ALIENS

FIRETEAM ELITE

SE:20 RPG Conversion

Chapter 1: Priority One

Contents

Introduction

This book converts the **Aliens: Fireteam Elite** video game scenarios into a campaign guide for the **SE:20 Role Playing Game**. You can download the Source Reference Documents (SRD) from the SunderedEpoch.org website for free.

The author makes no claims of ownership of any trademarks or copyrighted content in this document and it is released freely for personal use and relies heavily on the following sources.

https://www.ign.com/wikis/aliens-fireteam-elite

https://www.neoseeker.com/aliens-fireteam-elite/walkthrough

https://www.youtube.com/watch?v=sNcJuQtR7-w

Maps were generated using the Newt Blueprint Builder:

https://delacannon.itch.io/newt-blueprint-builder

Narrator's Notes:

This adventure relies heavily on survival game themes. As a result, characters must conserve their resources and may only return to their ship to resupply at the end of each mission. This section provides some guidelines for how to handle certain situations.

Each player should be allowed to control one PC and one NPC. The PC may earn Merit Points and improve skills during play, but the NPC cannot be altered. If the player's PC dies due to Lethal Wounds, they take over an NPC and immediately gain 25 Merit Points for Character Improvement or Heroic Actions.

Acid & Armor

If a character takes damage from Xenomorph acid, a roll of 6 on the Glance Dice reduces the character's Total Armor value by 1. This can be repaired at a workshop (Mechanical: T# 15, Action Cost: 1 hour per 2 points of armor).

Ammunition & Supplies

To simulate the effects of running out of ammunition, follow the rules for Cinematic Ammunition Management from the Core Rules SRD. If a character is Critically Wrecked while making an attack, they run out of ammunition in the weapon they are using. If a character has a reload for the weapon, it costs 2 Combat Actions to reload the weapon.

Note: When firing in Automatic mode (A#), if the character rolls a 1 on any of their Control Dice, they have run out of ammunition and need to Reload.

Heavy weapons, such as grenades, follow Standard Ammunition Management rules as their ammunition is far more limited.

Characters can only resupply at specific locations. Each is shown on the map as either a crosshair or med kit. Due to scavenging, only 1d6 reloads of standard ammunition can be found at any ammunition cache. Additionally, roll 1d6. On a roll of 6, the cache contains 1 grenade or flamer fuel reload.

Medkits provide a single Trauma Kit.

Character Creation

For a quick game, several pre-generated characters are provided at the back of the book. If your players would like to create their own characters, follow the guidelines in the SE:20 Core Rules SRD. All Colonial Marine characters have an Exceptional Starting Experience.

No Marine characters can have a Physique lower than 0. Additionally, a fireteam requires the team to have all of

following skills. A single character can have multiple skills to qualify:

- Electronics Repair (SA 6+)
- Mechanical (SA 6+)
- Medical Aid (SA 6+)
- Tech (SA 6+)

Marine Characters are issued standard USCM gear including the following:

- M3 Personnel Armor: TAR 8, BAR 12 (Head, Chest, Abdomen, Upper Arms, Shins), with integrated IFF beacon, communications, vitals monitoring, camera
- M41A2 Pulse Rifle: ROF A3, 4d6 Glance, MER 10 Zones, 20mm Grenade Launcher, 2 Reloads
- M4A3 Service Pistol: ROF SA, 3d6 +2 Glance, MER 3 Zones, 2 Reloads
- Fragmentation Grenades (2): T# 18, 4d6 Glance, 1 Zone
- 20mm Grenades (4): T# 14, 2d6 Glance, 1 Zone, MER 3 Zones
- Combat Knife: S/P, 2d6 +1 Glance
- First Aid Kit: 3 uses

Each character can also be issued one of the following items:

- M240 Incinerator Unit: ROF A3, 3d6 Glance, MER 1 Zone, 2 Reloads
- M56A2 Smart Gun: ROF A3, 4d6 Glance, MER 10 Zones, +1d6 Control on all attacks in addition to bonuses from Automatic Fire, 2 Reloads
- M314 Motion Tracker: MER 8 Zones, 6 Charges, 10 minutes per charge (1 hour)
- Electronics Toolkit: +2 Electronics Repair SA
- Mechanical Toolkit: +2 Mechanical SA. Includes Cutting Torch w/6 uses.

- Trauma Kit: +2 Medical Aid SA. Includes 3x Stimulant Injections (-2d6 Combat Damage), First Aid Kit
- Light Sentry Gun: ROF A3, 3d6+2 Glance, MER 5 Zones, 0 Reloads, Setup 5 Minutes

Character Improvement

Characters gain Merit Points at the end of each game session but may not make skill improvements until they have reached the end of a scenario (Ingress, Rescue, Extract).

Doors

Unless mentioned in the notes below, doors are randomly locked or jammed. Roll 1d6. 1-4 means it is unlocked and opens automatically when the characters approach. A roll of 5 means it is locked and a 6 is jammed.

Characters can choose to run a bypass on locked doors (Electronics Tech: T# 15, Action Cost: 10 minutes). If the bypass fails, the door is jammed.

Jammed doors can be cut using the Cutting Torch (Mechanical: T# 15, Action Cost: 10 minutes). Each attempt to cut a door consumes 1 use of fuel. Once a door has been cut open or destroyed, it is no longer functional and must be forced open or closed.

Lastly, you can destroy the door by shooting it, however this consumes one Reload of ammunition and has a chance of attracting a Xenomorph wave.

Initiative

Because combat and encounters can happen at any time, have the players determine Initiative at the beginning of play. If any event requires interaction, allow the characters to act in Initiative order. After a combat encounter, have the players reroll Initiative.

Motion Trackers

When powered on, Motion Trackers alert characters to potential danger. However, they drain one charge from Power Cells every hour of use. They can be used actively or passively. When used passively, the Motion Tracker chimes an alert when new movement is detected within 5 zones and gives the character a +2 Perception bonus vs. Stealth. When a character actively uses the Motion Tracker, they can make a Tech T# 10 test to determine the direction, range, and number of sources of movement within 5 zones.

Perception & Luck

As there are multiple hidden traps and encounters, record each character's Perception modifier and Luck and have each player roll 1d20 at least three times and record the results. If an encounter requires a secret Perception or Luck check, use these values in the order recorded. If you run out of rolls, ask the players to make three additional rolls. Note: One roll should apply to a "scene" of roughly 10 minutes.

Note: If a character rolls 20 on the d20, do not treat this as an automatic success.

Random Encounters

The Xenomorphs are attracted to noises and signals. Any time characters engage in combat with firearms, roll 1d6. On a roll of 6, another wave of Xenomorphs will attack. See the Xenomorph Wave table.

PCs should also never be allowed to feel safe. After the first Xenomorph attack (Ingress Map 1, Encounter B) every time the characters stop to do something that takes at least 10 minutes, roll 1d6. On a 6, roll on the Xenomorph Wave table.

1d20	Xenomorph Wave
1-5	1d6 Runners
6-10	1-3 Runners, 2 Bursters
11-15	1-3 Runners, 2 Prowlers
16-19	1-3 Runners, 2 Bursters, 2 Prowlers
20	1d6 Runners, 2 Bursters, 1 Drone

Stress

Each time characters enter combat, they gain +1 Stress. This will eventually lead to characters becoming demoralized or panicking. See Morale in the SE:20 Core Rules SRD.

Supplies

Characters can search most rooms for supplies. First, each searching character must spend at least 5 minutes searching the room. The character with the highest Luck rolls a Test, T# 15. On a success, they find something useful.

Random Equipment			
1d20	Result	1d20	Result
1	Pack of Smokes (5 min, -1 Stress)	11	Cutting Torch Fuel (1d6 uses)
2	Cigars (1d3) (5 min, -1 Stress)	12	Incinerator Fuel (1d3 Reloads)
3	Ammo Reload (1)	13	Bottle of Whisky (-2 Stress, -1 Ranged SA)
4	Cutting Torch (1-3 uses)	14	.357 Magnum Pistol (empty)
5	Heavy Tool (1d6+1 Glance)	15	Fire Extinguisher
6	Stimulant Injection (1-2)	16	Fire Axe (3d6+2 Slashing Glance)
7	Ammo Reload (1d3)	17	Bandages (1d3 uses)
8	Child's toy	18	Power Cell (1d6 charges)
9	Stun Baton (4d6 Instant Glance, 1d6 charges)	19	Motion Tracker (1d6 charges, 10 min/charge)
10	Bottle of Water	20	Incinerator Unit

Time

A lot of actions require time. The Narrator should keep track of time in 10 minute intervals. To increase the tension, the Narrator can put a time limit on certain events.

Working Joes

Inactive Working Joes can be programmed and controlled by the PCs (Tech: T# 20, Action Cost: 1 hour). The station's AI will only allow one Joe to become active. However, if the station AI becomes hostile, all Working Joes become hostile.

> **Working Joe:** Apologies, but you are not licensed to utilize more than one Synthetic. Seegson appreciates your business. Would you like to learn more about licensing additional Synthetics?

Xenomorphs

All Xenomorphs have Acid Blood.

Acid Blood: If a Xenomorph takes damage, all characters in the Zone must make a Luck (Guile), Initiative (Agility/Guile), or Ranged Defense (Agility) test, T# 15. Failure means the character takes 1d6 Acid Damage each round until they succeed the test. Characters may spend 1 Combat Action to attempt another test. If a character is hit by more than one spray of acid, they receive the initial acid damage, but only track one of the acid sprays for purposes of recovering.

Intimidate: Xenomorphs will often Intimidate their foes, following the rules for Morale in the SE:20 Core Rules. Additional bonuses typically result in the victim freezing, attacking random targets, running from combat, dropping their weapon, or other actions.

Background

> **Colonial Marines Assault Ship, UAS Endeavor**
>
> **Crew:** 6 Aerospace Force Officers, 51 Enlisted
>
> **Embarked:** 981 Marines, 19 Synthetics
>
> **Course:** Entering orbit, LV-895
>
> **Commanding Officer:** Colonel Olivia Shipp

A mysterious distress call reroutes your Marine Assault Unit to LV-895 in the outer colonies, where deadly Xenomorph legions, hidden corporate secrets, and ancient alien ruins await your arrival.

UAS Endeavor

Your home away from home is the UAS Endeavor, a massive gunship commanded by Colonel Shipp. Should a character be killed or crippled, the replacement character will be deployed from the ship to reinforce your team. Your support staff include the following NPCs:

1st Lieutenant Santos

> **1st Lt. Santos:** Shake the cryo freeze off, marine. We got woke by a distress call.
>
> A Dr. Tim Hoenikker sent a mayday from an orbital refinery. Situation ain't clear, but on the Out Rim, there's always a chance of Xenomorphs.
>
> Board the station, find Hoenikker, and extract him. Staff Sergeant Herrera will be the voice in your ear. She'll guide you, warn of enemy movements, and provide support.

Sergeant Herrera

> **Sgt Herrera:** We didn't get a chance to brief earlier. Short version: While you're on the tip of the spear, I'll be in the dropship with LT. Ko, running overwatch and eating my abuela's cookies.
>
> You listen to what I say, I'll get your ass out in the smallest possible number of pieces. And you can have a cookie. You got any questions, now's the time.

Chapter 1: Ingress

> **Sgt Herrera:** Fireteam, this is a rescue mission. You're boarding Katanga, a derelict orbital refinery. Ingress is via the forward airlock. You'll locate, secure, and evac Dr. Tim Hoenikker, a Weyland-Yutani scientist. Mount up, people!

Ingress Map 1 – Deck 24

> **Hererra:** We got a ping on Dr. Hoenikker's Personal Data Transmitter. He's not far in.
>
> First, we need a deck plan. Pull one off a terminal in chlorine extraction.

The station is running on emergency lighting (lowlight). If players are not using their flashlights, they are Wrecked on all Perception and Ranged Combat attacks.

A. Download Refinery Plans

You enter a room lit by the glow of buttons and monitors. Workstations line an observation window overseeing a workshop below.

> **Hererra:** I need you to log into that terminal on the left and enable my remote access. Patch into the console. I'll pull it down over wireless.

The first objective is to download the refinery plans from the main computer (Tech T# 15, Action Cost: 10 Minutes).

Once every 10 minutes, roll 1d20. On a roll of 5 or less, a Motion Tracker pings. A successful Tech Test, T# 15, reveals something moving just outside the room from the direction the PCs just came. Searching the room requires a Perception Test, T# 18. On a success, the characters discover a rather fat rat behind a crate. (+1 Stress)

Once the refinery floorplans are downloaded, Sgt. Herrera directs the team through a doorway to follow the corridor to the left.

The door to the workshop on the right is locked and can be bypassed. See "Doors" in the Narrator's Notes.

> Herrera: I got a deck plan. Backup generator is beyond Hoenikker's ping. We can kick it after we grab him. Use the door to the left of the console when you've secured the location.

B. Hoenikker's PDT

The first sign of danger is acid damage in the intersection room. Someone has piled up crates and other objects blocking the doors up and left. (+1 Stress)

> Herrera: Hey, on the deck. Hoenikker's PDT chip. He cut it out. But why?

When the characters stop to investigate the med kit and splatter of blood in the hallway, two hidden Xenomorph Runners attack from the air ducts overhead. One in front and one behind.

After combat, Herrera directs you to the doorway, location C and puts a waypoint on your HUD.

C. Doorway Ambush

> Herrera: Keep moving. The generator is past this door.

This door was hastily welded by Hoenikker and needs to be cut (Mechanical: T# 15, Action Cost: 1 Minute). Unfortunately, the prior combat has attracted two more Runners that attack once the cutting begins.

D. Prowler Ambush

The character with the lowest Luck roll gets attacked by a Prowler. Roll a Stealth check for the Prowler. If it is higher than all of the PC's Perception checks, it gets to attack and gains Surprise.

E. Swarm

This room opens up with the smell of grease and body odor. A WY ammunition crate lies on the ground next to a workstation console. On either side of the room are storage bays for Seegson Working Joes.

> Herrera: The exits are sealed. By Hoenikker, probably. Use the console to release the locks.
>
> Hey, I got an idea how to track down Hoenikker. Searching this whole barge would take too long. Anyway, I figure we can track the doctor using station logs.
>
> Log in to that console and transfer the data. I'll get Esther analyzing that. She's our battalion synthetic.

You need to access the terminal to unlock the doors and transfer data to Esther (Tech: T# 15, Action Cost 5 minutes). As soon as the PCs begin to restock or use the terminal, a

swarm attacks. Use the "Random Encounters" table from the Narrator's Notes.

Ingress Map 2 – Deck 24

A. Dynamo

To start power to the rest of the station, the PCs must start the Dynamo. Access the console (Tech: T# 15, Action Cost: 5 Minutes) to begin the process. The machinery loudly comes to life attracting a swarm of Xenomorphs.

6x Runners, 1x Spitter, 2x Prowlers, 1x Warrior

B. Maintenance Ambush

This area is used to maintain the Dynamo system. Xenomorphs have been drawn to the area from all around the station and attack once the doors have been opened.

6x Runners, 1x Prowler, 2x Bursters

C. Spitter

Upon entering this room, one of the Xenomorphs screams, alerting others in the area.

4x Runners, 2x Bursters, 2x Spitters

The doors out of this area are sealed and Herrera needs you to find the control station (D) to unlock the doors to the Reactor chamber.

D. Data Transfer

To unseal the doors, you must access the console. (Tech: T# 15, Action Cost: 5 minutes)

E. Door

If the characters unsealed the doors from the Console in area D, the doors are unlocked. Otherwise, they can attempt to run a bypass (Electronics Repair: T# 15, Action Cost: 10 Minutes) or cut the seal (Mechanical: T# 15, Action Cost: 10 Minutes).

Ingress Map 3 – Deck 24

A. Reactor Core

This narrow walkway overlooks the reactor core. The massive room is easily more than 100 meters across and the air is thick with heat and moisture.

B. Door

Like the other doors, this one is electronically sealed. Follow the Narrator's Notes for "Doors" above.

C. Lift Room

> **Herrera:** When you turn that thing on, its gunna make a racket. Those bugs are gunna be coming from all over the place.

The lift must be activated manually. The attacks come in three waves and the lift arrives during the 3rd wave.

8x Runners, 4x Bursters, 1x Spitter, 1x Drone

10x Runners, 4x Bursters, 2x Spitters

6x Runners, 2x Bursters, 2x Drones

Chapter 2: Rescue

PCs have about ten minutes to bandage and rest before the lift comes to a stop.

Rescue Map 1 – Deck 41

While on the lift, Herrera reminds the PCs of their objective.

> **Herrera:** Hoenikker is somewhere up on Katanga's mainframe decks. Looks like he's been searching for a safe place to hide from all the xenos aboard. Our mission hasn't changed. Find him. Get him out alive.

Once the lift doors open, Herrera begins broadcasting.

> **Herrera:** Hoenikker, you out there? Staff Sergeant Herrera, Colonial Marines.

A nearly unintelligible broadcast crackles back over the comms.

> **Hoenikker:** Yes! Thank… saw the elevator active… didn't know…
>
> **Herrera:** He's in a radio dead zone. Patch into the local network.

A. Patching In

The PCs are ambushed by 4 runners hiding in the vents above the console.

To patch in, make a Tech Test, T# 15, Action Cost: 5 Minutes.

> **Herrera:** Hoenikker, you read?
>
> **Hoenikker:** Yeah – yeah, a lot cleaner. Listen. To get to me, you'll have to go through the Network Security room. I locked down the deck. The override's in Network Security, up in the ops center.

B. Door Locks

This room is divided into three tiers. The lower tier includes storage for Working Joes. The middle tier is the catwalk to other areas of the station. The upper deck includes a bridge to the command center where a cache of ammo and a trauma kit are located. A crate containing a Light Sentry Gun is here.

Unlocking the doors (Tech T# 15, Action Cost 5 minutes) allows Xenomorphs to enter the room from other areas.

4x Runners, 1 Spitter, 1 Prowler

After the attack:

> **Hoenikker:** Wow, our fights in Pala Station went… very differently.
>
> Sorry. Uh, have you seen a grey-striped Xenomorph? Have you been down to the surface? Did you make any arrests?
>
> **Herrera:** We can discuss operations on an open channel, Doc.
>
> **Hoenikker:** Uh, right. Yeah, of course.

C. Hallway Ambush

The door here is jammed and needs to be cut (Mechanical T# 15, Action Cost: 5 Minutes). This gives some Xenomorphs a chance to attack.

4x Runners, 4x Bursters

Rescue Map 2 – Deck 41

The hallway is lined with inactive Seegson Working Joes.

> **Herrera:** Working Joes. Aren't those Seegson robots?
>
> **Hoenikker:** Yeah, well, Seegson used to own Katanga Station.

A. Coolant Control Room

This large room is filled with heavy equipment and insulated piping and is divided into two tiers by railings and stairs.

> **Hoenikker:** So, uh, the halls between you and me are one-twenty below zero, so... Uh, you'll have to cut the refrigerant to reach me. I, uh, broke the valve. Tossed the wheel in a side room. Sorry.

The valve is located in one of the storage rooms on either side of the room (B, C, D). Regardless of the order searched, the valve wheel is located in the last room.

B. Storage Room Ambush

A Prowler is hiding here. Roll a Stealth check for the Prowler. If it succeeds, it gains Surprise and attacks the character with the lowest Luck roll.

C. Storage Room

This room is full of old equipment and oily rags and uniforms.

D. Storage Room Swarm

Once the characters enter the room, four Runners attack from the attached room. They were feasting on the body of a recently killed Katanga Station employee, Robert Long, identified by his ID badge near his remains.

E. Coolant Control Valve

This is the equipment for the coolant control valve, but the valve shutoff wheel is missing (see A. Coolant Control Room).

The characters can reattach the valve, (Mechanical T# 10, Action Cost 5 minutes) and shut off coolant to the other sections of the station. However, doing so triggers a Xenomorph swarm as the Katanga Station alarm begins.

4x Runners, 2x Bursters, 2x Prowlers

> **Katanga Station:** Warning. Critical failure in Mainframe Coolant.
>
> **Hoenikker:** Great. Now your lungs won't freeze on the way in. In theory...
>
> **Herrera:** The temperature's already beginning to climb.

F. Door to Central Computing

If the PCs have not shut off the coolant (See E.) these doors are frozen shut and sealed under safety protocols, and condensation sweats from them. If the PCs try to destroy the doors, the room will be filled with super-cooled air. Follow the guidelines for Extreme Cold under Cold & Heat from the SE:20 Core Rules.

G. Coolant Mechanism Ambush

This area is filled with heavy equipment, racks, and storage equipment. Characters can search side areas, but the temperature is climbing to dangerous levels quickly. Additionally, Xenomorphs that were frozen in this area have thawed and the sudden heat has made them active.

5x Runners, 4 Bursters, 1 Drone

> **Hoenikker:** Big ones! Is that? No, no stripes. God...
>
> Sorry. Again. It's just, there's one xeno that I keep seeing it. I think. Maybe I'm just... I don't know. I haven't slept.

For every five minutes the characters remain in this area, they take 1d6 Temporary Damage from heat exhaustion.

Rescue Map 3 – Deck 41

A. Unlock

This room has a central console and is connected to the coolant systems in area B. To continue to the Central Computing, the PCs must unlock the console with Hoenikker's assistance (Tech T# 10, Action Cost: 2 Minutes).

> **Hoenikker:** I reset the code to the server core. You need to access the console to punch in the new code.

B. Monica

Loud banging can be heard throughout the complex as doors unlock. A footlocker with some ammunition and 2 grenades is located here.

> **Hoenikker:** The locks disengaged. Great. You're good to go for – oh no, you're about to get eaten!

6x Runners, 2x Bursters, 1x Spitter, 1x Drone (Monica)

Monica is tougher than a normal Drone. Only record Combat Damage after the first 30 points of damage. If Monica is stunned or incapacitated, she escapes through a vent.

> **Hoenikker:** Oh God, it's her. She's here! It's Monica. Get out of there!

When Monica is gone, Hoenikker explains:

> **Hoenikker:** We – they made it. In the lab on LV-895. It came up here with us. We didn't know until...
>
> The woman who... the one it came out of... her name was Monica.

C. Server Room

This room is brightly lit and includes a narrow walkway between two recessed sections. The air here is quite hot.

A trauma kit and ammunition crate, including a light sentry gun and 4 20mm grenades lay outside of Hoenikker's position (area D).

D. Hoenikker

Hoenikker is located inside the mainframe core. Once the team is gathered outside the room he will say the following:

> **Hoenikker:** The room I'm in, it's only supposed to be opened by company admins. Unlocking takes a couple minutes. Xenos will be drawn by the noise… vibration? Whatever! They'll come. Be ready.

A subtle vibration echoes through the floor as motion trackers begin to chime. The Xenomorphs come in three waves:

4x Runners, 2x Bursters

5x Runners, 2x Bursters, 2x Prowlers

4x Bursters, 2x Prowlers, 2x Spitters, 1 Drone (Monica)

Monica is fully healed in only a couple of minutes due to her mutation. The Bursters spend at least 1 Combat Action each on the Bodyguard action to protect Monica.

If Monica is incapacitated, the other Xenomorphs escape.

> **Hoenikker:** Its over! God, finally!
>
> **Hererra:** My board's clear. Let's collect our man.
>
> **Hoenikker:** So, uh, you have a ship or something? I mean, I don't have a space suit.

This area is secure and has access to a lift through the connected room. Characters should be allowed to rest and recuperate for one hour before continuing.

Chapter 3: Extract

> **Herrera:** We found Hoenikker. Now we've got to get him safely back to the Endeavor. Lieutenant Ko will bring our dropship into one of the refinery hangars. Escort Hoenikker down to us for pickup. His safety's on you.
>
> Doc, take a side arm.
>
> Get him to our dropship in one piece.

Extract Map 1

A. Reactor Core

> **Herrera:** The core shaft's flooded. Must be those leaks we saw topside.

Xenomorphs are attracted to the PC's location from the Reactor Control storage area.

4x Runners, 2x Prowlers

B. Reactor Control

The equipment here is trashed and covered in blood and acid. Warning lights illuminate and flash on the console.

> **Herrera:** Patch me into that console so I can find an alternate route.

Tech T# 15, Action Cost 10 minutes.

> **Herrera:** Direct route's blocked. I got no connection to those compartments. We'll bypass belowdecks. Down eight flights. Sub-Deck 03A.

C. Flooded

This room is flooded with water from the core leak. It may even be radioactive. The characters can investigate the room but the flood waters prevent the exit doors from opening.

> **Herrera:** Hijo de puta! The core leak's flooded the whole bottom of the station. Right, bypass Mark 1, Mod1. Head through Waste Processing.

D. Bath Time

The smell of untreated sewage hits you like a brick (+1 Stress). This room includes an open canal half filled with raw sewage. The only way to proceed is through the canal.

A walkway over the canal leads to machinery equipment, but it is blocked by heavy equipment (Acrobatics T# 15 to cross without issue).

> **Herrera:** Hit the gutter. I don't care what it smells like – jump in!

A wave of Xenomorphs attack after the characters land in the sewage canal.

2x Runners, 2 Prowlers

> **Herrera:** Alright, everyone out of the pool!

E. Filtration

This room is a split level with the sewage canal on the lower section and filtration equipment on the upper level. Stairs lead up to Transfers & Exchange. Before leaving the area,

the PCs are attacked by 3 Runners, two from the upper storage area and one from the stairs.

Extract Map 2

> **Herrera:** No power to the door. Hit the backup generator. Far end of the room.

A. No Power

An ammo crate here contains 1 Reload of incendiary ammo (+1d6 Damage/round for 3 rounds).

This old generator backfires when started up, summoning a swarm.

4x Runners, 2x Prowlers, 1 Spitter

> **Herrera:** Doors got power, but they're locked down. Esther?
>
> **Esther:** A sixteen million digit cipher. Perhaps check the logs of the maintenance synthetics?

B. Doors Locked

There is a destroyed Working Joe here that has a functional memory chip. Reading it requires the Electronics Toolkit. (Electronics Repair, T# 15, Action Cost 10 Minutes) Characters can retry or cut the door.

C. Ambush

A Prowler hides here. Roll Stealth for the Xenomorph. If it succeeds against all characters, it gains Surprise and attacks the character with the lowest Luck.

D. Pump Room

The room is full of pump equipment that has gone silent now that the reactor leak is too far gone. Two waves of

Xenomorphs swarm the room. Roll on the Xenomorph Wave table from the Narrator's Notes.

E. Ambush

Another swarm attacks. Roll on the Xenomorph Wave Table from the Narrator's Notes.

> **Ko:** Shore party, this is your pickup. Beginning dropship approach to the refinery.
>
> No response from Hangar Delta's ALS. Diverting to Epsilon.

F. Refinery Catwalks

This room has three catwalks overtop of pump equipment in a flooded room below. Storage crates are lined along the right-side hallway providing ample cover.

The ammunition crate includes two fragmentation grenades.

As soon as the characters approach the ammunition crate, a wave of Xenomorphs attacks from the water below and hidden behind equipment. Roll on the Xenomorph Wave Table from the Narrator's Notes.

> **Herrera:** Door ahead is locked down. There's more Working Joes. Esther?
>
> **Esther:** I would be pleased to assist.

There are three damaged Working Joes slumped over in their recharge stations. However, only one has the code to unlock the door. Roll Luck T# 15. On a success, they chose the correct one. If the first two were not right, then the third has the data.

Reading the data from them requires the Electronics Toolkit. (Electronics Repair, T# 15, Action Cost 10 Minutes) Characters can retry on a failure or they can cut the door.

G. Flooded Storage

This machine room is flooded with water and is filled with machinery and storage boxes. Two Runners attack from the opposite door (to Map 3).

Extract Map 3

Ascending stairs from Sub-Deck 02 leads you to the Beltway that surrounds the exterior of the station.

A. Beltway

This large hallway is cluttered with debris and evidence of a fierce firefight is evident. Old blood splatters and the remnants of combat synthetics decorate the corridor.

> **Ko:** Shore party, we are down in Hangar Epsilon. Standing by for pickup.
>
> **Herrera:** The Beltway. Home stretch, fireteam.
>
> **Hoenikker:** Oh, so we're safe?
>
> **Herrera:** I'd say that's a negative.

Xenomorphs hide in the air vents along either side of the beltway and in the ceiling. Roll on the Xenomorph Wave Table from the Narrator's Notes.

B. Delta Hangar

Filled with storage containers, crates, and supplies, the hangar loading dock is a nightmare of carnage. Combat synthetics lay torn apart among the corpses of alien creatures from the surface.

> **Herrera:** What the fuck happened here?
>
> **Hoenikker:** Weyland-Yutani synths brought local animals up to, uh... "replenish" the hive. Then eggs back down for experiments.
>
> **Herrera:** They BRED xenos? Comemierdas!

Characters can search the crates for supplies, but there's a risk of being attacked by a swarm.

C. Ruined Ship

> **Herrera:** Is that a Company ship? Looks like it's taken a lot of acid damage. I doubt it's space-worthy. Probably lots of holes in that hull.

D. Epsilon Hangar

Unlike Delta Hangar, Epsilon appears mostly untouched by combat. Some dried blood stains the floor. Two staircases lead down to Hydraulic Control and another staircase leads to Pri-Flight in the top of the map.

> **Ko:** I have no link to PriFly. I can't run the launch sequence by remote. Shore party, you'll prep the hangar.

This encounter requires activating equipment in sequence. Once one device is activated, wait one Combat Round and request the next step.

E. Preflight Sequence

Supply crates are strewn around near the flight deck console. Two Trauma Kits are buried among the crates along with 3 Ammo Reloads, two Light Sentry Guns, and eight 20mm grenades.

> **Ko:** Use that console to start the depressurization sequence when ready.
>
> **Herrera:** When you hit that, every xeno in the vents will pour out. Doc, you boarding?
>
> **Hoenikker:** No. No, I want to help. Out here.
>
> **Herrera:** Don't fuckin die on us now!

Once the decompression sequence begins you hear clanging of heavy machinery engaging.

> **Ko:** All right, here we go. It's a big room; this will take time.
>
> **Herrera:** Here come the bugs!
>
> **Ko:** Keep them off us or you're walking home!

Two waves attack at once from either side of the hangar bay. Roll twice on the Xenomorph Wave Table from the Narrator's Notes.

Before the fight is over, Ko needs the team to take action:

> **Ko:** Shore party. Pressurize the hydraulics for the bay doors. Controls are below the landing deck.

F. Hydraulic Control

The controls require three Combat Actions to activate but no skill check is needed.

> **Ko:** Door hydraulics primed. Continuing launch sequence.

Wait one Combat Action then Ko relays:

> **Ko:** Shore party. Deactivate the safety interlocks on the bay doors. Controls are in the Landing Signal Officer's station. Left side.

If at least half of the Xenos from the first attack are unconscious, roll for an additional wave and add +1 Drone.

G. Safety Interlocks

The interlocks can be disabled from the console at the top of the map. It requires a Tech T# 15, Action Cost: 1 Combat Action. Once completed Ko states:

> **Ko:** Safety interlocks disengaged. Resuming cycle.

Wait one Combat Round:

> **Ko:** Shore party. I need you up in Pro-Fly. Get to the Air Boss' console and clear for final depressurization.

H. Pri-Flight

To activate the sequence roll a Tech T# 15, Action Cost: 1 Combat Action.

Once activated, two additional Waves of Xenos begin to attack.

> **Ko:** Saff Sergeant, we're good to go.
>
> **Herrera:** Mount up fireteam. Double-time!

As soon as everyone gets loaded onto the ship's ramp, the doors close. Xenos can be heard pounding on the hull of the dropship.

> **Ko:** Asses in seats, shore party. Flip and burn in fifteen. Remember to tense your legs. Anyone who passes out gets their picture on ShipNet.

The End!

Returning to the Endeavor, whatever survivors that are left can rest and recuperate and spend Merit Points to improve skills.

Visit **SunderedEpoch.org** for more adventures and conversions.

Maps

AIRLOCK
AMMO CACHE
BARRACKS
LIFT
MAINFRAME
MEDBAY
MEDKIT
OBSERVATION
REACTOR
TERMINAL
WORKING JOES
WORKSHOP

TO MAINTENANCE
TO MAP 2
D
C
INTERSECTION
B
MAINTENANCE
TO INTERSECTION
A
STORAGE
DECK 24 BELTWAY
INGRESS MAP 1
START

INGRESS MAP 2

TO REACTOR MAP 3

E

C

TO BASHI TOWER

D

B

MAINTENANCE

STORAGE

TO MAINTENANCE

A

DYNAMO

FROM MAP 1

INGRESS MAP 3

FROM REACTOR

LIFT C

B

TO LIFT

REACTOR

A

FROM MAP 2

RESCUE MAP 1

TO MAP 2

C

STORAGE

TO BASHI TOWER
CENTRAL COMPUTING

CATWALK

UPPER DECK

B

LOWER
DECK

CATWALK

A

DECK 41
LIFT

RESCUE MAP 2

TO MAP 3

G

STORAGE

C

B

LOWER

F

A

E

LOWER

STORAGE

D

UPPER DECK

FROM MAP 1

RESCUE MAP 3

- D
- C
- UPPER DECK
- LOWER DECK
- B
- A
- FROM MAP 2

EXTRACT MAP 1

- TO MAP 2 TRANSFERS & EXCHANGE
- E
- UPPER
- LOWER
- C
- FLOODED
- UP TO REACTOR CONTROL
- D
- UPPER
- CANAL
- WASTE PROCESSING
- STORAGE
- B
- REACTOR CONTROL
- FLOODED
- STORAGE
- A
- DOWN TO REACTOR
- LIFT
- SUBLEVEL 2

EXTRACT MAP 2

TO MAP 3 ←

G

F

E

PUMP ROOM

ADMIN

D

LOWER

A

STORAGE

C

D

B

FROM MAP 1 ←

EXTRACT MAP 3

PRI-FLIGHT

SAFETY INTERLOCKS

EPSILON HANGAR

G

E

DROPSHIP

H

D

HYDRAULIC CONTROL

F

DELTA HANGAR

HANGAR LOADING

RUINED SHIP

C

B

A

BELTWAY

FROM MAP 2
SUB-DECK 02

Characters

The following cards are simplified to allow for quick play. The Xenomorphs and NPCs can be used as presented on the cards. Players may choose to transfer these statistics onto full character sheets provided at the end of this document.

The Narrator can also choose to alter these statistics to fit their game. If you would like to have a higher number of Xenomorphs per encounter, reduce the creature's Armor, Stun Numbers, and skill.

However, if you prefer fewer Xenomorphs, consider doubling the Armor and Stun Numbers rather than increasing combat skills.

SE:20 Alien Runner (Katanga)

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	5	2/-
Melee Combat	0	2x	10	6/1
Moxie	0	3x	15	12/7
Ranged Combat	8	4x	20	18/13
Ranged Defense	8	Over x4	21+	20/15
Stamina	0	**Armor/TAR**		
Stealth	8	Natural Hide/4		
Acrobatics	8	**Weapons/SA/Glance**		
Perception	0	Unarmed/0c/1d6t		
		Claw & Bite/0s-2p/1d6		
		Tail/0s-2p/2d6*		
		*Wrecked		

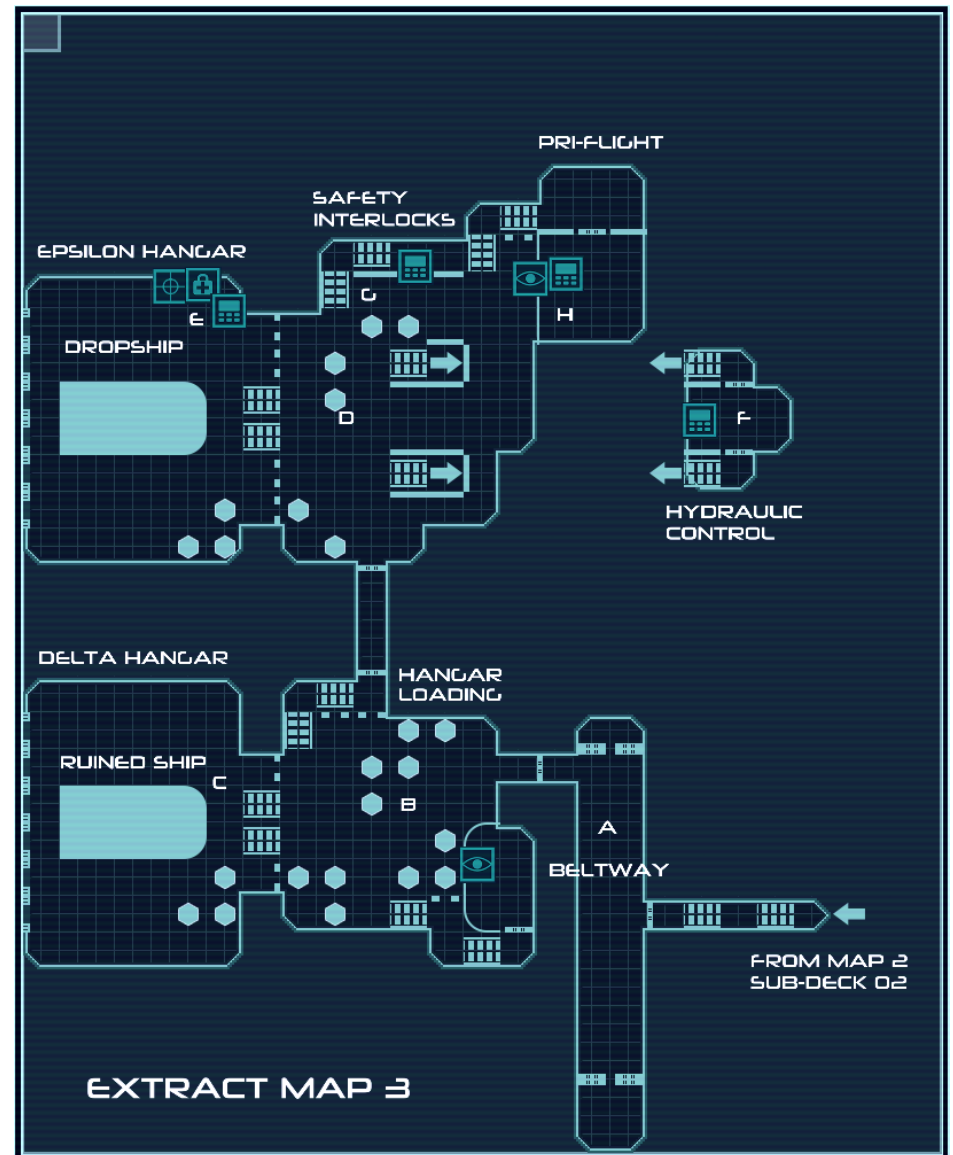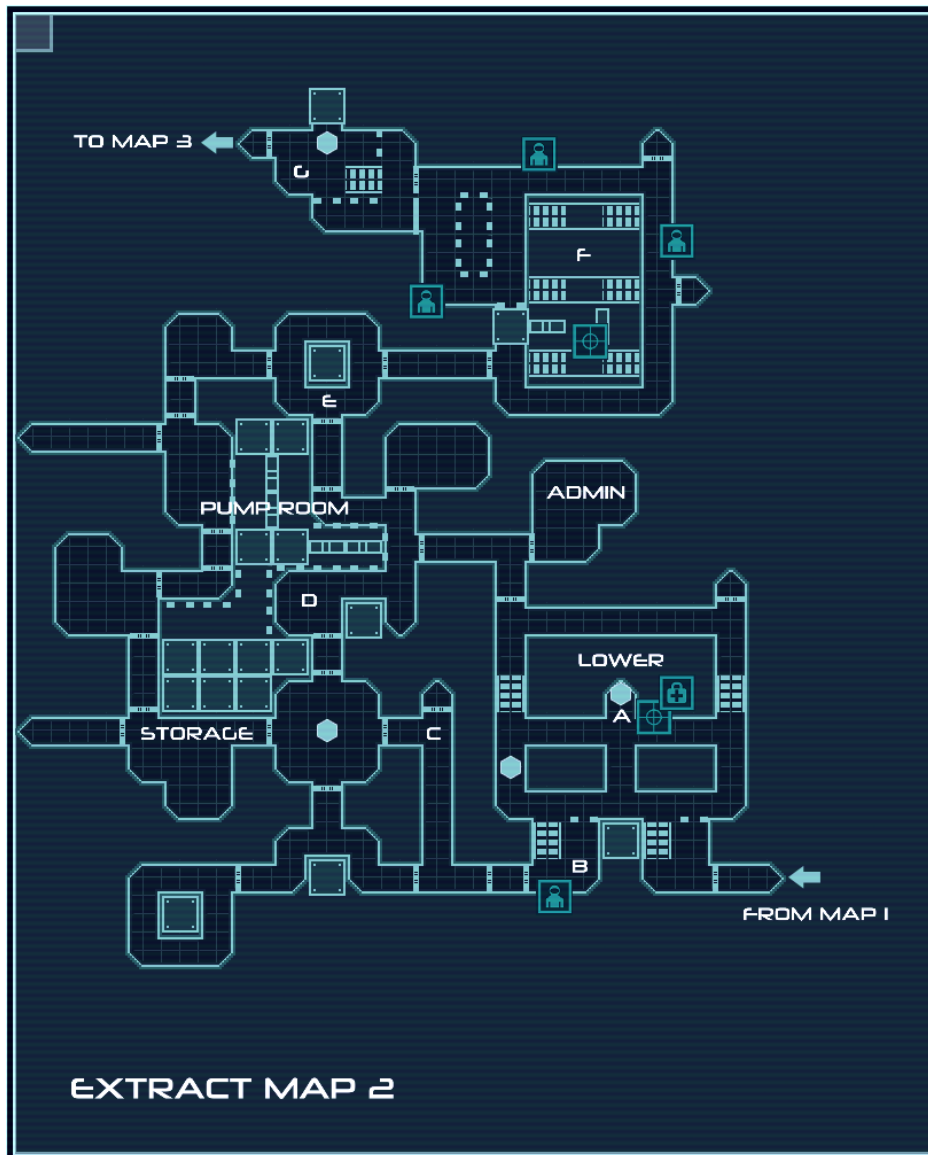**Special Abilities/Notes**

Medium: 2m, 50kg
Vision: Darkvision
Fearless, Spider Climb,
Vulnerable: Fire
Immune: Cold

Acid Blood: T# 15 or DMG, 1d6 Glance per rnd until success

SE:20 Alien Runner (Katanga)

Init.	Magic	Size T#	Melee	Ranged
8	10	10	18	18

Agility	Physique	Focus	Guile
8	0	0	0

Move	Criticals	Max Dmg	Endur.	Glance
9z	20/30	100	5	+0

SE:20 Alien Burster (Katanga)

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	7	2/-
Melee Combat	4	2x	14	6/1
Moxie	0	3x	21	12/7
Ranged Combat	8	4x	28	18/13
Ranged Defense	8	Over x4	29+	20/15
Stamina	0	**Armor/TAR**		
Stealth	8	Natural Hide/4		
Acrobatics	8	**Weapons/SA/Glance**		
Perception	4	Unarmed/4c/1d6+2t		
		Claw & Bite/4s2p/1d6+2		
		Tail/4s2p/2d6+2*		
		*Wrecked		

Special Abilities/Notes

Medium: 1.8m, 100kg
Vision: Darkvision
Fearless, Spider Climb,
Vulnerable: Fire
Immune: Cold

Acid Blood: T# 15 or 1d6 Glance per rnd until success
Burst: Explodes if KO, sprays 2d6 Glance acid on all characters in Zone.

SE:20 Alien Burster (Katanga)

Init.	Magic	Size T#	Melee	Ranged
8	10	10	18	18

Agility	Physique	Focus	Guile
8	2	0	0

Move	Criticals	Max Dmg	Endur.	Glance
7z	28/42	140	7	+2

Alien Prowler (Katanga)

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	7	2/-
Melee Combat	6	2x	14	6/1
Moxie	0	3x	21	12/7
Ranged Combat	8	4x	28	18/13
Ranged Defense	8	Over x4	29+	20/15
Stamina	0			
Stealth	8	**Armor/TAR**		
Acrobatics	8	Natural Hide/10		
Perception	4	**Weapons/SA/Glance**		

Unarmed/6c/1d6+2t
Claw & Bite/6s4p/1d6+2
Tail/6s4p/2d6+2*
*Wrecked

Special Abilities/Notes

Medium: 1-2m, 100kg | Acid Blood: T# 15 or 1d6
Vision: Darkvision | Glance per rnd until success
Fearless, Spider Climb,
Vulnerable: Fire
Immune: Cold

Init.	Magic	Size T#	Melee	Ranged
8	10	10	18	18

	Agility	Physique	Focus	Guile
	8	2	0	0

Move	Criticals	Max Dmg	Endur.	Glance
7z	28/42	140	7	+2

Alien Spitter (Katanga)

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	9	2/-
Melee Combat	4	2x	18	6/1
Moxie	0	3x	27	12/7
Ranged Combat	8	4x	36	18/13
Ranged Defense	8	Over x4	37+	20/15
Stamina	0			
Stealth	8	**Armor/TAR**		
Acrobatics	8	Natural Hide/6		
Perception	4	**Weapons/SA/Glance**		

Unarmed/4c/1d6+4t
Claw & Bite/4s2p/1d6+4
Spit Acid/8/2d6, Acid Blood

Special Abilities/Notes

Medium: 2.1m, 120kg | Acid Blood: T# 15 or 1d6
Vision: Darkvision | Glance per rnd until success
Fearless, Spider Climb,
Vulnerable: Fire
Immune: Cold

Init.	Magic	Size T#	Melee	Ranged
4	10	10	18	18

	Agility	Physique	Focus	Guile
	4	4	0	0

Move	Criticals	Max Dmg	Endur.	Glance
5z	36/54	180	9	+4

Alien Drone

Skills	SA	Stun Table		
Intimidate	11	Stun Num.	12	2/-
Melee Combat	11	2x	24	6/1
Moxie	0	3x	36	12/7
Ranged Combat	10	4x	48	18/13
Ranged Defense	10	Over x4	49+	20/15
Stamina	7			
Stealth	10	**Armor/TAR**		
Acrobatics	10	Natural Hide/8		
Perception	8	**Weapons/SA/Glance**		

Unarmed/11c/1d6+7t
Claw & Bite/11s9p/1d6+7
Tail/11s9p/2d6+7*
*Wrecked

Special Abilities/Notes

Medium: 2.4m, 150kg | Acid Blood: T# 15 or 1d6
Vision: Darkvision | Glance per rnd until success
Fearless, Spider Climb, | Silent Assassin: Gain +1d6
Vulnerable: Fire | Control on Stealth
Immune: Cold

Init.	Magic	Size T#	Melee	Ranged
10	10	10	19	18

	Agility	Physique	Focus	Guile
	10	7	0	0

Move	Criticals	Max Dmg	Endur.	Glance
8z	48/72	240	12	+7

Working Joe

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	10	2/-
Melee Combat	4	2x	20	6/1
Moxie	0	3x	30	12/7
Ranged Combat	0	4x	40	18/13
Ranged Defense	4	Over x4	41+	20/15
Stamina	0			
Stealth	8	**Armor/TAR**		
Mechanical	8	Natural Hide/4		
Perception	-2	**Weapons/SA/Glance**		
Tech	6			

Unarmed/4c/1d6+4t
Club/4c/2d6+5

Special Abilities/Notes

Medium: 1.7m, 110kg
Vision: Standard
Bloodless, Fearless
Vulnerable: Electricity
Immune: Cold, Poison

Init.	Magic	Size T#	Melee	Ranged
0	10	10	14	14

	Agility	Physique	Focus	Guile
	0	4	-2	-2

Move	Criticals	Max Dmg	Endur.	Glance
6z	36/54	180	9	+4

Pvt. Daves, Science

Skills	SA	Stun Table		
Intimidate	2	Stun Num.	7	2/-
Melee Combat	2	2x	14	6/1
Moxie	1	3x	21	12/7
Ranged Combat	4	4x	28	18/13
Ranged Defense	0	Over x4	29+	20/15
Stamina	0			
Stealth	0	**Armor/TAR**		
Archaology	7	M3 Combat Armor/8		
Preception	7			
Science	7	**Weapons/SA/Glance**		
Tech	7	Unarmed/0c/1d6t		
		Pulse Rifle/4/4d6 ROF A3		
		Pistol/4/3d6 ROF SA		
		Knife/0s-2p/2d6+1		

Special Abilities/Notes

20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Daves, Science

Init.	Magic	Size T#	Melee	Ranged
0	13	10	12	10

Agility	Physique	Focus	Guile
0	0	3	-1

Move	Criticals	Max Dmg	Endur.	Glance
3z	20/30	100	5	+0

Pvt. Reyes, Medic

Skills	SA	Stun Table		
Intimidate	0	Stun Num.	5	2/-
Melee Combat	2	2x	10	6/1
Moxie	0	3x	15	12/7
Ranged Combat	6	4x	20	18/13
Ranged Defense	4	Over x4	21+	20/15
Stamina	0			
Stealth	6	**Armor/TAR**		
Driving	4	M3 Combat Armor/8		
Tech	6			
Medical Aid	6	**Weapons/SA/Glance**		
Science	6	Unarmed/2c/1d6t		
		Pulse Rifle/6/4d6 ROF A3		
		Pistol/6/3d6 ROF SA		
		Knife/2slp/2d6+1		

Special Abilities/Notes

20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)   Trauma Kit:
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Reyes, Medic

Init.	Magic	Size T#	Melee	Ranged
4	12	10	12	14

Agility	Physique	Focus	Guile
2	0	2	-2

Move	Criticals	Max Dmg	Endur.	Glance
3z	20/30	100	5	+0

Pvt. Simmons, Engineer

Skills	SA	Stun Table		
Intimidate	1	Stun Num.	8	2/-
Melee Combat	3	2x	16	6/1
Moxie	1	3x	24	12/7
Ranged Combat	4	4x	32	18/13
Ranged Defense	2	Over x4	33+	20/15
Stamina	1			
Stealth	0	**Armor/TAR**		
Driving	2	M3 Combat Armor/8		
Tech	4			
Mechanical	6	**Weapons/SA/Glance**		
Weapon Repair	6	Unarmed/3c/1d6+1t		
Electronics Repair	6	Pulse Rifle/4/4d6 ROF A3		
Perception	4	Pistol/4/3d6 ROF SA		
		Knife/3s2p/2d6+2		

Special Abilities/Notes

20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)   Mechanical Tools/Cutting Torch
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Simmons, Engineer

Init.	Magic	Size T#	Melee	Ranged
0	12	10	13	12

Agility	Physique	Focus	Guile
0	1	2	-1

Move	Criticals	Max Dmg	Endur.	Glance
3z	24/36	120	6	+1

Pvt. Sonu, Rifleman

Skills	SA	Stun Table		
Intimidate	0	Stun Num.	7	2/-
Melee Combat	4	2x	14	6/1
Moxie	2	3x	21	12/7
Ranged Combat	7	4x	28	18/13
Ranged Defense	5	Over x4	29+	20/15
Stamina	0			
Stealth	3	**Armor/TAR**		
Culture	1	M3 Combat Armor/8		
Driving	5			
Tech	1	**Weapons/SA/Glance**		
Movement	7	Unarmed/4c/1d6t		
Luck	4	Pulse Rifle/7/4d6 ROF A3		
Preparation	4	Pistol/7/3d6 ROF SA		
		Knife/4s2p/2d6+1		

Special Abilities/Notes

20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Sonu, Rifleman

Init.	Magic	Size T#	Melee	Ranged
3	10	10	14	15

Agility	Physique	Focus	Guile
3	0	-1	0

Move	Criticals	Max Dmg	Endur.	Glance
6z	20/30	100	5	+0

Pvt. Petrov, Public Relations

Skills	SA
Intimidate	3
Melee Combat	4
Moxie	5
Ranged Combat	4
Ranged Defense	4
Stamina	0
Stealth	0
Luck	7
Persuasion	7
Preparation	7

Stun Table

Stun Num.	5	2/-
2x	10	6/1
3x	15	12/7
4x	20	18/13
Over x4	21+	20/15

Armor/TAR
M3 Combat Armor/8

Weapons/SA/Glance
Unarmed/4c/1d6t
Pulse Rifle/4/4d6 ROF A3
Pistol/4/3d6 ROF SA
Knife/4s2p/2d6+1

Special Abilities/Notes
20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Petrov, Public Relations

Init.	Magic	Size T#	Melee	Ranged
3	13	10	14	14

Agility	Physique	Focus	Guile
0	0	-1	3

Move	Criticals	Max Dmg	Endur.	Glance
3z	20/30	100	5	+0

Pvt. Yin, Grunt

Skills	SA
Intimidate	7
Melee Combat	7
Moxie	4
Ranged Combat	4
Ranged Defense	4
Stamina	3
Stealth	0

Stun Table

Stun Num.	12	2/-
2x	24	6/1
3x	36	12/7
4x	48	18/13
Over x4	49+	20/15

Armor/TAR
M3 Combat Armor/8

Weapons/SA/Glance
Unarmed/7c/1d6+3t
Pulse Rifle/4/4d6 ROF A3
Pistol/4/3d6 ROF SA
Knife/7s5p/2d6+4

Special Abilities/Notes
20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Yin, Grunt

Init.	Magic	Size T#	Melee	Ranged
2	10	10	17	14

Agility	Physique	Focus	Guile
0	3	-1	0

Move	Criticals	Max Dmg	Endur.	Glance
4z	32/48	160	8	+3

Pvt. Maze, Scout

Skills	SA
Intimidate	0
Melee Combat	0
Moxie	1
Ranged Combat	5
Ranged Defense	7
Stamina	0
Stealth	7
Acrobatics	7
Movement	7
Medical Aid	7

Stun Table

Stun Num.	5	2/-
2x	10	6/1
3x	15	12/7
4x	20	18/13
Over x4	21+	20/15

Armor/TAR
M3 Combat Armor/8

Weapons/SA/Glance
Unarmed/0c/1d6t
Pulse Rifle/5/4d6 ROF A3
Pistol/5/3d6 ROF SA
Knife/3slp/2d6+1

Special Abilities/Notes
20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Maze, Scout

Init.	Magic	Size T#	Melee	Ranged
5	10	10	17	17

Agility	Physique	Focus	Guile
3	0	0	-1

Move	Criticals	Max Dmg	Endur.	Glance
6z	20/30	100	5	+0

Pvt. Sinclair, Mechanic

Skills	SA
Intimidate	1
Melee Combat	3
Moxie	1
Ranged Combat	7
Ranged Defense	7
Stamina	1
Stealth	3
Electronics Repair	7
Explosives	7
Mechanical	7

Stun Table

Stun Num.	8	2/-
2x	16	6/1
3x	24	12/7
4x	32	18/13
Over x4	33+	20/15

Armor/TAR
M3 Combat Armor/8

Weapons/SA/Glance
Unarmed/3c/1d6+1t
Pulse Rifle/7/4d6 ROF A3
Pistol/7/3d6 ROF SA
Knife/3slp/2d6+2

Special Abilities/Notes
20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Sinclair, Mechanic

Init.	Magic	Size T#	Melee	Ranged
4	18	10	13	17

Agility	Physique	Focus	Guile
3	1	-1	-1

Move	Criticals	Max Dmg	Endur.	Glance
4z	24/36	120	6	+1

SE:20

Name:

CP:

MP:

Attributes

Focus

Agility

Guile

Physique

Optional

Combat Variables

Initiative

Size T#

Magic T#

Ranged T#

Movement

Melee T#

Criticals

Glance

Max Dmg

Endurance

Stun Check

		T#/KO
SN Stun SA +5		2/--
SN x2		6/1
SN x3		12/7
SN x4		18/13
Over x4		20/15

Stun Time

Missed By	Time
1-4	1 Rnd
5-9	1 Min
10-14	10 Min
15-18	1 Hr
19	12 Hr

Skills

	SP	SA
Initiative (agility/guile)		
Intimidate (physique/guile)		
Magic Defense (focus/guile)		
Melee Combat (physique)		
Moxie (guile)		
Ranged Combat (agility)		
Ranged Defense (agility)		
Stamina (physique)		
Stealth (agility)		
Stun (physique/guile)		

Damage

Total Armor

Combat Damage

Stress

Temp Damage

Lethal Damage

Conditions

Armor

1d20			BAR	Kg
1	Head			
2	Face			
3-5	Chest			
6-8	Abdomen			
9/10	Arms L/R		/	
11/12	F-Arms L/R		/	
13-16	Thighs L/R		/	
17/18	Shins L/R		/	
19 Item	20 Vitals	Total:		

Weapons

		SA	Glance	Kg
1				
Notes:				
2				
Notes:				
3				
Notes:				
4				
Notes:				
5				
Notes:				