

WEYLAND CORPORATION

BUILDING BETTER WORLDS

Xmas on the moon

Mission# RM122320937 F13

Mission Executive Michael Mørk

Start Time 12-23-2093

End Time 01-06-2094

Location A-1C Research Center

System, Planet Solar. Moon

*please review
direct questions
to Mish exec*



Table of Contents

Introduction	2
Setting – The <i>alien</i> universe	4
The A-1C Research Center	7
Theme	12
The alien	15
The characters	18
System	24
The Story	26
Scenes	28
Practical information	41

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Introduction

- stop your grinnin' and drop your linen!

First and foremost I would like to thank you for signing up to run this scenario. Though I played an important role in putting all these ideas and thoughts together, I won't be able to deliver the finished product to the players without your help. And for that I thank you.

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

Pitch

The year is 2093. Colonization of our solar system and others are in full progress, with the powerful and global company, Weyland Industries in the lead. At the dark side of the moon lies a minor research center, where a small group of Weyland employees are stationed in order to keep the facility running during the Christmas holiday. As days go by, the employees suddenly find themselves facing their worst nightmares, as they fight and struggle for survival against creatures from outer space.

Setting

The story is set in the *alien* setting. Even though there is no connection between this story and the original movies, I have obviously found a lot of inspiration in them. As a result of this the story, the theme and hopefully the experience itself will be full of elements we remember from the movies. It is important to mention however, that it isn't required of neither players nor game master, that you have any specific knowledge of the setting to participate.

The word alien can mean several things in this script. In *italic* it refers to the universe and setting, and when written in normal text it refers to the xenomorph. When mentioning the movies, I am referring to either "alien" (first movie) or "aliens" (second movie).

Theme

It will be a merry holiday tale of action and suspense. The Christmas spirit will be brought to life with decorations and music, helping the players settling in and getting comfortable. This will make it easier for the game master to push the right buttons later in the story, and turn the mood into one of suspense and horror.

Characters

At the research center 10 employees are currently stationed. Amongst these we find the doctor, the scientist and the security guards. 5 of the characters are controlled by the players from the start of the game. The remaining characters are NPCs, controlled by you. Some of the NPCs follow the players from the beginning, while the rest enters the story later in the game. As the story develops some of the characters will die. When this happens the players will continue the story as one of the NPCs.



The story

The story takes place at a small research center, which is connected to one of the colonies on the moon. As the game starts, the players arrive at the center getting ready to do their jobs during the Christmas holiday, unaware that certain events already have taken place that will bring the players into trouble later in the story.

As the story progresses the players will be facing different dangers and it is certain that at least one or more characters will die, depending on how unlucky, brave or stupid the players act. The story ends when the characters (that are still alive) escape from the research center.



System

I have decided to incorporate a set of homemade rules to this game. I have done this mainly because I believe that rolling dice is an important part of a game. I'm not interested in long discussions about rules or how to use them however. So I have put together a simple system that the players can learn to use in a few minutes, which will give them a chance to roll some dice during the story. Hopefully some of these rolls will help the players while others most likely will do more damage than good.

Setting - The *alien* universe

- is this gonna be a stand up fight Sir, or another bughunt?

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

2093

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

Though there are no smart phones, tablets or other fancy gadgets that will allow you to connect to the rest of the world with a few clicks, the future is still full of devices and technology we don't see today. Use your imagination and encourage players to do the same. As long as you remember to keep it true to the original stories. In other words, if it is something that would exist in a movie from the 80's, it can exist in this story.

Computers come in three different types: databank, terminal and portable terminal.

Databanks are the core of a colony system, the mainframe where all data and information is stored. In most colonies there are several of these, often installed at sub-levels of the colony, as they are mostly accessed by remote through terminals.



Terminals are the everyday computers of a system. They come in many different sizes, shapes and variations depending on which part of the system they are installed at. To use a terminal the employees must log in with their ID-card, which will grant them access to the system depending on their security clearance.



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

Weyland Corporation

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



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

For many employees it has become more than just a workplace. It is not unheard of, that people born in one of Weyland's many colonies throughout the galaxy, are basically born into the company, never leaving neither their employer nor the colony for the rest of their lives.

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

A-1 Colony

In 2031 Weyland Industries begins preparations to colonize Luna. With Weyland Corporation as the key factor in this colonization they established two major colonies 10 years later, which today holds a population of over 6 million. In 2088 Weyland Corporation finished constructing the third colony, the A1 Colony. Unlike the first two this colony however was established through private funding, from world-renowned scientist Dr. Richard Atkins.

The A-1 Colony has a maximum population of 500. Unlike the major colonies of the moon, the employees at the A-1 are all hired for 6-12 months at a time. Most of these are already WC employees, who in many cases are living and working on Earth or in another colony. For the purpose of this story, the A-1 Colony is only used as background information in the setting.

Timeline

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

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

The A-1C Research Center

- it's what we call a shake n' bake colony.

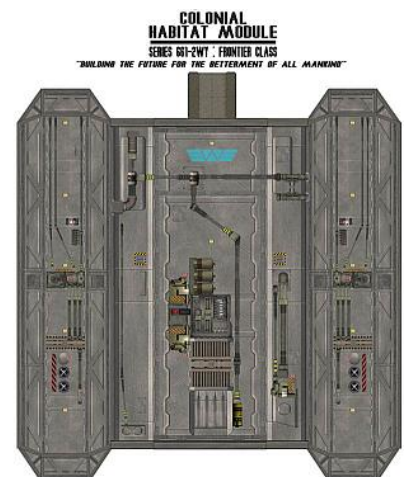
Being the company's leading scientist brings attention not only from the public or the company itself, but also from several competitors eager to keep a close eye on his findings. Using the newly established A-1 Colony as a base of operations, Atkins decided to build the research center at the dark side of the moon. The center is located 3000 km. from the A-1 Colony, connected by a single track for the Maglev Crew Transport (MCT).

The Moon has not yet been terraformed, so there is no atmosphere. Only personnel with the Zero-G Certificate are cleared and trained to walk outside the center on the surface. You can only leave the center through one of the two airlocks.

Today the center is the key to Atkins' research, holding his most vital and valuable experiments. It holds a maximum of 50 people, including both the scientific crew and the personnel crew. The crew at the center only stays on duty for 4 weeks per tour before returning to the A-1 Colony or in some situations the Earth.

Description

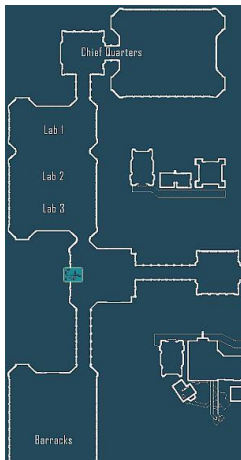
The A-1C Research Center was constructed using WC Standard Colonial Modules. The design of the individual module depends on its purpose. Some have two or more hallways with a number of small rooms, while others have a single larger room and often no corridor at all. Some modules are connected with each other through doors while others use hallway-sections as connection.



The interior of the modules and hallways are all the same. The low ceiling in the octagonal hallways gives a feeling of confined space. The flooring is made of metal grills with pipes and wires running along the walls between different machinery and electronic devices.

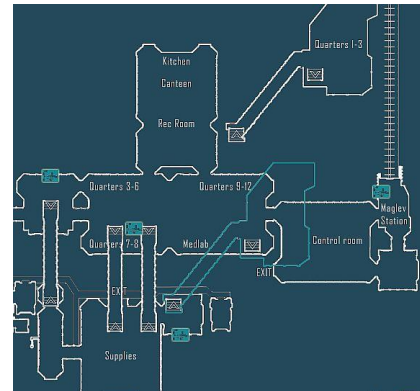
Maps

The center can roughly be divided into two sections.



The Main modules are to the right where most of this story will take place. All personnel at the center have access to these modules, with a few exceptions.

The Research modules to the left however are off limits to all personnel except scientists and the Mission Supervisor.

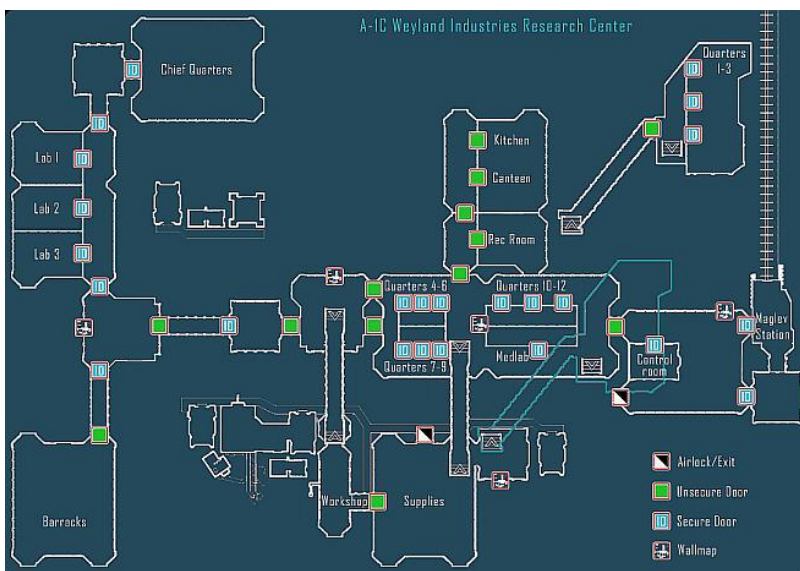


Most of the Research Center is located at ground floor, designated level 1, with only three exceptions. The two walkways leading from the main module to the supplies module and the blue outline containing Quarters 1-3 are all located at level 2, and only accessible using one of the ladders indicated by this icon.



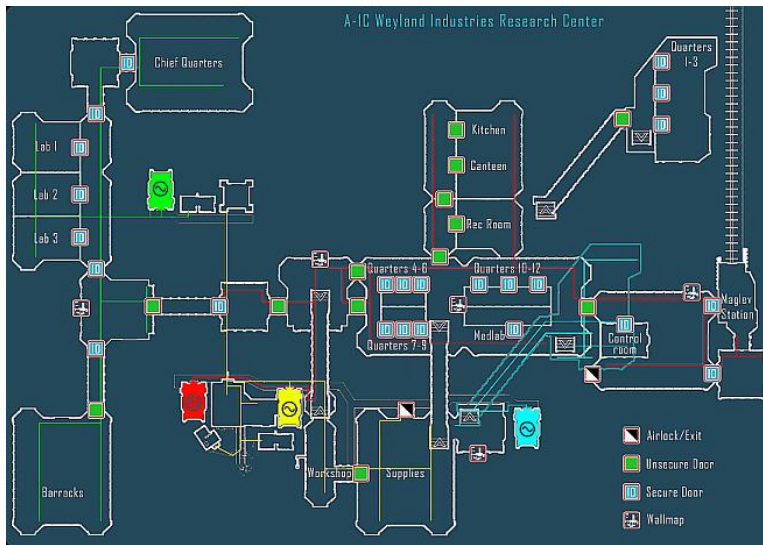
Doors are marked as secure or unsecure. Secure doors require security clearance to open. Doors always slide sideways into a gap in the wall, and are fitted with a small octagonal window in the center of the door. The only exception being the doors to the personnel quarters, which have no windows.

The two airlocks on the map are the only exit points, through which the crew can leave the center. Both airlocks require security clearance, and the use of them is monitored from the control room.

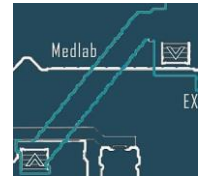


This is the map the players are shown upon entering the center. It is the map the characters will consult during the story if they need to locate a specific room, by either looking at one of the wall maps or accessing a map terminal.

The Power Map is only accessible using a terminal. It shows the four main generators powering the center and which sector is powered by each generator.



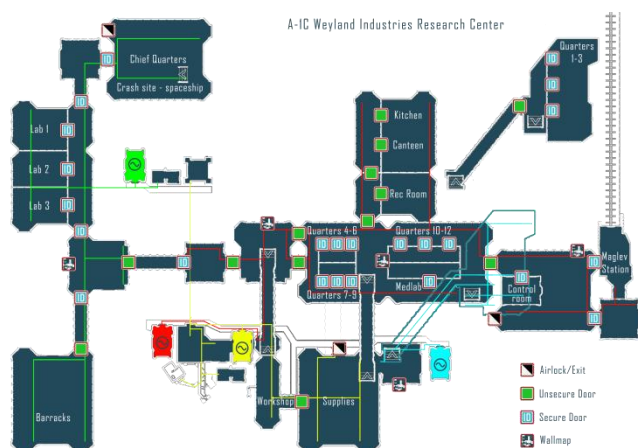
This hallway (blue outline) is more a shaft than an actual hallway. It is only accessible from the ladder on either side, connecting level 2 in the main module with power from the generator. The shaft is nothing more than a small crawl space, with just enough room for a normal human to access.



The GM map is for your eyes only. Unlike the other maps it shows where the alien spacecraft is located, the entrance to the sub-levels and Atkins' personal airlock in the Chief Quarters Module.

Staff Tokens

With the maps follows the Staff tokens, one for each character in the story. You should use these tokens during the game to keep track of the characters positions. The tokens were very helpful during game testing, and I hope you will find good use for them.



Maglev Station

This is where the train docks upon arrival. The station itself is nothing more than a small platform about two meters wide. The adjoining building south of the station is the "powerhouse" of the track.

Control room

This is the base of the center. This is where the main terminals are located, where the constant supervision takes place and from where the security team overlooks the missions in the center. Through the large windows in two of the walls, it is easy to get an overview of the "arrival hall".

Med lab

The centers medical facility, complete with operating table, quarantine unit and full-body x-ray scanner. Unlike most other rooms in the center the med lab has clean, white polished floors and walls.

Quarters 1-12

Quarters 1-3, located on level 2, are reserved for Security Officers and the Mission supervisor. Quarters 4-12 are for the remaining supervision crew. The quarters contain only the most basic necessities like a shower unit, bed, closets for clothing and personal belongings, a small desk and a single chair.

Kitchen/canteen

The kitchen is quite small and contains only the basics for cooking. In the kitchen you will find two stoves with ovens, both running on electricity, a clean table with sink and garbage chute for preparing food and two refrigerating units.



To use one of the vending machines, in the canteen, simply insert your ID-Card and select whatever food or drink you desire. For safety reasons crew members aren't allowed to enjoy more than one alcoholic beverage per day, and are restricted from doing so, as the system logs every purchase made.

The canteen is the only room besides the medlab, where the employees can escape the metal grills and darkened corridors.

Recreational room

The centers recreational unit, where some employees go to relax or blow off some steam, when they are off duty. The room is sparsely furnished

with a single table, 6 chairs and a small coffee table with a sofa. A treadmill and a rowing simulator are placed along one wall, along with a rack of dumbbells and other assorted weights.

Supplies & Workshop

The storage room for all supplies and spare parts needed for the missions. This section is accessed by one of the two ladders from the main building or through the airlock. Besides containing multiple boxes, crates, a plastic Christmas tree with decorations and a power lifter, you will also find machines for washing and drying personnel apparel and Company uniforms.

The adjoining workshop is a small space, with a desk and a wide range of assorted tools, gadgets and devices used by Maintenance Support to fix and repair most malfunctions.

Chief Quarters

This is Atkins' personnel quarters and lab. Only Atkins himself and two of his assistants have access to this area, and nobody else has ever been inside. This is also where the service elevator going down to the sub-levels are located. Underneath Atkins' quarters, at sub-level 2, the alien spacecraft is located.

Lab 1-3

All labs are off limits to all personnel except scientists. When the scientific crew leave the center for missions like this one, all labs and experiments are on standby.

Barracks

This is the sleeping quarters for the scientific crew.

All rooms are linked via the Intercom System Radio Units. All units can connect to any room in the center. The Control Room Radio also has a video unit capable of connecting to the A-1 Colony.

Security Systems

There are of course several systems installed to ensure the security of the center and the personnel. These systems can all be monitored and accessed from the control room. In some cases though, personnel will also be able to operate the system functions from certain locations in the center.

There are 24 hours video surveillance of all hallways and common rooms in the center. The recordings can be accessed by the terminals in the control room. It isn't exactly High Definition cameras, so often a recording will be dark or murky at best. The only rooms not under surveillance are the personnel quarters as well as the Research modules.

Power and Life Support System

As seen on the Power map, level 1 and 2 of the center is powered by four different generators all fitted with a backup generator.

The most essential system is the Life Support System, which is controlled and monitored from the control room. If a backup generator is turned on, the system will automatically turn off life support in any section where there are no signs of life, to save power.

The sub-levels

Underneath the research buildings 5 sub-levels are located. Only a selected few members of the crew have ever been down to these levels, and even fewer know they exist. There are no maps of these levels, as they won't be needed during the game. The characters won't learn of their existence unless Lucia tells them.



Theme

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

As mentioned in the introduction, the theme of this story will be one of both Christmas spirit and of classical *alien* horror. The following section describes the two themes and the elements that you will need to implement during the story, to help bring them to life.

Merry Christmas

Christmas is a time of tradition, warmth and of spending time with your family and loved ones. It is a time for joy and celebration, for giving and receiving. All these feelings however can be quite difficult to achieve, when you are sitting on the dark side of the moon far away from your family and your home. Or for that matter when you are sitting in a classroom with five other guys, trying to pretend that it is Christmas rather than Easter.

To help the players embrace the Christmas spirit, you will be equipped with the following two elements:

- Christmas decorations: Some simple garlands, a few hearts and some stars. Not enough to decorate the entire room but enough to hopefully give it a feeling of Christmas and to remind the players of the spirit during the game.
- Christmas music: A handful of instrumental Christmas songs. Songs that everybody knows and have heard just enough to hum along. The music will play in the speakers of the center, so hopefully it will also help the characters into the mood.

The important thing about the Christmas theme is to achieve a relaxed and comforting mood. Christmas isn't a gruesome or nightmarish theme, so it is ok to share a few laughs and giggles. Don't be alarmed if you find yourselves laughing at the somewhat silly situations that might occur, depending on what the players actually do.

To get the players started before the game begins, there will be time to talk a little about Christmas and what it represents for the characters.

Just as it is important to get the theme started, it will also be important to change it at the right time. Having played the first part of the story to the sound of *"White Christmas"*, should result in a clear and obvious cut in theme, as you literally push the button and change the music.

Alien horror

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

Isolation is an important part of an *alien* story and something that can be brought into play on several occasions. As seen in both *"alien"* and *"aliens"*, the characters in this story are isolated in a dark place with no contact to the rest of the world. There is no chance of calling someone for help or rescue and there is no

place to run. Isolation could also come into play during the story, when the players on one or more occasions find themselves split up between several different locations at the center. If this occurs after the alien have been revealed, they will certainly put themselves in risk of being attacked.

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

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

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

Certain characters are meant to die at specific scenes in the story, as a way of letting the players know that nobody's safe. This will enhance the feeling of danger and be a constant reminder for them, that their lives are at risk, and that there is no certainty that they will make it out alive.

Sometimes the simplest effects are the most effective in keeping players on the edge. Walking around the classroom talking behind their backs, banging your hand on the table when the roof collapses under the weight of the alien or turning the light off in the room, as the power goes out.



Music

History shows that background music is a very effective element, when setting a mood or theme in role-playing. You will therefore be provided not only with a Christmas soundtrack but also an *alien* soundtrack, specifically the soundtrack from "aliens".



In most cases background music would be the extra element to give the story a little more feeling. In this story however, I believe that it's not only relevant or important but essential. As the music change from the merry Christmas tunes, to the dark and somber "aliens" soundtrack without notice or warning from the GM, you should see the effect in your players immediately.

The same effect could possibly be achieved without the music, but I strongly doubt it would be just as effective. And having the music in the background for the remainder of the game will result in a mood that you cannot possibly hope to achieve without.

I have chosen to use the "aliens" soundtrack for sentimental and practical reasons. But basically any instrumental soundtrack or playlist with a dark and ominous theme would suit the purpose of this story's horror theme.

Playlist

The Christmas music is a collection of classical instrumental songs. Both you and the players will certainly recognize several of the songs, which is exactly the effect we are looking for. It doesn't matter if you play all the songs or just select a few of them.

The "aliens" soundtrack however is more difficult to manage. If you remember the movie, you will also remember the way the music changes from scene to scene. For most scenes a quiet and somewhat scary background would work best, while the more powerful tracks can be used in scenes filled with action rather than suspense.

The alien

- They mostly come out at night, mostly.

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

Xenomorph

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

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

All xenomorphs have a corrosive acid-like blood that will penetrate just about anything upon contact. The characters will only learn this if they are able to wound either, the drone, the facehugger or chestburster.



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



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

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

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

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

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



There is no official theory regarding the xenomorph's capability to survive in vacuum or hazardous environments. For the purpose of this story I have decided that the xenomorph drone they players encounter can do just that, making it far more dangerous for the players as they cannot simply shut it out of the center. Furthermore, this is also the way the drone will gain access to the main building in the first place, following Atkins in through one of the airlocks.

Numbers

When the characters arrive at the research center, the first xenomorph have already grown into a fully adult drone. In the beginning it is locked in the sub-levels of the center, but it will eventually escape searching for other possible enemies or hosts. The remaining facehuggers, which have been activated earlier, have all escaped the sub-levels searching for hosts. Of these only two will make it upstairs and eventually be a threat to the players. One of these attacks John Bly while he's sleeping and it is up to you to decide what to do with the last.

What's important in this story is not the number of aliens, but more how you use those you have. Remember that the players have no idea how many there are and that is probably your biggest advantage.

The chestburster that kills John Bly will not have time to grow into a drone, until the story is over. This means that the players will only be faced with one drone xenomorph. This shouldn't stop you from making them think there is more than one.



What to do?

The xenomorph will prove to be a superior enemy of the characters. They have very few weapons, and those they do have are no actual threat to the alien. The firearms are simply too small to do any real harm to the alien and any melee weapons used, will most likely be destroyed by the acid blood, if they are lucky enough to do any damage.

You should let the players explore their chances and try their best to either defeat or simply fight back against the alien. In the end of the story, they will probably do whatever they can in an effort to keep alive using fire extinguishers, electricity or other creative solutions.

Unlike the characters there are no stats on the drone or the facehuggers. As a rule they always succeed in whatever they do. Of course this doesn't have to mean that the drone will kill the entire crew the first time they see it, just because it can. It basically means whatever you need the drone it will do it. If for instance you need it to attack one of the players and miss him by an inch, then that is what it will do. And the same goes for the facehugger.

The players will actually have a chance against the single facehugger that might make it into the center and attack either the Chef or one of the other characters. Though it is very fast and agile, using its long tail to leap far distances, it is certainly not as strong as the drone, and will be killed if shot.

If you want to make sure that the players don't panic entirely, and lose even the smallest bit of hope, you should remember to roll plenty of dice for the aliens. This should let the players to believe that there is a chance, even though it is small.

The characters

- Alright sweethearts, you heard the man and you know the drill. Assholes and elbows!

What follows here is a presentation of the characters in the story and how to use them. The description is my interpretation of the characters combined with the inspiration I have been given by my game testers. If any of your players should have any questions regarding their character, you can use this information as a guideline or bring your own view into play.

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

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

Dr. Julia Goldstein (PC)

Assignment: Doctor

Julia is a young and optimistic doctor in the middle of her life's first true adventure. She has a high level of empathy and takes her job so seriously that she would probably save an injured alien if she could. She has been with WC for 5 years, working at the A-1 Colony. Julia is an important and much needed part of the story. Being the only licensed physician at the research center, she will see plenty of action during the story.

Julia will also play an important part when it comes to morale and ethics. Some of the other characters might find it easy to leave the wounded or infested behind, and they might even suggest doing so for their own safety. Julia however will not be easily convinced about this, and I believe it will be better for the dilemmas the players will face to keep her alive.

This shouldn't stop you from killing her however, if the player makes one or more wrong decisions or bad moves, but she wouldn't be my first target.



Thomas Boyle (PC)

Assignment: Maintenance support

Thomas is a hard working and dedicated employee of Weyland Corporation. His job is all he's got, and he will go to great lengths to perform it perfectly. He has been with WC most of his adult life and have earned his career through determination and hard work. Thomas has worked on both the A-1 Colony and the Research Center, since their opening.

During the story Thomas will be activated several times due to different technical issues that only he can do something about. Depending on how the player will use him, he will be in a somewhat high risk of getting killed as a result of this.

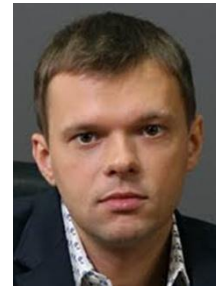


Dmitri Palev (PC)

Assignment: Support operator

Dmitri is the computer/terminal technician at the research center. He's somewhat closed to those around him, and doesn't talk much about his personal life. He has just started working for WC, so he will most likely spend some time getting to know the center and the systems. Earlier this year, Dmitri declined an offer to work with WC. When asked several months later he accepted.

A relationship with his now ex girlfriend was the reason for both the decline and acceptance. Dmitri isn't aware, that his ex girlfriend is the one who recommended him, and that she currently is stationed at the AI Colony. He will only learn this if he looks for the file that has been linked in his personnel file. For the purpose of this story, this information is only meant as background information to the character.

**Jens Lauridsen (PC)**

Assignment: Chef

Above all else Jens is a chef and a very professional one at that. He's passionate and dedicated when it comes to cooking, and he never settles for a compromise. Unlike the rest of the crew, Jens isn't an employee of WC. He works as Head Chef in his family's restaurant at the Luna Colony, Moon, but he has been employed through a private contractor for the duration of this mission. Besides his job Jens only cares for one thing, his two daughters and to some extent his ex wife. The stress and coke addiction he got from his job, however made him a terrible father, and as a result of this he hasn't seen his girls for several years.



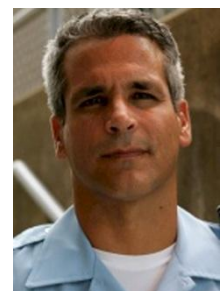
Jens hasn't got anything invested in this mission, other than his life. There is a chance that Jens becomes redundant, if the player controlling him decides that he's not worth anything and parks him in the kitchen, or just simply retracts to the background. In that case I wouldn't hesitate to take him out, and give the player another character (could be John Doe).

You could try to lure him out of hiding so the alien can get to him, but it would probably be easier to get him into the kitchen. I think it would be rather exciting to attack him with a facehugger. Firstly it would give him a chance to fight back and possibly call for help, but secondly it will be another burden and dilemma for the rest of the players. Do they leave him behind, knowing what is going to happen to him, do they try to rescue him or are they going to take him along?

John Bly (PC)

Assignment: Security Officer

John is the experienced Security Officer and one of the few crewmembers who know the research center. He's a well-liked and pleasant employee, who always gets the job done and to this date he has never had any incidents where Company Protocol wasn't followed by the book.



The downside to John is that he has been demoted as 2nd officer for this mission. This might be interpreted by the player as a situation that would make John rather unsatisfied and more or less annoyed, to which I can only agree. However it will be your job, as Mission Supervisor, to keep him somewhat on track and make sure he still does his job if necessary.

John is the first character to die. He is attacked by a facehugger while sleeping, and as a result of this he doesn't realize that something is wrong, until it is too late. When John dies his player will be given control of the other Security Guard, Chris Holmes.

No matter what I say about who gets killed and who lives, remember this: this is your game not mine, so you do whatever you think is best in the given situations.

#D/ 1978426 (NPC)

Assignment: -- CLASSIFIED --

The character has no name or ID, so for the purpose of this script he will be called John Doe. The only thing hinting at his identity is the small tattoo on his chest that reads #D/ 1978426. At the time of his introduction, he's suffering from temporary memory loss and therefore has no idea who he is, where he is or even why he is there.



No matter how the players decide to tell him what is going on, it will initially come as a shock to him. However he will appear to handle the situation with extreme coolness and he will do his best to help the players survive. He is physically strong and agile and he will no doubt put these skills to use if needed.

As a former member of an elite military unit, he has learned and used many valuable skills, to such a degree that they work almost instinctively. Though he will be able to use these skills, it will more often than not come more or less as a shock to him, that he actually knows how to fight or use a gun. I haven't added any skills/certificates to his personnel file, so feel free to let him use any skill that you find appropriate for someone with an elite military background.

John Doe is here as backup NPC, basically giving you the option of killing another character. And if needed, he can be the hero and save the day.

I will admit that this character will be a bit tricky to control for the player, due to the very limited information given in his personnel file.

If he becomes activated, you could talk to his player personally, and explain some of the things I have described about him here, to give the player a better chance of using the character.

Chris Holmes (NPC)

Assignment: Security Officer

Chris is the new recruit fresh out from the academy. He's brave, bold and ready for some action. His military background provides him with exceptional skills and has granted him the title of Security Officer faster than most other recruits. Chris has only been with WC for little over a year, and has never been to the research center, though he has served as security guard on other company sites at Earth. Being the new guy and ranked above the old experienced Security Officer, will make him somewhat nervous. He will definitely seek whatever advice he can from both the Mission Supervisor as well as John Bly.

Chris is activated when John Bly dies. As this will be the player's second character, I wouldn't recommend that you kill him too. It's quite alright to kill the first character but to do the same with the player's second character might be a bit over the top. Furthermore it can be a great disadvantage for the players to lose both Security Guards.

**Lucia Mendoza (NPC)**

Assignment: Technical Assistant

Lucia is a young and bright scientist. She is very capable and would most likely have made it far, if she would have survived. She is currently employed as Dr. Atkins' personal assistant and because of this, she will be able to shed some light on the whole situation once the players meet her.

If the players meet Lucia before someone dies, you can simply keep her unconscious until she can be activated. She is exhausted and has lost a lot of blood, due to an injury she suffered escaping from the alien. It wouldn't come as a surprise if she passes out shortly after meeting the players.



Lucia however will die at some point, as she has been attacked by a facehugger before the players meets her. Unlike the security guard though, Lucia will not die while trapped at the research center, as the chestburster inside her won't reach maturity until the following day. Depending on how the players react to Lucia and the information she can give them, it is not certain that she will tell them everything. Maybe she is simply too afraid of the possible implications, to tell them that she herself have been infested. But this decision will be up to either you or the player who controls her, to decide.

Unlike the PC's Lucia doesn't have a Mission Transcript. In light of the current situation, it doesn't really matter what her job was. The second document in her folder is instead a report from Atkins' log, containing certain details about what really happened.

Dr. Richard Atkins (NPC)

Assignment: Chief Scientist, founder and owner of the A-1 Colony and A-1C Research Center.

Atkins has worked with Weyland Corporation for many years, as the company's leading scientist in genetic engineering. Atkins is known for his sharp intellect and almost supernatural instinct, which have let the company to many groundbreaking scientific discoveries.



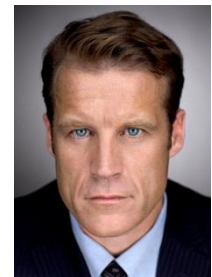
Atkins plays an important part in the background of this story, but he only plays a minor part in the actual story.

Though Atkins is responsible for releasing the alien, he didn't do any of this on purpose. As seen in many other cases where aliens are involved, he simply didn't know what he was dealing with or the danger it represents, until it was too late. When the players arrive at the center, Atkins is hiding in the sub-levels trying to locate the alien and contain the situation. When the players finally meet him, they won't have much time questioning him, as he will be killed by the alien before he has any chance to explain himself

Mr. Adams (GM)

Assignment: Mission Supervisor

Mr. Adams is the android in the story. He has been programmed with a mission and an objective that he cannot and will not deviate from. His priority will always be what's best for the Company and the Research Center. But to do this he will need a functioning crew. He will do his best to support and help the crew by offering his advice during the mission and by making sure that the crew remains focused and concentrated in any stressful situation. Meanwhile he will also make sure that company protocol is followed and that nobody does anything endangering the center.



Adams won't expose himself as being an android to the crew, as it is not part of his programming. In spite of the growing acceptance of synthetics in public opinion, the company still believes that androids works best, when the employees aren't aware of their presence.

He won't become an enemy of the players. He has no instructions telling him to secure the alien or that the alien is worth more than the employees. His only mission is what's best for the company first, the Research Center secondly and the thirdly the crew.

Mr. Adams will be controlled by you from start to finish. As mission supervisor and the one with the highest security clearance of the players and NPCs, Adams will be the one to make the final decision if none of the characters will. His primary functions during the game will be to help introduce the players and characters to the setting, and to keep the story on track.

Assigning characters

When deciding which players will play which character, you should do whatever you prefer. For the game tests I have used to good old “career-shuffle” letting the players know the careers, or in this case assignments, of the characters and letting them choose which character to play with no further knowledge.

Handouts

Each character consists of three main parts:

- Personnel File: What could also be described as the character sheet.
- Mission Transcript: The characters’ objectives for the mission, and a short list of equipment they have brought.
- ID-card: The personal card given to the characters when checking in, at the research center.

The information’s on all these documents are “in-game”, and is as such available to those characters with high enough security clearance. Besides the aforementioned, some of the characters have a few extra handouts.

- Julia will have access to medical files of all the crew, with the exception of Mr. Adams. These will be given to the player once they have arrived at the research center and she has logged in at the med lab.
- Thomas will have a small selection of origami recipes and some blank pieces of paper.
- Jens will have some handwritten notes about the menus that he will be preparing for the tour.
- Dmitri will be able to gain access to the extra file that is mentioned in his personnel file.

Note: This handout will only be given to the player, if he decides to look for it in the system, which will require him to use his personnel portable terminal, and bypass the security clearance.

Next please!

When a character dies, the players must be given a new character if one is available. The first time this happens (John Bly), hold up all three NPCs without showing the players who they are and then pick Chris Holmes and hand him to the player, along with his ID-card. Then simply put the last two aside and continue the story.

This should tell the players, three things. Their characters can die, but if they do they get a new one, and there are only two left! Hopefully it will help the players relax a little bit, and not be totally afraid of dying or sacrificing themselves in the name of glory.

Should you end up in a situation where you have activated all three NPCs, and the alien still isn’t finished killing of crewmembers, there is nothing wrong with letting more characters die. I would strongly recommend however that you only do this at the end of the story, so the players won’t be left out of the game for too long.

System

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

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

Test scores / Certificates

Characters have two kinds of stats, test scores and certificates. The three test scores (physical, social, mental) are ranked from 1-5. A score of 2 is average and 5 are expert/perfect. Certificates are ranked with "Class 1-5" depending on how experienced the character is. If a character lacks a certain certificate, she can still try to perform an action that needs the certificate. However this action will be very difficult for the character, as she doesn't receive a bonus to the roll from a certificate.

Test scores are used when rolling for physical prowess and stress (for instance during combat) or social/mental capabilities. While certificates are used when performing an action that requires certain expertise and often requires specific equipment.

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

The roll

When a player needs to roll a die, to perform a certain action, you first must decide on the difficulty, which ranges from 3 to 10.

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

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

The optional approach

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

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

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

Example: The players are facing the alien. Julia has picked up the gun John lost as he was ripped apart, and she is now pointing it towards the alien. Julia makes a Mental test to see if she panics. She rolls a 4 and adds her Mental Score (4) making the result 8, and a success.

The GM tells Julia that she needs to pass a difficulty of 6 to hit the alien. Julia checks her personnel file, and finds that she doesn't have the "Firearms" certificate. This means she won't get any bonus on her roll. Julia rolls the die and luckily she rolls a 6, the action is performed successfully. Julia fires the gun and hits the alien.

Result/consequence

I have decided not to include any statistics or tables to determine the degree of success of the actions, or for example how much damage is dealt by either firearms or melee weapons. This is where you will need to take control and decide the outcome of the action. Unlike the players, you will know where the story needs to go and what scenes will come. You need to make sure that the players don't go down a road leading them away from danger and the rest of the story. For instance it would be an anti climax, if the players manage to kill the alien the first time they see, because someone makes a perfect damage roll.

The golden rule(s)

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

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

The story

- Hey, maybe you haven't been keeping up on current events, but we just got our asses kicked, pal!

Background

In 2089, Atkins begins work on the A-1C Research Center. During the first preparations the workers unearth the crashed spacecraft in a small crater. Atkins quickly decided to cover it up, and make sure nobody learns what they have discovered.

Sealed in an underground module on sub-level 2, nobody had access to the ship or knew that it was even there. In late 2093 Atkins begins preliminary tests of the spacecraft itself, trying to discern what it is and where it comes from.

- **12-21-2093**

Inside the spaceship, Atkins and Senior Science Specialist John Hurt finds nine eggs. While examining one of the eggs, it opens and John is attacked by the facehugger. Atkins and his assistant Lucia Mendoza puts John in quarantine in the lab at sub-level 2. No one else at the research center knows about the incident.

- **12-22-2093**

John Hurt is killed by the chestburster. Atkins convinces Lucia to help him find the creature. They seal of sub-level 3 and below, making sure nothing can get in or out - leaving themselves with the alien. Upstairs at the research center, a Christmas party is going on.

- **12-23-2093**

The now adult Drone finds Atkins and Lucia. Atkins barely escapes into sub-level 2, leaving Lucia behind. Lucia is wounded by the alien, but manages to escape into a small air shaft where the alien can't reach her.

The new crew arrives at the research center, and begins their tour unaware of the events that have taken place in the sub-levels of the center.

- **12-24-2093**

Atkins learns that the remaining 8 eggs have all hatched, 5 of the facehuggers lies dead on the floor. Going back to the sub-level in a desperate search for the alien, he finds the unconscious Lucia, with a facehugger attached to her face.

Atkins' plan

As work continues upstairs Atkins hatches a desperate plan, in an effort to both kill the alien, save the remaining personnel and hopefully get out of the center alive.

Firstly he will sabotage the sub-level reactor, causing a core meltdown which will eventually destroy the center in a huge explosion.



Secondly he will try to cut the power to most of the center in an effort to keep the alien locked inside the research buildings until the explosion.

Inside Atkins' own module, is a terminal, which is linked directly to the A-I Colony. This way he can keep a close eye on the activity at the colony, even though he spends most of his time at the center. He can also use this connection, to activate the Maglev Crew Transport and send the train out to the center, which he has done. The characters will eventually learn this from Atkins himself or by accessing one of the terminals in the control room.

The end

Though it is not certain exactly who will make it out alive, it is certain that some players will. As time runs out for the characters and the countdown towards the explosion expires, the train arrives at the station. Followed closely by the alien, the remaining crew will board the train and set off towards the colony as the sky lights up in a huge explosion.

Scenes

These are the key elements in the story, that are all too some extent scripted. Some scenes are longer than others but they are all essential for the story. Your job (with Mr. Adams as your sidekick) will be to make sure that these scenes are activated no matter what crazy ideas the players might come up with.

Intermissions

Between some scenes, there will be a sort of intermission from your side. This is the time where the players are acting on their own, exploring the center, deciding what to do or simply acting with each other. In these periods your only role will be as one of the NPCs, if the characters should want to interact with one of them. If the story stays on track, the intermissions should be the close to the results in each scene.

Game testing has shown me, that it is a good idea to let Mr. Adams retire to his quarters frequently during these periods.

Otherwise he might become a bit too engaged in the story. He will most likely have to advise the characters in some situations, but he should not be the one to come up with the solutions or decisions unless the players can't or their characters won't.

The Scenes

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

Pre-game Preparations/briefing

GM preparations

- Decorate the classroom with Christmas decorations.
 - You will be provided with all the materials required.
- Setup music.

Pre-game briefing

- Setting
 - The *alien* universe.
 - As seen in the movies.
 - Weyland Corporation.
 - The World's most powerful company.
 - The A-1 Colony and the A-1C Research Center.
 - What, where and when.
- System
 - Stats; test scores and Certificates.
 - 1 – 5
 - Rolling the dice.
 - Difficulties.
 - No botch or automatic success.
- Assigning characters.
 - Who gets who?
 - Players are given their sheets.
 - "Don't start reading until I say so."

Estimated briefing time: 15 min.



Prelude - Check in at A-1 Colony

Scene: The characters arrive at Transit dock Alpha, A-1 Colony, Moon.

Description: As the characters arrive one by one, they are met by Adams who greets them all in person.

Mr. Adams: *"Hello, I'm Mr. Adams, Mission Supervisor. If you would like to board the train we will take off momentarily. You will all be briefed when we arrive at the center".*

Description: With all cargo on board, and the crew all present, Mr. Adams boards the train and you set off towards the dark side of the moon.

- Players read their character sheets.
- Use two minutes with each player, talking about what Christmas means for their character, from the players' point of view.
 - Take 5 minutes when players are done reading, for a quick Q&A regarding the characters if needed.

Estimated Game time: 20 min.

Scene 1 - Arrival at the Research Center

Scene: After a five hour drive, the train arrives at the A-1G Research Center.

Description: The hall is filled with employees waiting to board the train. The cold metal grill flooring, glowing yellow lights and the constant buzz of machines welcomes you as you step out of the train.

Leaving the train they are passed by a small group of hung-over scientist, talking in hushed tones about the party last night and their growing hunger.

Description: Adams introduces the crew to the Chief of Security, Harry Stanton.

- The characters are checked in, in the control room
 - Give the players their ID-card (Call out their names, so they learn who each other is).
 - Stanton will curse loudly, as he discovers that Atkins and his assistant haven't checked out before leaving, apparently it isn't the first time this has happened.
 - Stanton manually overrides the system and checks them out before he leaves with a "merry Christmas, see you in 14 days, can't wait to get my black ass off this rock".

Stanton is an experienced guard which is evident in both his voice and his demeanor. He's in his mid fifties, standing close to 7 feet tall.

Description: Adams will introduce new crew members (and players) to the center, talking about some of the elements that will be important for both players and characters:

- He shows the characters the wall map hanging in the arrival hall.
 - Give the players the Floorplan map and Staff tokens.
 - Point out the different sections and relevant rooms.
 - The scientist buildings are off limits.
 - ID-card/ how to use them = doors, vending machine, terminals.
 - alcohol protocol
 - exit points, airlocks.
 - Talk with Jens about the meals/ when do we eat?
 - Wine for Christmas/new years, as a special treat for the crew.
 - He will not need to prepare anything for lunch this day, so if anybody should become hungry before dinner, they will have to use the vending machines.
 - He will need to prepare something for Chris and John as one of them needs to be on duty and the other needs to get some rest before his first night shift.
 - Security
 - Shifts change at 08:00 AM, 04:00 PM and midnight
 - John takes first night shift

Estimated game time: 30 min.



Intermission 1 - The first day

Scene: The characters are all checked in, and work begins.

This intermission will be used, to let the players get to know the characters, their job and their surroundings.

Ask each of them, what their character does and give them some time to play it out. Some of them might start focusing on their objectives, which would be the natural thing to do. If any of them interacts with one of the NPCs, you will of course control those.

Dinner: Regardless of what the players do during the day, they will all meet at dinner that night. Jens should be given some time to talk about the menu. Let Adams initiate some small talk, and let the players talk with each other for a few minutes.

Player Options: If the player, who controls John Bly, decides that he doesn't need sleep before the night shift, it is of vital importance that you use whatever tricks are up your sleeve to get him to go to sleep. We need to get him to sleep, so he can be attacked by the facehugger.

- Let him grow weary, maybe he even doze off once in awhile.
- Alternatively you could lure him somewhere where he will be alone for some hours maybe his quarters or the recreational room if everybody else has gone to bed. That way he will be alone and eventually fall asleep, just for a second, which is enough time for the facehugger to attack.

Possible results: John Bly has been attacked by the facehugger. He won't get up in time to go on duty at midnight, leaving a tired Chris at the control room. The rest of the crew is all doing their job and so far enjoying their time at the center.

Estimated game time: 30 min.

Canteen: Two tables sit in the middle of the canteen with long benches on either side, capable of seating up to 50 personnel. In several places along the walls vending machines and WI/H Nutrition Units are positioned, capable of delivering a wide variety of food and drinks to the crew. For the duration of this mission, most of these machines are on standby, as they are mostly used, when there is no chef present for a mission.

It is important that the players don't know that John has been attacked by the facehugger. This will make the surprise of him being killed by a chestburster later, all the more effective.



Scene 2 - The night shift

Scene: Chris Holmes and John Bly change shifts before the rest of the crew awakens.

Description: John has overslept and wakes up to the ringing sound of his alarm. He's not feeling well, and soon after getting up the roar of his stomach, tells him why. Chris is very tired and goes immediately to bed as John takes his place in the control room.

Player options: John might want to try and satisfy his hunger before going to the control. Unless Jens is already up, he will have to use one of the vending machines.

Possible results: John will soon learn that even after eating the hunger returns quickly. If he skips breakfast before going to the control room, the hunger will simply grow becoming almost unbearable.

Estimated game time: 10 min.

John should wake up about at least 6-7 hours after he has gone to sleep, giving the facehugger time to do its job. He should awake around 04:00 AM at the latest, to avoid that any of the crew discovers what has happened.

From this point in the story, the characters can't reach the A-1 Colony. They might try to get into contact on several occasion, but they will get no answer from colony.



Intermission 2 - Christmas day

Scene: The second day starts at breakfast. Everyone is present except John Bly and Chris Holmes.

Description: The crew gathers in the canteen for breakfast. Adams will check up on the progress with their objectives and otherwise make small talk.

After breakfast Adams will talk with John about Chris' report saying John didn't show up on time. He won't make a big deal out of it, as no further incidents were reported.

Chris will be up and ready for his shift around 08:00 AM. He will obviously be very tired, as he haven't had much sleep, and will not argue if he is sent to bed by either John or Adams. When he gets up again late in the afternoon, he volunteers to take the first couple of hours of the evening shift instead of John, so he can join the remaining crew for the Christmas dinner.

Let the players focus on interacting, and getting their Christmas spirit on. Keep a certain pace, and when everybody have had a chance to do some work or decorating the Christmas tree, skip to the next scene.

Player options: John will try to satisfy his hunger during the day.

Possible result: The day goes by without further incidents, and the crew gathers for Christmas dinner in the canteen.

Estimated game time: 30 min.

Scene 3 - Lights out

Scene: Christmas dinner in the canteen. Everyone is present except Chris Holmes.

Description: Dinner is served and a glass of wine has been poured for each crewmember. Adams raises his glass and just as he begins his toast, the lights go out as the generators are turned off. A few seconds of darkness and silence follows. In the background you can hear machines powering down. Then the backup lighting goes on, illuminating the room in an eerie yellow glow.

Music: Change the soundtrack from Christmas music to the *alien* music.

Adams will stay calm and help the crew relax, assuring them that it is probably just a minor technical problem that can and will be handled by Maintenance Support, Mr. Boyle.

Player options: They will probably access a terminal, to determine what has happened to the power.

- Show the players the Power Map, but only when they access the terminal.

While wearing one of the W1/S Space Exploration Suits (SE Suit), all vitals are automatically scanned and monitored by the medical crew of the center. There are 2 SE Suits available at each airlock.

Thomas will most likely check the generators manually, to see what if anything is wrong with them.

Possible result: Red, blue and yellow generators are still running. Life support has been turned off in green.

Thomas discovers that the generators have been sabotaged. All four of them are missing "the vital part", rendering them unusable, until it has been replaced.

There are no replacement parts at the center, as this part ever fails or breaks and Thomas will have neither time nor the equipment to build a new one.

Backup generators running:

1 = 96 hours of power.

2 = 72 hours of power.

3 = 48 hours of power.

4 = 24 hours of power.

If they decide to turn off life support in one or more areas, they will buy themselves more time...in theory.

When Adams learns that power is running on the backup generators, he says that they will have to check, that all experiments in the labs are still running. Unlike the crew, he has access to the research modules.

Estimated game time: 30 min.



Scene 4 – The man in the freezer

Textbox: The next four scenes should follow each other very closely, giving the players no time to relax. It might seem both hectic and chaotic, which is basically the whole idea. It is important to keep the pace going in this part, to avoid that the players end up discussing or debating.

Scene: Some of the crew along with Adams explores the research modules.

Description: Adams checks the terminals in lab 2 and 3. The experiments are still running on standby and have not been interrupted.

In lab 1 they find a cryo station, containing one male human (John Doe). He is in the last stage of cryo, and will wake up soon, unless they turn the process around and put him back in cryo. Adams won't allow this if they decide to do it.

With life support deactivated, the level of CO₂ in the section will slowly decrease, making it dangerous and in the end deadly to remain within that section.

Player options: They might try to search for information about who the guy is, but they won't find any. John Doe will still be more or less asleep if they take him out.

If Julia is informed about John Doe, she would probably also suggest, that they bring him back. Maybe Adams should call her up over the intercom and seek her advice.

Possible results: The crew has a new member, John Doe. He won't awake completely until brought back to the med lab.

Remember that John Doe is suffering from memory loss. So he will be both confused and startled when he learns where he is.

Estimated game time: 30 min.



Scene 5 - First blood

Scene: John Bly along with one or more members of the crew. Chris Holmes should be with him at this point. It's not important where it happens, but will most likely be the control room.

Description: John will suddenly collapse in tremendous pain screaming, with blood coming out of his mouth. He will endure 30 seconds of agony, before the chestbuster escape, showering everybody around him in blood. The creature will escape into the darkness before anybody can get a chance to do anything.

Player options: There's nothing they can do to prevent this from happening. Those closest to the action, will have to make a Mental check (dif. 8) to avoid going into total panic.

Possible results: John Bly is dead. When the remaining players have had some time to react to his death, pull out the NPCs and give Chris Holmes to John's player.

Give the players a few minutes to discuss what they are going to do before activating the next scene.

If any of them leaves the area, immediately start the next scene.

Estimated game time: 15 min.

Seal & Contain Security Protocol:

If the hull is breached, the section/room will be automatically sealed and impossible to open until the breach has been repaired from the outside

If a fire is detected the system must be activated by accessing a terminal manually, either from the control room or at the section/room. When activated the section will be sealed and vents will open letting out all oxygen and thereby effectively killing the fire. Furthermore one or more fire extinguishers are placed in all sections and rooms.

Scene 6 – Surprise visit

Scene: The crew is gathered around the control room or med lab after John's death.

Description: They hear a door opening in the hallway, someone is crying out for help. They find Lucia. She's wounded and tired, and might pass out. She will manage to mumble some incoherent words about Atkins and the alien.

- You could keep her unconscious until activated as PC. It will be up to the player controlling her, to decide how much she tells the crew.

Player options: Julia might want to scan her, to see if she is infected. If she does she will probably do the same to John Doe afterwards.

If the players do their best to keep Lucia awake, it will be up to you to decide, whether or not they succeed, and how much information they will get from her.

Possible results: They will learn that Lucia is infected with some kind of parasite. Julia will determine (maybe rolling a medical check), that she can't possibly remove the parasite without killing the host.

- If the player still decides to perform the surgery, she will effectively kill Lucia before the parasite has been removed, as she learns that the creature's blood is extremely corrosive. She will also be hit by the acid and it will within seconds endanger the entire med lab.
 - If Julia is alone in the med lab at this time, John Doe will come to her rescue (if he hasn't been activated). Using a base to neutralize the acid which is eating away at her clothes, he manages to drag Julia outside the med lab and close the door.

John Doe is not infected.

Estimated game time: 20 min.

Only the most simple and basic operations can be handled within the med lab, due to lack of proper personnel and equipment. In case of severe or life threatening injuries, patients will be stabilized in the med lab before being transported back to the colony for proper surgery.

At some point the characters will learn that they can't activate the train by remote and send it towards the Research Center. They will have to make contact with the colony and have them send the train.

Scene 7 - Atkins & the alien

Scene: The crew is gathered around the med lab and control room.

- **Note:** This scene can be activated/started before the previous scene is finished.

Description: A light is blinking on one of the terminals. The airlock in the Supplies module has been opened. Surveillance shows someone in an SE Suit entering the airlock from the outside.

For the purpose of the S&C Security Protocol, all hallways between doors and all rooms is considered as a section.

Player options: The players might want to try and lock the inside door, preventing the person from entering. This must be done on site, and can only be done by Dmitri with his personnel terminal. He will have to hurry but he can make it just in time.

Otherwise he will enter the module, take off the helmet, so they can see it is Atkins.

Atkins is not alone, as the alien have followed him inside the airlock. Before he has time to explain himself and reveal his plan to the characters, the alien will kill him.

- To add suspense you can have him initiate a speech ending in a "we have one chance, and this is what we have to do..." before he is killed.

Possible Results: Atkins will die either inside the module or maybe even before he has exited the airlock, if the players managed to lock him in.

- Suddenly the window in the door is showered in blood!

If you can keep the alien out of sight, I would recommend you do so, adding to the feeling of suspense.

I wouldn't hesitate to kill one of the characters at this point, as both NPCs have been introduced.

Estimated game time: 20 min.

Example of scene from game test:

The door slowly opens and the light from the supply room illuminates the airlock one centimeter at a time. As the small window in the door disappears into the ceiling, Atkins' feet become visible. Suddenly they are lifted off the ground and a large pool of blood spills out from the airlock. Dmitri frantically starts pushing the buttons on the terminal, trying to close the door. As the door starts going down a long black hand suddenly grip the door, blocking its descent. Jens pulls out one of his knives and slashes at the hand. Unfortunately he loses his grip on the knife and it skips across the floor into the airlock. He feels a stinging sensation in one of his legs as he hits the flooring face first. A look of horror is painted on Dmitri's face as a screaming Jens is dragged into the Airlock which closes with a loud bang.



Intermission 3 – Decision time

Scene: The remaining character, who are most likely gathered in the control room or med lab.

Description: The character will have some time to gather their thoughts and talk about what is going on.

Give players time to activate new characters, if their first have been killed.

A terminal in the control room, informs the characters about the core meltdown and the incoming train. The train will arrive in roughly 2 hours, just about the time where the core meltdown will turn into a massive explosion.

Facing reality, the players will most likely begin to plan how they can make their last stand against the alien.

At this time, Adams will do his best to help the characters get out alive. When he realizes that there is no chance of saving the Research Center, his focus will be on the crew.

This could be a good time to introduce the last enemy, the lone facehugger, which have infiltrated the center. You can use it basically anywhere in the center.

- If the players lock themselves up in a room to soon, you could use the facehugger to try and scare them out from the room, forcing them to face the alien.

Player options: They might want to lock themselves in the control room and hope to keep the alien out, until the train arrives.

Possible results: The characters will do whatever they can, to make time go by faster. Maybe one of them ends up with a facehugger attached to the face.

- You could let the facehugger attack Adams. This will serve for some questions and answers as the facehugger quickly will let go of him again, as it senses that he isn't human.

Estimated game time: 30 min.

Scene 8 - The end game

Scene: The remaining crew, hiding in the Research Center.

Description: The last part of the story will be left up to you and the players. This is where the players will begin to get creative, and start planning more or less crazy ideas to keep the alien out or simply fight it.

One of the players might decide to sacrifice himself, trying to lure the alien away from the rest of the crew.

If you haven't used the facehugger, it could also show up somewhere. Maybe even as they are boarding the train, it could latch itself to one of the players just as the step onto the train.

If they dare to go exploring somewhere in the center for one reason or another, you could use that opportunity to attack them with either the alien or facehugger.

As time runs out, the players will move closer and closer to the Maglev station, waiting impatiently for the train to arrive. The alien will follow closely but will most likely be locked out, and forced to find another way after the players.

The last scene, could involve the players running towards the train as the alien bursts out of the control room windows, and only just misses them by an inch as the doors close behind them.

Result: The remaining players board the train towards the A-1 Colony, looking back at the research center as the sky is illuminated by the explosion.

Estimated game time: 30 min.

Epilogue: *That's it man...Game over man... game over!*

The Maglev Station basically functions as an airlock. When the train arrives the outer doors will open letting the train into the station. When the doors are closed and pressure has been stabilized, the door of the train opens as well as the door into the center itself.

Practical information

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

Music

As mentioned in the *Theme* section, I will provide you with two soundtracks to use during the game. These will be given to you either by old school disc, memory stick or through a shared folder online. This however depends on how you are going to be playing the music at Fastaval.

In case you haven't got access to anything that can help you play the music (tablet, computer, stereo), I will help you find a solution before Fastaval. I plan to contact all GMs prior to Fastaval anyhow, so I'm sure we'll have time to make arrangements regarding this.

Printing

As you might have noticed, there are several elements in this scenario which could suck the life out of most printers trying to print it. To avoid any troubles regarding this, all elements in the appendixes will be printed by me, and delivered to you at Fastaval.

Secret Loot

As it has been the case in both tests I have run while writing this story, some of the handouts will be classified as loot for the players and you. As my gift to the players and GM, you will all get to keep the ID-Card of the character or characters you have played.

You could say it is my way of thanking the players, as well as you for participating in this game, and I hope that you will honor this. There is no need to mention this to the players, until after the game is finished.

Furthermore the QR code you can find on the back of all ID-cards links to a homepage, where both you and the players will be able to download the complete story with handouts, after Fastaval. The story will also be available at <http://alexandria.dk/>

