

**A L I E N**  
THE ROLEPLAYING GAME

**LIARS  
&  
SHADOWS**

**By  
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# BACKGROUND

The MacGuffin of **ALIEN: Liars and Shadows** is the *Montero*, a Bison-class interstellar freighter that was captained by Vanessa Miller, until the tragic and nightmarish events of the **ALIEN RPG Chariot of the Gods** Cinematic Scenario.

About two years before the events detailed here in **Liars & Shadows**, *Montero's* MUTHR was rerouted in deep interstellar space by the Company to respond to an automated distress call. The crew was awoken early from cryosleep and tasked with reviving the surviving crew of *Cronus*, a research vessel lost in deep space for 75 years. On board the crippled and overrun *Cronus*, most of the crew of *Montero* was stalked and killed one by one, save for Captain Miller and Rye, the mechanic, who, with the aid of *Cronus'* synthetic, Ava's brave self-sacrifice, barely managed to escape in *Cronus'* EEV.

In the preceding chaos, one of the *Montero* crew, who had secretly been an android agent working for Seegson, a Weyland-Yutani rival corporation, boarded *Montero*, hacked the AI and sent her off into deep space.

Miller and Rye were recovered months later drifting in deep space, and Miller has set into motion a desperate plan to retrieve her lost ship and its valuable cargo. She has recently received credible evidence that *Montero* is currently located in the Alhena solar system.

## Alhena

Alhena is the traditional name for a Type A0V star, visible with the naked eye from Earth, labeled on the star charts as Gamma Geminorum A. The system is located approximately 12 parsecs from Sol, in an unsettled and contested part of the frontier, directly between United Americas and Union of Progressive Peoples space. Its location is about to become of huge strategic value to both sides in the ongoing Cold War.

Alhena system is in the frontier, Coreward and Spinward from Sol. A fast rotating oblate star, part of a binary system, in a highly eccentric Keplerian orbit. Every 12.6 years, the other G main sequence star, Gamma Geminorum B approaches to within 50 AU (about Pluto orbit) of the solar system of Alhena, and the additional



Vanessa Miller



Kayla Ryle

influx of radiation and energy in the inner system causes a huge periodic disruption to the few colonists residing there.

The planets of the system include a gas giant orbiting closely around the main star (Alhena Aa, approx. Venus orbit), and a super-Neptune-like planet, Alhena Ab (called Athtar by the colonists), in an orbit approximately 2.5 AU (about Sol asteroid belt).

One of its moons (about the size of Luna), simply called Alhena by its inhabitants, hosts an illegal wildcatter colony established there about 26 years ago, by a diverse group of scientists, intellectuals, political extremists and libertarians. The moon is much denser than Luna and its gravity is about .65G, with frequent volcanic and tectonic activity. The temperate climate allows for liquid water lakes and small seas to form, but all surface water is heavily tainted with aluminum and magnesium and requires filtration. The atmosphere density is about .75 Earth pressure and the temperature averages 15C. However the atmosphere is toxic with sulfur dioxide and requires a filter mask. The moon is subject to intense periodic sulphuric acid rain storms.

Gamma Geminorum is much larger and brighter than Sol, so the lack of UV and infrared radiation at night (which is 11 standard days long) allows the colonists to work on the surface without protection, but during the day (also 11 standard days long), protective suits are required (or receive 10 dice UV damage per hour of exposure) and even with suits, people are exposed to 4 dice UV damage per shift. Alhena's native flora is mostly small and tough enough to withstand the periodic storms. Some plant forms are mobile and can seek shelter on their own.

The periastron of Gamma Geminorum B causes an intense monsoon period on the moon containing Alhena colony, and necessitates that human colonists seek underground shelter for a minimum of 3 months. The surface during this time is deadly to all non-native life, with no night as a reprieve, one or both suns present in the sky at all times.

Colonists on Alhena eke out a living in their sealed underground village, complete with a large hydroponic nursery, livestock pen, and fusion reactor powered ore smelters. The colony

essentially is forced to be underground 100% of the time, every 11 days. Their genetically enhanced animals (designed with external breathing filter organs) can be grazed on the surface during the 11 standard day night, owing to genetically modified feed plants that are grown near the colony. Some Terran agricultural stock has been created to survive the harsh UV and atmospheric conditions outdoors, and large gardens surround the colony, landscaped to mimic natural vegetation when observed from an altitude. The colony is not completely self-sufficient and still relies on smugglers to supply it with seed-stock, livestock embryos, chemicals, technology and weapons.

The Alhena colony has also been amassing a larger arsenal in the last few years, owing to increasing activity in the system from corporate surveys, pirates and other small wildcat operations, most notably a small permanent Weyland-Yutani contingent on a moon of Alhena Aa called Madekwe Outpost. The Alhenans are prepared to fight to defend their colony. Every colonist from age 10 on is armed with a firearm. But they would prefer to be left alone.

Most colonists are either farmers or prospectors that venture out into the landscape in sealed 6-person rover buggies (Daihatsu tractors they call "tramps") towing trailers with drills and mining equipment. The moon is abundant with mineral wealth of rare-earths and valuable ores of various kinds. When a survey team finds an ore source they will set up a temporary mining camp, complete with housing trailers and will go about extracting the ore, workers taking stims to essentially work the entire 11-day lunar night, then often returning to the colony during the day period. For some larger ore veins that are further out than warrants returning to the colony, semi-permanent camps have been established and are in more or less continuous operation until they play out. All told there are about 450 colonists on Alhena. At any one time there are about 300 in the village.

In the last few years, a contingent of Alhena colonists began to patrol their local star system and systems nearby for defensive purposes. They began to take advantage of interstellar traffic that had run afoul, scavenging the wrecks they found. Eventually, they turned to sporadic and opportunistic pirating of weaker or undefended



*Your Prize, the Montero*

cargo vessels. It was these wrecker-pirates that discovered the *Montero* adrift in the interstellar wastes and returned her to Alhena.

Her cargo of Helium-3 is mostly intact, but they have been using some of it to sell off slowly to smugglers in exchange for supplies and weapons. They have her parked in an outer debris ring around Athtar for concealment, and are trying to figure out how to sell the ship. (It was a smuggler who heard a rumor, while at Alhena colony, that the pirates had found a ship called *Montero* and brought that information back to Earth.)

The pirates keep their base about 500 kilometers from the main Alhena colony in a semi-abandoned deep mine site, called Erebus, which also serves as their landing pad, with housing and food production buried in the old mine shelters. It is near the south pole of the moon, and at a higher elevation, so is snow covered most of the year. Due to its orientation to the ecliptic of the system, is an effective listening and sensor post. There are roughly 20 pirates there at any one time.

The wrecker-pirates are a small minority of the colonists, and their illegal and indiscrete activities are increasingly garnering disfavor with the leadership of Alhena, who favor maintaining a

lower profile. They fear the USCMC will eventually be deployed if the pirating becomes too bold or disruptive. It was justified, the pirates recently crossed the line with a raid on a W-Y base.

The Alhena system is located in a neutral and unclaimed region of space between the United Americas (UA) and the Union of Progressive Peoples (UPP). It is about to become of huge strategic value to both sides, as their Cold War ramps up into a hot one, and has remained mostly undisturbed and unclaimed for so long, only due its isolation. The rare-earth mineral ores present on Alhena will be vital to the capacity to build tech, ships, and materiel, for whoever occupies the system.

As our story begins, there is a UA corvette, *Hidalgo*, in-system to protect the Weyland-Yutani research station and to put a stop to the piracy plaguing it. The USCMC have only vague intelligence of the illegal colony itself, but do not consider their activities to be within mission parameters. *Hidalgo* has been harassed repeatedly by *Adder* over the last few weeks, and has sustained some damage from the pirate ship, who has continually managed to scamper away and hide. *Hidalgo* has even lost her Captain to injuries sustained from a rail gun hit on the bridge, his wounds requiring him to be placed in cryopod

stasis, until he can be revived and treated back in “the world.”

In addition, there is a UPP frigate, *Qin Shi Huan*, whose arrival preceded the USCM ship. It is running dark in a debris field, orbiting Athtar, and awaiting word from the UPP agent, Fowler, the “VP” of the colony, that the Alhenian colonists have seen the light and will welcome (or at least tolerate) the “liberation” forces and eventual annexation by the UPP. Unbeknownst to Fowler, the UPP have already inserted an Accipiter lander fitted with experimental stealth tech on the surface of Alhena. It carries a squad of heavily armed and self-sufficient SOF (Space Operations Forces), as an insertion unit. They are scouting the Alhenian tech and defensive capabilities, in preparation for the UPP invasion. With the USCMC in-system, they will be making their move on the colony. Aboard *Qin Shi Huan* there is a UPP company of 130 regulars standing by to begin landing. And if Fowler also happens to signal them that the colonists will support the occupation, so much the better.



*Colonel Belec of the UPP*

## Story Arc

Miller, through her contacts and dogged efforts to discover the fate of *Montero*, heard a rumor about

*Montero* having been discovered, if not salvaged, by interstellar wreckers. She learned that the system *Montero* is likely in is periodically visited by Earth-based smugglers. She tracked down a smuggler who makes runs to that system. She managed to get an introduction to Ruth Santos, a crime lord from Sao Paolo, has since performed some shorter smuggling runs with her to get in her good graces, and has now convinced Santos to employ her as captain to deliver a shipment to this wildcat colony on Alhena.

Miller will be commanding a CM-90S Corvus-class salvage vessel called *Demeter*, outfitted with concealed weapons and defensive measures. They will be traveling under the auspices of delivering food relief packages and medical supplies to a Weyland-Yutani research outpost in the system. The actual cargo consists of seeds, livestock embryos, foodstuffs, medical supplies, and hidden below all the provisions are rifles, ammunition, explosives, artillery shells and surface to air missile components. Miller and her crew are to contact the colony upon reaching the destination coordinates.

## ACT I

*Demeter* arrives in the Alhena system to discover that the Colonial Marines are patrolling the system searching for the pirates that raided the Madekwe outpost. They will confront the PCs, and (likely) damage *Demeter* so that they are forced to land at Alhena colony. The engineer can jury rig the thrusters so that they can land, but they won't be able to take off without parts to rebuild them. At Alhena colony, the colonists will be nervous, aloof and antisocial until properly MANIPULATED. The PCs can discover that a splinter group has been acting as pirates in the system, and that the colony has recently cut them off from their supplies and food. They operate from a former mine compound about 500k from Alhena colony, near the south pole of the moon. The Marine corvette *Hidalgo* is hunting high and low for *Adder* (the pirates' ship) and for *Demeter*. *Adder* made a run against *Hidalgo*, surprising them and dealing a little damage, but taking some as well. The pirates recently raided the Weyland-Yutani Madekwe outpost and stole provisions, some weapons and tech. They also took some samples of bio-weapon research that the outpost scientists were working on, hoping to trade it. The pirates were inadvertently exposed to a sample that used part of the highly mutagenic Agent



*The Demeter*

A0-3959X.91-15. Most of the pirates that were exposed back at Erebus base melted into organic goo. Some survived, their DNA combined with that of their livestock, insects and microorganisms present at Erebus, and became Metamorphs; monsters running rampant at the base. *Hidalgo* will send a Cheyenne dropship and squad of Colonial Marines to the surface to hunt for the pirates and for *Demeter*.

### **ACT II**

The PC's will have to beg, borrow, steal or buy a "tramp" buggy from the colonists, in order to traverse the distance to Erebus. Each tramp is priceless to the colonists and they will not let one go without a steep downpayment or great MANIPULATION roll. One or two Alhena colonists will accompany the PCs (as NPCs or PCs to replace any Act I PCs lost in the space battle), to ensure the tramp's safe return and to pursue their own agendas at Erebus. It is night, but the threshold of dawn, so the PCs have about twelve shifts total to make the journey out and back, before it becomes daytime and the periastron monsoon storms and radiation become very severe for the next several months. Storms, washed out roads and stream crossings, obscured routes that require navigation, a punctured seal on the buggy, all require SURVIVAL, STAMINA and PILOTING skills. The Marines will track down the tramp buggy and a

Cheyenne dropship will engage the PCs in a vehicle battle. This will occur within 5k of the Erebus base.

### **ACT III**

When the PCs arrive at Erebus base, either on foot or via a tramp buggy, they discover that a Marine landing party has already arrived and made an entrance into the compound. The Marines encountered the Metamorphs. Many died of horrendous wounds or were exposed and succumbed to the mutagen agent. The surviving Marines are sheltering inside the disabled overturned APC, attempting to repair its comms to request dust-off. (*Hidalgo* is equipped with the two dropships.) The PCs will have to enter the base, negotiate a truce with the Marines, or kill them, search and survive a compound overrun with Metamorphs, in order to locate the parts they need, and/or repair the comms unit to signal *Adder*, *Hidalgo*, *Qin Shi Huang* (the UPP warship), Madekwe outpost, Alhena colony or find some other means of escape. Can they make it back to Alhena colony? Remote pilot *Montero's* shuttle? Summon *Adder* to pick them up, or deceive them into it? Will they have to use the missile battery to destroy whichever ship they deem most dangerous to their Agenda? There are likely to be some potentially violent disagreements about which course of action is best.

# ACT I

**SYNOPSIS:** *Demeter* arrives in the Alhena system to discover that the Colonial Marines onboard *USCMS Hidalgo* are patrolling the system searching for the pirates that raided the Madekwe outpost. They will confront the PC's, and likely damage the ship so that they are forced to either land at Alhena colony or the W-Y Madekwe Outpost. The engineer can jury rig the thrusters so that they can land, but won't be able to take off without parts to rebuild them.

If they go to the W-Y outpost, they will find a group of scientists very on edge and uncooperative after being raided by the pirates. Landing access will be denied. At Alhena colony, NPC's will also be aloof and antisocial until properly MANIPULATED.

The PC's can discover that a splinter group has been acting as pirates in the system, and that the colony has recently cut them off from their supplies and food. They operate from a former mine about 500k from Alhena, near the south pole of the moon. They call their base Erebus.

The pirates recently raided the Madekwe outpost and stole provisions, some weapons and tech. They were inadvertently exposed to a sample that used part of the mutagenic Agent A0-3959X.91-15, which was onboard *Montero*. Most of the pirates that were exposed back at the base essentially melted into organic goo. Some survived, became Metamorphs and are running rampant at Erebus.

The Marines on *Hidalgo* are hunting high and low for *Adder* and *Demeter*. *Adder*. The pirates made a run at *Hidalgo*, surprising them and dealing a little damage, but taking some as well. Danko would like to return to finish them off as soon as they can get underway.

There are also anti-orbital missiles in disguised pod launchers around Erebus base. They function as Long Lance ASAT missiles, but require the sensor array and comms to be repaired in order to target lock.

## Introduction

You're all aboard the orbital platform La Zona, a geostationary habitat 20,000 miles directly above

the space elevator anchored at Quito, Ecuador. The five of you have congregated in the surprisingly small and spartanly decorated office of Ruth Santos, infamous Sao Paolo organized crime boss, who says,

*"You're my equipe that's going to make the run out to Alhena colony. Miller is the Captain, Rye, la mecânica, Monroe, your piloto louco, Padilla, "meu menino", is my eyes and ears and brains, and Novak is there to give you all....gravidade....Muscle! It's a long run out past the Frontier, but a very profitable one. You take the colonists supplies and you bring back refined ore as payment. Very rare ores. Demeter will be your ship. She's moored out at Titan Station. Let Padilla know how you want to outfit her armory. I leave her to Capita Miller. Bring her back full to the brim. No mistakes. Vá com Deus."*

She hands a metal case to Padilla, sends the pertinent files to your digital Agents, a toast is made and you all leave the office to catch a shuttle to Quito for the space elevator.

## Frontier Run

Miller and crew have been tasked to deliver a cargo to Alhena colony in the Gamma Geminorum system, way out on the Frontier, a system outside of the claims or control of any Earth-based political establishment. The details of the cargo being hauled are best left unsaid. They are illegal. *Demeter* will be traveling under the auspices of being a W-Y subcontracted supply and relief carrier: An emergency aid mission to the W-Y Madekwe Outpost on the 7th moon of Alhena Aa, which supposedly suffered some kind of life-support and habitat damaging problems. Very serious in the long-term, but not immediately deadly to them.

Ruth Santos will provide documentation appropriate to this mission, including false ID credentials for the crew (not for Abbie). The rough coordinates of the hidden Alhena colony are provided as well as a code to establish communication with the colony. Payment is the return cargo, valuable rare-earth ores. Travel time is approximately 150 days each way.





*Demeter in Space Dock*

### Your Ride

The *Demeter* is a heavily modified CM-90 Corvus frame. For any rapid response aid/salvage/cargo vessel to have this many armaments is unusual. All armaments are as disguised as much as possible into the hull, but unmistakable at close range visually.

#### *Demeter*

**FTL:** 12      **Hull:** 8      **Signature:** +0

**Thrusters:** +1   **Armor:** 6

#### **Armaments:**

400meV Particle Accelerator

Light Railgun Turret

Sensor Drones II

Planetfall upgrade

Class B EEV (5 person, No cryo)

### Stowaway

The five adult crew keep experiencing strange untraceable noises and odd odors on *Demeter*. They mostly assign them to the quirks of the ship. You could have sworn there was more packaged tuna than that when you left Earth. Let them make various OBSERVATION or COMTECH rolls to track down the cause. There should be some doubt and tension over exactly who or what is the cause of the noises and missing items. STRESS +1 for all aboard. Abbie Rosales is eventually discovered on board *Demeter* while still in the Sol

system, two days before they are to go into cryosleep and FTL. Too far out to return to the station.

### Signature & Speed

Some decisions about your exit from FTL space and your entrance into the Alhena system must be made before cryosleep:

- Will MUTHR have the transponder active or inactive (running silent) when you come out of FTL and enter the system?
- Will you exit FTL coasting (engines powered down to reduce signature) or under power? You can reduce signature by powering down the sensors and engine. But they require time to power up (-1 Signature Sensors offline, 1 Turn to re-power, -2 Signature Engine offline, 2 Turns to re-power).
- Vessels powered down or with inactive transponders look suspicious. Only a damaged ship, a covert military vessel, or a smuggler would do so.
- How far out from the inner system will you emerge from FTL? The outer reach of the system, close in to Athtar (2.5 AU out) or further in toward the gas giant (1 AU) where



*USS Hidalgo*

the W-Y lab (and the ostensible destination) is.

- What is your relative speed as you exit FTL? 0, 1, or 2 Zones/Turn.

### Hot Arrival

A USCMS corvette, *USS Hidalgo*, is in system when the characters arrive. They were dispatched to the system responding to a W-Y report of a pirate raid on the Madekwe base's cache. They hail the *Demeter* the first Turn she enters the system, just after the crew has been awoken from cryo-sleep.

- Cryo-sleep effects: Each Attribute at -1. 1 Attribute point recovered each Turn, player's choice in what order, take Hydr8tion to reinvigorate 2 Attributes in one Turn. All Attributes to full within 1 hour.
- *Hidalgo* will hail her (STRESS +1) on the first Turn.
- *Demeter* will be at a Speed according to instructions given to MUTHR (in relative Zones/Turn on Space Combat map).

- *Demeter* will be at Extreme Range (8 zones) if instructed to enter outer system.
- *Demeter* will be at Long Range (4 zones) if instructed to enter the Athtar area.
- *Demeter* will be at Medium Range (2 zones) if instructed to enter the inner system area.
- *Hidalgo's* speed is 0.

*Hidalgo* requests authorization and documentation of their mission: cargo manifest, W-Y authorization, and crew roster.

- MANIPULATION against OBSERVATION (7 dice) for *Hidalgo* (Acting Captain) Commander Rose Cullen avoids suspicion.

If anything is suspicious about the *Demeter's* behavior (or they fail MANIPULATION), *Hidalgo* will accelerate and target lock. (Draw Initiative). They will board *Demeter* willingly or not.

If *Hidalgo* comes within visual range (SHORT range), it will become apparent to them on a successful OBSERVATION roll (7 dice) that the *Demeter* is armed and they will instantly draw initiative if it hasn't happened already. An



Landing Bay on Alhena Colony

additional success required on each further range category (1 success at Short Range, 2 success at Medium 2 zones, 3 successes at Long Range, 3-4 zones, 4 success at Extreme Range 5-8 zones, and instantly apparent at Contact range).

If it appears *Demeter* will sustain crippling damage or be destroyed in a battle, Danko Morison and his crew with *Adder*, can suddenly appear in the battle to try to finish off *Hidalgo* or at least run them off.

### **USS Hidalgo**

(effective stats with damage sustained)

**FTL:** 12      **Hull:** 10      **Signature:** +0

**Thrusters:** +0    **Armor:** 6

#### **Armaments**

400meV Particle Accelerator

Medium Railgun Turret

Sensor Decoys I

Long Lance ASAT missiles

Class D Shuttle

2 Cheyenne Landing Craft w/APC

**Crew:** 6 sailors, 12 Marines

**Skills:** Pilot: 7+2 Ranged Combat: 7+2 Engineer:

6+2 Com-Tech: 6+2

## **Rough Landing**

Either *Demeter* will require an emergency landing due to damage sustained in battle with the *Hidalgo*, due to a crazy maneuver required to obscure *Demeter's* flight path and destination from the USCMS, or through the complete destruction of *Demeter* and the crew's escape to the moon via an EEV (this is the most complicated result, as it reduces any leverage the crew has with the colonists. Also, the EEV only holds 5, so someone has to go down with *Demeter*).

Planetfall usually takes about one shift to complete. In an emergency, the time required can be reduced to 3 turns.

- **PILOTING** -1 to successfully land. If the roll fails, **STRESS** +1, the ship suffers minor component damage (roll D66 on the table on page 198). You can now choose to abort the landing and try again next Shift. If you continue, roll **PILOTING** -1 again. If the second roll fails too, the ship suffers major component damage, **STRESS** +1 (roll 2D6 on the table on page 199). If you suffer engine failure or a reactor breach, the ship will crash —hurry to those EEVs! If the ship is still

operable, you again have the choice to abort or to continue the landing, making a third PILOTING -1 roll. If this third roll also fails, the ship crashes hard, killing all on board.

*Note, it's important to keep the characters on Alhena. If Demeter wasn't damaged before attempting landing, she will be, by a huge sulphuric storm just before landing.*

The Alhena landing pad is nestled within a tight canyon and is all but invisible, until within a kilometer, as it is hidden by large camouflage netting that can be retracted just before landing. The netting is redeployed when the landing is complete.

- PILOTING -1 to hit the mark.

### **Ping!**

The characters were too busy landing the vessel to notice, but now discover the sensor log of the time preceding planetfall. The record indicates that besides Hidalgo, there was another ship in the vicinity of Athtar. Depending on the GM's preference, and possibly the PCs success rate at interpreting the COMTECH data, this could hint at the *Adder* making a run at Hidalgo. Or it could hint at the existence of Qin Shi Huan, running dark in a debris field. Or maybe with a large enough success, could hint at both ships' presence?

### **The Engines Canna Take it**

*Demeter* will require 2 shifts each of both HEAVY MACHINERY and COMTECH work to be

completed, as the thrusters are damaged. The parts she needs (Artesiatric dampener, Circuit multiplexer, Phi-inverted lateral stabilizer, Fuel atomizer cone, Intermix cowling) to can only be found at the Pirate enclave at Erebus.

### **What a Shithole**

Alhena's atmosphere is laced with sulfur dioxide and requires a filter mask (4 dice damage each round exposed the air). Storage lockers aboard *Demeter* contain 6 filter masks, with 3 air supply each new cartridge.

### **The Welcoming Committee**

The Alhena colony will send its emissaries, Singh, Fowler, Mackenzie and Scarpa among the group of a dozen. The colonists all chew a native plant they call "pilgrim bulb" that gives a caffeine-like buzz, but larger bulbs can be used to remove fatigue and suppress hunger, thirst, and pain (remove one condition or heal 1 damage). They are constantly ejecting spit everywhere.

The greeting party will come heavily armed, to the pad, and will be very tense, as they know the Marines are in-system. Some will blame the PCs.

Singh tersely welcomes the PCs to the austere colony, letting them know they have landed right on the cusp of the periastron of Gamma Geminorum B ("GGB") to the GGA system, which happens every 12.6 years.



*Alhena Colonists - Living the Dream*

While the G star is passing through the system, the surface will be uninhabitable for about 100 standard days due to extreme radiation and severe weather. The colonists are in a rush to harvest crops that will soon be destroyed by the storms, and to move all livestock indoors.



*Storm's a Brewing*

### Important Alhena NPC's

- Odalys Singh, Primary leader of Alhena colony.
- Ismat Fowler, 28, a second in command, Intelligent and Confident.
- Fergus Scarpa, 52, agronomist, head of farmers. Cynical and careworn.
- Mahmud Mackenzie, 45, Medic. Calm and Sympathetic.

The colonists have little information to divulge about Danko and the pirates. They are estranged from each other.

Let the PC's get to know the village and NPC's before they leave. You can use some or all of the encounters below to have them get a feel for the colony.

## You Got a Pretty Mouth

**IMPORTANT!** This scene depicts a rape attempt. Know your players before running this encounter. You do NOT want to trigger anybody or spoil the game. Consider using the X-Card for these situations. You can easily change this encounter to an attempted mugging if you desire.

One of the PC's gets separated from the party and is cornered by two aggressive male colonists (Peeples and Kamal) hoping to find a willing partner, or maybe take them unwillingly. They will have to be beat up, manipulated, or otherwise stopped from committing a rape. Colony Leadership will deal with them very harshly.

### Thugs

Health: 3

Close Combat: 5, knife 2 DAM

Ranged Combat: 6, sidearm 1 DAM



*Peeples, Colonial Douchebag*

## Get Down!

A Cheyenne dropship is detected passing through the area on a Nap of the Earth (NOE) flight path. STRESS +1.

- MOBILITY roll to take cover if outside.

## Stay Out!

A wing of the colony is off-limits—the only reason given is a pregnant woman with a compromised



*At Least They Spruced the Place Up a Bit*

immune system who is quarantined. Everyone is cagey about this.

- **MANIPULATION** on MacKenzie, forces him to spill. She's intimate with one of Danko's pirates and came back from her last visit sick. He's never seen anything like it and is keeping her quarantined. He will not let the characters see her under any reason. STRESS +1

### **Mayday! Mayday!**

Just as the PC's are loading up the payment cargo, a distress call will be overheard on Fowler's radio (he's helping to supervise the unloading of cargo), from the pirate enclave. It is garbled and distorted and there are sounds of a firefight in the background.

"Mayday! Mayday! Alhena, do you copy? Erebus here. Alhena, do you read? " "...breaking up....come in...situation" "What's going on!!? Seal all the doors!!" sounds of an explosion and gunfire, then static. STRESS +1.

## ACT II

The PC's will have to beg, borrow, steal or buy a tramp buggy in order to traverse the distance to Erebus. Each tramp is priceless to the colonists and they will not let one go without something in return. One or two Alhena NPC's might ask to go along, to ensure the tramp's safe return or to go reach out to an estranged loved one at Erebus.

*Fowler and Scarpa would be the most likely NPCs to join the crew on their trip to Erebus. It's a good idea to have one or the other "invite" themselves along ostensibly to "keep an eye on the buggy". They can be used as back-up characters later in the adventure. Fowler's intention is to use the comms array there to contact the UPP. Scarpa's plan is to kill Danko.*

PC's in a vehicle battle. This will occur within 5-km of the Erebus base.

Unbeknownst to the colonists, a UPP special-ops force (SOF) has been inserted onto Alhena in order to counter the USCM operations in the system. They are living under the radar, monitoring the USCM traffic scouting out colony defense capabilities, in case they need to push the invasion ahead of Fowler's actual signal to them. They are using an Accipiter lander equipped with stealth tech.

In order to ramp up the paranoia, throughout this ACT, periodically ask for a COMTECH roll for whoever might be monitoring the tramp's "sensor



*A Lonely Road*

It is night, but on the threshold of dawn, so the characters have about three days to make the journey before daytime and the accompanying periastron storms and radiation. Storms, washed out roads, stream crossings, obscured routes that require navigation, a punctured seal on the buggy, plague the characters, requiring survival, stamina and piloting skills.

The Colonial Marines will track down the tramp buggy and a Cheyenne dropship will engage the

array," or for an OBSERVATION roll from the driver or someone who is outside on the gun. Or for anyone who is outside doing HEAVY MACHINERY repairs to the tramp. Even with a successful roll, don't divulge anything. "You thought you saw something in the sky out of the corner of your eye." "You felt a low subsonic rumbling for a second. It's gone." "You thought there was a blip on radar for a second. You must be seeing things."

## Need a Ride?

The only way to get to the pirate enclave at Erebus is by Tramp buggy. These vehicles are highly valuable to the colonists and they won't let one go cheaply ("they cost us about \$250k out here on the frontier."). They can be modified to some degree, including mounting heavy weapons, which the colonists "might" trade for or sell. The trip is about 500 km and under best road conditions will take two shifts to complete.

### Tramp Buggy

**Passengers:** 6 **Maneuver:** +0 **Speed:** 2  
**Hull:** 10 **Armor:** 5

### Could be rigged with:

25mm Gatling Gun

BON: +3      DMG: 3      RNG: Extreme  
Armor Piercing, Full auto. (\$9000)

OR

Phased Plasma Pulse Cannon Turret

BON: +1      DMG: 5      RNG: Extreme  
Armor Piercing. (\$54,000)

## The Quartermaster's Store

Before setting off, take an inventory of food, water and air supplies. Each filter mask includes 3 air supply. *Demeter* stores hold 24 each of food and water. The Tramp will hold 24 each of food and

water, unless some other equipment is removed to accommodate the stores.

## Aren't They Cute?

With the oncoming storm system, native flora, those that can, are choosing to migrate to more sheltered environments. The Tramp will come across a sea of plants that are slowly moving across the landscape. They are currently covering the road for at least a kilometer. The "herd" could be circumvented...

- PILOT -1 to navigate around the swarm and back to the road. A failed roll indicates the Tramp ran over a bunch of plants. The plants' caustic juices corrode the tires causing the Tramp to lose tire pressure. The PC's need to stop to investigate.
- OBSERVATION to diagnose the problem. The fibers can be scraped or sprayed off and repairs made.
- HEAVY MACHINERY and a shift of work to fix.

Strenuous activity outdoors requires a water/air roll (STRESS dice = supply level, facehugger = consume one supply).



*If You Thought Hitting a Deer was Bad...*





*Prelude to the Storm*

## **Hull Breach!**

A huge thunderstorm is brewing in the distance. Lightning arcs between the sky-obscuring clouds lighting up purple and green colored thunderheads reaching 15 km into the sky. Soon rain is pelting the Tramp and the road becomes harder and harder to see. STRESS +1.

- OBSERVATION and PILOT rolls to avoid running off the road.
- HEAVY MACHINERY and a shift of work to extricate the Tramp.

All the while, pelting rain turns to ice pellets and then hail, which sounds as though it will destroy the vehicle. An alarm and flashing light comes on indicating a hull breach in the cabin. STRESS +1.

- MOBILITY or SURVIVAL to don a face mask in time or begin to succumb to the atmosphere (FAIL: Anyone without a filter mask suffers an attack rolled with four Base Dice at the start of each Round. Every + rolled inflicts one point of damage. If the victim is Broken, they must make a Death Roll every Turn until they die or are brought to

safety, enter a filtered area or someone puts your mask on).

- HEAVY MACHINERY roll to seal the breach.

Each strenuous activity outdoors requires a water/air roll (STRESS dice = supply level, facehugger = consume one supply).

## **Get Down!**

The Cheyenne is detected passing through the area on a NOE flight path. STRESS +1.

- OBSERVATION or COMTECH to detect it just in time and warn everyone.
- MOBILITY roll to take cover if outside the vehicle.
- PILOT roll vs OBSERVATION 6 is required to hide the tramp from the dropship.

## **Mayday! Mayday!**

Another radio transmission is intercepted.

- COMTECH roll to lean up. Its origin is in orbit on a tight-beam that is misaligned or unstable. A man's voice "....Alhena, reply, this

is Danko, come in!. Alhena, Erebus isn't answering. Alhena, reply. Goddamit, they're going to steal everything! I know you can hear me. What do you want me to say? Well, fuck you too. Don't come begging me to save your asses. Danko out."

## Take Cover!

Another incoming NOE dropship flyby. This is the UPP Accipiter lander.

- COMTECH or OBSERVATION -2 indicates this dropship is not a Cheyenne. The signature, movement patterns, and so forth distinguish it. A very high success indicates it is using some sort of stealth tech. A technology that is maybe speculated at, but not really proven to exist. +1 STRESS to whoever learns this.
- MOBILITY (afoot) or PILOT (driving) roll to take cover in time to remain hidden. (The UPP will not engage them in any way even if they see them.)

## Hey, What's That?

If Fowler is an NPC, he accidentally drops a device from his bag.

- OBSERVATION -1 roll notices an unusual looking piece of tech that he drops from his bag and scrambles to retrieve before anyone notices. It's a cipher key to encrypt a transmission using the UPP code, that can be attached to a transmitter. He will explain it away as a storage device containing security codes for the Erebus main entrance and interior doors.
- MANIPULATION vs MANIPULATION (8 dice+STRESS) to detect the lie. If Fowler is pressed on the lie and loses a MANIPULATION roll, the winner can detect his lie. He won't reveal the real nature of the tech without real threat of bodily harm. If he does reveal it, STRESS +1.

## Stream Crossing

The storm has abated, but the road has been deteriorating. A flash flood washed through the shallow ford the road crossed and now there is a raging torrent stream to traverse in order to continue. The stream is cold, fast, about 30-

meters wide and would come up well over the wheels to the undercarriage. STRESS +1.

- PILOT -3 is required to get across. Each Panic means damage to the Tramp: 2+ Panic it rolls over midway and the cabin is partially submerged and takes on water, STRESS +1, MOBILITY to escape; 1 Panic, the Tramp becomes mired halfway across, STRESS +1 and another -3 PILOT roll to continue or -1 PILOT to go back).
- STAMINA -2 to avoid taking 1 damage from immersion in the frigid water. Each Panic rolled increases damage taken by 1. This could get ugly...
- HEAVY MACHINERY and a shift to rig something to tow the tramp across.
- SURVIVAL -2 to find another place to get the Tramp across or SURVIVAL to find a place that can be forded on foot.

At this point, the characters are close enough to walk to Erebus. It'll take about a shift to hoof it.

Remember, each strenuous activity outdoors requires a water/air roll (STRESS dice = supply level, facehugger = consume one supply)

## Gotcha!

About 10km away from Erebus in a high snow-covered landscape, the overcast sky opens up and the Cheyenne finally tracks down the PC's (either on foot, or in the Tramp).

The Marines just discovered Erebus, dropped off the APC and a fire-team of Marines. The drop ship was damaged in the operation and has dusted off to scout while the Marines take the pirate base.

The Cheyenne assumes the characters are pirates coming to aid their brethren and lines up for a strafing run. When attacked, +1 STRESS.

- OBSERVATION (if afoot) or COMTECH (if driving) vs. Marine's PILOT 6+2 to spot Cheyenne and notice it is listing badly.
- MOBILITY (if afoot) or PILOT -2 (if driving) vs. Marine's PILOT 6+2 to hide if the characters were able to notice their attackers.

- COMTECH to radio the Cheyenne.
- MANIPULATION vs. Pilot's MANIPULATION of 4+2 to convince the Marines they are not with the pirates, if communication could be established.

***Wounded UD-4L Cheyenne VTOL Dropship***

**Passengers: 15 Maneuver: +1 Speed: 3**

**Hull: 9 Armor: 6**

25mm Gatling Cannon

BON: +3 DAM: 3 RNG: Long

Armor Piercing, Full Auto

Mk.16 150mm Banshee 70 Unguided Rocket Launcher

BON: +0 DAM: 3 RNG: Long

Triggers Blast Power 12 explosion in addition to direct damage. Full auto.

TT 7 x AGM-220C Hellhound II Tactical Missiles

BON: +2 DAM: 7 RNG: Extreme

Can only target ground vehicles and buildings.

Armor piercing.

**Skills:** Pilot: 6+2 Ranged Combat: 6+2

## Here Come the Suns

At pre-dawn, the remaining PC's crest a ridge that looks down on the Erebus base, a jumbled assembly of small huts and containers nestled around the empty landing pad clearing with a few pieces of machinery scattered about. Snow has fallen and even though it hovers right around freezing, there are ice crystals blowing beautifully around the valley.

- OBSERVATION: there appears to be an overturned container, no wait it's a vehicle, it looks like an APC, outside of some large doors built into the side of the cliffs. Smoke billows from it. One of the large entrance doors appears to have been breached and lies charred and crumpled on the ground. Flickering red emergency lighting can be seen within the opening. Just then the white bright suns of Gamma Geminorum A and B crest the mountains and blind the PC's with their glare. It is clear that the UV intensity outdoors will very shortly become painful and then deadly.



*Just Another Alhena Sunrise*

# ACT III

When the PC's arrive, either on foot or via a tramp buggy, they discover that a Marine landing party has arrived at Erebus and entered the compound. They encountered the Metamorphs and many died or succumbed to the mutagen. The remaining Marines are sheltering inside the disabled APC, attempting to repair the comms and request dust-off. They saw *Adder* lifting off just before they arrived. *Hidalgo* is equipped with one additional dropship.

The PC's will have to negotiate a truce with the Marines (or kill them), enter/search the compound and survive the Metamorphs, in order to locate the parts they need, repair a comms unit to signal *Adder*, *Hidalgo*, *Qin Shi Huang*, *Madekwe* outpost, *Alhena* colony or bring down the *Montero's* shuttle to escape.

Can they make it back to the colony? Summon *Adder* to pick them up, or deceive them into it? The pirates are the ones who know where *Montero* is, after all. The UPP is also out there waiting for the signal to begin their invasion (liberation).

## A Little More Background

A super virulent strain of "Black Goo" from the W-Y base, was brought in the loot taken by the pirates, back to Erebus. The infection caused by the mutagen rapidly spread and progressed throughout the base after it was unsealed. This happened just after *Danko* and the *Adder* crew took off to assault the *Hidalgo* (only a day or two ago).

Since then the virus spread like wildfire and had consumed the entire remaining pirate contingency. The last to succumb were the ones who were working remotely at the comms array in the bowels of the mountain. They put out a mayday call to the colony, and then managed to fight off the Metamorphs a short while.

The Marines arrived to find the front door breached by the big Metamorph, which then attacked the APC parked in front with the three Marines. The rest of the squad had already died horribly inside and these three (*Detroit*, *Asaph*, *Yeong*) were sent to search around outside to

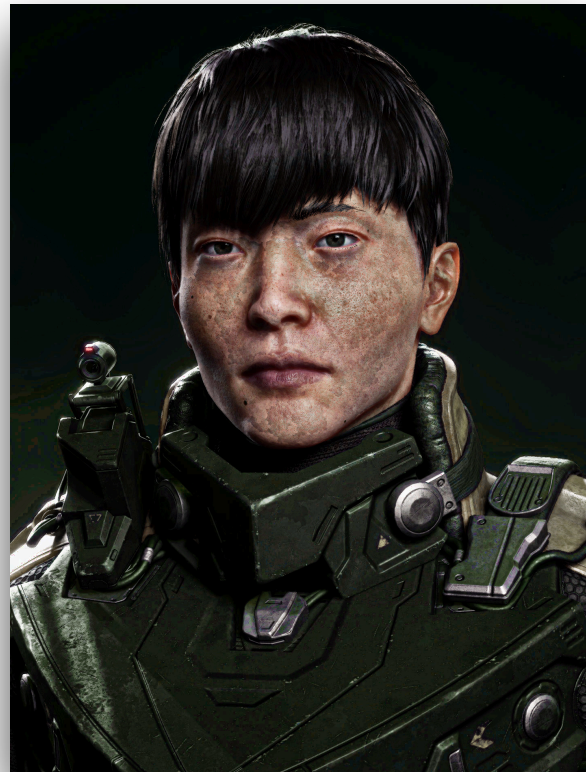
locate any other exits from the compound, and to deactivate the comms array. They heard their squad members' deaths on the comms and returned quickly to the APC to find it overturned, the Lt. dead inside. Soon after, their comrade, Pvt. *Wilde* staggered out of the compound with a seemingly mortal wound and collapsed. They have frantically been trying to repair the comms and save *Wilde's* life when the PC's arrive.

## Hands Up!

Four Marines survived the initial assault into the compound. The *Cheyenne* isn't replying to their personal comms. They are huddled underneath the overturned APC, *Detroit* is trying to repair the broken comms to request dust-off.

- OBSERVATION -2 to notice the Marines when the characters are at Extreme range.

The Marines assume the PC's are dangerous pirates, who killed their squad, and will attempt to disarm and subdue them. STRESS +1.



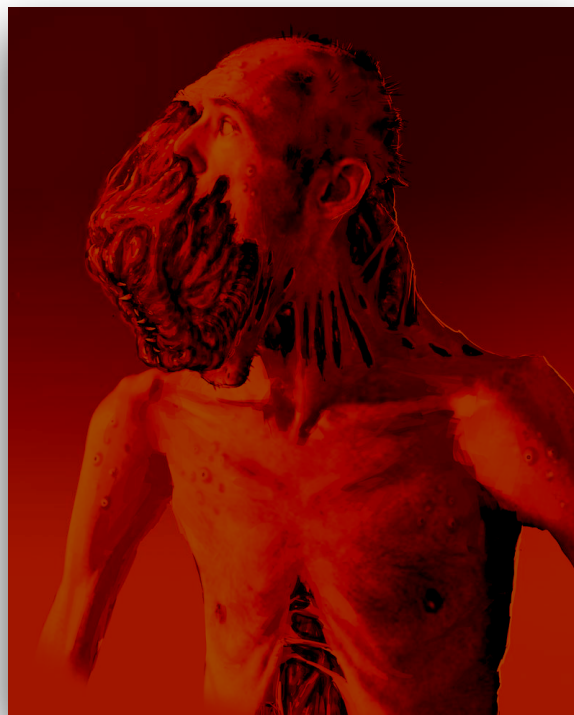
Corporal Sok Yeong

- **MANIPULATION** to convince them that the PCs are not pirates and to get them to talk. There won't be a long opportunity to talk, before Wilde progresses to Stage 2, and attacks.

Cpl. Yeong is trying to save the life of their mortally wounded comrade, Pvt. Wilde, who made it out alive from the bunker. Strangely, he has not died yet of wounds that should have killed him outright. His throat is nearly torn out, and it appears he will soon succumb to horrible wounds.

- **OBSERVATION** to notice that the soldier's body is rapidly mutating and changing.

Yeong has been exposed to the virus (Virulence 6), but has resisted so far due to gloves and sterile precautions taken. Anyone else who tries to treat Wilde will likewise be exposed.



*Wilde, Poor Bastard*

"Hey, it's Aoki! Get a med kit!"

- **OBSERVATION**, if in short range, reveals he is not acting normally, or even as a wounded person might.

The Aoki-Metamorph still has wits enough about him to use his weapon. He strips off helmet, mask and flak jacket to reveal his true form before attacking. STRESS +1.

Pvt. Wilde (also Stage 2 at this point) emerges from the overturned APC and attacks.

**Stage 2 Metamorph**

SPEED: 2 HEALTH: 6 ARMOR: 6 (0 vs fire)  
Mobility 6, Observation 6



*Aoki's Seen Better Days*

## **Help Him!**

Just as the Marines and PC's are negotiating a truce, coming to an agreement, or drawing on each other, what appears to be a wounded marine staggering out of the bunker.



Erebus Base - Upper Level

## Erebus Base - Upper Level

Exploring Erebus base:

- **Lighting:** Tunnels are lit by flickering emergency lighting. Visual OBSERVATION and RANGED COMBAT are at -1 unless a flashlight used.
- **Doors:** Closed doors require manual operation (a Slow or Fast action) to open.
- **Nightmare!** Within the tunnels can periodically be heard the scratchings, moans, screams, grunts, cries of the tormented human portions of the Metamorphs, echoing around the tunnels from all directions. Dead pirates and their livestock are found scattered throughout.

### Front Door

The front doors have been breached, the left hand door lying crumpled and bent outside, having been smashed open by a large Metamorph.

- OBSERVATION or HEAVY MACHINERY reveals a breaching charge was used, but it did not cause all this damage to the door.

### Dead Bodies

Two soldiers succumbed to the mutagen and their flesh simply melted away leaving their gear and black residue. The walls and floor are coated with goo. Anyone taking any of the gear, without using safety precautions is exposed to Infection They each have M3 armor, a sidearm, a pulse rifle and reloads. A motion tracker lies next to them.

- STAMINA vs. Virulence 4 to avoid infection if looting the bodies.
- OBSERVATION to notice their gear is charred, as if from intense flame.

### Cave-in

An explosion of some kind (a grenade) triggered a cave-in here. A Marine's body, torn in two, and the torso of a Metamorph lie here.

### Mineshaft Airlock

What appears as two dead Marine bodies lie slumped in the corner by the doors to the mine shafts. They are actually Metamorphs in a passive state and are armed with a pistol and a pulse rifle. Characters can attempt to slip by them.

The lockers just outside the door contain 4 HAZMAT suits, which will protect from the Black Goo and Metamorphs mutagen.

- MOBILITY vs. OBSERVATION 6 to sneak past the passive Metamorphs.

### Stage 2 Metamorph

SPEED: 2 HEALTH: 6 ARMOR: 6 (0 vs fire)  
Mobility 6, Observation 6

### Storage and Armory

The door has been jammed just slightly ajar by an explosion. There is an array of spare parts for machinery and electronics. Also, a storage locker that was opened and almost cleared out. There are d6 reloads for each standard weapon left here, as well as extra filter masks.

- HEAVY MACHINERY and a lot of noise to open the armory door.

### Reactor Room

The interior of this room appears untouched and doors are sealed. Signs on the doors warn of the contents and hazards. The reactor is functioning at minimal capacity and must be reset to fully power the comms systems.

- COM-TECH and HEAVY MACHINERY and TURN to reset.

### Iridium Tunnels

The outer signs warn of exposure to heavy metals toxin exposure. The doors have been sealed and unused for a long time. The tunnels' airlocks all function, but it is apparent that the tunnels have not been disturbed for many years and are not of interest. One of the airlocks contains a set aside mining charge that will function as a Blast 9, triggered with a timer or trigger.

### Rec Room

The room has been the site of a battle and all the tables and chairs are scattered around the room. Remains of an exploded Metamorph.

### Dorms

A Passive Stage 3 Metamorph is circling the hallway outside the rooms. Room doors are opened either partially or completely. The double bunks in the rooms were vacated rapidly. Personal possessions (minimal value) remain in storage lockers. Two mining suits (HAZMAT

equivalent) in lockers. 2D6 total weapon reloads if searched thoroughly.

- MOBILITY vs. OBSERVATION 6 to sneak past the Metamorph.

**Stage 3 Metamorph**

SPEED 2 HEALTH 10 ARMOR: 6 (0 vs fire)  
Mobility 6, Observation 6



*He Doesn't Look Happy to See You*

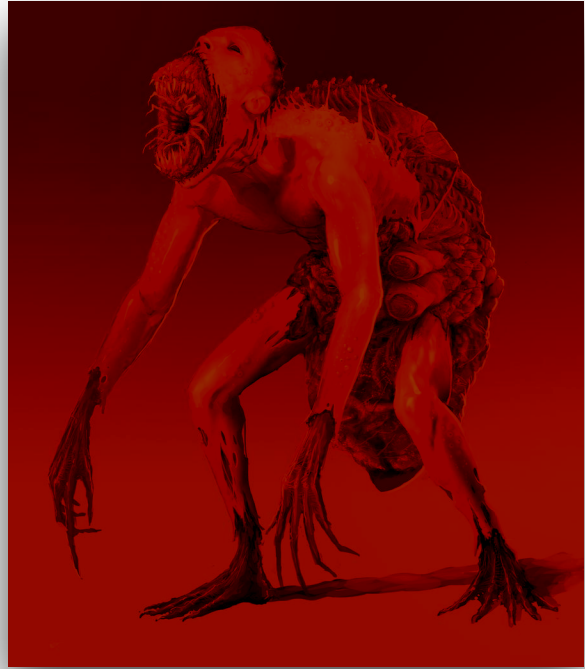
**Mess Area and Kitchen**

The large common room contains tables and chairs, has been the site of a massacre, with pieces of at least 6 pirate bodies and another 4 Marines scattered around the area. 3 passive Stage 3 Metamorphs, will emerge from the array of other bodies strewn about the room if alerted. They may also be alerted by firefights in the corridors nearby and come running within 2 rounds. The crates and containers are all filled with pirate loot. If searched thoroughly, could find many useful or valuable items, including medicine, ammo, small arms, food, electronics, etc.

- MOBILITY vs. OBSERVATION 6 to sneak past the Metamorph.

**Stage 3 Metamorph**

SPEED 2 HEALTH 10 ARMOR: 6 (0 vs fire)  
Mobility 6, Observation 6

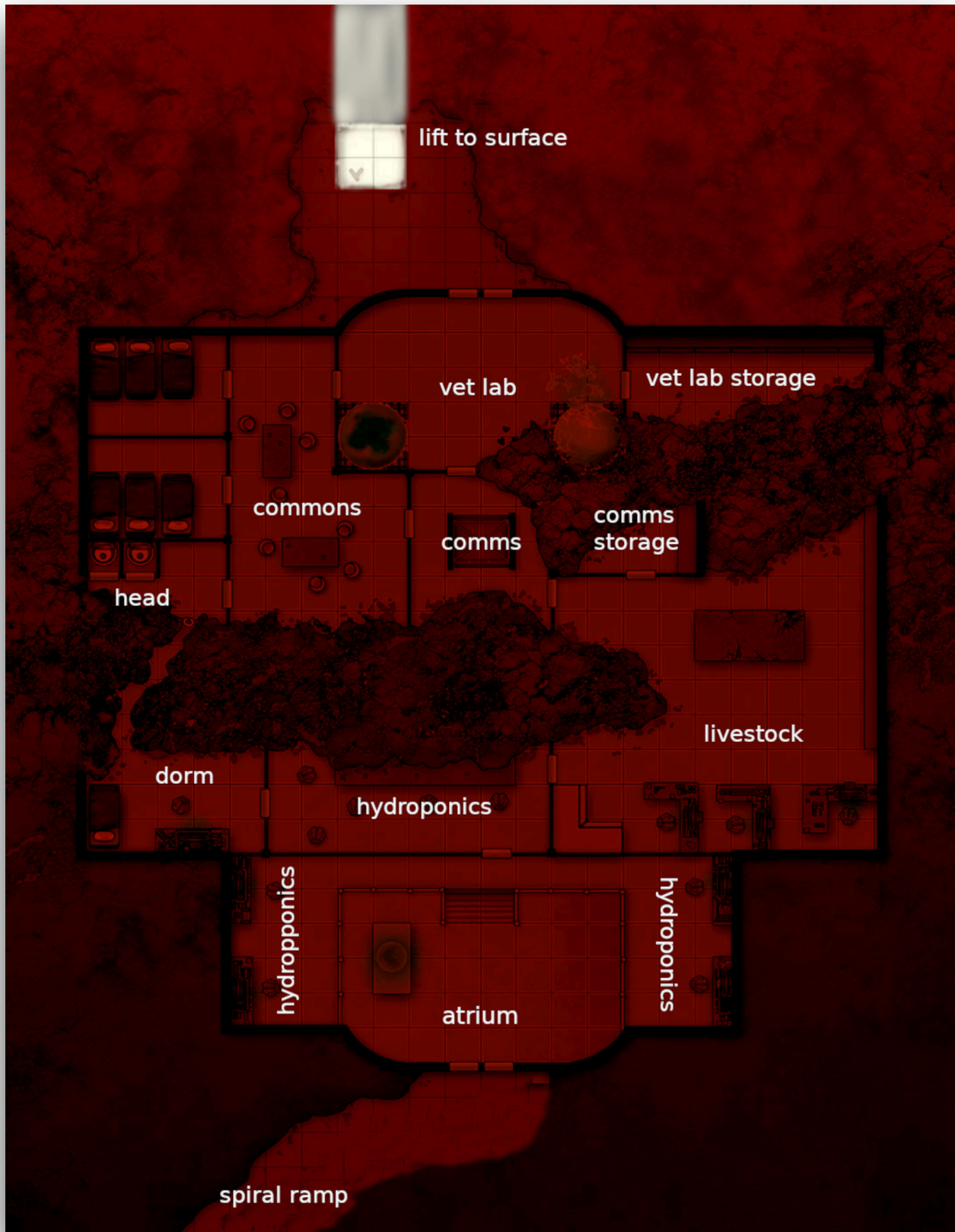


*WTF???*

**Spiral Ramp**

Footing is slick with blood and black goo. The ramp circles in a wide shallow circle through a couple of revolutions, down to the lower level.





Erebus Base - Lower Level

## **Erebus Base - Lower Level**

Lighting conditions, doors and general creepiness are all similar to the upper level. In addition, the characters will hear occasional shrieks and banging coming from the Livestock room as they explore this level.

### **Atrium**

The room is large, (2 zones) and footing is treacherous. The lab contains racks of hydroponics planters and UV lighting equipment for agriculture, scattered and destroyed from a battle.

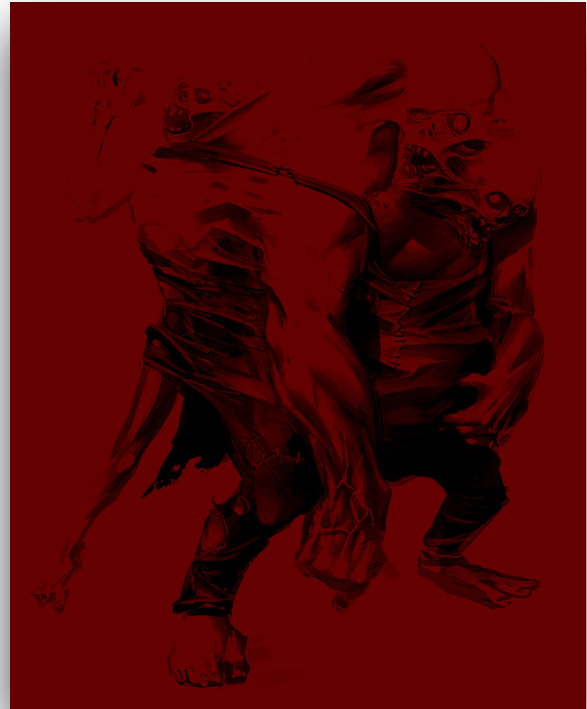
Cpl. Shakeel Giles is hiding under a workbench with half the body of his fellow soldier, Pvt. Hawkins. Hawkins' gear and M3 armor is untainted. He had a service pistol with 2 reloads and an incinerator unit.

(OPTIONAL) There is a Passive Stage 3 Metamorph here.



*A Poor Roommate*

- MOBILITY to avoid falling prone if moving any faster than a slow walk.
- MOBILITY vs. OBSERVATION 6 to sneak past the Metamorph.



*These Two Seem a Little Clingy*

### **Stage 3 Metamorph**

SPEED 2 HEALTH 10 ARMOR: 6 (0 vs fire)  
Mobility 6, Observation 6

### **Dorm and Commons**

An explosion triggered by a firefight in the Hydroponics lab caused the cave-in. The dorm room is devoid of anything useful, just dust-covered and rubble-strewn. A gap in the rubble leads to the back of the partition wall of the Head. It doesn't look very safe. Abbie is small enough to squeeze through the gap. One of the dorm rooms contains a footlocker with d6 reloads.

- MOBILITY or STAMINA to force your way through the gap.
- HEAVY MACHINERY widens the gap enough to allow passage for one PC at a time.

**Livestock**

The walls outside the room periodically vibrate with the agonized moans, shrieks and rumbling of the Stage 4 Metamorph located here.

The large room (2 Zones) formerly held the pens for the livestock kept here by the pirates, mostly modified pigs and goats, the carcasses of which are strewn about the room, mutated and exploded.

The Stage 4 is hideously covered in extraneous limbs, heads and mouths of both humans and livestock (PANIC ROLL).

**Stage 4 Metamorph**

SPEED 2 HEALTH 16 ARMOR: 4 (0 vs fire)  
Mobility 2, Observation 4

**Comms Room**

Contains all the equipment that runs the communications array and systems. The Comms and Sensor array is a sophisticated military-level package, designed to detect even the smallest stealth operators in system. It is linked to a network of stealth satellites in orbit around Athtar, the immediate planetary system of rings and moons.



*Uh oh*

Some of the components are damaged (parts found in storage room through Livestock room). The reactor must be rebooted to power the Comms array.

The STS missile system (equivalent to Long Lance ASAT battery) can be used from this room.

- COMTECH and one TURN to repair the damaged components.

### **Vet Lab**

The vats contained sealed animal waste digesters, one was ruptured and spilled across the room. Many veterinary medical supplies could be found here within the storage shelves. An autopsy on a massively deformed pig was being performed before the fighting broke out.

### **Lift to Surface**

There is a veritable waterfall dripping down from the surface, where the snow cover is rapidly melting and the air temperature soaring. The lift is stuck on this level, jammed in its warped tracks.

The room contains various crates, barrels and containers. If searched, will yield the parts to repair *Demeter*.

- HEAVY MACHINERY and one shift to repair the lift. This is the only way you'll get the parts for *Demeter* to the surface.
- MOBILITY roll to climb up the shaft.
- HEAVY MACHINERY roll to set up rigging to get people out without necessitating a MOBILITY roll.

### **Comms Array**

At the surface is the COMMS array (not shown on map), which is camouflaged from the air and is completely functional.

A 1 km hike brings PC's back to the landing pad. Outside the UV exposure requires protective suits (or receive 10 dice UV damage per hour of exposure) and even with suits PC's are exposed to 4 dice UV damage per shift.

- STAMINA and one shift to lug the repair parts for *Demeter* to the landing pad. Or they can use their Tramp if still intact.



*Adder, Landing at Erebus Base*

## Let's Get Off This Fucking Rock

Once the communication array is repaired, the characters can make their escape. The question is how? There are five options (but knowing players, they'll come up with a sixth):

- The Pirates & *Adder*
- The Marines & *Hidalgo*
- The UPP & *Qin Shi Huang*
- The Colonists & *Demeter*
- *Montero*

### The Pirates & Adder

It is possible to contact Danko on *Adder*. It requires a shift for him to return to the base. Danko urges the PC's to deploy the hidden STS missile system (equivalent to Long Lance ASAT battery) to destroy the *Hidalgo*, as he believes they will destroy *Adder* if he attempts to approach Alhena for planetfall.

*Hidalgo* will respond to any surface attack with an STS nuke. The crew can detect the signature of arming the missile with a COMTECH roll. It takes 6 turns to arm and deploy.

If *Hidalgo* is destroyed, Danko and his crew return to the surface. He will kill any Marines present.

Note, Danko is vindictive bastard and will come down to finish off whoever he feels has betrayed him. His crew is suffering from the black goo contamination and by the time they land, everyone aboard will have progressed to Stage 1 except him.

- COMTECH -1 to discover the *Hidalgo* and get a Target Lock with the STS.

### *Adder*

(effective stats after tangling with *Hidalgo*)

**FTL:** 6 **Hull:** 8 **Signature:** -1

**Thrusters:** +1 **Armor:** 6

#### Armaments

Medium Railgun Turret

800meV Particle Beam Weapon

Sensor Drones

**Crew:** 6 **AI:** MU/TH/UR 6500

**Skills:** Pilot: 6+3 Ranged Combat: 6+3 Engineer: 5+3 Com-Tech: 5+3

### The Marines & Hidalgo

The Marines initially believe any communication from Erebus is a trap. If any Marines are still living it'll be easier to get their cooperation. If they tangled with the Marines in Act I, it'll be harder.

Commander Rose Cullen (Acting Captain of *Hidalgo*) wants to know what the hell is going on planet-side. She wants her Marines back. She also wants Danko and his pirates eliminated. She's willing to deal with the characters - even if they tangled with her earlier if the characters can take out Danko.

- COMTECH -1 to discover the *Adder* and get a Target Lock with the STS.
- MANIPULATION -3 to convince Hidalgo to send rescue without taking out *Adder*.
- COMTECH -3, PILOT -1 to remotely hack in and steal *Hidalgo's* shuttle. They might be willing to destroy it to prevent its theft.

### *USS Hidalgo*

(effective stats with more damage sustained)

**FTL:** 12 **Hull:** 8 **Signature:** +0

**Thrusters:** +0 **Armor:** 5

#### Armaments

400meV Particle Accelerator

Medium Railgun Turret

Sensor Decoys I

Long Lance ASAT missiles

Class D Shuttle

2 Cheyenne Landing Craft w/APC

**Crew:** 6 sailors, 12 Marines

**Skills:** Pilot: 7+2 Ranged Combat: 7+2 Engineer: 6+2 Com-Tech: 6+2

### The UPP & Qin Shi Huang

If Fowler's codes are used to contact the UPP, Captain Amalia Ruslanovna Fyodorovna will dispatch their Accipiter lander and SOF squad to the base to pick up whoever is authorizing the liberation. *Qin Shi Huang* might be convinced to engage and destroy *Adder*, or *Hidalgo*.

- COMTECH -3 to discover the *Qin Shi Huang* and get a Target Lock with the STS.
- COMTECH -3, PILOT -1 to remotely hack in and steal the *Qin Shi Huang's* shuttle. They might be willing to destroy it to prevent its theft.

**SSV Qin Shi Huang**

**FTL:** 6      **Hull:** 9      **Signature:** +0

**Thrusters:** +2   **Armor:** 9

**Armaments**

Short Lance ASAT Missiles (8 missiles)

Heavy Railgun Turret

Tactical Nukes(10 missiles)

Medium Railgun Turret

CWIS Laser Array

**DS3 Accipiter Landing Craft**

Maneuver:+1 Speed:4 Hull:9 Armor:6

25mm Gatling Gun (BON: +3 DMG:3 RNG:

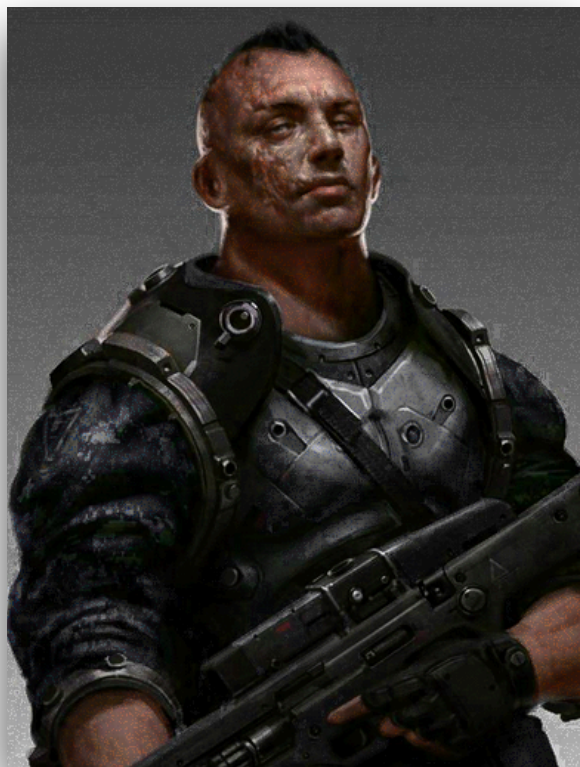
Extreme AP)

8 x UPP Medium Air to Air Missile (BON:+2

DMG:4 RNG: Extreme)

**The Colonists & Demeter**

Alhena colony is being overrun by the mutagen. Metamorphs swarm the interior. The battle fought there by the colonists was brutal and spilled outside into the intense sunlight and periodic violent storms. Colonists attempted to gain access to *Demeter* to use the ship to flee, but were unable to gain entry, due to the security systems deployed. Repairs still must be made and the Colony is aswarm with Metamorphs. It's pretty hopeless.



*Danko Holds a Grudge*

The characters may attempt to enlist the help of the Marines or UPP to retake the colony, but that would be another adventure.

**The Montero**

If Miller or Rye are still alive they will want to secure the *Montero*. Danko has hidden her pretty well, so the characters have to work for it. The characters are not going to be able to bring the *Montero* down for evac, but they can attempt to remote pilot the shuttle, *Andromeda*.

If the shuttle is summoned, Danko will be unable to prevent it from entering Alhena's atmosphere (*Adder* weapons still offline), but will chase it down and wait for her to enter the atmosphere.

DANKO'S REVENGE: Danko and the remnants of the crew will try to prevent the PC's from boarding *Andromeda* or the stolen *Hidalgo* shuttle. If allowed to land, they will confront the party outside, or will follow *Andromeda* into space and attempt to ram it.

- COMTECH -3 to detect *Montero*.
- COMTECH -1, PILOT -1 and a shift of work are required to summon the *Andromeda* shuttle EEV off *Montero*.

RAM: This action can only be attempted if the target ship is at Contact range (same zone) at the start of the Turn (before movement). Make an opposed PILOTING roll against the pilot of an enemy ship, modified by the Thrusters rating of your ship. If you win the roll, you hit and both ships suffer damage equal to half the full Hull score of the opposing ship (round up). The target ship then suffers extra damage equal to the number of you rolled beyond the first.

***Andromeda: (Montero's Shuttle)***

**FTL:** 15      **Hull:** 2      **Signature:** -1

**Thrusters:** +2   **Armor:** 3

**Crew:** 1      **Passengers:** 5 (in cryo-sleep)

**AI:** None      **Length:** 16 m

# GAME MUTHR RESOURCES

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## Credits

### Written by

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### Artwork

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### Play Testers

Andy Peters - Abbie, survived  
Barry Tebon - Miller, survived and got the Montero  
Corby Neef - Monroe, riddled with bullets as he turned into a Metamorph.  
Dan Perkins - Padilla, survived  
Scott Esry - Giles, survived  
Mike Baumann - Rye, survived

### After Action Game Reports at Filbanto Stew

[Liars & Shadows Act I](#)

[Liars & Shadows Act II](#)

[Liars & Shadows Act III A](#)

[Liars & Shadows Act III B](#)

[Liars & Shadows Act III Finale](#)

[Gamehole Con Summary](#)

## Metamorphs

Weyland-Yutani Madekwe outpost is engaged in bio-weapons research. Mutagenic Agent A0-3959X.91-15 has demonstrated some fascinating abilities. The biggest limiting factor for the use of the mutagenic agent is containment. Any animal with terrestrial DNA is a potential carrier. Terraformed worlds would be overrun with mutated beings.

While the mutagen does run its course eventually, it remains a virulent agent making recovery of facilities and industry prohibitively expensive. Most of their research is driven to find a neutralizing agent to render the mutagen inert.

Exposure to the mutagen, either through direct contact with the "black goo", or attempting to treat

a subject is a Virulence 6 attack. If a character succumbs to the attack, they will begin to feel the characteristics of Stage 1 in one shift.

- STAMINA against VIRULENCE 6 to avoid contagion.

Progression to subsequent stages is varied, but typically in the range of one or two shifts.

### STAGE 1

Paranoia, delirium, epiphora, onset of sepsis. Disorientation and weakness hits within one Turn. These symptoms can be dismissed as exposure to the toxic environment, or a bad filter mask.

The Vitiate exhibits increasingly visculating muscle spasms (STRESS LEVEL +1). Towards the end of the stage, twitching or spasming uncontrollably.

### Containment & Termination Protocol

Isolation. Direct physical contact with a Stage 1 Metamorph without an environment suit triggers a Sickness Roll against Virulence 4 to avoid.

### Treatment

Computer models postulate a regimen of dialysis and chemotherapy could treat Stage 1 infection. Live subject testing has not commenced. Cryosleep chambers appear to suspend the mutagen. There are no conceivable treatment options once the subject has passed Stage 1.

### STAGE 2

Vertigo, convulsions, random bodily distention, cardiovascular palpitations. By Stage 2, the accelerant has spread throughout a Metamorph's body, causing a severe feverish state followed by intense pain. The victim's skin stretches and distorts, revealing mutations in limbs and organs occurring internally. During this stage, the victim gets +3 to Strength (and thus Health), but -2 to Wits (to a minimum of 1).

### Containment & Termination Protocol

Death by fire or nuclear attack from orbit. Direct physical contact with a Stage 2 Metamorph without an environment suit triggers a Sickness Roll against Virulence 6.

- STAMINA against VIRULENCE 6 to avoid contagion.

### **STAGE 3**

Aggressive Dementia, Cerebral Dismorphia. The subject is wracked with painful cellular mutations throughout their body. As the victim transforms into a creature of sheer rage, the body deforms randomly, sometimes incorporating DNA from other organisms nearby during the transformation. They attack all living things on sight.

#### **Containment & Termination Protocol**

Identical to Stage 2. Direct physical contact with a Stage 3 Metamorph without an environment suit triggers a Sickness Roll against Virulence 8 to avoid infection.

- STAMINA against VIRULENCE 8 to avoid contagion.

### **STAGE 4**

Agony, disintegration. When a Metamorph enters Stage 4, the rapidly accelerating mutations

become untenable and the creature can barely function. Muscle tissue and ligaments begin to decay as bones grow brittle and snap. As the mutagenic pathogen reproducing inside a Terminal Metamorph reaches critical mass, their cell membranes burst, inflicting one point of damage per Round. At zero Health, the subject dies immediately in a burst of black goo, as the DNA disintegrates and the black accelerant becomes airborne, dispersing throughout the local ecosystem and killing or mutating any animal life it comes in contact with.

#### **Containment & Termination Protocol**

Identical to Stage 2. In addition, anyone within SHORT range of an exploding Stage 4 (without protective gear) must make a Sickness roll to avoid Metamorph infection.

- STAMINA against VIRULENCE 8 to avoid contagion if ENGAGED.
- STAMINA against VIRULENCE 4 to avoid contagion in SHORT RANGE.



*Stage IV Metamorph*



## STAGE 2 COMBAT STATS &amp; TABLES

**Stage 2 Metamorph**

SPEED: 2 HEALTH: 6 ARMOR: 6 (0 vs fire)  
Mobility 6, Observation 6

1d6	Stage 2 Attack
1	RASPING SHRIEK: Throws its head back and roars, asserting its dominance. All PCs in SHORT range add STRESS +1
2	STRIKE: Strikes its victim with a powerful punch. Roll for the attack with 10 Base Dice, Damage 1
3-4	TOOL or WEAPON ATTACK: Has enough sense left to use a nearby weapon or tool for a Close Combat attack (6 dice) , base 2 damage.
5	CUT LOOSE: If armed with a missile weapon, it blasts away with a Ranged Attack (6 dice + weapon modifier).
6	BEARHUG: If Engaged, it grapples the victim and begins to squeeze. Roll attack using 8 Base Dice, Damage 1. If damage is done, it automatically inflicts a critical injury: (d6) (1-2) #44 (punctured lung) (3-4) #46 (ruptured intestines) or (5-6) #51 (busted kidney), triggering an immediate Panic Roll by all who witness it. If not engaged, it will use its Action to sprint toward the nearest enemy.

## STAGE 3 COMBAT STATS &amp; TABLES

**Stage 3 Metamorph**

SPEED 2 HEALTH 10 ARMOR: 6 (0 vs fire)  
Mobility 6, Observation 6

1d6	Stage 3 Attack
1	TRUMPETING ROAR. Throws its head back and roars, asserting its dominance. All PCs in SHORT range must make an immediate Panic Roll.
2	FIST STRIKE: Strikes its victim with a powerful punch. Roll for the attack with 10 Base Dice, Damage 1
3	TOOL or WEAPON ATTACK: Has enough sense left to use a nearby weapon or tool for a Close Combat attack (8 dice) , base 2 damage.
4	BEAT DOWN: Leaps onto its victim like a gorilla. Roll for the attack using 8 Base Dice, Damage 1. If the attack hits, the victim is knocked to the ground, drops any hand-held items, and must make an immediate Panic Roll. The creature then starts pummeling the victim's head and chest with its powerful fists. This is resolved as an immediate bonus attack with 10 Base Dice, Damage 2.
5	GRAPPLE: Leaps and catches its victim from behind, its appendages flailing violently. Roll a D6: 1-2: The target's legs are caught and they fall prone—make a Panic Roll. 3-4: The victim's arms get hopelessly tangled in the beast's appendages—they cannot use any held items and must make a Panic Roll. 5-6: Wraps appendages around the target's neck, choking them—they suffer the effects of DROWNING and must make a Panic Roll.
6	BEARHUG: Pulls the victim to its chest and begins to squeeze. Roll for the attack using 8 Base Dice, Damage 1. If the attack causes damage, it automatically inflicts critical injury #56 (cracked spine), triggering an immediate Panic Roll.

**STAGE 4 COMBAT STATS & TABLES**

**Stage 4 Metamorph**

SPEED 2 HEALTH 16 ARMOR: 4 (0 vs fire)  
Mobility 2, Observation 4

If Reduced to 0 Health by any means except for FIRE, the Stage 4 will automatically do Attack #6 and EXPLODE. Fire reducing it to Broken, will kill it and cause it to be reduced to a huge puddle of black goo, virulence 8 to all in ENGAGED range.

1d6	Stage 4 Attack
1	TERRIFYING GAZE: The Metamorph's horrifying form and state of writhing pain torments the mind of any who it gazes upon. Get +1 STRESS LEVEL and must make an immediate Panic Roll.
2	TERRIFYING ROAR: Jumps towards a target, flashing its razor-sharp teeth and hissing malevolently. +1 STRESS LEVEL and the target must make an immediate Panic Roll.
3	CHARGE: The Meta launches through the air, impacting its victim. It attacks with 10 Base Dice, Damage 1. If it hits, it immediately uses its forward momentum to throw the victim into a neighboring zone, dumping them on the floor. The victim is prone, drops all hand-held items and must make an immediate Panic Roll.
4	LEG SLASH: With a snarl it bites its target's leg, teeth flashing in the light. Roll for the attack using 6 Base Dice, Damage 2. If the attack causes damage, it inflicts critical injury #53 (leg artery cut) (even if the victim is not Broken), triggering an immediate Panic Roll.
5	ARM SEVERED: With a snarl it bites its target's arm, teeth flashing in the light. Roll for the attack using 6 Base Dice, Damage 2. If the attack causes damage, it inflicts critical injury #54 (severed arm) (even if the victim is not Broken), triggering an immediate Panic Roll.

1d6	Stage 4 Attack
6	EXPLODE: As the mutagenic pathogen reproducing inside reaches critical mass, their cell membranes burst, and it explodes in a burst of black goo. As the DNA disintegrates and the black accelerant becomes airborne, dispersing throughout the local ecosystem and killing or mutating any animal life it comes in contact with. INFECTION: See Containment & Termination Protocol.

1d6	Critical Injury Affect on Metamorph
1	RISE AGAIN: The metamorph falls to the ground, seemingly dead, but it's a ruse. If it's attacked again, or on its next initiative, it regains one point of Health and rises—fueled by instinctive hatred.
2	WOUNDED: The Metamorph staggers, oozing black goo. Speed -1 (down to a minimum of 1, losing the lowest initiative), but regains one point of Health. Roll a D6 at the start of each Round. On 1-3, it tries to escape.
3	DESPERATE ACTION: The Metamorph is severely wounded and cries out in freakish fury. It immediately gets to perform a fast and a slow action, outside of the normal turn order. Roll a D6: On 1-3, it tries to escape (if it succeeds it regains half its Health). On 4-6, it instantly attacks the closest opponent. If it fails to inflict any damage, the creature dies. If it succeeds, it regains one point of Health.
4	LAST BREATH: The Metamorph is mortally wounded and contorts wildly. On its next initiative, it will try to kill the nearest victim, then it dies. If it's wounded again before then, it dies instantly.
5-6	TORN APART: Instant death. The Metamorph is destroyed amidst shrieks of rage.

## X-Tropemide (X-Drugs)

Developed by Weyland-Yutani Corporation, X-Tropemide is the fourth in a series of “X-drugs.” It is a synthesized compound attempting to replicate the effects of ingesting Xenomorph Royal Jelly. X-Tropemide causes a powerful adrenaline rush, along with a sense of euphoria and confidence. Distributed to Colonial Marines as part of a series of test study trials, with a very prominent warning label never to inject it more than once per 6 hours.

**Effect:** Taking X-Tropemide instantly decreases a character’s Stress Level by 1. It also increases Strength and Agility by 1; this effect lasts for one Shift. Taking more than one X-Tropemide hypo will “stack” the effect, up to a maximum of +3 to Strength/Agility and -3 to Stress Level. It takes a slow action to inject X-Tropemide.

**Addiction:** Taking X-Tropemide regularly for more than seven days in a row requires an Empathy roll. Failing the roll means that the character has become addicted to X-Tropemide and must continue to take at least two injections per day or face withdrawal.

**Allergic Reactions:** A small percentage of people are extremely sensitive to some of the synthesized ingredients in X-Tropemide. The first time a character takes an injection, roll D6. On a 1 (“Facehugger”) they are one of those people. When a “sensitive” person takes a X-Tropemide injection, the effects are doubled (+2 Strength/Agility per injection). However, they are also guaranteed to suffer X-Tropemide’s more severe side effects; when a person who is hypersensitive to X-Tropemide takes any injections, they immediately roll on the Side Effect table above with a +5 modifier, and +1 for each injection taken (no Empathy roll is made).

**Side-Effects:** However, any time someone takes more than one X-Tropemide injection during the same one Shift period, they must make an Empathy roll with a -1 penalty for each additional injection after the first (minimum of one die). Failing the roll means that the person suffers adverse side-effects as well as benefits of the X-

Tropemide they took; to determine the side-effect, roll D6 and add 1 per injection taken, then consult the following table:

Result	Side Effect
3-4	IRRATIONAL EUPHORIA. You’re invincible! Everything is awesome! -1 to Wits for one Shift.
5-6	GOD COMPLEX. Why is everyone else so stupid and useless? -1 to Empathy for one Shift.
7-8	SINGLE FOCUS. The rest of the world melts away and all you can think of is accomplishing the task at hand. Whatever you are doing, you will continue to do for three Turns, no matter what else happens. If you’re running, you keep running. If you are in combat, you will continue to fight, turning on allies if all enemies have been vanquished. Piloting a vehicle? Must go faster!
9-10	HYPER AGGRESSION. You must immediately attack the nearest enemy. You won’t stop until your target is Broken (then move on to the next nearest target) or the effect wears off in one Shift. If there are no nearby enemies, you attack allies.
11+	HEART ATTACK. You will die unless you receive immediate medical attention.

Anyone who witnesses a character undergoing a X-Tropemide fueled rampage (i.e. a result of 9-10) must make an immediate Panic Roll.

Note that taking more X-Tropemide while still suffering a side-effect means rolling for a new side-effect (i.e. D6 plus total number of injections taken so far) and stacking the effects.

## Player Agendas

Print and cutout the Player Agendas. Hand them out at the beginning of the Act.

<p><b>Miller Act I</b></p> <p>This run is your last chance to get Montero, and your future back. Rye knows what you're really after out here, but no one else does. Keep it that way until the right moment. Protect Rye and keep your crew safe, because you are going to need their help to crew Montero when you find her. Follow the smuggling mission plan, for now, until you can find Montero's exact location in the system.</p>	<p><b>Miller Act II</b></p> <p>You can almost smell Montero. Keep going, don't get sidetracked by this bullshit. Recruit whoever you have to, and remove whoever is in your way. Those pirates were the ones who found your ship and someone at their base knows exactly where she is.</p>	<p><b>Miller Act III</b></p> <p>Find the comms center. Find this guy, Danko. He knows where Montero is. Their ship, <i>Adder</i>, is still out there, so maybe you need to lure him down here? Or get the parts for <i>Demeter</i> and fix her, then go find Danko? Doesn't matter. You're still going to need a lot of help, so keep these people moving forward.</p>
<p><b>Rye Act I</b></p> <p>Now that you're out here in the black again, you're not sure Miller has really thought this whole thing through. For now, follow her orders and let her take the lead. Going rogue on a crime lord seems more and more like a bad idea to you. Maybe there's a way to do both: complete the smuggling run AND get Miller her ship back? Keep her secret for now.</p>	<p><b>Rye Act II</b></p> <p>Ok, Miller is definitely obsessed. But for now, you have to patch up <i>Demeter</i> and get off this rock. You're not even thinking about the paycheck any more. In fact, fuck <i>Montero</i> and fuck Miller for dragging you out here. Maybe you can save yours and Abbie's asses. That kid should be at a university. Christ, she should be teaching at a university.</p>	<p><b>Rye Act III</b></p> <p>Get a ship down here and evac. Doesn't matter if its the Marines, or the pirates. Better to be in custody or a prisoner than dead. Wait! Or maybe remote pilot the <i>Andromeda</i> shuttle from <i>Montero</i>? If it's still docked to her and in range? Gonna have to make sure the comms array is up and running first.</p>
<p><b>Abbie Act I</b></p> <p>Maybe this is your chance to start over and never have to run again. All the time you've been on your own over the last year the only thing that you've been missing is someone to have your back. Maybe this crew needs you too? If not, jump ship when you reach the destination... Wherever that is? Meanwhile....survive.</p>	<p><b>Abbie Act II</b></p> <p>Help them patch up <i>Demeter</i> and you all can get out of here and get somewhere safe. Maybe you can help some of the colonists escape, at least maybe the children, because otherwise....Marines against colonists? From what you've heard, that usually ends poorly for the colonists.</p>	<p><b>Abbie Act III</b></p> <p>Find the parts. You think you can fix the ship and get everyone out of here in one piece. But if it comes down to it, just hide and wait it all out. It's worked for you lots of times before. Or ditch these people if they seem like a liability. Survive.</p>

<p><b>Novak Act I</b></p> <p>Observe, record, document. You are here as hired muscle, so be that, too, as long as it doesn't get in the way of your actual mission. Miller used to be a Company freighter captain, but something happened to her and Rye out here, something bad enough to drive her to work for Santos. It was redacted from her ICC file. It's all part of the equation.</p>	<p><b>Novak Act II</b></p> <p>Follow orders given to you for now. Miller or Padilla, whoever will most efficiently get you back to civilization, so you can report in. Different colonist factions have different priorities and motivations. Sort it all out.</p>	<p><b>Novak Act III</b></p> <p>Get off this moon and get home to deliver the intel. Help those who are working toward the same goal, and remove those who aren't. It's a judgment call that you're positive ICC and the Company will support you on. If it coincides with the primary mission, apprehend the pirate and murderer, Danko, to face trial.</p>
<p><b>Monroe Act I</b></p> <p>Man, it's good to get away from civilization! Getting a paycheck at the end of a smuggling run is a nice bonus to being out here on the Frontier. There's no law or court-martial out here, so just do it your own way. Life is for livin'!</p>	<p><b>Monroe Act II</b></p> <p><i>Demeter</i> sure is a fine ship. If you can fix her up and get past the Colonials, you would consider yourself lucky to be her captain, if like, something happened and you had to take over. Or maybe these wrecker/pirates have an even better ship? Just sayin'.</p>	<p><b>Monroe Act III</b></p> <p>What's the best option? Get taken into custody by Marines? Hell No. Fix <i>Demeter</i> and take her on a joyride? Maybe. Get <i>Adder</i> down here and take her on a joyride? Might need some help to capture a ship full of pirates. Sounds fun, though. Might be fun to try to finish off a Marine destroyer, too!</p>
<p><b>Padilla Act I</b></p> <p>You're here for one thing: to protect Ruth Santos' interests. The ship and its cargo are all that matter. Deliver the goods, receive the payment, go home. Then you'll be set with Ruth for life. Miller is the Captain of <i>Demeter</i>, so let her do her job. But she's not in charge of the mission.</p>	<p><b>Padilla Act II</b></p> <p>Once you patch up <i>Demeter</i>, maybe you can also liberate some loot from those pirates. It sounds like they ran up against the Marines hard and adding some of their plunder to <i>Demeter's</i> hold would make Ruth happy. Taking out some Marines would be extra credit. Taking out the Marine ship, extra extra credit.</p>	<p><b>Padilla Act III</b></p> <p>Get the parts for <i>Demeter</i> and get the fuck out of here. Get back to Sol. Fucking kill whoever is opposed to this or gets in your way. Use whoever is best suited to do the work for you.</p>

<p><b>Singh Act II</b>          Protect the Colony. Find Danko Morison and make him see the error of his ways. Bring him back into the fold. Destroy the Marine ship before they can report back? Or just lay low until they leave? As for these smugglers, help them get on their way and stay in their good graces because you may still need smuggled supplies for the colony.</p>	<p><b>Singh Act III</b>          What did you do, Danko? You're going to pay for this. Even if I have to kill anyone who stands in my way, you're going to pay.</p>	<p><b>Fowler Act II</b>          Don't think I don't know that Singh sent me out here to get me out of the way. She told me to protect the Tramp, bring back some meds from Erebus, and to convince Danko to come back--"we're going to need him." But frankly, I'd rather see him dead. Help these smugglers get their parts so they can get the hell out of here. Avoid the Marines, for now. Call in the UPP if the opportunity presents itself.</p>
<p><b>Fowler Act III</b>          Make sure any Colonial Marine I run across will meet an untimely demise, with force, or an "accident," doesn't matter. Capture the Marine ship to deliver to the UPP underground? This is a colonial invasion. It's time to call in the UPP.</p>	<p><b>MacKenzie Act II</b>          Singh trusts me to shepherd this mission: find the right meds at Erebus. There are some sick colonists and we can't let it spread. Let's help these smugglers to get on their way as fast as possible and get back to normal.</p>	<p><b>Mackenzie Act III</b>          Something bad has infected the Colony. Probably something that Danko brought back here. Find a cure for it. Danko might be able to help us figure it out, where it came from. To slow it down or cure it is the most important thing, and anyone who doesn't see that is already dead to me.</p>
<p><b>Scarpa Act II</b>          Get these smugglers the parts they need so they can get the hell out of here. Protect the Tramp--it's priceless. Singh said to scrounge at Erebus for any medicine that might be there. Antibiotics or antivirals. That weird fever that's going around is tough to knock down. Oh, and....Kill Danko.</p>	<p><b>Scarpa Act III</b>          Kill Danko. Get back to the colony. First chance to rig up a vehicle, get a ship, anything, I am gone. Destroy the base behind me. Did I mention, kill Danko?</p>	<p><b>Danko Act III</b>          WIN. Get off this rock and get out of this system. Don't trust anyone. Use the stupid sheep as fodder if necessary. Or just for fun.</p>

<p><b>Giles Act III</b></p> <p>I need a shot of X. I spent the last three hours hiding underneath an overturned lab table with Hawkins' torso on top of me. Just his torso. Waiting, holding my breath, not moving, feet going numb, waiting for that monster to leave. Radio's dead. Whoever is responsible for this is going to pay. Man, I need that shot bad.</p>	<p><b>Yeong Act III</b></p> <p>Your guys don't always understand you and they don't always obey your orders, but they need you. Save as many of your squad as you can. That's the only way you'll be able to keep the darkness at bay, so you can go home one day and try to live out your life in peace.</p>	<p><b>Detroit Act III</b></p> <p>Probably going to do what Asaph tells me, because I don't think Yeong knows shit about leading a squad. IF there's a way to get out of this, I'll follow Asaph. If I'm going down, take as many with me as possible.</p>
<p><b>Asaph Act III</b></p> <p>Kill your way out of this. Protect what's left of your squad. You're their best fighter, so they need you. Take command if Yeong won't do what is needed, and he probably won't. Get the comms online and get evac.</p>	<p><b>Belec Act III</b></p> <p>In order to facilitate the most efficient transfer of power, locate the mining base's comms array and use the colony's missile batteries to eliminate the UA ship threat. Remove any obstacle to this objective.</p>	