 km. Sufficient deuterium exists for up to 230 seconds of firing.

Short-range armament consists of a dorsal and ventral turret, each mounting twin heavy machineguns that fire kinetic ammunition at velocities over 12 km per second. Their practical range is 100 km.

The port and starboard laser turrets provide point defense for the Conestogas. These mounts 80 mw free-electron lasers capable of vaporizing small targets such as railgun rounds, or disabling incoming missiles and fighters at ranges up to 20km.

A ventral dispenser can deliver 60 orbital fragmentation mines for kinetic kills against low-orbiting spacecraft, while an aft bay is equipped to launch up to twenty decoy ballutes and two maneuvering decoy drones against incoming enemy spacecraft.

A main magazine forward of the shuttle launch bay stores the orbital bombardment ordinance. The Conestoga carries 80 free-fall guided reentry vehicles capable of delivering nuclear warheads, kinetic penetrators, or decoys.

The Conestoga has capacious cargo hangars. These hangars have a capacity of 1.2 million cubic meters. Below the cargo bay is a dedicated shuttle/dropship hangar and launch bay, with the capacity to handle up to four shuttles at any one time.

The Conestoga is completely automated, but can accommodate up to 90 crewmen. Facilities exist for installing up to 2,000 more crew in the cargo hangars for transportation of troops.

Automobile

Automobiles are powered electrically. They are not designed for long-distance travel. A standard automobile can carry up to 6 people and has a cruising speed of 40 miles per hour. They have a range of 200 miles between charging.

Cycle

Another common vehicle is the cycle. It can carry one or two people and reaches speeds of up to 60 miles per hour. It has a range of 150 miles.

Dropship (UD-4L Cheyenne Utility)

The UD-4L Dropship is an aerospace capable ship and tactical transport that can lift heavy payloads up to 16,000 kg. It can attain orbit under its own power from unprepared landing sites because of its vertical take-off (VTOL) capability, which makes it more flexible than other craft.

The UD-4L has several defensive systems, including an acquisition jamming suite (AJS), fire control jamming suite (FCJS), missile defense system (MDS) and decoy dispenser system (DDS).

The Dropship can also operate as a close-support gunship by using its own internal gun and deploying weapons pods and hardpoints for rockets and missiles. The UD-4L's traditional armament includes a nose-mounted Republic Electric RE700 20mm Gatling gun, two LAU-190/A rocket launchers with an armament of 32 M451 rockets, two Mk. 88 SGW rockets, 8 Mk. 10 Zeus rockets, six AGM-220C Hellhound missiles, 2 AIM-90E Headlock missiles, and 2 AGM-204A TSAMs.

Emergency Escape Vehicle (Bodenwerke Gemeinschaft Type 337)

This emergency escape vehicle (EEV) is a small escape vessel capable of carrying up to five people. It is 13.2 meters long with an I-shaped configuration.

EEVs are kept on a permanent 30-second standby. When prepared for launch, the crew's hypersleep capsules are moved via transport tubes to the escape hatches where they are loaded into the EEV. Once the capsules are secure and hooked up to the life support system, the EEV initiates its launch program. The entire evacuation procedure takes 45 seconds.

Once clear of the mother ship, the EEV turns on its distress and locator beacon and scans the immediate sector of space for a habitable landing site. The crew is kept in hibernation because of the EEV's limited life support capacity and will be awakened by the computer

when rescue is imminent. The EEV has a Jump Value of 1.

Jet Rescue

The jet rescue technology was developed after the World Trade Center was attacked in 2001 and then again in 2024. It is handheld controlled. The ship is designed for high-rise fire rescue, including a reflexive net that springs out to catch a human being without slicing them to ribbons from the impact. It can move at Mach 2.

Shuttle, Light (Lockmart Starcub)

This shuttle, massing 48 metric tons, is configured around a single pressure cabin, with storage space and lockers for supplies. There are three crew stations.

Shuttle, Heavy (CS-14 Briareos)

The CS-14 Briareos is one of the prime movers of Marine armor in the field besides the UD-4 Cheyenne dropship.

Missile Launcher (M201 MLRS)

The M201 Multiple Launcher Rocket System is the heaviest artillery in Marine service. It comprises a tracked transporter carrying eight 250 mm rockets in large launch bins, which may be either anti-aircraft or anti-armor missiles. The automated launch system allows these missiles to be fired at semi-automatic speed. The onboard computer grants the crew a +4 attack bonus with all missile attacks.

The crew of the MLRS sees through periscopes, which are fitted with night vision equipment, granting darkvision to a range of 200 feet, and the vehicle is equipped with a sophisticated communications system granting a +4 on all Communication Operations skill checks.

All MLRS are amphibious, capable of reaching speeds of 25(2) in water. The MLRS provides full cover for crew and passengers.

Tank, Heavy (M40 Ridgway)

One battalion, the 2nd (attached the 1st Marine Division) has been upgraded with the M40 Ridgway heavy tank, which had previously only seen service in the Army. The M40 has the ability to fire 115 mm shells at a rate of 60 rpm, deliver particulate barrier smoke, scatterable mines, and support fire from its integral 60 mm

mortars. It can even defend against aerospace craft and incoming missiles with its 20 KW phase plasma point defense gun.

It takes a full-round action to enter a tank and another full-round action to start it moving. The Ridgway provides full cover to its occupants. This vehicle comes equipped with a heavy tank cannon and a heavy phased plasma cannon, both mounted in full turrets.

Tank, Medium (M22A3 Jackson)

The six tank battalions of the Marines rely heavily on medium armor like the Jackson tank. It takes a full-round action to enter a tank and another full-round action to start it moving. The Jackson provides full cover to its occupants. This vehicle comes equipped with a medium tank cannon and a medium plasma cannon, both mounted in full turrets.

Tank, Light (M34A2 Longstreet)

Along with the Jackson, the Longstreet is the Marine Corps' light tank. It takes a full-round action to enter a tank and another full-round action to start it moving. The Longstreet provides full cover to its occupants. This vehicle comes equipped with a light tank cannon and a light phased plasma cannon, both mounted in full turrets.

Tractor (Daihotai)

This series of tractor is all based around the same 8 x8 wheeled layout, with a 6.59-meter

wheelbase and a track of 5.86 meters. Road speeds for the Daihotai are around 110 km/hour. The cabin is fully enclosed and includes a utilitarian space that incorporates life support capabilities. Forward of the central cabin is the drier's cab, which can double as an airlock while traveling in hazardous environments. At the rear of the tractor is a workstation cab, which duplicates the driving controls of the forward cab, allowing the tractor to drive as effectively backwards as it does forwards. It also controls all specialist tools and attachments mounted on the tractor. Options for attachments include mechanical diggers, cutters, crane bore drills, core samplers, spring stampers, welders, waldoes, and bulldozer blades. In non-ideal climates, it has a one-way travel range of 300 miles and can support four people for four weeks. It has a range of 800 miles and can support its crew of four for 12 weeks on a world where the air is breathable.

Transport (Lockmart CM-88B Bison)

Weighing 63,000 metric tons, the Lockmart is designed to a 6-10-4 layout with three pressured decks and four main cargo holds. It has Jump (Jump Value 5) and Displacement drives. The life systems comprises three decks, including the bridge, crew quarters and mess areas, science station, CPU module, medical bay, four main cargo bays, stores and engineering stations. It only requires a crew of seven to operate.

ADVANCED CLASSES

"Another glorious day in the Corps. A day in the Marine Corps is like a day on the farm. Every meal is a banquet. Every paycheck, a fortune, every formation, a parade. I love the Corps!"

– Apone, [Aliens](#)

Aerospace Pilot

The Aerospace Pilot thinks he is the universe's gift to piloting. For the most part he's correct. Aerospace Pilots tend to be short-lived, romantic characters, which are remembered much longer than they live. Aerospace Pilots are not freighter captains, nor are they interested in just getting safely from place to place. These characters seek out situations where they test their skill, always seeking to "push the outside of the envelope". Aerospace officers go to the Aerospace schools at Gateway Station or Kennedy, ASFB, FL.

The Aerospace Wing is divided into three Aerospace Groups. The Drop Group exists exclusively of dropships to operate with the Marine ground teams. There are approximately 200 dropships in each Wing Drop Group.

The Tactical Group consists of squadrons dedicated to counter-air, attack, and reconnaissance missions. The average Wing has six to eight squadrons assigned to the Tactical Group, consisting mostly of AD-19C/D Bearcat strikeships, AD-17A Cougar strikeships, UD-4 Cheyenne gunships, and UD-22 Navaho gunships.

Lastly, the Support Group consists of transports and specialist craft dedicated to highly specialized missions, like search and rescue. The majority of ships used for these missions include the UD-4 Cheyenne and the CS-14 Briareos heavy lift shuttle.

Requirements

To qualify to become an Aerospace Pilot, a character must fulfill the following criteria.

Skills: Pilot 6 ranks.

Feat: Starship Operation (ultralight).

Base Reflex Save: +2.

Class Information

The following information pertains to the Aerospace Pilot advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half character level, rounded down, every time the Aerospace Pilot attains a new level in this class.

Class Skills

The Aerospace Pilot's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Craft (electronic, mechanical) (Int), Knowledge (popular culture, streetwise, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Repair (Int).

Skill Points at Each Level: 5 + Int modifier.

Table: The Aerospace Pilot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Bonus feat	+1	+0
2nd	+1	+0	+3	+0	Defender of the universe	+1	+1
3rd	+2	+1	+3	+1	Bonus feat	+2	+1
4th	+3	+1	+4	+1	Shake, rattle, and roll (1/day)	+2	+1
5th	+3	+1	+4	+1	To the max!	+3	+2
6th	+4	+2	+5	+2	Bonus feat	+3	+2
7th	+5	+2	+5	+2	Shake, rattle, and roll (2/day)+	4	+2
8th	+6	+2	+6	+2	Keep it together	+4	+3
9th	+6	+3	+6	+3	Bonus feat	+5	+3
10th	+7	+3	+7	+3	Shake, rattle, and roll (3/day)	+5	+3

Class Features

The following features pertain to the Aerospace Pilot advanced class.

Bonus Feats

At 1st, 3rd, 6th, and 9th level, the Aerospace Pilot gets a bonus feat. The bonus feat must be selected from the following list, and the Aerospace Pilot must meet all the prerequisites of the feat to select it.

Blind-Fight, Brawl, Gearhead, Improved Brawl, Improved Feint, Spacer, Starship Battle Run, Starship Dodge, Starship Feint, Starship Gunnery, Starship Mobility, Starship Operation, Starship Strafe, Zero-G Training.

Defender Of The Universe

Starting at 2nd level, an Aerospace Pilot applies his Reputation bonus to the die result whenever he spends an action point to modify an attack roll, skill check, ability check, or saving throw made aboard a starship.

Shake, Rattle, And Roll

At 4th level, an Aerospace Pilot learns how rock an enemy starship with weapons fire. The Aerospace Pilot must declare that he is using this ability before making the attack roll (thus, a

failed attack roll ruins the attempt). A starship damaged by the Aerospace Pilot's attack is shaken for 1 round; all passengers and crewmembers (pilots and gunners included) aboard the shaken ship take a –2 penalty on attack rolls, saving throws, and skill checks for 1 round. An Aerospace Pilot may use this ability once per day at 4th level, twice per day at 7th level, and three times per day at 10th level.

To the max!

At 5th level and beyond, an Aerospace Pilot can coax more thrust out of a ship's engines, increasing its tactical speed by +500 feet. The Aerospace Pilot must be piloting the ship to increase its tactical speed.

Keep It Together

At 8th level, an Aerospace Pilot can continue to operate a starship even after it has been reduced to negative hit points and has begun breaking apart. The ship may take one move action or one attack action each round. However, the ship cannot be repaired and continues to lose 1 hit point per round, exploding once it reaches its destruction threshold. The Aerospace Pilot and all other personnel aboard the ship are considered shaken, taking a –2 penalty on attack rolls, saving throws, and skill checks.

Close Combat Specialist

Close Combat Specialists are the deadliest soldiers in the Corps. Their entire focus is combat – including melee and firearms.

Requirements

To qualify to become a Close Combat Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Profession: Marine garrison infantry, marine line infantry, marine officer, or staff officer.

Skill: Jump 3 ranks.

Feat: Combat Martial Arts, Defensive Martial Arts.

Class Information

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Close Combat Specialist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Table: The Close Combat Specialist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+0	Weapon Focus	+1	+0
2nd	+2	+2	+3	+0	Weapon specialization	+1	+0
3rd	+3	+2	+3	+1	Bonus feat	+2	+0
4th	+4	+2	+4	+1	Tactical aid	+2	+0
5th	+5	+3	+4	+1	Iron fist	+3	+1
6th	+6	+3	+5	+2	Bonus feat	+3	+1
7th	+7	+4	+5	+2	Flurry of blows	+4	+1
8th	+8	+4	+6	+2	Greater weapon specialization	+4	+1
9th	+9	+4	+6	+3	Bonus feat	+5	+2
10th	+10	+5	+7	+3	Critical strike	+5	+2

Class Features

The following features pertain to the Close Combat Specialist advanced class.

Weapon Focus

A Close Combat Specialist gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Close Combat Specialist chooses a specific weapon. The Close Combat Specialist can choose unarmed strike or grapple as the weapon. The Close Combat Specialist must be proficient with the chosen weapon.

The Close Combat Specialist adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, a Close Combat Specialist gains weapon specialization with a specific melee or ranged weapon that he or she also has

applied the Weapon Focus feat or class feature to. The Close Combat Specialist gets a +2 bonus on damage rolls with the chosen weapon.

Bonus Feats

At 3rd, 6th, and 9th level, the Close Combat Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Close Combat Specialist must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Acrobatic, Advanced Combat Martial Arts, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Combat Throw, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Combat Throw, Improved Knockout Punch, Knockout Punch, Power Attack, Unbalance Opponent.

Tactical Aid

As an attack action, the Close Combat Specialist provides tactical aid to any single ally (but not him or herself) within sight and voice range of the Close Combat Specialist's position.

As a full-round action, the Close Combat Specialist provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the Close Combat Specialist's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Close Combat Specialist's choice). This bonus is equal to the Close Combat Specialist's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Close Combat Specialist's level in the advanced class, rounded down.

Greater Weapon Specialization

The Close Combat Specialist gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

The Close Combat Specialist gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has

applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Iron Fist

The Close Combat Specialist gains the ability to spend 1 action point to increase the damage he or she deals to a single opponent with a single unarmed strike. The martial artist declares the use of the action point after making a successful unarmed strike. The result of the action point roll is added to the damage roll for that attack.

At 10th level, this ability improves. The Close Combat Specialist now adds the result of the action point roll to all successful attacks he or she makes in a round.

Flurry of Blows

The Close Combat Specialist gains the ability to strike with a flurry of blows at the expense of accuracy. The Close Combat Specialist must be unarmored to use this talent, and he or she must make unarmed strikes to gain the benefit. With a flurry of blows, the Close Combat Specialist may make one extra attack in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using this ability is a full-round action.

Corporate Representative

Nobody likes a Corporate Representative, not even the Corporations. But they are an extremely useful necessity. Although the Marines loathe them, Corporations find them valuable in monitoring Corporate interests. Corporate Representatives tend to be secretive, which does not further endear them to anybody. One thing all Corporate Representatives share is a driving ambition to get rich and, by doing so, make their Corporation rich. And that's simply too good of an opportunity for any Corporation to pass up.

Requirements

To qualify to become a Corporate Representative, a character must fulfill the following criteria.

Profession: Corporate employee.

Skills: Diplomacy 6 ranks, Profession 6 ranks.

Feat: Alertness.

Class Information

The following information pertains to the Corporate Representative advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Corporate Representative attains a new level in this class.

Class Skills

The Corporate Representative's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

Table: The Corporate Representative

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Conceal motive	+0	+0
2nd	+0	+2	+0	+3	React first	+1	+0
3rd	+0	+2	+1	+3	Bonus feat	+1	+0
4th	+1	+2	+1	+4	Talk down one opponent	+1	+0
5th	+1	+3	+1	+4	No sweat	+2	+1
6th	+1	+3	+2	+5	Bonus feat	+2	+1
7th	+2	+4	+2	+5	Talk down several opponents	+2	+1
8th	+2	+4	+2	+6	Sow distrust	+3	+1
9th	+2	+4	+3	+6	Bonus feat	+3	+2
10th	+3	+5	+3	+7	Talk down all opponents	+3	+2

Class Features

The following features pertain to the Corporate Representative advanced class.

Conceal Motive

A Corporate Representative gets to add a bonus equal to his or her Corporate Representative level whenever he or she opposes a Sense Motive check.

React First

The Corporate Representative gains the ability to react first when trying to make a deal or mediate a settlement. The Corporate Representative must make contact and speak to the participants prior to the start of combat. If he or she does this, he or she gains a free readied action that allows the Corporate Representative

to make either a move or attack action if either side in the negotiation (other than the Corporate Representative) decides to start hostilities. The Corporate Representative gets to act before any initiative checks are made, in effect giving him or her the benefit of surprise.

Bonus Feats

The Corporate Representative gets a bonus feat. The bonus feat must be selected from the following list, and the Corporate Representative must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Attentive, Confident, Dead Aim, Deceptive, Educated, Far Shot, Iron Will, Personal Firearms Proficiency, Trustworthy.

Talk Down

The Corporate can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the Corporate Representative can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the Corporate Representative's voice. The target must be able to understand the Corporate Representative. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the Corporate Representative and the situation in general. Any hostile action by the Corporate Representative or by one of the Corporate Representative's allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, the Corporate Representative must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to $10 + \text{Corporate Representative's class level} + \text{Corporate Representative's Charisma bonus}$. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

At 7th level, a Corporate Representative can talk down a number of opponents equal to his or her Charisma bonus within 15 feet of his or her position or within 15 feet of a television, radio, or telephone broadcasting the Corporate Representative's message.

At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the Corporate Representative's voice.

No Sweat

Whenever a Corporate Representative spends 1 action point to improve the result of a die roll, he or she rolls an additional 1d6. The Corporate Representative can then select the highest die roll to add to his or her d20 roll.

Sow Distrust

The Corporate Representative can turn one character against another. The Corporate Representative must spend a full-round action and know the name of the character he or she is attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target must be able to hear and understand the Corporate Representative.

The target makes a Will save. The DC is equal to $10 + \text{Corporate Representative's class level} + \text{Corporate Representative's Charisma bonus}$. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the Corporate Representative uses this talent against him or her. As long as the target continues to fail the Will save, the Corporate Representative can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character.

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Corporate Representative to sow distrust.

The Corporate Representative CAN use this talent on his or her allies.

The Engineer is a specialist in mechanical sciences. Engineers are the most valued member of any colony, the difference between life and death when a vital piece of equipment breaks down, and even more importantly, the person who knows how to keep all the vital systems of a colony properly maintained so that they do not break down in the first place.

Requirements

To qualify to become an Engineer, a character must fulfill the following criteria.

Profession: Corporate employee.

Skills: Computer Use 6 ranks, Craft (electrical) 6 ranks, Craft (mechanical) 6 ranks, Knowledge (technology) 6 ranks, Repair 6 ranks.

Class Information

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Engineer's class skills (and the key ability for each skill) are Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Table: The Engineer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Builder, improve kit (+1)	+0	+0
2nd	+1	+2	+2	+0	Quick craft, superior repair	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+1	+1
4th	+3	+2	+2	+1	Improve kit (+2), reconfigure weapon, sabotage	+1	+1
5th	+3	+3	+3	+1	Craft XP reserve, quick craft	+2	+1
6th	+4	+3	+3	+2	Bonus feat, craft XP reserve	+2	+2
7th	+5	+4	+4	+2	Craft XP reserve, improve kit (+3), quick fix	+2	+2
8th	+6	+4	+4	+2	Craft XP reserve, weapon upgrade	+3	+2
9th	+6	+4	+4	+3	Bonus feat, craft XP reserve	+3	+3
10th	+7	+5	+5	+3	Craft XP reserve, unflustered	+3	+3

Class Features

The following features pertain to the Engineer advanced class.

Builder

At 1st level, the Engineer gains the bonus feat Builder.

Improve Kit (+1)

An engineer can use his know-how to upgrade an electrical or mechanical tool kit at no additional cost.

Electrical Tool Kit, Basic: For the cost of a basic electrical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit

that grants a +1 equipment bonus on all Repair checks made to fix electrical devices.

Electrical Tool Kit, Deluxe: For the cost of a deluxe electrical tool kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix electrical devices and a +1 equipment bonus on all Craft (electrical) checks.

Mechanical Tool Kit, Basic: For the cost of a basic mechanical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix mechanical devices.

Mechanical Tool Kit, Deluxe: For the cost of a deluxe mechanical kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix mechanical devices and a +1 equipment bonus on all Craft (mechanical) and Craft (structural) checks.

Quick Craft

At 2nd level, an engineer learns how to craft ordinary scratch-built electronic, mechanical, and structural objects more quickly than normal.

When using the Craft (electronic), Craft (mechanical), or Craft (structural) skill to build an ordinary scratch-built item, the Engineer reduces the building time by one-quarter.

At 5th level, the Engineer reduces the building time of ordinary objects and mastercraft objects by half.

Superior Repair

At 2nd level, an Engineer learns improved ways of repairing robots, vehicles, mecha, starships, and cybernetic attachments.

An Engineer with a mechanical tool kit and an appropriate facility (a workshop, garage, or hangar) can repair damage to a robot, vehicle, mecha, starship, or cybernetic attachment. (Without a mechanical tool kit, the Engineer takes a –4 penalty on the Repair check.) With 1 hour of work, the engineer can restore a number of hit points based on his Repair check result, as shown in Table: Superior Repair. If damage remains, the Engineer may continue to make repairs for as many hours as needed to fully repair the damaged robot, vehicle, mecha, starship, or cybernetic attachment.

Repair Check Result	Damage Repaired
Less than 20	None
20–29	2d6 + Engineer class level
30–39	3d6 + Engineer class level
40+	4d6 + Engineer class level

Bonus Feats

At 3rd, 6th, and 9th level, the Engineer gets a bonus feat. The bonus feat must be selected from the following list, and the Engineer must meet all the prerequisites of the feat to select it.

Aircraft Operation (spacecraft), Builder, Cautious, Gearhead, Mastercrafter, Salvage, Surface Vehicle Operation, Vehicle Expert, Zero-G Training.

Improve Kit (+2)

At 4th level, the Engineer can assemble mastercraft (+2) electrical and mechanical tool

kits. This ability works as the 1st-level improve kit class feature, except the equipment bonuses improve by an additional +1.

Reconfigure Weapon

At 4th level, an Engineer can reconfigure a melee or ranged weapon, improving one aspect of it. Reconfiguring a weapon requires 1 hour of work and a successful Repair check (DC 20); reconfiguring a mastercraft weapon is slightly harder (DC 20 + the weapon's mastercraft bonus feature). An Engineer may take 10 or take 20 on this check.

The reconfiguration imposes a –1 penalty on attack rolls made with the weapon but grants one of the following benefits indefinitely:

Changed Rate of Fire: The reconfiguration changes the weapon's rate of fire. A semiautomatic-only weapon switches to an automatic-only weapon, or vice versa. This benefit applies only to a ranged weapon with either a semiautomatic or automatic fire setting.

Greater Ammo Capacity: The reconfigured weapon can hold 50% more ammunition than normal. This benefit applies only to weapons that take ammunition.

Greater Concealment: The reconfiguration grants a +2 bonus on Sleight of Hand checks made to conceal the reconfigured weapon.

Greater Range Increment: The reconfigured weapon's range increment increases by 10 feet. This benefit applies only to weapons with range increments.

Signature Shooter: The weapon is reconfigured for a single individual's use only and is treated as a unique exotic weapon. Anyone else who uses the weapon takes a –4 nonproficient penalty on attack rolls.

Weapons can be reconfigured multiple times; each time a weapon is reconfigured, it imparts a new benefit. Undoing an Engineer's weapon reconfiguration requires 1 hour and a successful Disable Device check (DC 20 + the Engineer's class level).

Sabotage

At 4th level and beyond, the Engineer can sabotage an electrical or mechanical object so that it operates poorly. The Engineer must succeed on a Disable Device check (DC 20) to accomplish the downgrade, and sabotaging a mastercraft object is slightly harder (DC 20 + the mastercraft object's bonus feature). Noticing the Engineer's handiwork without first testing the sabotaged device requires a successful Search

check (DC = the Engineer's Disable Device check result). Fixing the sabotaged item requires a successful Repair.

Sabotage Device: As a full-round action, the Engineer can reconfigure a device with electrical or mechanical components so that anyone who uses it suffers a penalty equal to the Engineer's class level on skill checks made to use the device.

Sabotage Weapon: As a full-round action, the Engineer can sabotage a weapon so that it misfires or breaks the next time it is used. A sabotaged weapon cannot be used effectively until repaired. This use of sabotage also applies to vehicle and starship weapons.

Craft XP Reserve

Starting at 5th level, an Engineer with the Mastercrafter feat can build mastercraft electronic and mechanical devices without investing as much of himself in the process.

At 5th level and every level thereafter, an Engineer gains a special reserve of experience points equal to $100 \times$ his Engineer class level. These extra experience points are separate from experience gained through level advancement and can only be used to make mastercraft items; they do not count toward level gain.

An Engineer must spend the extra experience points he gains at each level, for when the Engineer gains a level, he loses any unspent experience points in his reserve.

Improve Kit (+3)

At 7th level, the Engineer can assemble mastercraft (+3) electrical and mechanical tool kits. This ability works as the 4th-level improve kit class feature, except the equipment bonuses improve by an additional +1.

Quick Fix

At 7th level, the Engineer can repair a mechanical or electrical device in half the normal time; see the Repair skill description for normal

repair times. However, cutting the repair time increases the Repair check DC by 5.

Weapon Upgrade

At 8th level, an Engineer can upgrade handheld or robot-installed weapons, as well as weapon systems aboard vehicles, mecha, or starships.

Handheld/Robot Weapon Upgrade	DC
Weapon also dazes target for 1 round	25
Weapon also knocks target prone	30
Weapon leaves target shaken for 1d4 rounds	35
Weapon also stuns target for 1d4 rounds	40
Vehicle/Mecha/Starship Weapon Upgrade	DC
Weapon deals an extra two dice of damage	25
Weapon ignores 5 points of target's hardness/DR	30
Weapon's critical hit multiplier increases by 1	35
Weapon ignores 10 points of target's hardness/DR	40

The Engineer must spend 1 hour tinkering with the weapon, after which he must succeed at a Craft (mechanical) check. The DC varies depending on how the weapon is modified, as shown in Table: Weapon Upgrade. If the skill check fails, the attempt to modify the weapon also fails, although the Engineer may try again. (The engineer may take 20 on the skill check, but the upgrade takes 20 hours to complete.) An upgraded weapon has a 10% chance of breaking after each time it is used; it cannot be used again until repaired, and repairing it requires 1 hour and a successful Repair check (DC 40).

Unflustered

A 10th-level Engineer can perform complicated tasks without provoking attacks of opportunity from adjacent foes.

During any round in which the Engineer uses the Computer Use, Craft, Demolitions, Disable Device, or Repair skill, he can first make a Concentration check (DC 15) to use the desired skill without provoking attacks of opportunity. Making the Concentration check doesn't cost the Engineer an action. He may take 10 on the Concentration check, but he cannot take 20.

Guerilla Warfare Specialist

The life of a Guerilla Warfare Specialist is short and messy. Guerillas are sent where Marines are not. After insinuating himself in the ranks, Guerilla Warfare Specialists undermine their opponents through sabotage and intelligence -- and an appropriately placed bomb.

Requirements

To qualify to become a Guerilla Warfare Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Profession: Marine garrison infantry, marine line infantry, marine officer, or staff officer.

Skills: Demolitions 6 ranks, Move Silently 6 ranks.

Class Information

The following information pertains to the Guerilla Warfare Specialist advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Guerilla Warfare Specialist attains a new level in this class.

Class Skills

The Guerilla Warfare Specialist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Computer Use (Int), Craft (chemical) (Int), Disguise (Cha), Demolitions (Int), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Guerilla Warfare Specialist advanced class.

Table: The Guerilla Warfare Specialist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Sweep	+1	+0
2nd	+1	+0	+3	+2	Profile	+2	+0
3rd	+1	+1	+3	+2	Contact, low-level	+2	+0
4th	+2	+1	+4	+2	Bonus feat	+3	+0
5th	+2	+1	+4	+3	Non-lethal force	+4	+1
6th	+3	+2	+5	+3	Contact, mid-level	+4	+1
7th	+3	+2	+5	+4	Bonus feat	+5	+1
8th	+4	+2	+6	+4	Discern lie	+6	+1
9th	+4	+3	+6	+4	Contact, high-level	+6	+2
10th	+5	+3	+7	+5	Without a trace	+7	+2

Sweep

A Guerilla Warfare Specialist knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Guerilla Warfare Specialist (but not behind him or her). The Guerilla Warfare Specialist can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Profile

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Guerilla Warfare Specialist compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Guerilla Warfare Specialist can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Guerilla Warfare Specialist combines eyewitness accounts with forensic evidence to develop a

profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

Contact

A Guerilla Warfare Specialist cultivates associates and informants. Each time the Guerilla Warfare Specialist gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany a Guerilla Warfare Specialist on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Guerilla Warfare Specialist's behalf).

The Guerilla Warfare Specialist gains a low-level contact, mid-level contact, or high-level contact.

The Guerilla Warfare Specialist can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Guerilla Warfare Specialist owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Bonus Feats

The Guerilla Warfare Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Guerilla Warfare Specialist must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot.

Non-Lethal Force

A Guerilla Warfare Specialist becomes adept at using non-lethal force to subdue an opponent. From this point on, he or she can deal non-lethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal -4 penalty on the attack roll.

Discern Lie

A Guerilla Warfare Specialist develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Guerilla Warfare Specialist must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Guerilla Warfare Specialist can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Without a Trace

When a Guerilla Warfare Specialist uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Guerilla Warfare Specialist's activity take a -4 penalty.

Hazardous Atmosphere and Radiation Detachments (HARD) Specialists deal with the dizzying array of environments, gravities, and atmospheres that Marines are likely to encounter. Although Marines are fond of proclaiming that they're the first into a conflict, HARD Specialists go before them to scope out the terrain. HARD Specialists are best known for their HARDCore suits, which they wear with pride. HARD Specialist officers get their training at an advanced hostile environments course at Camp Hanneken, Valles Marineris, Mars.

Requirements

To qualify to become an HARD Specialist, a character must fulfill the following criteria.

Profession: Marine garrison infantry, marine line infantry, marine officer, or staff officer.

Skills: Navigate 6 ranks, Survival 6 ranks.

Feat: Guide.

Class Information

The following information pertains to the HARD Specialist advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the HARD Specialist attains a new level in this class.

Class Skills

The HARD Specialist's class skills (and the key ability for each skill) are: Balance (Dex), Computer Use (Int), Concentration (Con), Demolitions (Int), Drive (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (tactics, technology) (Int), Move Silently (Dex), Navigate (Wis), Profession (Wis), Read/Write Language (none), Speak Language (none), Listen (Wis), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Table: HARD Specialist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Outdoor survival	+0	+1
2nd	+1	+3	+0	+0	Sweep	+1	+1
3rd	+2	+3	+1	+1	3D spatial awareness	+1	+1
4th	+3	+4	+1	+1	Camouflage	+1	+2
5th	+3	+4	+1	+1	Obscure knowledge	+2	+2
6th	+4	+5	+2	+2	Trackless step	+2	+2
7th	+5	+5	+2	+2	Panimmunity	+2	+3
8th	+6	+6	+2	+2	Improved sweep	+3	+3
9th	+6	+6	+3	+3	Woodland stride	+3	+3
10th	+7	+7	+3	+3	Hide in plain sight	+3	+4

Class Features

All of the following are features of the HARD Specialist advanced class.

Outdoor Survival

A HARD Specialist can add a +2 circumstance bonus to all Survival skill checks on Thin, Standard, or Dense atmosphere worlds. In addition, he can treat the following skills as untrained skills: Handle Animal, Tumble.

Sweep

A HARD Specialist knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the

HARD Specialist (but not behind him or her). The HARD Specialist can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

3D Spatial Awareness

HARD Specialists are comfortable in zero gravity environments. They have the ability to maneuver in three dimensions as easily as if they were in a gravity environment. In addition to the Low-G and Zero-G feats, they receive a +2 circumstance bonus when making Reflex saves in such environments and a +1 circumstance bonus to all Pilot skill checks while operating in space.

Camouflage

A HARD Specialist can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Obscure Knowledge

A HARD Specialist receives a +2 bonus to Knowledge and Survival checks regarding new planets and environments.

Trackless Step

A HARD Specialist leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Panimmunity

If the HARD Specialist encounters any normal human disease requiring a Save during the course of an adventure, the HARD Specialist does not have to save, he is immune. Due to the bolstering of the immune system, if the HARD Specialist encounters an exotic disease, even an Alien one, he receives a +4 bonus to his Save.

Improved Sweep

A HARD Specialist's ability to get the lay of the land improves. Now the HARD Specialist not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the HARD Specialist: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Woodland Stride

A HARD Specialist may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Hide in Plain Sight

While in any sort of natural terrain, a HARD Specialist can use the Hide skill even while being observed.

Heavy Weapon Specialist

Heavy Weapon Specialists are the experts at firing the really big guns, be it grenade launchers, missile launchers, or on-board cannons. Heavy Weapon Specialist officers go to Fort Knox, KY.

Requirements

To qualify to become a Heavy Weapons Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Profession: Marine garrison infantry, marine line infantry, marine officer, or staff officer.

Skills: Demolitions 6 ranks, Move Silently 6 ranks.

Feats: Exotic Firearms Proficiency (cannon, grenade launcher, or rocket launcher), Surface Vehicle Operation.

Class Information

The following information pertains to the Heavy Weapons Specialist advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Heavy Weapon Specialist attains a new level in this class.

Class Skills

The Heavy Weapon Specialist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (chemical) (Int), Disguise (Cha), Demolitions (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Table: The Heavy Weapon Specialist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sweep	+1	+1
2nd	+1	+0	+3	+0	Explosives specialist	+2	+1
3rd	+1	+1	+3	+1	Weapon focus	+2	+1
4th	+2	+1	+4	+1	Fast bomber	+3	+2
5th	+2	+1	+4	+1	Defensive Position	+4	+2
6th	+3	+2	+5	+2	Expert throw	+4	+2
7th	+3	+2	+5	+2	Greater weapon focus	+5	+3
8th	+4	+2	+6	+2	Long throw	+6	+3
9th	+4	+3	+6	+3	Bigger burst	+6	+3
10th	+5	+3	+7	+3	Bull's-eye	+7	+4

Class Features

The following features pertain to the Heavy Weapon Specialist advanced class.

Sweep

A Heavy Weapon Specialist knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Heavy Weapon Specialist (but not behind him or her). The Heavy Weapon Specialist can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC

for concealed or less obvious threats is equal to their Hide check result.

Explosives Specialist

A Heavy Weapon Specialist no longer causes explosives to detonate on a Craft (chemical) check failure of 5 or more.

Fast Bomber

A Heavy Weapon Specialist can halve the time it takes to build a scratch-built explosive using the Craft (chemical) skill.

Expert Throw

At the Heavy Weapon Specialist's option, if he misses a target with an explosive, the Agent can choose to use a smaller deviation radius to determine the random direction. Thus a deviation that would normally require a 1d12 roll

can be a 1d8 roll instead, and a deviation that would normally require a 1d8 rolls can be a 1d4 roll instead.

Long Throw

The range increment for any explosive fired by a Heavy Weapon Specialist is doubled to 20 ft.

Bigger Burst

The Heavy Weapon Specialist's explosives have double the amount of burst radius.

Close Combat Shot

The Heavy Weapon Specialist gains the ability to make a ranged attack with a large firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus

The Heavy Weapon Specialist gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Heavy Weapon Specialist must choose a cannon, grenade launcher, or rocket launcher.

The Heavy Weapon Specialist adds +1 to all attack rolls using the selected exotic firearm.

Defensive Position

The Heavy Weapon Specialist gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

Greater Weapon Focus

The Heavy Weapon Specialist receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bull's-eye

The Heavy Weapon Specialist becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the Heavy Weapon Specialist's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the Heavy Weapon Specialist can spend 1 action point to deal +3d6 points of damage.

Intelligence Specialist

Intelligence is sometimes joked to be an oxymoron amongst Marines. The Intelligence Specialist proves that old joke to be quite false. Intelligence Specialists deal with the better-equipped spies hired by Corporations. What they lack in funding and technology, they make up for with skill.

Requirements

To qualify to become an Intelligence Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Profession: Marine garrison infantry, marine line infantry, marine officer, or staff officer.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Class Information

The following information pertains to the Intelligence Specialist advanced class.

Table: The Intelligence Specialist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sweep	+1	+0
2nd	+1	+0	+3	+0	Improvised	+2	+0
3rd	+1	+1	+3	+1	Bonus feat	+2	+0
4th	+2	+1	+4	+1	Improved evasion	+3	+0
5th	+2	+1	+4	+1	Skill mastery	+4	+1
6th	+3	+2	+5	+2	Bonus feat	+4	+1
7th	+3	+2	+5	+2	Improvised weapon	+5	+1
8th	+4	+2	+6	+2	Improved sweep	+6	+1
9th	+4	+3	+6	+3	Bonus feat	+6	+2
10th	+5	+3	+7	+3	Without a trace	+7	+2

Class Features

The following features pertain to the Intelligence Specialist advanced class.

Sweep

An Intelligence Specialist knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Intelligence Specialist (but not behind him or her). The Intelligence Specialist can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Intelligence Specialist attains a new level in this class.

Class Skills

The Intelligence Specialist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Computer Use (Int), Disguise (Cha), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (business, streetwise, technology) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

for concealed or less obvious threats is equal to their Hide check result.

Improvised Implements

At 2nd level, an Intelligence Specialist no longer takes a –4 penalty when wielding an improvised weapon. Also, the Intelligence Specialist is able to make do without proper equipment in certain circumstances: the Intelligence Specialist no longer takes a –4 penalty when using the Climb and Disable Device skills without the proper tools.

Bonus Feats

At 3rd, 6th, and 9th level, the Intelligence Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the

Intelligence Specialist must meet all the prerequisites of the feat to select it.

Acrobatic, Alertness, Armor Proficiency (light), Athletic, Attentive, Brawl, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Renown, Run, Stealthy.

Improved Evasion

If an Intelligence Specialist of 4th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Intelligence Specialist suffers no damage if he or she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armor or no armor.

For an Intelligence Specialist who does not have evasion (see the Fast hero class description), improved evasion counts as evasion for the purpose of meeting the prerequisites on the Fast hero's defensive talent tree.

Skill Mastery

At 5th level, an Intelligence Specialist selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a check using one of these skills, the Intelligence Specialist may take 10 even if stress

and distractions would normally prevent him or her from doing so.

Improvised Weapon Damage

At 7th level, an Intelligence Specialist's attacks with improvised weapons deal more damage. The Intelligence Specialist treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

Improved Sweep

At 8th level, an Intelligence Specialist's ability to get the lay of the land improves. Now the Intelligence Specialist not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Intelligence Specialist: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

Without a Trace

At 10th level, when an Intelligence Specialist uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Intelligence Specialist's activity take a –4 penalty.

Machinegun Specialist

Machinegun Specialists are some of the deadliest Marines in the Corps. Using the M56A2 Smart Gun, Machinegun Specialists are adept at utilizing the harness, gyroscopic stabilizing device, and headset to effectively mow down opponents. It takes a lot of strength and a lot of guts to be a Machinegun Specialist. Machinegun Specialist officers go to the Army field artillery school in Fort Sill, OK.

Requirements

To qualify to become a Machinegun Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Profession: Marine garrison infantry, marine line infantry, marine officer, or staff officer.

Skills: Concentration 6 ranks, Intimidate 6 ranks.

Feat: Exotic Firearms Proficiency (heavy machinegun).

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the Machinegun Specialist attains a new level in this class.

Class Skills

The Machinegun Specialist's class skills (and the key ability for each skill) are: Balance (Dex), Computer Use (Int), Concentration (Con), Demolitions (Int), Drive (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (tactics, technology) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Speak Language (none), Listen (Wis), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 5 + Int modifier.

Table: The Machinegun Specialist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Close combat	+1	+1
2nd	+1	+2	+2	+0	Weapon focus	+1	+1
3rd	+2	+2	+2	+1	Bonus feat	+2	+1
4th	+3	+2	+2	+1	Defensive position +2	+1	+2
5th	+3	+3	+3	+1	Lightning shot	+3	+2
6th	+4	+3	+3	+2	Bonus feat	+3	+2
7th	+5	+4	+4	+2	Sharp-shooting	+4	+3
8th	+6	+4	+4	+2	Greater weapon	+4	+3
9th	+6	+4	+4	+3	Bonus feat	+5	+3
10th	+7	+5	+5	+3	Bull's-eye	+5	+4

The Machinegun Specialist adds +1 to all attack rolls using the selected exotic firearm.

Class Features

The following features pertain to the Machinegun Specialist advanced class.

Close Combat Shot

The Machinegun Specialist gains the ability to make a ranged attack with a large firearm while in a threatened area without provoking an attack of opportunity.

Weapon Focus

The Machinegun Specialist gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Machinegun Specialist must choose the heavy machinegun.

Bonus Feats

The Machinegun Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Machinegun Specialist must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Burst Fire, Dead Aim, Double Tap, Far Shot, Precise Shot, Quick Draw, Quick Reload, Shot on the Run, Skip Shot, Strafe.

Defensive Position

The Machinegun Specialist gains an additional +2 cover bonus to Defense and an additional +2 cover bonus on Reflex saves

whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

Lightning Shot

The Machinegun Specialist can make a flurry of ranged attacks with an exotic firearm at the expense of accuracy. With a lightning shot, the Machinegun Specialist may make one extra ranged attack with an exotic firearm in a round at his or her highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Using lightning shot is a full-round action. The Machinegun Specialist can't take more than a 5-foot step and use lightning shot in the same round.

Sharp-Shooting

The Machinegun Specialist uses an exotic firearm to attack a target, the cover bonus to the

target's Defense for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2.

Greater Weapon Focus

The Machinegun Specialist receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus.

Bull's-eye

The Machinegun Specialist becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the Machinegun Specialist's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the Machinegun Specialist can spend 1 action point to deal +3d6 points of damage.

Medical Technician

The Medical Technician is a specialist in life sciences and nearly as valuable as Engineers. Life and death situations are common on the frontiers of space. Without access to competent medical personnel, space exploration can be a fleeting career. Therefore, Medical Technicians are an invaluable and highly respected member of any crew or organization. Most Medical Technicians are ethical and honorable. Their only goal is to preserve life, and protect the members of their crew from the hazards of space travel. However, there are also rogue Medical Technicians, who travel to the stars to conduct research that would not be tolerated by law-abiding societies. Cloning, Exo-Genetic Grafting, and even more bizarre experiments have been uncovered. In the future, medicine has a dark underbelly, one inhabited by those brave enough to answer the questions "ethical" Medical Technicians are afraid to ask.

Requirements

To qualify to become a Medical Technician, a character must fulfill the following criteria.

Base Attack Bonus: +2

Profession: Auxiliary.

Skills: Treat Injury 6 ranks, Spot 6 ranks.

Feats: Surgery.

Class Information

The following information pertains to the Medical Technician advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Medical Technician attains a new level in this class.

Class Skills

The Medical Technician's class skills (and the key ability for each skill) are: Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Table: The Medical Technician

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+1	Medical technician +1	+0	+1
2nd	+1	+3	+0	+2	Expert healer	+1	+1
3rd	+1	+3	+1	+2	Bonus feat	+1	+1
4th	+2	+4	+1	+2	Medical mastery	+1	+2
5th	+2	+4	+1	+3	Medical technician +2	+2	+2
6th	+3	+5	+2	+3	Bonus feat	+2	+2
7th	+3	+5	+2	+4	Minor medical miracle	+2	+3
8th	+4	+6	+2	+4	Medical technician +3	+3	+3
9th	+4	+6	+3	+4	Bonus feat	+3	+3
10th	+5	+7	+3	+5	Medical miracle	+3	+4

Class Features

The following features pertain to the Medical Technician advanced class.

Medical Specialist

The Medical Technician receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, and to +3 at 8th level.

Expert Healer

At 2nd level and higher, the Medical Technician's ability to restore hit points with a

medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Medical Technician restores 1 hit point for every level he or she has in this advanced class.

Bonus Feats

At 3rd, 6th, and 9th level, the Medical Technician gets a bonus feat. The bonus feat must be selected from the following list, and the Medical Technician must meet all the prerequisites of the feat to select it.

Armor Proficiency (light), Armor Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Vehicle Expert.

Medical Mastery

When making a Treat Injury skill check, a Medical Technician of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Medical Miracle

At 7th level or higher, a Medical Technician can save a character reduced to –10 hit points or lower. If the Medical Technician is able to administer aid within 3 rounds of the character's death, he or she can make a Treat Injury check. The DC for this check is 30, and the Medical Technician can't take 10 or take 20. If the check succeeds, the dead character can make a

Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the Medical Technician fails the skill check or the patient fails the save, the dead character can't be saved.

Medical Miracle

At 10th level, a Medical Technician can revive a character reduced to –10 hit points or lower. If the Medical Technician is able to administer aid within 3 minutes of the character's death, he or she can make a Treat Injury check. The DC for this check is 40, and the Medical Technician can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points.

If the Medical Technician fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

Navigators are more disciplined than their Hotshot counterparts, and even when these two types of fliers find themselves on the same side of a battle, there is often a friendly rivalry between the two. Navigators see Hotshots as undisciplined speed demons, just out for a quick thrill. While Hotshots see Navigators as stiff, and unwilling to take the big risks necessary to win a dogfight.

Requirements

To qualify to become a Navigator, a character must fulfill the following criteria.

Profession: Corporate employee.

Skills: Navigate 6 ranks, Pilot 6 ranks.

Feat: Starship Operation.

Class Information

The following information pertains to the Navigator advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Navigator attains a new level in this class.

Class Skills

The Navigator's class skills (and the key ability for each skill) are: Computer Use (Int), Navigation (Int), Navigator (Dex), Profession (Wis), Repair (Int).

Skill Points at Each Level: 4 + Int modifier.

Table: The Navigator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Bonus feat	+1	+0
2nd	+1	+0	+3	+0	Bonus feat	+1	+0
3rd	+2	+1	+3	+1	Bonus feat	+2	+1
4th	+3	+1	+4	+1	Bonus feat	+2	+1
5th	+3	+1	+4	+1	Starship evasion	+3	+1
6th	+4	+2	+5	+2	Bonus feat	+3	+2
7th	+5	+2	+5	+2	Bonus feat	+4	+2
8th	+6/+1	+2	+6	+2	Bonus feat	+4	+2
9th	+6/+1	+3	+6	+3	Bonus feat	+5	+3
10th	+7/+2	+3	+7	+3	Improved starship evasion	+5	+3

Class Features

The following features pertain to the Navigator advanced class.

Bonus Feats

Navigator gets a bonus feat from the following list: Builder, Drive-By Attack, Educated, Force Stop, Gearhead, Guide, Improved Initiative, Spacer, Starship Battle Run, Starship Dodge, Starship Feint, Starship Gunnery, Starship Mobility, Starship Operation, Starship Strafe.

Starship Evasion

The Navigator may make a Reflex Save (DC is equal to damage inflicted by the attack) to

reduce any damage to his starship by 1.2. If the Navigator fails this Save, his craft. takes full damage. The defense modifier of the starship (positive or negative) is applied to the Navigator's Reflex Save. This ability may not be used by a craft. larger than medium size.

Improved Starship Evasion

The Navigator can make a Reflex Save (DC is equal to the damage inflicted by the attack) to reduce any damage to his starship to zero. If the Navigator fails this Save, his craft. still only takes 1.2 damage. The Defense modifier of the starship (positive or negative) applies to this Reflex Save. This ability may not be used by a starship larger than Medium size. This ability may only be used once per round.

Recon Specialist

The Guerilla Warfare Specialist goes in before the Marines arrive. The Intelligence Specialist ranges far from the battlefield, up to his eyeballs in political intrigue. But the Recon Specialist goes in while the fighting's hot and heavy. He performs surveillance, calls in air strikes, and otherwise acts as an advance scout for other Marines.

Recon Specialists train for "special operations," a term covering many missions, including deep penetration reconnaissance, raids and demolitions, assassination, the training of partisans and guerillas and rescue operations. Recon Specialists have to operate in all environments and are given extensive training in underwater, deep space, and hostile planetary environments.

Usually operating in autonomous four man teams, the Recon Specialist's job is to hide in the heart of enemy territory, supplying vital information that remote technology cannot.

Most Recon Specialists are inserted by orbital drop. While extremely stealthy, it is also a very risky form of insertion: the Marine is placed inside a small capsule, which makes a ballistic reentry. At low altitude, the drogue shoot slows the capsule, allowing the Recon Specialist to eject and unfold a parafoil to glide to the landing zone.

Requirements

To qualify to become an Recon Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Profession: Marine garrison infantry, marine line infantry, marine officer, or staff officer.

Skills: Knowledge (earth and life sciences) 6 ranks, Knowledge (history, physical sciences, or theology and philosophy) 4 ranks, Search 4 ranks, Survival 6 ranks.

Class Information

The following information pertains to the Recon Specialist advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half character level, rounded down, every time the Recon Specialist attains a new level in this class.

Class Skills

The Recon Specialist's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Handle Animal (Cha), Investigate (Int), Jump (Str), Knowledge (arcane lore, art, earth and life sciences, history, physical sciences, theology and philosophy) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Read/Write Language (none), Research (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Recon Specialist advanced class.

Table: The Recon Specialist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Recon Specialist lore, survivalist	+1	+0
2nd	+1	+2	+2	+2	Resolve, skilled searcher	+1	+0
3rd	+2	+2	+2	+2	Bonus feat	+2	+1
4th	+3	+2	+2	+2	Trap sense (+1)	+2	+1
5th	+3	+3	+3	+3	Extra step	+3	+1
6th	+4	+3	+3	+3	Bonus feat	+3	+2
7th	+5	+4	+4	+4	Trap sense (+2)	+4	+2
8th	+6	+4	+4	+4	Recon Specialist's evasion	+4	+2
9th	+6	+4	+4	+4	Bonus feat	+5	+3
10th	+7	+5	+5	+5	Extra step, trap sense (+3)	+5	+3

Recon Specialist Lore

A Recon Specialist picks up stray and obscure facts during her adventures. She may make a special Recon Specialist lore check with a bonus equal to her Recon Specialist class level + her Intelligence modifier to see whether or not she knows some relevant knowledge about notable people, legendary items, or noteworthy places. If the Recon Specialist has 5 or more ranks in Knowledge (history), she gains a +2 bonus on this check. She may take 10 but cannot take 20 on this check.

A Recon Specialist lore check does not reveal the powers of a magic or psionic item but may give some hint as to its general function; A Recon Specialist may not take 10 or take 20 on this check.

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local official's hobbies and interests; common legends or rumors about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	The coordinates of an known but uncharted world; legends or rumors about a powerful psionic artifact.
25	Obscure, known by few, hard to come by.	The customs of a documented alien species; the true homeworld of an ancient royal dynasty.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the knowledge's significance.	The most likely location of a long-lost pharaoh's tomb; the history of a powerful artifact and its creator; the likely coordinates of a fabled but as-yet-undiscovered planet.

Survivalist

At 1st level, the Recon Specialist gains the bonus feats Guide and Track.

Resolve

Beginning at 2nd level, A Recon Specialist gains a morale bonus equal to one-half her Recon Specialist class level (rounded down) on saving throws to resist fear effects and Intimidate checks.

Skilled Searcher

When actively searching for secret doors or traps, A Recon Specialist of 2nd level or higher gains a bonus on her Search checks equal to one-half her Recon Specialist class level (rounded down).

Bonus Feats

At 3rd, 6th, and 9th level, the Recon Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Recon Specialist must meet all the prerequisites of the feat to select it.

Action Boost, Advanced Two-Weapon Fighting, Aircraft Operation (spacecraft), Archaic Weapons Proficiency, Attentive, Brawl, Dodge, Educated, Endurance, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Heroic Surge, Improved Feint, Improved Knockout Punch, Improved Two-Weapon Fighting, Jack of All Trades, Knockout Punch, Mobility, Nimble, Renown, Spacer, Streetfighting, Studious, Track, Two-Weapon Fighting, Vehicle Expert.

Trap Sense

At 4th level, A Recon Specialist gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps.

These bonuses rise to +2 at 7th level and +3 at 10th level.

Extra Step

A Recon Specialist of 5th level or higher can spend an action point to take an extra 5-foot step during her turn, as a free action. This extra 5-foot step does not provoke attacks of opportunity.

At 10th level, the Recon Specialist can take the extra 5-foot step without spending an action point.

Recon Specialist's Evasion

If A Recon Specialist of 8th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Recon Specialist suffers no damage if she makes a successful saving throw. If the Recon Specialist already has evasion, she gains improved evasion instead. Improved evasion works similar to evasion, except the Recon Specialist suffers only half damage on a failed saving throw.

A role often filled by a Synthetic, Science Officers are a critical component in determining the nature of new indigenous wildlife, strange climates, and weird atmospheres. Science Officers are employed most often by Corporations to determine the value of any planet. In that regard they are sometimes seen by Marines as the equivalent of greedy prospectors.

Requirements

To qualify to become a Science Officer, a character must fulfill the following criteria.

Profession: Corporate employee or Auxiliary.

Skills: 6 ranks in either Craft (chemical) or Craft (electronic), plus 6 ranks in Knowledge (earth and life sciences), Knowledge (physical sciences), or Knowledge (technology), plus 6 ranks in Research.

Class Information

The following information pertains to the Science Officer advanced class.

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the Science Officer attains a new level in this class.

Class Skills

The Science Officer's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Table: The Science Officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Smart defense	+0	+0
2nd	+1	+2	+2	+0	Scientific improvisation	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+1	+1
4th	+3	+2	+2	+1	Skill mastery	+1	+1
5th	+3	+3	+3	+1	Minor breakthrough	+2	+1
6th	+4	+3	+3	+2	Bonus feat	+2	+2
7th	+5	+4	+4	+2	Smart survival	+2	+2
8th	+6	+4	+4	+2	Smart offense	+3	+2
9th	+6	+4	+4	+3	Bonus feat	+3	+3
10th	+7	+5	+5	+3	Major breakthrough	+3	+3

Class Features

The following features pertain to the Science Officer advanced class.

Smart Defense

A Science Officer applies his or her Intelligence bonus and his or her Dexterity bonus to his or her Defense. Any situation that would deny the Science Officer his or her Dexterity bonus to Defense also denies the Intelligence bonus.

Scientific Improvisation

At 2nd level, a Science Officer gains the ability to improvise solutions using common objects and scientific know-how. This ability lets

the Science Officer create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Science Officer can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific

improvisation. The object, when put into use, lasts for a number of rounds equal to the Science Officer's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Bonus Feats

At 3rd, 6th, and 9th level, the Science Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Science Officer must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

Skill Mastery

At 4th level, a Science Officer selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the Science Officer may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Breakthrough

Upon attaining 5th level, a Science Officer receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers. The Science Officer chooses one of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. When dealing

with others with at least 1 rank in the same Knowledge skill, the Science Officer gains a +2 bonus on Reputation checks.

This minor breakthrough also provides the Science Officer with a +3 Wealth bonus increase.

Smart Survival

A Science Officer of 7th level or higher can spend 1 action point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Offense

At 8th level, the Science Officer selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the Science Officer can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Major Breakthrough

At 10th level, the Science Officer gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in any of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the Science Officer with a +3 Wealth bonus increase.

Starship Captain

The Starship Captain is a generalist, trained in all aspects of ship operations. While not as good as any one facet of running a Starship as a Pilot or Engineer or Scientist, the Captain's ability to move from role to role, filling in as needed, makes him a valuable addition to any crew. As the Captain progresses in levels, he rises in rank, and gains greater command responsibilities. Many members of this core class aspire to be Starship Commanders.

Requirements

To qualify to become a Starship Captain, a character must fulfill the following criteria.

Profession: Corporate employee.

Skills: Diplomacy 6 ranks, Sense Motive 6 ranks.

Feats: Leadership.

Class Information

The following information pertains to the Starship Captain advanced class.

Hit Die: 1d6

Action Points: 6 + one-half character level, rounded down, every time the Starship Captain attains a new level in this class.

Class Skills

The Starship Captain's class skills (and the key ability for each skill) are: Computer Use, Knowledge (business), Knowledge (civics), Knowledge (physical sciences), Knowledge (tactics), Knowledge (technology), Navigation, Pilot, Repair, Treat Injury.

Skill Points at Each Level: 6 + Int modifier.

Table: The Starship Captain

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Bonus feat	+0	+1
2nd	+1	+2	+2	+0	Voice of command 1/day	+1	+1
3rd	+2	+2	+2	+1	Bonus feat	+1	+1
4th	+3	+2	+2	+1	Voice of command 2/day	+1	+2
5th	+3	+3	+3	+1	Inspiration	+2	+2
6th	+4	+3	+3	+2	Voice of command 3/day	+2	+2
7th	+5	+4	+4	+2	Bonus feat	+2	+3
8th	+6	+4	+4	+2	Voice of command 4/day	+3	+3
9th	+6	+4	+4	+3	Bonus feat	+3	+3
10th	+7	+5	+5	+3	Inspire Crew	+3	+4

Class Features

The following features pertain to the Starship Captain advanced class.

Bonus Feats

The Starship Captain gains a bonus feat from the following list: Attentive, Confident, Deceptive, Educated, Iron Will, Trustworthy, Vehicle Expert.

Voice of Command

A Starship Captain develops such a force of personal magnetism that he or she can convince a single member on his ship to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the Starship Captain or his or her allies, this ability won't work.)

The target (who must be on the Captain's ship) makes a Will saving throw to avoid being

persuaded by the Starship Captain's words and actions. The DC is 10 + Starship Captain's class level + Starship Captain's Charisma bonus.

This ability doesn't enable the Starship Captain to control the target, but the target perceives the Starship Captain's words and actions in the most favorable way. The Starship Captain can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Starship Captain or his or her allies that threatens the target breaks the mood and clears the target's head. Otherwise, a target remains won over for 1 minute per Starship Captain level.

After the duration expires, the GM determines the reaction and attitude of the target based on what the Starship Captain compelled the target to do.

Inspire Crew

A Starship Captain's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in his crew. To use this ability, the Starship Captain must spend 1 action point. The person affected must be a member of the Starship Captain's crew and on the Captain's ship. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Starship Captain (or within 15 feet of a transmission that broadcasts the Starship Captain's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Starship Captain's class level +

Starship Captain's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this command. If the target fails, he or she reacts to the emotion as described below.

Despair: The target takes a –2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope: The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –1 penalty to Defense. In a dramatic situation, the target is compelled to fight, regardless of the danger.

SPACE TRAVEL

"Earth, man. What a shithole."

--Johner, [Alien Resurrection](#)

Humanity has spread like a disease to the rest of the universe, terraforming, colonizing, and stripping planets for their own purposes, only to pull up and move on. Most planets have been disappointing – few are made from human habitation. Although dangerous life forms have been encountered, none of them are intelligent enough to pose a threat that mines and sentry guns can't handle. So far...

How It Works

There are two kinds of drives that power spacecraft: Displacement Drives and Jump Drives.

Displacement Drives displace the volume of space directly in front of a spacecraft and drawn the ship forward. It is a reactionless process, capable of generating hundreds of G's of acceleration. Theoretically, the maximum speed of such a drive is the speed of light. In reality, the massive amounts of energy consumed make such a speed impossible. Most drives equipped with Displacement Drives move at one-third the speed of light as a result. As a result, very fast ships have massive engines and little room for a crew. The majority of ships have Displacement Drives only and are restricted to their local systems.

Jump Drives, on the other hand, build on the reaction of Displacement Drives. It can be activated when the spacecraft reaches one-fifth the speed of light. Instead of distorting space, the Jump Drive punches through it, allowing the ship to enter hyperspace and emerge into normal space several light years away. The jump takes approximately 24 hours. Upon arrival, the Jump Drive must recharge for six days. During the six-day period, both Drives are utterly inactive and very vulnerable to attack.

Jump Drives require accurate navigation coordinates. The military had this knowledge first, but Corporations eventually begged, borrowed, and stole the information. In addition, automated probes can be sent toward a star. If it reaches the star's gravity well, the probe has time to recharge its drives and return, feeding the coordinates to their owners. This is a very

imprecise and costly process – probes that are off by a few coordinates can be billions of miles off target.

All Jump Drives have a Jump Value ranging from 1 to 5. For each Jump Value, the ship can Jump 5 light years. In the Planet descriptions below, all distances are given in the number of 5 light year Jumps necessary to cover the distance. Thus, a ship with a Jump Value of 5 can cover a distance of 50 light years (or a Jump Value of 10) with two jumps.

Spacecraft undergo considerable strain as a result of Displacement and Jump travel. They can only be serviced at bases, and each ship takes approximately one month to maintain. Most ships require service after 25 Jumps. Pushing a ship further requires a Pilot check (DC = 10 + # of weeks beyond 25).

If the Pilot check fails by 5, it is stranded. The Drive used at the time (Displacement or Jump) fails and cannot be repaired.

If the Pilot check fails by 10, it is powerless. The vessel cannot use Jump or Displacement Drives and can only support emergency life support.

If the Pilot check fails by 11 or more, the ship explodes in 1d20 rounds.

Landing on Planets

Landing on a planet with an aerodynamic craft requires a piloting check of 20, minus the size of the planet (the larger the planet is, the more likely a flat stretch of ground suitable for a landing field will be discovered), minus the AS. Unless there are special conditions on the planet, such as a tumultuous atmosphere or a storm system that make the landing difficult, the pilot can take 10 on this check.

Sometimes a ship will crash while landing. If a ship that isn't aerodynamic is forced to land, a crash landing is the only kind of landing it can make. When a ship makes a crash landing, it takes damage based on its size as follows: Colossal Ships take 16d6 Hull Points, Gargantuan Ships 12d6, Huge Ships 9d6, Large

6d6, Medium 6d6, Small 5d6, Tiny 4d6, and Diminutive 3d6. A Ship also suffers 1-6 Critical Hits, one of which is always a Major Hull critical from a crash landing. A Piloting check of 25 reduces the damage and number of criticals by half.

Planets

The Marine Corps has conducted military operations on more than two-dozen worlds and deployed to trouble spots on many more. Regardless of the temperature, climate, or atmospheric conditions, Marines have to be ready to fight.

Size: A planet's Size Rating is equal to its radius in kilometers divided by 1,000. It takes a ship a number of minutes equal to the planet's size, minus one minute per five points of the ship's Acceleration, to clear the atmosphere of a planet. An aerodynamic ship, fighting an opponent whose ship is not aerodynamic, is unlikely to *want* to leave the atmosphere of any planet. The size of a planet also determines its gravity type.

Heavy gravity causes Balance, Climb, Jump, Ride, Swim, and Tumble checks incur a –2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light gravity causes creatures to find that they can lift more, but their movements tend to be ungainly. Characters on a planet with the light gravity trait take a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planets as well as natives.

Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall (maximum 20d4).

No gravity causes individuals on a planet with this trait to merely float in space, unless other resources are available to provide a direction for gravity's pull. Characters without the

Zero-G feat move at 1/4 Speed, suffer -6 to Attack and Skill checks, modified by their Dex Modifier. Also, if the character is using a weapon with a *Recoil Rating*, he must make a Reflex Save each round he attacks with that weapon (DC 15, modified by the weapon's Recoil), or be considered prone, floating away in a random direction each round until he is able to either grab onto a solid object or make a Balance check (DC as above +5) to right himself. Also, if the character is forced to make a Reflex save for *any* reason and fails, he suffers the above result.

Atmospheric Standard: The Atmospheric Standard (AS) is the practical measure the Marine Corps uses to determine how a Marine will perform under different planetary conditions. The Atmospheric Standard for Earth is 1.

An AS of 1 is what all terraformers aspire to. To that end, cone-shaped atmosphere processors are placed on inhospitable planets. Powered by a 1.0 Terawatt fusion reactor, it draws in the planetary atmospheres through a series of louvers in the base and sides. This atmosphere is then drawn up through a series of hot mass processors, arranged in a ring around the fusion core. Each processor draws in the atmosphere through a battery of turbines, which compress and accelerate the gas. The gas is passed through a high temperature electrical arc, which heats the gas and ionizes it. Magnetic coils then heat the gas to near plasma temperatures until the molecules are disassociated into their component atoms. The harmful byproducts are separated while the remaining hydrogen, nitrogen, and oxygen atoms are expelled back into the atmosphere.

It is possible for a planet to have an Atmospheric Standard without any specific notation – this means the planet may be uncomfortable for human beings but not harmful. Use Atmospheric Standards as modifiers whenever a penalty would be accrued due to the planet's particular environment.

High-pressure atmospheres inflict pressure damage of 1d6 points per minute for every AS of the planet's rating. A successful Fortitude save (DC 15, +1 for each previous check) means the Marine takes no damage in that minute.

Low-pressure atmospheres cause all non-acclimated creatures to struggle for breath. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check + AS) or be fatigued. The fatigue ends when the character is depressurized.

In **extremely low-pressure** environments, creatures are subject to both fatigue (as

described above) and pressure sickness. Pressure sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. For every hour*AS a character spends in the environment, he must succeed on a Fortitude save (DC 15, +1 per previous check, + AS) or take 1 point of damage to all ability scores. Creatures acclimated to the atmosphere receive a +4 competence bonus on their saving throws to resist pressure effects and pressure sickness, but eventually even seasoned Marines must abandon these dangerous elevations.

A **caustic** atmosphere is acidic, and damages any ships or creatures in that atmosphere. Characters and ships in a caustic atmosphere suffer the AS in damage each minute they remain in the planet's atmosphere. Acid damage is resisted by the Physical DR of ships and spacesuits, however, any hull or suit not designed for a caustic environment will lose one DR each round, until the protection is gone. Breathing a caustic atmosphere causes a character to immediately begin smothering, and inflicts 1d6 damage for each point of the planet's caustic modifier each *round*. Once the Physical DR of a ship is breached, so is its hull.

Some planets are **irradiated**. This radiation can either be from an outside source, or internally generated. If a planet is irradiated, a ship or character the AS in radiation damage each minute they are close to the planet (close enough to be within the planet's atmosphere, if it had one, is a good way to judge what's close and what isn't). An unprotected character exposed to the surface of such a world will take 1d6 + the planet's AS rating points of radiation damage each round.

Climate: Planets with frozen climates inflict cold damage. An unprotected character in a **cold** climate (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check + AS) or take the planet's AS points of non-lethal damage. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

A climate of **frigid** (below 0° F), causes characters to make a Fortitude save once every 10 minutes (DC 15, +1 per previous check + AS), taking AS points of non-lethal damage on each failed save. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing protective

clothing only need check once per hour for cold and exposure damage.

A character that takes any non-lethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the non-lethal damage she took from the cold and exposure.

A climate of **frozen** deals the planet's AS in lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check + AS) or take AS points of non-lethal damage.

A character in a **hot** climate (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check + AS) or take AS points of non-lethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In **very hot** (above 110° F) climates, a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check + AS) or take AS points of non-lethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character that takes any non-lethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the non-lethal damage she took from the heat.

Torrid climates (air temperature over 140° F) deal lethal damage. Breathing air in these temperatures deals AS points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check + AS) or take AS points of non-lethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves.

Primary Terrain: This is the closest terrain that describes the majority of environments a visiting character is likely to encounter. Planets

with "various" as their Primary Terrain have as many diverse terrains as Earth.

Natural Resources: Natural resources determine the most common valuable commodity native to the planet in question. Craft or Profession checks related to the natural resource receive a circumstance bonus depending on the Trade Modifier.

Indigenous Life Forms: The most commonly encountered creatures on the planet. Some creatures are known for their life forms and these creatures have a higher chance of being encountered. See the Monsters chapter for more details.

Population: Population determines how many people live on the planet. The less people there are, the harder it is to make a Wealth check on that planet.

Population	Population Modifier
None	-3
Hundreds	-2
Thousands	-1
Millions	0
Billions	+1

Conversely, the size of a population dedicated to a particular type of government (military) or trade (industrial) can work in PCs favor.

Population	Trade Modifier
None	-2
Hundreds	-1
Thousands	0
Millions	+1
Billions	+2

Starports and Bases: Many planets merely have **frontier installations**, which are just enough resources to service ships in and out. All ship-related checks to repair or looking for parts suffer a trade modifier as a circumstance penalty. Other planets are considerably more advanced with **starports**. Starports do not bestow any penalties.

Government: Most governments are either run by Corporations or by the military. If the PC is from the appropriate background, he receives the Population Modifier as circumstance bonus to all Charisma-based skill checks.

Campaign: What campaign the world is appropriate for. In some cases, the planets have not yet been explored and are only appropriate for USMC. All CMCC worlds are

appropriate for USMC, but the planet may be very different in the future.

Trade: All Craft, Profession, and Wealth checks receive the Trade Modifier as a bonus or penalty.

Closest Jumps: How many light years it takes to reach that particular planet. Jump Drive navigation is a carefully regulated secret; PCs can't just hop to any planet they please. Finding a new route to a planet should be an adventure in itself. The Jump Distance represents how many light years (multiplied by 5) a ship must Jump to reach the next planet.

Borodino Sector

Borodino is a mostly unclaimed sector. The original Borodino Corporation made tentative exploration efforts and then went bankrupt. This left a power vacuum ripe for colonization that many mid-level Corporations have taken advantage of.

A6 454

Size: 12,800, average gravity (1g)

Atmospheric Standard: 3 (irradiated)

Climate: Temperate

Primary Terrain: Desert

Natural Resources: Royal Jelly

Indigenous Life Forms: Aliens

Population: None

Starports and Bases: None

Government: Company Corporation

Campaign: CMCC

Trade: Industrial

Closest Jumps: Thedus 12

The planet known only as A6 454 has a barely breathable atmosphere and is constantly buffeted by storms. It also has a heavy radiation belt, making it an extremely unfriendly place. And yet several companies lay claim to it surface because it has one of the largest naturally occurring Alien hives in the system. The highest peak on A6 454 is 350 meters – the Alien hive reaches 1,000 meters in height. The sheer size of the hive makes for a lot of royal jelly, if the harvesters are willing to risk their lives to get it.

Acheron

Size: 1200 km, average gravity (0.86g)

Atmospheric Standard: 2

Climate: Frigid (-35)

Primary Terrain: Mountain

Natural Resources: Terraforming

Indigenous Life Forms: None
Population: Hundreds (158, Hadley's Hope)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Industrial
Closest Jumps: Aerodyne 8, Chitin 8

Also known as LV-426, Acheron is one of two moons orbiting a planet in the Zeta 2 Reticuli system. At quadrant points QBR 157 052, the tiny planet has a lava base. The Nostromo landed roughly here in 2122 in response to a supposed distress signal, and subsequently discovered a derelict ship full of eggs. The colony of Hadley's Hope set up in the mid 22nd century beyond the Ilium Range, was later, in 2179, involved in an incident with that same ship and Aliens. Named for the river in hell.

Aerodyne

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 2
Climate: Cold
Primary Terrain: Plains
Natural Resources: Wind
Indigenous Life Forms: None
Population: Millions (25 million)
Starports and Bases: Frontier
Government: Company Corporation (Aerodyne)
Campaign: CMCC
Trade: Smuggling
Closest Jumps: Acheron 8, Nimbus 8, Arcturus 11

Aerodyne is a terraformed planet that has been colonized by its namesake, the Aerodyne Corporation. Aerodyne had a very specific interest in converting windy worlds into habitable, renewable resources through high-tech windmills. Aerodyne's success indicates its approach to terraforming is viable. Much to the ICC's consternation, Aerodyne has opened a direct link to Weyland-Yutani, circumventing the necessity of returning to Earth. Marine forces are not welcome here, which is why so many illegal activities take place.

Arcturus

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 2
Climate: Cold
Primary Terrain: Hills
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Thousands (25,000)
Starports and Bases: Frontier

Government: Company Corporation
Campaign: CMCC
Trade: Smuggling
Closest Jumps: Aerodyne 11, Eyesore 5

Arcturus is most notable for its humanoid-like inhabitants that live in warrens all across the planet. Arcturians are tool users and hostile to intruders, which makes life exciting for colonists. Despite the violent fauna, colonists continue to flock to Arcturus.

Chitin

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Desert
Natural Resources: Basalt
Indigenous Life Forms: None
Population: Thousands (600,000)
Starports and Bases: Excellent Quality
Government: Company Corporation (Aerodyne)
Campaign: CMCC
Trade: Light Manufacturing
Closest Jumps: Acheron 8, Fiorina 161 8

Chitin is named after the appearance of its surface, which looks something like the carapace of an insect due to the basalt flows that cover the planet. Three communities have been excavated from the basalt. All underground complexes engage in light manufacturing – a rare commodity in the Borodino Sector.

Eridani

Closest Jumps: Earth 6, Nimbus 2

Marine Space Force, Eridani, is headquartered at Happy Days, Helene 215 (82 Eridani II). It comprises the 3rd Marine Division and the 3rd Marine Aerospace Wing, based largely at Kuat ASFB, Surier 430 (Delta Pavonis IV), and at a number of garrison locations as far as Thedus and the Solomons (Alpha Caeli V b-h).

Eyesore

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 3
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Hundreds (400)
Starports and Bases: Frontier
Government: Company Corporation

Campaign: CMCC

Trade: None

Closest Jumps: Eridani 4, Arcturas 5, Weyland-Yutani 6

Eyesore is...well, an eyesore. A former mining community is all that is in residence, servicing crews on the way to other planets.

Fiorina 161

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 2

Climate: Cold

Primary Terrain: Desert

Natural Resources: Mineral Ore, Lead

Indigenous Life Forms: Minor (lice)

Population: Tens (25)

Starports and Bases: Frontier

Government: Captive Government

Campaign: CMCC

Trade: Industrial

Closest Jumps: Chitin 8, Thedus 8

Fiorina 161 is a planet on the Outer Veil. There is also a problem with lice, for which there was no treatment. For prolonged visits to Fiorina, the shaving off of all hair is recommended. For this reason, a maximum-security work correctional facility for male convicts was set up. The Class C prison unit, number 12037154 used to house thousands of prisoners working in the mineral ore refinery and lead works, but this was reduced to 22 prisoners (Arthur, Boggs, Christopher, David, Dillon, Ed, Eric, Frank, Gillas, Golic, Gregor, Janni, Jude, Kevin, Lawrence, Martin, Morse, Murphy, Rains, Troy, Vincent and William) and 3 custodians (Aaron, Andrews and Clemens) in the late 22nd century to continue the refining of the natural methane occurring there. The prisoners, led by Dillon, started their own apocalyptic millenarian fundamentalist Christian movement there. Everything was running smoothly until Ripley crashed there in an EEV and an Alien began running amok. In a complex 10 square miles in area, and with 600 air ducts, the Alien quickly gained the advantage. The prison didn't have any modern amenities, and no weapons; they were on the honor system. After the Alien killed all the prisoners but Morse, the facility was closed down and the remaining refinery equipment was sold as scrap. Some people also called it Fiori 16.

Grandhi

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 5

Climate: None

Primary Terrain: Desert

Natural Resources: None

Indigenous Life Forms: None

Population: Thousands (15,000)

Starports and Bases: Excellent Quality

Government: Company Corporation

Campaign: USMC

Trade: Service Station

Closest Jumps: Kuliki 6, Pandora 16

Grandhi is actually a moon in orbit around a desert planet called Sahara, which is four times the size of Earth. Its colonists live in a domed community dedicated to supporting the local service station.

Kuliki

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 1

Climate: Temperate

Primary Terrain: Mountain

Natural Resources: Mineral Ore

Indigenous Life Forms: None

Population: Thousands

Starports and Bases: Frontier

Government: Company Corporation (Farside Lunar Mining/Lifting)

Campaign: USMC

Trade: Industrial

Closest Jumps: Grandhi 6, Thedus 6

One of the planets serviced by Farside Lunar Mining/Lifting.

Nimbus

Size: 16,000 km, heavy gravity (1.25g)

Atmospheric Standard: 5 (caustic)

Climate: Torrid

Primary Terrain: Desert

Natural Resources: None

Indigenous Life Forms: None

Population: Thousands

Starports and Bases: Frontier

Government: Company Corporation (Hyperdyne)

Campaign: CMCC

Trade: Research

Closest Jumps: Eridani 2, Aerodyne 8

Nimbus is a gas giant, which makes it uninhabitable. Instead, Hyperdyne scientists use the planet as a sort of testing lab, experimenting with high pressure and energy conditions.

Pandora

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Forest
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Thousands
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: USMC
Trade: Drugs
Closest Jumps: Xarem 8

Pandora is aptly named; it disguises a multitude of sins that should never be released to the other systems. The earth-like conditions make research prolific; the lack of any real law attracts an unpleasant element dedicated to breaking every law known to man. Drugs are manufactured for, experimented with, and released upon the native population, which becomes increasingly unstable with every passing year. It is a useful planet, a dark underbelly of experimentation that would never be allowed on more civilized planets. Although most other planets consider Pandora to be a shameful example of humanity, many of them have benefited from drugs that were first synthesized here.

Thedus

Size: 12,800, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Forest
Natural Resources: Helium, Argon, Silicon
Indigenous Life Forms: None
Population: None
Starports and Bases: None
Government: Company Corporation
Campaign: CMCC
Trade: Industrial
Closest Jumps: Fiorina 161 8, Kuliki 6, A6 454 12

Thedus is a planet on the Nostromo's route, way beyond the Outer Rim. The final crew rotation occurred here, where the science officer was replaced by Ash two days before departure, and Special Order 937 was initiated.

Xarem

Size: 12,800, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate

Primary Terrain: Mountain
Natural Resources: Nickel
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Routine
Government: Company Corporation (Xarem)
Campaign: USMC
Trade: Industrial
Closest Jumps: Grandhi 8, Pandora 8

Xarem has an abundance of nickel, and thus a thriving refinery owned by the Xarem Corporation. Purvis was on his way there when the crew of the Betty hijacked his ship and his cryotube was sold to the United Systems Military.

Zeta 2 Reticuli

Zeta 2 Reticuli is a star system on the outer boundary of the Outer Veil. Acheron is the second moon of the fourth planet in the system. Zeta 2 Reticuli is in the constellation.

CSC Sector

A perpetual thorn in the CMC's side, the Central Space Consortium (CSC) proved just how much influence Corporations would have over space exploration. Its most Earth-like world is Alexandria, one of several that seceded from the ICC. Thanks to trade embargoes, the CSC's grip on this sector is slipping. Still, it is not a friendly place for Marines.

Alexandria

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Hot
Primary Terrain: Forest
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Millions (30 million)
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Smuggling
Closest Jumps: Ventix 6

Alexandria continues to be a disturbingly successful display of organized resistance against the ICC. Although quarantined by military forces, Alexandria benefits from a highly profitable smuggling industry. Alexandria's success is largely due to its Earth-like atmosphere, which has helped propagate an advanced level of technology and defense.

Alexandria may be isolated and its colonists idealistic, but it is not to be trifled with.

Crestus Prime

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Hills
Natural Resources: None
Indigenous Life Forms: None
Population: Thousands (30,000)
Starports and Bases: Excellent Quality
Government: Military
Campaign: CMCC
Trade: Military
Closest Jumps: Ventix 2, Torin Prime 2

Crestus Prime is a garrison world, created to contain Alexandria. Travel to this world is tightly restricted and requires military authorization.

Crysalis

Size: 3,200 km, very low gravity (0.25g)
Atmospheric Standard: 2
Climate: Cold
Primary Terrain: Desert
Natural Resources: Heavy Metals and Minerals
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Heavy Metals and Minerals
Closest Jumps: Goliath 6, Paragon 8

Crysalis is best known for its mining of heavy metals and a rare mineral used in power conversion units.

Dust Ball

Size: 1,600 km, very low gravity (0.125 g)
Atmospheric Standard: 3
Climate: Cold
Primary Terrain: Desert
Natural Resources: Minerals
Indigenous Life Forms: Few
Population: Hundreds
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Minerals
Closest Jumps: Keystone 4, Saint John 6

Miners founded Dust Ball, which explains its moniker. Most of the mining operations centers on Dust Ball's crater, the site of an ancient asteroid impact. The impact of the asteroid fused the surface into valuable minerals that are now Dust Ball's primary export.

Goliath

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 2
Climate: Temperate
Primary Terrain: Hills
Natural Resources: Iridium, Helium 3
Indigenous Life Forms: Diverse
Population: Millions (1 million)
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Various Manufacturing
Closest Jumps: Crystalis 6, Torin Prime 6

Goliath is the primary staging point for all attacks against Alexandria and a major base for Colonial Marine forces. The atmosphere on Goliath is too thin to breathe without assistance.

Keystone

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 3
Climate: Cold
Primary Terrain: Mountain
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Thousands (20,000)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Mining
Closest Jumps: Stoner 4, Dust Ball 4, Crystalis 8

Keystone has had better days. Thanks to periodic asteroid impacts on its surface, it was the site of a wide variety of mining colonies. But those same asteroids provide the greatest threat to established colonies, the majority of which have since moved on to safer enterprises. Antioch, a mid-sized Corporation, is considering purchasing the rights to the planet and clearing all threatening asteroids from the area.

Paragon

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 2
Climate: Cold

Primary Terrain: Desert
Natural Resources: Various
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Various Manufacturing
Closest Jumps: Crystalis 8

Paragon is another attempt to terraform a planet after Alexandria's failed rebellion. Although the terraforming is largely successful, it is still a cold, windy planet that requires colonists to live underground. Paragon is slated to be the next Corporate Headquarters for CSC in the coming years.

Riesling

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Mountain
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Hundreds
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Mining
Closest Jumps: Starview 4, Saint John 6

Riesling is being stripped clean of its valuable minerals, thanks to several drilling companies' efforts. It has something of a gold rush atmosphere, with representatives from a wide variety of Corporations hoping they will discover the next rare mineral.

Saint John

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 5 (caustic)
Climate: Temperate
Primary Terrain: Swamp
Natural Resources: None
Indigenous Life Forms: None
Population: Hundreds
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Bioengineering
Closest Jumps: Volcus 4, Dust Ball 6, Riesling 6, Earth 8

CSC's first terraforming project was ultimately a failure. Saint John possesses a caustic atmosphere and multiple sulphur bogs, which have defied all efforts at terraforming. There is still one Atmospheric Processor at work, supporting numerous bioengineering research stations. The stations themselves and the expertise they provide are a sort of export. Much of CSC's funding comes from leasing its cutting-edge research stations. Further development of the planet has been abandoned in favor of Starview.

Starview

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 3
Climate: Cold
Primary Terrain: Desert
Natural Resources: Various
Indigenous Life Forms: Few
Population: Thousands (30,000)
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Various
Closest Jumps: Riesling 4

Starview is well on its way to becoming a primary world. Until then, terraformers are still working out the kinks: the atmosphere is nearly opaque, ensuring that the climate is always cold and in eternal twilight.

Stoner 1

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 4 (caustic)
Climate: Cold
Primary Terrain: Mountain
Natural Resources: Various
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Manufacturing and Engineering
Closest Jumps: Keystone 4

Stoner 1 has been recently terraformed, an effort at least partially the result of the secession of Alexandria's failed rebellion. While the surface is still undergoing its transformation, but the majority of its population lives in Stoner Mountain, a 10,000 square mile rock dome.

Torin Prime

Size: 12,800, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Forest
Natural Resources: Various
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Routine
Government: Military
Campaign: CMCC
Trade: Industrial
Closest Jumps: Goliath 6, Crestus Prime 2, Ventrix 4

Torin Prime is in the Outer Rim Territories where a Civil War occurred between the UAORD and J'Har Rebels between 2106 and 2108. It is currently occupied by the military to ensure Alexandria's rebellion does not spread.

Ventrix

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 3
Climate: Cold
Primary Terrain: Desert
Natural Resources: None
Indigenous Life Forms: None
Population: Thousands (250,000)
Starports and Bases: Excellent Quality
Government: Military
Campaign: CMCC
Trade: Military
Closest Jumps: Vrestus Prime 2, Torin Prime 4, Alexandria 6

Ventrix's population lives in vast underground networks. Although it was originally slated to be terraformed, the war with Alexandria halted all operations and it is now used exclusively as the home planet for five military bases.

Volcus

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 5 (caustic)
Climate: Torrid
Primary Terrain: Mountain
Natural Resources: Heat
Indigenous Life Forms: None
Population: Thousands (200,000)
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Geo-Thermal Technology
Closest Jumps: Saint John 4

If Saint John is a failure to overcome the difficulties inherent in terraforming, Volcus is a resounding success. The planet itself consists of highly volatile magma. A colony was instead located on the moon. It receives a massive amount of energy from the planet's thermals, which are in turn harnessed and broadcast by floating power stations on Volcus. Not even the moon is terraformed; the colonists live in a self-contained ecosystem.

Earth Sector

Earth and its garrisons are provisionally the territory of the military. This dominance has caused many of the Corporations to range further and further away from Earth in an attempt to extend beyond the reach of the military. In many cases, this ploy worked. Still, Gateway Station makes for a powerful headquarters.

Earth

Size: 12,756 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Various
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Tens of Billions
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC, USMC
Trade: Industrial

Earth is the home planet of the human race and the third planet in the Sol system. It rotates on its axis in 23.93 hours and takes 365.25 days to travel once around the sun, which it is 149,600,000 km or 92,960,000 miles away from. It has one moon designated Luna.

Earth is crammed to the rim with a population of nearly 10 billion people. Between the waning power of the USM and the rising indifference of the Corporations, civil society is on the verge of collapse. The rich have gotten richer, the poor are nearly destitute.

Orbiting Earth in the 22nd century is Gateway Station. Colonial Administration, the Extrasolar Colonization Administration, the Interstellar Commerce Commission, the United States Colonial Marine Corp, the Weyland Yutani Corporation, and later Walmart and the United Systems Military were all based here.

The Marine reserves, comprising the 5th (provisional) Division and the attached Reserve Aerospace Wing, are based mainly in

continental North America and Panama, though two reserve regiments can be raised on Aurore 510.

Gateway Station

Gateway Station is a vast space station orbiting Earth in the late 22nd century. Constructed after 2122 but before 2179, the station was a series of large habitable blocks connected by long struts. It also had a vast communications array. Gateway station was like a city in space, with artificial gravity generators, and all the commodities and amenities to be found in a surface-based settlement. Primarily, Gateway Station dealt with space travel, so all starships traveling to and from earth passed by here. For this reason, such organizations as the interstellar commerce commission and the extrasolar colonization administration all had representatives on the station. Gateway Station also provided well for the people who lived there. Apartments were basic but stylish, which couldn't be said for the rest of the station: Gateway Station had a growing problem with waste disposal and with litter building up. Ripley stayed on Gateway Station after she returned on board the narcissus. Following the hearing before the company review board, she got work driving power loaders and forklifts in the cargo bays, and lived in a small apartment in one of the less tidy blocks. Jones was allowed to stay with her, even though pets weren't usually permitted on the station. The Colonial Marines were stationed at Gateway Station prior to their departure on the Acheron mission. Ships like the Sulaco could dock with the station, though it was preferable to leave the ships in orbit and to board using dropships and other such shuttlecraft.

Icarus

Size: Ring (2 km)
Atmospheric Standard: 5 (extremely low pressure)
Climate: Frozen
Primary Terrain: Desert
Natural Resources: Mineral Ore
Indigenous Life Forms: None
Population: Hundreds
Starports and Bases: Frontier
Government: Company Corporation (Farside Lunar Mining/Lifting)
Campaign: CMCC
Trade: Industrial
Closest Jumps: Earth 0

One of the asteroids serviced by Farside Lunar Mining/Lifting.

Jupiter

Size: 142,700 km
Atmospheric Standard: 10 (caustic)
Climate: Frozen
Primary Terrain: Desert
Natural Resources: None
Indigenous Life Forms: None
Population: None
Starports and Bases: None
Government: None
Campaign: CMCC
Trade: None
Closest Jumps: Earth 0

Jupiter is the fifth planet in the Sol system. It rotates on its axis in 9.92 hours but takes 11.86 Earth years to travel once around the sun, which it is 778,400,000 km or 483,700,000 miles away from. It has 16 moons and one ring. In the 24th century, it aligned with Earth and Pluto.

Luna

Size: 1,737 km, very low gravity (0.167g)
Atmospheric Standard: 5 (extremely low pressure)
Climate: Temperate
Primary Terrain: Desert
Natural Resources: Helium, Argon, Silicon
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Excellent
Government: Company Corporation
Campaign: CMCC, USMC
Trade: Industrial
Closest Jumps: Earth 0

Luna is Earth's moon. It has colonies such as Olympia and Plymouth. Ellen Ripley was born in Olympia.

Pluto

Size: 1,137 km, No Gravity (0.03g)
Atmospheric Standard: 5 (extremely low pressure)
Climate: Temperate
Primary Terrain: Desert
Natural Resources: Helium, Argon, Silicon
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Routine
Government: Company Corporation
Campaign: CMCC, USMC
Trade: Industrial

Closest Jumps: Earth 0

Pluto is the ninth planet in the Sol system, just outside regulated space. It has a diameter of 3000 km or 1860 miles. It rotates on its axis in 6.39 days but takes 247 Earth years to travel once around the sun, which it is 5,965,200,000 km or 3,706,780,000 miles away from. It has one moon. The Auriga was in orbit of Pluto when it met with the Betty for the transaction of human hosts for impregnation with Alien embryos.

Sol

Sol is the sun of the human solar system. Planets in the Sol system include Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune and Pluto. All the planets in the Sol system are within regulated space except for Pluto. The Sol system is frequent space travel in regulated space, and various organizations on Earth manage to keep control of everything that goes on with it.

The Marine Space Force, Sol is headquartered at O'Neill station, L-4 Earth-Lunar system. Its major units consist of the 1st Marine Division, 1st Marine Aerospace Wing and the 1st Marine Brigade, stationed in Camp Lejeune, NC; Camp Pendleton, Ca; Kennedy ASFB, FL; O'Neill Station; and Gateway station, Earth GSO. The 2nd and 3rd Marine Brigades and portions of the 2nd Marine Aerospace Wing are based at Redlake Field ASFB and Glenn GSO station, Aurore 510 (Alpha Centauri A V); Ezell ASFB, Nene 246 (52 Tau Ceti II); and Tittleman station, L-1 Lucien-Avril system (Lacaille 8760 IV). Support elements consisting of Force Troops, Sol, and the 2nd Support Group are located in North Carolina, Florida and the Trobriands, Nene 246.

Hyperdyne Sector

Despite its name, the Hyperdyne Sector was actually developed by two Corporations: Hyperdyne and Weyland-Yutani. Upon the formation of the ICC, the two Corporations fell to infighting. Hyperdyne sabotaged Weyland-Yutani's involvement in the Sector and ultimately controls (secretly if not overtly) much of the planets' trade.

Atlas

Size: 11,200 km, average gravity (1g)
Atmospheric Standard: 5 (radiation)
Climate: None

Primary Terrain: Mountains

Natural Resources: Radiation-stable hydrocarbons

Indigenous Life Forms: None

Population: Thousands (12,000)

Starports and Bases: Excellent Quality

Government: Company Corporation

Campaign: CMCC

Trade: Mining

Closest Jumps: Cryosphere 5, New Chicago 5

Atlas is actually a large asteroid. Three domed, shielded communities brave the constant radiation. The radiation-stable hydrocarbons are used for medical research and genetic engineering.

Byal

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 1

Climate: Temperate

Primary Terrain: Various

Natural Resources: Various

Indigenous Life Forms: Diverse

Population: Thousands

Starports and Bases: Excellent Quality

Government: Company Corporation

(Hyperdyne)

Campaign: CMCC

Trade: Biotechnology

Closest Jumps: Hilo 4, Transept 8

Like Marduk, Byal is highly specialized. Instead of synthetic research, Byal specializes in biotechnology development. Research includes cloning and genetic splicing.

Cryosphere

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 3

Climate: Temperate

Primary Terrain: Mountains

Natural Resources: None

Indigenous Life Forms: None

Population: None (8)

Starports and Bases: Frontier

Government: Company Corporation

Campaign: CMCC

Trade: Research

Closest Jumps: Atla 5, Stratus 5

Cryosphere has but one research station and, at last report, eight people. Its distance from the sun makes it a dark planet.

Cyclone

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Hills
Natural Resources: None
Indigenous Life Forms: None
Population: Hundreds (200)
Starports and Bases: Frontier
Government: Company Corporation (Hyperdyne)
Campaign: CMCC
Trade: Weapons Technology
Closest Jumps: Hilo 4, Shinon 6

Even more secretive than the other planets, Hyperdyne's installations are all underground. There, they develop some of the best military weapons and armor supplied to the Marine Corps.

Hilo

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Various
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Millions (6 million)
Starports and Bases: Excellent Quality
Government: Company Corporation (Hyperdyne)
Campaign: CMCC
Trade: Synthetics
Closest Jumps: Byal 4, Cyclone 4, Stratus 4, Marduk 5

Hilo is sometimes called the "Synthetic Homeworld." This is because it is a mild, temperate planet that is ideal for research. Hyperdyne's strong presence eventually developed synthetics, which has accelerated the company's growth into a major Corporation.

Marduk

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Various
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Thousands
Starports and Bases: Frontier
Government: Company Corporation (Hyperdyne)
Campaign: CMCC

Trade: Synthetics
Closest Jumps: Hilo 5

Marduk is something of Hyperdyne's dark secret. It is believed illegal synthetic research is conducted here. There are no ground stations, just a large space station in orbit.

New Chicago

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Thousands (30,000)
Starports and Bases: Frontier
Government: Company Corporation (Hyperdyne)
Campaign: CMCC
Trade: Mining
Closest Jumps: Noble Ore 5, Atlas 5, Honeycomb 12

New Chicago is now an old planet. It started out as a mining and survey planet, but further analysis indicated that it was ultimately a short-term resource that would be stripped of valuables in the span of a few decades. It has a frontier atmosphere where laws are regularly ignored.

Noble Ore

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: None
Primary Terrain: Mountains
Natural Resources: Titanium
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Mining
Closest Jumps: Weyland-Yutani 5, New Chicago 5

Noble Ore is a rather boring mining planet that possesses five domed colonies.

Shinon

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Hills
Natural Resources: None

Indigenous Life Forms: None
Population: Thousands (480,000)
Starports and Bases: Excellent Quality
Government: Company Corporation (Hyperdyne)
Campaign: CMCC
Trade: Prisoners
Closest Jumps: Cyclone 6, Medusa 6

Shinon is a dumping ground for all the human refuse of Hilo. The majority of the population pursues the prisoner occupation – that is, they have no occupation. Life on Shinon is actually better than on many other planets. The prisoners are not allowed to leave, but they are otherwise left to their own devices.

Stratus

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: None
Indigenous Life Forms: None
Population: Hundreds
Starports and Bases: Frontier
Government: Company Corporation (Hyperdyne)
Campaign: CMCC
Trade: None
Closest Jumps: Hilo 4, Cryosphere 5

There's not much left on Stratus. It was originally a garrison for Hyperdyne forces, which have since moved on.

Transept

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Hot
Primary Terrain: Desert
Natural Resources: None
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Frontier
Government: Company Corporation (Hyperdyne)
Campaign: CMCC
Trade: Biotechnology
Closest Jumps: Byal 4

Transept acts as a base camp for Hyperdyne's space force.

Weyland-Yutani

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Various
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Millions
Starports and Bases: Excellent Quality
Government: Company Corporation (Weyland-Yutani)
Campaign: CMCC
Trade: Industrial and Space Manufacturing
Closest Jumps: Noble Ore 5, Eyesore 6, Grendel 8

This planet was previously named Relitor but, as is usually the case with business egos, was renamed as the capital residence of its possessing Corporation. It was seriously disrupted by Hyperdyne's treachery but has since recovered and is a significant player in space lane traffic. It is the primary producer of Marine Corps ships.

Micor Sector

Of all the Sectors, Micor is the most moderate. It didn't have enough colonists to participate in any uprisings. Micor has faced little competition by colonizing an area no one else was interested in. Over time, that's likely to change as greedy Corporations gobble all the "good" planets up.

Alamar

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 5 (caustic)
Climate: None
Primary Terrain: Desert
Natural Resources: Research
Indigenous Life Forms: None
Population: Hundreds
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Research
Closest Jumps: Feldspar 4, Summit 6

Alamar's most valuable attribute is its proximity to a red giant. Scientists use the local station for research and exploration.

Argos

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Hot
Primary Terrain: Desert
Natural Resources: None

Indigenous Life Forms: None
Population: Thousands (100,000)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Cargo Facilities, Smuggling
Closest Jumps: Scorcher 3, Astyanax 5, Grendel 8, West Star 8

Even desert worlds can benefit from being in the right place along a popular world's Jump coordinates. Argo is that world, benefiting from Tartarus' traffic. It also benefits from Tartarus' illegal trade.

Astyanax

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: Brachous Slug
Indigenous Life Forms: Brachous Slug
Population: None
Starports and Bases: Frontier
Government: Company Corporation (Falcon Industries)
Campaign: CMCC
Trade: Bioengineering
Closest Jumps: Argos 5, Herculis 7

Astyanax is not a particularly notable world. It is located on a moon with three domed communities. The stock of Falcon Industries soared when it was discovered the crew had discovered a special kind of slug known as the Brachous Slug. What this slug does or how it can be used is unknown, but Falcon Industries immediately beefed up security in the area.

Byron's Hope

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 3
Climate: Temperate
Primary Terrain: Desert
Natural Resources: None
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Frontier
Government: Company Corporation (Micor)
Campaign: CMCC
Trade: None
Closest Jumps: Micor 4, Summit 4, Morning Star 6

Like Ajax, Byron's Hope was a terraforming disaster. It is not considered to be on the same scale as the Incident at Ajax because the top heads of Micor were inspecting Byron's Hope with the intent to shut it down. Although Byron's Hope is not the most habitable, terraforming has been performed on far worse and many colonists feel the planet has not been given a fair chance.

Feldspar

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Thousands
Starports and Bases: Frontier
Government: Company Corporation (Hyperdyne)
Campaign: CMCC
Trade: Cargo Storage
Closest Jumps: Lobo 3, Alamar 4, West Star 4

Feldspar is an old mining world that has reached the end of its life. It has since been turned over to cargo storage. Micor also uses Feldspar as a buffer against illegal activities, setting up inspection stations all throughout Feldspar.

Herculis

Closest Jumps: Earth 6, Astyanax 7
Marine Space Force, Herculis is headquartered at Chinook 91 GSO station, Georgia 525 (70 Ophiuchi A V). This front-line force, comprising the 4th Marine Division, the 4th Marine Brigade, and the 4th Aerospace Wing is deployed at a number of the UA recognized colonies from the Outer Veil up to the fringes of the ISC Network, which extends approximately 35 parsecs along this arm. The largest support contingent includes the 1st Support Group at Tithonis Mountain, Bernice 378 (Mu Herculis A III).

Lobo

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Thousands (70,000)

Starports and Bases: Frontier
Government: Military Dictatorship
Campaign: CMCC
Trade: Crime, Smuggling
Closest Jumps: Feldspar 3, Konor Minor 10

Lobo's terraforming was only recently completed. It is supposedly governed by a loose alliance of Corporations like New Eden/JV, but in reality Colonel Castel, a colonial military commander, is the true power. Castle's control is absolute, his influence felt everywhere, his minions around every corner.

Micor

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Forest
Natural Resources: Diverse
Indigenous Life Forms: Diverse
Population: Thousands (800,000)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Various
Closest Jumps: Byron's Hope 4, Pestron 5

Micor is the richest planet in all of the ICC, richer than even New Eden/JV. It has become a home for the wealthy. As a result, it can afford the best schools and training programs. Micor graduates are always offered jobs, ensuring a fierce loyalty to the planet's Corporations. Indeed, the elite training is so highly valued that other Corporations seek to undermine Micor's success to further their own training and recruitment programs.

Morningstar

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: None
Indigenous Life Forms: None
Population: Hundreds
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Exploration
Closest Jumps: Byron's Hope 6

Morningstar is a planet whose primary usefulness is as a jumping off point for further

exploration. In theory, it will eventually be a direct route to New Eden, but developed has lagged in recent years for reasons known only to the Corporations.

Pestron

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 2
Climate: Hot
Primary Terrain: Swamp
Natural Resources: None
Indigenous Life Forms: None
Population: Thousands (800,000)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: None
Closest Jumps: Micor 5

Pestron is in the early stages of colonization. The air is moist and there are many stagnant pools of liquid, leading to a maddening level of biting, stinging insects. It is hoped that the Atmosphere Processors will eventually wipe out the insects. Until then, Pestron will always be known best for its pests.

Summit

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Forest
Natural Resources: Various
Indigenous Life Forms: Diverse
Population: Thousands
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Various
Closest Jumps: Byron's Hope 4, Alamar 6

Corporations develop most planets, but Summit is the exception. Created by a consortium of the original colonists, the group pooled their fortunes to develop Summit when it was considered a useless world. Summit has recently come into its own, drawing the unwelcome attention of many Corporations who are quite willing to bed, borrow, and kill to get a foothold on the planet.

West Star

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate

Primary Terrain: Mountains
Natural Resources: Minerals
Indigenous Life Forms: None
Population: None
Starports and Bases: Frontier
Government: Company Corporation (Falcon Industries)
Campaign: CMCC
Trade: Helium 3
Closest Jumps: Feldspar 4, Argos 8

West Star is a mining operation on a moon of a much larger gas giant. Mining robots are used for the work, so the population of West Star numbers below 100.

Outer Rim

The Outer Rim is a shifting boundary in space that defined the region populated by Earth colonies and unpopulated areas. Acheron was beyond the Outer Rim when the *Nostromo* visited in 2122. The constructions of Hadley's Hope some 30 years later pushed the boundary beyond Acheron all the way to Pandora.

Outer Veil

The Outer Veil is a region of space between the Outer Rim and the Core Systems. Fiorina was in the Outer Veil. Few vessels traveled here as of the late 22nd century.

New Eden Sector

New Eden was the first true discovery of an Earth-like world – the aptly named "New Eden." The coalition of Corporations that discovered it promptly rose to a competitive status that has helped maintain some level of stability in this sector.

Ajax

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 3 (radiation)
Climate: Temperate
Primary Terrain: Desert
Natural Resources: None
Indigenous Life Forms: None
Population: Hundreds
Starports and Bases: None
Government: Company Corporation
Campaign: CMCC
Trade: Historical Data
Closest Jumps: Polar Star 3, Grendel 6

If New Eden is the pinnacle of terraforming achievement, Ajax is its most painful failure. An Atmosphere Processor exploded, destroying

thousands in the process. Large parts of the planet still suffer from radiation poisoning. Ever the entrepreneurs, the remaining colonists have turned the planet into a place of study and memory for the many who died there. Rumor has it that Ajax makes more money in its current state than when it did when the Atmosphere Processor is running.

Atol

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 5 (caustic)
Climate: Hot
Primary Terrain: Aquatic
Natural Resources: None
Indigenous Life Forms: None
Population: None
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: None
Closest Jumps: Exeter 3, New Eden 3

Atol's a world completely cover by liquid. The acidic water contains no life and no land to build a colony on. The moon looms quite close to the planet, causing huge tidal waves. A small space station orbits Atol in the hopes that it can yet yield some value to the Corporations.

Cyrus

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 3 (caustic)
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: Various
Indigenous Life Forms: Rudimentary
Population: None
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: None
Closest Jumps: Atol 3, Cyrus 3, Morning Glory 6, Panamar 6

New Eden is so successful, even its neighbors benefit. Cyrus is just such a neighbor. It is being rapidly terraformed for future development. At present, its atmosphere is toxic.

Exeter

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 5 (extremely low pressure)
Climate: None

Primary Terrain: Mountains
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Thousands (20,000)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Mining
Closest Jumps: Helix 3, Atol 3

There are but two colonies on Exeter, but that's enough. The Corporations are pulling out as the planet's riches are depleted from its mines.

Grendel

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 5 (extremely low pressure)
Climate: None
Primary Terrain: Mountain
Natural Resources: None
Indigenous Life Forms: None
Population: Thousands (200,000)
Starports and Bases: None
Government: Excellent Quality
Campaign: CMCC
Trade: Drugs, Light Industry
Closest Jumps: Ajax 6, Earth 9, Argos 8, Weyland-Yutani 8

This colony consists of a multitude of domed cities. It is most notable as a stopping point to other worlds than for the planet itself. Marine influence is significantly reduced on Grendel, but the crime rate has increased proportionately. All manner of illegal trade goes on here, much to the consternation of planets that are a few jumps away. No one wants Grendel to be the greeting visitors get to the New Eden Sector.

Helix

Size: Asteroid belt, no gravity (0g)
Atmospheric Standard: 5 (extremely low pressure)
Climate: None
Primary Terrain: Mountains
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Thousands (250,000)
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Mining
Closest Jumps: Exeter 3, Honeycomb 4

Helix isn't a planet, it's an asteroid belt. Still, you wouldn't know it by the amount of activity that buzzes around the area. Corporations are in endless competition to find new valuable minerals in the asteroids, like kids rooting around in a Crackerjack Box. No one Corporation has successfully laid claim to the asteroids, but they all are certain the other guy doesn't belong there.

Honeycomb

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 5 (caustic)
Climate: Frigid
Primary Terrain: Desert
Natural Resources: None
Indigenous Life Forms: None
Population: Thousands (250,000)
Starports and Bases: Excellent Quality
Government: Company Corporation
Campaign: CMCC
Trade: Light Industry, Heavy Industry, Storage
Closest Jumps: Polar Star 4, Helix 4, Konor Minor 7, New Chicago 12,

On the surface, Honeycomb is an unpleasant mixture of freezing cold winds and toxic atmosphere. A massive network of colonies and monorails thrives beneath the planet's crust. Although Honeycomb is a success in its own right, it is most known for using the seemingly endless caverns as storage. Considering that much of Honeycomb is not fully explored or settled, this is a risky proposition that some dealer (legal and illegal) are willing to take for extremely large shipments.

Konor Minor

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Mountain
Natural Resources: Archeological Artifacts
Indigenous Life Forms: None
Population: None
Starports and Bases: None
Government: None
Campaign: CMCC
Trade: None
Closest Jumps: Honeycomb 7, Lobo 10

Konor Minor is the planet where Dr. Elisabeth Monygham and G.W. Kane performed an archeological dig in 2112-13.

Medusa

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 3 (caustic)

Climate: Cold

Primary Terrain: Mountains

Natural Resources: Various

Indigenous Life Forms: Rudimentary

Population: None

Starports and Bases: Frontier

Government: Company Corporation

Campaign: CMCC

Trade: None

Closest Jumps: Cyrus 4, Shinon 6

Despite its unfortunate name, Medusa has the same potential as Cyrus to be a stopping point between worlds. The planet is currently cold and caustic, but terraforming plans hope to change that.

Morning Glory

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 1

Climate: Temperate

Primary Terrain: Mountains

Natural Resources: None

Indigenous Life Forms: None

Population: None

Starports and Bases: Frontier

Government: Excellent Quality

Campaign: CMCC

Trade: None

Closest Jumps: New Eden 6

Morning Glory is used as a waystation to get elsewhere. It acts as a service base for deep space exploration.

New Eden/JV

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 1

Climate: Temperate

Primary Terrain: Forest

Natural Resources: Various

Indigenous Life Forms: Rudimentary

Population: Millions (200 million)

Starports and Bases: Frontier

Government: Company Corporation

Campaign: CMCC

Trade: Various

Closest Jumps: Atol 3, Cyrus 3, Morning Glory 6, Panamar 6

New Eden is both an ideal place to live and an even better place to work. Its wealth created a democratic alliance amongst the competing

Corporations who renamed the planet New Eden/JV. It's easy to find a job and some of the best talent can be found here. Although this is not the typical Corporate approach, they can afford to allow some leeway. When planets are successful, everybody wins.

Panamar

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 1

Climate: Temperate

Primary Terrain: Aquatic

Natural Resources: Thermogenic Plankton

Indigenous Life Forms: Thermogenic Plankton

Population: None

Starports and Bases: Frontier

Government: Company Corporation

Campaign: CMCC

Trade: Bioengineering

Closest Jumps: New Eden 3

Another water world, Panamar is considerably friendlier than Atol. It has permanent landmasses and its moon keeps a safe distance, ensuring mild tides. Most notable is Panamar's plankton, which give uses thermal energy instead of sunlight to create hydrocarbons. The potential implications of such ability, were it to be bioengineered, are enormous.

Polar Star

Size: 12,800 km, average gravity (1g)

Atmospheric Standard: 3

Climate: Frigid

Primary Terrain: Desert

Natural Resources: None

Indigenous Life Forms: None

Population: None

Starports and Bases: Frontier

Government: Company Corporation (Micor)

Campaign: CMCC

Trade: High-Pressure Molecular Synthesis

Closest Jumps: Ajax 3, Honeycomb 4

Polar Star is not a nice place. It is a frozen moon that circles a gas giant. A service base also orbits the planet, but there isn't much communication between the two locations. The research project is generally considered a failure, but Micor doesn't feel it worth paying the expense to return the research scientists.

Tartarus Sector

Tartarus doesn't sound like a nice place to be, but names can be deceptive. The crown

jewel of the Sector is Tartarus itself, an Earth-like planet. Unfortunately, many of the other planets in this Sector can hardly lay claim to being hospitable, much less habitable. Like the mythical Tartarus that trapped the titans, the planets in this Sector are elemental, powerful entities in their own right that are not to be trifled with.

Deadfall

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 3 (extremely low pressure)
Climate: Temperate
Primary Terrain: Mountains
Natural Resources: Research
Indigenous Life Forms: None
Population: Few (130)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Research
Closest Jumps: Tartarus 4

Deadfall is the universe's largest experiment. Asteroids are slammed into the planet's surface in a sort of contained worst-case scenario environment. Deadfall hopes to utilize this research in defending against future asteroid impacts on colonized worlds. The likelihood of a collision with a stellar body is inevitable, so the race is on to reach a solution (and defend Corporate territory) before a disaster strikes.

Devil's Peak

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 2 (caustic)
Climate: Temperate
Primary Terrain: Aquatic
Natural Resources: Ore
Indigenous Life Forms: Diverse
Population: Thousands (40,000)
Starports and Bases: Frontier
Government: Company Corporation (Biozone Alpha)
Campaign: CMCC
Trade: Mining
Closest Jumps: Kawlang 6, Tartarus 6, Temple 6, Twilight 8

Devil's Peak is a planet with 99% liquid surface except for a single landmass that rises 15,000 feet above sea level. It is here that colonists survive in a domed colony. Unfortunately, the spillover from Tartarus is stretching the limits of the Corporation to provide for its residents and threatens to become

unstable as food and breathable resources are strained to the limit.

Kawlang

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 2 (caustic)
Climate: Tropical
Primary Terrain: Swamp
Natural Resources: Biological
Indigenous Life Forms: Diverse
Population: None
Starports and Bases: Frontier
Government: None
Campaign: USMC
Trade: None
Closest Jumps: Devil's Peak 6, Lacerta 6

Kawlang is a swampy world where the crew of the Betty met trouble. It was here that Vriess was paralyzed from the waist down by shrapnel from an explosion, but was carried to safety on Christie's back, hence the Kawlang Maneuver.

Lacerta

Size: 12,800, average gravity (1g)
Atmospheric Standard: 1
Climate: Temperate
Primary Terrain: Swamp
Natural Resources: Unknown
Indigenous Life Forms: Diverse (Worms)
Population: Unknown
Starports and Bases: Frontier
Government: Company Corporation
Campaign: USMC
Trade: Industrial
Closest Jumps: Kawlang 6

Planet renowned for it's plague of worms, called the Lacerta Worm Plague.

Scorcher

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 5 (extremely high pressure)
Climate: Torrid
Primary Terrain: Desert
Natural Resources: Minerals
Indigenous Life Forms: None
Population: Thousands (5,000)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Mining
Closest Jumps: Scorcher 4, Devil's Peak 8

Scorcher is far too close to its sun for human habitation. But of course, greedy Corporations found a way. The combination of high pressure and heat produces precious gems of inestimable value. Even though all colonists are located hundred of miles below ground, the temperature is barely bearable. Travel to the colony is highly restricted because only certain shuttles that are protected against radiation and heat can make the trip. The wealth roll to purchase any item suffers a +5 penalty.

Tartarus

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 1 (caustic)
Climate: Temperate
Primary Terrain: Various
Natural Resources: Various
Indigenous Life Forms: Diverse (Harvesters)
Population: Millions
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Various
Closest Jumps: Deadfall 4, Devil's Peak 6

As an Earth-like world, Tartarus seemed perfect. It was unique in that it takes the planet 40 years to complete its solar orbit, providing a 20 year day and 20 year night. Colonists move across the planet slowly, picking up and moving the colonies as the terrain is exposed to sunlight. As usually is the case with Corporate exploration, Nature had other plans. Harvesters scour the planet clean during the night cycle, attacking anything that is organic and bringing it back to their lairs, deep underground. Massive beasts, harvesters threaten to destroy all attempts at colonization and, if the Marines Corps doesn't find a permanent solution soon, will quickly turn Tartarus into a ghost planet.

Temple

Size: 1,600 km, low gravity (0.125g)
Atmospheric Standard: 3 (caustic)
Climate: Temperate
Primary Terrain: Mountain
Natural Resources: Minerals
Indigenous Life Forms: Diverse
Population: Thousands (40,000)
Starports and Bases: Frontier
Government: Company Corporation (Hyperdyne)
Campaign: CMCC
Trade: Metallurgy, Synthetic Research
Closest Jumps: Devil's Peak 6

Temple is most notable for its high proportion of Synthetics (over 50). These Synthetics are used in research, both of Temple and of themselves. Rumors of some form of Synthetic-to-Human downloading process run rampant, but Hyperdyne isn't telling.

Twilight

Size: 12,800 km, average gravity (1g)
Atmospheric Standard: 5 (caustic)
Climate: Torrid
Primary Terrain: Desert
Natural Resources: Ore
Indigenous Life Forms: None
Population: Thousands (15,000)
Starports and Bases: Frontier
Government: Company Corporation
Campaign: CMCC
Trade: Mining
Closest Jumps: Scorcher 4, Devil's Peak 8

Twilight is cloaked in perpetual dusk as a result of the volcanic eruptions. Magma covers the surface, making it a highly treacherous climate. The colony is domed and conducts most of its mining via floating robotic rigs.

MISSIONS

"Rescue mission. There's some juicy colonists' daughters we gotta rescue from virginity."

--Apone, [Aliens](#)

The mission structures a USM Marine's life. It provides the framework for his activities, guarantees his pay, and protects his interests. This chapter discusses the various aspects of missions.

Integral to every USM Marine Strike Force is its mission. This mission is the terms under which a USM Marine performs his duties and how he ultimately gets paid. Because war is a chaotic, messy task, the mission is critical in ensuring the USM Marine and his employer are both satisfied with the results.

Ideally, any USM Marine mission is mutually beneficial for both employer and employee. This is not always the case, however. Often, USM Marines are seen as expendable and all too commonly are discarded without pay. Conversely, USM Marines sometimes intentionally under perform if they feel the pay is not worth the risk.

The mission obligations vary widely. Tasks that USM Marines might be asked to perform include riot control, guerrilla warfare, reconnaissance, open warfare, focused raids, riot control, and garrison duty. The mission's length is set at the signing of the mission and can vary from a few months to a few years.

A variety of factors can come into play in a particular mission. The mobility of the opposition, availability of supplies, ultimate objective, location, weather, and terrain are all factors the USM Marine Strike Force must consider. Ideally, casualties are minimal on both sides, unless the point of the attack is to kill.

Proper intelligence is critical in understanding the full nature of a mission. Marines go where others refuse to tread, so a good USM Marine captain makes it a point of understanding the full story, regardless of what his employer tells him.

Traditional missions specify the following:

- Command, including the level of autonomy granted the Strike Force.
- Conditions, including numbers, types, unit, and equipment of soldiers.

- Duration, including the set period of service and an optional extension (possibly continuous service).

The more professional Strike Forces view missions as sacred, to be upheld at any cost. The price to be paid for adhering to a mission can be high, especially when some employers can be treacherous. Strike Forces that manage to complete their missions despite the hazards are remunerated with the acknowledgement of their performance and recognition as being a reliable USM Marine Strike Force. Sadly, few Strike Forces succeed in this endeavor.

Mission Generation

Missions vary in frequency. A Strike Force must make a Charisma check (DC 20) modified by its captain's Charisma modifier and Reputation modifier to determine how many missions are offered each month. If the check fails, no missions are offered. For every 5 points above 20, an additional mission is offered.

Number of Missions	
Charisma Check	Offers
<20	0
21-25	1
26-30	2
31-35	3
36>	4

USM Marine work is affected by a wide variety of factors, including political, social, and economic events. When missions aren't available, Game Masters can use the random mission generation table, below.

Random Mission Generation		
D100	Mission Type	Marines Required
01-13	Defensive, Escort	1d20
14-20	Defensive, Garrison Duty	1d4*10
21-28	Defensive, Guard Duty	1d6*10
29-37	Defensive, Honor Guard	Company
38-52	Defensive, Patrol	1d10
53-56	Offensive, Retrieval	1d10
57-62	Offensive, Revolt	Company
63-73	Offensive, Uprising	1d6*10
74-76	Raid, Corporate	1d20
77-78	Raid, Diversionary	Company

79-82	Raid, Exploration	1d4*10
83	Raid, Bug Hunt	Company
84	Raid, Scouting	1d20
85-88	Raid, Urban	Company
89-91	Variable, Civil War	Company
92-100	Variable, War	Company

Defensive, Escort

A small contingent of USM Marines ensures valuable cargo or important person successfully reaches its destination. The USM Marine's opposite number, the bandit or guerilla, frequently raid escorts. Marines are employed in large numbers to guard and escort the cargo from one location to another. The cargo isn't necessarily very valuable; there's simply enough of a standard staple to make it worth hijacking by unsavory types. Usually merchants employ USM Marines to this end. The person being escorted can include a pilgrim or a princess, depending on the situation.

EXAMPLE: Pilgrims on a pilgrimage to a sacred shrine can find no one else to defend them, so they hire a small group of USM Marines to accompany them on the trip. But the pilgrims are not all that they seem; they are on a holy mission to reunite two relics. The second relic is the goal of the pilgrimage. Along the way, rival cults and alien forces dog their every step.

Defensive, Garrison Duty

Garrison duty includes maintaining a military position. The garrison assignment can guard anything from a city to a planet, defending it against any hostile external forces. Garrison duty is long, boring, and generally loathed by most USM Marines. Garrison positions are dangerous because the USM Marines are present to maintain a position, often contested by a neighboring enemy.

EXAMPLE: An enemy calls a crusade to capture the Strike Force's headquarters. During the height of the historical USM Marine era, the Pope called upon a crusade to destroy invading USM Marines. It is very possible USM Marines may face crusading paladins and clerics seeking to throw them out of town.

Defensive, Guard Duty

Similar to garrison duty, guard duty involves guarding a friendly holding. Marines can be asked to guard just about everything, from fort entrances to treasure vaults, weddings to powerful artifacts. Marines are typically in a defensive position, but unlike garrison duty, the

guards face more varied and possibly more dangerous opponents.

EXAMPLE: The USM Marines must guard an important political figure. The Strike Force may have to contend with spies, traitors, and assassination attempts.

Defensive, Honor Guard

The USM Marine group is hired to display its might without actually fighting. Although it may come to that, this is by far the cushiest kind of mission. Rich employers who want to threaten their opponents will often hire their USM Marines to put on a convincing display of force.

EXAMPLE: The USM Marine Strike Force is hired to impress the local military with their employer's might. But the USM Marines must go shopping first to ensure their weapons, armor, and equipment look brand new. A little shopping might be in order, making this mission more expensive than it first seemed.

Defensive, Patrol

A patrol is similar to a garrison; only it requires the USM Marines to roam. It usually involves patrolling an area or land, spotting enemies and engaging them if need be.

EXAMPLE: The Strike Force is hired to protect settlers in a new land. The natives are committed to throwing the newcomers out with whatever tactics are necessary. They may have new poisons, special mounts, special drugs, or unique magic on their side. The natives know the terrain better than the USM Marines, including its advantages and dangers.

Offensive, Retrieval

A small contingent of Marines are deployed to retrieve a valuable item or person. This mission requires that guards be disposed of, breaking and entering, and theft. Just as important as reaching the target is the object returning to the employer. When people are involved, this mission can be considered kidnapping.

EXAMPLE: A rare material (plutonium, diamond, adamantite) is stored in a vault. A local government needs it for a greater good, perhaps to create a super weapon to oppose another force, perhaps to create a lifesaving technology. The USM Marines are hired to get it out. The best technology guards its safekeeping. Traps abound. And there's a time limit before it's too late.

Offensive, Revolt

Revolts are another onerous task that USM Marines are often hired for which does little to improve their reputation. Typically, the people revolting are the underclass who is not trained military personnel. Strike Forces are hired to brutally put a stop to the revolt. Under most military conventions, such a mission is only allowed if the civilians are engaged in clearly destructive activity to a legal, internationally recognized civil authority or government. The USM Marine Strike Force is, in theory, supposed to use the minimum force necessary at all times.

EXAMPLE: The employer that the USM Marines helped put into a position of power needs their help yet again. A murderous rebellion is actively undermining the employer's rule. The Strike Force is brought in to quell the rebellion. But just who are the rebels and do what is the employer hiding?

Offensive, Uprising

The opposite of a revolt, a rich but powerless employer hires the USM Marines to stage an uprising. This is one of the most dangerous missions a USM Marine can be hired for, but it has potential long-term rewards if the grateful employer comes to power. But if he doesn't, the USM Marines need to get out of town, fast.

EXAMPLE: The Corporation the USM Marines put into power is worse than his predecessors. Now the rebellion is willing to pay them to switch sides. Marines must infiltrate local culture, learn their ways, and play a dangerous game of cat and mouse with local officials and hired thugs. They need to know who to trust and when to run. And then, when it all comes together, they need to put down the dictator permanently and place a new government in the power vacuum.

Raid, Bug Hunt

Aliens are always a problem. When extraterrestrial life becomes a sufficient nuisance, USM Marines are hired to take care of it. Be it a cavernous complex, a dangerous mountain pass, or a deep forest, the USM Marines are fighting an enemy on its home turf. Marines are wise to tread carefully.

EXAMPLE: See the movie Aliens. It's called a "bug hunt" for a reason.

Raid, Corporate

When the USMC gets tired of Corporation antics, they take the offensive. In this case, USM Marines are hired to wipe out an enemy Corporation. It can be anything from terrorists to rebel outposts.

EXAMPLE: Environmentalists, tired of drug-traffickers hacking up innocent species for their supposed value as aphrodisiacs, hire USM Marines to take out the intergalactic poachers once and for all.

Raid, Diversionary

Unfriendly neighbors will often test a border by conducting raids on contested territory. When the employer is finally fed up, a USM Marine Strike Force is hired to retaliate against the raiders. Marines lay traps, hide within abandoned buildings, and otherwise lure the enemy out into the open to spring their ambush.

EXAMPLE: A bordering country enjoys sending in guerilla troops to test the might of its neighbor. The USM Marines must beat the guerillas at their own game by luring them into a constructed town, complete with traps and ambushes.

Raid, Exploration

A small group of USM Marines is needed to explore new terrain. The terrain is known to be hostile. Marines are more likely to face violent flora and fauna that may be a new twist in typical military tactics for the Strike Force.

EXAMPLE: A new planet is discovered and the USM Marines are hired to act as vanguard. Their job: secure the planet for colonists. But nobody mentioned the path went straight through bug territory.

Raid, Scouting

A small unit of USM Marines ventures further out from the main body of a military force to gather information about the enemy. The goal is to gather the information and then safely return it to the employer, not engage in a firefight. These raids are staged prior to a major assault, but the enemy must not be made aware that the attack is imminent.

EXAMPLE: In the middle of a war, the USM Marines must enter deep territory to reconnoiter the land and return with information about troop numbers, movement, and firepower. The enemy

could be an alien race with peculiar habits that making information gathering difficult.

Raid, Urban

Village raids are very common in urban warfare. The USM Marines have to retake a civilian area that is occupied by non-combatants. This kind of mission requires much more precision and discipline. When Strike Forces lose control of their men, the worst can happen, earning the Strike Force an unsavory reputation.

EXAMPLE: The local citizens have gotten tired of the gang wars in their city. The USM Marines are hired to take out both groups with extreme prejudice without leveling the city or involving the authorities (who might be on the take for one of the gangs).

Variable, Civil War

A civil war is the worst kind of war, because everyone hates the USM Marine. Civil wars are risky business if the employing side loses. Conflict is inevitable and dangerous. Roll an additional 1d10 missions, ignoring Variable results. The pecuniary index for Civil War is used for all submissions and the durations are added together.

EXAMPLE: A new colony has decided it wants nothing to do with its founding country and is engaged in a war for independence. The USM Marines are hired from overseas to quash their efforts, but the national troops aren't interested in any help. The USM Marines become a symbol of all that is wrong with the founding country. Hated by the soldiers they're supposed to work with, loathed by the people they're there to fight, the Strike Force starts to

wonder why it signed the mission in the first place.

Variable, War

A full-fledged war breaks out. This is the business USM Marines were made for. Usually, the entire Strike Force is hired. These battles can vary widely but will ultimately use all the skills of the USM Marine Strike Force. Roll an additional 1d6 missions, ignoring Variable results. The pecuniary index for War is used for all submissions and the durations are added together.

EXAMPLE: A bloody war erupts on a distant planet. It's a war of escalation. Each side hires its own military force, and mercenary companies of all shapes and sizes flock there to make their name. Old friends might end up fighting each other to the death. Missions are broken, renegotiated, and rewritten as employers struggle to keep up with the ever-fluctuating needs of the mercenaries.

Awards and Reprimands

Depending on the success or failure of a mission, Marines may receive awards or reprimands. Each award or reprimand is accompanied by a subsequent gain or loss in Reputation. A court martial or imprisonment always results in a loss of rank

Medal/Award	Reprimand/Penalty
Service Ribbon, +1 RP	Reprimand, -1 RP
Group Award, +2 RP	Reprimand, -2 RP
Commendation, +3 RP	Court Martial, -3 RP
Service Cross, +4 RP	Court Martial, -4 RP
Medal of Valor, +5 RP	Imprisonment, -5 RP
Medal of Honor, +6 RP	Imprisonment, -6 RP

MONSTERS

"There's a monster in your stomach. It's a real nasty one. They hijacked your cryotube and sold you to him and he put an alien in you. In a few hours it will punch its way through your chest and you'll die. Any questions?"

--Ripley to Purvis, [Alien Resurrection](#)

Aliens

Aliens come in a wide variety of shapes and sizes. Various artists, writers, and producers have envisioned the Aliens universe differently. Presented here are the "standard" Aliens from the movies along with a template for producing endless variations. For more details about each of the Aliens, see the source entry.

Aliens are made of polarized silica, which means they have more in common with plastic and glass than other carbon-based life forms. Their internal energy is electrical in nature and circulated via their acidic fluids. As a result, they do not require organic food to survive. They require it to regenerate and create resin, but not for basic survival. Their bodies are so sensitive to stimulus that very little is required to nourish them – it can be solar energy, static electricity, or direct current.

Aliens prefer warm, moist areas, as this is most conducive to their metabolism, but can live anywhere, even in a vacuum. Electrical devices especially stimulate them. This is why Aliens will congregate around generators and power plants.

Occasionally, a queen inherits a defect that makes her red-colored instead of black. All subsequent Aliens birthed by that queen are red. Red Aliens cannot tolerate the presence of black Aliens and attack them on sight, like ants. Alien broods that grow to sufficient size to allow a red Alien Queen to survive have started genocidal wars between the two Alien types that can consume entire planets.

Aliens possess the following traits:

- **Acid Blood (Ex):** All Aliens, from facehugger to adult, have acidic blood. For any physical attack causing damage to an Alien, there is a chance for "splash damage" from the acid blood. Count only that damage which gets through damage reduction. Use the amount of damage done in the attack as the DC for the save

of the melee weapon doing the damage modified as necessary if a masterwork or magical weapon. Use the amount of damage done in the attack as the DC for the Reflex saving throw for all those within 5 feet of the creature hit. Modify the DC and subsequent damage by 1/2 if using bludgeoning or piercing weapons. Double the DC and damage if the Alien is above the victim. Damage from acid splash is 1d6 per 6 points of damage inflicted by an attack causing a splash (round down) for a maximum of 10d6. Armor and possessions must be checked on a failure. Any item must make a save vs. the DC of the amount of damage inflicted. A masterwork weapon gets a bonus of +5 to the save. Failure destroys the item. Floor and surroundings must be checked as well for results of acid damage.

- **Blindsight (Ex):** Using non-visual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, Aliens maneuver and fight as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the Alien must have line of effect to a creature or object to discern that creature or object. The ability's range extends to 60 feet. The Alien does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Blindsight is continuous, and the Alien need do nothing to use it.
- **Invisibility (Ex):** Because Aliens do not generate body heat because they do not have any external cellular activity. They do not show up on thermal sensors.
- **Breath Weapon (Ex):** Adult Aliens (drones and praetorians) can spit acid three times a day. Such breath weapons

allow a Reflex save for half damage (DC 10 + 1/2 breathing Alien's racial HD + breathing Alien's Con modifier). Failure to save also causes the target to be dazed for 1d4 rounds. Aliens are immune to their own breath weapon.

- **Climb (Ex):** All Aliens have a +8 racial bonus on Climb checks. The Alien must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 even if rushed or threatened while climbing. The Alien climbs at the given speed while climbing. If it chooses an accelerated climb it moves at double the given climb speed (or its base land speed, whichever is lower) and makes a single Climb check at a –5 penalty. Aliens cannot run while climbing. An Alien retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against a climbing Alien.
- **Energy Resistance (Ex):** Aliens have cold resistance 5. Due to the conductive nature of their blood, they are also capable of being electrocuted. Aliens have electrical resistance 5.
- **Fear Attraction (Ex):** Alien adults (drones and praetorians) that detect fear using their Sense Fear ability become excited. Fearful prey stimulates them to make especially messy kills. The Alien gains +4 to Strength, +4 to Constitution, and –2 to Armor Class until its victim is no longer afraid (e.g., dead, flees the area, drives off the Alien, etc.). The Alien cannot end its rage voluntarily.
- **Frightful Presence (Ex):** This special quality makes an Alien's very presence unsettling to foes. It takes effect automatically when the Alien performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened. The range is 30 feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the Alien. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful Alien's racial HD + frightful creature's Cha modifier). Increases the DC by 2 per additional Alien praetorian, worker, or Queen within 50 feet. If a chestburster emerges from a body, it can use its frightful presence

power with a +5 circumstance penalty to the save. An opponent that succeeds on the saving throw is immune to that same Alien's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

- **Hive Mind (Ex):** All Aliens within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No Alien in a group is considered flanked unless all of them are.
- **Improved Grab (Ex):** If an Alien hits with its tail, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. This ability works for any humanoid creature up to Large size (even in the case of facehuggers). The Alien has the option to conduct the grapple normally, or simply use its tail to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the Alien does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the Alien also has the constrict special attack. If the Alien does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well. When an Alien gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.
- **Poison (Ex):** Any creature hit by a tail attack from an adult Alien must make a Fortitude save or be paralyzed for 1d2 hours. The Fortitude save DC against a poison attack is equal to 10 + 1/2 Alien's racial HD + Alien's Con modifier. It can poison up to 18 times a day. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. A winged creature flying in the air at the time that it is paralyzed cannot flap its

wings and falls. A swimmer can't swim and may drown. Aliens are immune to their own poison.

- **Pounce (Ex):** When an Alien makes a charge, it can follow with a full attack.
- **Psychic Vulnerability (Su):** Due to the subjugation of Aliens to their Queen, weakened Aliens can have their actions influenced by a mind in an exalted state (using psionics, for example). Aliens receive a –1 morale penalty to all Will saves against psionic F/X for every 8 hit points lost. If the Alien heals, these penalties disappear.
- **Resin (Ex):** Alien adults (drones and praetorians) often wait in their hive and then lower themselves silently on silk strands to leap onto prey passing beneath. A single strand is strong enough to support the Alien and one creature of the same size. Aliens can release a strand eight times per day, even at opponents. This is similar to an attack with a net but has a maximum range of 20 feet, with a range increment of 5 feet, and is effective against targets up to one size category larger than the Alien. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. Attempts to escape or burst the cocoon gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and cocoons have damage reduction 5/fire. An adult Alien can move across its own resin at its climb speed and can pinpoint the location of any creature touching the resin. Resin blocks all transmissions and signals, including radio transmissions.

Size	Escape Artist DC	Break DC	Hit Points
Drone	12	16	6
Praetorian	13	17	12

- **Scent (Ex):** This special quality allows an Alien to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Aliens can identify familiar odors just as humans do familiar sights. The Alien can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When an Alien detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The Alien can take a move action to note the direction of the scent. Whenever the Alien comes within 5 feet of the source, the Alien pinpoints the source's location. An Alien with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Aliens tracking by scent ignore the effects of surface conditions and poor visibility.
- **Sense Fear (Su):** An adult Alien can sense fear in prey up to 25 ft. away.
- **Tremorsense (Ex):** Aliens are sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground, up to 60 feet. They can also sense the location of creatures moving through water.

Small Outsider

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 0

Defense: 14 (+1 size, +3 natural)

Face/Reach: 5 ft. by 5 ft/5 ft

Special Attacks: Prey call, facehugger

Special Qualities: Blindsight (60 ft.), energy resistance (cold 5, electricity 5), hive mind, scent, tremorsense (60 ft.), immune to energy (acid, gas, vacuum, and mind-altering effects), DR 5/fire

Saves: Fort +4, Ref +2, Will -1

Abilities: Str 22, Dex 10, Con 15, Int 2, Wis 4, Cha 2

Feats: Toughness

Challenge Rating: 1

Source: [Alien](#)

The Alien eggs look like 3-foot footballs, weighing about 60 pounds. Their leathery casing can protect the enclosed facehuggers for centuries, if necessary, waiting for the time an unsuspecting victim comes investigating. A possible target is then evaluated for its suitability as a host and if it is found to be so, the enclosed facehugger awakens and the egg opens, the top peeling open like an orange in a flower-like pattern to expose the now-awake and ready facehugger. Using a form of the queen's "prey call" ability, an intended victim is caught in a

mental vice and held for the springing attack by the hugger.

There is also a much smaller "emergency" version of the egg, which is only about a foot high and weighing about 10 pounds. This egg can support the enclosed facehugger only for a couple of months before it dies. Use the normal egg statistics for this version, but change its Constitution to 13.

COMBAT

Lying in wait for centuries if need be, the Alien egg is a deadly booby trap ready to trigger when any suitable host comes near. It and its enclosed facehugger have limited (but powerful) mental abilities to help it perform its function of procuring a new host for its species.

Prey Call (Ex): Any creature with an Intelligence of 3 or above within 5 feet of an Alien egg must make a DC 20 Will save or be fascinated by the egg. The creature stands or sits quietly, taking no actions other than to move closer to the egg, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. The effect ends after a facehugger or Alien attacks. A fascinated creature's ally may shake it free of the spell as a standard action.

Facehugger (Ex): An Alien egg spawns one facehugger and then promptly dies.

Alien, Facehugger

Small Outsider

Hit Dice: 1d8 (4 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 60 ft., climb 20 ft., swim 40 ft.

Defense: 17 (+5 Dex, +1 size, +1 natural)

Attacks: Tail wrap +6 melee

Damage: Tail wrap 1d4+6 and acid

Face/Reach: 5 ft. by 5 ft/5 ft

Special Attacks: Acid blood, frightful presence, improved grab, pounce, acid spray, facehug, leap attack, strangulation, constrict, implant

Special Qualities: Blindsight (60 ft.), climb, energy resistance (cold 5, electricity 5), hive mind, scent, tremorsense (60 ft.), immune to energy (acid, gas, vacuum, and mind-altering effects), DR 5/fire, fast heal 1

Saves: Fort +2, Ref +7, Will -1

Abilities: Str 19, Dex 21, Con 10, Int 2, Wis 4, Cha 2

Skills: Balance +5, Climb +9*, Escape Artist +5, Hide +15*, Jump +13*, Listen -3, Move Silently +15*, Search -4, Spot -3

Feats: Improved Initiative

Challenge Rating: 1

Source: [Alien](#)

Looking like two hands joined where the wrists would be, the facehugger is short-lived outside the egg, which normally protects it. It will be dead within a few (1d4+1) hours after leaving its egg. Armed with a long grasping tail, a spray of highly-concentrated acid and the single-minded desire to impregnate a single selected prey using its extending probe, it will fearlessly pursue and attack a single selected target until it has succeeded in attachment or it or its target is dead.

COMBAT

The obvious attack that a facehugger has is to pounce on its unsuspecting victim of at least 30 lbs. Its can also crawl up walls just like other Aliens. This skill can be used to hide and to jump from the wall onto the victim.

Acid Spray (Ex): The Alien may generate a spray of acid blood once during its limited lifetime. This spray inflicts 1 hit point of damage to the creature. The spray may be used to cut through armor, to gain access through a door or wall to a seen victim (bars on a window for example can be cut through) or as an attack. The use of this spray is instantaneous and is a free action. The range of acid spray is only one foot. This attack may be used in a normal attack, but this will be done only by direction of the queen. Treat this as a normal attack.

Facehug (Ex): On a successful grapple attempt from the improved grab, the creature attaches itself to the face of its victim. If the target's face is protected (by helmet faceplate for example) the hugger will use its acid spray to remove the obstacle. Use an acid blood attack of 20 points to attack the armor. If it fails, the alien cannot attach, but may grapple normally. If the victim is unconscious, the helmet may be opened or removed in one round. If attacked while attached, slashing or piercing weapons will do normal damage but have a 50% chance to do equal damage to the "host". This will also release the creature's acid blood on the surroundings, have a 10% chance per point of damage done of triggering the creature's acid mist attack into the host's face and chest interior and trigger its strangulation attack. Bludgeoning weapons do no damage to the hugger, but all damage from the impact is transferred to the host.

Implant (Ex): Unless attacked, (the removal attempt counts as an attack) the victim is kept alive but unconscious (at 2d4 below 0 hp) until impregnation is complete in approximately 24 hours (20+1d6 hours). The facehugger then detaches and dies and the victim regains consciousness until the chestbuster is born.

The number and type of embryo implanted by a facehugger is determined by the size and mass of the host. If the host is dead, only drones can be produced. One drone can be implanted for every 30 pounds of mass (minimum). If the host is alive, then any type of Alien can be produced, including a queen or praetorian. One praetorian embryo can be implanted for every 50 pounds of mass. Only a single queen embryo can be implanted in a minimum mass of 100 pounds – but only one can be implemented regardless of host size. If the host dies after implantation but before the chestbuster is born, the Alien automatically grows into a drone. This gestation period takes 1d4 hours for the drone and praetorian chestbuster and 7+1d4 hours for a queen chestbuster.

The only way to remove the embryo between the time of implantation and birth is through surgery with the Surgery feat and a Treat Injury check (DC 25). If the check fails, the surgeon can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Strangulation (Ex): If in danger of being killed while attached, the hugger will loose its sleeping poison on the victim in addition to constricting for maximum damage (6 points) as it

goes through its death throes. The victim must make a Fortitude save (DC 20) or die. It requires a Strength check (DC 20) to remove the tail from the victim's neck. Strangulation damage occurs until the tail is removed.

Improved Grab (Ex): The facehugger can use the Improved Grab ability on creatures of up to Large size. The facehugger attacks by trying to wrap its tail around the neck of the victim and then pulling itself over the face and then locking its eight legs around the head of the poor creature.

Constrict (Ex): A facehugger can constrict for 1d6 points of damage each round on a successful grapple check, in addition to the grappling weapon's normal damage. If the creature reaches 0 hit points, the facehugger uses its facehug ability.

Leap Attack (Ex): If attacking from its just-opened egg, the hugger gains a +5 surprise bonus to its Improved Grab grapple check. This attack has a range of 10 feet.

Skills: Racial bonuses of +10 to Hide, Jump, and Move Silently (included above).

Alien, Chestbuster

Tiny Outsider

Hit Dice: 0.5d8+0.5 (2.5 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 60 ft., swim 40 ft.

Defense: 19 (+5 Dex, +2 size, +2 natural)

Attacks: Bite +1.5 melee

Damage: Bite 1d3-1 +1d6 acid

Face/Reach: 2½ ft. by 2½ ft/0 ft

Special Attacks: Acid blood, acid bite, frightful presence, improved grab, pounce, birth

Special Qualities: Blindsight (60 ft.), climb, energy resistance (cold 5, electricity 5), hive mind, scent, tremorsense (60 ft.), immune to energy (acid, gas, vacuum, and mind-altering effects), DR 5/fire, regenerate 5

Saves: Fort +3, Ref +7, Will -1

Abilities: Str 9, Dex 21, Con 12, Int 4, Wis 4, Cha 2

Skills: Balance +5, Climb +9*, Escape Artist +5, Hide +15*, Intimidate +1, Jump +1, Listen -3, Move Silently +15*, Search -3, Spot -3

Feats: Improved initiative

Challenge Rating: 1

Source: [Alien](#)

After a facehugger has impregnated someone, this is the next evolution of the Alien life cycle. It weighs a little over a pound and looks like a cross between a drone Alien and a facehugger: it has the head and upper arms of an adult, but retains the long, powerful tail of the facehugger.

Chestbusters are ravenous little beasts. They grow at incredible speed and require a massive supply of matter – even inorganic materials. A chestbuster will consume a total of two times its eventual adult weight. Roughly, one-fourth of what it consumes will be hydrocarbon-based matter (plants, animals, plastic), one-half will be inorganics (glass, silicon, dirt) and one-fourth is water. All these materials are readily available in the most environments. Given the right materials, a chestbuster grows to full size in 1d4 hours, molting once per hour. If a chestbuster does not find enough food within three days, it dies.

COMBAT

Chestbusters avoid open combat.

Birth (Ex): Between the time the facehugger detaches and dies and the chestbuster is born at the end of gestation, the host is totally unaware anything is amiss, except perhaps for being very ravenously hungry. At the time of the chestbuster's appearance, however, this changes. Gripped in horrible pain, the host's chest is torn apart from the inside out as the chestbuster forces its way into the world. This usually causes the death of the host, causing 3d10 Con damage. Should the victim survive this trauma, damage continues at the rate of 1d4 Con damage per round until stabilized by a Treat Injury check (DC 25) or healing drugs doing more than 10 points of healing. Birth takes 1d3 rounds.

Acid Bite (Ex): A chestbuster deals an extra 1d6 points of acid damage every time it bites an opponent.

Chew (Ex): Chestbusters can chew through anything – both to consume it and remove obstacles. By gnawing on any material, it can inflict 1d4 points of acid damage to objects per round, ignoring hardness.

Regenerate (Ex): Because the chestbuster is growing so fast and regularly shedding its skin, wounds heal over at high speeds. Damage dealt to the chestbuster is treated as non-lethal damage. The chestbuster automatically heals non-lethal damage at a fixed rate of 5 hit points per round. Fire deals lethal damage to the chestbuster, which doesn't go away. A regenerating chestbuster that has been rendered unconscious through non-lethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to non-lethal damage. Attack forms that don't deal hit point damage ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating chestbusters can regrow lost portions of their bodies.

Skills: Racial bonus of +10 to Hide and Move Silently.

Medium Outsider

Hit Dice: 4d8+12 (30 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 60 ft., climb 60 ft., swim 40 ft.

Defense: 18 (+2 Dex, +6 natural)

Attacks: Bite +7 melee, 2 claws +9 melee, tail +7 melee

Damage: Bite 1d6+2, claw 2d4+5, tail 1d6+2 and poison

Face/Reach: 5 ft. by 5 ft/5 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, poison, pounce, web, tongue strike, trip

Special Qualities: Blindsight (60 ft.), climb, energy resistance (cold 5, electricity 5), hive mind, psychic vulnerability, scent, tremorsense (60 ft.), web, immune to energy (acid, gas, vacuum, and mind-altering effects), DR 5/fire, fast healing 1, sense fear

Saves: Fort +7, Ref +6, Will +4

Abilities: Str 21, Dex 14, Con 16, Int 8, Wis 10, Cha 5

Skills: Balance +2, Climb +13*, Escape Artist +2, Hide +12*, Intimidate +7*, Jump +15, Listen +0, Move Silently +12*, Search +6, Spot +1

Feats: Improved Initiative, Multiattack

Challenge Rating: 8

Source: [Aliens](#)

Alien drones are the result of the forceful mixing of a human's DNA with the DNA of an embryo, which grows inside that Human host after that host is successfully impregnated in an attack by an Alien facehugger.

COMBAT

Alien drones live only to serve the Queen and the hive. They service the Queen's needs as well as accompany the praetorians to procurer living hosts for the eggs. They will fight only as a last resort, which is the job for the praetorians.

Tongue Strike (Ex): If an alien hits with both claw attacks, the alien may make a special bite, using its inner mandibles. This attack is instead of the regular bite and allows a Reflex save (DC 15). This attack inflicts 4d6+4 hit points of damage. By leaving the inner "mouth" closed, subdual damage may be done instead of regular, allowing the capture of live hosts.

Trip (Ex): A drone that hits with its tail attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the drone.

Improved grab (Ex): To use this ability, the drone must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its tongue strike ability.

Skills: Racial bonus of +10 to Hide, Intimidate, and Move Silently (included above). Additional Racial bonus of +10 to hide within it's own hive.

Alien, Praetorian

Large Outsider

Hit Dice: 5d8+20 (42 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 60 ft., climb 60 ft., swim 40 ft.

Defense: 21 (+3 Dex, -1 size, +9 natural)

Attacks: Bite +8 melee, 2 claws +10 melee, tail +8 melee

Damage: Bite 1d8+3, claw 1d6+6, tail 1d8+3 and poison

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, poison, pounce, web, tongue strike, trip, constrict, improved grab

Special Qualities: climb, energy resistance (cold 5, electricity 5), hive mind, web, immune to energy (acid, gas, vacuum, and mind-altering effects), DR 5/fire, fast healing 1, keen senses, blindsight, scent, tremorsense, sense fear

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 23, Dex 16, Con 18, Int 8, Wis 10, Cha 5

Skills: Balance +3, Climb +14*, Escape Artist +3, Hide +15*, Intimidate +9*, Jump +8, Listen +0, Move Silently +15*, Search -1, Spot +2

Feats: Improved Initiative, Multiattack

Challenge Rating: 9

Source: [Alien](#)

A praetorian Alien is the queen's royal guard and the protector of the Alien hive. Alien praetorians are the result of the forceful mixing of a human's DNA with the DNA of an embryo, which grows inside that human host after that host is successfully "impregnated" in an attack by an Alien facehugger. They are distinguished from Alien drones by their completely smooth

head plates and six digits on each hand (four fingers and two thumbs).

COMBAT

Alien praetorians live only to serve the hive. If service to the hive means death, so be it. Fear belongs only to the enemy. Praetorians fight fearlessly. Individually, an Alien praetorian is bad news. In a group, it gets worst. Able to instantly communicate telepathically, they share one hive mind. What one sees, all see.

Tongue Strike (Ex): If an Alien hits with both claw attacks, it may make a special bite, using its inner mandibles. This attack is instead of the regular bite and allows a Reflex save (DC 15). This attack inflicts 4d6+4 hit points of damage. By leaving the inner "mouth" closed, subdual damage may be done instead of regular, allowing the capture of live hosts.

Trip (Ex): A praetorian that hits with its tail attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the praetorian.

Improved grab (Ex): To use this ability, the praetorian must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its tongue strike ability.

Skills: Racial bonus of +10 to Hide, Intimidate, and Move Silently (included above). Additional racial bonus of +10 to hide within it's own hive.

Alien, Queen

Special Attacks: Acid blood, frightful presence, improved grab, poison, pounce, tongue strike, trip, rend, acid spittle, rage.

Special Qualities: Blindsight (60 ft.), climb, energy resistance (cold *, electricity *), hive mind, scent, tremorsense (60 ft.), immune to acid, cold, gas, vacuum, electricity and mind-altering effects, fast healing 1, detachment, DR */fire.

Damage reduction and energy resistance varies with the age of the Queen: Princess 5, Immature 7, New Queen 10, Established 13, Mature 16, Mother 20.

Organization: Princess Hive (1 princess or immature, 1 Queen of Established or older, / Immature 3d8 x10 praetorians, 6d8 drones, 10d20 eggs); New Queen – Procession (1 New Queen, 2d6 praetorians, 2d6 drones) New Hive (1 New Queen, 3d6 praetorians, 3d6 drones, 2d8 eggs); Established Queen – Hive (Established Queen, 10d6 praetorians, 5d8 drones, 10d20 eggs); Mature Queen – Hive (Mature Queen, 10d8 praetorians, 5d10 drones, 20d20 eggs); “Queen Mother” – Hive (Queen Mother, 10d10 praetorians, 5d12 drones,

10d100 eggs); Note: except for Princess, all Queens start as Attached

CHALLENGE RATING		
Stage	Attached	Detached
Princess	N/A	6
Immature	3	6
New Queen	5	7
Established	6	8
Mature	7	9
Queen Mother	8	10

ADVANCEMENT		
Stage	Attached	Detached
Princess	N/A	4-6 HD (Medium)
Immature	10-14 HD (Large)	6-8 HD (Medium)
New Queen	15-19 HD (Huge)	9-11 HD (Medium)
Established	20-24 HD (Gargantuan)	12-14 HD (Large)
Mature	25-39 HD (Colossal)	15-17 HD (Huge)
Queen Mother	40 + HD (Colossal)	18 + HD (Huge)

ATTACKS AND DAMAGE						
Stage	Claws	Damage	Bite	Damage	Tail	Damage
Princess	+5 melee	2d4+4 (20x2)	+4 melee	2d4+4 (19-20x2)	+3 melee	1d8+4 (19-20x2)
Immature	+7 melee	1d10+6 (20x2)	+6 melee	2d4+6 (19-20x2)	+5 melee	1d8+6 (19-20x2)
New Queen	+11 melee	1d12+8 (20x2)	+10 melee	2d4+8 (19-20x2)	+9 melee	1d8+8 (19-20x2)
Established	+13 melee	2d6+11 (20x2)	+12 melee	2d6+11 (19-20x2)	+11 melee	2d6+11 (19-20x2)
Mature	+14 melee	2d8+12 (20x2)	+13 melee	2d8+12 (19-20x2)	+12 melee	2d8+12 (19-20x2)
Queen Mother	+15 melee	2d8+13 (20x2)	+14 melee	4d8+13 (19-20x2)	+13 melee	4d6+13 (19-20x2)

FACE AND REACH/SPECIAL					
Stage	Detached		Attached		Rend
	Face	Reach	Face	Reach	Damage
Princess	5 ft. x 5 ft.	5 ft.	--	--	2d6+6
Immature	5 ft. x 5 ft.	5 ft.	5 ft. x 10 ft.	5 ft.	2d6+9
New Queen	5 ft. x 5 ft.	5 ft.	5 ft. x 20 ft.	5 ft.	2d6+12
Established	10 ft. x 10 ft.	10 ft.	10 ft. x 40 ft.	10 ft.	2d8+16
Mature	15 ft.x15 ft.	15 ft.	15 ft. x 60 ft.	15 ft.	4d6+18
Queen Mother	15 ft. x 15 ft.	15 ft.	15 ft. x 80 ft.	15 ft.	4d8+19

SKILLS (ATTACHED/UNATTACHED)										
Stage	Balance	Diplomacy	Escape Artist	Hide	Intimidate	Jump	Listen	Move Silently	Search	Spot
Princess	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	+2	-2	+2	+15	+11	+4	+0	+14	-1	+0
Immature	+2	+0	+1	+23	+13	N/A	+0	+14	+0	+0
	+2	+0	+2	+15	+13	+6	+0	+14	+0	+0
New Queen	+2	+4	+0	+21	+14	N/A	+0	+14	+1	+3
	+0	+4	+2	+15	+14	+10	+0	+14	+1	+3
Established	+1	+9	-1	+19	+15	N/A	+1	+13	+2	+7
	-1	+9	+1	+13	+15	+12	+1	+13	+2	+7
Mature	+0	+13	-1	+18	+16	N/A	+5	+12	+3	+8
	-1	+13	+0	+11	+16	+12	+5	+12	+3	+8
Queen Mother	+0	+17	-1	+18	+20	N/A	+7	+12	+5	+10
	-1	+17	+0	+11	+20	+13	+7	+12	+5	+10

Above includes racial bonuses of +10 to Hide, +10 to Intimidate, +10 to Move Silently. +10 to Hide inside Lair included for attached, not for unattached

PSIONIC ABILITIES WITH DC													
Stage	Lvl	E	LM	De	GTP	BL	PC	S	LD	ML	Do	GPC	NM
Immature	4	8	-	12	12	12	13	13	-	-	-	-	-
New Queen	7	12	8	16	16	16	17	17	-	-	-	-	-
Established	10	18	11	19	19	19	20	20	21	21	-	-	-
Mature	14	24	15	24	24	24	25	25	26	26	-	-	-
Queen Mother	20	36	21	31	31	31	32	32	33	33	34	34	34

FEATS ADDED PER STAGE	
Feat	Stage
Princess	Multiattack, Two-Weapon Fighting
Immature	---
New Queen	Alertness
Established	Skill Focus (Diplomacy)
Mature	---
Queen Mother	Skill focus (Intimidate)

UNATTACHED STATISTICS										
Stage	Size	Hit Dice (HP)	Defense	Attack Bonus	Fort Save	Ref Save	Will Save	Acidic Spittle (DC)	Fearful Presence DC	SR Mental / Normal
Princess	M	4d8+8 (30)	16 (+2 Dex, +4 Nat)	+5	+6	+7	+5	1d6 (12)	15	22 / 18
Immature	M	6d8+18 (51)	18 (+2 Dex, +6 Nat)	+7	+9	+9	+7	2d6 (14)	17	23 / 19
New Queen	M	9d8+45 (94)	21 (+2 Dex, +9 Nat)	+11	+12	+12	+10	3d6 (16)	19	24 / 20
Established	L	12d8+84 (150)	23 (-1 Size, +1 Dex, +13 Nat)	+13	+15	+13	+14	5d6 (18)	21	26 / 22
Mature	H	15d8+120 (202)	25 (-2 Size, +17 Nat)	+14	+18	+14	+18	8d6 (20)	23	28 / 24
Queen Mother	H	18d8+162(261)	29 (-2 Size, +21 Nat)	+15	+20	+16	+22	12d6 (22)	25	30 / 26

UNATTACHED STATISTICS								
Stage	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Princess	60 ft. on any solid surface, 50 ft. swim	18	15	14	8	10	6	Psi lvl 2, 5 PP
Immature	60 ft. on any solid surface, 50 ft. swim	22	15	17	10	10	6	Psi lvl 4, 8 PP
New Queen	60 ft. on any solid surface, 50 ft. swim	26	14	20	12	10	8	Psi Lvl 7, 12 PP
Established	50 ft., 30 ft. climb, 40 ft. swim	32	12	24	14	12	8	Psi lvl 10, 18 PP
Mature	50 ft., 30 ft. climb, 40 ft. swim	34	10	26	16	14	10	Psi lvl 14, 24 PP
Queen Mother	50 ft., 30 ft. climb, 40 ft. swim	36	10	28	18	16	12	Psi lvl 20, 36 PP

ATTACHED STATISTICS										
Stage	Size	Hit Dice (HP) Total	Defense	Attack Bonus	Fort Save	Ref Save	Will Save	Acidic Spittle (DC)	Fearful Presence DC	SR Mental / Normal
Immature	L	7d8+28 (61)	16 (-1 size, +1 Dex, +6 Nat)	+7	+11	+7	+7	2d6 (14)	17	23 / 19
New Queen	H	15d8+90 (172)	17 (-2 size, +9 Nat)	+11	+12	+10	+10	3d6 (16)	19	24 / 20
Established	G	20d8+180 (290)	18 (-4 Size, -1 Dex, +13 Nat)	+13	+19	+10	+14	5d6 (18)	21	26 / 22
Mature	C	25d8+250 (387)	18 (-8 size, -1 Dex, +17 Nat)	+14	+21	+10	+18	8d6 (20)	23	28 / 24
Queen Mother	C	40d8+480 (700)	22 (-8 Size, -1 Dex, +21 Nat)	+15	+23	+12	+22	12d6 (22)	25	30 / 26

ATTACHED STATISTICS									
Stage	Egg sac HPs (avg)	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Egg Production Per Day
Immature	44	22	12	18	10	10	6	Psi lvl 4, 8 PP	0
New Queen	78	26	10	22	12	10	8	Psi Lvl 7, 12 PP;	1d4
Established	140	32	8	28	14	12	8	Psi lvl 10, 18 PP;	1d6
Mature	185	34	8	30	16	14	10	Psi lvl 14, 24 PP;	1d10
Queen Mother	439	36	8	34	18	16	12	Psi lvl 20, 36 PP;	2d10

Leader and mother of the hive, the Alien Queen has three duties which empowers the hive. First she lays eggs to provide the hive with further drones, praetorians, and the occasional new queen to spread the influence and power of her species. She also guides and coordinates the actions of the hive, making the drones and praetorians much more efficient. Then third, she uses her significant psionic abilities to draw prey to the hive, calling them as they sleep from a wide area.

Starting as a facehugger within one of the leathery eggs, like any other of her kind, her life becomes different from the others of her kind as her gestation inside the host is longer than that of drones or praetorians, six to seven days as opposed to two days for the "lesser" creatures. When initially infesting a new planet, Alien queens can delay their chestbursting. All implanted eggs will be Queens to ensure maximum infection. Additionally, some embryos can spontaneously transform into Alien Queens if there are no other Alien Queens in the area.

After the maturation of the embryo, the chestbuster makes its appearance with usual consequences to the. This chestbuster is a little different in appearance than the ones that grow into drones or praetorians, having usable arms and bring a little smaller, but for game purposes, the queen-to-be can use the same statistics for the chestbuster given. She now spends the next few days to week or so in the form of a growing, evolving chestbuster until she matures into the Princess stage.

As a Princess, she is treated as royalty. Any Alien will obey her as they do the Queen, unless ordered otherwise by the Queen. If alone, she can hunt for prey herself better than a drone and in fact as well or better than a praetorian, though she is not as tough as the bred fighters initially. Progression through the Princess stage will take from between one to up to seven days per hit die to grow into the Immature stage when growth of her egg sac begins.

Almost all ($\frac{3}{4}$) growth at the Immature stage goes into her egg sac. She loses her mobility as

the egg sac grows (cannot run and no longer has freedom or motion on non-floor surfaces if attached) and loses 10 feet of speed per HD of growth while attached. With the approach of the end of this stage she cannot move at all without assistance. She is the prisoner of the egg sac. At this stage her mental abilities begin and she can begin to use her highly acidic spittle as a spray to help defend herself in her less mobile state. Adding one to four HD per day of growth, she is soon to the next stage and ready to found her own colony.

She is now a New Queen, immobile but now served by drones and praetorians given to her as a "dowry" of sorts by her mother. Carried by her new entourage to the already scouted site of her new hive, she now settles down to her duty to her eggs. By this time, she can lay eggs at the rate of two to four a day. Her mental abilities are increasing and she can now call prey to her and her hive. Her growth is still fast, about $\frac{1}{2}$ HD per day, as always varying with environmental factors.

The next stages of growth, Established and Mature, feature the slowing of her growth as more and more of her energy is dedicated to egg production. Her abilities increase and she is a force to be reckoned with. Finally as a Mature Queen, she can produce her own princesses and spread her kind's power even more widely. She lays more and more eggs and her growth slows to almost nothing as she fulfils her potential. This can take a year or more for each of these stages.

If she lives long enough, she may become the Queen Mother. There can be only one Queen Mother. Should the existing Queen Mother die, all the other mature Queens instinctually know and will telepathically choose a new one among them to fill this role. Only in this way can one slow the egg production to the point that growth to this stage becomes possible. Upon reaching the required size and abilities, she once again becomes an egg machine, gaining further size very slowly, perhaps one HD per year.

COMBAT

If the Queen has to fight, the hive is in trouble. The Queen will do whatever it takes to beat off the attacker, including sacrificing herself by disconnecting herself of her egg sac and joining the fight physically. She will order her eggs to disgorge a horde of facehuggers to overwhelm the foes with their acid (if they can “take” the foes, so much the better). A Queen tied to her egg sac is at a severe disadvantage in combat. Her mobility is almost nil; she may adjust her body only by five feet per round from side to side; the egg sac is immobile. She may use her attacks on any foe that gets within reach, but while attached but her tail attack cannot be used. The Queen can use her claws, bite, spittle and mental attacks however. Because the Queen is immobile, any attack upon her gives the attacker the advantage of selecting to attack either the Queen herself or her exposed egg sac, at their option. Treat the Queen’s main body as detached for armor class and hit point purposes. The Queen dies if her main body is killed, even if the egg sac still has hit points. Note, however that her healing is much faster when attached. This makes “killing” the egg sac desirable, especially given its vulnerability.

Acidic Spittle (Ex): In combat the queen may spray a cone of her acidic spittle as an attack. The specifics of the cone vary by stage as follows:

Stage	Frequency	Cone Size Length / Width	Damage	Save DC
Princess	3d6 rnds	30 ft./10 ft.	4d6	16
Immature	2d8 rnds	30 ft./10 ft.	6d6	18
New Queen	2d6 rnds	40 ft./10 ft.	8d6	20
Established	2d4 rnds	50 ft./20 ft.	10d6	24
Mature	1d6 rnds	60 ft./20 ft.	12d6	26
Queen Mother	1d4 rnds	70 ft./30 ft.	15d6	28

Alien Bite (Ex): If the Queen hits with both claw attacks, the she may make a special bite, using her “inner mandibles”. This attack is instead of the regular bite and allows a Reflex save (DC 15). This attack does damage given below:

Stage	Damage
Princess	3d6+4
Immature	3d6+6
New Queen	3d6+8
Established	4d6+11
Mature	4d8+12
Queen Mother	8d8+13

Detachment (Ex): If her egg sac is seriously threatened, or if the situation demands it, the Queen may sacrifice herself by detaching herself from her egg sac. This transforms her into the “detached” form but she will die within 2d4 days after detachment due to trauma suffered in the process. The detachment process takes 1d4-1 rounds to complete. During this time treat her as stunned, she cannot attack, cannot defend herself and her Dexterity bonus becomes –3.

Rage (Ex): After detachment, the Queen goes into a frothing rage. She gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. This rage lasts for 1 minute per detached HD of the Queen. The Queen cannot end her rage voluntarily. While raging, the Queen loses her mental attacks and her spittle damage is doubled. Note the detached Queen takes any damage her main body has taken while attached (if any) with her into the detached form. After detachment, her body has a reserve egg sac containing 2d3 of the “emergency” eggs (see eggs for details). This allows her the last chance to try to establish a new colony before she dies.

Mental Abilities (Su): See the Psionic Abilities chart for list of abilities and power points by stage. These abilities are usable only when “attached”. Other than the use of these psionic abilities, treat the Queen as a non-psion.

Rend (Ex): If both claws hit, the great strength of the Queen can be used to try to pull the victim apart. See the Face and Reach / Special table for damage automatically inflicted.

Royal Jelly (Ex): Scientists are just now investigating the properties of the potent jelly contained in the egg sac of a Mature Queen. Even in its raw form it is a powerful, yet unpredictable substance. When purified and processed properly, it can be used to produce powerful concoctions. But it carries a danger along with the power. When eaten, a character must make a Fortitude save (DC 15) to use the following table otherwise treat as Dark Reaver Poison (2d6 Con / 1d6 Con, 1d6 Str) with an initial failure on save.

If the save is made, roll for each of the following benefits and penalties.

Benefits	Penalties
Added 1d8-2 Str	Lose 1 Str per hour for 1d8 hours
Added 1d6-2 Dex	Lose 1 Dex per hour for 1d6 hours
Added 1d8-2 Con	Lose 1 Con per hour for 1d8 hours
Added 1d6-2 Wis	Lose 1 Wis per hour for 1d6 hours
Added 1d6-2 Int	Lose 1 Int per hour for 1d6 hours
Added 1d6-2 Natural Armor for 1d6 hours	Lose 1d6 Cha for 1d8 hours after benefit elapses
Added 1d4-2 Psionic Effects for 1d6 hours	Lose 1d6 Int for 1d6 hours after benefit elapses
Added 1d4-2 points of FAST HEALING for 1d12 hours	Lose 2d6 HP for 1d6 hours after benefit elapses

An adjusted roll of <1 means that effect is not gained but penalties still may take effect. All stats go back to normal beginning in 1d12+12 hours at rate of 1 per hour. Each time the jelly is used after the first, the user receives a +1 to the Fortitude save.

If the Fortitude save succeeds, in addition to the effects above, a Will save must be made. If this save is made, all is well. If this save fails, whatever action the character makes next will be repeated exactly until the royal jelly wears off when the character's stats return to normal.

Psionic effects rolled as a minor Dorjes but on a roll of 100, make that roll on the medium column. If an additional 100 is rolled, make the roll on the Major column.

This gives a single use of that power. Assume caster level of ((Character level / 2) + Wisdom bonus)

There are 1d6 doses per hp of the egg sac.

Skills: Racial bonus of +10 to hide and move silently (included above). Additional Racial bonus of +10 to hide within it's own hive (not included above)

Alien Hybrid Template

It is believed that Alien DNA is sometimes affected by the characteristics of its host. This explains the dog-like Alien on Fiorina 161, which had no back spines and ran on all fours. There are rumors of even more bizarre Aliens, from armless snake-like Aliens to completely quadrupedal versions. With the dizzying variety of life found on other worlds, the combinations are endless.

Note the “Host” creature is destroyed in creation of an Alien, but may modify the final Alien form slightly. For creatures other than Humans used as “base” for Aliens:

Base creature must be Animal or Humanoid. Base creature must be size Small or larger. Alien starting-size will be same as base creature (as adult – Aliens start as Diminutive and grow quickly to full size) then may advance in size by hit-dice up to two size-categories.

No matter its form, an Alien is hideous to behold, having the smooth Alien head, a black carapace, and the extended tongue.

CREATING AN ALIEN HYBRID

“Alien Hybrid” is an inherited template that can be added to any living, corporeal creature. An Alien uses all the base creature’s statistics and special abilities except as noted here.

- **Size and Type:** The creature’s type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged.
- **Speed:** Increase speed of creature by 10 ft. A flying creature loses 10 ft. of movement and decreases in maneuverability by one class.
- **Armor Class:** Natural armor improves by +6 (this stacks with any natural armor bonus the base creature has).
- **Attack:** An Alien hybrid has two claw attacks, a tail, and a bite attack, and the claws are the primary natural weapon.
- **Full Attack:** An Alien hybrid uses both claws, its tail, and its bite when making a full attack.

- **Damage:** Alien hybrids have bite, tail, and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature’s damage values, whichever are greater.

Size	Claw Damage	Bite Damage	Tail Damage
Fine	1d2	1	1
Diminutive	1d3	1d2	1d2
Tiny	1d4	1d3	1d3
Small	1d6	1d4	1d4
Medium	2d4	1d6	1d6
Large	1d10	2d4	1d8
Huge	1d12	2d6	2d6
Gargantuan	2d6	2d8	2d8
Colossal	2d8	4d8	4d6

- **Special Attacks:** Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, poison, pounce, tongue strike, trip, web.
- **Special Qualities:** Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.).
- **Abilities:** Increase from the base creature as follows: Str +4, Dex +4, Con +4, Int -2, Wis +2, Cha -4.
- **Skills:** An Alien hybrid gains skill points as an outsider and has skill points equal to (8 + Int modifier) × (HD + 3). Treat skills from the base creature’s list as class skills, and other skills as cross-class.
- **Challenge Rating:** HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.
- **Allegiance:** Always to the nearest Alien Queen.
- **Level Adjustment:** +4.

Alien Hybrid, Ape

Medium-size Outsider

Hit Dice: 4d8+19 (37 hp)

Initiative: +4 (+4 Dex)

Speed: 40 ft., climb 40 ft.

Defense: 23 (+4 Dex, +9 natural)

Attacks: Bite +11 melee, 2 claws +6 melee, tail +6 melee

Damage: Bite 2d4+7, claw 1d10+3, tail 1d8+3 and Poison

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, highly acidic, improved grab, poison, pounce, tongue strike, trip, web

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.).

Saves: Fort +8, Ref +8, Will +6

Abilities: Str 25, Dex 19, Con 18, Int 1, Wis 14, Cha 3

Skills: Climb +14, Listen +6, Spot +6

Feats: Alertness, Toughness

Challenge Rating: 9

Source: [Alien Toys](#)

Aliens ultimately implanted the ape-like beings that inhabit a jungle planet, known only as Zeevan. Ape hybrids live in hives of 51 drones, with one Queen who lays approximately 36 eggs.

COMBAT

Ape hybrids swing from treetops and enjoy crushing enemies with their claws.

Highly Acidic (Ex): Ape hybrids have particularly acidic blood. Double any damage inflicted from acid blood.

Alien Hybrid, Arachnid

Large Outsider

Hit Dice: 4d8+12 (30 hp)

Initiative: +5 (+5 Dex)

Speed: 30 ft., climb 20 ft.

Defense: 22 (+5 Dex, -1 size, +8 natural)

Attacks: Bite +7 melee, 2 claws +2 melee

Damage: Bite 2d4+4, claw 1d10+2

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, pounce, tongue strike, web

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.).

Saves: Fort +7, Ref +9, Will +5

Abilities: Str 19, Dex 21, Con 16, Int 8, Wis 12, Cha 2

Skills: Climb +11, Hide +3*, Jump +2*, Spot +4*

Challenge Rating: 8

Source: [Alien Toys](#)

Uneducated colonists, who took this Alien hybrid to be some form of giant spider, named arachnid hybrids inaccurately. They do "spin" resin like webs from their lower carapace, but the arachnid comparison stops there. It has only three pairs of limbs. The two forelimbs are little more than spiked pincers, incapable of any fine manipulation.

COMBAT

Arachnid hybrids are hive-bound, never leaving the darkness of the hive if they can help it. They specialize in pouncing on opponents that enter the hive and act primarily as guards.

Skills: +8 racial bonus on Hide and Move Silently checks when using their resin.

Alien Hybrid, Bull

Large Outsider

Hit Dice: 3d8+15 (28 hp)

Initiative: +7 (+7 Dex)

Speed: 40 ft.

Defense: 26 (+7 Dex, -1 size, +10 natural)

Attacks: Bite +5 melee, 2 claws +5 melee, tail +5 melee, gore +10 melee

Damage: Bite 2d4+4, claw 1d10+4, tail 1d8+4 and Poison, gore 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, poison, pounce, tongue strike, trip, web.

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), scent, sense fear, tremorsense (60 ft.), fire vulnerability.

Saves: Fort +8, Ref +10, Will +4

Abilities: Str 26, Dex 24, Con 20, Int 2, Wis 13, Cha 3

Skills: Listen +7, Spot +5

Feats: Alertness, Endurance

Challenge Rating: 10

Source: [Alien Toys](#)

Spawned on an Earth-like world known only as TerraForm 3, this bizarre Alien hybrid is a quadruped. They appear as crouched Aliens with horns jutting out of their heads. Bull hybrids live in hives of 81 drones, with one Queen who lays approximately 57 eggs.

COMBAT

Bull hybrids lead off by charging and then use claw attacks on opponents they overrun.

Powerful Charge (Ex): A bull hybrid typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 2d6+16 points of damage.

Fire Vulnerability (Ex): Bull hybrids take half again as much (+50%) damage as normal from any fire effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Alien Hybrid, Dog

Medium-size Outsider

Hit Dice: 3d8+12 (25 hp)

Initiative: +4 (+4 Dex)

Speed: 40 ft.

Defense: 24 (+4 Dex, +10 natural)

Attacks: Bite +7 melee, 2 claws +2 melee, tail +2 melee

Damage: Bite 1d6+4, claw 2d4+2, tail 1d6+2 and poison

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, poison, pounce, tongue strike, trip

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear,

tremorsense (60 ft.)

Saves: Fort +7, Ref +7, Will +5

Abilities: Str 19, Dex 19, Con 19, Int 2, Wis 14, Cha 6

Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*

Feats: Alertness, Track

Challenge Rating: 9

Source: [Alien 3](#)

Dog hybrids are much more common than other hybrids because dogs followed man into space. They lack the ability to produce resin because they have no tubes on their backs.

COMBAT

Dog hybrids are not particularly intelligent, but they are very cunning.

Alien Hybrid, Killer Crab

Large Outsider

Hit Dice: 5d8+20 (42 hp)

Initiative: +2 (+2 Dex)

Speed: 50 ft.

Defense: 24 (+2 Dex, -1 size, +13 natural)

Attacks: Bite +5 melee, 2 claws +10 melee, tail +5 melee, 2 pincers +5 melee

Damage: Bite 1d10+3, claw 2d4+6, tail 1d8+3, pincer 1d6+3

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, pounce, tongue strike, trip, web, constrict, launch chestbuster

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.).

Saves: Fort +8, Ref +6, Will +5

Abilities: Str 23, Dex 14, Con 18, Int 8, Wis 12, Cha 2

Skills: Climb +8, Hide +0, Spot +4

Challenge Rating: 11

Source: [Alien Toys](#)

The being that mixed DNA with an Alien that ultimately spawned the killer crab hybrid is currently catalogued, but it must have been something truly nasty. Killer crab hybrids walk on four legs and have two additional arms tipped with pincers. They also lack the typical stinger associated with Aliens and instead have a pincer atop their long, sinewy tail. Killer crab hybrids

also have two "normal" Alien limbs. As if that weren't enough, killer crab hybrids carry chestbursters within them and are capable of ejecting them at a distance. The carapace is a dark black with a bright red underbelly.

COMBAT

Killer crab hybrids are overaggressive, attacking everything in sight. They are believed to be a short-lived hybrid species because they carry two chestbursters within them. When a killer crab hybrid nears death, it will launch its chestbursters at a target in the hopes of providing fresh meat for the newborns. Of course, the corpse of the killer crab hybrid will also serve as a suitable substitute.

Improved Grab (Ex): When a killer crab hybrid hits with its claws or tail, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.

Constrict (Ex): A killer crab hybrid deals 1d6+2 on a successful grapple check, in addition to normal pincer damage.

Launch Chestbuster (Ex): In a bizarre nurse-like fashion, killer crab hybrids gestate two other chestbursters upon reaching adulthood. They are stored in the upper carapace of the killer crab hybrid until it deems death is near (at least half hit points), whereupon it will "launch" them at targets. The two chestbursters are allowed to make two separate melee attacks as they make the leap, up to 30 feet away.

Alien Hybrid, Mantis

Large Outsider

Hit Dice: 4d8+16 (34 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

Defense: 22 (+1 Dex, -1 size, +12 natural)

Attacks: Bite +4 melee, 2 claws +9 melee

Damage: Bite 2d4+3, claw 1d10+6

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, pounce, tongue strike, web

Special Qualities: Blindsight (60 ft.), DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.).

Saves: Fort +8, Ref +5, Will +7

Abilities: Str 23, Dex 12, Con 19, Int 8, Wis 16,

Cha 7

Skills: Hide -1*, Spot +6

Challenge Rating: 8

Source: [Alien Toys](#)

This large, lumbering Alien hybrid is most notable for its dark green coloring. Its coloring is so dark that it almost appears black. It does not have the usual poisonous tail.

COMBAT

Mantis hybrids are not active hunters. Rather, they stand very still, waiting for prey to pass by.

Skills: Because of its camouflage, the Hide bonus increases to +12 when a mantis hybrid is surrounded by foliage.

Alien Hybrid, Night Cougar

Medium-size Outsider

Hit Dice: 3d8+12 (25 hp)

Initiative: +6 (+6 Dex)

Speed: 40 ft., climb 20 ft.

Defense: 23 (+6 Dex, +7 natural)

Attacks: Bite +8 melee, 2 claws +3 melee

Damage: Bite 1d6+5, claw 2d4+2

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, launch facehugger, poison, pounce, tongue strike, trip

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.).

Saves: Fort +7, Ref +9, Will +5

Abilities: Str 20, Dex 23, Con 19, Int 2, Wis 14, Cha 2

Skills: Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6

Feats: Alertness, Weapon Finesse

Challenge Rating: 9

Source: [Alien Toys](#)

Spawned on a planet where cougar-like beasts roamed wild, this ferocious predator combines the most dangerous traits of Aliens with the killing skills of a great cat. It appears as a jet black Alien on all fours with bright red markings on its legs and arms. There is another cat-like hybrid that is sand colored in appearance and known as a panther hybrid. It is otherwise identical to the night cougar.

COMBAT

The speed and stealth that make cougars so dangerous makes a night cougar even more frightening. Its most disturbing attack is the facehugger it carries on its back.

Launch Facehugger (Ex): In a bizarre nurse-like fashion, a night cougar "delivers" a facehugger to its prey. The facehugger rides the back of the night cougar until it incapacitates a host, whereupon it launches the facehugger. The facehugger makes a separate melee attack it leaps, up to 30 feet away. Upon launching its facehugger, the night cougar dies 1d4 rounds later.

Alien Hybrid, Rhino

Large Outsider

Hit Dice: 8d8+56 (92 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft

Defense: 17 (+2 Dex, -1 size, +6 natural)

Attacks: Bite +17 melee, gore +17 melee

Damage: Bite 2d4+10, gore 2d6+10

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, tongue strike, web.

Special Qualities: Blindsight (60 ft.), DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.).

Saves: Fort +13, Ref +8, Will +8

Abilities: Str 30, Dex 14, Con 25, Int 2, Wis 15, Cha 2

Skills: Listen +14, Spot +3

Feats: Alertness, Endurance, Improved Natural Attack (gore)

Challenge Rating: 11

Source: [Alien Toys](#)

Rhino hybrids are created from rhynt, rhino-like herbivores native to the planet Ryushi. Rhynt are large quadrupeds that have two horns on their snout, travel in herds, and are domesticated just like cows. Rhino hybrids are similar in appearance, although their heads have the typical Alien appearance. They do not possess tails and walk on all fours, which make rhino hybrids slightly less deadly than their humanoid counterparts.

COMBAT

Powerful Charge (Ex): A rhino hybrid typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+20 points of damage.

Alien Hybrid, Scorpion

Large Outsider

Hit Dice: 5d8+20 (42 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 60 ft., climb 60 ft., swim 40 ft.

Defense: 21 (+3 Dex, -1 size, +9 natural)

Attacks: Bite +8 melee, 2 claws +10 melee, tail +8 melee

Damage: Bite 1d8+3, claw 1d6+6, tail 1d8+3 and poison

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, highly poisonous, improved grab, poison, pounce, spikes, tongue strike, trip, web

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.).

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 23, Dex 16, Con 18, Int 8, Wis 10, Cha 5

Skills: Balance +3, Climb +14*, Escape Artist +3, Hide +15*, Intimidate +9*, Jump +8, Listen

+0, Move Silently +15*, Search -1, Spot +2

Feats: Improved Initiative, Multiattack

Challenge Rating: 10

Source: [Alien Toys](#)

Contrary to what their name might imply, these Alien hybrids are not from scorpion stock. Rather, they are highly poisonous Aliens who have a deadly stinger that usually ends up killing prey rather than paralyzing it. They were hatched on the desert planet of Tanaka 5. Scorpion hybrids live in hives of 39 drones, with one Queen who lays approximately 23 eggs.

COMBAT

Highly Poisonous (Ex): In addition to the usual effects of an Alien's poisonous tail, the target suffers 1d4 Con on the first failed save and then must make an additional save or lose another 1d4 Con.

Spikes (Ex): Scorpion hybrids are covered in spikes that inflict 1d4 vs. Small or 1d6 vs. Medium points of piercing damage on a successful grapple attack.

Alien Hybrid, Snake

Huge Outsider

Hit Dice: 11d8+36 (85 hp)

Initiative: +5 (+5 Dex)

Speed: 20 ft., climb 20 ft., swim 20 ft.

Defense: 23 (+5 Dex, -2 size, +10 natural)

Attacks: Bite +18 melee

Damage: Bite 2d6+13

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, frightful presence, improved grab, poison, pounce, tongue strike, trip, constrict, improved grab

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.)

Saves: Fort +10, Ref +12, Will +9

Abilities: Str 29, Dex 21, Con 17, Int 1, Wis 14, Cha 2

Skills: Balance +11, Climb +17, Hide +10,

Listen +9, Spot +9, Swim +16

Feats: Alertness, Endurance, Skill Focus (Hide), Toughness

Challenge Rating: 8

Source: [Alien Toys](#)

Snake hybrids are sepia-colored versions of the more traditional constrictor snake with a pair of wing-like spines that project from the sides of its head to form a hood.

COMBAT

Snake hybrids are stealthy and calculating. Although they move slower, they are much larger than humanoid Aliens and capable of getting into places where other Aliens can't.

Constrict (Ex): A snake hybrid deals 2d6+13 on a successful grapple check, in addition to the grappling weapon's normal damage.

Alien Hybrid, Terminator

Large Construct/Tough Hero 5/Soldier 5

Hit Dice: 4d10 + 5d10 + 5d10 (77 hp)

Initiative: +1 (+1 Dex)

Speed: 50 ft

Defense: 30 (+1 Dex, -1 size, +14 natural, +6 class)

Attacks: M-27 plasma rifle +10 ranged, claw +18 melee

Damage: M-27 plasma rifle 4d10, claw 1d10+10

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Fear attraction, frightful presence, improved grab, pounce, element leech.

Special Qualities: AI module, biosynthetic conversion, blindsight (60 ft.), climb, combat programming, DR 5/fire, enhanced dexterity, enhanced strength, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), improved visual sensors, integral laser sight, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision, natural armor (+6), scent, sense fear, tremorsense (60 ft.).

Saves: Fort +7, Ref +6, Will +3

Abilities: Str 30, Dex 16, Con ---, Int 10, Wis 12, Cha 4

Skills (49): Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Navigate +3, Search +5, Listen +3, Sense Motive +3, Spot +7, Bluff +5, Disguise +5, Gather Information +2, Intimidate +7

Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe

Challenge Rating: 18

Source: [Aliens vs. Predator vs. Terminator](#)

These rare Alien hybrids are actually advanced cybernetic organisms. Their hulking size is augmented by Alien flesh surrounding a titanium chassis. They appear as big blue brutes with glowing red eyes, a small nose, a maw full of fangs, and white claws on their fingers and toes. They were formed by "crypto-Terminators," cybernetic sleeper organisms designed to bring back the glory days of Skynet. For more information about Skynet and Terminators, see [Terminator: Future Fate](#).

COMBAT

At first glance, Alien hybrid Terminators seem like mindless killing machines. In reality, they are single-minded fighting force that is hell bent on creating more of its kind to eventually take over the universe. Alien hybrid Terminators are smart enough to minimize casualties, even sacrificing themselves for the good of the others. It should be noted that despite their Alien physiognomy, Alien hybrid Terminators are not immune to acid.

Element Leech (Su): By touching any non-organic surface for one standard action, an Alien hybrid Terminator can drain an object of its physical integrity and simultaneously heal itself. This process causes 7d6 points of damage to the object touched. The Alien hybrid Terminator gains temporary hit points equal to the damage dealt. However, it can't gain more than the object's current hit points +10, which is enough to destroy the object. The temporary hit points disappear 1 hour later. The Alien hybrid Terminator can use this ability once per round. Alien hybrid Terminators use this ability to great effect on ships and space stations by absorbing bulkheads.

Alien Hybrid, Wild Boar

Medium-size Outsider

Hit Dice: 3d8+18 (31 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

Defense: 24 (+2 Dex, +12 natural)

Attacks: Bite +2 melee, 2 claws +2 melee, gore +7 melee

Damage: Bite 1d6+2, claw 2d4+2, gore 1d8+4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Acid blood, breath weapon (3d6), fear attraction, ferocity, frightful presence, improved grab, pounce, tongue strike

Special Qualities: Blindsight (60 ft.), climb, DR 5/fire, energy resistance (cold 5, electrical 5), fast healing 1, hive mind, immune to energy (acid, gas, vacuum, and mind-altering effects), psychic vulnerability, scent, sense fear, tremorsense (60 ft.)

Saves: Fort +8, Ref +5, Will +5

Abilities: Str 19, Dex 14, Con 21, Int 2, Wis 15,

Cha 4

Skills: Listen +7, Spot +5

Feats: Alertness, Toughness

Challenge Rating: 9

Source: [Alien Toys](#)

Wild boar hybrids are only superficially similar to boars. They walk on all fours and do not have poisonous tails. They do, however, have concealed spikes in their large heads. Wild boars are jet black with red markings on their head.

COMBAT

Wild boars are ferocious combatants, charging headlong at opponents.

Ferocity (Ex): A wild boar hybrid is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Arcturian, Queen

Large Outsider

Hit Dice: 20d8+100 (190 hp)

Initiative: +0

Speed: 0 ft.

Defense: 23 (-1 size, +14 natural)

Attacks:

Damage:

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities

Special Qualities: Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10 and fire 10, sonic vulnerability, spell resistance 30, telepathy, keen senses, tremorsense

Saves: Fort +19, Ref +12, Will +19

Abilities: Str ---, Dex ---, Con 20, Int 20, Wis 20, Cha 21

Skills: Appraise +28, Bluff +28, Concentration +28, Diplomacy +32, Disguise +5 (+7 acting), Intimidate +30, Knowledge (any three) +28, Listen +30, Sense Motive +28, Spellcraft +28 (+30 scrolls), Spot +30, Use Magic Device +28 (+30 scrolls)

Feats: Alertness, Eschew Materials, Great Fortitude, Improved Counterspell, Iron Will, item creation feat (any one), Maximize Spell, Spell Focus (enchantment)

Challenge Rating: 17

Source: [Aliens Adventure Game](#)

The Arcturian queen cannot move. With her telepathic abilities, though, she can send instructions to and get reports from any Arcturian within her range. She is about 6 feet long, 4 feet high, and weighs about 5,000 pounds.

COMBAT

The queen does not fight. She has no ability to move. If necessary, a team of workers and Arcturian workers to haul her enormous bulk to where she needs to go. This sort of occurrence is very rare, however, and most of the time the queen remains within her well-defended chambers.

Despite her utter lack of physical activity, the queen can use spell-like abilities to great effect in her own defense as well as the defense of the hive.

Spell-Like Abilities: At will—*calm emotions* (DC 17), *charm monster* (DC 19), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts*, *hold monster* (DC 20), *true seeing*. Caster level 17th. The save DCs are Charisma-based.

Vulnerability to Sonic: Arcturians take half again as much (+50%) damage as normal from any sonic effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Arcturian, Worker

Medium-size Outsider

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft

Defense: 17 (+2 Dex, +5 natural)

Attacks: Battleaxe +0 melee, shortspear +0 ranged

Damage: Battleaxe 1d8+2, shortspear 1d6

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Keen senses, tremorsense, vulnerability to sonic

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 15, Dex 14, Con 14, Int 6, Wis 14, Cha 11

Skills: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12

Feats: Dodge, Multiattack

Challenge Rating: 2

Source: [Aliens Adventure Game](#)

Native of Arcturus, Arcturians are mammal-like creatures that have a society similar to ants: they live in underground hives, have a single

large queen that lays eggs, and raise their young in communal nursing chambers. Although they are warm-blooded omnivores that breathe atmosphere and are roughly humanoid, they have no eyes. Arcturians interact with environment through sound only. Their young are amphibious and are raised in warm pools at the bottom of the hive.

COMBAT

Arcturians have a semblance of culture and know how to craft and use weapons. They have been known to lay traps for colonists, even collapsing shafts on intruders. They also know when to wait until lights are out before attacking maximizing their advantage. Arcturians are extremely vulnerable to sound attacks and sonic barriers keep them hedged in most of the time. Arcturians will defend their queen to the death.

Vulnerability to Sonic: Arcturians take half again as much (+50%) damage as normal from any sonic effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Harvester, Burrowing

Huge Outsider

Hit Dice: 9d8+45 (85 hp)

Initiative: -1 (-1 Dex)

Speed: 40 ft., burrow 10 ft.

Defense: 19 (-1 Dex, -2 size, +12 natural)

Attacks: Bite +16 melee, 2 claws +10 melee

Damage: Bite 2d8+8, claw 2d6+4

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Leap

Special Qualities: Keen senses, scent, tremorsense

Saves: Fort +11, Ref +5, Will +9

Abilities: Str 26, Dex 8, Con 20, Int 5, Wis 13, Cha 6

Skills: Jump +18, Listen +9, Spot +3

Feats: Alertness, Iron Will, Track, Weapon Focus (bite)

Challenge Rating: 8

Source: [Aliens Adventure Game](#)

Burrowing harvesters are large creatures that live deep in the crust of Tartarus. Shaped like an armadillo, harvesters use their massive front claws and powerful snout for digging. Their objective: to burrow to the surface, gorge itself on organic matter, and store it in the burrower's gut, to be regurgitated in its lair down below. Harvesters operate in groups not dissimilar to wolf packs, which makes them even more dangerous.

COMBAT

When a harvester senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack. A harvester's attack is not subtle; it charges, overruns, or even rams its target.

Leap (Ex): A burrower can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

Harvester, Carrier

Huge Outsider

Hit Dice: 9d8+45 (85 hp)

Initiative: -1 (-1 Dex)

Speed: 40 ft., burrow 10 ft.

Defense: 19 (-1 Dex, -2 size, +12 natural)

Attacks: 2 claws +10 melee

Damage: Claw 2d6+4

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Release drones

Special Qualities: Keen senses, scent, tremorsense

Saves: Fort +11, Ref +5, Will +9

Abilities: Str 26, Dex 8, Con 20, Int 5, Wis 13, Cha 6

Skills: Jump +18, Listen +9, Spot +3

Feats: Alertness, Iron Will, Track, Weapon Focus (bite)

Challenge Rating: 7

Source: [Aliens Adventure Game](#)

Similar to the burrowing harvest, carriers have a tapered snout that only allows a rough tongue to rasp in and out – they are not predators. They are, however, troop transports of a sort, carrying in up to 12 drones that they carry on their backs.

COMBAT

Carrier harvesters are entirely defensive. Their purpose is to defend the lair, which they patrol regularly. Upon sensing danger, a carrier automatically releases all of its drones at once.

Release Drones (Ex): A carrier has 1d12 drones that it can spawn once every three weeks.

Harvester, Drone

Medium-size Outsider

Hit Dice: 3d8+12 (25 hp)

Initiative: +4 (+4 Dex)

Speed: 40 ft., climb 10 ft.

Defense: 20 (+4 Dex, +6 natural)

Attacks: Bite +8 melee (+20 grapple)

Damage: Bite 1d6+7

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Locking bite, constrict, improved grab, ferocity

Special Qualities: Keen senses, scent, tremorsense

Saves: Fort +6, Ref +7, Will +4

Abilities: Str 20, Dex 18, Con 17, Int 3, Wis 13, Cha 4

Skills: Listen +7, Spot +5

Feats: Alertness, Toughness

Challenge Rating: 2

Source: [Aliens Adventure Game](#)

Drones are not separate creatures, but semi-sentient growths spawned from carrier harvesters. Their sole purpose is to defend the lair and attack smaller animals that burrowing harvesters cannot reach. They live for only three hours, whereupon they shrivel up and die on the spot.

COMBAT

Upon being released from the back of a carrier, drones immediately bit everything that moves.

Ferocity (Ex): A drone is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Improved Grab (Ex): When a drone hits with its bite, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can constrict.

Constrict: A drone deals 1d6+2 on a successful grapple check, in addition to the grappling weapon's normal damage.

Locking Bite (Ex): If a drone hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body. The jaws actually ratchet down and cannot be opened short of breaking the mandibles. An attached drone is effectively grappling its prey. The drone loses its Dexterity bonus to Defense and has an Defense of 12, but holds on with great tenacity. Drones have a +12 racial bonus on grapple checks. An attached drone can be struck with a weapon or grappled itself.

Lacerta Worm

Fine Outsider

Hit Dice: 0.125d8 (0 hp)

Initiative: +0

Speed: 10 ft.

Defense: 18 (+8 size)

Attacks:

Damage:

Face/Reach: ½ ft by ½ ft/0 ft

Special Attacks: Burrow

Special Qualities: Tremorsense

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 2, Dex 10, Con 10, Int 10, Wis 10, Cha 1

Skills: Jump +3, Hide +19

Challenge Rating: 4

Source: [Alien Resurrection](#)

Lacerta worms are native to Lacerta and nearly wiped out the entire colony there. They crawl off carrion and infest living hosts.

COMBAT

When first encountered, a Spot check (DC 15) must be made to avoid the worms entirely.

If this check is failed, the Lacerta worm penetrates the victim's skin.

Burrow (Ex): A Lacerta worm secretes an anaesthetic when it bites. A burrowing worm can be noticed if the victim succeeds at a Wisdom check (DC 15). If successful, the victim sees strange rippling beneath his skin. If failed, the creature does not notice the worms.

A burrowing worm deals 2d6 points of temporary Constitution damage each round. At Constitution 0, the victim dies. The worms then look for a new host. During the first two rounds, a burrowing Lacerta worm can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 2d6 points of damage to the victim, but kills the worms. After the second round, only surgery can kill the worms as they burrow to the victim's heart and devour it (still dealing 2d6 points of temporary Constitution damage each round).

Space Jockey

Huge Outsider

Hit Dice: 10d8+30 (75 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft.

Defense: 13 (+2 Dex, -2 size, +3 natural)

Attacks: Slam +17 melee, jockey pistol +10/+5 ranged

Damage: Slam 2d6+9, jockey pistol 3d8

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Psionics

Special Qualities: Empathy, Alien phobia

Saves: Fort +10, Ref +9, Will +12

Abilities: Str 28, Dex 14, Con 16, Int 19, Wis 17, Cha 17

Skills: Bluff +8, Concentration +12, Hide +8, Intimidate +10, Knowledge (any three) +9, Listen +10, Move Silently +7, Spot+10.

Feats: Alertness, Improved Initiative, Iron Will, Personal Weapons Proficiency

Challenge Rating: 9

Source: [Dark Horse Presents: Aliens](#)

Appearing as tall humanoids with elephant like snouts wreathed in tentacles, these strange beings, nicknamed "Space Jockeys," are an ancient race. Their names are deceptive: they are an extremely malevolent species bent on the destruction of Aliens and conquering the universe. Fortunately, space jockeys are extremely rare. Only two have been encountered to date – the corpse of the pilot carrying the Alien eggs being the first. The only

encounter with a live space jockey nearly ended with the Earth being terraformed to suit its tastes. The Earth was saved when several Synthetics were sent in to distract it as nuclear missiles targeted the space jockey's ship. It is possible that other space jockeys exist, but certainly not in any large numbers or they would have already conquered the universe.

COMBAT

Space jockeys are immensely strong, capable of ripping a grown man in half with little effort. They are also extremely gifted psionics, capable of tearing lesser minds apart. Armed with advanced technology, they are terrible opponents.

Psionics (Sp): A space jockey can use the following psionic powers at will, as though manifested by a 10th-level psion (save DC = 10 + Psion's key ability modifier + power level): *brain lock, demoralize, domination, greater telepathic projection, lesser domination, mindlink, lesser mindlink, suggestion, levitate.*

Empathy (Sp): A space jockey can communicate empathically with any creature within 100 feet.

Alien Phobia (Sp): Space jockeys loathe Aliens but fear them more than anything else in the universe. A space jockey suffers a –4 morale penalty to all saving throws against Alien attacks.

Synthetics come in more forms than the Service Synthetic. While the Service Synthetic is most common, there are a wide variety of other Synthetics that exist for a variety of purposes.

Synthetics possess the following traits:

- **Construct:** Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to subdual damage, ability damage, energy drain, or death from massive damage. If a Synthetic is wearing a disguise, more than 10 points of damage in a single hit will reveal its true nature.
- **Healing:** Constructs cannot heal, they must be repaired.
- **Personal Communicator:** The Synthetic can digitally communicate securely and encrypted with any other Synthetic. A backup laser communication system is installed for secure line of sight communication between units and an alternate physical cable plug exists to link two units via high-speed data cable.

Synthetics might have some, all, or none of the followings upgrades:

- **AI Module:** The Synthetic can learn, which allows it to use any skill untrained that a living being could.
- **Biosynthetic Conversion:** The Synthetic looks like a person with flesh and skin.
- **Combat Programming:** The Synthetic can gain the benefits of having a class.
- **Darkvision:** The Synthetic can see in the dark up to 60 feet.
- **Enhanced Dexterity:** The Synthetic is faster than usual and receives a +6 racial bonus to Dexterity.
- **Enhanced Strength:** The Synthetic has reinforced servos and musculature to increase its strength. It receives a +6 Strength bonus.
- **Internal Audio Sensors:** The Synthetic receives a +2 bonus to Listen checks.
- **Improved Visual Sensors:** The Synthetic receives a +2 bonus to Search and Spot checks.

- **Integral Laser Sight:** The Synthetic has various sensors and laser precision optics mounted inside a "head" unit. The Synthetic receives a +1 bonus on all ranged attack rolls.
- **Language Module:** The Synthetic can speak and write a language.
- **Motion Sensors:** The Synthetic gets a +2 bonus to Spot checks.
- **Multiscanner:** The Synthetic has a Geiger counter that can detect radiation within 500 feet, a chemical sniffer that can analyze raw materials within 100 feet, a magnetic/spectromic array that can analyze material within 100 feet, and an electrical sensor that can identify life forms within 100 feet.
- **Natural Armor (+2):** The Synthetic has extra armor that bestows a +2 bonus to Defense.
- **Natural Armor (+4):** The Synthetic has extra armor that bestows a +4 bonus to Defense.
- **Natural Armor (+6):** The Synthetic has extra armor that bestows a +6 bonus to Defense.
- **Reinforced Construction (10/-):** The Synthetic gains damage resistance of 10/-.
- **Reinforced Construction (5/-):** The Synthetic gains damage resistance 5/-.
- **Sensory Recorder:** The Synthetic can store up to 100 hours of recordings for later reference.
- **Telescopic Vision:** The Synthetic suffers a –1 penalty on Spot checks for every 100 feet of distance instead of every 10 feet.
- **Tracks:** Its tracked multiple wheels give the Synthetic superior grip and maneuverability over loose rubble and uneven terrain. The Synthetic suffers no movement penalties for poor surface conditions.

Large Construct/Fast Hero 5/Infiltrator 5

Hit Dice: 4d10 + 4d8 + 4d8 (66 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft

Defense: 21 (+1 Dex, -1 size, +2 natural, +9 class)

Attacks: 2 claws +15 melee, bite +10, tail +10

Damage: Bite 1d8+5, claw 1d6+8, tail 1d8+5

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Improved grab, pounce, tongue strike, trip, constrict, construct laser.

Special Qualities: AI module, biosynthetic conversion, blindsight, climb, combat programming, construct, darkvision, DR 5/fire, energy resistance (cold 5, electricity 5), enhanced dexterity, enhanced strength, immune to acid, gas, vacuum and mind-altering effects, improved visual sensors, keen senses, language module, motion sensors, multiscanner, scent, telescopic vision, tremorsense, pheromone collar

Saves: Fort +3, Ref +9, Will +3

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (75): Bluff +10, Disguise +15, Gather Information +2, Hide +9, Intimidate +2, Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Listen +3, Move Silently +9, Navigate +3, Search +5, Sense Motive +3, Spot +7

Feats (3): Improved Initiative, Run, Stealthy

Challenge Rating: 13

Source: [Aliens: Stronghold](#)

Developed by Dr. Mayakovsky, these Synthetics are indistinguishable from Aliens. They are equipped with artificial pheromone secreters that make them "smell" just like Aliens. This doesn't make them any more appealing to human beings, who find them incredibly unnerving.

COMBAT

Alien Synthetics are extremely well suited for combat, if only because they are modeled after terrifying killing machines. Like all Synthetics, Alien Synthetics cannot normally harm human beings. They can kill Aliens, but are usually loathe doing so as it ruins their cover.

Tongue Strike (Ex): If an Alien Synthetic hits with both claw attacks, the alien may make a special bite, using its inner mandibles. This attack is instead of the regular bite and allows a Reflex save (DC 15). This attack inflicts 4d6+8 hit points of damage. By leaving the inner "mouth" closed, subdual damage may be done instead of regular, allowing the capture of live hosts.

Trip (Ex): An Alien Synthetic that hits with its tail attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the Alien Synthetic.

Improved grab (Ex): To use this ability, the Alien Synthetic must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its tongue strike ability.

Construct Laser (Ex): Some Alien synthetics are capable of producing a small laser by carefully disassembling themselves. This process takes 1d4 rounds and the laser is otherwise exactly like the light laser (q.v.). The Alien Synthetic knows how to wield the laser and can use it to good effect in combat. Aliens modified in this fashion have the Personal Firearms Proficiency instead of the Run feat.

Pheromone Collar (Ex): All Alien synthetics are equipped with pheromone collars that last for six hours before requiring recharging.

Synthetic, Combat

Large Construct/Tough Hero 5/Soldier 5

Hit Dice: 4d10 + 5d10 + 5d10 (77 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 24 (+1 Dex, -1 size, +8 natural, +6 class)

Attacks: heavy phased plasma cannon +10 ranged, 40mm grenade launcher +10 ranged, flamethrower +10 ranged, slam +16 melee

Damage: heavy phased plasma rifle 10d10, HEF grenade 3d6, flamethrower 3d6, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: AI module, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, language module, motion sensors, multiscanner, reinforced construction (10/-), telescopic vision, construct, darkvision, natural armor (+6), immune to acid

Saves: Fort +7, Ref +6, Will +3

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 8

Skills (49): Bluff +5, Gather Information +2, Intimidate +12, Investigate +4, Knowledge (earth & life sciences) +3, Knowledge (history) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Listen +3, Navigate +3, Search +5, Sense Motive +3, Spot +7

Feats (3): Personal Firearms Proficiency, Advanced Firearms Proficiency, Strafe

Challenge Rating: 15

Source: [Aliens: Stronghold](#)

Combat Synthetics have three-ton titanium exoskeletons, are fully armored, and covered with a neutra-gel lined outer skin that makes them immune to Alien blood.

COMBAT

Combat Synthetics are massive, lumbering behemoths that aren't big on finesse. They specialize in destroying Alien hives. Like all Synthetics, Combat Synthetics are prohibited from harming human beings, but have no qualms about destroying other Synthetics.

Large Construct/Fast Hero 5/Infiltrator 3/Martial Artist 2

Hit Dice: 4d10 + 5d8 +3d8 +2d8 (66 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft

Defense: 19 (+1 Dex, -1 size, +9 class)

Attacks: M4A3 pistol +10 ranged, slam +16 melee

Damage: M4A3 pistol 1d10, slam 1d8+8

Face/Reach: 5 ft by 5 ft/10 ft

Special Qualities: AI module, biosynthetic conversion, combat programming, enhanced dexterity, enhanced strength, improved visual sensors, language module, motion sensors, multiscanner, telescopic vision, construct, darkvision

Saves: Fort +3, Ref +11, Will +3

Abilities: Str 26, Dex 12, Con ---, Int 12, Wis 10, Cha 18

Skills (67): Bluff +24, Disguise +20, Gather Information +7, Intimidate +7, Investigate +4, Knowledge (behavioral sciences) +3, Knowledge (earth & life sciences) +3, Knowledge (tactics) +3, Knowledge (technology) +3, Listen +3, Navigate +3, Search +5, Sense Motive +3, Spot +7.

Feats (3): Combat Martial Arts, Improved Combat Martial Arts, Deceptive

Challenge Rating: 13

Source: [Aliens: Stronghold](#)

Sex Synthetics, also known as "Sex Synths," are used both as personal bodyguards as well as sexual companions. They are all uniformly beautiful women, with attributes varying according to the preference of the human males they are assigned to.

COMBAT

Sex Synthetics are both beautiful and dangerous when they want to be. Because of the nature of their profession, many Sex Synthetics are capable of harming human beings. Their knowledge of human anatomy is extensive and they use it to their advantage in melee combat.

LINKS

Books

For more information about books that were used to help create this document, see [Section 15](#) of the Open Gaming License.

- [Alien 3](#)
- [Alien Resurrection](#)
- [Alien Resurrection : The Official Junior Novelization](#)
- [Alien Resurrection Postcard Book](#)
- [Alien Resurrection Scriptbook](#)
- [Aliens](#)
- [Aliens vs. Predator: Hunter's Planet](#)
- [Aliens vs. Predator: Prey](#)
- [Aliens: Alien Harvest](#)
- [Aliens: Earth Hive](#)
- [Aliens: Genocide](#)
- [Aliens: Labyrinth](#)
- [Aliens: Music of the Spears](#)
- [Aliens: Rogue](#)
- [Aliens: Tribes](#)
- [Colonial Marines Technical Manual](#)
- [Giger's Alien \(hardcover\)](#)
- [Giger's Alien \(paperback\)](#)
-

Comics

- [Aliens vs. Predator: Deadliest of the Species](#)
- [Aliens vs. Predator: War](#)
- [Aliens: Alchemy](#)
- [Aliens: Apocalypse – Destroying Angels](#)
- [Aliens: Berserker](#)
- [Aliens: Book One](#)
- [Aliens: Colonial Marines](#)
- [Aliens: Earth Angel](#)
- [Aliens: Elder Gods](#)
- [Aliens: Female War](#)
- [Aliens: Genocide](#)
- [Aliens: Harvest](#)
- [Aliens: Hive](#)
- [Aliens: Labyrinth](#)
- [Aliens: Mondo Pest](#)
- [Aliens: Nightmare Asylum](#)
- [Aliens: Outbreak](#)
- [Aliens: Rogue](#)
- [Aliens: Stronghold](#)
- [Aliens: Salvation and Sacrifice](#)
- [Aliens: Wraith](#)
- [Batman vs. Aliens](#)
- [Dark Horse Presents: Aliens](#)
- [Superman vs. Aliens](#)

DVDs

- [Alien](#)
- [Aliens](#)
- [Alien 3](#)
- [Alien Resurrection](#)

Games

- [Alien 3 \(SG\)](#)
- [Alien 3 \(SGG\)](#)
- [Alien 3 \(SN\)](#)
- [Alien Resurrection \(PS\)](#)
- [Alien Trilogy \(PS\)](#)
- [Alien Trilogy \(Sega\)](#)
- [Alien vs. Predator \(SN\)](#)
- [Alien vs. Predator \(Super Nintendo\)](#)
- [Alien vs. Predator 2 Gold \(Windows\)](#)
- [Alien vs. Predator 2 Gold \(Windows\)](#)
- [Alien: Fuzion RPG](#)
- [Aliens and Colonial Marines in ShockForce](#)
- [Aliens in Star Grunts](#)
- [Aliens: The Breeding](#)
- [Aliens vs. Predator \(Windows\)](#)
- [Aliens vs. Predator 2 \(Mac\)](#)
- [Aliens vs. Predator 2 \(Windows\)](#)
- [Aliens vs. Predator 2: Primal Hunt Expansion \(Mac\)](#)
- [Aliens vs. Predator 2: Primal Hunt Expansion \(Windows\)](#)
- [Aliens vs. Predator Extinction \(PS2\)](#)
- [Aliens vs. Predator Extinction \(Xbox\)](#)
- [Aliens vs. Predator Gold \(Windows\)](#)
- [Aliens vs. Predator MUD](#)
- [Aliens: Cyberpunk 2020 RPG](#)
- [Aliens: Thanatos Encounter \(GBC\)](#)
- [Aliens: The Movie Sim](#)

Music

- [Alien 3](#)
- [Alien Resurrection](#)
- [Aliens](#)
- [The Alien Trilogy](#)

Toys

- [Movie Maniacs VI: Alien Queen](#)
- [Movie Maniacs VI: Warrior Alien](#)
- [Movie Maniacs VI: Dog Alien](#)

Videos

- [Alien](#)
- [Alien 3](#)
- [Alien 3: Spanish Subtitles](#)
- [Alien 3: Widescreen Edition](#)

- [Alien Resurrection](#)
- [Alien Resurrection: Spanish Subtitles](#)
- [Alien Trilogy Gift. Pack](#)
- [Alien: Spanish Subtitles](#)
- [Alien: Widescreen Edition](#)
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- [Aliens: Spanish Subtitles](#)
- [Aliens: Widescreen Edition](#)

Web

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- [Alien FAQ](#)
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- [D20 ALIENS vs. PREDATOR](#)
- [THE ALIEN ENCYCLOPEDIA](#)
- [The ALIEN Universe Timeline](#)

ABOUT THE CONTRIBUTORS

Michael Tresca

Michael "Talien" Tresca is a writer, communicator, speaker, artist, and gamer. He has an 11-year-old D&D role-playing campaign, Welstar, which is one of the six worlds in [RetroMUD](#) and where many of his short stories take place. Michael has published three D20 modules: "[Tsar Rising](#)", "[All the King's Men](#)," and "[The Dancing Hut](#)" from MonkeyGod Enterprises. He has written numerous supplements, including "[Frost and Fur](#)" and "[Abyss](#)," also from MonkeyGod Enterprises, "[Mercenaries: Born of Blood](#)" from Otherworld Creations, and "[Combat Missions](#)" from Paradigm Concepts. Michael has also contributed to "[Relics](#)" from AEG and "[The Iron Kingdoms Campaign Guide](#)" from Privateer Press. Michael has also written magazine articles for Spectre Press' [Survival Kit](#) series, [Dragon Magazine](#), [Scrollworks](#), and [D20 Weekly](#). He has written a multitude of reviews of role-playing and computer games for [RPG.net](#), [Gamers.com](#), [Allgame.com](#), and [Talien and Maleficent's Bazaar](#). Michael has presented at various panels, including [Dragon*Con](#), [I-Con](#), and [Bakuretsucon](#). When he's not writing, Michael can be found as his alter ego, Talien, on [RetroMUD](#) as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English.

Scott Middlebrook

Scott Middlebrook runs the [Alien Universe Timeline](#) as well as the [Alien Encyclopedia](#). It's been a long time since Scott indulged in Star Wars, Call of Cthulhu, Robotech, or AD&D, but he is excited about this collaboration. Scott's two sites are some of the most thorough analyses of Aliens on the Internet.



Dan McAllister

Dan McAllister included few physical descriptions and no images in his [original Alien conversions](#). He assumed anyone interested in his d20 conversions has seen or has access to the movies, thus knows what the things look like. If you plan to run these creatures, Dan encourages you to buy Aliens at least, the other three movies if you can afford them. They are a great reference. Dan's conversion efforts are an attempt to fit the Aliens to D&D, not an attempt to fit D&D to a quasi-sci-fi universe containing the creatures. He tried to keep them true to the movies while being challenging and interesting and fitting as well as possible within the D&D3e rules. Keeping this in mind should answer any questions as to "Why the !@#\$ did he do THAT?". Dan welcomes discussion, suggestions, or comments on this work. He hopes other players enjoy the creatures and would like to know of any modifications that others feel need to be made. Dan looks forward to see how people use his adaptation.

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