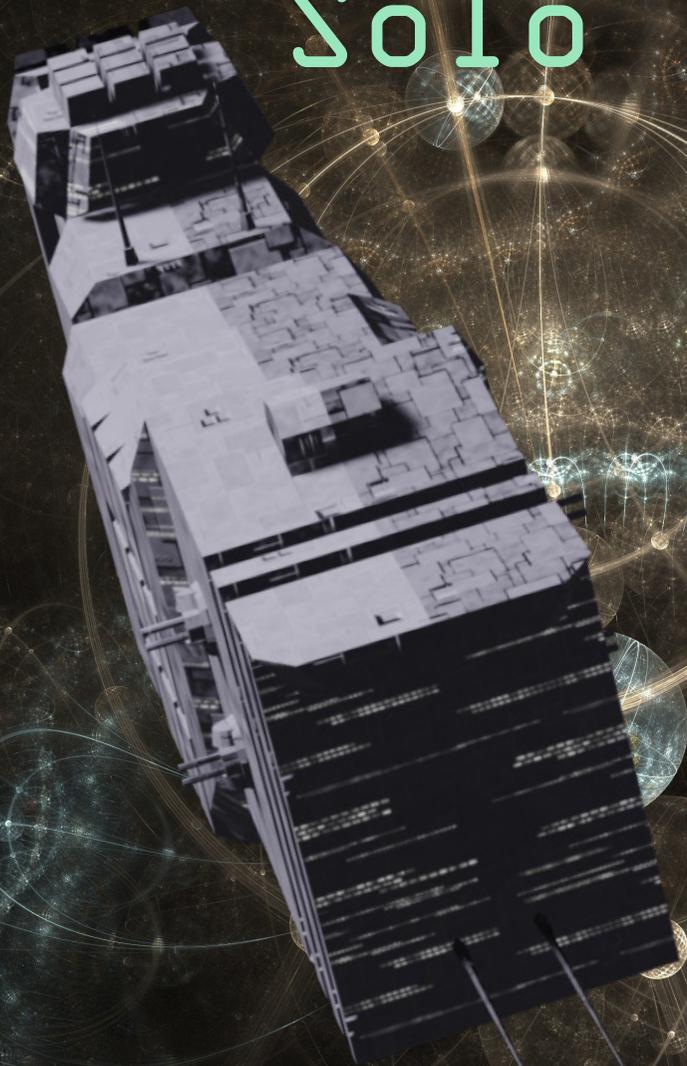


Alien RPG Solo



Alien RPG

IN SOLO NO ONE CAN HEAR YOU SCREAM

Interior Art: Hans Braxmeier, Dimitrios Papadimitriou

These rules were created for my patrons for their own personal use.

I assume that you know how to solo roleplay, and you have developed your own style.

These rules do not include "What is solo roleplaying" or "How to solo roleplay".

These rules are split into five sections.

Answering Simple Questions

Constructing Missions

Answering Complex Questions and Inspiration Prompts

Determining Contact with Xenomorphs

Example of Play

PERMISSIONS

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CLOSED QUESTIONS

Closed Questions, by comparison, are much easier to interpret, but they still need you to give them meaning.

When you ask a question, you need to ask your question in a yes-no format. Is the hatch secured? Is there blood on the gantry? These are both closed questions. Once you have your question, you decide if you think the answer is likely, 50/50, or unlikely.

You need to ask the best for the game and not the best questions for your character. It would be very easy for your character if there were no marines or marshals about when they want to leave Anchorpoint station in a hurry. The universe is not run for your character's convenience. Quite the contrary, the universe really does not care if your character lives or dies.

Closed questions are intended to be answered in a yes-no format. To add greater depth to your game, we can extend the yes and no with modifiers that we all "and...". The and... answers are the most extreme form of yes or no in that context. If your ship is being attacked by Marines and you asked if they have intention is to destroy you, a yes, and... may mean that they are not in the mood to take prisoners and certainly not going to negotiate a surrender. In between these extremes, we have two others. "Yes, but..." and "No because..."

The dice roll you make is not going to tell you precisely what the answer means. That is your task. You consider: the adventure so far, the sort of experience you want to have, and the result you rolled. With those three factors weighed in, you can typically develop a detailed answer that moves your story forward.

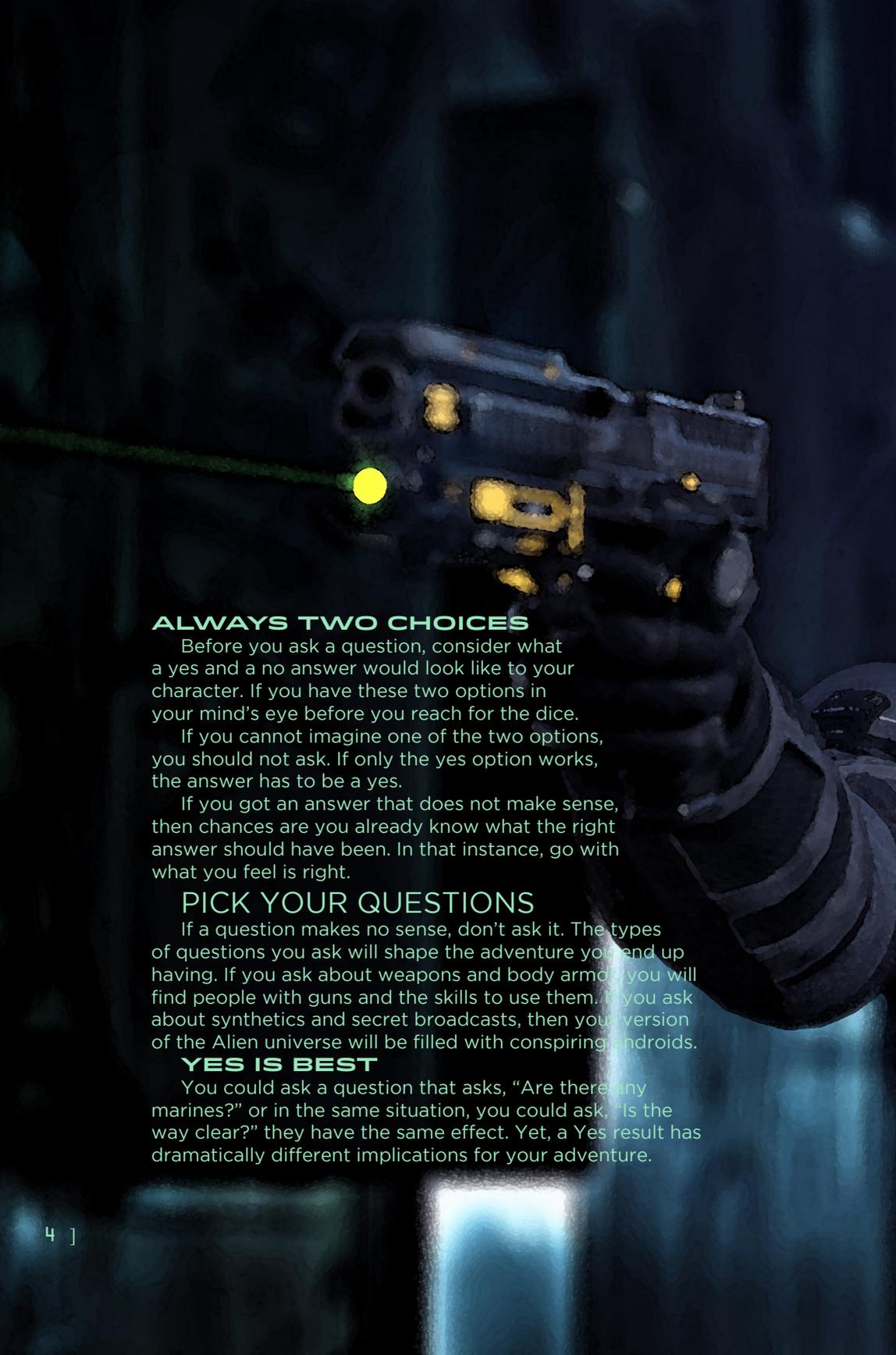
Do they look armed?

"Yes, and... they look like they know how to use them."

"Yes, but... their weapons look to be in poor condition."

"No, because... they look like raw recruits."

"No, and... you suspect they may have been drinking. A celebration perhaps?"



ALWAYS TWO CHOICES

Before you ask a question, consider what a yes and a no answer would look like to your character. If you have these two options in your mind's eye before you reach for the dice.

If you cannot imagine one of the two options, you should not ask. If only the yes option works, the answer has to be a yes.

If you got an answer that does not make sense, then chances are you already know what the right answer should have been. In that instance, go with what you feel is right.

PICK YOUR QUESTIONS

If a question makes no sense, don't ask it. The types of questions you ask will shape the adventure you end up having. If you ask about weapons and body armor, you will find people with guns and the skills to use them. If you ask about synthetics and secret broadcasts, then your version of the Alien universe will be filled with conspiring androids.

YES IS BEST

You could ask a question that asks, "Are there any marines?" or in the same situation, you could ask, "Is the way clear?" they have the same effect. Yet, a Yes result has dramatically different implications for your adventure.



It is generally accepted convention in solo play that the Yes answers are in the player's favor. The no answers are negative.

It doesn't make a difference in which way around you have it. It is much easier to always stick to the same structure because the likelihood of an event happening changes how a roll is made.

When you ask a question, you grab three base dice and three stress dice and throw them. The more crosshairs (⊕) you roll, or 6s, the more you walk up the scale of 'Yes'.

⊕	Yes, but
⊕⊕	Yes
⊕⊕⊕	Yes, and...

The same is true for the Xenomorphs; they take you down the No path.

⊖	No, because
⊖⊖	No
⊖⊖⊖	No, and...

We count the net number of ⊕ and ⊖ assuming they would cancel out one for one.

⊕, 2, 4.	that gives you a net of ⊕
⊕, 2, ⊖	there would have been no net result
⊕, ⊕, ⊖	would also have been a net of ⊕.

NO RESULT

If you get no symbol results or cancel out to a null result, you may have the most exciting effect. This is called a Complication.

A Complication is a change in circumstances that renders the original question no longer relevant. Complications can be big or small, positive or negative. If you were trying to leave Anchorpoint without being seen, you ask if there are any marines in the corridor ahead. A complication could have the entire corridor shut off by maintenance. Now you need to find a different way to the ship bays.

Complications can be dramatic; they can be an excuse to introduce an NPC or even bring back an alien that you thought was dead (if you don't see the body, then you can never really be sure!).

Complications are never 'nothing'; if you cannot immediately think of what could change, think of what would make the adventure more exciting or move the story forward. Think about where you are, what other people are doing, what other events could be unfolding.

LIKELIHOOD

Some events are more likely to happen than others. The chances of Marshals being armed are pretty high; the chances of the Marshal that is trying to arrest you being married to your sister are pretty low.

The way we deal with this is to push the roll.

If you think the result is more likely to be a yes than a no, you reroll any base dice not showing ☒.

If you think the result is likely to be a no, reroll any stress dice not showing ☉.

If the event or question is probably 50/50, then just roll the once.

NOT A SKILL TEST

These rolls do not replace the core skills and talents within the Alien RPG: Do not ask a question to see if you can sneak past a Marshal; make your skill test. They can be used to inform the skill test. A question can tell you how alert the guards are, but the Stealth test is still a Stealth test.

Cinematic Play

These rules assume that you are playing using the Cinematic format. That format assumes you will have a prologue, three acts, and an epilogue.

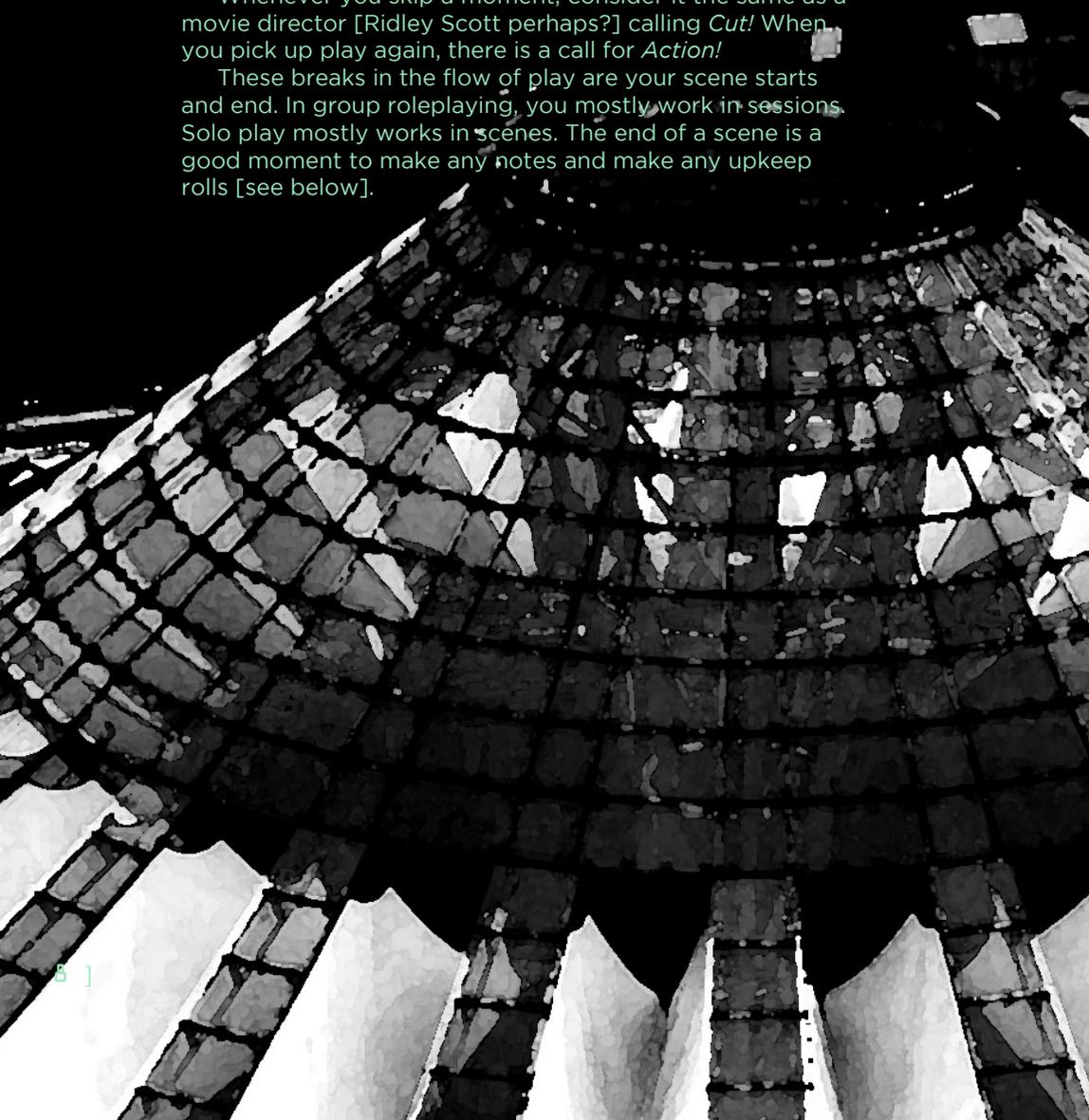
SCENES

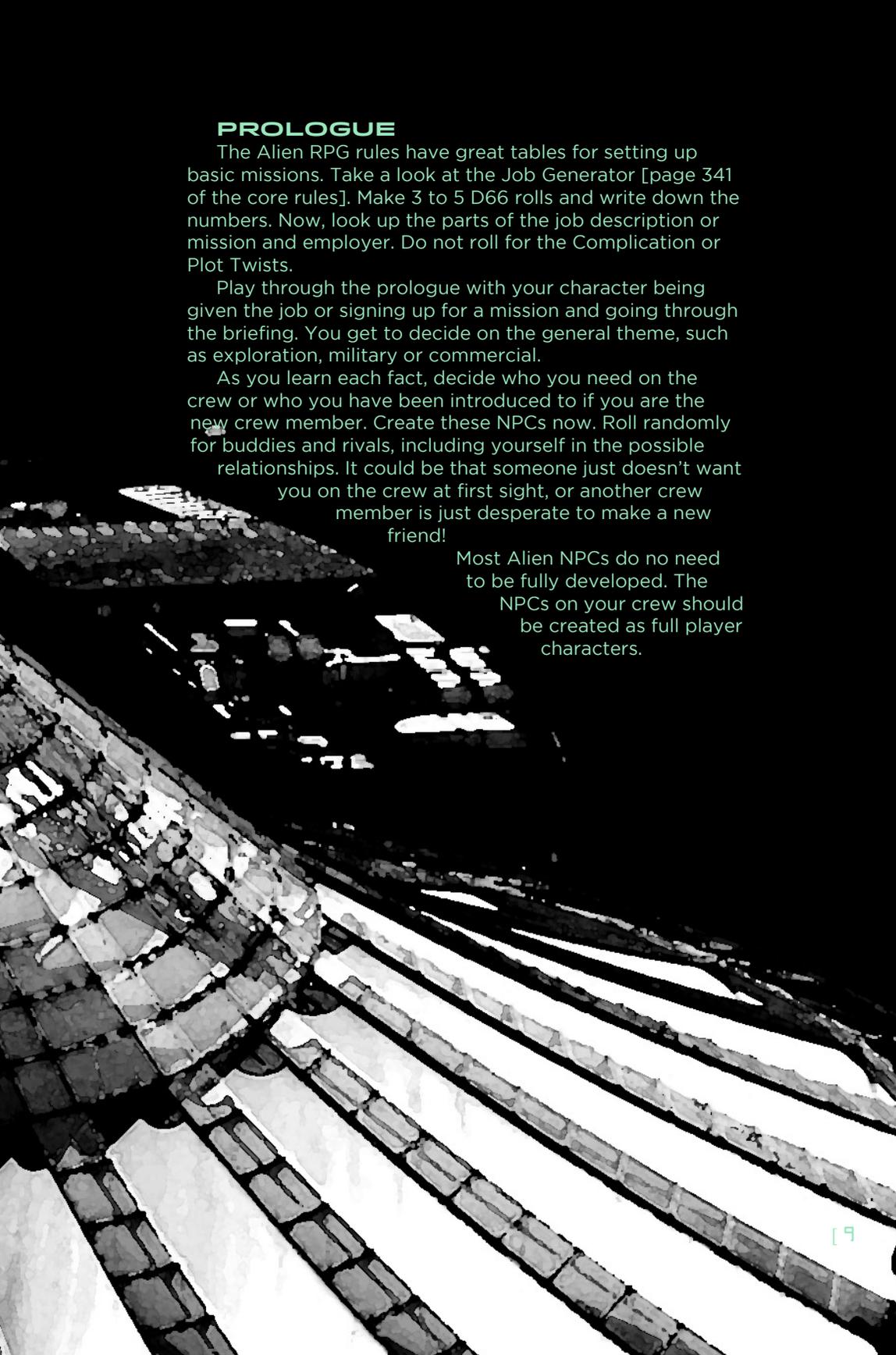
As you play there will be moments when you skip a block of time. This could just be a moment. If you decide to race from engineering to the bridge but only play the moment you decide to head to the bridge and then the moment you have arrived, you can skip the seconds in between.

Sometimes you will skip hours, days or even months if your character is in stasis.

Whenever you skip a moment, consider it the same as a movie director [Ridley Scott perhaps?] calling *Cut!* When you pick up play again, there is a call for *Action!*

These breaks in the flow of play are your scene starts and end. In group roleplaying, you mostly work in sessions. Solo play mostly works in scenes. The end of a scene is a good moment to make any notes and make any upkeep rolls [see below].





PROLOGUE

The Alien RPG rules have great tables for setting up basic missions. Take a look at the Job Generator [page 341 of the core rules]. Make 3 to 5 D66 rolls and write down the numbers. Now, look up the parts of the job description or mission and employer. Do not roll for the Complication or Plot Twists.

Play through the prologue with your character being given the job or signing up for a mission and going through the briefing. You get to decide on the general theme, such as exploration, military or commercial.

As you learn each fact, decide who you need on the crew or who you have been introduced to if you are the new crew member. Create these NPCs now. Roll randomly for buddies and rivals, including yourself in the possible relationships. It could be that someone just doesn't want you on the crew at first sight, or another crew member is just desperate to make a new friend!

Most Alien NPCs do not need to be fully developed. The NPCs on your crew should be created as full player characters.

START THE MISSION

Make the two Encounter Rolls [page 351]. The first check is made when your ship is preparing to enter FTL, the outgoing encounter. Then make a second encounter roll when you arrive at your destination.

Not every encounter will require you to deviate from your mission, but record the encounter in your game journal or log. Details like these will add a greater sense of realism to your game.#

As you play you will create scenes. [see “Creating a Scene” on page 24]

EXAMPLE

I decide I want to play a Space Trucker Game. I use the table on page 341 of the core rules to create a job. Rolling for the job, I get a Normal difficulty task to a nearby system. There is going to be a complication. The reward is UA\$40 and a bonus of UA\$11k on completion. We are being paid by a Military officer to ship tanks of Propylene to a facility far from a mining colony.

EXAMPLE

I choose to use pre-gen characters for this game. To preserve some sense of finding out about the world and characters, I do not read the other pre-gens until I have chosen my character. I then only read the detail that I need to know, such as Buddy and Rival, as these will change how the scenes are played.

ACT I

Now you can roll your job, or mission, complication, and any plot twist.

As you play through Act I, you will make a roll at the beginning of each scene. Roll one Stress die. If you get the Xenomorph symbol, you will encounter something abnormal during this scene.

During Act I, abnormalities should be small; things like not being able to find the ship's cat, hatches that should be closed are found open, a malfunctioning piece of equipment. Each on their own is nothing. It is when you have closed the hatch to Engineering for the third time that things may seem a bit weird.

You can use the Inspiration tables below and the column(s) that best fit your current situation to see where the abnormality happens.

EXAMPLE

At the start of Act I, two rolls are made. The first is the job complication; in this case, the ship's computer has brought us out of TFL before reaching our destination.

The second roll is a single Stress die. If the dice shows the Xenomorph icon, something odd has happened. In this instance, nothing odd happens.

EXAMPLE

I roll four inspiration prompts, choosing ship/Installation, colony, space, and outside. I chose those because Act I takes place on a ship, en route to a colony, in space, and the mission takes us outside the colony. The results are Damaged, Ampules, American, and Atmosphere.

EXAMPLE

I need a reason why the AI brought the ship out of FTL. I decided that the cargo hold is losing atmosphere due to some damage. This was caused by my poor loading of gas cylinders [ampules]. The damage needs repairing before we could land.

ACT II

During Act II two stress dice are rolled at the start of every scene. One ☉ symbol indicates a minor oddity. A pair of ☉ symbols means that something definitely odd and something that a character would be unlikely to ignore unless they had a reason.

EXAMPLE

Act II starts with the crew needing to effect repairs to the "Wild Cat". At the start of the scene, I roll two Stress dice. Neither comes up as ☉ Xenomorphs. In this case, there is nothing out of the normal to discover.

EXAMPLE

To set up the scene, I choose to roll on three columns of the Inspiration table. The words generated this time are Batteries, Company, and Section. I use these to help visualize the scene for my character. Words that do not fit with my play, I discard.

ACT III

During Act III, three stress dice are rolled. A result of ☉☉☉ indicates a direct encounter with a Xenomorph. A double ☉☉ indicates a situation that will increase the character's Stress by one level. A single ☉ is just something odd or out of the ordinary.

For each scene in Act III, you will still roll for inspiration words and try and incorporate them into your scenes.

Suppose you roll a xenomorph encounter for a new scene, but have not resolved a previous encounter. In that case, you can choose to either increase the number of Xenomorphs you are facing or give the first Xenomorph an advantage, such as circumventing your precautions or some other way of making your situation worse.

CHOOSE YOUR XENOMORPH

At the start of your adventure, you will not know what alien life form you will encounter. This table is extremely simple and is intended to be expanded as more alien species are introduced.

I have included Engineers. Although Engineers may not pose an existential threat, they are likely to put your character firmly in the sights of corporations or the military. It could be a piece of Engineer tech, an artifact, or the remains of an actual Engineer. Only your story will reveal what.

During Act III of your adventure, you get to roll three Stress Dice to look for evidence of Xenomorphs. At the start of each new scene, you roll the three Stress Dice again.

Suppose you roll for a second or subsequent Xenomorph encounter. In that case, you can use it to ramp up the severity of the situation. That could be advancing the Xenomorph through its life stages or increasing the number of Xenomorphs encountered. It could also be Xenomorph-related, depending on what they want. Intelligent Xenomorphs may think to kill the air supply or turn off temperature control, and so on.

XENOMORPH

D6	1-2	3-4	5-6
Stage	ENGINEER	NEOMORPH	XX121
1		Egg Sac	Ovomorph
2		Bloodburster	Facehugger
3		Neophyte	Chestburster
4		Neophyte	Stalker
5		Neomorph	Soldier
6		Neomorph	Praetorian

RANDOMORPHS

If you do not want to limit yourself to just the published Xenomorphs, you can expand on your options with Randomorphs.

Each Xenomorph has six unique attacks. To emulate this you can use the table below to find six unique attacks for your new species.

Roll for the six attacks, then copy the text into your game log. Skim read the text to look for specific body parts. This will help you to imagine the life form. Does it have a tail? Is it fast? You can answer more questions about this new life form through your character's experiences with it.

11	ESCAPE.	With a snarl, the Xenomorph flees, moving two zones away in a single action, into the nearest air duct if possible. As soon as the PCs lose line of sight, combat ends and stealth mode ensues. After D6 Turns, the Xenomorph grows into a Juvenile Xenomorph and starts stalking the PCs.
12	ASSESSING THE THREAT:	The Xenomorph pauses, hissing quietly but all the more threatening for that. It looks like it's thinking, or maybe giving silent orders to unseen companions. Everyone within MEDIUM range gets +1 STRESS LEVEL.
13	HYPNOTIZING GAZE:	The Xenomorph, eyeless as it may seem, stares deeply into the soul of its victim. The victim is mesmerized by the dread beauty of such a beast. They stand in awe of what nature, or god, or the devil has created, get +1 STRESS LEVEL and must make an immediate Panic Roll.
14	INTIMIDATING DISPLAY:	The Xenomorph tears up, its golden cilia flowing in threatening patterns. But it's a bluff. The expert predator has seen a problem and is using an aggressive display to cover a tactical retreat (which it makes on its next action). All PCs within SHORT range must make a Panic Roll. But the Xenomorph is not giving up the hunt: when it retreats, stealth mode resumes with the Xenomorph still hunting the PCs. When it makes its next attack, it gets a +1 to its roll on this table (to a maximum of 6).
15	RETREAT:	The Xenomorph isn't stupid and won't fight unless there's a good reason to. On this occasion it decides to flee the fight as quickly as possible.
16	SKITTERING MENACE:	The Xenomorph has chosen its host and they know it is coming for them! It skitters forward, single-minded and horrifyingly spider-like. The victim suffers +1 STRESS LEVEL and must make an immediate Panic Roll.
21	ONE FOR ALL:	The Xenomorph leaps at the largest group of enemies and roars a challenge, sweeping its arms, legs and tail through their ranks. All targets within SHORT range must succeed at a MOBILITY roll or be knocked off their feet, taking one point of damage. All the targets must make immediate Panic Rolls.
22	PINNED DOWN:	The Xenomorph uses its powerful pincers to pin down its target. Roll for the attack using ten Base Dice, Damage 1. If the attack hits, the target is knocked prone, drops any hand-held items and must make an immediate Panic Roll.

23	PLAYING WITH ITS PREY:	The Xenomorph attacks, but not to kill. The target is knocked to the ground and drops all hand-held items, but otherwise takes no damage. The Xenomorph stands over them, taunting its prey to run so the game can go on. The victim gets +1 STRESS LEVEL and must make an immediate Panic Roll.
24	TAIL SLASH:	The Xenomorph pivots, slashing its victim with its sharp tail. The victim is attacked using ten Base Dice, Damage 2. The attack is armor piercing, halving any Armor Rating.
25	ACRID PHEROMONES:	The Xenomorph releases a huge dump of pheromones into the air. They are so pungent that anyone near the creature starts to cough and all PCs within SHORT range must make a STAMINA roll. If unsuccessful they are stunned and lose their next slow action.
26	ALL-OUT ATTACK:	The Xenomorph launches into a wild attack, throwing every claw, fang and its pointed tail at its victim. It attacks with twelve Base Dice, Damage 2, and the attack is armor piercing.
31	BEASTLY BITE:	The Xenomorph takes a huge bite from its victim. The attack is rolled with ten Base Dice, Damage 1. If the attack causes any damage, it inflicts critical injury #61 even if the victim isn't Broken, triggering a Panic Roll.
32	CHARGE:	The cornered Xenomorph rushes the player who it deems to be the biggest threat. It makes a manic charge against them, and all those in that direction, as its charge crosses into the next zone. All targets must make a MOBILITY roll (no action) to get out of the way. Anyone who fails suffers an attack rolled with ten Base Dice, Damage 1, and is knocked prone.
33	DEADLY GRAB:	The Xenomorph jumps at its victim, grabbing it and dragging it away. Roll for the attack using eight Base Dice, Damage 1. If it hits, the Xenomorph immediately drags the victim into the next zone (MEDIUM range) before releasing it. The victim falls prone, drops any hand-held items, and must make an immediate Panic Roll.

34	PINCER GRAB:	The creature tries to seize its victim in its enormous claws, quivering with the anticipation of a quick strike with its huge tail. Roll for the attack with eight Base dice, Damage 1. If the attack hits, the victim is grappled (see Alien RPG page 93) and must make an opposed roll for CLOSE COMBAT against eight Base Dice to break loose. If the Xenomorph retains its grasp, it will automatically make a TAIL STRIKE (below) attack against the victim on its next initiative. If this attack hits underwater the Xenomorph will drag the victim deeper and one zone away from the group, causing them to also suffer the effects of drowning.
35	CRUSHING BLOW:	The Xenomorph brings its entire weight down on the poor victim, who must make a MOBILITY roll at -2 (no action) or be crushed, immediately suffering three critical injuries (roll three times on the critical injury table and apply all three results, regardless of whether or not the victim is Broken). The victim is knocked to the ground and must make an immediate Panic Roll.
36	PERAL RAGE:	The beast attacks, throwing everything at its victim, with ten Base Dice, Damage 2. If it causes any damage, its insatiable desire to kill allows it to immediately make a second attack as a free action, with the same number of Base Dice and Damage rating.
41	FLAILING STRIKE:	The Xenomorph's pincer swipes at its target. Roll for the attack with eight Base dice, Damage 1. If the attack hits, the Xenomorph flings the victim into the next zone, causing an immediate critical injury (regardless if the victim is Broken). The victim is left prone and drops any hand-held items.
42	LEAPING ATTACK:	The Xenomorph jumps at the victim. Roll for the attack using eight Base Dice, Damage 1. If the attack is successful, the victim is thrown to the ground and must make an immediate Panic Roll, and the Xenomorph immediately performs an extra attack with ten Base Dice, Damage 2 (does not count as an action). The extra attack cannot be blocked.

43	READY TO KILL:	The Xenomorph grabs its victim, its inner jaws poised to strike. Roll for the attack with ten Base Dice. If it hits, the victim counts as grabbed (see Alien RPG page 93) and needs to make an opposed CLOSE COMBAT roll against ten Base Dice to break loose. The victim and all friendly characters in the same zone must make Panic Rolls. Unless the victim breaks free, the Xenomorph will use a HEADBITE attack against them on its next initiative.
44	STAMPEDE:	The Xenomorph goes berserk, like a bucking bronco, and flails around in a maddened frenzy. All targets within SHORT range suffer a crushing attack of six Base Dice, Damage 2, and are knocked prone if hit.
45	TAIL GRAPPLE:	The Xenomorph leaps and catches its victim from behind, its tail whipping violently. Roll a D6: 1-2: The target's legs are caught and they fall prone—make a Panic Roll. 3-4: The victim's arms get hopelessly tangled in the beast's tail—they cannot use any held items and must make a Panic Roll. 5-6: The Xenomorph wraps its tail around the target's neck, choking them—they suffer the effects of DROWNING and must make a Panic Roll.
46	TERRIFYING HISS:	The Xenomorph jumps onto the victim, showing its razor-sharp teeth and hissing. The victim must make an immediate Panic Roll.
51	BURROWING CLAWS:	The beast's claws are almost as bad as its maw, and it leaps on a poor victim. They suffer an attack with ten Base Dice, Damage 2.
52	CRIPPLING ATTACK:	The Xenomorph attacks to incapacitate its target, either to eat later or get enough space to escape a bad situation. It goes for a crippling blow, making an attack with eight Base Dice, Damage 1. If it does any damage it automatically inflicts critical injury #56, even if the victim isn't Broken.
53	FACE GRAPPLE:	The Xenomorph leaps at its victim. Make an opposed roll with six Base Dice against the target's CLOSE COMBAT skill (not counting as an action for the victim): If the Xenomorph wins, they throw the beast to the floor, but it's not finished with them yet and attacks the same target again on its next initiative.
54	LEG BITE:	With a snarl, the Xenomorph bites the victim's leg. Roll for the attack using six Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #53 (even if the victim is not Broken), triggering an immediate Panic Roll.

55	LEG SLASH:	With a snarl the Xenomorph slashes its target's leg, metallic teeth flashing in the light. Roll for the attack using six Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #53 (even if the victim is not Broken), triggering an immediate Panic Roll.
56	TAIL STRIKE:	The Xenomorph swings its terrible tail forward with deadly purpose. It attacks with ten Base Dice, Damage 1. If it inflicts any damage it poisons the victim with a deadly venom, counting as a disease with a Virulence rating of 9 (see Alien RPG page 109).
61	DEATH ROLL:	The Xenomorph goes full out for the kill, grasping its target and wrapping it in a vicious death roll. Roll for the attack with ten Base Dice, Damage 1. If the attack hits, the victim is grappled as well as disorientated and loses their next slow action. On its next action, the Xenomorph will squeeze the victim, attacking with ten Base Dice, Damage 1 again.
62	HEADBITE:	The Xenomorph opens its outer jaws wide, and the deadly inner jaws lean out, gnashing in anticipation before snapping forwards. The attack has a strength of nine Base Dice, Damage 2. If it causes any damage it automatically inflicts critical injury #64, killing the victim in one dreadful blow. However, should the GM wish it, the victim remains just alive enough for the Xenomorph to initiate the ovomorphing process.
63	IMMOBILIZE:	The Xenomorph wants to escape, but to do so it needs to take its attackers out of the fight. It lunges for its victim's legs with its huge claws, making an attack with eight Base Dice, Damage 2. If it does any damage, the victim immediately suffers critical injury #35, whether or not they are Broken.
64	PULVERIZE:	The victim is dragged into the beast's dreadful meat-grinder of a mouth. They get to make a last-ditch opposed CLOSE COMBAT roll against eight Base Dice (no action), to dodge that dreadful fate. If they fail the roll they die, their body mercilessly minced, their agonized screams ringing in the ears of their friends until the day they die. All who witness this receive +1 STRESS LEVEL and must make a Panic Roll.

65

TAIL SPIKE.

The Xenomorph impales the victim with its razor-sharp tail. Roll for the attack using seven Base Dice, Damage 1. The attack is armor piercing, halving any Armor Rating. If the attack causes damage, it automatically triggers critical injury #66 (even if the victim is not Broken), killing the victim outright.

66

THROAT BITE.

The Xenomorph bites the victim's throat. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it automatically inflicts critical injury #61 (even if the victim is not Broken), triggering an immediate Panic Roll.

SOURCES OF INSPIRATION

In this section, you will find eight lists. Each is themed around an idea.

The lists are intended to be used as pairs. When you have a question that cannot be answered with a simple yes-no answer, pick two columns and roll D66 against each. This will give you two ideas that you should try and work into your answer. Use them to inspire your improvisation.

Here is an example. Walking into a mess hall on a newly established colony. My character has only recently arrived and knows no one. I look around and take it who is here. To answer this, I choose to roll on the Colony column and the Personnel. Making two D66 rolls, I get a 22 and 32. These become Ampules and Dominate. Ampules, to me, suggests some kind of drug, and Dominate suggests a rather imposing-looking colonist doing the selling. I can also infer that there is a buyer if there is a domineering seller. I can now picture the mess hall scene with a big-looking roughneck handing over an ampule of liquid and a stack of company coins on the counter. Opposite the roughneck is another character. A third roll made on the Personnel column gives me [14] Confident. I think the buyer in this deal is a suited company agent who doesn't even pay me the slightest bit of attention.

D66	Ship/Installation	Colony	Space	Outside
11	Corporations	Destruction	Defense	Dark
12	Ceiling	Deaths	Crisis	Chemical
13	Broken	Compromised	Craft	Crawled
14	Alone	Ancient	Blast	Atmosphere
15	Blown	Company	Course	Crashed
16	Authorize	Board	Cluster	Camp
21	Destroyed	Equipment	Frigate	Famine
22	Airlock	Ampules	Aneidōra	Appeared
23	Abyss	Alien	American	Ahead
24	Button	Convicts	Crash	Creature
25	Aboard	Administration	Acheron	Abandoned
26	Area	Base	Cargo	Border
31	Cryotube	Drone	Dropship	Dormant
32	Array	Beef	Carrier	Blowing
33	Biomechanical	Cards	Contact	Corpse
34	Barricaded	Built	Commandos	Gold
35	Birtherd	Commodity	Core	Covering
36	Batteries	Business	Compression	Clean
41	Bypass	Colonist	Crew	Claimed
42	AI's	Analogue	Asteroid	Approaching
43	Assigned	Beer	Cells	Buried
44	Contingency	Domestic	Distress	Detonation
45	Decompression	Engineer	Far	Excavator
46	Crack	Downtime	Derelict	Debris
51	Cutting	Dwellings	Emergency	Earthquakes
52	Acknowledge	Ambushed	Anchorpoint	Alive
53	Cancel	Converting	Crippled	Closest
54	Activates	Apart	CAPTAIN	Biological
55	Damaged	Economic	Extravehicular	Encounter
56	Arrived	Breathable	Colonists	Chasm
61	Altered	Android	Black	Avalanche
62	Bay	Byproduct	Computers	Contaminated
63	Electrical	Expedition	FTL	Fauna
64	Access	Animals	Canon	Beast
65	Communications	Deposit	Cryosleep	Creatures
66	Engines	Facilities	Hangers	Fire

D66	Effect	Personnel	Personal	Ship
11	Dangerous	Crazy	Violent	Pilot
12	Creating	Crazed	Unforgiving	Paneling
13	Confirm	Confident	Tough	MU/TH/UR
14	Aware	Antagonistic	Ghost	Hatch
15	Confusing	Civilian	Threatening	Module
16	Bursts	Bitch	Harsh	Keycards
21	Explosive	Forgotten	Powerful	Sensor
22	Arbitrary	Agenda	Gamble	Guns
23	Abnormal	Able	Fury	Galley
24	Contaminates	Corporate	Toxic	Navigation
25	Abhorrent	Acts	Funded	Gantry
26	Bizarre	Attendants	Greedy	Inspection
31	Diversion	Dominate	Weyland	Salvage
32	Blocking	Awoken	Grunts	Installation
33	Chance	Capable	Susceptible	Maintenance
34	Causing	Calling	Governments	Laser
35	Confronting	CEO	Thorough	Medic
36	Clear	Brinkmanship	Struggling	Lifeboat
41	Crushed	Covert	Uncertain	Orbit
42	Atmospheric	Agent	Gear	Habitat
43	Bluster	Bastard	Happy	Intercoms
44	Discover	Dipshit	Warrior	Refinery
45	Expanding	Expendable	Pissed	Section
46	Deadly	Defy	Viscous	Power
51	Encumbered	Drunken	Wreck	Screens
52	Accidentally	Advisor	Gain	Garrison
53	Cycle	Corporal	Unethical	Outpost
54	Believed	Attacked	God	Hypersleep
55	Escaping	Enemy	Worship	Seal
56	Calm	Bloody	Hide	Ladder
61	Bad	Arm	Gives	Hold
62	Colorful	Capitalistic	Sympathies	Mainframe
63	Flickering	Friend	Reluctant	Shuttle
64	Beautiful	Armed	Furnace	Hull
65	Cunning	Conflicts	Unsuspecting	Protocols
66	Frenzied	Fuck	Roughneck	Suits

CREATING A SCENE

Getting started in a solo game can be the biggest challenge. You can use the inspiration tables to help you get started. Each list is themed around elements that make up the Alien universe.

Ship/Installation: Use this when you are on board a ship or space station.

Colony: This can apply to colonies or space stations where people live.

Space: This can apply whenever you are in space.

Outside: This is intended for when you are outside of a colony, on the untamed wilds, or traveling between facilities.

SLEEPING AREA N:1

Effect: This can be applied equally to people or objects that are the focus of the scene.

Personnel: This is intended to be applied to people.

Personal: This extends the options for people.

Ship: this is a more ship specific list and can be used in conjunction with Ship/Installation.

You should mix and match which lists to roll on. I suggest three or four. List the words you roll and try and match each one to an element in the scene. Discard anything that doesn't fit with how you imagine the scene.



EXAMPLE

When examining the damage to the cargo hold, I rolled Batteries, Company and Section. The first thing that came to mind was that a section of the bulkhead had been damaged, exposing some of the emergency backup batteries. The word Company did not seem to fit, but it could easily have been a big company logo on the damaged section of bulkhead.

Campaign Challenges

Not every adventure in Campaign play will have a Xenomorph as the challenge that needs to be overcome. The Alien universe is one of corruption and vying powers. It is a setting where the characters are small and expendable cogs in an uncaring machine.

Using the same method of rolling one Stress Die per scene for Act I, two for Act II, and three for Act III, we can build more 'down-to-earth' plots.

Create a mission using the standard rules [page 341 of the core rules].

At the beginning of Act I, roll for a theme on the theme table below.

D6	Theme
1	Piracy [starfaring]
2	Corporate Rivalry [company]
3	Collateral Damage [military]
4	Colonial [exploration]
5	Mercy Mission [search & rescue]
6	It all goes wrong [survival]

Once you have this theme, you will use it to color your interpretations of all the future random events in this mission.

During Act I, you will roll one Stress Die at the start of each scene, and make a D66 roll against the Ships, Events, and Subjects table, using the Events and Subject columns.

EXAMPLE

At the start of Act I, I roll 1d6 and get a 5. This gives me Mercy Mission. I interpret this as the Wild Cat receiving a distress message. At this point, we know nothing else. The captain is trying to pinpoint the origin of the distress call.

When I roll a 1 on the Stress Die, I roll against the Event and Subject columns and get 15 and 43, Crisis + Parts. The easiest way to interpret this is the captain having deciphered part of the distress call. The Wild Cat changes course to provide assistance. To find out what or who is in distress, I choose to roll against the Ship/Installation and Colony tables to see if they suggest an answer. I roll 11 and 56, Corporations + Breathable. This sounds like a colonies atmosphere scrubbers, which also makes sense of the Crisis + Parts.

SHIPS, EVENTS AND SUBJECTS

D66	Ship	Event	Subject
11	Christopher	Storm	Monster
12	Columbus	Arrested	Aides
13	Pickering	Crashed	Asteroid
14	Wasp	Crime	Authorities
15	Wild Cat	Crisis	Colonists
16	Rollini	Cut	Colony
21	Ellen Austen	Dinner	Communications
22	Meta	Emergency	Company
23	Cyclos	Earthquake	Dignitary/Notable
24	Carrloo	Discovered	Enemy/rival
25	Deering	Fire	Equipment
26	Cotopaxi	Flare	Goods
31	Proteus	Frayed	Government
32	Révnoc	Expedition	Guards
33	Marine	Harassed	Leader
34	Sulphur	Hit	Lifeboat
35	Queen	Investigating	Manager
36	Nereus	Illegal	Military
41	Laurant	Important	Miners
42	El Faro	Meeting	Parasite
43	Isaac	Incidents	Parts
44	Avenger	Murdered	Repair
45	Mariner	Missing	Security
46	Douglas	Quarantined	Ship
51	Star Tiger	Pilfering	Spaceport
52	Ariel	Off-limits	Spiés
53	Marlin	Riot	Supplies
54	Boxcar	Sabotage	Angry
55	Turk	Search	Conflict
56	Piper	Stolen	Discontent
61	Pierce	Thefts	Kind
62	Acklin	Whipping	Interesting
63	Augustine	Trek	Formal
64	Maria	Unrest	Need
65	Juan	Failure	Petty
66	Kingston	Trapped	Religious

Sample Play

This sample play takes place after I have effected the repair to the Wild Cat's cargo hold.

ACT II

New Scene in the crew mess.¹

The crew is in the mess hall when I return from the cargo hold. They are playing cards [Gamble] when the Captain enters and looks grave. He says that he tried to send a message ahead to tell the colony of the delay, but someone or something has taken out the ship's comms. If the atmosphere leak has been more serious, we would not be able to send a Mayday.

The Captain wants everyone back in the cryotubes asap; he doesn't like being out here without any way of calling for backup.

NEW SCENE SLEEP TIME²

The crew is getting ready to go into cryosleep. The Captain is the last to come down to the sleep chamber. He looks troubled. Talking to the room rather than to anyone in particular, "What I don't get is that the computer says that the transmitter was damaged on the outside, but it was working fine before we went FTL. How does that happen?"

There are general murmurings of shared confusion. No one can explain how something can be damaged outside the ship at those speeds without destroying the ship entirely.

NEW SCENE TIME TO WAKE UP³

The next time we wake, we have entered our destination system⁴. Holroyd is the first out of his cryotube and doesn't hang around as the others are waking.

As we make our way back into the mess area, Holroyd is nowhere to be seen. Hirsch makes some kind of snide

1 I choose to roll on the Ship, Personnel, and Effect lists getting Destroyed + Bizarre + Gamble. I roll two Stress dice. I get 1 ☉ symbol. Something out of place is going to happen. I roll on the Subject (from Ships, Events, and Subjects for inspiration getting Enemy/Rival)

2 Activates + Extravehicular + Able. Nothing out of place happens.

3 Biomechanical + Converting + Conflicts. Nothing out of the ordinary.

4 A random encounter is rolled on arrival. I roll a 1 (-3), no encounter.

comment about what I have a broken this time, but Macwhirr tells him to can it.

The Captain [Sven Avari] grabs a coffee and heads to the computer room. Screens in the mess show different parts of the ship, and Holroyd is in his technician's cubby. He seems busy with some equipment.

When we finish up our 'breakfast,' Holroyd announces that he knows how the antenna could be damaged on a ship in FTL. It wasn't something that hit us; it was something that was already attached to us, something as simple as a mechanical arm attached to the outside of the hull. Send it a signal or even a timer activating. It carries out its programmed task, in this case, disabling our external comms.

This doesn't help us as we still have no comms and cannot signal what we want. Worst still, it is a military mission, and we have military clearance that we cannot broadcast. So we cannot even respond to a challenge asking us who we are and what we are doing here.

The only solution is an extravehicular 'space walk' to fix or replace the antenna. Of course, everyone looks at me because they feel they got them into this mess.

New Scene Out you go!⁵

As I suit up, near the airlock, Macwhirr is trying to think of a good reason why I shouldn't have to go out and fix the damaged antenna, things like, if it didn't destroy the ship in FTL, it isn't going to do any more damage now. Hirsch is silent by scowling at the back of the crew; Holroyd explains what I should be looking for and where the antenna is situated.

Eventually, the lock is sealed, and the air pumped out, and I exit the ship.⁶ It doesn't take me long to find the antenna, and as the ship slowly spins, the colony world comes into view overhead. The spot around where the antenna was is blackened, dented, and the antenna itself is completely absent. It has been blown away by some kind of controlled explosive. The robot arm is still in place, but the manipulator end is mangled metal⁷. All the make and model markings have been filed off or removed from the robot arm. I set about patching in the replacement antenna⁸, and

B Mobility check for the EVA and I get 3 successes(!)

? Is it a Weyland-Yutami robot arm? 50/50 question gives no result - (Complication.

B Comtech check, one success.

it is soon fitted. I use the suit's intercom to tell the crew I am heading back.

I head back to the airlock⁹ and seal myself in. I wait while it pressurizes and then enter the ship¹⁰. Sven [the-Captain] and Holyroyd look relieved and happy to have me back; even Hirsh looks a little less sour.

Sven heads to the bridge to start broadcasting our request to land.

ACT III ON SOLID GROUND

NEW SCENE TOUCHDOWN¹¹

The ship lands, and it is obvious right from the second we land that something is very wrong. I can see flames¹² being whipped up by the driving wind and fire crews in heavy cold-weather gear trying to tackle the burning starport building; Sven orders Macwhirr and me to use the Loaders to go and help the firefight. Unfortunately, the ship is full of pressurized gas cylinders. Sven doesn't want the fire to get anywhere near the ship.

We suit up in the two power loaders, grab the ships' firefighting gear, and head out into the thick smoke.¹³ Out of the black smoke a¹⁴ massive (1.8m) quadruped with a bulbous head leaps up at my loader. It leaps for my throat....

9 No roll, three successes the first time around I think is enough to get me there and back.

10 Do the crew treat me with a bit more respect after this? 50/50 🎲🎲🎲 gives result 🎲, yes.

11 Built+Fire+Accidentally I roll 3000 for bizarre happenings. The Xenomorph is about to happen.

12 Is this world cold and windy? 🎲 yes.

13 Can I see much? 🎲🎲 no the smoke is being blown directly towards us.

14 Time to roll for that Xenomorph (3) Neomorph, (4) Neophyte.