

I, ALIEN

An Unofficial ALIEN RPG Cinematic Hack

By Dave Semark

"A superior species, no doubt."

David 8



I, ALIEN

This is a shameless and unofficial “hack” of Fria Ligan’s ALIEN RPG to allow the players to experience life as a xenomorph, infiltrating Hadley’s Hope and trying to survive, thrive and establish a hive for a new Queen. The rules here are intentionally light, and as such the scenario will rely heavily on the imagination of the GM and her ability to improvise as she goes along.

The rules cover two things:

- First, they allow the players to play xenomorphs. The rules only cover the xenomorph lifecycle as far as the Adult stage (Stage IV), but additional stages (Soldier, Worker & Sentry – Stage V, and Praetorian, Crusher and Queen – Stage VI) can be included should the GM wish (I’d recommend only adding these if you have plenty of players and plenty of time to run the scenario, but a victory condition could be the appearance of a Queen (although this may extend the scenario far beyond the point when the xenos have effectively taken over Hadley’s Hope!));
- Second, the rules randomise the population of the colony, and randomises the state of mind of any individual NPC that might be found, depending upon the Phase of the scenario. The scenario “phases” indicate how far the sense of crisis has spread across Hadley’s Hope: the deeper the crisis the more alert and defensive, or determined and aggressive, the NPCs might be.

THE SITUATION

No one knows how long the Engineer vessel has rested on the surface of LV-426, or how it ended up where it has. But, whatever its history, it has become the nest for hundreds of xenomorph eggs, kept warm and safe from the planet’s angry environment. And now the colony of Hadley’s Hope has been established, with 158 men, women and children and – perhaps inevitably – the colonists have finally stumbled across this fateful find.

WHAT’S THE STORY, MY QUEEN?

You have been asleep for such a long time, lying dormant in the warm embrace of your egg. Almost dead, but fed what you need, you have rested in a beautiful state of dreamless readiness, eager to be freed to fulfil your destiny, but content to wait until the day of your calling. But you know your duty, your purpose in life: reproduce, build a hive, nurture a new Queen...



PLAYING A XENOMORPH (all stats in the Corebook, pages 302-315)

From the very start there is a hive mind that links the xenomorphs, regardless of their stage in the lifecycle, so the players can co-operate should they so wish.

STARTING AS A FACEHUGGER

Roll 2d6 for Facehugger type:

- 2-10: Normal Facehugger
- 11-12: Royal Facehugger

FACEHUGGING YOUR VICTIM

After you successfully facehug a victim the entire process to lay the Chestburster egg takes 1 SHIFT. Where your Chestburster (i.e., you) is born depends on what happens to the victim while facehugged or immediately after the process is complete. We will assume the colonists are unable or unwilling to try and remove the facehugger. Options for the GM to consider:

- The victim may remain in Medical, on the orders of his or her Doctor;
- Or, the victim may decide to discharge themselves, and could be anywhere.

BIRTH OF A CHESTBURSTER

A normal Facehugger gives birth to a Chestburster (if the egg is laid in a humanoid) or a Bambi-burster (if laid in a four-legged creature, like a dog). The Bambi-burster gets an additional +2 to MOBILITY thanks to its extra legs, a bonus the player keeps as the xeno grows into an Adult. A Royal Facehugger always gives rise to a Queen Burster.

GROWING INTO AN ADULT

All xenomorphs, regardless of their variety of Facehugger or Chestburster, will grow into either a SCOUT or a DRONE. This process takes 1 SHIFT and during that time the Chestburster is weak and vulnerable. Roll 1d6:

- 1-3: Scout
- 4-6: Drone

THE NEXT GENERATION OF XENOS & “OVOMORPHING”

All Adult xenomorphs have the ability to infect a host with a virus that starts a process called “Ovomorphing”, a genetic modification of the host’s own body to turn it into an egg that will produce a new facehugger, until a Royal Facehugger can grow into a Queen and she can produce eggs herself.

MAKING THE “HIVE”

The hive needs to be created in a warm area secure from the elements (they can’t just make it in the wilderness, and there are no suitable caves or similar), but otherwise can be anywhere where the xenos can keep hosts for Ovomorphing and facehugging.



WINNING AS THE XENOMORPHS

Surviving, and creating new eggs through capturing hosts, is how the aliens win this game. The more blatant the aliens are the more organised the colonists will be and the more dangerous their response. Obviously, the xenomorphs don't need to kill or capture every one of the 158 colonists living at Hadley's Hope to win the game, but there will be a tipping point when enough xenos exist to make the outcome all but inevitable. If you wish to run a long game the xenos can win when a Queen is born and ushered to the nascent hive.

SKILL TESTS AS A XENOMORPH

Xenomorphs Can't PUSH: Think that says it all.

Movement: When a xenomorph is using the ducts and pipes to sneak about they may take a wrong turn. When a player states he is moving to a location via this method have them make an OBSERVATION test: a failed roll means they end up somewhere other than their intended destination, at the GM's discretion.

Making An Attack: When a Player chooses to attack a victim, smash a bulkhead or otherwise take a violent action have them roll on the Signature Attack table for their xenomorph, depending upon their stage in the lifecycle – this is the action they perform and reflects the instinctive nature of the xenomorphs. It may result in a CLOSE COMBAT or equivalent roll, and have the player roll the dice for these attacks;

Pulling the Punch: An Adult xenomorph that scores a total of 6 on their Signature Attack roll (including any ANGER modifier – see below) can choose to pull their punch and incapacitate rather than outright kill their victim. This allows them to save the victim to be Ovomorphed or facehugged.

Failing a Skill Check & ANGER: The xenomorphs may be cunning and able to communicate with one another as part of the Hive Mind, but they are still instinctive creatures. When they FAIL a skill check they get frustrated and angry, and receive a point of ANGER. Their ANGER rating is added to the 1d6 Signature Attack roll whenever they make an attack. ANY Signature Attack result of 7 or more, for any type of xenomorph, results in an instant kill – the victim is dead and cannot be used for Ovomorphing or facehugging. When a xenomorph grows into the next level in the life cycle (facehugger to chestburster, chestburster to adult) all ANGER is lost.

TIPS FOR GMing XENOMORPHS

- Always have plenty of ducts, channels and ventilation shafts in mind for the xenos to move through and hide in;
- Have recourse to other xenos, to re-introduce a player that may die early;
- Don't make it too easy for them, but bear in mind that at the start the denizens of Hadley's Hope don't know anything about Aliens!
- If you're not sure, make something up!



KICKING OFF THE ACTION:**OPTION 1 (Easy): The Journey Home**

The players start as as-yet unreleased Facehuggers inside their eggs in the cargo space of a tractor. It's just returned to Hadley's Hope, and is waiting outside for the garage doors to open. READ: *"You have been bumped and jostled for a long, long time, having been lifted from the warmth and gloom of the misty place that had been home for longer than you can remember. You are inside something that is moving, and that has other creatures – prey creatures you think – inside and around it. Eventually it stops bumping, and the hum and vibration that's been present for hours dies away. Doors open and close, and the sounds of guttural noises, grunts and squeaks, reaches you from outside this mechanical container you are in. Where there had been three of four of these creatures with you, now you can sense maybe twice that number..."*

OPTION 2 (Medium): In the Medical Bay

The players in their eggs have been brought all the way to Medical, and are in a secure area where the door is closed and there are no easy ventilation ducts to escape through. READ: *"You don't recall much of the journey that brought you to this place, but you're not in your warm and gloomy nest now. You and a number of your kin are lined up in a small chamber of some sort. It's not natural: the aroma of other beings is strong; the light, shining through the skin of your egg, is even stronger. A creature is here, leaning over a nearby egg. You expect nature to take its course, and a new kin to be growing soon within another foolish host. But all you hear is a squeal, and you sense one of your kin in its sudden death throes..."*

OPTION 3 (Hard): Outside the South Lock

The colonial Marshal has decided the eggs must be a danger to the colony. He's overruled the science officer and has dumped them in a small pit outside the base. He intends to incinerate them all with his flame thrower. READ: *"Safely closed up in your protective eggs you were lifted from the warmth and gloom of the misty place that had been your nest and bumped and jostled for a long time. Eventually the container you are in, humming with noise and vibration, comes to a stop. The creatures around you make guttural and high-pitched noises and then you are roughly dragged into the wind and rain. Dumped on the ground your egg rolls and gently rocks to a stop, piled up with others. You sense a bloom of heat and flame, and one of your kin erupts, your sibling squealing in its death throes..."*



PLAYING THE COLONISTS

Obviously you can't manage 158 separate NPCs at all times, where they are, what gear they have and what their state of mind might be at any given time. These rules randomise the colony for any given location and moment in the story that will play out. Naturally, the State of Mind of the colony and the people within it will deteriorate as the aliens reveal themselves and what they are capable of, and as people start to understand how much trouble they are in. However, if the aliens are too up-front too early the colonists will organise a response and may overwhelm the aliens before the balance of power shifts.

THE PHASES OF THE SCENARIO

There are "Phases" of the scenario that will affect how the colony NPCs react. It's up to the GM to judge when the scenario has moved on to which Phase, depending upon events:

- Phase 1 – no attacks and no one has any idea what's about to come;
- Phase 2 – the Facehuggers are about, but not many colonists have seen one, or the effect of an attack hasn't been understood;
- Phase 3 – someone has died from a Chestburster and rumours are rife;
- Phase 4 – an Adult xeno has been seen, or has killed someone. The colonists now know something is badly, badly wrong;
- Phase 5 – everyone knows the base is overrun by deadly xenomorphs – Panic!

The Table on the following page allows you to make separate rolls to:

- Roll d66 to see how many people might be in a location when a player xenomorph explores a new location;
- Roll d66 to see who these people are and what gear they might have with them;
- Roll d66 to see what their state of mind is (which affects STRESS and what bonus or negative dice the NPCs might get).

When you roll on the table on the next page, apply the modifiers below depending upon the relevant Phase of the scenario.

- | | |
|---|--------------------|
| • Phase 1 – no attacks: | -3 to the TENS Die |
| • Phase 2 – there's been a Facehugger sighting or attack: | -1 to TENS Die |
| • Phase 3 – the first Chestburster has arrived: | No modifier |
| • Phase 4 – "it's big, really big!" – an Adult has been seen: | +1 to the TENS Die |
| • Phase 5 – the Xenos are everywhere – Panic! | +3 to the TENS Die |



	Size of Group	Type of Group & Equipment	State of Mind
01	No one	Colonist – no weapons	ASLEEP
02	No one	Colonist – no weapons	UNAWARE ANYTHING'S AMISS
03	1 person alone	Admin staff – no weapons	UNAWARE ANYTHING'S AMISS
04	1d6 people	Admin staff – no weapons	BORED
05	3d6 people	Technicians – cutting torch	NOT ANOTHER CRISIS
06	1d6 x 10 people	Technicians – Fire Axe & Heavy Tools	NOT ANOTHER CRISIS
11	No one	Children and dogs	ASLEEP
12	No one	Colonist – no weapons	UNAWARE ANYTHING'S AMISS
13	1 person alone	Admin staff – no weapons	BORED
14	1d6 people	Technicians – cutting torch	NOT ANOTHER CRISIS
15	3d6 people	Technicians – Fire Axe & Heavy Tools	CONCERNED
16	1d6 x 10 people	Militia – M4A3 Pistol & Magnum	ANXIOUS
21	No one	Children and dogs	ASLEEP
22	No one	Colonist – no weapons	BORED
23	1 person alone	Corporate chiefs – M4A3 Pistols	NOT ANOTHER CRISIS
24	1d6 people	Technicians – flame unit + MD	CONCERNED
25	3d6 people	Technicians – Fire Axe & Heavy Tools	CONCERNED
26	1d6 x 10 people	Technicians – Heavy Tools + MD	ANXIOUS
31	No one	An Android or androids	ASLEEP
32	No one	Colonist – no weapons	NOT ANOTHER CRISIS
33	No one	Admin staff – no weapons	CONCERNED
34	1 person alone	Technicians – Heavy Tools	CONCERNED
35	1d6 people	Militia – Shotguns and Grapple Gun	ANXIOUS
36	3d6 people	Militia – M41A Pulse Rifles	ANXIOUS
41	No one	An Android or androids	ASLEEP
42	No one	Colonist – no weapons	CONFIDENT
43	No one	Admin staff – no weapons	CONCERNED
44	1 person alone	Admin staff – improvised weapons	ANXIOUS
45	1d6 people	Militia – Shotguns and Grapple Gun	ANXIOUS
46	3d6 people	Militia – M41A Pulse Rifles	FEARFUL
51	No one	Colonist – no weapons	TRYING TO SLEEP
52	No one	Admin staff – improvised weapons	DETERMINED
53	No one	Technicians – Heavy Tools	DETERMINED
54	1 person alone	Technicians – flame units + MD	ANXIOUS
55	1d6 people	Militia – M4A3 Pistol & Nets	FEARFUL
56	3d6 people	Militia – M41A Pulse Rifles	FEARFUL
61	No one	Colonists – Fire Extinguishers	TRYING TO SLEEP
62	No one	Admin staff – improvised weapons	TAKE THE FIGHT TO THEM
63	No one	Technicians – Heavy Tools	MAKE A LAST STAND
64	No one	Corporate Chiefs – M4A3 Pistols	FEARFUL
65	1d6 people	Militia – M4A3 Pistol & Flame Unit	FLEE!
66	3d6 people	Militia – M41A Pulse Rifles	TERRIFIED
71	No one	Colonists – with children and dogs	TRYING TO HIDE
72	No one	Colonists – Magnum, Shotgun, seismic charges	TAKE THE FIGHT TO THEM
73	No one	Technicians – P5000 Power Loader	MAKE A LAST STAND
74	No one	Militia – M4A3 Pistol & Flame Unit	FLEE!
75	1d6 people	Militia – M41A Pulse Rifles & seismic charges	TERRIFIED
76	3d6 people	Sentry gun	TERRIFIED

ALL MILITIA UNITS WILL HAVE ACCESS TO A MOTION DETECTOR, OTHERS ONLY WHERE M.D. IS NOTED



INDIVIDUAL NPCs

Individual NPCs need some (very) basic information to make them playable in this game, where the vast majority will be powerless victims for the rampaging xenomorphs.

- Depending upon who they are (based on the roll on the table on the previous page) the GM needs to decide which skills the NPC needs and what gear they may have access to;
- Skill levels should be quickly decided by rolling 1d6+1 (which covers the NPC's skill and attribute combined);
- NPCs may have STRESS, and hence may have extra dice for their rolls, but this is managed in a simple way. Use the following list as a rough guide to the extra dice you may wish to give your NPCs:
 - The first "reveal" of the xenomorphs: +1 Base Die
 - Thereafter for each xenomorph attack: +1 Base Die
 - If the NPC's State of Mind is TAKE THE FIGHT TO THEM: +1 Base Die
 - If the NPC's State of Mind is THE LAST STAND: +2 Base Dice
 - If the NPC's State of Mind is FLEE!: -1 Base Die
 - If the NPC's State of Mind is TERRIFIED: -2 Base Dice

TIPS FOR GMing THE COLONISTS

- Once the presence of the xenomorphs has been confirmed the Marshal and militia will band together to try and hunt down the players, using Motion Detectors and weapons;
- Don't worry too much about other stats for your NPCs – if the players attack them the exact number of STRENGTH points they have won't matter much!
- If an item needs POWER roll 1d6 for its starting power rating.



	FACEHUGGER		FACEHUGGER
SPEED	2	SPEED	2
HEALTH	2	HEALTH	2
MOBILITY	8	MOBILITY	8
OBSERVATION	8	OBSERVATION	8
ARMOUR RATING	2 (0 vs Fire)	ARMOUR RATING	2 (0 vs Fire)
ACID SPLASH	4	ACID SPLASH	4

	FACEHUGGER		FACEHUGGER
SPEED	2	SPEED	2
HEALTH	2	HEALTH	2
MOBILITY	8	MOBILITY	8
OBSERVATION	8	OBSERVATION	8
ARMOUR RATING	2 (0 vs Fire)	ARMOUR RATING	2 (0 vs Fire)
ACID SPLASH	4	ACID SPLASH	4

	FACEHUGGER		FACEHUGGER
SPEED	2	SPEED	2
HEALTH	2	HEALTH	2
MOBILITY	8	MOBILITY	8
OBSERVATION	8	OBSERVATION	8
ARMOUR RATING	2 (0 vs Fire)	ARMOUR RATING	2 (0 vs Fire)
ACID SPLASH	4	ACID SPLASH	4

	ROYAL FACEHUGGER		ROYAL FACEHUGGER
SPEED	2	SPEED	2
HEALTH	3	HEALTH	3
MOBILITY	8	MOBILITY	8
OBSERVATION	10	OBSERVATION	10
ARMOUR RATING	4 (2 vs Fire)	ARMOUR RATING	4 (2 vs Fire)
ACID SPLASH	5	ACID SPLASH	5

	CHESTBURSTER		CHESTBURSTER
SPEED	2	SPEED	2
HEALTH	2	HEALTH	2
MOBILITY	8	MOBILITY	8
OBSERVATION	6	OBSERVATION	6
ARMOUR RATING	2 (0 vs Fire)	ARMOUR RATING	2 (0 vs Fire)
ACID SPLASH	4	ACID SPLASH	4

	CHESTBURSTER		CHESTBURSTER
SPEED	2	SPEED	2
HEALTH	2	HEALTH	2
MOBILITY	8	MOBILITY	8
OBSERVATION	6	OBSERVATION	6
ARMOUR RATING	2 (0 vs Fire)	ARMOUR RATING	2 (0 vs Fire)
ACID SPLASH	4	ACID SPLASH	4

	CHESTBURSTER		CHESTBURSTER
SPEED	2	SPEED	2
HEALTH	2	HEALTH	2
MOBILITY	8	MOBILITY	8
OBSERVATION	6	OBSERVATION	6
ARMOUR RATING	2 (0 vs Fire)	ARMOUR RATING	2 (0 vs Fire)
ACID SPLASH	4	ACID SPLASH	4

	BAMBI BURSTER		BAMBI BURSTER
SPEED	2	SPEED	2
HEALTH	2	HEALTH	2
MOBILITY	10	MOBILITY	10
OBSERVATION	6	OBSERVATION	6
ARMOUR RATING	2 (0 vs Fire)	ARMOUR RATING	2 (0 vs Fire)
ACID SPLASH	4	ACID SPLASH	4

	QUEEN BURSTER		QUEEN BURSTER
SPEED	2	SPEED	2
HEALTH	3	HEALTH	3
MOBILITY	8	MOBILITY	8
OBSERVATION	6	OBSERVATION	6
ARMOUR RATING	4 (2 vs Fire)	ARMOUR RATING	5 (2 vs Fire)
ACID SPLASH	5	ACID SPLASH	5

	DRONE		DRONE
SPEED	2	SPEED	2
HEALTH	7	HEALTH	7
MOBILITY	10 (targets suffer -2 to their OBS to spot a Drone)	MOBILITY	10 (targets suffer -2 to their OBS to spot a Drone)
OBSERVATION	8	OBSERVATION	8
ARMOUR RATING	8 (4 vs Fire)	ARMOUR RATING	8 (4 vs Fire)
ACID SPLASH	8	ACID SPLASH	8

	DRONE		DRONE
SPEED	2	SPEED	2
HEALTH	7	HEALTH	7
MOBILITY	10 (targets suffer -2 to their OBS to spot a Drone)	MOBILITY	10 (targets suffer -2 to their OBS to spot a Drone)
OBSERVATION	8	OBSERVATION	8
ARMOUR RATING	8 (4 vs Fire)	ARMOUR RATING	8 (4 vs Fire)
ACID SPLASH	8	ACID SPLASH	8

	SCOUT		SCOUT
SPEED	3	SPEED	3
HEALTH	5	HEALTH	5
MOBILITY	8	MOBILITY	8
OBSERVATION	10	OBSERVATION	10
ARMOUR RATING	8 (4 vs Fire)	ARMOUR RATING	8 (4 vs Fire)
ACID SPLASH	8	ACID SPLASH	8

	SCOUT		SCOUT
SPEED	3	SPEED	3
HEALTH	5	HEALTH	5
MOBILITY	8	MOBILITY	8
OBSERVATION	10	OBSERVATION	10
ARMOUR RATING	8 (4 vs Fire)	ARMOUR RATING	8 (4 vs Fire)
ACID SPLASH	8	ACID SPLASH	8