IMAGinES
ALIENS

Using the Cyberpunk 2020 System

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Based on
ALIENS Colonial Marines Technical Manual
by Lee Brimmicombe-Wood

Bringing the ALIENS universe to the Cyberpunk 2020 system.
These rules introduce new weaponry, equipment and skill programs
for roleplaying in the United States Colonial Marine Corps.
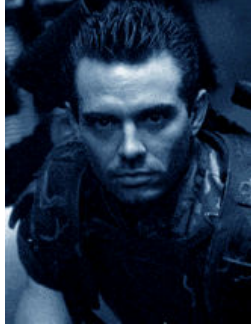
Last Updated: September 22, 1998

This is not a stand-alone roleplaying game
It is a supplement for Cyberpunk 2020
Some Cyberpunk 2020 literature will be needed to use this material

The main rules and Home of the Brave are a necessity;
Deep Space, Maximum Metal and Chromebook 3 are advisable.
The aforementioned Colonial Marines Technical Manual will also provide a good deal of depth on larger
Marine equipment and tactics.

This supplement has been playtested, but feedback has been limited.
Please email the author at imagines@nlc.net.au if playtesting brings up any interesting rules changes.

MARINE CHARACTERS

STATISTICS

To aid in the determination of physical and mental fitness a military ranking system is used upon application to the United States Colonial Marine Corps and the United States AeroSpace Force. The system assigns 65 points to nine statistics: INT, REF, TECH, COOL, ATTR, BOD, MA, LUCK and EMP. To enter the Colonial Marine Corps, REF, TECH, COOL and BODY have to be at least seven or more. To enter the USASF, REF, TECH and COOL have to be at least eight or more, whilst BODY and INT need only equal or exceed six; these requirements also apply to trainees in the USCMC AeroSpace Division.

TRAINING
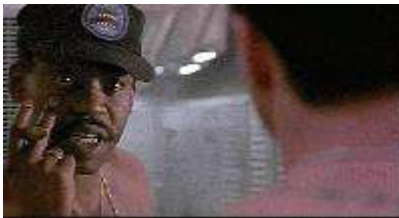
A trainee joins the Marine Corps or the United States AeroSpace Force at age 16. Here he chooses which field of service he will enter. The next two years of his life are spent undergoing training in his respective field. Basic Training and Advanced Individual Training both take up all 40 career skill points. Basic Training is skills that all Marines are taught. Advanced Individual Training allows for some personal choice for the character as to the role he will play in the squad. As usual, pickup skill points may not be spent on skills gained through BT or AIT.

Note that learning multipliers greater than one (for harder-to-learn skills) apply to spending on skills during training (ie. Choi Li Fut (3) costs 3 points for level 1, 6 points for level 2, etc.).

MARINE INFANTRY TRAINING

Basic Training
This uses 14 Career Skill points.

- Awareness/Notice +2
- Brawling +1
- Stealth +1
- Endurance +1
- Swimming +1
- First Aid +1
- Wilderness Survival +1
- Heavy Weapons +1
- Melee +1
- Rifle +2
- Space Survival +1

Advanced Individual Training
26 Career Skill points may be split between AIT and/or Basic Training skills.

- Electronics
- Martial Arts (Choose)
- Handgun
- Demolitions
- Programming
- Watercraft
- Athletics
- Driving
- Interrogation
- Pilot (Any except spacecraft)
- Electronic Security
- Expert: Military Identification
- AV Tech
- Expert: Tactics
- Leadership
- Basic Tech
- Weaponsmith
- Operate Heavy Machinery
- Smart Gun*
- Medical Tech**

*A Marine must meet the following stat requirements before taking Smart Gun: REF 7+, BOD 8+, TECH 7+. Weaponsmith and Electronics then must be taken at at least +2. The character becomes a Smart Gunner, and may not take Medical Tech.

**If Medical Tech is taken, the Marine becomes a Medtech, and may choose from the following AIT skills in addition to normal AIT: Biology, Botany, Chemistry, Cryotank Operation, Diagnose Illness, Pharmaceuticals. The Medtech may not take Smart Gun.

UNITED STATES AEROSPACE FORCE/USCMC AEROSPACE WING TRAINING

Basic Training

This uses 12 Career Skill points.

- Awareness/Notice +2
- Space Survival +1
- Handgun +1
- Basic Tech +1
- Ahletics +1
- Zero-G Manoeuvre +1
- Electronics +1
- First Aid +1
- Heavy Weapons +2
- Remote System Operations +1

Advanced Individual Training

27 Career Skill points may be split between AIT and/or Basic Training skills.

- Aero Tech
- Suborbital Tech
- Leadership
- Weaponsmith
- Interrogation
- Martial Arts (Choose)
- Astrogation
- Demolitions
- Programming
- Driving
- Powerloader
- Pilot (Choose)
- AV Tech
- Expert: Zero-G Tactics
- Space Tech
- Expert: Military Identification
- Space Gunnery
- Operate Heavy Machinery

OFFICER SCHOOL

It is possible for trainees for either the Colonial Marines or the AeroSpace Force to enter Officer Training. To do so, they must have an INT of 8+ in addition to the regular force limits. In addition to the standard skills for their respective forces, Officers have extra BT skills. An extra seven points are spent on Leadership +3, Handgun +2 and Expert: Tactics (as appropriate) +2. Additional AIT skills are available to the officer: Human Perception, Social, Accounting, any of the sciences, Education, Expert: Alien Worlds. Officers begin their career as Second Lieutenants.

SPECIAL FORCES

Both the Colonial Marines and USASF have their Special Forces units. These units can be assigned to act in concert with standard Marine forces, but more often can be found as separate, autonomous units with their own objectives. Some special forces within the Marines are Recon and Covert Ops. The only special force within the USASF is the EVAT unit- the unit of the Extra-Vehicular Activity Troops.

Marines are eligible to join the special forces once they have passed a test similar to that for Officer training, except the higher of INT or BOD is picked, and a D10 roll is added to equal or beat a 20. As with Officer tests unused Pickup points can be spent on increasing the stat by 1 point per pickup skill point spent, before the roll is made. This test may be made every four years. Officers may not test to become Special Forces troops (ie. the only officers in Special Forces are those who have risen through the enlisted and/or non-com ranks; thus they are VERY experienced).

SPECIAL FORCES ADDITIONAL TRAINING

Place 10 skill points in any of the following skills; no more than five points per skill. If any of the following is already taken by the marine, they may assign their Special Forces points to it, as long as no more than 5 Special Forces points are spent on the skill.

- Leadership
- Handgun
- Hide/Evade
- Heavy Weapons
- Awareness/Notice
- Submachinegun
- Electronics
- Dodge & Escape
- Stealth
- Pilot (Choose)
- Martial Arts (Choose)
- Driving
- Interrogation
- Swimming
- Demolitions
- Resist Torture/Drugs
- Melee
- Endurance
- Rifle
- Wilderness Survival
- Space Survival
- Expert: Military Identification
- Expert: Alien Worlds
- Xenobiology

EVATs can only split their 10 SF points between these skills:

- EVA Actions
- Pilot (Choose)
- Awareness/Notice
- Rifle
- Heavy Weapons
- SMG
- Zero-G Combat
- Handgun
- Melee
- Zero-G Manoeuvre
- Space Survival

IMPORTANT NOTE: The Home of the Brave Lifepath rule for Special Forces troops still applies; subtract 2 from all Life Events Table dice rolls (minimum result of 1) when the player becomes a Special Forces Marine. The lives of Special Forces troops are never idle or boring!

A Note on Special Abilities: As most (if not all) player characters are going to be Solos, I believe Combat Sense would overbalance the game, thus I've left all special abilities out (except for de-specialising medical tech). This means characters can still be powerful in combat and still specialise in other skill areas. If you prefer to keep SAs in, feel free (you may have to remove a few skills from the BT lists to put points in Combat Sense).

LIFEPATH

Background
In the 22nd century Humanity has spread out to the stars. Although a Colonial Marine usually comes from Earth (most likely the United States of America), many Marines have been born and raised in the Colonies. It is unlikely that a character will be from a Poor or Homeless background if he comes from a colony world.

LIFE EVENTS
The Home of the Brave Life Events are used to determine the character's military life.

STANDARD ISSUE KIT

Every Marine or AeroSpace Force pilot is issued a standard field kit upon finishing Basic Training. In addition, those with Smart Gun skill are assigned an M56 Smart Gun with two ammo drums and Medtechs are issued with a Medkit.

Infantry Kit

- Utility Fatigues, BDUs and M3 Armour
- Bed Roll (1 kg)
- Canteen (1 kg)
- Entrenching/Utility Tool (1 kg)
- First Aid Kit (0.5 kg)
- 6 Flares (0.5 kg)
- Individual Marine Pack (IMP); metal frame backpack (1 kg)
- 8 HE Hand Grenades (1 kg)
- Knife (0.5 kg)
- Mess Kit (0.5 kg)
- Portable Welder (0.5 kg)
- 20 Days Rations (2.5 kg)
- IR Poncho (0.25 kg)
- M4A3 Pistol w. 2 Clips Ammo
- M41A Pulse Rifle w. 2 Clips Ammo
- 12 HE Rifle Grenades

Assignment Option: Pulse Rifle may be replaced with a heavy weapon; typically M240 Flamethrower and two cannisters of fuel. M4A3 Pistol may be replaced with VP 70. In active wartime, a Marine may be issued with an M83 SADAR in addition to the kit listed above.

AeroSpace Pilot Kit

- Flight Fatigues and Gee Suit
- Canteen (1 kg)
- First Aid Kit (0.5 kg, only with First Aid Skill)
- Bed Roll (1 kg)
- 6 Flares (0.5 kg)
- Knife (0.5 kg)
- Mess Kit (0.5 kg)
- 20 Days Rations (2.5 kg)
- M4A3 Pistol w. 2 Clips Ammo

Assignment Option: M4A3 pistol may be replaced with a VP 70.

Officer Kit

- Utility Fatigues (USCMC Officers) or Flight Fatigues and Gee Suit (USASF Officers)
- Canteen (1 kg)
- First Aid Kit
- 6 Flares (0.5 kg)
- Knife (0.5 kg)
- Mess Kit (0.5 kg)
- 20 Days Rations (2.5 kg)
- M4A3 Pistol w. 2 Clips Ammo

Assignment Option: M4A3 pistol may be replaced with a VP 70. M3 armour may be provided if the officer is expected to be actively participating in battlefield duty.

The Marine can allocate his equipment in three ways: Combat, Non-Combat, and Other. Combat equipment is what the Marine will take with him into a firefight. Any equipment to be left in a transport or on-site base before going into a possible combat zone, is noted as Non-Combat Equipment. Any other items (including personal items) which may be left on board the space transport or at a divisional base are noted as Other Equipment.

Keep in mind that weaponry and equipment are only issued during a mission. If a large amount of equipment is destroyed or lost during a mission due to a character, an inquiry is held. If the character's reasons are deemed inadequate the cost of a new item or items is deducted from his pay.

PROMOTION

At the end of every year every Marine's record is evaluated, and the past year's performance reviewed, by the Section's ranking officer. The ranking officer's record is sent on to the division commander, usually a Major or above, for review by the same process. The Marine also gets to make a rank test every year to see if he increases a rank. The player makes a test against his Leadership skill, to which no LUCK may be added. However, any unspent Pickup points can be spent on increasing the stat by 1 point per pickup skill point spent, before the roll is made. Whether the chance is successful or a failure the points spent are lost.

Enlisted Men Promotion Chance
When a Marine attempts to rise to the next Enlisted Man rank. May be attempted each year. Leadership +D10 to equal or beat a 10.

Non-Commissioned Officer Promotion Chance
When a Marine attempts to rise to the next Noncom rank. May not be attempted every two years. Leadership +D10 to equal or beat a 15. Going from Corporal to Sergeant provides +1 to Leadership and Expert: Appropriate tactics type.

Officer Promotion Chance
When a Marine attempts to rise to the next Officer rank. May be attempted every three years. Leadership +D10 to equal or beat a 20. Going from Master Sergeant to Lieutenant provides +1 to Handgun and Expert: Appropriate tactics type and +2 to Leadership.

PAY

Pay is based on the rank of the character and is provided per month. This pay is above board, food and clothing (parade uniform, utility fatigues and BDUs or flight suit). Marine and AeroSpace Force ranks are the same.

Despite several attempts to create a global currency, corporate control and a resurgence of nationality in the face of colonial expansion has ensured that the Network (a term which simultaneously refers to a computer and comms network linking Earth and the colonised systems [an interstellar version of the Internet/World Wide Web] and the entirety of ICC-colonised space) still uses several forms of currency. America and the American Arm of colonised space use the dollar and cent (which is what all Marine materiel is priced in).

USCMC/USASF Field Ranks			
Division	**USCMC Rank**	**USASF Rank**	**Pay/Month**
Enlisted Men	Private	Aeroman	$200
	Private First Class	Aeroman	$225
	Lance Corporal	Aeroman First Class	$250
	Corporal	Senior Aeroman	$275
Non-Commissioned Officers	Sergeant	Sergeant	$300
	Staff Sergeant	Staff Sergeant	$350
	Gunnery Sergeant	Technical Sergeant	$400
	Master Sergeant	First Sergeant	$450
Officers	2nd. Lieutenant	2nd Lieutenant	$1000
	1st. Lieutenant	1st. Lieutenant	$1500
	Captain	Captain	$2000
	Major	Major	$3000
	Lt. Colonel	Lt. Colonel	$4000
	Colonel	Colonel	$5000

Getting Paid
After Lifepath, if the character is still in the Marines, he spends pickup skill points now, and has 1D10% of the total money he has earned over his time in service, in addition to any gained or lost in Lifepath. If the character is out of the Marines, he spends pickup skill points now, and has 1D10% of the total money he has earned over his time in service, plus 1D10 times his regular monthly pay as discharge bonus, in addition to any windfalls or debts from Lifepath.
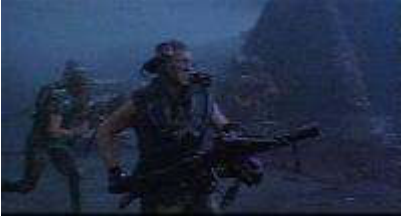
Pickup Skills
The character has REF+INT points to spend on Pickup skills. These may be kept unspent through training for use in rank or Special Forces entry tests.

RUNNING MARINE SQUADS

One person who e-mailed me after playing the games stated that they had had problems trying to organise how the team would work as a squad. I explained that the technical manual contained that data (and gave it to him), but realised that this crucial bit of information would be extremely handy for those without the aforementioned manual. Here is how squads work in ALIENS:

In the Technical Manual it states that squad organisation operates on a section of nine Marines (there were nine in the movie); two sections make a Platoon. Each section can split into two squads (four and five), and each squad into two teams, each of two men. Thus, a section can be split into two rifle teams and two smart gun teams, with a rifle team paired with a smart gun team. A rifle team consists simply of two Marines (riflemen) equipped as standard (an option is to have one of these marines replace their pulse-rifle with a flamethrower, as was seen in ALIENS), and a gun team consists of a rifleman and a smart gunner. Thus, a standard nine-man section can be split into four teams of two.

The ranking non-commissioned officer (who is always with First Squad) has the option of moving with the two men of the First Squad Rifle Team, or supplanting one of the riflemen and ordering them to move on their own.

This is how it worked in ALIENS when Gorman said "Quarter and search by twos":

Rifle Team	Gun Team
First Squad	
Master Sergeant Apone	Private Hudson
Private Crowe	Private Vasquez
Private Wierzbowski (flamer, alone)	
Second Squad	
Private Deitrich (flamer)	Corporal Hicks
Private Frost	Private Drake

OTHER CAREERS

Many other careers exist in the twenty-second century, from hardy colonists to wily corporates. In general, any career can be covered, by buying a character skills with a skill point total equal to the character's (INT+REF)x2.5. Referees should feel free to create career skill packages for certain careers; be warned not to over-specialise. Equipment for other careers is left to the Referee.

ALIENS SKILLS

Pilot (Shuttle/Scramjet) (3)

Modified version of skill in Deep Space

Shuttlecraft in ALIENS bear more similarities to deltas than the shuttles presented in *Deep Space*; capable of VTOL and atmospheric flight in addition to being able to boost to transatmospheric speeds. The skill as presented in *Deep Space* does not truly cover the atmoshperic aspect of ALIENS shuttle piloting. The ALIENS version of the skill not only covers atmospheric re-entry and low orbit insertion, but also includes flight in an atmosphere, and is used when piloting most shuttle-type vehicles (such as the UD-4L Cheyenne Dropship seen in ALIENS). REF Skill.

Space Tech (3)

This skill covers the special aspects of modern space technology; air seals, radiation shielding, anti-gravity and life support. Space Tech allows the repair and maintenance of spacecraft and space-borne facilities (workshacks, stations etc.). TECH Skill.

Smart Gun

Although a heavy weapon in terms of firepower and basic operation, a smart gun needs special training to use. Using the servo arm for smart-targeting, moving with the gyro-harness and firing with one eye covered by a readout all need practice. This skill covers the use and firing of the M56 smart gun weapon system.

The skill has two uses. First, targeting and shooting of the gun itself. See Handgun for limitations and modifiers.

Secondly, moving with the gun whilst maintaining a stable firing platform. Despite the sophistication of the system; the smart gunner must ensure that their movements do not overtax the system. Whenever a

smartgunner is moving rapidly or attempting to perform a complex physical manoeuvre, make a Smart Gun roll. If the roll succeeds, the character may proceed as normally. If the roll fails, some modifier is imposed; for example, if the character is attempting to sprint, their MA is reduced by two or three points; or the gun's WA is reduced to zero or less for the next turn before the targeting system can re-align. REF Skill.

Powerloader

Powerloader covers the operation and use of the powered work loader series of cargo manipulation vehicles. It replaces Athletics and Dodge when making sophisticated manoeuvres in the exoskeleton. Brawling and Martial Arts can only be used at up to half the level of the Powerloader skill. REF Skill.

Expert: Military Identification

Expert: Military Identification represents knowlede of the armed forces of the galaxy, be they government, corporate or para-military, their uniforms and insignia, weapons, vehicles etc. For example; a trained observer would be able to study a section of troops and be able to tell their affiliation, their unit type (ie. line infantry, special forces, etc.), the types of their firearms and vehicles, and thus be able to create a tactical overview of the section's capabilities.

Expert: Alien Worlds

Expert: Alien Worlds is a mix of geology, atmosphere studies and astronomy. A person with this skill can predict the atmosphere, composition and possible life forms of a planet from data such as star type, position of the planet in relation to the star, planet size and an orbital view. It can also aid in predicting types of terrain, temperatures and other factors that would be relevant to an operating Marine section, similar to a geography skill. Expert: Alien Worlds also provides knowledge on de-contamination and quarrantine procedures used when leaving a hostile environment.

Xenobiology

Xenobiology is similar to biology in that it includes knowledge of organisms and their 'inner workings', but it is similar to Alien Worlds in that, from observation, it allows a xenobiologist to examine and understand extraterrestrial life forms (the skill Bishop used when examining the dead facehugger and the effects of the acid blood). Also, similar to Alien Worlds, a xenobiologist is aware of standard quarrantine procedures when procuring a xenomorph specimen. See Biology for limitations and modifiers.

FORFIGN TISSUE TYPE

NOTE: Other important space skills, such as Zero-G Manoeuvre and Combat, as well as other space pilot skills and rules on space combat, are covered in Deep Space.

USCMC MATERIEL

NOTE: for more data on weapons and equipment, see the Colonial Marines Technical Manual.

Weapons

M41A Pulse Rifle: $1500

```
RIF 0 N P 6D6 HEAP* (10x24mm HEAP) 100 3/30 ST 500m
HVY  -1  "   "   Varies (30 mm GL)  4   1    ST  150m
*HEAP: SP of resisting Hard Armour is halved, all damage past resisting Armour is not halved.
```

The Armat M41A has become the standard weapon of the USCMC in the years since it was introduced. Its name is derived from its electronic, pulse action firing system. It is intended for use against armoured personnel and light vehicles. Its spring loaded stock allows for both carbine and rifle modes of firing. An optional, self-powered 3X television sight with night vision capabilities can be attached to the carrying handle.

The M41A is built with an underslung "over-and-under" dual-barrel 30 mm pump-action grenade launcher. Its four grenades are held in the lower barrel until pumped into the firing chamber. The GL trigger is mounted in front of the magazine housing. Grenade loads are limited to the following from "40 mm Launched Grenades" in Blackhand's Street Weapons 2020: HE, Flechette, Bean Bag, Illumination, White Phosphorous and a special bounding HE which sends an explosive charge 2m into the air, where it airbusts for effect on targets in foxholes or bunkers (targets get no damage protection from cover unles it extends overhead).

* Although the weapon can accept a full clip of 100 rounds, its propensity to jam increases (Reliability drops from ST to UR on the first trigger pull) and so each clip is usually only filled to 95% capacity.

M-56 Smart Gun: $2500

```
HVY  +3  N  R  5D10* (10 mm)  300  4/60  VR  750m
```

* See below

The M-56 Smart Gun fills the Squad Automatic role in a USCM section. A Smart Gun needs special training to use and is only issued to such "Smart Gunners". The length of the weapon is 122 cm, with a straight rear firing grip and a fore firing grip. In addition, a cocking handle is mounted on the right side of the gun, for manual cocking once a new ammo drum has been attached (reliability drops to UR on the first trigger pull if the weapon is left to cock automatically). The gun is mounted on a servo-assisted gyro-stabilisation arm attached to an armoured torso harness.

The weapon has an inbuilt smart-targeting system, consisting of a targeting processor in the harness, infrared sensors in the headset and above the barrel of the gun, and the gyro-balancing servo arm. When a target is designated through the headest and barrel sensors, the servo arm immediately moving the gun to track the target. Changing targets is done simply by directing the gun toward a new target. The electronic pulse action allows great control over the rate of fire of the weapon, which is controlled by a toggle switch on the fore grip. It can fire a four-round burst (3-round burst rules, D4 bullets hit) and has a full-auto fire mode of 60 rounds.

The M56 uses a special, electronically-fused HE round that works similar to dual-purpose ammunition. The mode of fire must be set by the toggle switch on the fore grip. On the contact setting, the bullet will explode on impact, doing normal damage. When on embed setting, the bullet waits until it has slowed to a pre-set velocity hardwired into a chip in the bullet (when it has penetrated armour and entered the target) before exploding. Stopping power is calculated as normal, but any damage that bypasses armour is doubled. However, if the bullet strikes an unarmoured target whilst set on embed, the velocity of the round will take it straight through its target without exploding. The round thus does only 1/2 damage.

The M56 gyro-harness worn by the gunner provides standard torso protection (see M3 armour) and contains the combat computer of the Smart Gun. Use of the head mounted sight means the smart gunner cannot wear a helmet without a -3 modifier to all hit rolls (this is why some smart gunners shun helmets).

Although a BOD minimum of 12 is necessary to fire a weapon of this calibre and rate of fire, the harness compensates for this and also "Turning to face Target" and "Firing while Running" modifiers. A BODY of at least 8 is still necessary to properly use this large (17.82 kg loaded weight) weapon and harness.

M4A3 Pistol: $330

```
P  +1  J  C  2D6+1 (9 mm)  12  2  VR  50m
```

This medium-sized 9 mm pistol used exclusively by the USCMC is well known for its high capacity and light recoil. This weapon is the standard sidearm for all serving Marines. A sabot round is being introduced which

does 3D6AP damage but reduces accuracy to 0 (Cost is $70 per box of 50; expected to drop to $35 if phased in as planned next year). This is the handgun Vasquez used at point-blank range against the Alien inside the air vent.

VP 70 Pistol: $160

```
P  +2  P  C  1D6+2 (7 mm)  14  2  VR  50m
```

A light German handgun, this weapon is gaining popularity amongst the Corps, and is more favoured for use as a "peacekeeper" against lightly- or unarmoured (civilian) targets. Its accuracy is gaining it popularity amongst many Marine officers who prefer its concealability and accuracy over the raw damage capacity of the M4A3; and it may well soon become the standard side-arm issued to officers. This is the handgun Gorman and some other Marines used in ALIENS.

M42A Scope Rifle: $2700, PARGET Control System an additional $1100.

```
RIF +4  N  R  4D10AP (10 mm)  15  1  VR  1500m
```

The USCMC Sniper Scope Rifle is issued to Recon Special Forces Marines. It is based around a bullpup, shoulder-arm configuration, and has a telescopic, multi-spectral 20x scope (can sense IR and EM emissions), a bipod mounted above the gun and integral silencer. The plastic parts are usually manufactured in camouflage colours. This weapon is capable of using Smart Gun ammo in an emergency; although it can only be fired on contact fuse mode (5D10 damage on contact fuse mode, WA reduced to 0, Range to 700m). Also, the scope display may be augmented by sensor data from the local sensor matrix via a digital comm broadcast or direct fibre optic cable (may aim at targets rendered invisible [gas, smoke, walls etc.] as long as they are being detected by squad sensors). It can also connect to the squad sentry gun command net via the classified, optional PARGET system, redirecting any or all squad UA 571-C remote sentry guns' fire arcs.

M240 Flamethrower: $600

```
HVY  -1  N  R  2D10 (Flame)  7  1  ST  30m
```


A light, carbine-style flamethrower carried by Colonial Marines, this incendiary device usees most of its use against hostile alien organisms in pest-control operations, known derisively among the Marines as "bug-hunts". The listed range for the weapon is at Medium; the flame unit cannot fire into long or extreme range.

UA 571-C Remote Automated Sentry System: $3000

```
HVY  Skill 10  N  R  6D6+2 (7.62 mm)  500  55  VR  400m
```


The UA 571-C Robot Sentry is an automated point defence system. It consists of a 7.62 mm machinegun mounted in an automated servo system with IR, motion and ambient light sensors for target acquisition. The entire package is armoured (SP 20, SDP 30) and mounted on a sturdy tripod (Leg SP 20, SDP 15). The weapon cannot be detached from its base or used by hand. Each weapon comes with a control terminal microwave-linked to its Sentry gun (can be placed up to 1000 metres away from the Sentry(. The computer has an overall skill of 10. When fired, it is added to a D10 roll to beat the range difficulty.

The system is sophisticated and can be set to search based on a target's visual and/or thermal profile or 'auto-remote', using the system's built in IFF transponder and stutter-chipping, allowing it to avoid firing on a target wearing a personal data transmitter or M10 helmet IFF transponder with the right IFF code (this may be deactivated at the operator's command). Because the UA 571-C lacks a human's judgement, clearance of the ranking officer is required by law (although not needed) to use the system.

Cost covers sentry, control terminal and 500 rounds of caseless disintegrating belt ammo.

M5 RPG: $900 ($670 per extra rocket)

```
HVY  -1  N  R  4D10 HEAT (Pen 4)  1  1  VR  1000m
```

The M5 rocket propelled grenade system is a light, reloadable shoulder-launched light antitank weapon. Extra rockets are carried by the gunner and take one action to load. The M5 is basically a dumb-fire weapon; simply propellant and warhead, requiring a direct line-of-sight to hit.

M78 PIG: S9000

```
HVY  -2  N  R  9D10AP (Pen 9) (Plasma)  30  1  UR  600m
```

Probably the most powerful man-carried weapon in terms of sheer damage potential, the M78 Plasma Infantry Gun uses Cadmium Telluride pellets superheated to a plasma state by a powerful laser and propelled from the barrel by electromagnetic coils producing a peristaltic magnetic field. Despite its power, its weight (15.2 Kg) and low tank penetration make the PIG a rather expensive, temperamental alternative to heavier antitank missiles such as the SADAR or HIMAT.

M83A2 SADAR: $2100

```
HVY  +1  N  R  8D10 HEAT (Pen 8)  1  1  VR  500m
```

The M83A2 Shoulder-launched Active-homing Disposable Antitank Rocket is designed to give the individual Marine the capability of penetrating and damaging heavy armour such as tanks. The missile flies a path that will allow maximum penetration against a vehicle with an infrared signature (always hits as a Flank Shot unless fired from behind the target, then always hits as Rear Shot).

M112 HIMAT: $8000

```
HVY  Skill 18  N  R  18D10 HEAT (Pen 18)  1  1  ST  3000m
```

The M112 HIMAT (Hypervelocity Intelligent Missile, Anti-Tank) is a man-portable, two-stage, smart anti-armour missile. It is launched vertically into the air by its first-stage motor, and then employs rear steering thrusters to point it at the target. The second stage motor then accelerates the missile to hypervelocity. Upon impact, explosive charges send a fifteen centimetre tungsten rod through the target's armour. It has two modes of deployment.

In defensive deployment, the weapon is hooked into an APS-100 fire control computer, which monitors the squad sensor net from motion trackers, APC scanners and remote sentries for targets. In 'Command mode' the gunner selects the target the HIMAT will launch upon with a tactical computer. In 'Autonomous' mode, the APS-100 will select a target based on its ID programming.

In offensive deployment the gunner locks onto the target using an SR-90 Marine-operated targeting sight (in appearance, a high-tech binocular unit) plugged directly into the HIMAT (with 150 metres of optic cable play).

NOTE: Most weapons in Blackhand's Street Weapons 2020 are available at the listed cost; availability is one grade lower (will not drop below Rare, no Excellent weapons exist except simple weapons such as knives and clubs).

Armour and Fatigues

Each Marine infantryman is provided with a set of battledress utilities (BDUs or fatigues), sufficient to provide limited (SP 4) protection against light firearms and limited IR protection. One complete set of fatigues costs $250.

The standard personal armour of the Colonial Marines, the M3 suite, is worn over these, covering the Marine's head, torso and shins (SP 20 torso protection and SP 15 leg protection, doubled against blast-radius fragmentation grenades such as flechette, frag or HE). Built into the armour are the necessary bio-sensors which send the Marines physiological data (pulse-rate, respiration, EEG, etc) to the tactical command post.

The M10 ballistic helmet issued to all Marines provides SP 20 head protection with the same fragment-stopping capabilities as M3 armour. It contains a tactical camera, audio microphone, IFF transmitter and PRC 489/4 transceiver system, as well as a passive infrared monocle which flips down over the right eye.

The M3 personal armour and M10 helmet confer no Encumbrance modifier. In addition, when combined with BDUs, it aids in breaking up the wearer's IR signature (+1 to difficulty when searching with IR sensors). An IR poncho can be worn over it to further baffle IR detection (see Home of the Brave for the IR poncho). The entire M3 suite (incluing M10 helmet) costs $1000.

Officers wear only utility fatigues (SP 4, finer quality; $400 for one complete set). Dropship pilots wear flight fatigues (SP and cost as Marine fatigues) and SP 14 flight helmets ($240). This includes a commset and helmet monocle HUD (for copilots/weapons officers). When flying gunship-style (ie. no cargo payload, high-velocity manoeuvres), pilots wear gee-suits which provide SP 30 against crash damage and SP 10 armour protection ($700).

Equipment

Motion Tracker: $700

The USCMC Motion Tracker uses sonar bursts with Doppler-shift discrimination to scan and locate movement. Its use is covered by the Electronic Security skill. The location of detected movement is displayed on a small LCD screen mounted on the side of the device with an asdditional auditory cue. In ideal conditions (ie. open terrain with no wind) the tracker can scan accurately up to a kilometre, however in buildings (such as the average colony building with metal and synthesised walls which to a great extent absorb the sonar bursts and returns) the effective range drops to between twenty and thirty metres.

Average Tasks and Difficulties:
All difficulties below are for human-sized targets (ie. people, androids, Alien warriors). For varying sized targets alter the difficulty as appropriate (ie. detecting a Large Target, say an APC, beyond the tracker's terrain limit would be average, where detecting a Small Target, for example, a face hugger, beyond the tracker's terrain limit would be very difficult). Rapidly moving and very slow moving targets will probably decrease and increase the difficulty as well. If a target is detected within visual range, the spotter gets +5 to any awareness check if he is attempting to visually locate a target approaching stealthily.

Detection Difficulties	
Detect a man-sized motion source in terrain's distance limit	**Easy**
Detect a man-sized motion source beyond terrain's distance limit	**Difficult**
Improve scan resolution on a man-sized motion source in terrain's distance limit	**Average**

Portable Welder: $100

The portable welder is a small, handheld cutting and welding torch assigned to Marines with the Basic Tech skill. It consists of a small tank of a compressed hydrocarbon fuel contained within the handgrip, an electric pilot light, an adjustable nozzle and a screen of darkened transparent plastic fixed over the nozzle to protect the user's eyes. The tank holds enough fuel for ten minutes of use; replacements cost $60.

Personal Data Transmitter: $100/$160 implanted version

The PDT is a small computer with biological monitoring systems and a broadcaster. The computer broadcasts an identification code, which can be cross-referenced by a computer with the wearer's file, which contains ID data and usually medical history. The device also serves as a locater for colonists and Marine sections, and can be tracked by computer or by a handheld unit ($75). The larger version of the PDT comes in two models; the first is built within the M3 armour suite with contact patches at critical points (cost included in armour cost). The second model is constructed in a wristwatch-style, and fits over the wrist of the wearer. Both versions of this model are used by the USCMC, and transmits data to the section's assigned APC, as well as to tuned hand locaters. PDTs are only used by the military if radio silence is not important, and can be deactivated if they present a security risk.

Smaller versions constructed to be surgically implanted within the human body (at the base of the neck, behind and to the left of the spinal column) are required by ICC colonial law to be installed within every adult colonist shipping out to a new colony world and to every person born on the colony when they reach sixteen years of age until the terraforming process is complete. These usually broadcast to Colony Central, allowing rapid location of specific Colonists within the base. Surgery is M, HC=0.

Medkit: $400

The medkit is standard issue to all Marine medtechs. It contains several surgical implements such as scalpels, syringes and suction pumps, anaesthetics, antibiotics and antiseptics, bandages, swabbing cotton, a defibrillator and a biomonitor linked to an armband scanner similar to a wrist PDT. It allows anyone with Medical Tech skill to stabilise mortal wounds. Replacement kits containing chemicals, bandages, new surgical blades and other perishables cost $25. As the unit is rather heavy (5 kg) it is usually assigned as non-combat equipment.

Intelligence Unit: $100

A modified EBM PCX laptop computer (25 MU, INT 2), the intelligence unit is issued to Marine Recon, Exploratory and HazEnv units. It contains data on the USCMC, most Corporate armies and Colonial armies, including uniforms, weapons, commonly used tactics, vehicles etc (15 MU). Also, the intelligence unit is downloaded with information pertaining directly to the mission itself; terrain, maps of towns, cities and important buildings, personal data on relevant individuals etc. This usually takes up 5 MU, leaving 5 MU for data entered by the operative. Use of the unit effectively provides a +2 to any Expert: Military Identification or Expert: Alien Worlds skill tests.

The unit carries a scanner capable of digitally processing pictures, allowing identification of included people and location within minutes (70% chance ID if relevant, 45 seconds search time, 15% chance if irrelevant, 2 minutes search time). Fingerprint ID can also be performed by the scanner (85% chance ID if relevant, 30 seconds search time, 20% chance if irrelevant, 1 minute search time).

The unit is armoured against small arms and impact (SP 20, SDP 15) and is fingerprint and voiceprint locked, so only the assigned individual can access the data. It is also equipped with a small thermite bomb which will

detonate if the unit is tampered with (a maintenance code must be entered before opening the unit up) or when a concealed switch is pressed, destroying the interior of the unit and thus eliminating irretrievably all data within.

Pulse Communicator: $3000

The pulse communicator is usually issued to Recon Marines, and consists of a rechargeable 10-burst power cell, a comm unit, a scrambler and a small transceiver dish. It is a microwave burst communicator able to provide secure, if limited, communication to the Marine team. A complete message is fed into the communicator and transmitted to its target in a single powerful pulse. Return messages are deciphered by the communicator. The unit can be linked to an intelligence unit for transmission of entered and scanned data as well as reception of new data. The unit can be taken apart so it can be placed in a briefcase, and is relatively light (3 kg).

Because the communicator is limited to line-of-sight transmission, the operator is usually limited to transmitting in certain times at certain places, to ensure a receiver dish is pointed toward him, and he toward it. These times and transmission points are organised with the character before the mission commences and are fed into their intelligence unit. Thus the operator usually communicates to a relay station on the ground or a circling aircraft. However, the communicator is almost impossible to jam, intercept or trace, and although full two-way communication is impossible it allows transmission of vital data to the Marine's superiors and the reception of periodic orders.

Recon Marine Sneak Suit: $4000

The Recon suit, or "Ghillie" suit, as it is known amongst the corps, is a combination of camo suit and radar and IR sneak suit. The natural-fibre leaved camouflage makes the Recon marine difficult to spot visually (Very Difficult Awareness test), while the suit beneath absorbs radar emissions (Very Difficult Electronic Security test using radar scanning). An optional external heat sink pack regulates the suit's IR signature (Very Difficult Electronic Security test using IR). Each Ghillie suit is tailored individually for each Recon Marine, and comes with a pair of BiMex goggles which provide 20x telescopic enhancement and Starlight ambient light vision.

Caterpillar P-5000 Powered Work Loader: $51,720

The P-5000 Powerloader has become an integral part of most dockyards and cargo bays; its bipedal frame allows it greater access to cargo storage areas as well as more accurate and safer placement of cargo modules. Powerloaders are only a recent innovation, designed to transport cargo across terrain standard cargo handlers (forklifts, trucks, etc.) would find impassable. The latest model is the P-5000, currently in service aboard all Marine spacecraft, where its ability to handle cargo pods and missiles with equal ease has increased the efficiency of Marine

teams in pre-drop preparation.

STR 40 Linear Frame

Damage Modifier: 2D10

Lift: 2000 Carry: 600

Weight: 210 Kg

Basic Control System: Operator REF -2, max 8

Welding Tool: Torso Mount, 1/2 Space

Remote heavy equipment control: Torso, 1/2 Space

Cyberware

NOTE: This section is *strictly optional.*

Cyberware and bioware are hard to come by in the Network. Some megacorporations, such as Hyperdyne Systems, are developing technology that can be interfaced with the human body. Currently this development has strict controls placed on it by the ICC, due to instances of cyberpsychosis during initial tests.

Probably the best place to go for cyberware, however, is the planet Pandora, at the edge of ICC space. On Pandora, study into genetics, bioware and cybernetics are unregulated, and rumours abound across the Network of major breakthroughs. Other rumours persist that Pandora is the site of several illegal meacorporate R&D labs, and new cyberware is tested on the populace there before being installed on corporate wetwork teams. A person must be willing to risk his life/sanity in order to undergo cybernetic implantation on Pandora.

Most cyberware is available on Pandora. Cyberware and surgery will probably cost as listed (if a little less) but surgical damage and/or humanity loss are likely to be 2-3x the listed amount, and the cyberware may still be faulty- er, experimental.

Attempting to buy large-scale cyberware (eyes, arms or legs) from a Megacorporation is a very hard (near impossible) task. Smaller cyberware (interface plugs, neural processor, etc.) is more readily available, but according to the Megacorps they "haven't perfected copying skills from brain to ROM chip yet", so chipware is out of the question. Expect cyberware and surgical costs to be 2-3x the listed values, but humanity loss and surgical damage will be as listed. Cyberweapons will be impossible to buy from a Megacorporation; they will vigorously deny any sale or existence of such items. Such cyberware can be found on their own elite operatives, however (if you can catch one).

SYNTHETICS

Synthetics, or Artificial Persons, are one of the most complex pieces of equipment in the 22nd Century. Each is a walking database, able to store and process more data than a human ever could. Synthetics are stronger and faster than humans, and are able to continue functioning after receiving damage that would kill a normal human.

As part of a Marine Section, Synthetics usually occupy a backup role. They are programmed with a wider variety of knowledge than would be available to the average combat trooper, and often fill the roles of science officers, drivers, pilots and, when necessary, medics.

A Marine Synthetic's exterior appearance and personality are tailored with care, as experience has shown that human soldiers are psychologically unable to interrelate with androids of mechanical or inhuman appearance. Most Synthetics appear to be mature, average males or females of approximately forty years of age.

Synthetic Stats and Abilities

All Synthetics have REF, BOD, INT and TECH of 12. ATTR is usually 6 for males and 7 for females, depending on design and, when applicable, taste. EMP is 6. COOL and MA are 10 and LUCK is rolled randomly on a D10 (minimum 2).

A Synthetic's body is more resilient than the human body. Synthetics may lose large portions of their structure and retain all higher neural functions. Synthetic limbs take 20 SDP before becoming inoperable and 30 SDP before being destroyed. Synthetic torsos and heads can take 30 points of SDP before becoming inoperable and 40 SDP before being destroyed. A Synthetic's "brain", a complex heuristic neural-net processor, is contained in the head, along with an emergency, power supply in case the main power plant in the torso becomes inactive. Despite their resilience, Synthetics still need to take appropriate measures against hostile environments such as space, and usually "suit up" along with their human counterparts.

Synthetic Skills and Behavioural Inhibitors

The mind of a Synthetic is a very powerful heuristic logic driver. Synthetics are able to learn, and accrue IP as a normal character would, although their understanding of complex abstract concepts, such as emotion, are rather limited. A Synthetic is considered to be an Artificial Intelligence with four CPUs (INT 12) without an MU limit. New Synthetics are programmed with a basic library of up to twenty skills, not including language or basic mathematics skills.. Skills are available as per the Chip Skills list in the Cyberware section of

Cyberpunk 2020. REF skills cost 1.5x the listed cost, up to a starting level of +5. INT and TECH skills are at 1.2x listed cost up to a level of +6. Most Synthetic skills start at level 3 or 4. One basic language is usually programmed as standard at +8 for no cost (usually English, which is the standard for USCMC/USASF Synthetics). Most chipped skills are available to Synthetics, except for any firearms/melee weapons skill and Archery. Martial Arts are limited to "non-offensive" forms such as Judo, Aikido, wrestling or Thamoc. EMP skills can only be learned over time and exposure to humans. Awareness/Notice is standard in all Synthetic brains, at a starting level of 2 (improved by experience only). This costs nothing, as it is a natural part of the Synthetic's neural makeup.

U.S. Space Command has established a standard skill package for all serving Synthetics, taking into account their role as pilots, spaceship crew and scientific advisers. The skills given are: Biology +5, Botany +4, Chemistry +5, Physics +5, Mathematics +5, Xenobiology +4, Expert: Alien Worlds +4, Basic Tech +4, First Aid +3, Cryotank Operation +5, Driving +4, Pilot (Fixed Wing) +3, Pilot (Shuttle/Scramjet) +4, Remote System Operations +4, Space Tech +3 and Thamoc +3. The package cost is $16,190.

It is possible for a Synthetic to learn, and it accrues experience like humans. However, most of its initial learning is modification of the skills inbuilt into it to cope with its individual neural net and humanoid chassis. Thus a Synthetic cannot advance in any skill programmed into it until it has earned IP equal to the amount necessary to have advanced it to that level from zero. *For example: Orson, an experienced Marine Synthetic, wishes to advance his Driving skill of +4. He needs 70 IP in Driving before he can spend any IP on increasing it.*

Modern Synthetics are built with "behavioural inhibitors" . An extension of Asimov's Three Laws of Robotics, these are not merely a set of rules that the Synthetic must follow under penalty of shutdown. Each Synthetic has a set of incorruptible beliefs or morals that it will always follow, as well as a personality compatible with these beliefs. Thus, most Synthetic personalities, idiosyncrasies aside, could be described as passive or non-threatening. The most fundamental of these morals is that the Synthetic will not harm a human being or, by action or inaction, allow a human being to come to harm. If there is any doubt as to whether an action will harm human life, the Synthetic will opt on the safe side and not perform the action. Synthetics also have a strong 'instinct' for self-preservation, but this is always overruled by the necessity to protect human life.

Illegal Synthetics

Although the Synthetic industry is one of the most heavily monitored by the ICC, several corporations still manufacture combat-capable Synthetics on a single or small-group lot for covert operations. These Synthetics are likely to be very cunning and ruthless in their tasks, and will not allow anything to get in the way of their mission. Some such Synthetics are simply brains built into armoured bodies similar to powered armour (use Maximum Metal powered armour rules with Synthetic's stats, subtracting $15,000 from the Synthetic chassis cost due to lack of human cosmetics).

Of course, an easier, but no less simpler way of acquiring an illegal Synthetic is modifying a legal Synthetic's behavioural inhibitor. Deactivating a "neural filter"-style

behavioural inhibitor means a rather complex intrusion into the Synthetic's cranium (DIFF 20 against both Programming and Electronics). Deactivating a neural algorithm behavioural inhibitor is nearly impossible (DIFF 30 against Programming and Electronics), involving rewriting the Synthetic's source code and altering the basic design of the Synthetic's brain. Failure usually means the Synthetic's brain fuses.

Synthetic Costs and Synthetics in the Game

The basic Synthetic chassis with physical stats as listed above costs $400,000 and weighs 75 Kg. A Synthetic brain (INT, COOL and TECH 12, EMP 6) with a "neural filter" inhibitor costs $45,000. In terms of sensory options, the Synthetic chassis is human-standard except for optics and audio, which are cyber-clarity, with the regular number of option spaces to take non-offensive options (ie. no Targeting Sights or Dartguns). An algorithm inhibitor-based Synthetic brain costs $120,000. Both brains weigh 2 Kg. Cosmetic designs with higher ATTR than standard will usually cost an additional $3,000 for males and $4,000 for females per point of ATTR up to 10.

In game terms, Synthetics are walking AIs, heavily restricted in the actions they can take by their behavioural inhibitors. Thus they usually serve in a non-combat, auxiliary (NPC) role, allowing their superior abilities to be used as a resource (as is intended) by the PCs. However, it may be an interesting experience to roleplay a Synthetic and the choices it would make based on the situations presented it.

THE ALIENS

The most dangerous lifeforms yet discovered my mankind are the creatures that have become unofficially dubbed "Aliens." Viewed by most as the ultimate survivors, these organisms plus the blind greed of the major megacorprations have mixed to form a deadly combination on several occasions. Each one is an inhuman killing machine: much stronger, faster and more agile than the human body could ever be, with razor-sharp claws and acid for blood. They can withstand extremes of temperature, hostile atmospheres and can apparently survive indefinitely in vacuum.

Alien Stats and Abilities

The basic statistics of a full-grown Alien are based on its host organism. During incubation, the Alien embryo absorbs some of its host's body tissue, breaking it down and incorporating the host's basic species DNA into its own genetic structure. This is part survival trait: a homogenous genetic configuration may not be able to overcome all obstacles presented it, whereas a wide gene base ensures there will be a configuration best suited to a particular task.

The physical makeup of the Alien Facehugger is standard no matter what type queen lays it. The physical layout of a Chestburster is typically the standard "pink snakes with teeth and proto-arms" configuration. Some races' DNA may alter this configuration (for example, the dog-burster in Alien[3]), but the stats do not vary.

The table below provides a basis for creating Aliens from a wide variety of species. The average statistic for a human is 6. Average statistics for animal races can be found in Chromebook 3.

Stat	Facehugger	Chestburster	Warrior	Queen
INT	1	2	Average / 2 (Min 1)	Average / 1.5 (Min 3)
REF	8	7	Average x2	Average x1.5
TECH	0	0	Average / 3 (Min 0)	Average / 3 (Min 0)
COOL	NA	NA	Average x1.5	Average x2
MA	7	7	Average x1.5	Average
BODY*	8	8	Average x2 (min 9)	Average x4 (min 12)

* As Aliens use SDP rather than damage tracks, BODY is applied to damage, lifting and carrying only.

Physically, an Alien will take on the general form of the organism it incubated inside; for example, an alien incubated from a fish or aquatic mammal will have fins and/or flippers. It will be 1.3 times the genetic average size (minimum size two metres). Alien Warriors will always have at least one pair of arms. Alien Queens will always have at least two pairs of arms, and always one more pair of arms than the host species. All Alien Warriors and Queens have the ability to secrete a resinous substance used to build their hives and secure hosts for facehuggers. Their sensory capabilities are as yet undetermined, but it is safe to assume that what sensory capability they do have is far superior to that of a human.

Alien Skills and Attacks

Aliens have no skills as such, but all have instinctive combat and stealth abilities. As a Skill, Stealth is level 6 in all Aliens. When in hives, all Alien Warriors gain a +3 to any Stealth rolls necessary. Facehuggers and chestbursters get a +5 in hives, and Alien Queens receive no bonus due to their size.

All Aliens have a combat skill similar to Brawling, in that it does not provide bonuses to special moves, nor does it increase the Alien's already lethal damage bonus. This skill is at level 6.

Facehuggers and chestbursters are limited to simple attacks. The facehugger has a Leap attack it can make once per turn. If successful, the facehugger is secured to its host's head. If failed by one point, it has a grip on the host's neck with its tail and only needs to attach itself to the host's face. If failed by two to three points, it has a hold on its hosts body and needs to climb onto its host's face. If it fails by a larger margin, the attack has missed utterly. It can also secrete amounts of acid if its host has some block (ie. a helmet) between its face and the facehugger.

The Chestburster has a simple bite attack that it can only make at close range, doing D6 damage. It may attempt to grab a hold with its teeth and gnaw at its victim, doing D6/2 damage per turn until it is removed (attempting to yank it off, if successful, does D6 damage to the victim). It may secrete Acid Blood to aid in the consumption of a substance (damage per bite is as Acid Pellets).

All Aliens are capable of a hand strike attack, doing 2D6 damage, and a crush of 3D6, in addition to Body Type bonuses. Kicks do 2D6+2. All Alien Warriors and Queens have the grapple/pin attack. Alien Warriors have their own special attacks: the Inner Teeth Bite, the Sting and the Spit. All are covered by the Alien Combat skill.

The Inner Teeth Bite is a special type of strike: the Alien's inner jaws piston out to strike the victim, usually in the head. It is usually performed after the Alien has grappled its opponent. Damage from a Warrior's Bite is D6+2, and damage from a Queen's Bite is 2D6. Neither Bite is modified by the Alien's Body Type. Remember, all damage to the head is doubled.

The Spit is the only ranged attack an Alien has, but is restricted to a range of five metres. The Alien secretes an amount of acid into its mouth, and then spits it at its target. The effect works as a standard Acid Pellet attack. Base difficulty to strike is 18+.

Alien Queens have all of the above attacks, plus two more: the Impale and the Rend.

The Queen can use her huge tail to impale the target through the chest. This attack does 2D10 x2 damage to the Body if successful. The Rend is usually performed after the Impale. If not, a grapple is necessary before the Queen can perform a Rend. The Queen "hugs" the target, then attempts to rip it apart (In Aliens, the Queen Rends Bishop after Impaling him). This is less an attack than a Strength Feat. The Queen can apply her Body in damage per turn to the target she is Rending. If a living organism or a Synthetic, the target must make a Body save minus their save modifier for the appropriate damage state (Synthetics do not have modifiers). If it is failed, the Queen has ripped the target in two. Humans are automatically killed. Synthetics may have survived, if their Torsos or Heads have not taken shutdown or destroy damage.

As Alien Queens usually have BODY types far above 15, they receive an extended damage bonus table:

BODY Type	15-17	18-20	21-24	25-28	29-33	34+
Damage Bonus	+8	+10	+13	+16	+20	+24

Optional Attack: The Sting

The Sting is a form of Alien combat only mentioned in the ALIENS novels, and perhaps in James Cameron's initial script for the movie (which the novel was based on). It is included here for GMs to include if they so wish. On the end of an Alien's tail is a stinger containing a concentrated soporific toxin. The Alien makes a strike using the stinger on the Alien's tail. If successful it does no damage, but administers a dose of a rapid-acting soporific agent. A human-size target will be unconscious within D6/2 turns.

Facehugger Memory Loss Effect

Many may have noticed that, aside from immobilising the intended host and implanting an egg, the facehugger organism has an additional effect on its host; it causes the host to lose a period of memory of several hours before he was impregnated, as was seen in *Alien*:

> Dallas: "You remember anything about the planet?"
>
> Kane: Shakes head.
>
> Ripley: "What's the last thing you do remember?"
>
> Kane: Pause. "I remember some - horrible dream about - smothering and ... and anyway, where are we?"

The use of this effect is simple: If the host cannot remember being impregnated, or the leadup to being impregnated, the chance that the host may attempt to kill themselves or otherwise attempt to remove and/or kill the embryo they carry is drastically reduced.

When a host is facehugged and successfully implanted, the host will lose D6x5 hours of memory before the event of being facehugged. The means by which this is done is left to the Referee; be it some form of chemical or mind control. If the facehugger is removed and the host survives the procedure, the Referee may reduce the amount of time lost.

This effect seems to support the theory that the Alien lifeform was created as a weapon by another lifeform; evolution could have created such a convenient effect, but it would seem more likely that it was intentionally added as part of the arsenal of the most lethal combat organism in the known universe.

Damaging Aliens

Whether they feel pain at all is debatable, but if they do, Aliens are utterly impervious to it. Aliens can usually survive the loss of a limb with only the subsequent loss of mobility to hamper them (Aliens from multi-legged creatures can still stand upright on two legs). However, due to their high blood pressure, Aliens are damaged more easily than humans, once damage has passed their formidable natural armour.

Alien SP and SDP	Eggs	Facehuggers	Chestbursters	Warriors	Queens
SP	30	4	4	Body x1.5 (Min 15)	Body
SDP: Limbs	-	-	-	Body x1.25 (Min 10)	Body
SDP: Torsos / Heads	45	12	12	Body x1.5 (Min 12)	Body x1.5

This table provides the SPs and SDPs of all Alien breeds: simply multiply the Body Type of the Alien by the average Body Type of its host's race to find its SP and SDP. When all SDP in one location is expended, that location is considered to have exploded. The SDP values of Limbs include the Tails. Note: the Queen's smaller forearms can take the Queen's Body x0.5 (rounded up) in SDP before exploding. SP is considered to cover all locations equally; if Referees wish to use Staged Penetration they may do so.

Acid Blood

Whenever an Alien is wounded acid blood is forced through the wound by the Alien's incredible blood pressure and sprayed into the vicinity of the Alien.

Basic damage for acid spray is D6. The number of D6s rolled is multiplied by the range of the spray (if the range is less than one metre, a D6/2 is used. Otherwise, round top the nearest whole metre). To calculate the range for acid spray, simly calculate the BOD Minimum for that weapon (see Blackhand's Street Weapons 2020), then multiply it by the figure given for each type of Alien creature.

Spray range is doubled, if the damage caused by the weapon reduces the SDP of a limb to or below zero, or if the weapon is Explosive (grenades, missiles, etc.) multiply the given range by two. If the damage reduces the SDP of the torso or head of an alien Warrior or Queen, spray range is tripled. However, damage based on the resultant range is halved in all cases.

Flamethrowers and other such incendiary weapons cause no acid spray.

This table lists the spray ranges Corps weaponry cause when damaging the standard Alien types. Each range is calculated as listed above. Explosive weapons simply halve the listed range when calculating damage.

Acid Spray Ranges			
Weapon	Facehugger/Chestburster (x0.1)	Warrior (x0.3)	Queen (x0.6)
VP 70 Pistol	26 cm	78 cm	1.6 m
M4A3 Pistol	44 cm	1.3 m	2.6 m
M41A Pulse Rifle	60 cm	2 cm	4 m
M41A GL *	1 m	3 m	6 m
M56 Smart Gun	1.3 m	3.8 m	7.5 m
M42A Scope Rifle	40 cm	1.2 m	2.4 m
UA 571-C Remote Sentry	79 cm	2.4 m	4.7 m
M5 RPG *	2.5 m	7.5 m	15 m
M78 PIG	90 cm	2.7 m	5.4 m
M83A2 SADAR *	1.6 m	4.8 m	9.6 m
M112 HIMAT *	3.2 m	9.6 m	19.2 m

*Explosive Weapon

WEYLAND-YUTANI CORPORATE FILE

TYPICAL ALIENS

Humanoid Alien Warrior

INT	3		
REF	12		
TECH	2		
COOL	9		
MA	9	Run: 27 metres per 3 second action, leap 6 metres	
BODY	12	Lift 480 kg, carry 120 kg	Damage Bonus +4
SP	30	SDP- Limbs/Tail: 15	SDP- Torso/Head: 18

As the first recognised encounter with the aliens was by humans, it is only logical the first warrior seen takes its genetic background from humanity. It is not very intelligent, but remains lethal when compared to the average human.

Humanoid Alien Queen

INT	4		
REF	9		
TECH	2		
COOL	12		
MA	6	Run: 27 metres per 3 second action, leap 6 metres	
BODY	24	Lift 760 kg, carry 240 kg	Damage Bonus +4
SP	46	SDP- Limbs/Tail: 15	SDP- Torso/Head: 18

The Alien Queen was first identified by Lieutenant Ellen Ripley on LV-426. It has great advantages over the Warrior, presumably in its role as the hive progenitor, but is comparatively slow. Acquisition of one of these specimens is vital.

Canine Alien Warrior

Stats based on Medium Dog template, Chromebook 3

[[NO SPECIMEN HAS BEEN SIGHTED BY CORPORATE STAFF]]

INT	1		
REF	12		
TECH	0		
COOL	10		
MA	15	Run: 45 metres per 3 second action, leap 11 metres	
BODY	9	Lift 360 kg, carry 120 kg	Damage Bonus +3
SP	23	SDP- Limbs/Tail: 11	SDP- Torso/Head: 14

This configuration is believed to have been responsible for the Fiorina-131 incident, although no clear eyewitness report exists. According to xenobiologists, such a configuration would be faster than the humanoid Alien, although physically weaker.

Alien Hives

Whenever there is a large presence of Aliens in an area, it is very likely at least one hive can be found. Alien hives are constructed of a resinous material, similar to industrial resins used as adhesives (although much more resilient). Sculpted by the Aliens, it appears to the human eye to be the interior of some massive extraterrestrial organism. This appearance is not simply cosmetic; it provides an almost

perfect camouflage for the Alien Warriors nesting within, allowing them to move whilst remaining difficult to detect by visual means. As stated above, all Alien Warriors gain a +3 modifier to any Stealth rolls in hives, facehuggers and chestbursters receive a +5 bonus, and Alien Queens receive no bonus.

Alien Hives can be found anywhere. However, they are usually constructed within a structure with enough space to accomodate the Warriors and with enough support initially present that the Aliens do not have to manufacture their own walls or other structures; simply covering existing walls with resin (man-made structures such as apartment blocks, industrial buildings and office towers are almost perfect for hive construction). The size of the hive is usually proportional to the amount of Alien Warriors hidden within; the volume of the hive in cubic metres equals the number of Alien Warriors held within multiplied by 4. A minimum of 15 Aliens is likely necessary for the rapid construction of a Hive. However, no hard data exists on this; the only hive ever known to exist (on LV-426) was destroyed before a proper scientific examination could occur.

Aliens And The ICC

NOTE: This section is purely conjecture on my part.

Since the incidents on LV-426 and Fiorina-161 in 2179, both the ICC and the Company have been attempting to keep a lid on the Aliens. US Space Command has informed the Marine Space Forces of the Alien threat, and privately the Corps is keeping an eye out for any more infestations, so it can crush them as quickly as possible. At the moment, though, the status quo is best served by keeping the Alien menace under their hat; so far, the Aliens have not spread beyond the two planets involved. The Corps may believe it has learned from its mistakes, and will be ready to take the creatures on should a new infestation occur.

Weyland-Yutani is also maintaining its silence. At the moment, it is the only Corporation to have any concrete knowledge of the Aliens and their location. Rumours of the species' existence can be attributed to the discredited ravings of Ellen Ripley. The Company would be best served by maintaining its silence until a proper study of the Aliens and their potential applications can be discovered.

In addition to the biological weapons division, several other divisions see the alien lifeform as an exploitable resource in other ways. If a facehugger can keep a human alive in normally unsurvivable conditions, how could discovering the secret of doing so revolutionise life support technology? Discovering how the aliens are able to grow from larval stage to full-size in a matter of hours may allow force-growing of cloned humans for rapid sources of donor organs. In addition to these, the new, paradigm-shifting discoveries that study of the Aliens may reveal are enough motivation for the Company to ensure that it is the sole entity that holds the patents and reaps the profits.

The ALIENS Cyberpunk 2020 Conversion FAQ

1. **Is the ALIENS site a stand-alone RPG?**
   No. The ALIENS site is designed as a *supplement*, an add-on, to the *Cyberpunk 2020* roleplaying game. You'll need this book to play, and you may need a few others.

2. **Does this have anything to do with the ALIENS Adventure Game and/or Board Game by Leading Edge Games?**
   Well, yes and no. These rules initially stemmed from an attempt to convert the ALIENS RPG (yes, I own this product) to the Cyberpunk 2020 system, but eventually I redesigned them from the ground up after I bought the ALIENS Colonial Marines Technical Manual. I kept Combat Allocation, Intelligence Units, Orbital Communicators and the planet Pandora (as a potential source of cyberware) from the Leading Edge book, but feel free to ignore these.

3. **Can you tell me/publish the *Cyberpunk 2020* rules?**
   I can't exactly describe an entire RPG system without hours of typing, and publishing the rules would contravene R. Talsorian Games' copyright on their game.

4. **Is the ALIENS site advertising an online game? How do I join?**
   The ALIENS rules are NOT for an online game. They are a supplement for a non-Internet, dice-and pencils roleplaying game.
   A link to an ALIENS online game site has been provided in the Gateway Station: Departures page. I cannot vouch for its quality, as I have never used it.

The ALIENS Sourcebook

1. **What is the ALIENS Sourcebook?**
   The ALIENS Sourcebook is all the data on this page (except the pictures) collected and collated into one volume. Thus, it's a bit easier to read and to access in one's game (well, when one prints it out...). In addition there is a contents page, allowing you to rapidly find any data you wish, and an index. The index is fairly small; I'd like to hear from you about any additions I can make to it.

2. **How do I get the ALIENS Sourcebook?**
   This one's asked a lot, and fairly; the Sourcebook hasn't been available for near on a year. At the moment, I'm working on gettig my old hard drive reconnected. That has the best version hidden away on it.

3. **What formats can I get the ALIENS Sourcebook in?**
   When I re-release it, it will only be available in Word 97 format.

4. **Do I have to pay/Shouldn't you charge for the ALIENS Sourcebook?**
   Whoa! No way! As much as I'd love the cash I could probably have the *cojones* sued off me by several irate lawyers representing 20th Century Fox and

(more so) Lee Brimmicombe-Wood, the genius who wrote the superb *ALIENS Colonial Marines Technical Manual*. So the ALIENS Sourcebook is very free, and welcome to it, folks.

However, there is one charge I do levy for the darned thing. Playtest reports. I've sent the document out to several people already and playtest reports have been few. I assume this means that what I've done is so good it needs no improvement, but then again it could be people are so disgusted with it that they dump it in the bin and don't dignify me with a response.

So please, if you have any constructive criticisms, e-mail me and I'll see what I can do to it. Please, don't ask for more stuff (ie. new careers/universe data/vehicles/etcetera). I've been asked before, and I know I said I *would*, but I'm working full-time whilst trying to write a very complex Bubblegum Crisis campaign, so I doubt I'll get around to anything quite that sophisticated for a long while.

What I *really* want is things that I can add to the Index. It's fairly small at this moment.

Whatever you do, **DO NOT SEND ME THE ENTIRE DOCUMENT BACK!** Although I now have a 56.6Kbps modem, it's still a royal pain just unloading the thing to my server so it can be sent to you. It's doubly so when it all of a sudden appears back in my e-mail box and takes as long again to download! When you send comments, please just send them as e-mail.

Additions to the Page

1. **Why don't you have/will you make stats for the vehicles in ALIENS?**
   Although Marine APCs would be a must in the game, I tried to make them using Maximum Metal to the specifications in the Technical Manual. However, I ran across problems; the Manual lists laser, particle beam and plasma weapons that, of course, do not exist in Maximum Metal. Also, several processes, such as composite armour, appear to be more commonplace and much cheaper, and new equipment, like the Tactical Command Post, would take up spaces. The resultant vehicle using only Max Metal, although workable, just didn't feel right. It seemed a completely new library of vehicle options and rules was necessary. I am still interested in working on them, but I wanted to get these rules into circulation and see what you thought. Spaceships open a whole new kettle of fish- how much damage can they take? What critical effects are necessary? The Mekton Zeta spaceship system seemed a good alternative until I found out making a

ship such as the Sulaco just didn't work. Again, a new set of rules I didn't feel particularly like hammering out (I have Mekton Zeta Plus, but wound up working on a Mekton Z campaign of my own instead).

What I may well do is wait until Cyberpunk 3rd Edition, with its Mekton-compatible Fuzion system comes out, *then* build the darned things. Maybe...

2. **What about the Dark Horse Comics/other ALIENS fiction variants on existing hardware?**
   I'm not a great fan of the ALIENS comics; I don't like the way they portray the characters and situations in the ALIENS universe. Also, going through heaps of comics to build god-knows-how-many gear variants doesn't appeal to me.
   However, a few people have volunteered to do so. If you wish to create CP2020 stats for gear seen in Dark Horse Comic books, I'd be definitely willing to publish them here.

3. **How about doing some rules for Predators?**
   Ooooh. It is tempting, isn't it? (What would a Predator think of Night City? The best Christmas present ever.) Yes, I have seen the Alien skull on the trophy wall of the Predators' ship in *Predator 2*. But, it comes down to time. With this site as complete as I'd like it to be (aside from vehicles and spaceships), I prefer to spend what little free time I have on my Bubblegum Crisis pages. Sorry.

4. **Why don't you create some adventures?**
   Same reasons as why I don't do Predator rules, ecept writing and playtesting an adventure would take *more* time.

5. **How about ALIEN Resurrection?**
   The simple answer would be that this page is dedicated to the ALIENS movie and its gear, and I would prefer to retain that focus.
   There are other answers. The first is that I'm not sure I particularly *like* Resurrection. Sure, I said the same thing about *Alien³* and it grew on me. But the schlock-horror approach they took (in my opinion) for the fourth movie was stretching it a bit.
   Keep in mind that this site is a conversion of material in another book. If you're expecting the

same level of brilliance for the stuff in *Resurrection*, you wouldn't get it unless Lee Brimmicombe-Wood brings out a Technical Manual for *Resurrection*.

The FUZION System

1. **Are you going to upgrade to the Fuzion system?**
   The answer here is "maybe". There are two reasons for this vagueness:
   1. When I made these rules I had a lot more time on my hands than I do at the moment (it's called not doing your homework, kids, and it ain't a good idea). Now, I have a full-time job and several other net.projects I'm working on (see my home page for more on these). I may not have the time to complete a conversion.
   2. Having purchased *Bubblegum Crisis* and *Champions: New Millennium*, I'm pretty darn familiar with the Fuzion system; I'm just not sure I like it. Although using the Mekton Zeta Plus system (which itself is going to Fuzion soon) to build APCs, dropships and spaceships would make things very simple, the prospect of converting all this stuff lock, stock and barrel to Fuzion is daunting.

For those utter Fuzion loonies out there who are just hankerin' for ALIENS in Fuzion mode, check this site out.

The ALIENS Colonial Marines Technical Manual

1. **Where do I get this book?**
   Well, I'm afraid I'm not much help to anyone outside Sydney. If you can get to the city, track Galaxy Bookshop down. They usually have a few copies in. Aside from that, I believe HarperCollins are the Australian publishers of the *Manual*, and I know the book is published in England by Boxtree Books, so if you want you can try to track it down that way.

TECHNOLOGY OF
THE ALIENS GALAXY

The space administered by the Interstellar Commerce Commission is vast; the huge, ugly hulls of FTL-capable ships are microscopic when compared to the distances they travel. In the harsh environments of new worlds, humanity relies on its advanced tools to survive more than ever previously. The feats man's hardware can accomplish seem near-miraculous: interstellar distances can be crossed within a year rather than decades and dead planets can be reshaped to Earth's image. Despite - or possibly because of - these feats, Man is as selfish and indolent, convinced of its superiority and control over more than three hundred surveyed worlds.

In this page, I take a look at the hardware of the movies ALIEN (in the year 2122) and ALIENS (2179), and, through contrasting the technology at either end of fifty-seven years of evolution, try to lay down some guidelines for GMs who wish to set adventures in this cold future.

- FTL Travel
- Communication
- Automation
- Terraforming

FTL Travel

Probably the most major change ALIEN and ALIENS is simply faster-than-light travel time. In 2122, the length of time it would have taken for the *Nostromo* to reach Earth from Thetis is unspecified. The only travel time we know for sure is the time Lambert calculated for the trip to Earth from LV-426, *after* the *Nostromo* had used precious fuel and other resources for the return trip to the planet's surface: ten months. From the crew's reaction, this is an overly long delay (but still not quite as long as it sounds to the audience). Although this is an extreme example, it would seem safe to assume that interstellar distances are still vast; if the *Nostromo* had begun its journey, fully-fueled and maintained, from a point equidistant to Earth as LV-426, the trip could probably take between three to six months.

In 2179, travel times have shortened drastically. In the novelisation by Alan Dean Foster, a vaguely-heard background conversation as the Marines awake from hypersleep aboard the *Sulaco* is fully developed: from Gateway Station in Earth orbit to LV-426 took *three weeks*. I have listened to the ALIENS soundtrack a few times, and I believe I can hear mention of "three weeks" in the hypersleep chambers. Although this is a military craft, quite possibly capable of speeds in excess of commercial vehicles, FTL travel time is still more likely to be measured in the order of weeks rather than months.

It is interesting to note that, despite this increase in FTL speeds, the planet LV-426 remained out of the way for fifty-seven years. That sector of space may have become the new "Outer Rim", a region LV-426 was outside of in 2122 (Lambert: "We haven't even reached the Outer Rim yet."). When the colony went silent, no unassigned Marine ship was closer than the *Sulaco*, which was docked at Earth. Although LV-426 became a terraforming project in in the late 2140s ("over thirty years", according to van Leuwen, before the events in ALIENS) it did not appear regularly visited. If it were, the planet would have been better explored by 2179, and the Aliens may well have spread to other planets before Ripley's awakening.

Communication

Interplanetary communication in 2179 is slow; as the colony manager states in the Special Edition, it takes two weeks for a transmission from LV-426 to get to Earth, be responded to and sent again. However, as the distance between our Sun and the nearest star to it is measured in light-years, and LV-426 is an outer rim planet, some form of advanced FTL communications gear must be a standard.

It is worth exploring this topic because of elusive mentions of "the Network" that are heard in *Alien* and *Alien3*. At the end of *Alien*, Ripley says she should reach the Network within six weeks before she goes into hypersleep, implying that the Network is a volume of space. However, comments in *Alien3* imply that the mysterious Network is much more. As Superintendent Andrews and Clemens discuss Ripley, Andrews mentions the transmission he received is "the first high-level transmission from the Network this facility has received". Also, as the devastated Bishop assists Ripley with the flight recorder, he tells her that its data has been sent back into the Network.

Automation

2122 already demonstrates a sophisticated level of automation aboard modern spaceships of the era. As this sort of automation seems to be so standard aboard a complex space-going vessel, it is likely it has had a great effect on other areas of life, such as factories and other heavy industrial facilities. An ocean-going vessel the size of the *Nostromo* in the modern day (an equivalent in both size and purpose is likely the Very Large Crude Carrier class) would likely require a massive support crew just to ensure the ship is kept running, in addition to command staff. The *Nostromo* has a standing crew of *seven*, only two of whom are technical/maintenance staff. Four crew are needed to effectively pilot the ship (as is illustrated in the "Where's Earth?" sequence). The ship's other functions appear to be handled by the central "Mother" AI, who is almost an eighth crew member, albeit an invisible presence outside of the womblike interface room.

The jump to 2179 is slightly less drastic in impact as it is on FTL travel, but interesting nonetheless. The crew of the *Sulaco* seem more like passengers. Of the fourteen people who arrived at LV-426 on board the Marine craft, nine were line Marines, one an officer, one an android serving as a science officer/driver for the Marines, two were dropship crew and two were civilians. This brings the standing crew of a modern military vessel, a ship that must remain at a peak level of readiness at all times, to *zero*. Although it may be possible for some of those aboard to pilot the massive *Sulaco*, there was never any indication that any of them had that duty, let alone the skills to do so (Ripley may have been able to, but perhaps all she - or even Bishop - needed to do at the end of ALIENS was tell the ship to set course for Earth and let it do the rest). AI control is so smooth that there is very little intrusion into the activities of the *Sulaco*'s passengers; never once do the characters in ALIENS receive any messages from the ship before, or after, Bishop directs the dropship launch by remote. The controlling intelligence is never even referred to. It would seem AI and automation is thoroughly integrated into shipboard life. Perhaps by 2179, most interstellar transport is actually conducted by crewless ships. That Ripley can be slightly tempted by Burke's offer of flight licence renewal may indicate an error in such a supposition.

With this level of automation, it is possible to suppose that many industries on Earth and the major colonies are fully-automated. For a large polulation, this may well mean that many are out of work, creating massive ghettoes and slums.

Terraforming

The reason could possibly the length of time terraforming takes; however, it seems near-miraculous the changes that can be wrought on an "almost primordial" planet in the space of a few decades.

In 2122, LV-426 was near-uninhabitable. The atmosphere was not so hostile to prevent a starship landing, but we do know that complete environment suits were needed to venture outside the ship's protective hull. At the time, the climate was "deep cold - way below the line".

In 2179, the Weyland-Yutani terraforming process had turned this hostile environment into something much more livable. Although still very windy, LV-426 now has a breathable atmosphere. No protective suits are needed, and the cold seems to have been abated somewhat also. The colonists' clothing (in the glimpses of pre-disaster colony life in ALIENS Special edition) seems to be made more for utility than to protect from the cold. It seems the "shake-and-bake colony" method is as rapid and convenient as its nickname implies when compared to twentieth-century estimates of terraforming time for alien planets.

AUTHOR'S NOTES

The ALIENS Universe

The ICC galaxy by 2179 is one fraught with turmoil. The need for a force-in-readiness indicates a still-healthy sense of paranoia and distrust between nations (corporations usually have a tendency to settle disputes with their own resources, so it seems safe to assume that the Nations of the future are still forces to be reckoned with). Although the main interest in this system for players and referees will be fighting the Aliens, they are not an immediate threat by 2179 (a great threat, yes, but still an unknown factor to most countries / companies). To most citizens of the galaxy, the primary enemy is still each other. The Technical Manual refers in quotes by Marines to fighting "bugboys", "Beebops" and "Watanabes"... It seems fair to assume that an oriental country (Not being too sure where the name Watanabe comes from, I can't be sure...) and its associated territories and colonies are the "big" enemy of America in the future. The Manual mentions three "arms" of controlled space; the American Arm, the Anglo-Japanese Arm and the Chinese Arm. The Anglo-Japanese arm of space (where Weyland-Yutani conducts its operations) appears to be no threat; in fact, the Colonial Marines have jurisdiction there (the Technical Manual denotes a major Marine Corps base in the Anglo-Japanese Arm). Thus, it seems fair to assume that the current (or recent) threat to America comes from the Chinese (although I have been informed that Watanabe is a fairly common Japanese name. Perhapsthe Japanese were enemies of the American Arm in the recent past...). The corporations may provide some sort of threat, but it seems minimal compared to that of the other national power blocs of the ICC.

Thus, more often than not, the players will see action in peacekeeping and offensive/defensive action against smarter, human enemies. Armour and equipment could be taken from the Chromebooks and/or Blackhand's Street Weapons 2020 (as appears obvious in the movie, weapons firing bullets are still in common use, if a little more sophisticated than their twentieth century predecessors. The 2020-age small arms and heavy weapons should cover any gaps).

The universe presented in the ALIENS comic books by Dark Horse seems somewhat in advance of what is seen in the movie. Energy weapons have begun to shrink from vehicle-mounting only to man-carriable. Variants have appeared in the standard M577 APCs. These changes can be covered by someone else who wishes to do so; I prefer the equipment and Corps as seen in the movie.

Notes on the Aliens

Several will notice that in the section of this document on the Aliens, I have provided no hard-and-fast answers as to how the Aliens "work". This is because, to my knowledge, there are no hard-and-fast answers. Several authors of Aliens fiction have posited their theories on Alien reproduction, life cycle, biology, physical chemistry, etcetera. Some I like, others I don't. That doesn't mean that others will have the same opinion. The ambiguity of the physical details of the Aliens in this document serves two purposes:

1) it allows individuals to introduce rules that cover their own ideas on Alien biology without feeling restrained by any system I have created (but since when did that stop anyone),

2) it helps maintain the sense of mystery that shrouds the Aliens ("What are they? Where do they come from? Why do we only see them through dark camera angles in the movies?").

When you, the Referee, finally tire of the players giving you the same old tirade: "When are we gonna see the Aliens?", bring the Aliens in, but keep in mind the old adage, "Be careful what you wish for, you just might get it." Several people have commented to me that my rules for the Aliens makes them very lethal. That's the intention. Use these rules to their utmost effect and HAMMER THE PLAYERS WITH THE ALIENS. The Aliens are the biggest threat to humankind since the invention of thermonuclear warfare. Make sure the players, clad in their armour and armed to the teeth with their pulse rifles and grenades, know this and know this well. Send in an entire platoon and ensure that only the players get out (barely) alive. Shred their APCs. Crash their dropships. Put holes in the primary cooling systems of their thermonuclear- powered atmosphere processors. Make the players' encounters with the Aliens a thrill-a-minute, edge of the seat deathtrap James Cameron and Brandywine Productions would be proud of.

Be warned, though, that the Aliens are tough; they rapidly reduced an expreienced marine team to one-third strength in a matter of minutes. They will probably make mincemeat of any characters with little experience (ie. they will chew starting characters up and spit them out). Be *careful* when deciding where thay should enter your campaign.

Theory on Weyland-Yutani and the Aliens

A Personal Discourse on the Possible Involvement of Weyland-Yutani in the "Ripley" Encounters

Please note that none of the below data is official (except perhaps the dates) and is simply my effort at finding the reasons behind the actions in the movies.

The extent of the Weyland-Yutani Corporation's involvement in the LV-426 affair is indeed great. The events chronicled in Alien (in 2122) and Aliens (in 2179) smack of careful, long-term planning. The transfer of the Nostromo's science officer for the android Ash and the special order given him, as well as the clause in the contracts of the employees forcing them to explore the source of the signal implies that the Corporation knew of the Aliens long before Ripley, although she has become credited as the first human to encounter the species (or, at least, the first to encounter them and return for more). That the Company chose a cargo vessel instead of a fully prepared and armed extraction team implies that they knew how dangerous the organism could be. Instead of risking a well-trained team (and the expense) they believed a truck with one operative to monitor events could do the same job (and it probably could have, if not for the resourceful crew of the Nostromo) with less risk of funding and resources.

Ripley's survival was unlucky, but the Company knew how to manipulate her through Burke to get her back out to LV-426 and the breeding colony they established, thereby disposing of her as a threat. Burke is an uncertainty: was he part of the Company's plan from the beginning or did he become involved based on Ripley's report alone? His death makes the point moot. The events in Alien3 appear to contrast this theory; if the Company was willing to send a high executive and a full security team in order to secure the Queen in Ripley, why did they not do so to obtain a sample from the original alien ship? Perhaps they believe the ship itself may be a hive (a not unsubstantiated theory, as there were thousands of eggs inside the ship's cavernous hold, suggesting the presence of a Queen), and sending a full security team to it would risk waking the hive up.

Some other sources have pointed out the idea that the use of the Nostromo instead of Corporate forces is due to a need for stealth; if a prepared corporate team was sent, another corporation may have sent forces to follow it and atempt to gain samples also (or even attempt to prevent Weyland-Yutani from obtaining samples). Considering Burke's similar actions in ALIENS - sending the colonists on LV-426 to find the ship unprepared - and his justification - "...if I made a major security situation out of it, everybody steps in, Administration steps in, and there's no exclusive rights for anybody. Nobody wins." - it seems that this idea is not implausible.
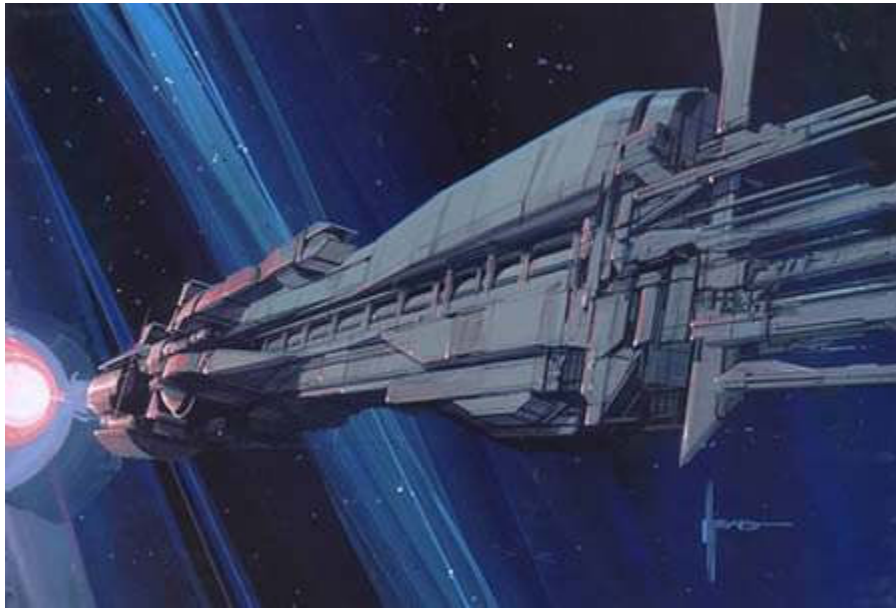
Please note - the dates given herein are obtained from the heavily-aforementioned Technical Manual.

A NOTE ON VEHICLES AND SPACESHIPS

Although Marine APCs would be a must in the game, I tried to make them using Maximum Metal to the specifications in the Technical Manual. However, I ran across problems; the Manual lists laser, particle beam and plasma weapons that, of course, do not exist in Maximum Metal. Also, several processes, such as composite armour, appear to be more commonplace and much cheaper, and new equipment, like the Tactical Command Post, would take up spaces. The resultant vehicle using only Max Metal, although workable, just didn't feel right. It seemed a completely new library of vehicle options and rules was necessary. I am still interested in working on them, but I wanted to get these rules into circulation and see what you thought.

Spaceships open a whole new kettle of fish- how much damage can they take? What critical effects are necessary? The Mekton Zeta spaceship system seemed a good alternative until I found out making a ship such as the Sulaco just didn't work. Again, a new set of rules I didn't feel particularly like hammering out (I have Mekton Zeta Plus, but wound up working on a Mekton Z campaign of my own instead).

What are the alternatives? Well, as Leading Edge Games has lost all its movie licenses, we could pester R. Talsorian to get together with Lee Brimmicombe-Wood (who has contributed to several Cyberpunk books) to aid in writing an ALIENS RPG (unlikely) or, if you have your own bright ideas, ALTER/ADD TO WHAT I'VE WRITTEN. Heck, send your ideas along and if I like them I'll post them on my page with full credit to you!

How It Came To Pass...

Originally these rules were designed as a conversion from Leading Edge's ALIENS RPG to the R. Talsorian Interlock system as it appears in Cyberpunk 2020. Some of the ideas in the book seemed good at the time, others utterly unworkable. The rules have suffered through several incarnations (but, be warned, no playtesting) before they got here.

I was aided in my task by the occasional Technical Readout in the British ALIENS magazine published by Dark Horse UK. These articles were written by Lee Brimmicombe-Wood, with occasional assistance from Dave Hughes. I was very impressed with Brimmicombe-Wood's thorough explanations of Marine materiel, but was annoyed that I'd missed some of the Readouts, and with a few inaccuracies (apparently the M56 smart gun was a laser weapon in that particular Readout, but how, as it made the same firing noise as the 10mm caseless M41A pulse rifle?).

Then I made a trip to England, and spotted the ALIENS Colonial Marines Technical Manual sitting innocuously on the shelf of WH Smith's. I bought it immediately and am damned glad I did. It is a must for any fan of the movie, and clears up the mistakes in the Technical Readouts from the magazines. If you live in Sydney, you should be able to track it down at Galaxy Bookstore. Any English reader should be able to get it with relative ease.

The rules above are the results of reading this book, then chopping and changing the details in these rules until I had something I liked. All that remains is to see whether or not everyone else does.

Upgrading to the Fuzion System

A few people have been emailing me about the new Fuzion system from RTG. Have I seen it? Yes, I have. I am the proud owner of the Bubbelgum Crisis Roleplaying Game; my [Sydney 2033](#) and [Bubblegum Crisis Web Archive](#) pages stand testament to that. Do I wish to upgrade to Fuzion soon? My answer to that is: The Fuzion system looks good, and as it will be used in Cyberpunk 3rd Edition, I will *probably* upgrade to it. However, I would prefer to wait until I've actually purchased Cyberpunk 3rd Edition, so I can see how Fuzion works in the Cyberpunk universe and how to convert all the stuff I've written.