

WEYLAND CORPORATION



Christmas on the Moons

MISSION REPORT

WC Moon A-1 Colony, year 2093

Mission Director: Michael Mørk



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"Christmas on the Moons" is written for Fastaval 18 by Michael Mørk.
Design & Graphics: Ezekiel Castor No Mesiah.

Game testers: Troels Thylstrup, Jens Brun Pedersen, Peter Just Jensen, Cecilie Nemeth, Casper Iversen.

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To Niels Jensen for listening to my ramblings at the author-weekend, for lending his wisdom and for valuable advice and constructive criticism during writing.

To any survivors from "Christmas on the Moon" who might be reading this:
Thank you for participating back in 2015, and thank you for giving me the inspiration to continue the story.

Maybe I will see you all in a couple of years, to the third and final part of the story.

Contact: Any questions, wishes or request can be directed at mudderand@gmail.com



Introduction

- Is this gonna be a stand up fight Sir? Or another Bug hunt?

If you are reading this, I believe it is safe to assume that you have signed up to run this scenario at FV18, and for that I thank you. I truly hope that you will have as much fun reading and playing this scenario as I have had writing it.

Three years ago I wrote my first scenario for Fastaval 15, "Christmas on the Moon". What you are reading right now is a continuation of that story that takes off hours after the first story ended. It is not required of you or your players, that you have played "Christmas on the Moon" to enjoy this story.

Throughout this text I will mention things that happen in this scenario as well as things that happened in the previous scenario. To make things as clear as possible:
- The story in "Christmas on the Moon" (CotM) took place at the AI-C Research Center
- This story (CotMs) take place at the A-I Colony.
These two locations will often be referred to simply as the research center or the colony.

To get things started the next couple of pages will give you an overview of what is to come. All will of course be described in full detail later. Welcome to "Christmas on the Moons".

Pitch

Year: 2093. Location: the Moon. Mission: 10 Weyland Corporation employees stationed at a research center for the Christmas tour. What should have been a nice and cozy way of enjoying the holiday with some coworkers quickly turned into a nightmare as the crew was attacked by an alien. After a night of desperate fighting, the last 5 survivors managed to escape towards the nearest colony, unaware that the true nightmare has yet to begin.

Synopsis

"Christmas on the Moons" takes place at the A-I Colony on the Moon, five hours after the characters fled the research center leaving the alien and the huge explosion behind (CotM). As they arrive at the colony they believe themselves to be safe, but they quickly learn that the reality is completely different. The colony has been under attack for days by the same species of aliens, and the remaining survivors are now hiding in dark places hoping to be rescued before the monsters get to them. As the story progresses the players will encounter dead crewmembers, aliens and survivors as they visit the different locations at the colony in search of weapons, food, answers and last but not least a pilot who will be able to take them home.

There are some "most likely" outcomes of this scenario, but none of these are in any way decided by me. This story ends when either you or the players decide to end it. If this happens when the characters manage to escape the colony in a shuttle towards Earth, or it happens as the last of them are hunted down by the aliens only to be killed or captured, is not decided by me. I will later lend you some advice on how to run the story and, how to possibly end it, but it will ultimately be up to you and your players to decide how your game ends.



Setting & Theme

The story is set in the *alien*-universe and as such is inspired by the movies. It is a fast paced tale of action, as gunfights and poorly timed doors that won't close force the players to make quick and sometimes rash decisions without any regard to the consequences. The characters will be faced with the horror and fatality that happens, as the aliens strike with deadly force, literally leaving behind a trail of blood and corpses. But it is also a story where the actual survival of the crewmembers will play an important part regarding what the players will or will not do.

Meanwhile the Christmas tunes are still playing and decorations are hung around the colony. This will stand as a powerful contrast amidst the blood and horror inflicted by the aliens. Though the players will hardly find time to exchange presents and sing songs, it will be a clear reminder of what should have been and of what they have lost, as the horror of the situation and the consequences dawn on the characters.

Characters

There are three types of characters in this story; PC, NPC and Redshirt.

The PC's are the five characters controlled by the players from the beginning; the Doctor, the Security Officer, the Engineer, the Computer Technician and the ex-soldier. These five are the last survivors from CotM who made it to the A-1 Colony.

Besides the PC's there are several survivors still alive at the colony. 3 of these survivors are the Pilot, the Nurse and the Broadcast Host. These NPC's are activated by you, as the players encounter them during the story. If (it should be when) a PC dies, the player will then be given a NPC as a new character. If the player is unlucky enough to lose that character as well, there will hopefully still be another NPC alive for her to control.

The Redshirts are all the remaining survivors still located at the colony. These will come in handy to you during the story, both in situations where you need someone to die or if you run out of NPCs for the characters to play.

System

For this story I have incorporated a simple homemade system. The system is easy to learn and even easier to use, where you only need to roll a single d6 at a time. The system however will make the story a deadly experience for both the players and the aliens.

Structure

"Christmas on the Moons" is a player driven sandbox-scenario. For the players, this means that they can do basically whatever they want wherever they want. Meanwhile you will have to focus on guiding the players through the story by describing the locations they visit as well as activating the different survivors (and aliens) as they encounter them. The outcome of the story can be pretty much anything, depending on what the players chooses to do and how well they do it.

To start the story I have designed a short workshop for you and the players. This should help set the theme from the beginning and help the players reach the correct state of panic and horror the characters are facing. Doing this the workshop will help the players relive some of the horrors the characters encountered in "CotM", meanwhile allowing the players to look forward and keep their focus on what is to come instead of what have happened.



The story so far

- They mostly come out at night, mostly.

Picking up the story only hours after CotM finished, this scenario is in effect not only a sequel but also a direct continuation of the story of the 5 survivors from the research center. Having been in the mud and blood and survived puts a certain weight on the shoulders of the characters.

It presents the players with a special twist on the story and allows them to explore it from a unusual angle. If one or more of your players have already played CotM, it will also give them a chance to play the same character on twice, as well as hopefully let them enjoy the second chapter of this tale which will bring new elements and a new experience.

When I wrote "Christmas on the Moon", I didn't have any immediate plans to write a sequel. It was only during game testing, when some of my players asked "when do we get to play the sequel?", that I realized the story wasn't finished and that a sequel was in fact quite obvious. And when several of the players at Fastaval 15 asked exactly the same, I had no other choice than to keep writing.

In this section I will bring you up to speed, on what have happened at the A-I Colony up until the players arrive with the train and the story starts. I will not delve too much into the background and the story of what happened in the previous scenario, and I will advise that you shouldn't do that either while

running this scenario. The key to making this story a success, is that both you and the players have their eye on what is happening and what will happen now, rather than what have happened.

"Christmas on the Moon"...the short-short version

The 10 employees go about their business the first two days of the Christmas tour. As the power goes out on the night of the 24, things start to change. A few hours later, the first crew member dies as a chestburster finds its way out of his chest.

During the night more crew members are killed (including Dr. Atkins, founder of the colony and research center) as the alien attacks. As the hours go by, the remaining employees struggle to keep alive by hiding from the alien, while waiting for rescue from the colony. Fighting the alien every inch of the way, the last 5 survivors manage to board the train taking them to the colony only minutes before the sky is illuminated in a huge explosion.

December 23, 2093

As the new crew arrives, ready for their Christmas tour (CotM), the remaining scientists all board the train going back to the A-I Colony. Amongst these are five researchers, who are hung over and suffering a slight amnesia. They all blame the Christmas party and the indecent amounts of homebrewed, and illegal, alcohol for the state they are currently in. Unfortunately they have all forgotten how they, during the Christmas party, ventured down into the sub-levels of the research center, and discovered some "eggs", before passing out.

What happens at the research center, stays at the research center... or it did until it blew up anyway. If you want to learn more about what happened in the previous scenario, than you can find in this text, feel free to download it at alexandria.dk

When the five hung over crewmembers return to the colony, they go about their business before they have to board the shuttle going back to earth. At this point, most of the personnel have already left the colony, and only three shuttles and more than 50 crewmembers are still present.

In the late hours of the afternoon, the first chestbursters leave their hosts. The first two do it more or less simultaneously while the crewmembers are getting ready to board a shuttle. Both bodies are subsequently transported to the Medlab and quarantined. The Security Supervisor locks down the colony until they have figured out what has happened. In the following hours several attacks occur, as the remaining three chestbursters all leave their hosts and the five aliens basically goes on a killing spree attacking anybody within reach, as they steadily grow into their adult forms.

The ensuing panic damages the colony almost more than the aliens. The Security Personnel is fighting hard to both contain the panicking crew but also to locate the unknown threat. The remaining crew suddenly find themselves fighting each other to get aboard one of the last shuttles, even crew members who is supposed to stay at the colony is suddenly eager to get home.

As a result company protocol goes out the window, and the security team is more than busy trying to keep a lid on the situation, as well as figuring out what the hell has happened. One result of this is that no one takes care of or notices the many calls to the colony from the research center, which keeps coming in regularly.

After the first attacks only one shuttle takes off from the colony, doing so without regard to the protocol and Security Lockdown. This leaves two shuttles for the players to find, giving them an actual chance of going home.

Before the clock has reached midnight, the five chestburster have grown into fully adult drones, through killing and eating of the humans, as well as whatever food they can find along the way. They start searching the colony for a suitable place to build the hive. They set up at the sub-levels surrounding the reactor, where one of the drones immediately begins a cocoon cycle, which will in time, turn it into a queen. The remaining four drones split up in two, as two of them start building the hive while the last two start searching the colony for survivors, they can bring to the hive.



Meanwhile the last crewmembers at the colony have more or less given up hope of going home. Most have simply panicked and are hiding in different parts of the colony. Others have tried to escape, and have subsequently been killed or captured by a drone. For most of the crew the biggest issue is that they don't have the required personnel to be able to fly home.



December 25, 2093

When the crew from the research center reaches the colony, it won't take them long to learn that something is wrong. The different sections of the colony are running on very low power or no power at all. Many doors are stuck and can only be opened with brute strength. In several locations the terminals are shut down, and cannot be operated, though this doesn't apply to the platform at which they arrive. At the control room adjacent to the platform, they will be able to access a terminal to try to get some information about what is going on.



Heroes go right...so... left?

From here it is up to the crew to go through the colony in search of surviving crew members, a lost girlfriend, a pilot, weapons or other ways to defend themselves, clues, a way home or simply answers of what happened and what they are going to do.

As you might have figured out by now, this story has many paths the players can take and just as many outcomes. It is important to let the players choose whatever path they want no matter how stupid or dangerous it might be, instead of guiding them down a path you think is better or safer.

I haven't decided or written an end to this story, simply because I don't know how the players will end it. I know where the story could go from here, but as long as the players have something to say, it is still uncertain whether or not we get there.

Writing this story and game testing it, I have ended up with a list of the most possible outcomes of the story. Extra credit will go to any crew that can come up with a new ending:

- They find a pilot and technician and fly home safely (with or without extra survivors).
- They find a pilot and fly home, hoping the shuttle will make it all the way (with or without extra survivors).
- They find the technician and try to fly the shuttle without a pilot...they get off the moon but don't know how far the shuttle will get them (with or without extra survivors).
- They find the Hive and decide to destroy the colony and aliens, if they are extremely lucky, they might get off the moon in time to survive, unless their pilot is killed by an alien in the last seconds.
- They are all killed/captured by aliens



Example from game test

Pushing the buttons on the dashboard frantically, Thomas is able to get the shuttle moving out of the Hangar. He looks at Flight Technician Jones, sitting next to him... "can we actually do this without a pilot?" he asks... "I guess we'll find out soon" Jones answers as he flips a switch hoping it's not the wrong one. In the back of the shuttle the remaining crew is trying to settle in and get seated as the shuttle slowly rolls out of the hangar. Dmitri casts a glance out of one of the small windows, there are now two aliens inside the hangar, "now would be a good time to get us of this rock Thomas" he shouts as the aliens closes on the shuttle.

Holding their breath Jones and Thomas finishes the launch sequence and punches the ignition, the shuttle shudders as the engine roars to life lifting them slowly but steadily one inch at a time. As the shuttle picks up speed moving faster and faster Dmitri looks back down at the colony, thankfully he spots what appears to be two dead burning aliens at the tarmac. Silence fills the cabin as the crew slumps down, exhausted and overcome with joy, the nightmare is finally over.

Jones and Thomas are fighting with the controls as they do their best to keep the shuttle in control. As the going gets smoother and the shuddering eases, Thomas lets out a sigh of relief. He turns and smiles at Jones, "we did it, we..." the look on Jones' face makes him pause, Jones points at a small red light in the center of the dashboard, "I don't think that one is supposed to on", he mutters.... The end!

The three phases

Even though this is a sandbox scenario, it is build around a structure that takes the story through three phases, which will describe the evolution of the story.

First phase: complication and confrontation. The characters arrive at the colony believing they are safe. They will however learn the truth is something completely different, as they are confronted with the death and horror the crew has witnessed.

Second phase: Desperation. As the characters fight their way around the colony, the situation grows worse every minute. They find a pilot, the pilot is killed, and they find more survivors only to see them die at the claws of the aliens.

Third phase: Resolution or destruction. Depending on what the players have done and how well they have done it, the story ends as they fly away from the Moon leaving the aliens behind, or they find themselves beaten at the finish line, overwhelmed by exhaustion as they aliens keeps striking again and again.

There is no preset number of encounters or scenes to each phase of the story. It will be up to you to keep track of the story and stay focused on evolving the challenges and encounters, leading the story to a grand finale. It is not important that you manage each phase strictly, and you could as such skip the second phase completely, going straight to the third as they players head down to the Hive knowing that there is no turning back.

If I should give you a number, it would 2-4 encounters in each phase, again depending on what specific encounters they are faced with and how well they perform in each situation.

Setting / The *alien* universe

- It's got a great defense mechanism...you don't dare kill it.

Since you have signed up for this game, I believe it is safe to assume that you have some degree of knowledge or experience with the *alien* universe through either the movies, computer games, comics or novels. If that isn't the case then don't worry, you will still be able to run the game and hopefully enjoy it, though I would strongly recommend that you spend some time at least watching the first two movies. Not only are they both excellent in their own right, but it will also give you a better sense of the theme and setting in this story. If you already have watched them, then there is of course nothing to worry about.

2093

This story takes place some thirty years prior to the original movie. As I have been inspired by both "alien" and "aliens" in writing this story, the future the players will experience is the same dark, dirty and gritty future we see in the movies.



Though there are no smart phones, tablets or other fancy gadgets that will allow you to connect to the rest of the world with a few clicks, this future is still full of devices and technology we don't see today.

Computers come in three different types; databank, terminal and portable terminal. Databanks are the core of a colony system, the mainframe where all data and information is stored. In most colonies there are several of these, often installed at sub-levels of the colony, as they are mostly accessed by remote through terminals. Terminals are the everyday computers of a system. They come in many different sizes, shapes and variations depending on which part of the system they are installed at. To use a terminal the employees must log in with their ID-card, which will grant them access to the system depending on their security clearance.



The Colonial Marines and Ripley, examining the system of "Hadley's Hope", on a map terminal in "aliens".

Portable terminals are laptops of the day. They aren't quite as useful though as they often are restricted to one or two functions, are heavy and somewhat unhandy and it requires a certain level of security clearance, for an employee to use one.



Weyland Corporation

In 2093 things have certainly changed. The key to *Faster Than Light Travel* has been discovered and along with other scientific discoveries it has enabled Weyland Corporation to explore the far reaches of space. WC's android program has been active for decades and has reached a point where they are close to mandatory in every workplace and many homes.



Weyland Corporation, under Weyland Industries, has been established as a world leader in many fields. Military supplier, Research & Development, space travel and colonization are among the many operations that have built one of the world's largest companies.

For many employees it has become more than just a workplace. It is not unheard of, that people born in one of Weyland's many colonies throughout the galaxy are basically born into the company, never leaving their employer or the colony for the rest of their lives.

In case you're wondering why the company isn't called Weyland-Yutani like in the first two movies; the Weyland-Yutani merger didn't happen until the early 21st century, so until then the company still holds the name of its founder Sir Peter Weyland.



Timeline

Here is a short timeline, showing the significance and the most important work done in the first century of Weyland Industries.

- 1990 October 1st - Peter Weyland is born in Mumbai, India
- 2004 October 11th - Peter Weyland is granted a Method Patent for a synthetic trachea constructed entirely of synthetically-engineered stem cells. It is his 12th patent to date.
- 2015 March 27th - Weyland Industries launches first industrialized space mission to install solar panels that align and move in Earth's orbital plane. The renewable energy gathered in the months following this expedition made Peter Weyland his first billion.
- 2016 February 2nd - Using a precursor to the atmospheric processor of his own invention, Peter Weyland is able to generate a localized synthetic atmosphere above the polar ice cap, effectively ending global warming.
June 17th - Peter Weyland becomes one of the youngest people to ever achieve knighthood.
- 2023 February 4th - Sir Peter Weyland is awarded the Nobel Peace Prize in Medicine for his cancer cure.
- 2025 January 7th - Weyland manufactures the first advanced android prototype model of its kind. He is affectionately called David, a name Sir Peter Weyland had initially reserved for his own human son.
- 2030 July 27th - Weyland Industries earns patent number 12.004.556 for Method and Apparatus for a device that can initiate, monitor and terminate hyper sleep.
- 2031 August 10th - Colonization begins on Luna with plans for multiple settlements.
- 2034 January 17th - Weyland Industries introduces the first Faster Than Light-capable SEV (Space Exploration Vehicle).
- 2052 July 7th - Weyland makes significant intellectual and emotional updates to the David android, further increasing human acceptance.
- 2072 March 9th - Weyland Industries consolidates all products and solutions into seven verticals: health, logistics, energy, electronics, terraforming, security and cybernetics.
- 2092 January 7th - Ellen Ripley is born.

Theme

- Stop your grinnin' and drop your linen.

Christmas spirit

Though Christmas day has passed and the New Year is closing, the spirit of Christmas lives on. At the colony this will be present in several locations, where decorations are still hung or the tunes are playing on a stereo. Even though Christmas isn't a key element in this story, it is still an element I would advise you to use whenever possible. For obvious reasons, this story could have happened at any time of the year. Now that it actually is Christmas, the spirit and traditions that goes along with it, will only stand as a big contrast for the characters, as they are faced with their worst nightmare.

Alien horror

An *alien* theme uses many elements and effects to achieve a sense of horror. Some of these will be present in this story, and will hopefully give the players the experience they signed up for.

Suspense is a key element in this story. The players will certainly expect one or more aliens, as well as both facehuggers and chestbursters. Their problem is that they don't know when they will come, how they will come or for that matter how many of them there are.

There is no doubt that you must use this to your advantage. Let them hear noises and see shadows moving. Give them plenty of opportunities to start worrying or put them in situations where they prepare for the worst.

Death is inevitable. Facing a superior enemy like an alien, chances of surviving are slim to none. And as a result of this there will most certainly be deaths. The tricky part about this element is to do it well. I'm not encouraging you to go on a killing spree, to see who can kill every member of the crew in the shortest time. I will however advise you to keep it in mind, and to bring it to use when the time is right.

And...action!

Just as the players will face the horror that is the aliens, they will also be faced with several action sequences. These will occur not only when they are fighting aliens but also as they running down the hallway trying to reach the shuttle in time, or struggling to close the door before the alien can attack.

The keyword to make the action sequences a success, is to keep them going at a fast pace. It is important that you don't give the players too much time to think or plan an elaborate plan of defense or attack. Time is of the essence and if they at any point hesitate I think it is important that you don't do the same. Punishment should come swiftly in the form of death by alien.

The sound of music...and alarms

History shows that background music is a very effective element, when setting a mood or theme in role-playing. Like many other before me I have used it with great effect when playing and testing both GotM as well as GotMs.

There will be plenty of time for the players to catch their breath between the fights, as they investigate the colony. Letting the players take their time in these situation, relaxing and lowering their guard, is just as important, to get the best reactions as the monsters strike.

If any of your players have tried the prelude to this story, there is a good chance they already died once or twice. Keeping this in mind, I doubt you will receive anything but laughter and applause should they die again.

I will provide you with a range of various soundtracks and music that could be fitting to an action/horror story. If you already have some useful soundtracks or playlists that you find both useful and effective, feel free to use those instead. Basically any instrumental soundtrack/playlist with a dark and ominous theme would suit the purpose of this story.



In order to get the music and the sound effects delivered, you will of course need something to play them on. I will deliver the music online to you, so either iPad, telephone, computer or whatever you choose should work. If you for some reason can't find anything to play it on, please let me know, and I will of course try to help. The story can of course be played without the music itself. The three sound effects however are more important, but these shouldn't prove to be an issue, as they simply could be played from a smart phone.

Amongst those provided by me, will be the original "aliens" soundtrack. However I will not recommend that you use the entire list of songs as they are made for specific scenes and situations with a very specific time frame. However if you are clever/lucky enough to time the scenes correctly to the music, there are of course plenty of fantastic possibilities in the soundtrack.

Besides the music I will provide you with three audio files that are to be used during the prelude and the beginning of the story.

- "Not so merry Christmas": a classic Christmas tune in the instrumental version. Used during the prelude to remind the players that it actually is Christmas and that all was good, before the alien struck.
- "Jingle Bells": not the Christmas song, but instead the constant, and to some extent annoying, sound of an alarm going off. Used during the prelude, for just enough time for the players to get annoyed by it.
- "WC Security Announcement": as played on the colony intercom, after the incident, ensuring the crew that there are no reasons to be alarmed and that everything will be OK. This announcement is one of the first things the characters are met by, as they enter the colony.

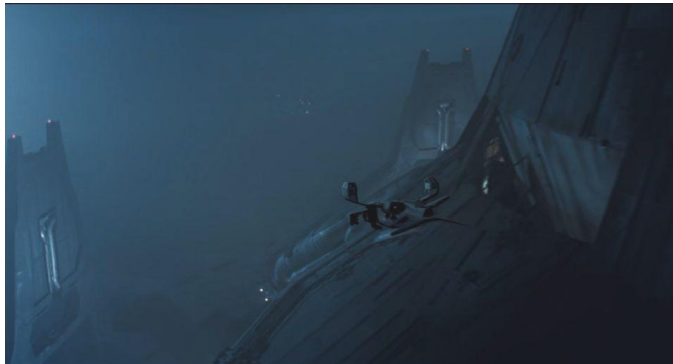
The A-1 Colony

- It's what we call a shake and bake colony

In 2031 Weyland Industries begins preparations to colonize Luna. With Weyland Corporation as the key factor in this colonization they established two major colonies 10 years later, which now holds a population of over 6 million. In 2088 Weyland Corporation finished constructing the third colony, the A-1 Colony. Unlike the first two this colony was established through private funding, from world-renowned scientist Dr. Richard Atkins. This is the colony we will be visiting in this scenario.

In connection with this colony, Atkins later build the AI-C Research Center, this is where the story started in CotM. However as the surviving crew managed to blow the entire Research Center off the Moon, we won't be going back to that place.

The A-1 Colony has a maximum population of 500. The employees at the A-1 are hired for 6-12 months at a time. Most of these are already WC employees, who in many cases are living and working on Earth.



Doors always opens by sliding sideways into a gap in the wall, and they are all fitted with a small window in the center, with the exception being the doors to the personnel quarters of the crew.

Description

The colony is constructed mainly of 5 large WC Colonial Habitat Modules, one for each sector of the colony. Each of these modules is large enough to contain several of the WC Standard Colonial Modules, like those used to build the AI-C Research Center. At the center of each Habitat Module is the Main Hallway, to which the individual modules in the sector are connected. The Main Hallway, 3 meters wide and high, gives plenty of room for characters and aliens to have some fun. The 5 Habitat Modules are connected with each other through separate Hallway Sections, some as long as 50 meters.

The interior of the modules and hallways are all the same. The flooring is made of metal grills and the walls of the hallways are for most of the part covered in pipes and wires, connecting many different machines and electronic devices.

Layout

The Medical Sector is where you will find the Medlab and the Research & Development Lab. Though most of his important research and discoveries are done at the AI-C Research Center, there are still multiple scientists employed at the Colony. Most of the work they do here though, is simply to please the Public Relations Department, and not amongst the most groundbreaking research.

The Personnel Sector mostly contains the living quarters for the crew and employees at the Colony. Besides living quarters the sector also houses the Canteen, the R&R module as well as the Management Quarters which provides management with private sleeping quarters and two conference rooms.

The Public Sector is the only sector, where private contractors, visitors and guests are allowed to stay during a visit to the Colony. Upon entering this sector from other parts of the colony, it is obvious that this sector have been somewhat upgraded in comparison with the rest of the colony, with cleaner and even more shiny hallways than the rest of the colony. The most dominating part in this sector is the Hangar Bay, which services the private flights to and from the Earth as well as the other colonies on the Moon. Other modules include the VIP Lounge & VIP Quarters and the WI Showroom.



Large Bulkhead Doors marks the entrance and exit to each Habitat Module. These are broader and heavier than normal doors, and designed to withstand just about anything, in the event of a hull breach in one of the Hallway Sections.

The Security Sector houses the colony's security force. Company Protocol dictates that at any given time at least 5% of all personnel present must be security personnel. This force operates from the Security Sector Control Room, as well as several minor "Checkpoints" throughout the colony. They are also in charge of the Armoury and of course the Detention Area, though this is very rarely used. Unlike the rest of the employees at the colony, the security force all has personnel quarters located within this sector.

Some doors require security clearance to open, while others open simply by touch. As a rule, the more important and vital the module/room is, the higher the clearance needed.

The Technical Sector is by far the largest of the Habitat Modules and home to the two most important parts of the colony, the power plant and main database. Both of these are located beneath the colony at the sub-levels and are off limits to almost every crewmember save the few technicians and engineers who make sure the colony keep running. The Technical Sector is where you will also find the largest group of modules connected to each other, the 5 hangar bays through which all company traffic to and from the base goes. This sector also includes the cargo holds and the maglev station which connected the colony to the research center.

Beside the hangar bays the most dominant part of this sector is the main hallway, which all hangars are connected to. This hallway sees a lot of traffic, and is twice as wide as other hallways. It is the only part of the colony where the Power Loaders can operate safely, save the cargo hold and hangar bays.

As all company traffic goes through the five hangars, they need a substantial amount of power to function. To ensure this, the hangars are connected to their own Auxiliary Power Generator, which unlike the main reactor, is located at the surface some 20 meters from the Habitat Modules. Should this Generator fail, the hangars can still function if given power from the main reactor. This however has to be done manually, at the Sub-Levels. The APG lies in the same structure as the Radio Tower, which sends and receives signals to and from incoming traffic.

The last two modules of the colony are the Maglev Station and the Bio-Dome. They are each unique in their own way, as they are constructed differently from the 5 main sectors. Both will be explained later in the Locations chapter.



Security & Safety

Having kept this colony running without any major incidents for 5 years is not only because of the Security Personnel, but also the several automated Security & Safety Protocols that runs throughout the system.

The Life Support System is the most important system, supplying the colony with enough air to maintain a population of 500 crew members. As it is the most critical system, the LSS is the last system to be automatically shut down in the case of an emergency.

Communication is handled using the Internal Intercom System. Employees can access the IIS at any terminal at the colony and they will be able to reach any module in any sector, as long as the sector still has power.

Seal & Contain Security Protocol:

In the event of a hull breach, the module or sector will be automatically sealed and impossible to open until the breach has been repaired.

If a fire is detected, the system must be activated by accessing a terminal manually, either from a control room or the closest terminal in the module.

When activated the module or sector will be sealed and vents will open letting out all oxygen and thereby effectively killing the fire.

Furthermore one or more fire extinguishers are placed in all modules. Only certified personnel may operate the Seal & Contain Security Protocol System, as well as handle the WI/T Fire-E&R units.





The characters

- Well that explains it then. The AZs always were a bit twitchy.

There isn't a lot of background information for you to read, so what follows here is a presentation of the characters in the story and how to use them. The description is my interpretation of the characters combined with the inspiration I have been given by my game testers. If any of your players should have any questions regarding their character, you can use this information as a guideline or bring your own view into play.

Some players might interpret the character in a different way than me or you, which is more than ok. As long as they don't start inventing new skills, certificates or suddenly discovers an armoury amongst their possessions, there's nothing to worry about.

Each character consists of two handouts:

- Personnel File: The character sheet, with background and skills.
- ID card: The personnel card that were given to the characters at check in, at the research center (CotM). Some of the characters won't have much use for their card as they have no clearance at the A-I Colony, while others have.

Characters marked with PC are controlled by the players from the beginning. Those marked with NPC will be controlled by you, until a PC dies.

As a third handout you have the Mental Screening, done by Mr. Adams during the train ride to the colony. This handout however is optional, in the sense that you can choose to use it, if you or your players need more inspiration into the characters' mental state. Should your players use it, remind them that it is more than ok to use it only as a guide and inspiration.

Dr. Julia Goldstein (PC)

Assignment: Doctor

Julia is a young and optimistic doctor in the middle of her life's first true adventure. She has a high level of empathy and takes her job so seriously that she would probably save an injured alien if she could. She has been with WC for 5 years, working at the A-I Colony and the Research Center.

As it turns out, her adventure is more like a nightmare. She barely survived the encounters with the aliens in CotM, she's tired, cold and hungry and her fine looking cocktail dress, is now torn (and even smaller if possible) and covered in the remains of one of the former crew members.



Thomas Boyle (PC)

Assignment: Maintenance support

Thomas is a hard working and dedicated employee of Weyland Corporation. His job is all he's got, and he will go to great lengths to perform it perfectly. He has been with WC most of his adult life and have earned his career through determination and hard work. Thomas has worked on both the A-I Colony and the Research Center, since their opening.

Even though he is what you would call, a company guy, the things he saw and experienced on his own body, has given him something to think about.



Dmitri Palev (PC)

Assignment: Support operator

Dmitri is the computer/terminal technician at the research center. He's somewhat closed to those around him, and doesn't talk much about his personal life. He has just started working for WC, so his connection to the company is not very strong, and he will probably not care much for protocols or company policies, but instead focus on getting out of this situation alive.

Dmitri's ex girlfriend is currently stationed at the A-I Colony (and still alive), which Dmitri have learned recently as Mr. Adams told him prior to the Post Mission Screening, during the train ride.

**Matthew Smith (PC)**

Assignment: -- CLASSIFIED --

Matthew's memory is starting to return, giving him a glimpse of whom and what he is. He knows of his military background and the skills he possess. He will most likely prove very valuable to the players during the story because of these exact skills.

Matthew has many tattoos on just as many parts of his body. Most of these show some of his military background (Delta Force, Rangers or the like). The one on his forearms however (#D/1978426) shows that he has been an inmate of an unknown correctional facility.

**Chris Holmes (PC)**

Assignment: Security Officer

Chris is the new recruit fresh out from the academy. He's brave, bold and ready for some action. His military background provides him with exceptional skills, and has granted him the title of Security Officer faster than most other recruits. Chris has only been with WC for little over a year, and this is his first trip to the moon, so he will most likely be anxious to get home safe.

As Chris has never actively been assigned as Security Officer at the A-I Colony, his security clearance won't get him far in anywhere in the Colony. His training could however be put to good use.

**Fabienne Chapelle (NPC)**

Assignment: Nurse

Location: Personnel Sector or the Hive

Fabienne has been with WC for a little over a year. Since graduating from the University, she has worked as a registered nurse at the A-I Colony Emergency Response Unit. The Colony however used to be one of the safest places to live, so she hasn't exactly seen a lot of action, which suits her fine. Right now she is more or less in panic as most other survivors. Seeing her old boyfriend (Dmitri) could however end up being her rescue.

Fabienne should be found and activated as an NPC before any players takes control of her. This will give you the chance to let her react to seeing her former boyfriend, letting the player who (might) get to play her, use her more effectively.



Hiroichi Takenaka (NPC)

Assignment: VIP Broadcast Host

Location: Public Sector, the VIP Lounge

Hiroichi (or Hiro as he likes to call himself) is the star of the show. Asia's most famous Broadcast Host, who recently have spread his fame worldwide with his new show Galactic Gear, testing the top line space shuttles and racers. He is visiting the A-1 Colony with a large staff, shooting this year's Christmas Special. Naoto is here to bring some color and life to the story, but he could also prove to be valuable to the players, as he has the skills to pilot one of the shuttles that could take them home.

Hiroichi holds one big secret. He is a terrible pilot. Physically he is not recommended to do space travel at all, and his skills simply wouldn't classify him to get a job with WC. On most cases in the show, the shuttle he flies is actually flown by a co-pilot or by remote. He has the basic Surface Training and has done many of these flights. Going off and into space, he has never done (outside a simulator), and this should prove to be more difficult than he would have hoped. This is of course a very big secret, which could potentially ruin his reputation and everything he is, so he will of course to go great lengths to keep it a secret.



Adrianna "Call" Calladia (NPC)

Assignment: Pilot

Location: Any sector

From an early age she showed talent for flying, following in her father's footsteps. She did however not follow his military career, when she signed with WC at the age of 20. She has since then become one of the best pilots in the company, and is already on a path to follow her dream and become a pilot on a W1 FZ Space Exploration Vehicle.



If they can get her to a working shuttle, she is the safest ticket home. As is the case with many other young pilots, Call is quite a fan of Hiro and would probably be somewhat star struck, should she get the chance to meet him.

Call got caught up in the panic after the first attacks, and didn't have time to reach a shuttle before the colony was shut down. She didn't see much as she quickly chose to hide in order to keep herself safe. She has heard activity from both survivors and aliens afterwards, which have only given her more reason to stay hidden.

Redshirt - Survivors (NPC)

Throughout the colony the players will come across several survivors, other than those described above. Some will offer information; some

might follow the players while others probably will ignore them and try to survive on their own. Feel free to fill anybody in here you find suitable.

As game testing have shown, these Redshirts can come quite handy during the story, when you want to show the players how deadly it is or give them some action without necessarily killing their characters.

If the story turns out to be very deadly for the players, don't hesitate to give a player one of the Redshirts as a character. There isn't much information on their "character sheet", but it should be enough to play these "generic" characters for the remainder of the story.

A "Redshirt" is a character who either dies soon after being introduced, or simply is expendable. The term originates from the original Star Trek television series in which the red-shirted security personnel frequently die during episodes. Redshirt deaths are often used to dramatize the potential peril that the main characters face.



Jasia “Spunk” Spulecki - WC employed pilot. Saw one of the hosts killed by a chestbuster. Has been hiding as well as searching for a technician who can help her get the shuttle going. She will of course be able to fly them home if she survives long enough.

Mr. White - WC/ Management, android. Following Company Protocol, he tried to help contain and resolve the incident. When this proved to be unsuccessful he kept to himself in his quarters, continuing his business on a terminal. If the players meet him, Company Protocol dictates, that he can't tell the players exactly what happened.

James Jones - WC employed Flight Technician. Didn't see what happened, but saw one of the aliens earlier. Can repair the shuttles too give the players a safe flight home. If the players can't find a pilot he might be able to pilot one of the shuttles, though he won't be able to get them all the way (the players will of course not know this, until it is too late).

Michael Brody - Civilian Broadcast Crew, Sound Technician. Hasn't seen anything at all, as he was locked in one of the detention cells prior to the incident, due to severe drinking. He's in a poor state, having been locked up without food or water for more than two days. He's very eager to get out, and it will most likely ignore any warnings as he immediately will head for the public area to get something to eat and some fresh clothes.

Richard Herman - WC employed Security Guard. Saw some of the panic after the first aliens appeared. However he was overpowered by some crew members who knocked him out and stole both his ID-Card and handgun. Bob can be found anywhere in the colony, dead or alive.

Robert Gordon - Civilian Broadcast Crew, Cameraman. 62 years old, on his way to retirement. Only took the job because the pay was good, and he and his wife needs the money. He never left the hangar so he didn't see anything until a small group of the crew came running into the hangar, fleeing from something.

Erica Hegazy - WC employed Assistant. She saw one of the hosts get killed by a chestbuster. Afterwards she went into hiding in her private quarter. She met the other girl (whom she doesn't know) and a pilot called “Spunk”, and they were trying to find more survivors, when the alien attacked out of nowhere and they got split up. She doesn't know whether “Spunk” made it or not.

Alice Lahaie - WC employed Nurse. She was working in the Medlab when the first two hosts were brought into quarantine. She didn't see any attacks, but used her medical skills on many of the victims afterwards. One of her colleagues convinced her to escape, but as she ran past two kids standing in the middle of the panic, crying and alone, she couldn't get herself to leave. Luckily they ended up in the broadcast studio, where they found some degree of safety inside one of the freighters.

Most Redshirts have been designated to a specific location from the start of the story. However it is more than ok for you to move any Redshirt anywhere you want in the colony, if it helps your story. The starting locations are written on the GM map as well as the character summary.



Dr. Richard Atkins (Dead NPC)

Assignment: Chief Scientist, founder and owner of the A-1 Colony and AI-C Research Center
Atkins has worked with Weyland Corporation for many years, as the company's leading scientist in genetic engineering. Atkins is known for his sharp intellect and almost supernatural instinct, which have let the company to many groundbreaking scientific discoveries. Atkins has no place in this story, other than for background purpose, as he was killed by the alien in CotM. Though Atkins is responsible for releasing the aliens, he didn't do any of this on purpose. As seen in many other cases where aliens are involved, he simply didn't know what he was dealing with or the danger it represents, until it was too late.

KIA (in CotM)

John Bly, Security Officer. John died as the first crewmember, as he was killed by a chestburster. The surprise in John's death was that nobody knew he had been infested during his sleep (including himself), so nobody actually saw the facehugger do its work on him.

Jens Lauridsen, VIP Chef. Private contractor hires to make the Christmas tour special for the crew. Jens died in more or less every scenario run, and in most cases he was killed by the alien, as it will be the case in this scenario.

Lucia Mendoza, Technical Assistant to Dr. Atkins. Lucia was with Atkins from the beginning, as the aliens were released and his first assistant was killed. She was found by the crew, injured and infested with an alien. Luckily for the crew, the alien never had time to grow to full size unfortunately this is mainly because Lucy was killed on the operating table, as Dr. Goldstein tried to surgically remove the parasite inside her.

In the appendix you will find a summary of all characters in the story. You can use this during the game, to keep track of who's who and who's dead or alive.

Death by alien

Game testing this scenario, and experience from the prequel shows that no character is more important or needed than any other. Of course there are some that are more effective when it comes to a fight than others but then again, those who can't fight excels in other areas.

What I am trying to say is that all characters should or could die, given the right circumstance. I don't think it is right to "help" a character survive, simply because it helps the players. Should your players end up losing all fighting men/women in the first combat with the aliens, it will indeed be an uphill challenge for them to survive. But on the other hand, it will also drive the players to make some choices and take some actions, that they might not have taken, had the fighters survived.

But when the world turns dark and aliens are raining down on them, remember that this is your game. So you do whatever you think and feel is right in the situation, and I am sure your players don't mind whether you kill them or let them live, as long as you make sure they have fun while doing it.

As Mission Supervisor, you don't always chose when a character dies. Sometimes the dice will do the trick, and at other times the player's action will get her killed. In these cases, it is good to have a NPC or Redshirt waiting around the corner, or already activated. You don't want to leave your players without a character for more than a few minutes.



Assigning characters

This being a sequel you might encounter one or more players who have played the first scenario. In that case it should to some extent be easy to assign these players the same character. Otherwise I would simply go with the "career-shuffle", letting players know the career/assignment of the characters and letting them choose who to play. There are of course a lot of other ways to do this, and I believe that you as the game master know how to handle this best.

You might end up with two players who played the same character, but in that case, you will have to decide who plays who through arm wrestling, alien quiz or whatever you find suitable for the challenge.



Each PC and PNC has a personal ID-Card, here represented by Mr. Adams.

The aliens

- I can't lie to you about your chances, but...you have my sympathies.

Even though we have encountered them in several movies through the years, little is known of the alien species, often classified as Xenomorph. There are many theories regarding what they are, where they come from and how they survive, but none of these are more than theories. Finding inspiration in some of these theories as well as the movies, I have gathered some information in this section, so that you know what the players are up against.

Xenomorph

The aliens in this story belong to the caste of aliens often referred to as a drone. It takes its form from the human host, standing almost 7 feet tall, with a tail as long as the body which ends in a blade-like razor sharp point. It has a black exoskeleton which works as a body armor against most melee weapons or small caliber firearms and an elongated skull with a smooth carapace, with no visible eyes.

6 fingers on both hands tipped with claws form a deadly weapon, along with its infamous inner-mouth, which the alien can shoot out with deadly force, punching through both armor and bone. The alien is very powerful and can easily overpower any fully grown men in melee and hand-to-hand combat.

All xenomorphs have a corrosive acid-like blood that will penetrate just about anything upon contact. As the characters have already learned this in CotM, they might try to use this to their advantage or they will have to consider the danger this presents.

They most likely communicate through some form of telepathy, though this is mostly seen in situations where a queen is present. Though they are not believed to be intelligent, they do excel at observational learning and problem solving, allowing them in some cases to open doors or use elevators. The alien do not radiate heat as their body heat match the temperature of the environment and as such cannot be seen on life scanners or infrared scanners.

The chestburster and the facehugger are the other two forms of the alien the players meet in this story.

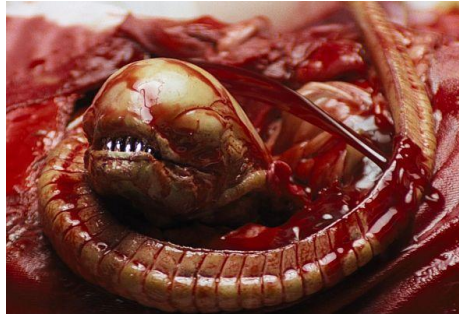
The facehugger is small almost milky white, with 8 bony finger like legs and a long tail. It is very fast and can crawl on most surfaces. It often uses its long spine like tail to leap over great distances and will often find the smallest hole or gap to crawl through in search for a host.



The chestburster resembles the adult alien to some extent, though it is obviously much smaller. Its most distinct features is the small mouth which is already filled with razor sharp teeth and its long tail.

It takes an estimated 6 hours, for a facehugger to deliver the embryo within a host. When done the facehugger will detach itself and crawl away to die shortly thereafter. Trying to remove the facehugger will most likely result in killing the host either through asphyxiation or with its corrosive blood.

Once successfully placed within a host, it will take another 16-18 hours for the chestburster to reach maturity, and "leave" the host. During this time the host will feel an almost inhuman growing hunger that cannot be fully quenched. If the host tries to satisfy his hunger, the incubation period can be shortened substantially.



There is no official theory regarding the Xenomorph's capability to survive in vacuum or hazardous environments. For the purpose of this story I have decided that the Xenomorph drones the players encounter can do just that, making it far more dangerous for the players as they cannot simply shut them out of the colony.

Numbers

When the players arrive at the colony, there are 5 active drones in the colony, split into two groups. One drone is currently undergoing the last stage of transformation, into becoming a Queen, while being guarded by two of the drones, who is also working on building the hive. The last two drones are constantly searching the colony for survivors they can capture and bring down to the hive.

The most important part is that you never reveal to the players how many there are. Let them see one, maybe in the distance killing a survivor. Next time they see two, one at each end of the corridor, and then in the end they see three or four. It is very crucial to the story that the characters never learn how many (or few) aliens there are, until it is too late anyway. Of course the more time they spend spelunking around the colony, the more facehuggers and at some point aliens, will show up. But I doubt that we can expect them to spend several days trying to get home.

So why only 5 aliens? Firstly because this is the number of infected employees who made it back to the colony. Secondly because the time frame simply haven't given the aliens time enough to complete the stages required to have a fully grown Queen laying eggs. This is however only my opinion and my estimate, given the "official" data that are available on the Xenomorph species. If you feel like the time frame and the number of aliens presented by me, is less important than having numerous aliens and facehuggers at your disposal, feel free to do that.

Painted in blood...or acid

The xenomorphs will most likely prove to be a superior enemy of the characters. They are larger, faster and stronger than any of the survivors in the colony. They are however not invulnerable, and as such can of course be killed. There are however some details that is very important when it comes to fighting and dealing damage to the aliens.

The acidic blood will cause damage not only to characters but also any structure or material exposed to it. Dealing damage to the aliens with firearms will also trigger a spray or burst of acid blood, that just might hit the characters, if they are too close. Being hit by the blood automatically causes 1 point of damage. Depending on the amount of blood and range to the character/NPC the amount of damage could of course be worse.

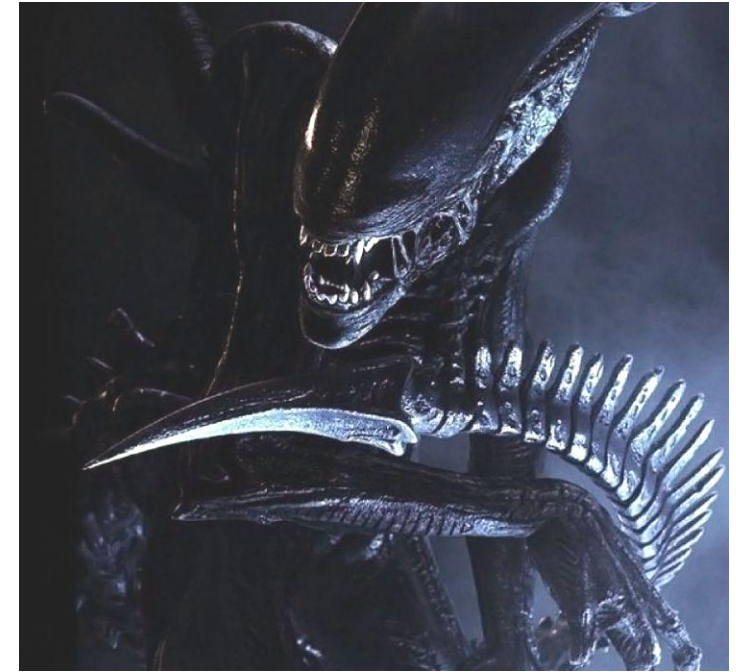
Aliens have an attack "certificate" of 4, as they attack using claws, the tail or the inner mouth. And their difficulty to hit is always 6.

They have 12 "hit points" and they have no penalties to their rolls, no matter how hurt they are. Remember that we are dealing with monsters here, and hurting them will do nothing but making them angrier.



Not the most detailed "Character Sheet", but the alien tokens should help you manage the aliens and keep track of their health during the story.

As seen in many cases in the movies, the alien is not a big fan of fire. Even though there are no actual fire weapons at the colony, it is not unlikely that a player might get creative enough to set something on fire in order to fight the aliens. In that case I will let it be up to you to decide, how much damage is done to the alien. Though they are not exactly flammable they will receive a certain amount of damage from fire, of course depending on the source.



If at any time you find yourself siding with the aliens, like me, and you think it unfair that the players are having just too much fun and ease killing them, don't hesitate to ignore the rules. Yes they have "hit points" and yes they are supposed to be able to die, but that doesn't mean it has to come easy for the players. They know it will be uphill, so by all means let them remember that and let them fight for every inch with blood, sweat and tears and let them celebrate if they actually manage to kill one or two of them.



System

-Bones are bent outward, like he exploded from the inside.

To this story I have chosen to implement a simple system using only a d6. The rule is that the players make a roll only when a situation arises, where the result can be crucial to the further development of either the character or the story. In any situation you will have to judge whether or not a roll is required.

Test scores / Certificates

Characters have two kinds of stats, test scores and certificates. The three test scores (physical, social, mental) are ranked from 1-5. A score of 3 is average and 5 are expert/perfect. Certificates are ranked with "Class 1-5" depending on how experienced the character is. If a character lacks a certain certificate, she can still try to perform an action that needs the certificate. However this action will be very difficult for the character, as she doesn't receive a bonus to the roll from a certificate.

Note: You cannot combine a test score and a certificate as a bonus to the same roll.

Test scores are used when rolling for physical prowess and stress (for instance during combat) or social/mental capabilities.

Certificates are used when performing an action which requires certain expertise and often requires specific equipment

Condition

The condition score is used to track the character's health and stress during the story. When the score is green the character is at normal health and suffers no

penalties. However if the character is damaged from an attack or suffers "mental damage" and panics, the score will move from green to yellow and in worst case to red. 1 point of damage equals 1 tip on the Condition Scale.

If the score reaches the end of the scale, the character is considered dead. Just as the score can go down it can also go back up, if the players decide to spend time resting, eating or receive medical attention.

Condition Score / penalty:

Green = no penalty

Yellow = -1

Red = -2

The roll

When a player needs to roll a die, to perform a certain action, you must first decide on the difficulty. The difficulty ranges from 3 to 10. Simple, easy and routine actions have a difficulty of 3-5. Standard actions have a difficulty of 6, and actions that somehow become challenging, difficult or even worse have a difficulty of 7-9.

When the difficulty have been set, the player determines which Test Score or Certificate, if any she will use in order to perform the action. If the character has a Certificate that can be used in the situation, she will get a bonus to her roll, equal to the number/class of the test score or certificate. If the roll + bonus is equal to or higher than the difficulty, the action has been a success. In some cases the difficulty will be lower than a character's rating in a Test Score or Certificate. In that case no roll is required, as the action must be considered something the character has done so many times before that she cannot fail.

Action	Difficulty
Simple	3
Easy	4
Routine	5
Standard	6
Challenging	7
Difficult	8
Extreme	9



The penalty for being hurt is applied to any physical, social or mental tests, including dealing damage with a melee weapon. The only roll it doesn't apply to is dealing damage with a firearm.

Damage

If a character is in combat and have made a successful roll to hit (1d6 + a Certificate in either melee or firearms) they have to deal damage. In order to do this they roll another d6 and the result is the amount of damage given. There are of course certain modifiers to this damage, depending on which weapon the character is using.

Melee weapons deals 1d6 damage. This goes for both actual weapons like knives and batons as well as improvised weapons such as a pan or a wrench.

Pistols deal 1d6 damage. Unlike melee weapons, the upside of pistols is of course range. Most trained personnel firing a pistol will be able to hit a target up to 30 meters away, though the difficulty will of course increase, depending on the size of the target and the distance.

Shotguns deal 1d6 damage + any excess from the to hit roll. Unlike pistols however shotguns are most effective the closer you are to a target. I doubt that I need to tell you the effect if a shotgun is fired at point blank range.

Example: As the alien comes running around the corner, Matthew aims his shotgun down the hallway. Waiting for the alien to come into range Matt aims directly for the body. GM decides the difficulty will be 5 for Matt (standard is 6, but he is using time to aim, and the action is more than standard for the character, so he gains a +1 bonus.) Matt rolls a 4 and adds 5 for his certificate, leaving him with a total of 9 (minus the difficulty = excess is 4). The roll is a success and the alien is hit. The damage roll comes up a 3 + 4 in excess equals 7 points of damage to the alien.

The optional approach

An alternate approach that I have used successfully during game testing, is simply keeping the difficulties a secret from the players. Let them roll the dice without announcing a difficulty and then simply describe what happens as a result of the roll, whether it is failure or success.

During the game tests, the players quickly picked up on the alternate method, which in time helped us keep the pace going throughout the game.

You can chose to do it one way or the other, or do like I did in game testing and use both. The important part is that you do whatever you feel most comfortable with, and what works best for you.

The golden rule(s)

A roll of 1 is not a "botch/automatic fail" and a roll of 6 is not an "automatic success". Why not? In some cases a character will have to perform an action, where a roll of 1 + bonus will be enough to beat the difficulty, or where a roll of 6 + bonus won't be enough. If a 6 is an automatic success, then everybody will suddenly be able to try every action, even though they have no certificate to perform the action, and thus eliminating the reason for the different certificates in the first place.

In my opinion it is very important that you don't get caught up in rules and that you don't necessarily follow them by the book all the way. Give the players choices instead of limitations, and make sure they get to do a lot of things without rolling any dice. If you think it is easier to let the players describe what their characters are doing through role-playing and then letting them do it, then by all means do so. Rolling the dice can be helpful in some situations, but I would strongly recommend that you try your best to make sure they don't get in the way of the actual role-playing.

Toolbox

-What the hell are we supposed to use man? Harsh language?

While running this scenario you might find yourself in a situation where you or the players are stuck and find it hard to move in the right direction. If that is the case (which I of course hope it isn't), keep the next couple of pages at the ready, as you might find some inspiration here to choose the encounter or the right "tool" to get yourself or the players unstuck.

You will also find some information about the key elements and mechanics that will help you keep the story on the right path.

GM map & map tokens

To this story you will be provided with two maps, one for you and one for the players. The GM map holds information on the each sector including which survivors, if any, that can

be found in the sector. As seen on the map (which you can find in the appendix) one thing the players won't know until they reach it, is that someone has build a makeshift barricade in the hallway between the Security Sector and the Personnel Sector. The players can't pass it without breaking it down, which will most likely attract some unwanted attention.

The map for the players is divided into 8 tokens, one for each sector of the colony and one for the three "special" sectors (Bio-Dome, Maglev Station, and Radio Tower). When the players visit a sector for the first time, they will be given the appropriate token allowing them to assemble the map as they search the colony.

As you place the first token (Maglev Station) on the table, explain how the map works and do a quick description of the colony, naming all sectors, so the players have a chance to know where they can go and how they get there. It is important to mention, that there are no scale of size or distance on the map. All sectors are roughly the same size, huge, and the hallway between the sectors are about 50 meters, or just long enough for the aliens to catch them before they reach the next sector.

Handouts & tokens

In the appendix you will find several handouts and tokens for you and the players to use during the game.

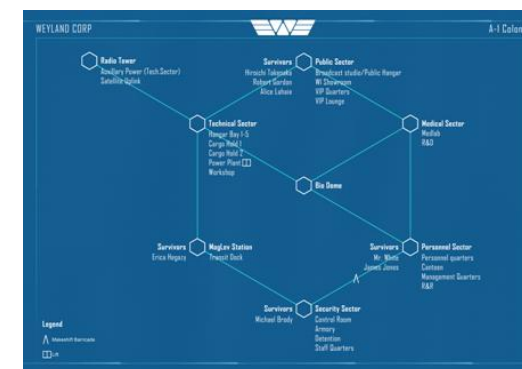
The Personnel Files, Mental Screenings and ID-Card of each PC, is given to the players as the characters are assigned.

The Personnel Files of the NPC characters and the Redshirts will be given to the players, if their starting character dies. Until then you can use them to keep track of the characters' health should they run into problems before or after the players finds any of them.

There are also one token for each of the five aliens at the colony. Whether you choose to use them or not, is totally up to you. I found it quite handy during the game test, as the players would encounter the same alien more than one time, if they hadn't been lucky enough to kill it on their first encounter.

The weapon tokens are given to the player if/when they discover them. Remember that not all weapons have the same amount of ammunition left.

The three Medipens can be found in the Medlab. They only have one use each, so if the players use them, they must hand the token back to you.



Who packed lunch?

Having survived a long night of fighting none of the characters have had time to consider the fact that they haven't had more or less no sleep and absolutely nothing to eat for several hours. As they reach to colony food probably won't be the first thing the players think about. You should however remind them quickly that they are not only hungry but almost famished.

An easy way to remind them of the danger this present, is to ensure that they get plenty of opportunities to roll some physical tests. Should they fail any one such test, they should immediately receive 1-3 points of damage (it kind of hurts when the smell of a rotten corpse forces you to throw up, while your stomach is all but empty), as their bodies are using the last reserves they have to stay awake and alive.

In most sectors, were they spend some time searching, they will be able to find some food that could help them satisfy their hunger, and to some extent let them regain some health, if they have lost any. However this requires some amount of rest as well. You should feel free to let them rest whenever they feel the need for it. They will quickly learn that you don't just sit about doing nothing without being found. If they can't find the time to get some rest, the easy way to get healthier is getting some medical attention, which will only require that they visit the Medical Sector in order to get the necessary supplies.



Power Failure

Due to the minor infestation that is currently growing beneath the colony, the Main Reactor is not running on full capacity. The different sections of the colony are running on very low power or no power at all. Many doors are stuck and can only be opened with brute strength, and in several locations the terminals are shut down, and cannot be operated. This will present the players with certain difficulties during the story. Some of these difficulties can be solved if they spend some time doing so at the Master Control Room.

In the section describing each location, you can see if a location has power or not. If the light is green power is on, and if it is red the power is turned on. Unless stated otherwise in the description, any sector can have the power turned back on. But the players will have to turn another sector off, otherwise the system will automatically shut down one sector or module (your choice).

Adding to the mix

If the players end up walking aimlessly around the colony, with no plan or clues on how to get home, there's nothing wrong to guide them along a path that could help them or evolve the story. You never know which players you end up with, so they might be in need of some assistance. If that should be the case, here are a few pointers:

- They find a survivor in need of medical care: go to the Medical Sector.
- The last pilot is caught by the aliens: go to the hive to save her.
- Let them learn that there are at least two children left at the colony (maybe they see them, at the other end of a hallway).
- They find a survivor, who's also looking for someone to help him: e.g. the Flight Technician looking for the pilot, he saw running towards the Bio-Dome earlier.
- The sector they need looses/needs power: go to the Master Control Room or to the Power Plant at the sub-levels.



Random Encounters

In case you find it hard coming up with new encounters on the spot, I will present with some possible encounters from those I myself had planned prior to game testing as well as some of the actual encounters from the game test. Feel free to use any you want, anyway you want. Most of these can be used without regard to their location or the survivors involved.

Example of play

You suddenly hear gunshots. As you look through the window you see a member of the crew running towards you, behind him the alien is crawling along the ceiling and wall dodging the bullets. He turns around, shoots three times before he hurls the now empty gun at the alien in desperation. As he comes closer you can hear him screaming "open the door"...

Example from game test

The remaining crew has boarded the shuttle. Thomas is inside the hangar bay making the final preparations before the shuttle is taxied outside. As he is about to open the hangar doors he suddenly hears noises from the hallway. Turning around he sees a young woman running along the hallway dragging another female by her shoulder. The woman stops as she sees Thomas inside the hangar and starts pounding the door screaming for help. Thomas quickly decides to let them in, closing the door just in time before the alien reaches them. As they hurry towards the shuttle Thomas realizes that the airlock has been activated...something is entering the hangar bay from the outside.

Example of play

The survivors jump through the bulkhead door, as the alien reaches the hallway. Thomas hurries over to the controls and punches the buttons...no response, the door remains open. As they hear the alien closing it is decision time...how much time before the alien is here and how long will it take to close the door?

Example from game test

The survivors have just found a pilot, "Call" and have decided to make for the Hangar Bays. Not wanting to go pass the Bio-Dome they head for the Public Sector. As they start down the hallway the ceiling suddenly collapses as an alien drops down, splitting the group in two. Matthew and Dmitri continue forward trying to lure the alien after them, as the others run back into the Medical Sector. As Thomas closes the bulkhead door behind him all eyes are on the alien on the other side. At the back of the group Julia and "Call" are standing close together, looking for a way out. A sound catches Julia's attention; she turns and stares at the eyeless black head of the alien. She hesitates for one moment before diving to the side to save herself. As she lies sprawled on the floor she looks on in horror, unable to move, as "Call" is knocked unconscious and carried away by the alien.

Example of play

The players have learned that several survivors, including Dmitri's ex girlfriend, have been captured by the aliens. For some unknown reason they are keeping them alive down at the sub-levels of the colony. Not caring about their own safety, they venture down into the darkness beneath the colony (one of my favorite scenarios, which hold many possibilities for you):

- The aliens pick them off one by one, as they descent into the darkness. Seeing the shadows move and attack could also give the players the chance to fight each other (unintentionally)
- They go in guns blazing, shooting at everything that moves. Do they pack enough firepower, or do they run out, just as the aliens closes on them.
- Dmitri is the hero of the day, as he takes Fabienne in his arms and carries her towards safety. Or does she look him in the eyes, as she's hanging on the wall, whispering only two words..."kill me"!



Workshop

-All right sweethearts you heard the man and you know the drill, assholes and elbows.

This scenario stands apart from many others in one certain way. Not it being a sequel but rather it being a sequel where the characters have already been in trouble and as such they start at a different pace than you would in most stories.

In this story our characters have just survived an alien attack, lasting most of the night. They are exhausted, hungry, scared and most likely a bit paranoid. This feeling of being on edge and nervous from the beginning of the story, is something that is somewhat unique to this story and as such something you and the players need to establish before the game starts.

*WC/H Exercise Protocol - Rule #1:
An employee is not allowed to speak unless spoken to. The Mission Supervisor will determine and decide who will talk and when.*

In order to do this I have created a couple of exercises that you and the players will have to go through at the start of the game. These exercises will help the players get into their character, learn a little about what happened in CotM and hopefully it will also help them get a little closer to the edge, making it easier for you to push them over during the game.

Preparations

Before starting the exercise, you need to make sure certain steps has been made, to ensure that both you and the players are ready and knows what to do during the exercise.

- All characters have been handed out, and the players have had time to read them and ask questions if they have any.
- Have your music player and the music at the ready.
- Make sure that all players have heard and understand rule #1. It is as important for you to be clear about this rule, as it is important to uphold it
- You might come across one or more players who have played CotM, and it is not certain that the story and events described by you are entirely similar to the story they experienced three years ago. In that case it is very important that you explain and emphasize rule #2, to avoid any discussions.

*WC/H Exercise Protocol - Rule#2:
What Mr. Adams recalls from the previous mission is the truth, the whole truth and nothing but the truth.
However players are welcome to add any memory they have of the mission when replying to Mr. Adams' question, including memories that may or may not involve the other survivors.
Whichever feelings or experiences the players have gotten from the previous mission, or whatever they have decided about their character from reading the Personnel File and Mental Screening, they are more than welcome to add these to the exercise.*



Once upon a time...

During the two exercises the players will take about what happened during CotM, one at a time. Your job during the exercises will be to “interview” the players (in the role of Mr. Adams), and both present them with certain events as well as ask them questions about the same events.

The first exercise will take them through some of the events that occurred before things started to go wrong and people were killed. This exercise will also remind them that it is in fact Christmas and that the otherwise merry holiday unfortunately didn't bring much cheer with it.

During the second exercise the story starts to take a different twist, as the characters will relive the events that killed their colleagues and led to their current situation. When going through this exercise it is important for you to remember to let the players talk about the events but also cut them short if possible. Let them hanging in the middle of a sentence or before they get to finish their story, which will help them feel annoyed and get them out of their comfort zone.

Your most important tool during the two exercises is Mr. Adams' log (found in the appendix), which in some detail describes the events that took place during CotM. Using the log I have written some questions that Mr. Adams should ask the players. It is not important that you retell the events or ask the questions word by word, but simply use what I have written and what you can find in the log as inspiration.

When asking the questions it is important to remember that you shouldn't give the players too much time to answer. Let them answer their question but also, let them get frustrated as you

The first exercise will be accompanied by an instrumental Christmas song, which most people knows or remembers, while the second exercise will be performed to the sound of an alarm going on and on and on...

cut them short before they have time to explain everything. As a rule of thumb, you shouldn't give them more than 1-2 minutes to answer each question.

However should the player struggle to find an answer to your question, it will be just as important for you to keep asking. Not to frustrate or stress the player, but instead it will force the player to think about his character, his feelings, what he experienced and what choices he has.

Just as you start the exercise by turning the music on, you will end it by turning it off. Between the first and second exercise you will of course change the tune from Christmas music to the alarm bell, but as the second exercise is done and you turn the alarm off, you jump straight ahead to the first encounter.

Get the blood flowing

The last part of the workshop is the physical test. Now, I'm not going to tell you what to do and I won't advise you to do anything particular. I will however recommend that you read this and take it into consideration.

If you really want to get the players exited and get them ready for some action, you could add a little physical test to the workshop. Whether pushups, a little jumping or a standing run would be up to you and the players to agree upon. What it will do, is quite simply get the blood flowing and the pulse going to add a little to the nervous and anxious feeling the characters have, as they stumble out of the train and into the arms of the aliens.

Should you or any of your players not feel comfortable with the physical part, I see no reason why you shouldn't let it pass. It is only meant as an extra exercise you can use, if everybody is in on not, and not something that is even remotely mandatory.



Exercise #1

Music: "Not so merry Christmas"

Mr. Adams

23. of December, 4:59 AM, all crew members have boarded the train and we set off towards the research center. When we arrived all crew are checked in and work begins. First day went without any incidents and the crew seems relaxed and capable to handle themselves.

@Dmitri Palev: Mr. Palev, you are one of our newest employees, how did you feel about working on the dark side of the moon during Christmas?...Would it have helped if you knew your ex girlfriend is also employed?

@Chris Holmes: Mr. Holmes, this is also your first trip to the Research Center, were you anxious or nervous prior to the mission, or did it help you that the Christmas spirit somehow made it all easier?...but I'm guessing it didn't help your mood, as you had to spend the entire night on duty because our other Security Guard, John Bly, overslept?

@Thomas Boyle: Mr. Boyle, you have been here before, so I'm guessing this is just another mission for you?...so when the power went out during Christmas dinner, you didn't get nervous or worried about it?

Mr. Adams

Well Weyland Corporation is thankful for having such dedicated employees. It is of course too bad that we didn't get to finish the fantastic meal our famous chef Jenz (how do you pronounce it??) had prepared, but if it hadn't been for your skills Mr. Boyle we probably wouldn't have discovered that we, for some unknown reason were losing power. This of course led us to the decision that we had to turn off some of the equipment in the Research Lab, in order to maintain power long enough for us to contact the A-1 Colony.

@Matthew Smith: Anyway, it is safe to say that you, Mr. Smith are probably feeling somewhat relieved that we decided to do this, otherwise we most likely wouldn't have found you?... Well I for one am glad that we brought you along Mr. Smith, this will of course give you time to figure out where you come from and where to go.

@Dr. Goldstein: Well Dr. Goldstein, finding a guy like Mr. Smith wasn't exactly the Christmas present we were expecting...(fake laughter)... How did you feel up to this point, I mean, you at least seemed like someone who actually had some Christmas spirit?...I see, and is it safe to assume that discovering a former prisoner, hidden in the research lab didn't help your Christmas spirit?



Exercise #2

Music: "Jingle Bells"

Mr. Adams

As I'm sure you all remember, as day turned into night on the 24., unexpected events started to occur. Events that none of us had anticipated or for that matter could anticipate. We were all shocked by John Bly's death, and not only his death but also the fact that he was killed by a creature, that somehow had grown inside him.

@**Chris Holmes:** As gruesome as it was Chris, what went through your mind as John fell to the floor and the creature came out through his chest?....how did it make you feel?

Mr. Adams

Well as it turned out, Mr. Smith here wasn't our only surprise guest. We also made contact with one...Lucia Mendoza, Dr. Atkins' assistant. Now it seemed from the start that none of you actually trusted her very much. It is somewhat understandable given the poor state she was in. But fortunately we have a Doctor amongst us, who chose to help the poor Lucia.

@**Dr. Goldstein:** Dr., as you performed the surgery, trying to remove the parasite from Lucia, did it occur to you how safe it was?....and when she died, what were your immediate thoughts? Well luckily for you Dr., you weren't alone in the Medlab, as Mr. Smith jumped to your rescue.

@**Matthew Smith:** Mr. Smith, did you even think before acting, not even considering your own safety?...At the time you didn't have any memory and you found it hard to focus because of that, is it better now, do you remember anything?

Mr. Adams

Well I'm glad/sad to hear that. Now, we also had the chance to talk to Dr. Atkins. As I recall he managed to explain that an extraterrestrial [designated Xenomorph] life form somehow had entered the Research Center, one that was apparently very dangerous.

@**Thomas Boyle:** Mr. Boyle, you were there as the Xenomorph attacked Atkins killing him outright, do you remember anything else he said?....and when it killed the chef afterwards you were still in panic?

@**Dmitri Palev:** Maybe you can help us sort this mess out, when the alien attacked, was it you who closed the door locking it out?...and how did you feel standing so close to this monster?

@**Chris Holmes:** Mr. Holmes, you were lucky enough not to get close to the Xenomorph, did that make you feel safer at the moment?....and when the small one attacked, you remember the one with the long legs, did your training do you any good at the time?

Mr. Adams

Unfortunate as it all was, we should be thankful that we still are alive. Anyway if you would please direct your attention to the front of the train, I believe we have arrived at the Colony....

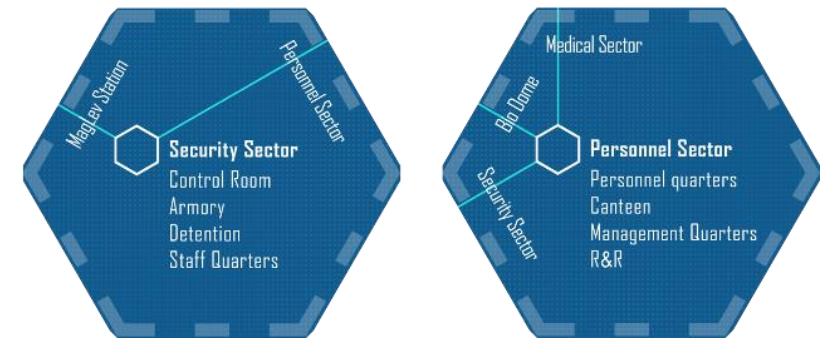
Locations

- Intruder on level 1. All aliens please proceed to level one.

The following section will describe the different locations the players might come across at the colony. Most of these locations can be visited as many times as the players want, and some of the locations on the list could be found in more than one place at the colony (like personnel quarters).

In the summary you will find an overview of all locations, including in which sector they are located and what/who the players can find.

Some locations are more vital to the players than others and some are more valuable with useful equipment or survivors. In some cases it doesn't require much of the players to encounter survivors or to pick up some food, while in other locations they need to search for the specific items or persons needed. I will leave it up to you to decide, how difficult it will be for the players to find what they are looking for, in a given location. Although I personally find that it helps the story and encourages the players, if you reward good and creative ideas with fat loot.



Each location is detailed through these four categories:

- Description
 - Physical layout, design and interior of the module.
- Action
 - What options do the characters have in the module?
- Encounter
 - Who will they find in the module?
- Loot
 - What will they find in the module?

As the story unfolds, you will most likely learn that the players won't have time to visit all locations in the colony. Some locations will be very interesting for the players while some will be more or less ignored. What you have to remember is, that the players don't know who or what they will encounter in the different sectors. So you should feel free to move any of the encounters or some of the fancy loot they might find, from their designated location to any other location. As long as it makes sense, and as long as it gives you and the players a better experience, it is the right thing to do.

POWER 

Maglev Station / First encounter

Description

As the players disembark the train, they end up on a platform as long as the train itself. From there a wide door opens up into the large arrival hall. The hall is completely empty save a row of benches at the right side. In the left corner lies the Control Room, from where train traffic is controlled. At the opposite end of the hall there are two exits. One goes towards the Technical Sector and one goes to the Security Sector.

Action

Before the players have a chance to leave the station Mr. Adams will go to the Control Room and activate the Service Announcement, which will start playing on the speaker system. This is the first piece of information which tells the players that something is wrong.

As the message ends, Mr. Adams quietly tells the characters that he has been ordered to follow WC/M Company Protocol and will shut down without further notice.

After this you should give the players a few seconds to react, exchange worried looks or go into panic, whichever they prefer. But before they start moving, you need to activate the first encounter.

Encounter

You hear distant screaming and the sound of running feet. Looking through the window in the heavy blast door, you can see two female crewmembers running down the hallway from the Technical Sector. Several meters behind them, what looks like a large black shadow, is following closely.

This leaves the players with two options:

- Seal the door and don't let anybody/anything inside: the alien slowly crawls towards the helpless victims, who's screaming and banging on the door begging them to be let inside. The characters can only look on in horror as the alien attacks both females, easily knocking them out, before dragging the two unconscious bodies back down the hallway.
- Open the door and let the two crewmembers inside: As the door slides open with a loud hiss, one of the females slips and falls to the ground. Her colleague looks at her for one second before she jumps through the door. Having reached the other side she quickly turns to the door-terminal and shuts the door behind her. Before anybody has a chance to do anything the alien reaches the fallen crewmember and drags her back down the hallway.

Her name is Erica (Redshirt), and she is a personal assistant to the Security Supervisor. She is tired, hungry, afraid and clearly in shock. She talks to fast for anyone to understand and doesn't make any sense. If the characters aren't able to calm her, or if they leave her alone for two seconds, she will try to grab an ID-Card from one of the characters, and escape down the first hallway she can reach. Whether this escape will lead her to safety or into the arms of the aliens, will be up to you to decide.

POWER 

Security Check Point (All sectors)

Description

Located inside each Habitat Module near the Bulkhead Door is the small Security Checkpoints. They are nothing more than a small alcove or booth, inside which you will find a small desk with a terminal attached.

Action

There are no relevant information for the players in these modules.

Encounter

It is not unlikely that they will find the unconscious Security Guard Richard (Redshirt) in one of these booths. He can just as easily be dead as unconscious, if you already have several NPC's in play.

Loot

There is nothing of value to be found in these modules.

Survivor:

Richard, Security guard (Redshirt).



POWER 

Bio-Dome

Description

The Bio-Dome contains a small ecosystem within itself. Inside you will find a garden filled with all kinds of plants, fungi and smaller life forms. Scattered throughout the dome you will find many platforms of different sizes and shapes containing the plants and life forms. High fenced platforms, small caves, glass or metal cages or simple small gardens are some of those you can find. They range in size from 1 square meter to 5-6 square meters.

Above it all two walkways forms an X across the entire dome, giving the personnel a good overview over the gardens. This walkway also holds the sprinkler system, which can be turned on at any time, if you know where to find the right button to press.

Where most other modules in the colony is running on low power (or no power) and therefore also on emergency lights only, the Bio-Dome continues its cycle making it as bright as daylight, which could be a hard contrast for the characters upon entering.

Action

There is no relevant information for the players in this sector. If they are looking for a place to hide or to defend themselves against the aliens, this sector offers many opportunities for the characters.

Encounter

The Bio-Dome is huge and filled with many hiding places, so it is not unlikely that the players can run into one or more survivors inside. However I have not designated any of the NPC's or Redshirts to this sector as game testing have showed, in more than one occasion, that the players are very reluctant to enter the dome. Should they enter however, I find it just as plausible that they will run into the aliens as well as any survivors.

Example of play

The survivors find themselves cornered in the Personnel Sector; they have just fled from one of the aliens in the Medical Sector, trying to find their way to the Hangar Bay. Seeing the shortcut as their only option, they take a chance and head for the Bio-Dome. Shielding their eyes from the bright daylight within they hurry across the huge dome, footsteps echoing across the otherwise silent Bio-Dome. Suddenly a huge shadow is cast over the group as the alien strikes from above, landing on the back of Dmitri it smashes him to the ground, scattering the remaining survivors across the path as they jump for safety.

Loot

Inside the players will be able to find different kinds of food and plants, which can be eaten if you're hungry enough. Besides this they can find a range of assorted tools used in the gardens. Basically anything you would use while tending your crops and plants.



POWER 

Medlab / R&D (Medical Sector)

Description

The Medical Sector is comprised by 3 modules. The two Medlab modules lie side by side, with a small hallway in between. One module functions as the Surgery, where all surgical procedures are performed both major as well as minor ER operations. The second module is divided into three rooms; the sector's Control Room from where all activity and patients are monitored, the barracks which are used when patients needs time to recuperate after surgery and finally the Quarantine Chamber used only in case of severe illness or disease.

If the players get here before visiting the Master Control Room, the entire sector is offline. If they access the terminal at the entrance and remove the quarantine, the sector will be turned back on, supplying it with power and heat. It will however take a few seconds before the systems start running and the bulkhead door will open, which could be just enough time for the alien to reach them...

The R&D Module is basically a laboratory, where personnel researches and experiments on medical science and genetic engineering. The most important work done by Atkins and his team was done at the Research Center, so this R&D Module is more a front put up, to please the company and to have something to show the world.

This entire sector is very bright and shiny compared with the rest of the colony. White walls and floors stand out as a contrast to the otherwise dark and somewhat somber colony hallways.

Action

If any of the characters have been seriously injured, this will be the place for Julia to do some of her work. And though she won't have the help or all the right tools at her disposal, she will be able to do the basic procedures that will stabilize any injured character.

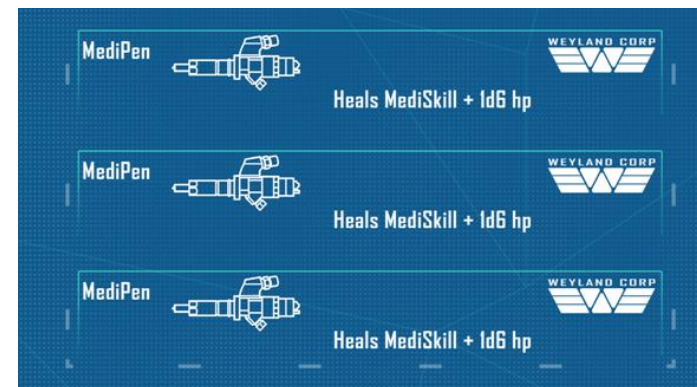
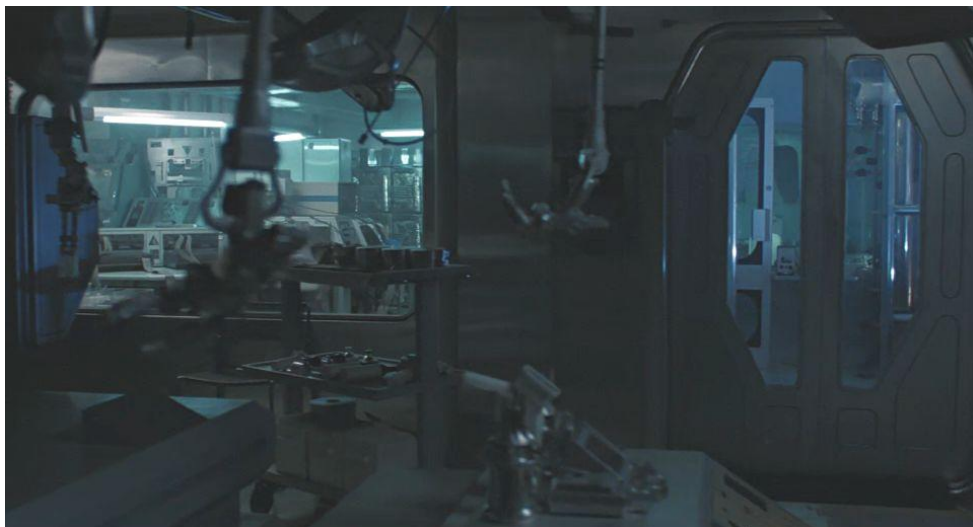
As the door slides open to the Medical sector, a blanket of cold creeps out and wraps around you. Your breath is visible in the air as you walk down the snowy white hallway, bathed in red by the rotating warning lights. You can hear the distant hum of the sector's heater units, as they begin to power back

Encounter

Inside the Quarantine Chamber the players will find the two hosts who was killed first by the chestbursters. After placing the dead hosts inside, the chamber was locked and automatically sealed, as per Company Protocol. As the attacks continued, the entire sector was sealed of later, by the Security Supervisor. This information is available to the players from both the Master Control Room and the Medical Control Room. Dr. Goldstein can remove the seal with her clearance, giving them access to the entire sector.

Loot

Bandages, painkillers, medical records, surgical tools as well as numerous useless prescription drugs can be found in here. Amongst the more useful objects here, the players can find a Medkit with three Medpens, that can be used to stabilize a character's health (give the tokens to the player who finds them).



All walls in the three modules are fitted with large windows, allowing personnel and the occasional visitor a good overview of the activities in the sector. In case you are wondering, these windows are not bulletproof.

POWER 

Kitchen / Canteen (Personnel Sector)

Description

A Standard Module containing a large canteen with an adjoining kitchen. The kitchen is open during the daylight hour cycle, at other times the crew must use one of the many vending machines located along the wall in the canteen. Four long tables sit in the middle of the room, with benches on either side. Each table seats up to 50 people.

Action

There is no relevant information for the players in this module. In the back of the kitchen is a small refrigerator unit, which can be locked and sealed from the outside, should you have the need to lock something or someone in.

*Survivor:
Jones (Redshirt),
WC Flight Technician.*

Encounter

Jones (Redshirt) is currently hiding in one of the cupboards in the kitchen eating away on some snacks he found earlier. He's trying to do this as quietly as possible, and he will only come out if he hears the characters.

Jones saw two aliens attack and capture some of the crew earlier, though he doesn't know where they took them. To his knowledge there should be at least two pilots left (those scheduled to pilot the last shuttles) at the colony, though he don't know where they are or if they are even alive.

Looking for food in the kitchen, you open the door to the refrigerator, only realizing your mistake when it's too late, the smell is almost nauseating. What little food left inside, has not survived the past day or two without power.

Loot

You won't have to search long, before finding something to use as an improvised weapon in the kitchen. Pots, pans and knives might do the trick, if you feel lucky enough to challenge an alien to a hand to hand fight. They can of course also find and even prepare some food here.

All stoves and oven in the kitchen runs on gas. These gas canisters are all fitted underneath the floor, and are easy to access and detach. If you know what to do, you could use them as an improvised explosive device.



POWER 

Management Quarters (Personnel Sector)

Description

Like most modules designed for housing personnel, this module is two levels high. It holds the personnel quarters for the 5 Section Supervisors as well as Dr. Atkins' private quarters. Besides that you will find two conference rooms in the module.

The management quarters could be called suites compared to the small cubicles the crew has. They are very spacious and each suite has a bedroom and a private shower unit besides the main room, which also functions as an office for the supervisors.

Atkins' quarters are located on the first floor. Atkins has spared no expense on the details and the luxury in his own quarters. Besides being the largest quarter it is also the only one in the module with windows, overlooking the Bio-Dome, the Medical Sector and the Technical Sector.

Action

If they gain access to one of the terminals they will learn that the supervisors, though they tried, didn't have time to do any full reports on the incident before it was too late. They have reported the first two deaths, and that both of the deceased have been quarantined in the Medlab. Besides that there isn't any solid data or evidence explaining what happened.

A set of old but still shiny golf clubs stands to one side of Atkins' room, next to a WI/ Athletics Simulation Unit.

Encounter

Mr. White (Redshirt) can be found in this module. He won't actively look for the characters or react to any noise outside the module. If the players choose to interact with him, he will seem almost alarmingly calm. He won't actively do anything to help the characters or

*Survivor:
Mr. White (Redshirt),
Personnel Supervisor, android.*

other survivors, unless they somehow manage to persuade him to come with them. Protocol tells him to stay at the colony and wait for the situation to be dealt with.

Loot

The players won't find much of interest here. Plenty of personal items and clothes, some of which are of the higher grade (especially those found at Atkins' quarters). The Security Supervisor has a bottle of some old scotch in his desk, but besides that there's not much of interest.

All doors in this module are locked and require personnel ID-Card to open, unless Dmitri or somebody else is able to hack them. The windows in Atkins' private quarters are bulletproof and will hold no matter what the players or aliens can throw at them.



POWER 

R&R (Personnel Sector)

Description

Rest & Recuperation modules are usually used where military is employed. As the crew of the A-1 Colony is stationed here for a period of 6-12 months, it was decided that this unit would be put to good use. The module is roughly the size of a basketball court. Besides the court with a goalpost in each end, you can find several different exercise machines and a range of dumbbells and various exercise equipment. A small lounge area is located at one side of the room, with some couches and chairs around some coffee tables.

Action

There is no relevant information for the players in this module.

Encounter

A lot of space and room in this module gives plenty of opportunity to create a fight scene with one or more aliens.



Example of play

The survivors have split up into two groups. Matthew, Dmitri and Jones have decided to check out the R&R module, while the rest are taking a short rest in the canteen. The door is almost closed, seems like someone has sabotaged it, they squeeze their way through the gap. As they look around the empty module, they suddenly hear a scream outside... "It's here...it's here" Julia shouts. Matthew takes one step towards the door and stops, something large and black is standing on the other side. "Jones, Palev...to me" he whispers, slowly aiming his shotgun at the door. A big black clawed hand grasps the door, with a screeching sound the door slowly slides to the side. Matthew holds his breath, as they head comes through the half open door he fires...

Loot

If they inspect the racks of exercise equipment, they will learn that many of the dumbbells are missing. These have been used to put some weight on the makeshift barricade in the hallway between the Personnel Sector and the Security Sector. Should they take that hallway back, they will find them there, but from this side they can easily take the barricade down without making too much noise.

POWER  **Personnel Quarters / Staff Quarters (Pers. / Sec. Sector)****Description**

The personnel modules are found in both the Security and Personnel Sector, though they are not exactly the same.

The Personnel Sector houses the main body of the crew in 5 large modules. Each module is two levels high. At the ground floor you have the Main Barracks, a single large room with room for 50 crewmember, with an adjoining Shower & Toilet . At the first floor of each module 30 small private rooms is located, for senior crewmembers or those of higher rank. A small stair in both ends of the module connects the two floors.

The Staff Quarters in the Security Sector is a single level module, containing 30 small private rooms.

In the middle of the room a Christmas tree is lying, lights flickering and covered in what appears to be red snow. At a hole in the ceiling a crewmember is suspended, tangled up in some decorations, feet hanging down while the rest of the body is hidden at the ceiling.

Action

These modules holds little information or usefulness for the players, save finding more survivors or learning that some things can be crawling around on the ceiling. The aliens quickly learned that these modules held many survivors and have visited them on several occasions. If the players should choose to hide or take a break in one of these modules, there is a high risk that they might attract some unwanted attention from the aliens.

Encounter

In one barrack the aliens struck in the middle of the celebration. Where decorations are normally hung, they are now scattered across the room. In the corner of the room an old school Audio-Broadcaster is still playing Christmas tunes.



There's a good chance that those few survivors that are still alive, have hidden themselves in either the barracks or one of the private rooms. If the players visit either of these modules they might attract the attention of some survivors as well as an alien. This could be where they meet Fabienne (NPC), Dmitri's ex-girlfriend either in the barracks or in her private room upstairs. If the players decide to check one of those levels, it would be easy to let Dmitri see spot her name, at one of the doors.

As they get closer to the entrance they realize that the door is not entirely closed. Through the crack they can see what appears to be a barricade of some sort blocking the entrance to the barracks. If they are quiet they might be able to hear hushed voices coming from the room.

The barracks in these modules is an opportune location for survivors to hiding. Depending on who they already have found, when or if they come across this module, it would be easy to place most of the Redshirt survivors here. Even the group of survivors from the Broadcast Studio could be found here instead.

Loot

The Personnel Quarters holds basically anything you can think of like various personal items, Christmas presents and clothes in any shape, size and color.



POWER 

Broadcast studio - Public Hangar (Public Sector)

Description

This hangar is normally used for private visitors and VIP coming to the colony. This Christmas however, it has been transformed into a broadcast studio hosting the "Galactic Gear" show.

Light systems and speakers surround a small stage area in the middle of the hangar, from where the show is being shot. Two of the shuttles being flown in the show are parked at one side of the stage, while the rest of the studio is filled with all kinds of technical equipment as well as a small "meet & greet" area used by the host when talking with the press and meeting the fans. The remainder of the hangar is taken up by two large Freighters that have transported both the studio and broadcast crew to the colony.

Action

There is no relevant information for the players in this module. They could, if they choose to spend some time doing it, relax to the first three seasons of "Galactic Gear", including the Christmas Special which should be broadcasted to the Earth later this day.

Two freighters are still stationed inside. However it will take more or less forever to clear the Broadcast Studio of enough equipment to get one of the freighters out, which the character will realize upon entering.

Encounter

One of the two freighters is primarily used as personnel transport. While stationary however, it is used as housing for most of the broadcast crew. Inside this freighter they will find a small group of 8 survivors, from both the broadcast crew and a few colony employees.

Robert (Red Shirt) is the "leader" of the group, who has been trying to hold them together and keep their spirit high. Alice (Redshirt, WC employed nurse) who used to work under Julia, is also there with two 10 year olds (Ellen and Dwayne). There were 10 survivors, but two of the broadcast crew went out searching for Hiroichi (the Broadcast host and pilot) and they haven't seen them since. The group is not eager to leave the freighter or the hangar, and will rather wait here for someone to come and rescue them.

Survivors:

Robert (Redshirt) leader.

Alice (Redshirt), knows Julia.

Ellen & Dwayne (10 year old), parents

Loot

The hangar is filled with all kinds of equipment and tools. In the freighter the players can find anything and everything people would bring to the moon during Christmas, including a wide range of presents, some still wrapped.



POWER 

VIP Quarters / Lounge (Public Sector)

Description

As with most of the Public Sector, the VIP quarters and Lounge is very shiny and white, giving visitors the impression of a very clean first class colony. You don't see many Weyland crew members in the public sector, besides the few guards stationed here, as the sector is used solely for visitors and civilians. The module containing the quarters and lounge is a two level module with the lounge at the ground floor and the quarters at level 1.

At first glance, it appears that the lounge is not in its usual state. It looks like someone had a party but forgot to clean up the mess. The tables and floor are littered with broken glass and chairs are knocked over. In the corner and old lava lamp is casting an eerie green glow across the dark room.

The Lounge is one of the most furnished rooms at the entire colony. Clusters of couches and tables are positioned throughout the module, with a pool table at one end and a small bar at the other. The Lounge is used mostly as entertainment for visitors who's not cleared to visit the rest of the colony.

The quarters at the first level of the module is a fashionable high end module with four large suites. They are all furnished and decorated in the newest and most fashionable ways. Every suite has its own shower unit and a separate bedroom.

Action

There isn't much for the players to gain from this module.

Encounter

Hiroichi is hiding inside the lounge. What happened during the incident didn't bother him much. He stayed in his bed in his suite relaxing and not caring about the dangers surrounding him. He didn't realize what was going on until he later left the suite, finding the colony all but abandoned. When walking around looking for anybody, he saw an alien attack and kill one of the crew members. He panicked and has stayed hidden since then, only leaving his hiding place to find something to eat and drink.

Survivor:

*Hiroichi Takenaka (NPC),
Broadcast Host and Pilot.*

Loot

An assorted range of beverages, alcohol and snacks can be found around the lounge. However most of the bottles are only half full or almost empty and the snacks are often scattered across the counter, floor or table leaving nothing but bits and pieces to the characters.

It is obvious from Hiroichi's room, that he wasn't the only one to use it. The party apparently continued upstairs, and by the look of the clothes and underwear spread throughout the room, most of the participants were female.

POWER 

WI Showroom (Public Sector)

Description

The Weyland Industries Showroom is just that. A showroom telling the public, and any employees interested, about the company and its founder, from the earliest discoveries and creations to those that are still to come.

The showroom is one large open room, two levels high. Glass display cases are placed along the walls, and in different places throughout the room. In the center stands a large statue of Sir Peter Weyland. To the left and right a flight of stairs leads to a balcony which runs all the way around the room.

Action

If the characters for some reason need to learn more about Weyland Industries, this would be the place to do it. Though I doubt that it will be something any of the players have in mind. But besides information on the company, this module holds little interest for the players.

Encounter

From the beginning the showroom is empty of both aliens and crew members. It could however easily be used as a temporary hiding place for a crew member running away from the aliens. The players can find "Spunk", Jones or Richard here, or anyone else who could have a reason for hiding.

The special construction of this module could prove to be an interesting battleground, if the players should encounter an alien here.

Loot

A range of WI merchandise, some old "artifacts" from a former era and even more clothes (of older style) are amongst the more or less useless items that can be found inside the workshop.

The showroom seems undisturbed, as the red glow from the emergency light reflects off the glass displays. In the first display case, a row of mannequins is showing of some different uniforms worn by Weyland employees through the years. As you look closer you realize that one of the mannequins is looking very nervous...

POWER 

Armoury (Security Sector)

Description

Under normal circumstances this is one of the most secure modules in the entire colony. Only those with the highest clearance can visit the armoury let alone access it. The armoury is divided into two rooms. The first room you enter is the small antechamber roughly 2 meters wide and deep. The opposite wall is dominated by a heavy security door and a window of metal mesh.

Behind the window you can see a small booth, from where weapons and armour is handed over to the Security Personnel, through a small hatch in the window. The hatch is currently closed and can only be opened from the inside.

Behind the security door they will find the storage from which they can also access the booth. The storage is not much bigger than the antechamber itself, and it doesn't hold much besides several racks of weapons, armour and ammunition.

Action

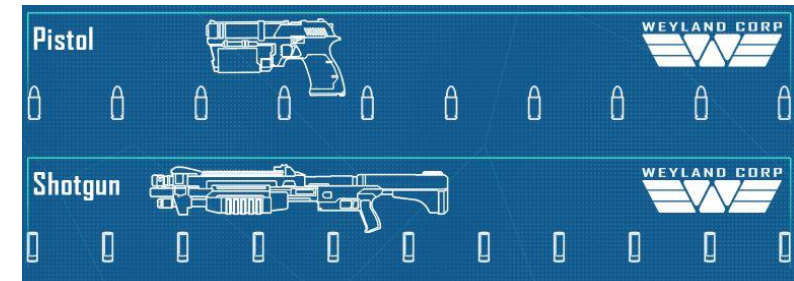
The terminal in the booth offers little information besides which members of the security force had time to pick up weapons and armour during the past few days. It appears that it has been more than 24 hours since anybody last entered the armoury. If the players are looking for a safe place to hide, it could be a good choice as it won't be easy for the aliens to find them or reach them inside the armoury.

Encounter

There are no immediate encounters in the armoury, as it is one of the few modules that have been securely locked down after the incident.

Loot

If the players manage to get past the door and enter the storage, they will quickly learn that most of the equipment has been removed. There are three handguns and 2 shotguns left, all with full clip of ammo. The only extra ammo they can find is non-lethal rounds.



POWER 

Detention Area (Security Sector)

Description

The most rarely used module in the entire colony. From the entrance a single hallway leads down the middle of the module, with three rooms on each side. Four of the rooms are installed as detention cells, with nothing more than a single bed at the back of the room. The last two rooms are used if a Security Officer is stationed there, one as a checkpoint with a desk, a chair and a terminal, while the other holds a single bed and a lavatory. When the module is used, it is more often than not by a civilian or VIP visiting the colony, and they only tend to stay until the next flight towards Earth.

You walk inside the module to investigate the faint sounds coming from within. As you look through the window of one of the cells you are startled as the face of a young man jumps in front of you. You can see that he is screaming trying to tell you to open the door, but no sound escapes the cell. He is obviously very distressed and in a rather poor state.

Action

There is no relevant information for the players in this module.

Encounter

Should they choose to investigate the cells, they will find a member of the broadcast crew (Brody, Red Shirt), who was sleeping it off. He was unfortunately forgotten during the incident, and have been frantically banging the walls of the almost soundproof cell ever since.

*Survivor:
Brody (Redshirt),
Civilian Broadcast Crew.*

Loot

This module should hold little interest for the players, as they will find basically nothing of any interest here.



POWER 

Cargo Hold #1-2 (Technical Sector)

Description

Located at each end of the main hallway you will find the two cargo holds. If you can think of anything used to keep the colony running, repaired and maintained you will find it in one of the two cargo holds. Both are very large modules reaching three stories high. The walls are covered in shelves from floor to ceiling and in the middle two rows of various containers run the length of the hold. Each cargo hold has one *P-500 Power Loader* as well as a number of other devices used to transport and move cargo around the colony. Amongst these are also two scissor lifts used to reach the second and third level of shelves.

Hold #1 contains equipment used for the Public Sector, Medical Sector and for the Sub-levels while Hold #2 contains equipment used in the Technical, Security and Personnel Sectors.

Action

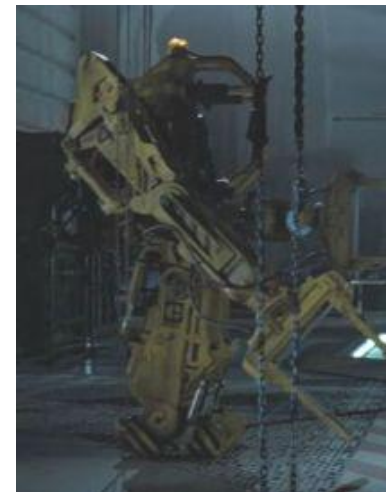
There isn't much relevant information for the players in these modules. If they choose to use one of the terminals in Hold #2, they could come across some information, telling them that a Flight Technician has made a request for some parts for one of the shuttles, as it is undergoing some repairs prior to its departure. However they need to check the terminal in the hangar bay #2 to figure out exactly what repairs are needed.

The Caterpillar P-500 Power Loader used at the colony is an earlier and smaller variant of the P-5000 seen in "aliens". It is similar in construction and design, but only half in size and with less lifting power. It is still more than enough to fulfill the job at the colony, and just enough to do a little dance with one of the aliens, if one of your players should get that ridiculous idea.

Encounter

Hold #2 also has a little surprise for the players. One of the five hosts managed to die within the cargo hold, just before he had to board his shuttle. In obvious panic, those around him at the time simply fled the hold closing the door behind them. The Chestburster obviously got out, but the body remains where they left him.

Upon opening the door to cargo hold #2, the characters are met by a stench of death and decay. A Physical test (dif 7) as well as a Mental test (dif 7) must be passed, when met with not only the stench but also the sight of the former crew member, who have been laying in the same spot for almost two days.



Loot

Most items found in the cargo holds are what you could call hardware. Electronic devices, spare furniture, backup terminals, pipes, wires and light bulbs in any size, shape and color is amongst what the players can find here. If they spend some time searching the holds, they will probably do so, looking for a specific item. In that case it will be up to you to decide, whether they will find or not.

POWER 

Hangar Bay #1-5 (Technical Sector)

Description

Together the five Hangar Bays are the largest part of the colony. All of the same shape and size and all of them connected to the main hallway.

Most crew shuttles in 2093, are roughly the size of the private jets you see today. Though heavier and with "fatter" bodies, the length and width are about the same. These Crew Shuttles carries up to 20 passengers and crew.

Inside each hangar two minor compartments are located in the eastern corners of the bay. One is the control room, dealing with the daily traffic and duties of the hangar bay. The other is the workshop from where most repair and maintenance routines are performed. Fuel depots are located under the floor, and can only be directly accessed through the sub-levels. Everything else in the hangar is either bolted or chained down to avoid any incidents while the hangar is open.

There are currently 2 shuttles left at the colony, located in Hangar Bay #2 and #5. Both were scheduled for takeoff in the early hours of the 25th. Due to a minor incident they are still waiting for passengers and crew.

Action

Accessing a terminal in one of the hangars, the players can learn that most shuttles for Earth left as scheduled. After the time of the incident only one shuttle made it off the Moon before the colony was shut down. Depending on exactly how many employees left with the last shuttle, they can estimate that with two shuttles left there could be as many as 40 crewmembers left at the colony.

When a shuttle arrives it touches down on the landing pad outside the hangar. From there it is taxied inside the hangar automatically.

As you look inside #1, you see three bodies sprawled on the floor, one is still holding a shotgun in his hands. A couple of suitcases and some clothes are scattered across the floor...the airlock in the hangar appears to be painted some kind of red, on the inside.

Both shuttles need to be refueled before departure; otherwise they won't have enough power to slingshot around the moon and back towards Earth. The players can learn this from the terminal in either hangar bay, but they have to follow the WC/ T Departure Protocol in order to do so. If they choose to ignore the procedure and go straight for takeoff, they will not know before it is too late.

The shuttle in Hangar Bay #2 was undergoing some repairs before the incident. These weren't finished and the players will only learn this by checking the terminal in the hangar bay. As with the lack of fuel, the shuttle will take off and get them away from the colony, but just how far it will go, it very uncertain.

Refueling the shuttles is a two man job. One to operate the terminal from the control room and one to operate the machinery in the hangar bay. It takes roughly 10 minutes to fill the tanks completely, but half a tank of fuel should be enough to get the shuttle to Earth. Should the characters have a much needed certificate in this field, you could allow the players to roll a die to determine whether they can do the job faster or slower (without necessarily telling them the result).

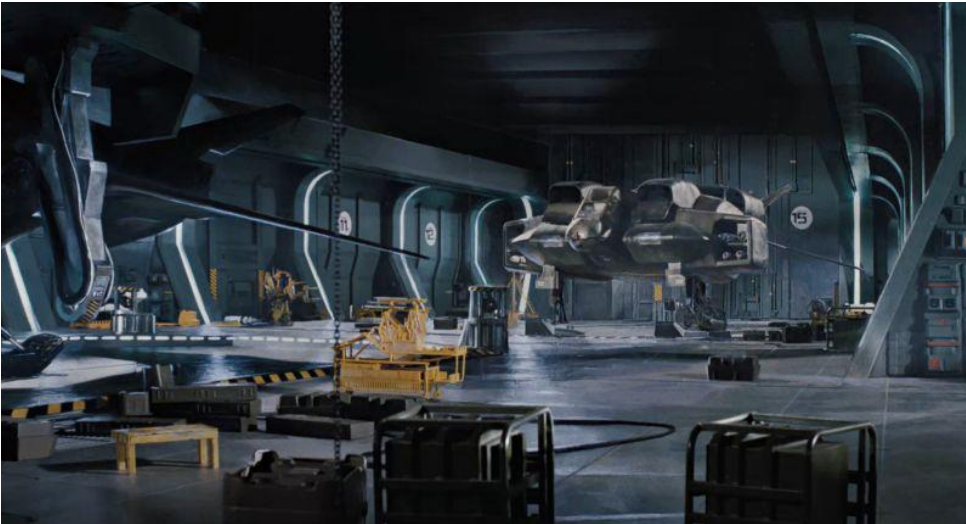
Encounter

In #1 they will find 3 dead crewmembers and an airlock covered in blood on the inside. If/when they enter the hangar bays, the players will most likely be on their way home.

To add some action and make their escape as expensive as possible, this is a very opportune moment to add some alien to the mix.

Loot

There isn't much for the players to find inside the hangars, save a lot of tools and the two shuttles. The Security Officer from #1 is carrying a shotgun, 5 rounds left. The Officers ID-card will grant them access to most parts of the colony.





POWER



Master Control Room (Security Sector)

Description

Located in the middle of the Security Sector, the Master Control Room is the base of all operations at the colony. A large room filled with numerous terminals of various design and description. Each terminal has its own use and is connected to either a specific sector or system.

Depending on what the players might want to do in here, they will most likely have to access more than one terminal to get the job done. However if they do get access (either through finding an ID-card with enough clearance or Dmitri hacking the system) they will be able to do pretty much anything that requires a terminal, from this control room.

Action

The players will be able to take control of almost any operation or system running through the colony from the control room. There are very few limits to what they can do, depending on what level of clearance they can attain or how good Dmitri's skills are.

The control room is a mess. Looks like someone let in a hurry. Papers are scattered across the room, leftovers from someone's dinner is lying on the floor amidst several plates and some cutlery. A smell of burned coffee emanates from the pot in the corner which is still turned on.

The most important/useful information they can get here:

- There should be at two shuttles left at the colony.
- The Medical Sector is offline due to the quarantine, with no power or heat. The quarantine can be removed from the Master Control Room or at the entrance to the sector.
- Power is running very low in most of the colony. Something is wrong with the main reactor, and it can only be handled on site. As a result of this:

- Some doors are not working and needs to be opened manually.
- Life support is running on a low, and will only continue for a few days, unless the reactor is brought back to life.
- Surveillance systems are completely shut down, and any records can only be accessed at the main database in the sub-levels.

Encounter

The first time the players visit the control room they won't meet anyone here. Should they however use one of the terminals to activate some of the systems at the colony, or in an effort to reach out to other survivors, it is likely that some of them would make for the control room.

Loot

Besides gathering information and doing what they can to keep the colony up and running, the Master Control Room won't offer anything to the players besides cold coffee and stale donuts.

At their first visit, give the players two minutes to breathe while they try to figure out what to do. Should they return to the module, don't let them stay too long before popping the alien-in-a-box...you don't want to make it a safe zone for the characters.

POWER 

Power plant / Reactor (Technical Sector)

Description

Beneath the surface of the moon lies the power behind the colony. Going 6 levels down gets you to the power plant of the colony. These sub-levels are dark, hot and a very dangerous place to go spelunking. The entrance to the sub-levels lies next to the Workshop in the Technical Sector. You can go down using the stairs or you can take the service lift. The reactor itself is a massive structure, covering a large part of the colony.

The heat increases with each level going down into the darkness. The power shortage have left the sub-levels in complete darkness, save the backup lights, that pulses with a red glow every 10 meters. The walkways are filled with a thick and foul smelling steam and the distant hum of the reactor can be heard and felt through the cold metal grills in the floor.

Action

There is no information or items to be found here, that they can't find anywhere else. If they need to get down here, it will be because they have to do some serious changes or adjustments to the systems, which can't be handled from a terminal above (eg. turning off various security systems, shutting down an entire sector, causing a meltdown or repairing damage done to some of the systems).

Encounter

Should the players choose to venture down here, they will probably be going for one of the terminals connected to one of the many systems running the colony. These can be found on different sub-levels. I usually go with a simple rule, the more important the job (for the players) the longer down they need to go. The reactor itself is obviously located at sub-level 6 & 7.

It is not without risk if the players go down here. With every step they take they get closer to the Hive. Should they choose to use the lift one their way up or down, it will definitely attract the attention of the aliens.



POWER 

The Hive (Technical Sector)

Description

Deep down beneath the surface in the darkest corner of the colony at Sub-level 6, the players can find the alien Hive. Hidden amongst the many machines and covering several hallways the aliens are expanding their hive with increasing intensity. At a distance it can be hard to find, but coming closing and maybe shining a light will reveal that something has changed.

Action/Encounter

At the center of the Hive the players can find several survivors who at some point

have been captured (one of these could be Fabienne). They are all trapped within the organism holding them in place until the facehuggers are ready to hatch. When they enter the Hive all survivors are unconscious and will not react to their presence unless they wake them up. This however will also attract the attention of at least two aliens who will act quickly to defend the Hive and their prisoners.

If the players attack the Hive or the two aliens guarding it, the remaining two aliens will return as fast as possible (unless they already have followed the characters there). No matter how many aliens are present, the only way to get out alive is to kill them all.

If the players only go after one or more survivors, they will have to do so as silently and quickly as possible. Safe to say, they can hardly even fart inside the Hive without the aliens knowing that they are there. Either way it will be up to you and the dice to decide what the outcome will be.

The walls are partially covered in a sticky substance, which can only be described as secreted resin. To some eyes it might look like a living organism has somehow grown beneath the colony. Walking down the corridors leaves less and less space unoccupied by the organism that is beginning to spread across the floor and ceiling as well.

Survivors: Fabienne Chapelle (NPC), WC Nurse. The Hive will hold as many survivors as you need, and basically anybody you need. At least one of these survivors should or could be infested. I find that it often comes in handy, having a chestbuster as a backup.





All Hail the Queen

Should they venture even deeper into the Hive, they will find the Queen sitting on her "throne". As described earlier, she won't have fulfilled her cocoon cycle, but she will nonetheless make for an astonishing sight for any of the characters. But then again, if they actually have made it this far without getting killed, by all means let them enjoy the moment as they stand mortified in awe by her powerful presence, as reality dawns on them standing amongst numerous eggs.

The Queen (no matter what state she is in) will not do anything to harm her eggs or the Hive. So if the players get creative and pull "a Ripley" on her (threatening the eggs in order to make their escape unharmed) she will let them go. Should they however choose a more hostile approach, I will again have to leave it up to you to determine the outcome.

The heat intensifies as you inch deeper into the darkness. The organism surrounding you seems to grow with every step you take, and you can't escape the constant feeling that danger lurks around any corner. This feeling becomes real as you enter a chamber, standing face to face with 15 feet of black death. The Queen appears to be suspended from the organism surrounding her by what looks like long insect arms. The silence in the room is almost overwhelming...it looks like she is sleeping? You feel every heartbeat pounding away afraid that she might wake up at the slightest sound...how long will you wait before making your move?

POWER 

Radio Tower (Technical Sector)

Description

The Radio Tower is located outside the Technical Sector. The only way to reach the tower is through an airlock, crossing the short distance on foot. Personnel obviously need the Zero-G Certificate to be able to do the moon-walk on the surface.

Besides transmitting signals to and from incoming traffic and messages from the other moon colonies, the tower functions as auxiliary power to the Hangar Bays at the Technical Sector.

Action

There is no relevant information for the players at this module. Should the players however construct some kind of silly plan involving the Radio Tower (not unheard of), feel free to let them go out here and explore it. If they go to the tower in an effort to lure the aliens out, they will probably not learn more than the aliens can survive outside the colony.

Encounter

The only reason the players might have for going out here, is if the aliens make it here first and sabotage the Power Generator. This however would most likely only happen, if the players spend several days at the colony, hiding and recuperating, giving the aliens time enough to learn, that the Radio tower is the character's way out.

Loot

There is absolutely nothing here besides a range of electronic devices and outputs.



POWER 

Workshop (Technical Sector)

Description

The workshop modules can be found at different places in the Technical Sector. It is home for the many technicians who help keep the colony running. All repairs and maintenance that aren't done on location in the colony are done in one of these workshops.

The largest workshop lies at the main hallway between the two cargo holds, in the same module as the lift to the sub-levels. The remaining workshops are those located inside each hangar bay.

Action

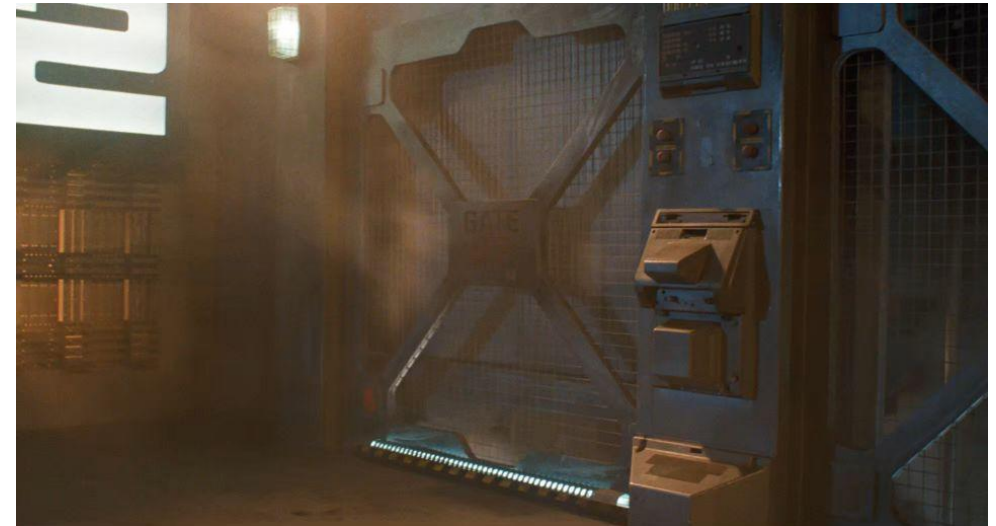
The players will hardly have time or need to do any repairs during their visit. But should they choose it, they will need access to one of the workshops to do the job. Other than that the workshops won't offer much to the characters.

Encounter

There are no immediate encounters in the workshops. They don't leave much room for neither hiding places nor combat. The aliens have found little interest in these modules, as they show little or no trace of humans. This could of course prove valuable to the characters, if they choose to hide here, but I doubt that will be the case.

Loot

Any tools needed to repair basically anything at the colony can be found in these workshops. The players should still be able to find whatever tools they are looking for, including one functional *WI/T SC-Handheld Welding Torch* (which won't last forever).





Practical Information

-So um, we think we should discuss the bonus situation.

Let me start by saying thank you for being patient, and thank for surviving this long. This is the end of the line, but before I leave you, here's some of the more practical but also important information.

Music

Like mentioned earlier, I will provide you with a range of sound effects and musical numbers. This will most likely be handled online prior to Fastaval, so you won't have to do anything before I contact you.

Printing

As you might have noticed, there are several handouts in this file that would suck the life out of most printers, trying to print it. So to avoid any issues regarding this, all handouts in the appendix will be printed by me and delivered to you at Fastaval.

What you need to run the game

In order to run this game, you won't need a great deal of equipment. But just to be clear here's what you could or should bring:

- Something to play the music on: a laptop, a tablet or a smart phone with a couple of Bluetooth speakers would do the trick. If you're not able to bring either, please let me know and we will work something out.
- A bag of dice: or more correctly a handful of d6. The only die used in this game. As the players only rolls one at a time, you won't need more than a handful.

Loot for the loot god

As it was the case three years ago with CotM, this year there will also be fat loot for both you and the players. Any handouts delivered by me to you, is of course yours to keep.

The Character ID Cards is my gift to the players, for signing up and for participating. I know that it will make it difficult for you to do another run of the game later, without the ID Cards, but I hope you will honor this. I will be forever grateful but also very helpful if you need to recover a full set of ID Cards after Fastaval.

Should you end up, missing a Personnel File or one of the other handouts, I will do what I can to ensure that you get a complete set. And in the case that one of your players is very interested in getting his hands on the entire CotMs-in-a-box set, you can direct them towards me. Or they can use the QR Code on the back of the ID Cards will link you to a homepage, where you can find and download the story and handouts after Fastaval.

It will also be available to download at <http://alexandria.dk>.

Game over man...game over!



Appendix I - Character Summary

Name	Class	Starting Location	Notes	Status
Dr. Julia Goldstein	PC	Maglev Station		
Thomas Boyle	PC	Maglev Station		
Dmitri Palev	PC	Maglev Station		
Matthew Smith	PC	Maglev Station		
Chris Holmes	PC	Maglev Station		
Fabienne Chapelle	NPC	Personnel Sector / The Hive		
Hiroichi Takenaka	NPC	VIP Lounge, Public Sector		
Adrianna "Call" Calladia	NPC	Any sector		
Jasis "Spunk" Spulecki	Redshirt	Any sector		
Mr. White	Redshirt	Management Quarters, Personnel Sector		
James Jones	Redshirt	Kitchen/Canteen, Personnel Sector		
Michael Brody	Redshirt	Detention Area, Security Sector		
Richard Herman	Redshirt	Any sector		
Robert Gordon	Redshirt	Broadcast Studio, Public Sector		
Erica Hegazy	Redshirt	Maglev Station		
Alice Lahaie	Redshirt	Broadcast Studio, Public Sector		



Appendix 1 - Location Summary

Name	Sector	Action	Encounter	Loot	Power
Maglev Station		First Encounter	Redshirt – Erica		ON
Security Checkpoint	All		Redshirt - Richard		ON
Bio Dome		Food / Regain health	Survivors	Tools	ON
Medlab / R&D	Medical	First aid / Regain health	Dead hosts in quarantine	Medicine	OFF
Kitchen / Canteen	Personnel	Food / Regain health	Redshirt – Jones	Improvised weapons	OFF
Management Quarters	Personnel	Gather Information	Redshirt - Mr. White	Clothes / Items	ON
R&R	Personnel			Improvised Weapons	OFF
Personnel Quarters	Personnel	Looking for ex-girlfriend	Survivors	Clothes / Items	ON
Broadcast Studio / Public Hangar	Public		Redshirt - Robert, Alice	Tools / Clothes / Items	OFF
VIP Quarters / Lounge	Public	Food	NPC – Hiroichi		OFF
WI Showroom	Public		Survivors		OFF
Armoury	Security	Garther information		Weapons	ON
Detention Area	Security		Redshirt – Brody		ON
Staff Quarters	Security		Survivors		ON
Cargo Hold #1-2	Technical		Dead host in #2	Tools / Clothes / Items	ON
Hangar Bay #1-5	Technical	Repair / Refuel Shuttle, Fly Home	Dead crew	Tools	ON
Master Control Room	Technical	Gather Information			ON
Powerplant / Reactor	Technical	Core meltdown			ON
The Hive	Technical	Saving survivors	"All Hail the Queen"		ON
Radio Tower	Technical				ON
Workshop	Technical			Tools	ON



Name: Dr. Julia Goldstein
Division: Health/ Research
Assignment: Doctor
Clearance level: H-04
Sex: Female
DOB: 12 February 2068 /25 yrs.
Home Colony: A-1 Colony, Moon

TEST SCORES

PHYSICAL - 2

Overall: Below Average

Height: 166 cm / 5' 5" Weight: 64 kg / 141 lb

Notes: Subject is not cleared for Interstellar Travel, at current time. Assignment at A-1 Colony, Moon will substitute for further training to gain Interstellar Clearance.

SOCIAL - 5

Overall: Excellent

Notes: Subject is very passionate about her work, as is seen in the sense of empathy she holds for her colleagues and patients. Her remarkable physical appearance can have an effect on how people perceive her presence.

MENTAL - 4

Overall: Above average

Notes: Subject possess high intelligence, but lacks life experience. Subject has yet to face the difficulties of her profession, she definitely will encounter in off-Earth employment.

CONDITION

Latest EKG results: Average, no defects.

BIO

Born New York City, New York (USA). Father and brother employed in WI Legal Department.

08-05-2084: Enrolled at New York University, New York (USA).

07-31-2087: Enrolled at NYU School of Medicine 2087.

06-25-2090: Graduated with honours from NYU School of Medicine.

07-01-2093: Medical license issued, with specialty in pediatric care.

EMPLOYMENT

07-01-2088: Employed with WI Health, Earth, as Medical Intern Physician.

08-10-2090: Employed with WC Health Department (Moon), under Physician Residency Program.

08-01-2093: Employed with WC Health Department, as licensed Physician at A-1 Colony, Moon.

CERTIFICATION

Computing - Class 1

Linguistics - Class 2/ English (American), Latin

Medicine - Class 5

Martial Arts - Class 1





Post-mission Mental Screening

Administered by Mission Supervisor Mr. Adams

Log date: 12-25-2093

Subject: Dr. Julia Goldstein

PF#284652068

-Dr. Goldstein, I know you're not comfortable with this right now, but you know that I am programmed to follow Company Protocol in this situation.

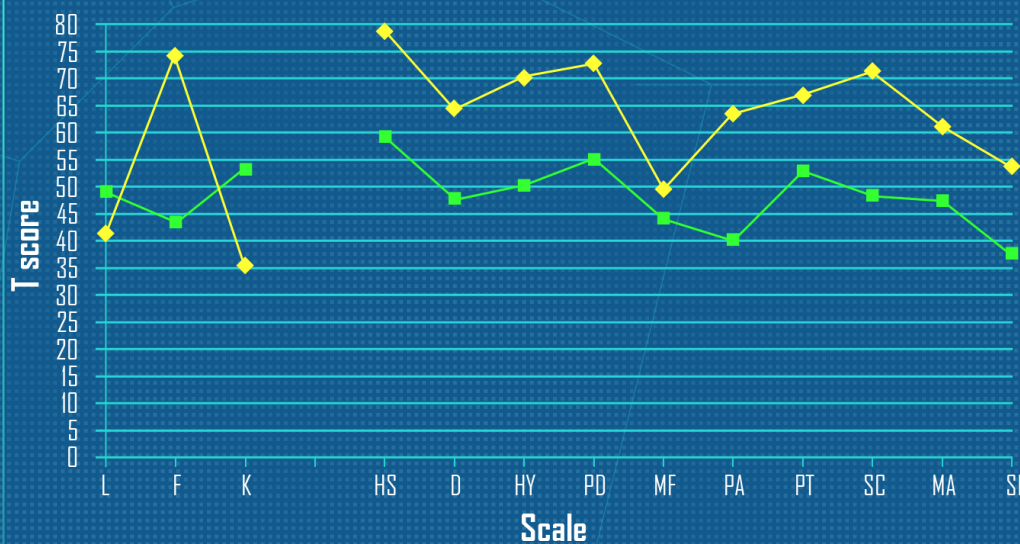
I know Adams, I know... sorry, I'm still... I don't know what... I mean, what just happened? I don't know what to believe anymore. Somehow I expect to wake up and find it all to be a bad dream, but then I look down and see what's left of my dress, still covered in her blood!

-As both the primary and secondary objectives of the mission have been aborted, what will be your priority for the remainder of the mission?

My priority?? well screw that! Sorry about the language but this mission can kiss my Jewish ass! I know what I'm supposed to do ON A MISSION, and I know I have a responsibility concerning the health of the rest of the crew right now. But as you already know I have checked each and everyone of them, and they are all ok but for a few scratches. So as far as I am concerned, this mission will be over the second I leave this train and get on a shuttle back to earth.

-Do you have any concern about the rest of the crew?

Not really no... what can I say... I mean Thomas is a good guy, company guy but still good. Dmitri is hard to read but I feel like I can trust him. I don't know about Chris, he seems more shaken than the others. This John Doe guy, what did you say his name is... Matthew... he can certainly take care of himself and others to. I guess I have to thank him for saving my life.





Name: Matthew Smith
Division: -- CLASSIFIED --
Assignment: -- CLASSIFIED --
Clearance level: -- CLASSIFIED --
Sex: Male
DOB: 30 December 2062 / 31 yrs.
Home Colony: Arlington, Virginia USA [last known location]

TEST SCORES

PHYSICAL - 5

Overall: Excellent

Height: 186 cm / 6' 1" Weight: 87 kg / 191 lb

Notes: Subject appears to have undergone professional training recently. Suspicion of either military or athletic training on an elite level. Subject has a tattoo on his left forearm [#D/1978426]. Initial scan reads it as from a correctional facility, though the records do not show it's origin.

SOCIAL - 3

Overall: Average

Notes: Subject appears headstrong and focused.

MENTAL - 4

Overall: Above Average

Notes: Subject has recently awoken from cryo sleep, leaving him with minor long term memory loss. Latest screening of subject [administered by Mission Supervisor Mr. Adams] shows that subject is slowly regaining parts of his memory.

CONDITION

Latest EKG results: Excellent, no defects.

BIO

Born Baltimore, Maryland (USA). No living relatives.

Subject spend most of his youth going through many different foster homes and families. There are no records of subject maintaining contact with any of these families.

EMPLOYMENT

07-01-2080: Enrolled at US Naval Academy, Annapolis, Maryland (USA).

-- CLASSIFIED --

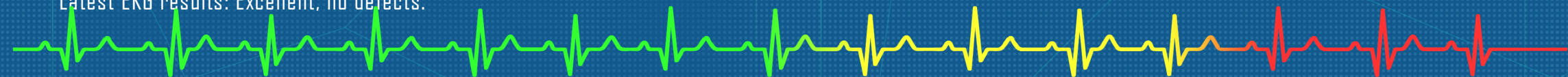
CERTIFICATION

Computing - Class 2

Firearms - Class 5

Martial arts - Class 4

Zero-G Training - Class 2





Post-mission Mental Screening

Administered by Mission Supervisor Mr. Adams

Log date: 12-25-2093

Subject: Matthew Smith, [Formerly designated John Doe]

PF#4085532066

-So you're name is Matthew Smith, much better than John Doe. Mr. Smith you're apparently not a WI Licensed employee, but Company Protocol leaves no doubt, so allow me to present you with your first post mission screening.

Post mission screening... yeah I have done a lot of those. Not through Weyland of course... sure we can play this game, even though I really don't understand what you're gonna gain from it, you know... me not being your employee and all that. Unless you already have some kind of... "acquire potential employee procedure"... wouldn't be surprised if you do.

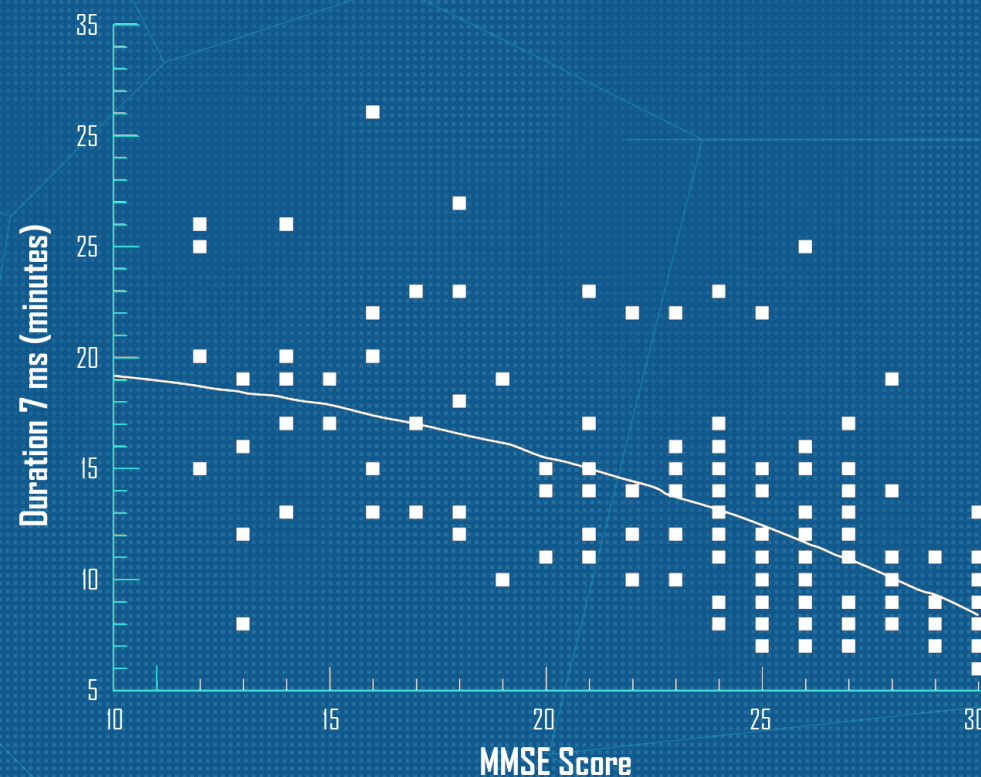
-Well, the Protocol requires me to ask you regarding the Mission Objectives. But since you have none of those... what will be your "objective" for the remainder of this mission?

Wow... even for an android that's pretty... I didn't realize that you still think of this as a mission... joke of the fucking day. Well I heard we are going back to some colony... yeah ok, then I guess my objective would be to get home from there. Still haven't figured out where home is, but I sure as hell ain't staying here. So...you can't tell me where my home is, but you apparently know that I'm a former inmate of some prison somewhere...oh right, you don't know where that is either. Can you tell me anything at

all I wonder? Anyway if you could just point me in the direction of someone who knows something I'm all good...maybe someone who knows how I ended up on this rock in the first place.

-How do you feel about the rest of the crew?

Can't really say man... I hardly know any of them. Uhm... that Julia girl is obviously the cute one of the bunch, I wouldn't worry about her though, she seems tough. The so called security officer however... I really think you need to rethink your mental training in that field, Chris looks like someone who basically haven't had any. Dmitri apparently isn't talking to me so I really can't say anything about him... don't know what's up his arse. The Boyle guy seems cool, wouldn't mind doing a pint or two with him.





Name: Dmitri Palev
Division: Electronics/ Technical Support
Assignment: Support Operator
Clearance level: E-05
Sex: Male
DOB: 28 May 2067/ 26 yrs.
Home Colony: Zürich, Switzerland, Earth

TEST SCORES

PHYSICAL - 1

Overall: Below average

Height: 175 cm / 5' 9" Weight: 63 kg / 138 lb

Notes: Subject has cleared preliminary physical test. Further tests is required if contract is to be extended, after current mission.

SOCIAL - 3

Overall: Average

Notes: Subject appears to have a strong mindset. Subject describes earlier difficulties working with strong male authorities.

MENTAL - 4

Overall: Above average

Notes: Subject is well educated and proficient. Suspicion of minor OCD. Recommend further tests post mission.

CONDITION

Latest EKG results: Below Average, minor deviations, suspicion of stress or other

BIO

Born Moscow, Russia (Europe).

Father deceased. Mother moved to Switzerland and remarried. No other relatives.

08-01-2085: Enrolled at Webster University, Geneva, Switzerland (Europe)

08-01-2089: Graduated from WU, with Bachelor in Computer Science.

EMPLOYMENT

2090 - 2093: Employed in private sector, as Network Security Consultant.

04-07-2093: Recruited to work with Weyland Industries - Declined by subject. [WI/T-HR O&R Report file #10172096 for further information]

12-20-2093: Employed with Weyland Corporation, A-1 Colony Moon.

CERTIFICATION

Computing - Class 5/ Programming, Network Security

Engineering - Class 1/ Electronics

Linguistics - Class 3/ Russian, English, Japanese





Post-mission Mental Screening

Administered by Mission Supervisor Mr. Adams

Log date: 12-25-2093

Subject: Dmitri Palev

PF#376542067

-Mr. Palev, I know you probably don't trust me, or should I say the Corporation, but we have to do this as part of the mission.

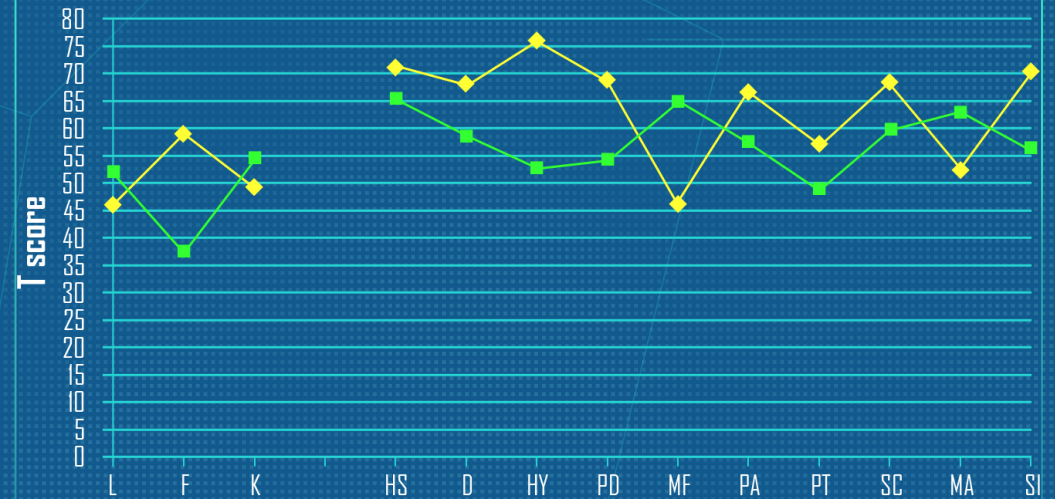
You couldn't be more wrong... I trust you alright Mr. Adams, I trust you to do as your fucking programming tells you, and if I don't like it... well there's always a way to fix that. Weyland however, now that is a completely different matter.

-As both the primary and secondary objectives of the mission have been aborted, what will be your priority for the remainder of the mission?

The remainder of the... are you fucking kidding me? The remainder of the fucking mission. You do realize that any objectives of this so called mission just blew up? Or maybe you have forgotten about Bly... what about the Danish chef dude, or what's her name... Lucia... all dead! I honestly thought that even Weyland would program you to do otherwise in this situation... but fine, if you really need to know. My job... sorry my PRIORITY is to get my ass of this rock as soon as fucking possible. Oh and if I'm lucky I just might run into my ex girlfriend, thank you for letting me know that by the way, you freaking circuit board!

-Do you have any concern about the rest of the crew?

I don't know and frankly I don't care. I know Thomas and the doctor are both company slaves, but I doubt that even they will stay on for much longer after this. The new guy, Chris, well I would be very surprised if he continues his employment... I never got around to checking but I'm pretty sure he pissed himself when Bly exploded. I have no idea about that creepy John or Matthew or whatever his name is. I find it hard to trust someone who can't even remember who he is.





Name: Thomas Boyle
Division: Terraforming/ Construction
Assignment: Maintenance support
Clearance level: T-06
Sex: Male
DOB: 30 July 2061/ 32 yrs.
Home Colony: A-1 Colony, Moon

TEST SCORES

PHYSICAL - 5

Overall: Excellent

Height: 188 cm / 6' 2" Weight: 82 kg / 180 lb

Notes: Subject's hard work over many years, has resulted in excellent physical condition. Subject is cleared for Terraforming missions in other systems.

SOCIAL - 3

Overall: Average

Notes: Subject is often praised by his colleagues. In spite of this he still appears very confined, often choosing solitude.

MENTAL - 3

Overall: Average

Notes: Subject appears to be determined and eager to prove his worth.

CONDITION

Latest EKG results: Above average, no defects.

BIO

Born Edinburgh, Scotland (Europe). No close relatives.
No educational records available, prior to employment with Weyland Industries.

EMPLOYMENT

07-30-2076: Employed with Weyland Industries/ Terraforming Production (Europe), as Junior Electrician.

09-01-2080: Requirement tests approved and courses passed, to gain Interstellar Clearance.

09-09-2080: Employed with Weyland Corporation/ Terraforming at Sea of Tranquility Colony, Moon.

05-30-2090: Transferred to A-1 Colony, Moon as Maintenance Support.

CERTIFICATION

Computing - Class 2

Engineering - Class 4/ Electronics,

Linguistics - Class 2/ English, Chinese

Zero-G Training - Class 3





Post-mission Mental Screening

Administered by Mission Supervisor Mr. Adams

Log date: 12-25-2093

Subject: Thomas Boyle

PF#178532061

-Mr. Boyle, as Mission Supervi...

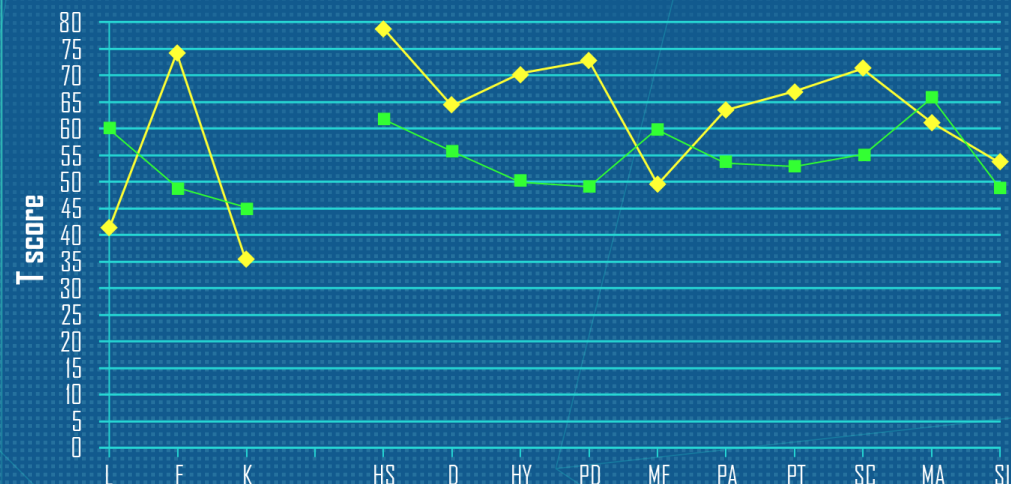
Yeah yeah, I know the deal. Let's just get this done shall we. I don't intend to spend one second longer than necessary staying in this train or on this godforsaken rock. Sorry for interrupting by the way Adams, I'm a little... uhm nervous I guess... I mean I have seen one or two things in my time with WI, but these people getting killed... by monsters nonetheless... just not really my cup of tea you know, and I doubt that will ever get used to you androids... no hard feelings.

-As both the primary and secondary objectives of the mission have been aborted, what will be your priority for the remainder of the mission?

What mission are you talking about exactly? My Mission was over as soon as the train left the research center. I know that all the killing and blowing stuff up wasn't exactly part of the mission in the first place, but I honestly can't think of anything that you could possibly want me to do when we get back to the colony. Except of course, going to the canteen to empty the beer dispenser.

-Do you have any concern regarding the remaining crew?

I do actually. I know you're a robot and all that, but I still find it... well almost funny, that you can't see the problem with that sentence... the remaining crew. Doesn't matter that there actually were more of us. Out of sight out of mind or something... all that matters are those that are left, true Weyland way of thinking. But uhm, sure let's see... Julia is as fine as ever, she seems quite shaken, no surprise there, maybe she could use a shoulder to cry at?...uhm...Dmitri's really hard to understand. Can't say if he's mad at me, the company or the frakking... "things". Chris however, he needs to get his shit together, he really do. Maybe he should take a look at that Matthew guy and learn from him. Heck even I would do that, he seems almost cool... kinda scary actually when you think about it.





Name: Chris Holmes
Division: Security/ Internal Security
Assignment: Security Officer
Clearance level: S-05
Sex: Male
DOB: 2 December 2070/ 23 yrs.
Home Colony: Orlando, Florida, USA, Earth

TEST SCORES

PHYSICAL - 5

Overall: Excellent

Height: 191 cm / 6' 3" Weight: 86 kg / 189 lb

Notes: Subject's physical status has granted him clearance to undergo Zero-G training. Details of this further assignment have not yet been accepted by subject.

SOCIAL - 3

Overall: Average

Notes: Subject appears confident with new assignment, though his personnel skills still needs the improvement they will surely get, from mission experience.

MENTAL - 4

Overall: Above average

Notes: Subject has proved his capabilities during training. Previous military training have granted subject great focus and advanced skills.

CONDITION

Latest EKG results: Excellent, no defects.

BIO

Born Orlando, Florida (USA). Mother deceased, father and brother under contract with US Marine Corps.

EMPLOYMENT

12-02-2088: Enrolled with US Army at Camp Blanding, Florida (USA).

10-08-2091: Contract with US Army terminated. -- CLASSIFIED --

09-01-2092: Enrolled at WI Academy - Security Branch

09-01-2093: Graduated from WI Academy, as company licensed Security Officer.

CERTIFICATION

Computing - Class 1

Firearms - Class 4

Linguistics - Class 1/ English (American)

Martial Arts - Class 3

Medicine - Class 1/ First aid





Post-mission Mental Screening

Administered by Mission Supervisor Mr. Adams

Log date: 12-25-2093

Subject: Chris Holmes

PF#685342070

-Mr. Holmes, I know this is as bad a time as any, but Company Protocol needs to be upheld, even now. So if you please, relax, sit back and let us talk for a while.

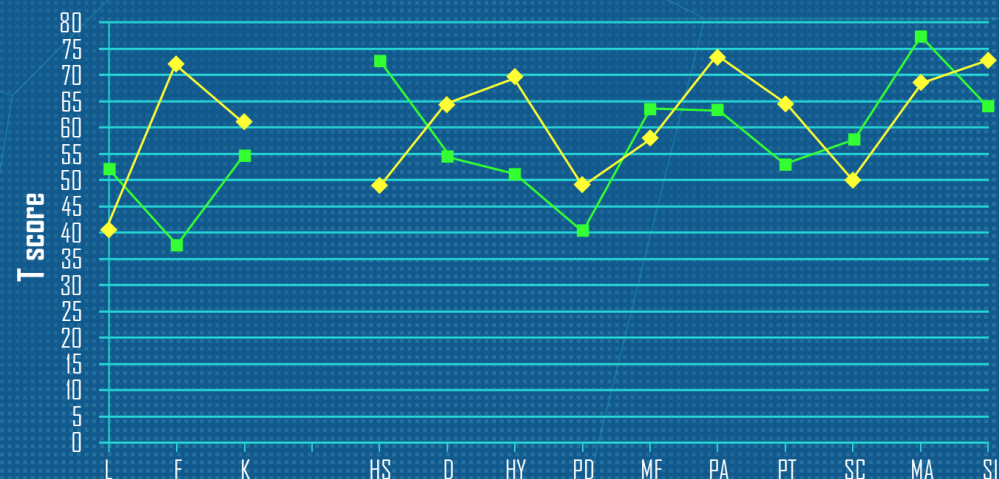
Ok...ok...ok... I'm ok... fuck that. I'm not fucking... THIS is not fucking ok Adams. What the actual FUCK man. Come on... we just got our asses... and John and that thing came out, and blood of then this big motherfucker and... sleeping beauty over there and... for fucking fucks... ok ok ok... I'm ok...keep breathing Chris, just...keep...breathing... you were saying something?

-As both the primary and secondary objectives of the mission have been aborted, what will be your priority for the remainder of the mission?

Ok, uhm ok. I really... it's really hard to think of anything other than blood and death right now, so correct me if I'm wrong, our mission was the research center right? Our mission ENDED with the fucking explosion of the research center... RIGHT? Come on dude. I know this is protocol and all but it is still a fucking stupid question man. Ok so you debrief us when we return, but that is fucking it ok! From that there is no more moon or mission for me. My first fucking trip here and fucking what happens... fucking monster and blood and.... fuckdefinitely no more working for fucking androids for me.

-How do you feel about the remaining crew?

Uhm... well I guess I feel that they were fucking lucky to survive. It's obvious that John... sorry Matthew, knew what he was doing and did it quite well to, it's hard not to be impressed by that. I have no hard feelings for Dmitri or Boyle for that matter, both good guys doing their best. Julia, well Julia is hard to ignore, wonderful girl, excellent doctor. All in all I guess you can say that the only thing good about this fucked up mission was in fact the crew... or at least those of us that made it through.





Name: Fabienne Chapelle
Division: Health/ Emergency Response
Assignment: Nurse
Clearance level: H-06
Sex: Female
DOB: 17 August 2069/ 34 yrs.
Home Colony: Zürich, Switzerland, Earth

TEST SCORES

PHYSICAL - 2

Overall: Below Average

Height: 178 cm / 5' 8" Weight: 74 kg / 163 lb

Notes: Subject's condition is average to the lesser side. Physical training is advised while subject is employed at the A-1 Colony.

SOCIAL - 4

Overall: Above Average

Notes: Subject possesses a high level of empathy. She appears very much at ease in her field of duty.

MENTAL - 3

Overall: Average

Notes: Subject is well trained and shows good potential. Quarterly mental tests during first employment is advised.

CONDITION

Latest EKG results: Average, no defects.

BIO

Born Zürich, Switzerland. Father deceased. Mother employed with a private bank.

08-01-2086: Enrolled at Webster University, Geneva, Switzerland (Europe).

04-23-2088: Subject quits education at WU, Geneva due to personal issues.

08-01-2088: Enrolled at University Hospital of Zürich, Switzerland (Europe).

06-25-2092: Graduated from UHZ, with a medical degree, as a registered Nurse.

EMPLOYMENT

07-22-2092: Employed with WC Health Department (Moon), at the A-1 Colony as a Emergency Response Nurse.

CERTIFICATION

Computing - Class 3/ Network

Linguistics - Class 4/ English, German, Italian, Latin

Medicine - Class 3/ Trauma & First Aid





Name: Hiroichi Takenaka
Division: Private Contractor
Assignment: Broadcast Host
Clearance level: V-10/ Visitor Only
Sex: Male
DOB: 4 July 2039/ 54 yrs.
Home Colony: Tokyo, Japan, Earth

TEST SCORES

PHYSICAL - 2

Overall: Below average

Height: 169 cm / 5' 5" Weight: 68 kg / 150 lb

Notes: Subject is advised to undergo physical training, to be able to withstand the physical strain caused by space travel. [Subject didn't pass WI/ H Physical Test, needed for employment at the Moon.]

SOCIAL - 5

Overall: Excellent

Notes: Subject is well educated, and it is obvious that he posses a natural charm and presence which grants him a certain favour in his field of work.

MENTAL - 3

Overall: Average

Notes: Subject shows very high self-esteem, but is easily shaken when tested outside his comfort zone.

CONDITION

Latest EKG results: Below average, subject undergoes medical treatment as advised.

BIO

Born Tokyo, Japan (Earth). Parents deceased, younger sister located in Tokyo.

2059: Enrolled at University of Tokyo

2065: Graduated from University of Tokyo with a degree in Broadcasting & Journalism.

EMPLOYMENT

Estimated 2063-2085: Employed with several different companies, within the Broadcasting sector.

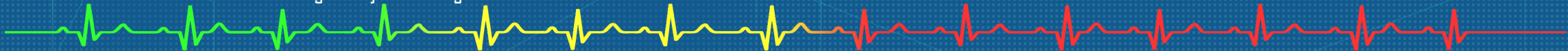
2086-2093: Employed with the EAB Network/ Space program, as a host of the broadcast show "Galactic Gear".

CERTIFICATION

Computing - Class 3

Linguistics - Class 3/ Chinese, English, Japanese

Pilot - Class 2





Name: Adrianna 'Call' Calladia
Division: Transportation/ Freight & Crew
Assignment: Pilot
Clearance level: L-05
Sex: Female
DOB: 27 March 2061/ 32 yrs.
Home Colony: A-1 Colony, Moon

TEST SCORES

PHYSICAL - 5

Overall: Excellent

Height: 182 cm / 5' 9" Weight: 78 kg / 171 lb

Notes: Subject maintains a high physical performance. Subject is scheduled for test required for Interstellar Clearance.

SOCIAL - 2

Overall: Below Average

Notes: Although subject is well trained and experienced in her field, her short temper is evident and still a challenge. Subject attends the monthly Anger Management classes through WI/ HR as planned.

MENTAL - 4

Overall: Above average

Notes: Subject is very intelligent and performs remarkably well professionally. Subject has passed Interstellar System Requirement Test.

CONDITION

Latest EKG results: Excellent, no defects.

BIO

Born Valencia, Spain (Europe). Father formerly employed within UN Air Force. Mother and three sisters employed within the private sector.

EMPLOYMENT

05-01-2081: Enrolled at WI Academy Transportation Branch.

05-01-2083: Graduated from WI Academy, as company licensed Freighter Pilot.

06-01-2083: Employed with WI Transportation, Earth, as Freighter Pilot.

08-01-2085: Enrolled at WI Academy Space Pilot Program.

08-01-2089: Graduated from WI Academy, as company licensed Space Pilot.

09-01-2089: Employed with WC Transportation, Moon, as Freight and Crew Pilot.

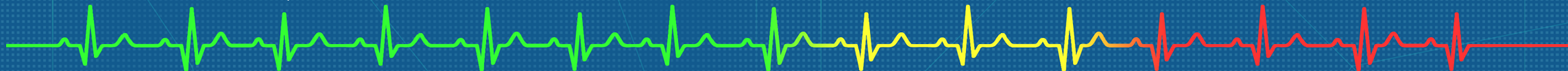
CERTIFICATION

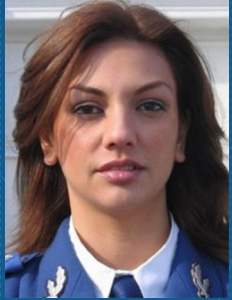
Computing - Class 2

Firearms - Class 2

Pilot - Class 5/ Freighter License, Off Earth-Shuttle License

Zero-G Training - Class 1





Name: Jasia 'Spunk' Spulecki
 Division: WC/ L
 Assignment: Pilot
 Clearance level: L-08
 Sex: Female
 DOB: 22 April 2072 / 21 yrs.

TEST SCORES

Physical 2

Social 3

Mental 3

CERTIFICATIONS

Pilot Class 3
 Firearms Class 2

PSYCHOLOGICAL PROFILE

Follows WC Company Protocol, Class-B employee
 Dedicated / determined.
 Has strong father role-model.

CERTIFICATIONS

Latest EKG results: Average, no defects



Name: Mr. White
 Division: WC/ M
 Assignment: Personnel Supervisor
 Clearance level: M-03
 Sex: Male
 DOB: 28 September 2060 / 33 yrs.

TEST SCORES

Physical 3

Social 1

Mental 4

CERTIFICATIONS

Computer Class 3
 Management Class 2

PSYCHOLOGICAL PROFILE

Follows WI/ T-A Personnel Protocol #753-4
 Programs will be reviewed monthly by WC Technician

CERTIFICATIONS

Latest EKG results: Average, no defects





Name: James Jones
 Division: WC/ L
 Assignment: Flight Technician
 Clearance level: L-08
 Sex: Male
 DOB: 15 January 2057 / 36 yrs.

TEST SCORES

Physical 2

Social 2

Mental 4

CERTIFICATIONS

Electronics Class 4
 Zero G Training Class 3

PSYCHOLOGICAL PROFILE

Under review by WC Management
 Challenged by authority / IQ of 137
 Suspected drinking problem

CERTIFICATIONS

Latest EKG results: Average, no defects



Name: Richard Herman
 Division: WC/ S
 Assignment: Security Officer
 Clearance level: S-04
 Sex: Male
 DOB: 29 February 2051 / 42 yrs.

TEST SCORES

Physical 4

Social 1

Mental 2

CERTIFICATIONS

Firearms Class 3 / Medicine Class 1

PSYCHOLOGICAL PROFILE

Performs duties unwillingly
 Unfocused / short-tempered
 Shows signs of depression - under review

CERTIFICATIONS

Latest EKG results: Average, no defects





Name: Michael Brody
 Division: VIP
 Assignment: Broadcast Technician
 Clearance level: V-09
 Sex: Male
 DOB: 18 October 2066 / 27 yrs.

TEST SCORES

Physical 2

Social 4

Mental 2

CERTIFICATIONS

Electronics Class 3
 Computing Class 3

PSYCHOLOGICAL PROFILE

No review available, as subject has been granted temporary civilian access to the A-1 Colony

CERTIFICATIONS

Latest EKG results: Average, no defects



Name: Robert Gordon
 Division: VIP
 Assignment: Broadcast Cameraman
 Clearance level: V-09
 Sex: Male
 DOB: 11 June 2031 / 62 yrs.

TEST SCORES

Physical 3

Social 3

Mental 2

CERTIFICATIONS

Electronics Class 3
 Philatelist Class 4

PSYCHOLOGICAL PROFILE

No review available, as subject has been granted temporary civilian access to the A-1 Colony

CERTIFICATIONS

Latest EKG results: Average, no defects





Name: Erica Hegazy
 Division: WC/ M
 Assignment: Assistant
 Clearance level: M-06
 Sex: Female
 DOB: 5 November 2069 / 24 yrs.

TEST SCORES

Physical 2

Social 4

Mental 2

CERTIFICATIONS

Computer Class 2
 Linguistics Class 3

PSYCHOLOGICAL PROFILE

Lacks experience, but shows good talent.
 Charismatic / Open minded
 Possibly bisexual

CERTIFICATIONS

Latest EKG results: Average, no defects



Name: Alice Lahaie
 Division: WC/ H
 Assignment: Nurse
 Clearance level: H-05
 Sex: Female
 DOB: 25 December 2065 / 28 yrs.

TEST SCORES

Physical 2

Social 3

Mental 3

CERTIFICATIONS

Medicine Class 2
 Cuisine Class 3

PSYCHOLOGICAL PROFILE

Shows high level of competence.
 Reliable / soft-tempered
 Her empathy is her most valuable asset

CERTIFICATIONS

Latest EKG results: Average, no defects





#systemscheck/ A1RC#Alpha-dbactive
com:login/ HRterminal-WI/ M-main01
#user: Adams/ Mission Supervisor*** #pass:secO-03/*****
com:accessvlog-sitrep/ date12-25-93/ 02:15 AM
Subject: Mission status

Log date: 12-23-2093/ 04:59 AM

Preparations for the mission is completed. Cargo is loaded and every crew-member is present and have boarded the train. We will depart momentarily.

Log date: 12-23-2093/ 10:47 AM

We arrived at the research center exactly 5 hours after departure. As company protocol dictates we were greeted by Mr. Stanton [Chief of Security]. The records showed that Dr. Atkins [Chief Scientist] and his assistant hadn't checked out of the system. Stanton believes this to be a mistake, I will have to check Dr. Atkins' activity later. For now every crewmember have been briefed about the mission and they have all been checked into their quarters.

Log date: 12-23-2093/ 11:48 PM

The first day of the mission has gone by without any trouble or incidents. The crew all seem relaxed and capable of handling themselves in this strange environment. The dinner Jens had prepared was apparently very good.

The Research Lab logs shows signs of activity from both Dr. Atkins and his assistant, at the sublevels of the center. I will keep monitoring these activities as per company protocol. So far nothing alarming is going on, and I see no need to inform the rest of the crew.

Log date: 12-24-2093/ 07:37 AM

A minor issue during the night shift change. Mr. Bly [Security Officer] overslept and missed his watch by more than two hours. He seems confused and not entirely sure how it could happen. Mr. Holmes [Security Officer] however only seems tired.

Log date: 12-24-2093/ 08:16 PM

We experience a minor power failure, while the crew are gathered in the canteen for dinner. Mr. Boyle [Maintenance Support] is checking the systems and the generators to find any reason for the failure.

Log date: 12-24-2093/ 08:26 PM

Dr. Atkins is still active. Still no sign of him, but I have to assume that he is still present at the center. I will have to try and locate him. Maybe he knows something about the power failure.

Mr. Boyle has concluded that the center is now running solely on backup generators. It is not possible for him alone to fix the damage to the system, so we will have to make contact with the A1 Colony to ask for assistance. To ensure that we have enough time, we will have to shut down some of the systems in the research lab.

Log date: 12-24-2093/ 08:57 PM

The research lab is still running and have not been affected by the power failure. We have found a human [designated John Doe], in one of the labs. John Doe has been in cryo sleep for some time, he is however close to waking up.

We have brought him back to the medlab, where Dr. Goldstein will monitor his status. There are no records of who he is or where he comes from, besides that than he is marked on his forearm, from what scan shows is a Correctional Facility. I will have to check this with Dr. Atkins later.

Log date: 12-24-2093/ 09:20 PM

We have contacted the A1 Colony for assistance, and have asked that they send a train to the center. So far there have been no answer, which is a "Class-2" breach of WI Company Protocol. I have have to make a full report of the active Communications Officer when I return to the Colony.

**Log date: 12-24-2093/ 10:21 PM**

John Doe is awake. He is suffering a memory loss, not knowing who he is, where he is or why. Most likely effects of being woken from cryo sleep to early.

Security Officer John Bly is dead, due to an unforeseen incident [see WI/M H-ED93/348 for full report]. A "creature" had somehow grown inside him, and it escape through his chest, killing him instantaneously. The creature is rather small and it somehow managed to escape.

Log date: 12-24-2093/ 10:37 PM

We have located Dr. Atkins' assistant Lucia Mendoza. She is injured and very frightened. Dr. Goldstein ran a quick physical test of her in the medlab, and found that she is infected with a foreign object, some kind of parasite, probably not unlike what killed Mr. Bly earlier. Dr. Goldstein will try to remove the parasite before it kills her.

Log date: 12-24-2093/ 11:11 PM

The operation was not a success. Upon opening the subject, the parasite somehow came to life. When Dr. Goldstein tried to surgically remove it, the blood from the parasite acted like an acid when it came into contact with the subject [see WI/M H-SP 93/348-a #284652068 for full report]. Had it not been for John Doe, who apparently knew what to do, Dr. Goldstein might have been killed as well. The medlab has been locked down and sealed off due to a hull breach.

Log date: 12-24-2093/ 11:49 PM

We have made contact with Dr. Atkins. He explained that an extraterrestrial lifeform [designated Xenomorph] has been discovered and it has made its way into the center. In case we hadn't realized the danger until he tells us, the Xenomorph itself explained it to us, by killing both Dr. Atkins and the visiting chef Jens [see WI/ M S-93/348-h for full report].

The crew seems troubled and panic could spread quite quickly in a situation

such as this. I have to follow WI/ H Protocol and find time to do a mental screening of every crewmember as soon as possible, to ensure the safety of the remaining crew.

Log date: 12-25-2093/ 12:05 AM

We have learned that Dr. Atkins somehow managed to override the main reactor, causing the system to meltdown in a matter of a few hours. Fortunately a train is currently in transit towards the center.

The Xenomorph is still somewhere in the center. The crew have locked themselves inside the control room, trying to keep the Xenomorph from killing any more of them.

Log date: 12-25-2093/ 02:11 AM

The train arrived and the remaining crew all made it aboard. It was however not without a fight, as they encountered not only the Xenomorph but also another unknown lifeform. I am not entirely certain that this was the creature that killed Mr. Bly earlier. As I am not programmed with the knowledge of such creatures I find it hard to describe them or determine their value/ implication. However I find that it was not only the skills of John Doe but also some amount of luck that help ensure the escape and survival of the remaining crew and myself.

I have not yet had the time to do the mental screening, but I expect to find time during the transit to the A-1 Colony.

Mission Supervisor Mr. Adams - end transmission.

#Transmission end/ date12-25-2093/ 02:12 PM

com:logout/ HRterminal-WI/ M-main01

#user: Adams/ Mission Supervisor*** #pass:secO-03/*****


logout-cleared/ systemshutdown/ standby



Radio Tower
 Auxillary Power (Tech.Sector)
 Satellite Uplink

Survivors
 Hiroichi Takenaka
 Robert Gordon
 Alice Lahaie

Public Sector
 Broadcast studio/Public Hangar
 WI Showroom
 VIP Quarters
 VIP Lounge

Technical Sector
 Hangar Bay 1-5
 Cargo Hold 1
 Cargo Hold 2
 Power Plant 
 Workshop

Medical Sector
 Medlab
 R&D

Bio Dome

Survivors
 Erica Hegazy

MagLev Station
 Transit Dock

Survivors
 Mr. White
 James Jones

Personnel Sector
 Personnel quarters
 Canteen
 Management Quarters
 R&R

Survivors
 Michael Brody

Security Sector
 Control Room
 Armory
 Detention
 Staff Quarters



Legend

 Makeshift Barricade

 Lift

 **Alpha** Attack - 4 Damage - 1d6 Location 



 **Bravo** Attack - 4 Damage - 1d6 Location 





 **Charlie** Attack - 4 Damage - 1d6 Location 



 **Delta** Attack - 4 Damage - 1d6 Location 



 **Echo** Attack - 4 Damage - 1d6 Location 



MediPen  

Heals MediSkill + 1d6 hp

MediPen  

Heals MediSkill + 1d6 hp

MediPen  

Heals MediSkill + 1d6 hp

Pistol  



Pistol  






Pistol  






Pistol  






Shotgun  

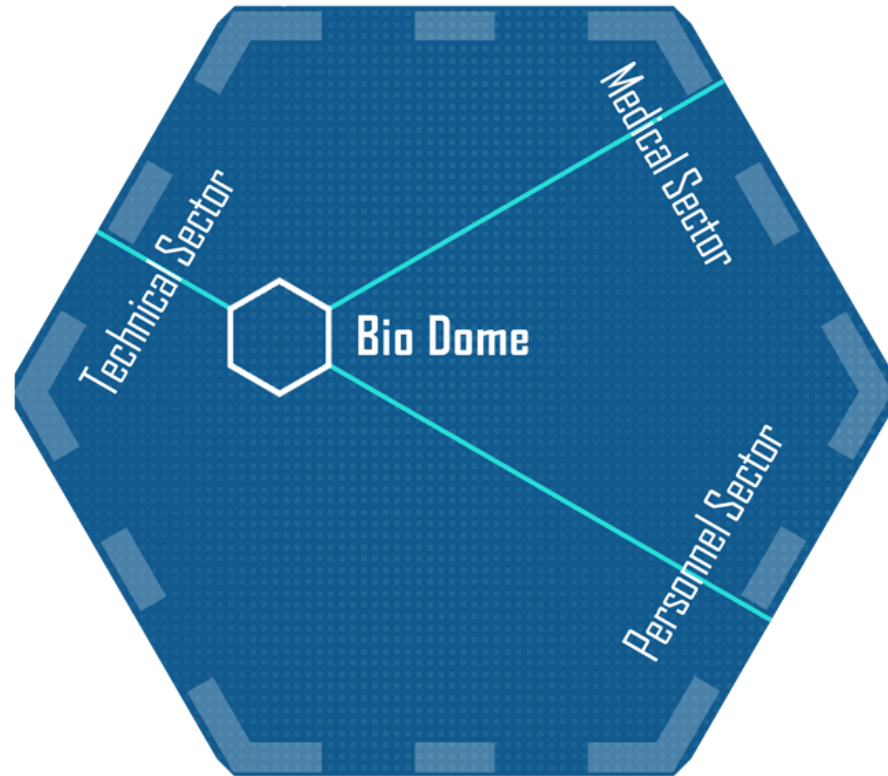
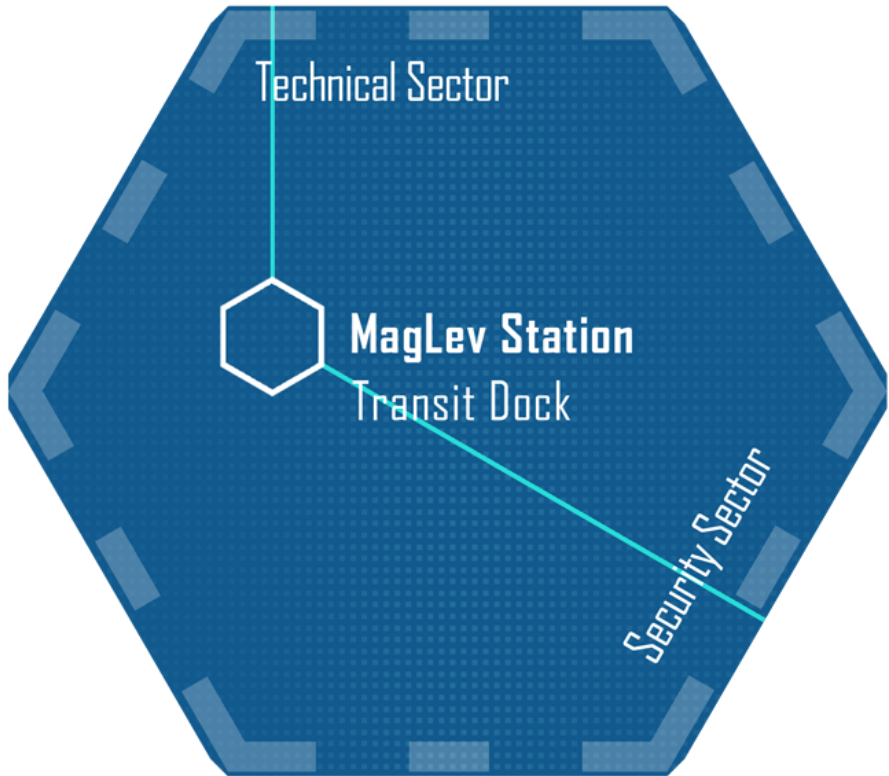
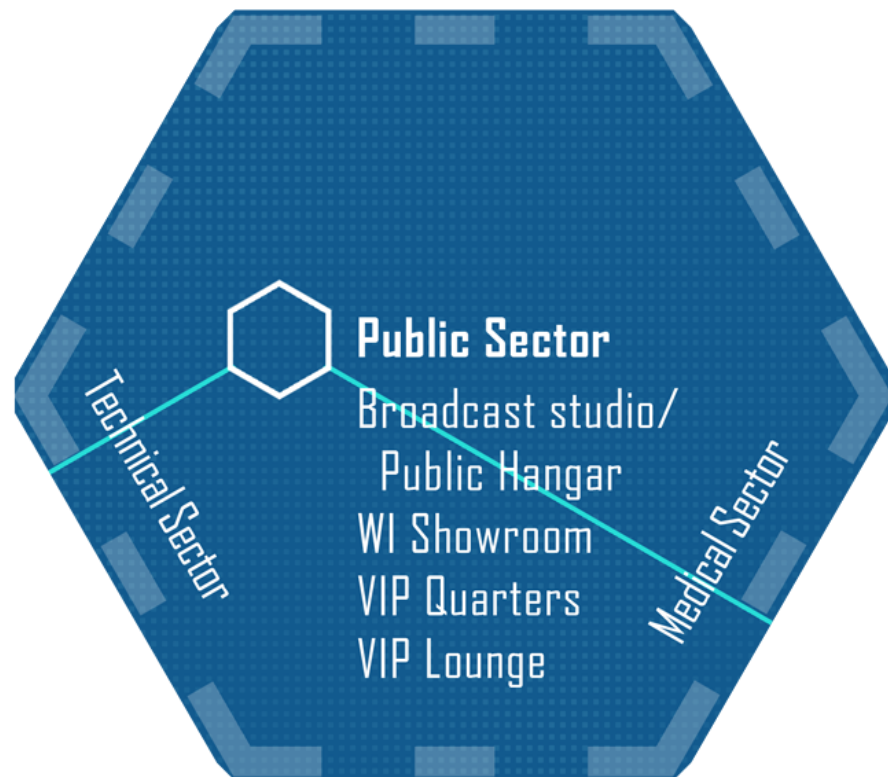
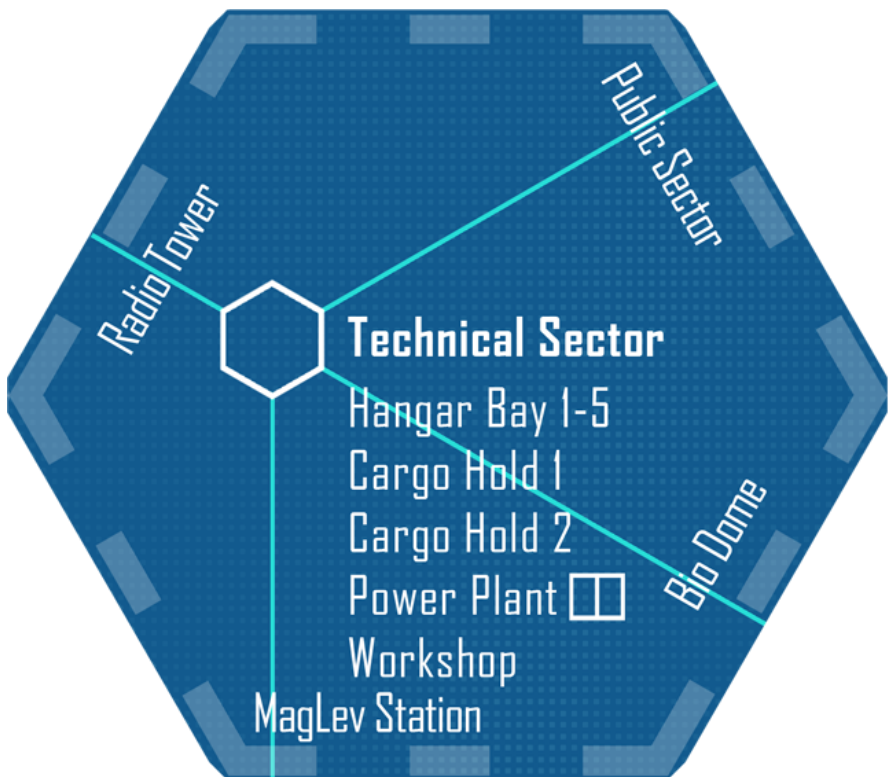


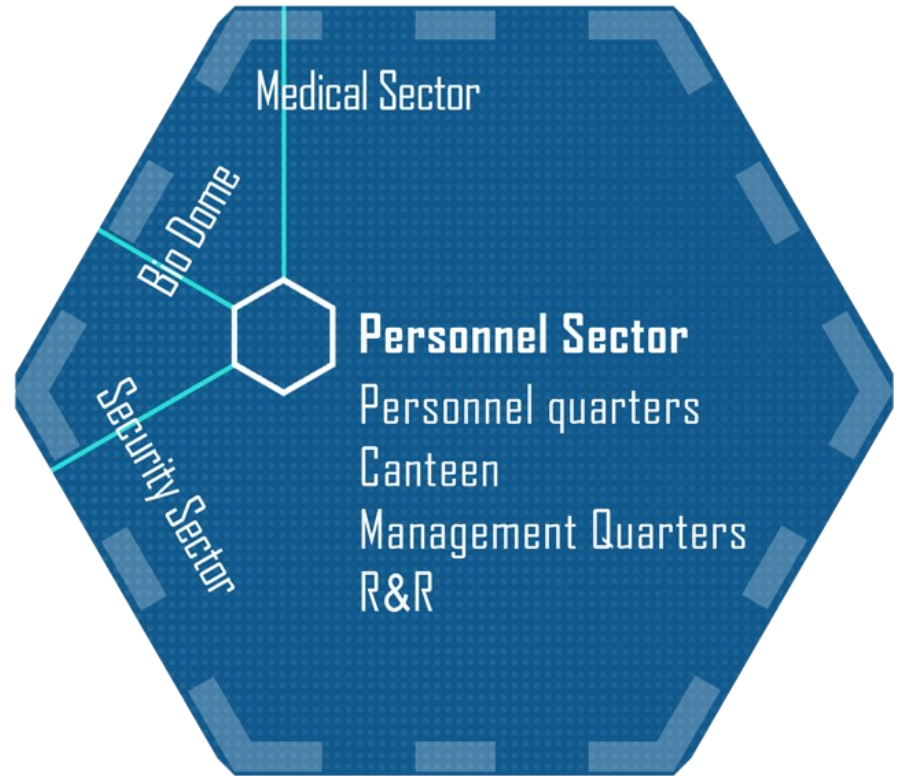
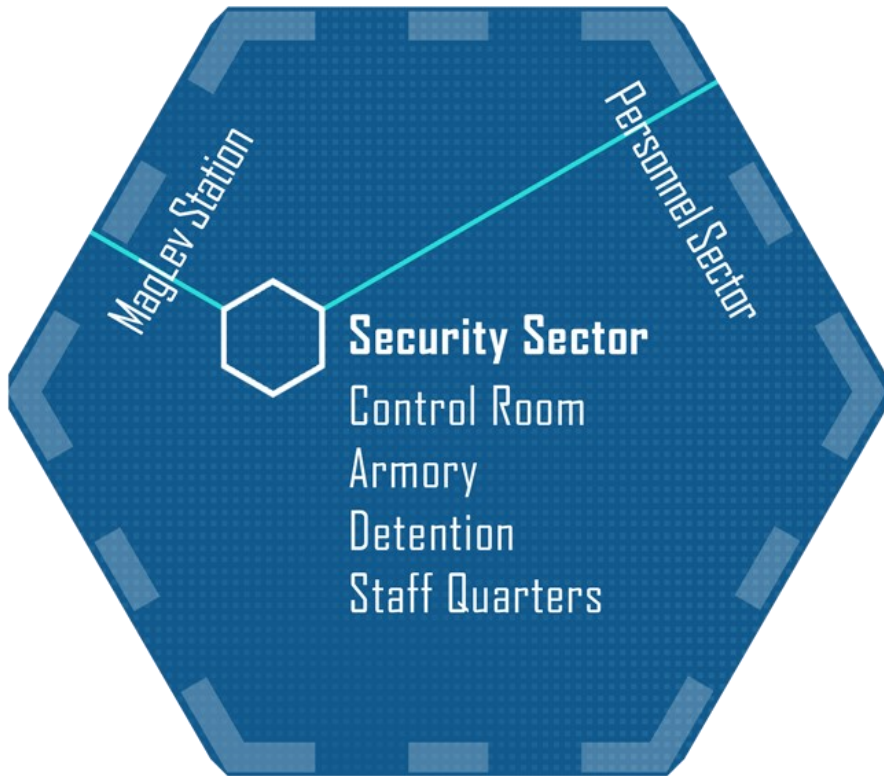
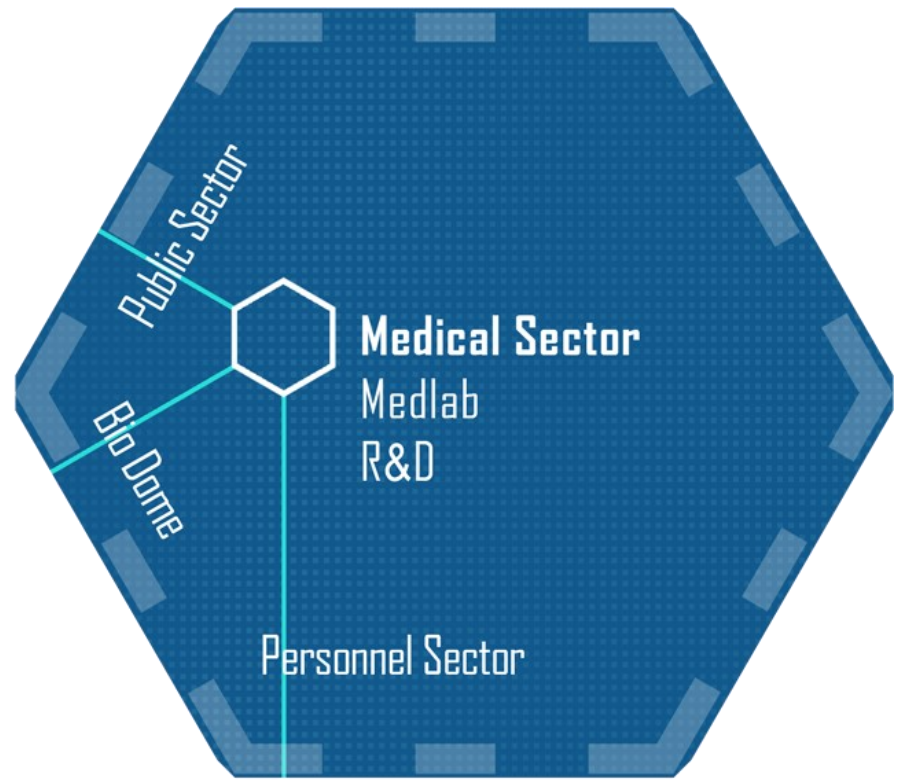
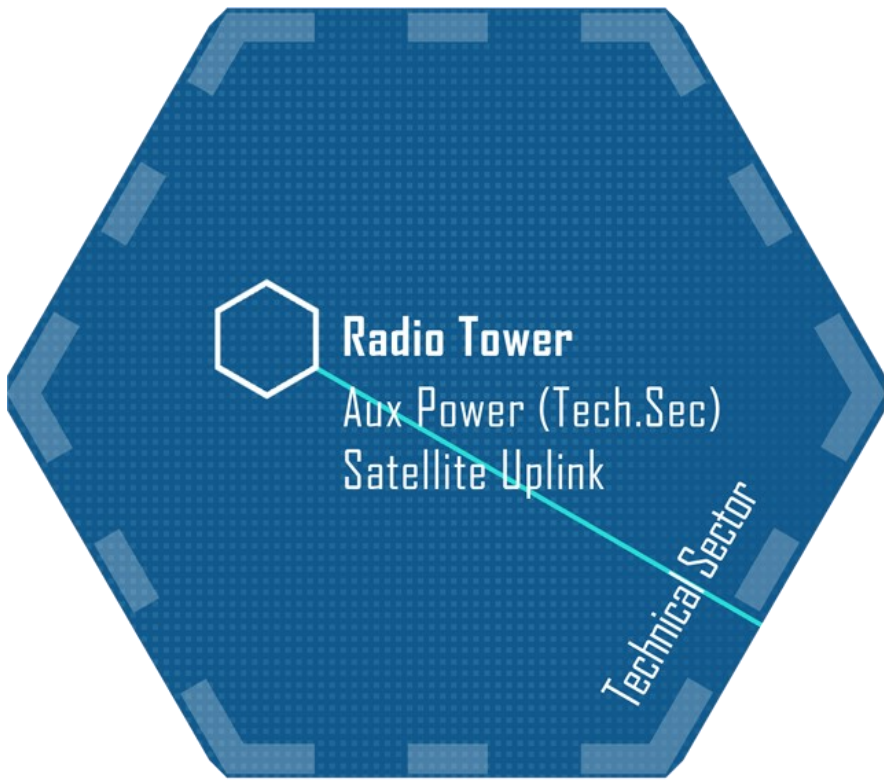
Shotgun  



Shotgun  







WEYLAND CORPORATION
Health & Research

Julia Goldstein
Doctor

WEYLAND CORP
xmas on the moons

In space, no one can hear you sing
I spend christmas on the moon and all I got was this stupid IDcard and bitemarks

CLEARANCE LEVEL
H-04



WEYLAND CORPORATION
Affiliate

Matthew Smith
Visitor

WEYLAND CORP
xmas on the moons

In space, no one can hear you sing
I spend christmas on the moon and all I got was this stupid IDcard and bitemarks

CLEARANCE LEVEL
V-03



WEYLAND CORPORATION
Electronics/ Technical Support

Dmitri Palev
Support Operator

WEYLAND CORP
xmas on the moons

In space, no one can hear you sing
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CLEARANCE LEVEL
E-05





WEYLAND CORPORATION
Terraforming/ Construction

Thomas Boyle
Maint. support

WEYLAND CORP
xmas on the moons

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CLEARANCE LEVEL
T-06




WEYLAND CORPORATION
Security/ Internal Security

Chris Holmes

Security Officer


CLEARANCE LEVEL
S-05



WEYLAND CORP
xmas on the moons

In space, no one can hear you sing

I spend christmas on the moon and all I got was this stupid IDcard *and bitmarks*



WEYLAND CORPORATION
Health/ Emergency Response

Fabienne Chapelle

Nurse

CLEARANCE LEVEL
H-06



WEYLAND CORP
xmas on the moons

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WEYLAND CORPORATION
Private Contractor

Hiroichi Takenaka

Broadcast Host

CLEARANCE LEVEL
V-10



WEYLAND CORP
xmas on the moons

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WEYLAND CORPORATION
Transportation/ Freight & Crew

Adrianna Calladia

Pilot

CLEARANCE LEVEL
T-05



WEYLAND CORP
xmas on the moons

In space, no one can hear you sing

I spend christmas on the moon and all I got was this stupid IDcard *and bitmarks*

