

FREE LEAGUE

# ALIEN

THE ROLEPLAYING GAME



COLONIAL  
MARINES

OPERATIONS MANUAL

# STARS OF THE MIDDLE HEAVENS

2184

STARSHIP  
TRAFFIC CONTROL



ONE SQUARE = 1 PARSEC  
(3.26 LIGHT YEARS)

78 NU CETI  
- TANBURO STATION

← RIMWARD

WEYLAND ISLES  
SECTOR

KRUGER 60  
- FORT NEBRASKA

KOI-571  
- OURAGAN

52 TAU CETI II  
- EZELL ASF BASE

SECTOR 949

SECTOR 955

40 ERIDANI  
- AVOZKA  
SECTOR BASE

BAO SAU  
SECTOR

ROSS 619  
- SKYFIRE DOWN

17 RHEI PHEI  
- ZHOY OUTPOST

GL408  
- LIBERTY ECHO

TARTARUS  
SECTOR

DYAUZ  
SECTOR

CUSP OF  
TARTARUS

THE UNION OF  
PROGRESSIVE PEOPLES

THE THREE WORLD EMPIRE  
ANGLO-JAPANESE ARM

THE INDEPENDENT CORE  
SYSTEM COLONIES

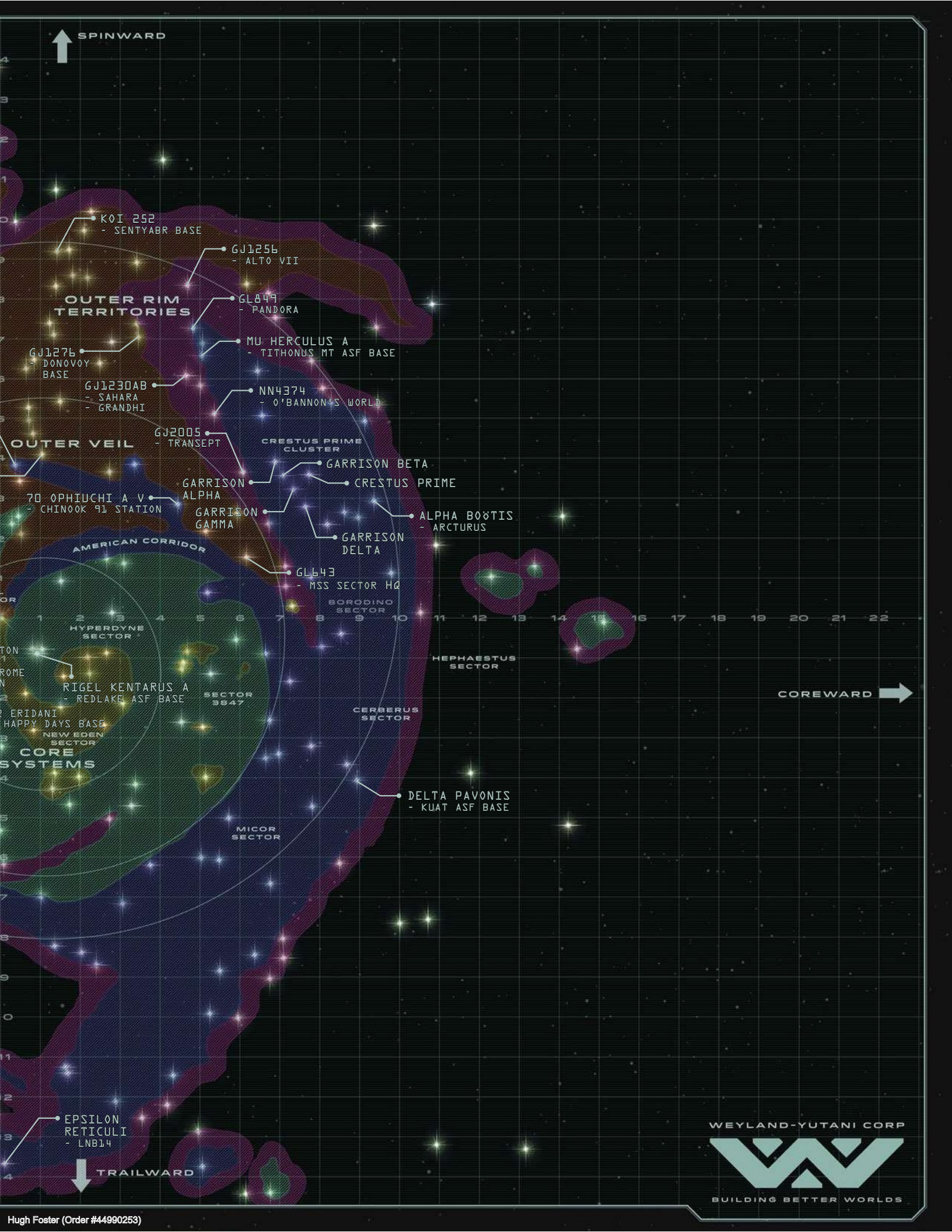
THE UNITED AMERICAS  
AMERICAN ARM

THE FRONTIER

FAR REACH OF THE  
AMERICAN ARM

ALPHA CAELI  
- ALPHA  
CAELI Vg

GL14018  
- WRIGHT ABERRA 2  
FUEL DEPOT



↑ SPINWARD

COREWARD →

↓ TRAILWARD





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1

## WELCOME TO THE CORPS

6



WHAT'S IN THIS BOOK	8
A LIFE IN THE CORPS	10
HAVE HYPERSLEEP POD, WILL TRAVEL	10
INDIGENOUS LIFEFORMS	11
INVASIVE SPECIES	11
DARK HORIZONS	12
RUMOR CONTROL	12
HERE ARE THE FACTS	13

2

## HISTORY

14



WHAT CAME BEFORE: THE WEYLAND ERA	16
GROWING PAINS	17
THE 20 PARSEC LIMIT	21
THE PROBLEM WITH ANDROIDS	22
BIOLOGICAL WARFARE	23
THE CORE CONFLICT	24
THE ARCTURIAN POLICE ACTIONS	26
THE BATTLE FOR THE CHINESE ARM	27
TO THE VICTOR THE SPOILED	28
THE RIMWARD EXPANSION	29
THE WAR AT HOME	32
FANATICAL FRONTIER	32
THE COLD WAR INTENSIFIES	34
THE FRONTIER WAR	34

3

## ORGANIZATION 36



UNITED STATES COLONIAL MARINE CORPS	38
OPERATIONAL THEATERS	39
PLATOON	40
SECTION	40
SPECIALTY FIRETEAMS	41
SQUADS	41
FIRETEAMS	41
OTHER UA MILITARY BRANCHES	43
UNITED AMERICAS ALLIED COMMAND (UAAC)	44
UNITED STATES AEROSPACE FORCE (USASF)	44
CANADIAN COLONIAL ARMED FORCES (CCAF)	45
LATIN AMERICAN COLONIAL NAVY (LACN)	45
OUTER RIM DEFENSE FLEET (ORDF)	45
OTHER UA ORGANIZATIONS	46
COLONIAL MARSHAL BUREAU (CBM)	46
FEDERAL BUREAU OF INVESTIGATION (FBI)	46
UNITED AMERICAN COLONIAL GUARD (UACG)	46
UNITED STATES COLONIAL COAST GUARD (USCCG)	47
FORCES OF THE THREE	
WORLD EMPIRE	47
ROYAL MARINE COMMANDOS	47
IMPERIAL ARMED SPACE FORCES	47
ICSC AND	
CORPORATE FORCES	48
WEYLAND-YUTANI COMMANDOS	48
CENTRAL SPACE CONSORTIUM	
PRIVATE MILITARY CONTRACTORS (CSC PMC)	48
UPP ARMED COLLECTIVE	48
THE UNION OF PROGRESSIVE PEOPLE'S ARMY (UPPA)	49
SPACE OPERATING FORCES (SOF)	49
MINISTRY OF SPACE SECURITY (MSS)	49

4

MAKING MARINES

50



ON THE READY LINE	52
THE BASICS	53
MILITARY OCCUPATIONAL SPECIALTY (MOS)	53
ATTRIBUTES	54
SKILLS	54
TALENTS	54
MILITARY OCCUPATIONAL SPECIALTY (MOS)	54
AFV MARINE	55
AUTOMATIC RIFLEMAN (SMARTGUNNER)	55
ASSAULT MARINE (BREACHER)	55
COMTECH MARINE	55
CBRN SPECIALIST	56
DROPSHIP CREW CHIEF	56
DEDICATED MARKSMAN	56
HOSPITAL CORPSMAN	56
FORWARD OBSERVER	57
RIFLEMAN	57
FIELD EVENTS	57
NEW TALENTS	60
FINAL PREPARATIONS	60
RANK	61
PERSONAL STUFF	61
STARTING GEAR	61

5

GEAR

64



WEAPONS	66
PISTOLS	66
RIFLES	68
HEAVY WEAPONS	71
EXPLOSIVES AND AMMUNITION	73
CHEMICAL WEAPONS	74
SUITS AND ARMOR	75
UNIFORMS	75
PROTECTIVE GEAR	76
BODY ARMOR	77
OTHER EQUIPMENT	78
VEHICLES	80
LOCKHEED MARTIN M577 ARMORED PERSONNEL CARRIER	81
LOCKHEED MARTIN M579 AIR DEFENSE APC	81
MIKOYAN-LIU OX SERIES HAMPV 6x6 HEAVY ARMORED MULTI PURPOSE VEHICLE	82
SEEGSON MX11A1 "HOVERTREAD" LIGHT INFANTRY VEHICLE	83
ALPHATECH XT-37 STINGER 4x4 FAST ATTACK VEHICLE	83
M22A3 JACKSON MEDIUM TANK	85
M40-E RIDGEWAY HEAVY TANK	85
M292A2 SELF PROPELLED ARTILLERY	86
BP-33 CELESTIAL DEFENSE ARTILLERY GUN	87
M201 MULTIPLE LAUNCH ROCKET SYSTEM	88
UA NORTHBRIDGE AD-19C/D BEARCAT VTOL STRIKESHIP	89
UA NORTHBRIDGE CHEYENNE UD-4L VTOL DROPSHIP	90
CHEYENNE UD-4 DROPSHIP VARIANTS	90
MI-220 KROKODIL SERIES ARMORED ATTACK DROPSHIP	92
MiG-730 SERIES AEROSPACE INTERCEPTOR	94
ALPHATECH EVAC-3 SERIES AEROSPACE SUPERIORITY TRANS ATMOSPHERIC FIGHTER	95
SPACECRAFT	98
RF-30F CLASS B SERVICE SKIFF	99
MODEL V-10A1113 MANTIS USCMC BOUGAINVILLE CLASS	100
ATTACK TRANSPORT	100
VP-753D KREMLIN CLASS HUNTER-DESTROYER	101

6

THE MARINE CAMPAIGN

108



THE UNIT	110
BATTALION LANDING TEAM	111
DROPSHIP SQUADRON	112
COMBAT LOGISTICS BATTALION	112
THE USS TAMB'ITAM	113
MARINE BARRACK SECTION	116
DROPSHIP LAUNCH HANGAR	117
INSIDE THE SQUAD	117
FORGET THE CHAIN OF COMMAND	119
NON-PLAYER CHARACTER MARINES	119
PLAYER CASUALTIES	120
COMBAT PROCEDURES	122
NPCS IN COMBAT	122
WE'VE GOT WHEELS	122
SEARCH & PATROL	123
THE AMBUSH	124
MISSIONS	125
ASSAULT	126
RECON	126
DEFENSE	126
SABOTAGE AND RAID	127
SEARCH AND RESCUE	127
COMBAT PATROL	127
PEACEKEEPING	128
CIVIL EVACUATION	128
BUG HUNT	128
SPACE ASSAULT	129
SNATCH AND GRAB	129
SPACE TRAFFIC SECURITY INVESTIGATION	130
DOWNTIME	131



## SYSTEMS & BASES

134



THE OUTER VEIL	137
70 OPHIUCHI SYSTEM	138
KOI-571 SYSTEM	139
THE OUTER RIM TERRITORIES	140
ROSS 619 SYSTEM	141
GL408 SYSTEM	142
ALPHA BOÖTIS SYSTEM	143
MU HERCULIS A SYSTEM	148
GARRISON SYSTEM PRIME	149
GARRISON SYSTEM ALPHA	150
GARRISON SYSTEM BETA	152
GARRISON SYSTEM GAMMA	152
GARRISON SYSTEM DELTA	153
GARRISON SYSTEM UPSILON	153
THE FRONTIER	154
GJ1230AB SYSTEM	154
NN4374 SYSTEM	155
GJ2005 SYSTEM	158
GJ1256 SYSTEM	158
GL849 SYSTEM	159
BEYOND THE 20 PARSEC LIMIT	160
78 NU CETI SYSTEM	161



## BLACK PROJECTS

162



ARTIFICIAL WOMB	
SOLDIER PROGRAM	164
CONCEPTION	164
DEPLOYMENT	164
OBSTACLES	165
CONCLUSION	165
COUNTERMEASURES	165
CURRENT DISPOSITION	165
PROJECT BERSERKER	166
CONCEPTION	167
OBSTACLES	167
DEVELOPMENT	167
COUNTERMEASURES	168
CONCLUSION	168
CURRENT DISPOSITION	168
PROJECT LIFE FORCE	170
CONCEPTION	170
DEVELOPMENT	170
OBSTACLES	171
CURRENT DISPOSITION	171
COUNTERMEASURES	171
CONCLUSION	171
THE DARKSTAR PROGRAM	172
CONCEPTION	173
DEVELOPMENT	173
OBSTACLES	174
COUNTERMEASURES	174
CONCLUSION	174
CURRENT DISPOSITION	175
XENOMORPH XX121	
ABERRANT TYPES	175
STAGE I: VITIATE "AFFLICTED"	179
STAGE II: AGUE "FEBRILE"	180
STAGE III: LUSUS "FREAK"	180
STAGE IV: NOCIOUS "TERMINAL"	181



## THE FRONTIER WAR

182



OVERVIEW	185
THIS IS RUMOR CONTROL	185
HERE ARE THE FACTS	186
THE BRINK OF WAR	187
THINK ABOUT THE CHILDREN	187
ARTIFICIAL AGENDAS	188
COUP D'ÉTAT	188
ESCAPE	189
SONGS OF THE STAR TEACHERS	189
BUILDING A BETTER BEAST	189
INVOLVING THE PCS	190
KICKING OFF THE CAMPAIGN	190
MISSION BRIEFINGS	190
AFTER ACTION REPORT	191
RELATIONSHIP TO VAUGHN	192
THE METAPUZZLE	193
1. OPERATION BLAZE OF GLORY	195
2. OPERATION ARCTURIAN APOCALYPSE	196
3. OPERATION QUIET CATCH	196
4. OPERATION GO FISH	197
5. OPERATION DREAMCATCHER	198
6. OPERATION DEEP SHAFT	198
7. OPERATION OCTOPUS GARDEN	199
DEEP VOID	199
DISPOSITION	200
OBJECTIVES	201
LOCATIONS	201
OPERATIONS	203
UNITED AMERICAN ALLIED	
COMMAND	204
DISPOSITION	205
OBJECTIVES	206
LOCATIONS	206
OPERATIONS	206
THE PEOPLE'S ARMED FORCES	207
DISPOSITION	208
OBJECTIVES	208
LOCATIONS	209
OPERATIONS	209
CHILDREN OF THE TWO DIVINES	211
DISPOSITION	211
OBJECTIVES	213
LOCATIONS	213
OPERATIONS	214
THE BORDER BOMBERS	216
DISPOSITION	216
OBJECTIVES	216
LOCATIONS	217
OPERATIONS	217



## MISSIONS

222



### MISSION 1: OPERATION

BLAZE OF GLORY	224
GEAR UP	224
WHAT IS REALLY GOING ON?	224
METAPUZZLE PIECES	226
INSERTION	226
MOVING OUT	227
INCOMING!	228
JUNGLE TREK	229
THE WRECK	230
LOCATIONS	232
EVENTS	239
FINALE	241
ALTERNATIVE USES	241

### MISSION 2: OPERATION

ARCTURIAN APOCALYPSE	242
GEAR UP	242
WHAT IS REALLY GOING ON?	242
METAPUZZLE PIECES	244
INSERTION	245
THE GUARDIAN BELT	245
THE GRAND KIVAS	248
THE CENTER KIVAS	249
ARCTURA TUNNELS	252
TEMPLE OF THE ENGINEERS	254
EVENTS	260
FINALE	261
ALTERNATIVE USES	261

### MISSION 3: OPERATION

QUIET CATCH	262
GEAR UP	262
WHAT IS REALLY GOING ON?	262
METAPUZZLE PIECES	263
SYSTEM RECON	264
MU/TH/UR KNOWS BEST	266
INSERTION	266
NUCLEAR WASTELAND	267
PACK HUNTERS	267
THE TESTING FACILITY	268
LOCATIONS	269
EVENTS	277
FINALE	280
ALTERNATIVE USES	281

### MISSION 4: OPERATION GO FISH

GEAR UP	282
WHAT IS REALLY GOING ON?	283
METAPUZZLE PIECES	284
INSERTION	284
PECKING ORDER	285
ADAGIA ISLAND	286
THE OBSIDIAN PLATEAU	286
MORGAN'S BLUFF SPACEPORT	287
LOCATIONS	289
EVENTS	292
FINALE	295
ALTERNATIVE USES	296

### MISSION 5: OPERATION

DREAMCATCHER	296
GEAR UP	298
WHAT IS REALLY GOING ON?	298
METAPUZZLE PIECES	298
INSERTION	299
BOARDING THE STATION	300
TALOS NETWORK RELAY STATION	300
LOCATIONS	304
EVENTS	311
FINALE	313
ALTERNATIVE USES	313

### MISSION 6: OPERATION

DEEP SHAFT	314
GEAR UP	315
WHAT IS REALLY GOING ON?	315
METAPUZZLE PIECES	316
INSERTION	317
GOING BELOW	318
SONDERDATCH MINE	319
LOCATIONS	320
EVENTS	326
FINALE	330
ALTERNATIVE USES	331

### MISSION 7: OPERATION

OCTOPUS GARDEN	331
GEAR UP	331
WHAT IS REALLY GOING ON?	333
METAPUZZLE PIECES	334
ENTERING ORBIT	334
INSERTION	335
DARWIN ISLAND	336
THE RIG	337
ISLAND LOCATIONS	338
RIG LEVEL 00	339
RIG SUBLEVEL 01	339
RIG SUBLEVEL 02	343
RIG SUBLEVEL 03	345
RIG SUBLEVEL 04	345
RIG SUBLEVEL 05	346
RIG SUBLEVEL 06	347
CALDERA	347
EVENTS	348
FINALE	351
AFTERMATH	352



# WELCOME TO THE CORPS

*"A day in the Marine Corps is like a day on the farm: Every meal's a banquet. Every paycheck's a fortune—every formation's a parade! I love the Corps!"*

—MASTER SERGEANT AL APONE

Armor piercing rounds sizzle through raw flesh as plasma beams sear swollen retinas. Acrid smoke chokes down your throat before you realize what's burning is you. Chemical attacks melt your armor, simmer your eyeballs, and fuse your warped helmet to your skull, while bioweapons turn your insides out and pulp you into a quivering mound of black jelly.

Welcome to war on the razor edge of space, marine—where nukes are yesterday's news, pulse rounds are cheap and a human life is only worth its weight in stock options. It's a living hell—but none of that's as bad as the flashes of gnashing metal teeth that terrorize you every time you try to close your eyes—like some goddamn monster just split your head open and crawled inside your dreams.

You joined the Corps because you wanted to see the stars—well, that and because you wanted to shoot at things. You believe in duty and honor. You believe in the Corps. You've made your best friends for life here—and watched plenty of them get cut down by shrapnel or claw for no good reason at all. Hell, sometimes it feels like God doesn't want you out in space anymore than the Devil does. A nuke never cares whose side you're on—both heaven and hell are always looking for new recruits.

But enough of that philosophy crap. You get paid to follow orders, not ask questions. You're just a grunt—no offense. So lock and load your pulse rifle, marine—you've got a job to do. Protect and serve the citizens of the Outer Rim colonies—no matter what the cost.

## WHAT'S IN THIS BOOK

This book is a complete campaign module for the ALIEN RPG, giving you all the tools you need to run a full open-world campaign as the iconic Colonial Marines. This is the first in a series of modules dedicated to the Campaign play mode (as opposed to Cinematic play, see page 19 of the core rulebook). Each campaign module will focus on one main career in the ALIEN universe.

Just like the core rulebook, this book is divided into a Players' Section (Chapters 1-5) and Game Mother's Section (Chapters 6-10). All players

are allowed to access the Players' Section at any time—this is your field guide to the weapons, vehicles, protocols, and politics of the United States Colonial Marine Corps (USCMC). Keep it just as handy as your M41A, and you just might survive out here on the ready line.

The Game Mother's section, starting on page 108, is for the GM's eyes only, top secret, hush-hush. Do not venture here if you are to be a player in this campaign. Just don't—you'll spoil the fun for everyone. ■

THE ROLE OF THE COLONIAL MARINES. Before we discuss what exactly it is you've gotten yourself into, let's take a look at what the USCMC does. The amended National Security Act describes it as follows:

"The United States Colonial Marine Corps is an integral part of the United Americas Allied Command (UAAC) that is tasked with maintaining the collective security of all United American (UA) signatories and their recognized interstellar colonies within the Frontiers of the Network."

We are the first line of defense against any attack on a UA colony—that means any world belonging to the United States, Canada, Latin America, and any other member of the UA. That definition has sometimes been broadened to include the colonies of UA ally nations like the Three World Empire.

"Working closely with colonial administration and local governments, the Colonial Marines are a first response threat assessment group designed to handle most armed conflicts and natural disasters within the colonized boundaries of the 20 Parsec Limit."

If there is any problem a colony can't handle on its own, the UA throws the Colonial Marines at it to see if they stick. That means you, marine.

"Under the purview of the UAAC, the Colonial Marines coordinate with the Colonial Armed Forces, Colonial Navy, Aerospace Forces, and the Defense Fleet to execute any extended peace or wartime extrasolar engagements and operations necessary to protect the integrity of the colonial United Americas."

Sounds boring, I know. What it means is that the Colonial Marines can be backed up and augmented by the other armed forces to ruin the day of any asshole who thinks they're better than us.

"In the event that the Secretary of Defense and the UAAC High Command should become incapacitated, deceased, resign, or be removed from office, the highest-ranking officer of the USCMC shall assume command of an advisory council representing the other branches of service. This interim UAAC Command shall control the nation's military might under the President of the United Americas until such time as the vacant roles can be filled."

Right after the UAAC, the USCMC has superiority over all other branches of the UA military—and deservedly so. The other services can only accomplish co-dependently what the Colonial Marines can do on their own. If everything goes to hell during war time and we lose UAAC Command, the USCMC leads the charge against the enemy. Finally, there's this bullshit amendment:

"Co-financed by Colonial Administration and the Weyland-Yutani corporation in order to offer technologically superior protective services to joint venture colony worlds, the USCMC can also be activated as a corporate security force tasked with protecting short-term company interests."

In layman's terms, sometimes we're the badass gallant heroes riding in on a dropship and a prayer to protect life, liberty, and the pursuit of paychecks—and sometimes we're just Weyland-Yutani's bitch. ■

# A L I F E I N T H E C O R P S

Let's talk about your part to play in this shitstorm. I'm not going to pussyfoot you—a life in the Colonial Marines is damn hard and you get little reward. Sure, you get money to send home and keep the family afloat. You get instant friends, a sleep pod of your own, and three squares a day.

Better yet, you not only get to shoot that gun your recruiter mentioned, but you get rewarded for shooting it. Just make damn sure you shoot at the things they tell you to shoot at and try not to grease any civilians—an important distinction when hoping for that reward.

## HAVE HYPERSLEEP POD, WILL TRAVEL

First, you are going to sleep a lot. Even with our fastest displacement drives, it still takes almost three months to get from one side of claimed space to the other. Try to get there on something slower than a cruiser or frigate and it could take three years. That's hypersleep time in a freezer pod doing nothing but dreaming. Because of this, your tour is going to take a few more years than you probably thought it would. The good news is that while everyone else you grew up with is getting old on some mining asteroid, you'll still be young and kickin' when your tour is up.

Now, all that shit about visiting exciting new worlds? Well, all the other Outer Rim colonies are just as boring as that lump of space rock you call home. Planets, moons, asteroids—it don't make no difference. Every world's got a sunrise and a sunset or two—but on the Outer Rim, they are always "too" something. Some are too wet or too

dry, others are too hot or too cold—and every one of them is looking for a way to make you all too dead.

Hell, most of the colonies you'll deploy to ain't even real breathers—they're shake and bakers. That processed canned air stinks just as bad on every one of 'em—they all got that cheap metal taste. Why? The O2 there is just as recycled as the shit on your home ball. If there were a ton of worlds we could breathe on, do you think the company would be cranking out those big ass air scrubbers again? The colonies have got an over-population and overcrowding problem. Humanity needs breathing room—and there ain't no more left. That long-ass American Arm has got to grope just a little further into the void and hope nothing out there gnaws its fingers off in the dark. That's why they'll be dropping you and your squad's asses on the Frontier—to secure new planets and moons on the ready line of known space.

## INDIGENOUS LIFEFORMS

On the Frontier, everything wants to kill you—including the damn air. If the O2 ain't that tinny recycled shit, it's probably poisoned. Ion storms will turn your dropship into a brick in freefall, and there are alien critters on these outer colonies that want nothing more than to eat you inside out. Bugs, beasts, and blobs—one platoon even fought off a goddamn dinosaur on Moldoon's Moon.

When the local fauna gets out of hand, we're the goddamn exterminators.

Yes, sir—we get paid to endanger species. More often than not we clear out the local fauna and make it safe for the colonists, their babies, and their babies' babies—a little shit job we like to call a bughunt. Sure, some of them space "bugs" are cute. Some might even seem friendly—at first. But trust me, you don't need no poodle-sized cockroach humping your leg in the middle of the

night, pooping its larva in your boot at dawn and eating your face for breakfast. Nothing out here is your friend besides your fireteam buddy and your M41A.

Even the fucking plants want nothing more than to turn you into fertilizer—but that's why they give us the incinerators. If the jungle so much as looks at you funny, you torch it. Sometimes you just have to burn the forest from the trees—and then burn down the fucking trees as well—just for good measure. Call in an airstrike. Douse it in toxic chemicals. You do what it takes to make the bad plants and angry animals go away. Don't go throwing nukes at the colony, though—the corporate types usually don't like us irradiating their planet to protect it. Your job on Frontier worlds is to make it easy for the dumb-ass colonists to set up shop—not to make them glow in the dark.

## INVASIVE SPECIES

Then there's the real assholes out here—us. People. Every nation and two-bit independent colony is pushing up against each other and the unknown. Most colonial insurrections are laughable, and any raiders or pirates that the Colonial Marshals can't handle are a flash in the pan for the Corps. But every now and then, somebody gets entrenched on some key production world. You just can't scrape 'em off your shoe, so you've got to go in on foot and in force.

Lots of times, corporations are scrambling to own everything and rent you standing room

only. Sometimes two companies will get into spit fights that end with us coming in on one side or the other and waving a big stick around. On the Frontier it's all about who has the biggest stick—everyone is out here waving their sticks like they own the joint. Sometimes your stick isn't big enough. Sometimes the guy next door waves a bigger stick back. Sometimes, he waves a tank. Next thing you know, everyone's nuked each other and there's one less habitable moon to squabble over. But all's fair in love and war or some shit—right, marine? Right. ■

# D A R K   H O R I Z O N S

So, I've given you a bunch of hypotheticals, marine—but how does this relate to you right now? Lately, there have been more and more open conflicts erupting along the Frontier. As if Australia and the Oil Wars weren't bad enough, the nuking of Hadley's Hope on LV-426 has caused a major schism in interstellar relations, and things are beginning to look bad—real bad.

## RUMOR CONTROL

For almost twenty years now, the socialist Union of Progressive Peoples and the United Americas (Chapter 11 of the ALIEN RPG core rulebook) have engaged in a friendly cold war game of cat and mouse—each upstaging the other in an arms race that can only end in mutual annihilation. That end may be coming along a lot quicker than either side realizes. Rumor has it the UPP has had enough of the status quo—that they have stolen some secret weapon plans from Weyland-Yutani and completed the program before the UA has. We are, it seems, about to go to war.

There are also hushed rumors about that crazy banned book that's been making its way across the network—Robert Morse's *Space Beast*. Dark Network node chatter claims the book's account is real, and that some sick terrorist fuck's got an army of the goddamn beasts ready to be set loose on Frontier colonies. Some even claim it's not terrorists, but the UPP, and that Hadley's was nuked by them because Weyland-Yutani was breeding the beasts there to begin with—but that's none of my business.



## HERE ARE THE FACTS

While Colonial Administration has been pretty quiet about it, there is some truth to the rumors. Over the past few months, the cold war on the Frontier has gotten real hot, real fast. The UPP has been showing up and claiming American systems left and right—drawing lines in our own backyards and daring us to cross them.

And they aren't the only ones being bold. There are disgruntled colonists on production worlds threatening to destroy supply chains if their demands aren't met. There are fanatics on the Rim who will run right up to you just to explode in your face, and there's even someone on the Frontier way worse than any corporation

or government—someone big and powerful who doesn't like us very much.

Whoever these fuckers are, they're bombing border worlds off the map—and they are using something nasty to do it—something nastier than any nuke. They've got black-goop biochemical weapons that will turn you into a goddamn monster yourself. Whatever that crap is, it's terrifying, and it ain't from around here.

It's alien.

So remember, marine—we're always the big boys and girls on the Frontier—until we're not. Right now, we are not. ■

**LIFE AFTER THE CORPS.** So you think you're going to hang back from the front lines, collect your paycheck, hypersleep your way through your tour, and go home in one piece, eh? That's cute. For the sake of argument, let's say you do survive and make it back to your home ball. Let me tell you what you've got to lose.

**YOUR SOUL:** The Corps changes you. Makes you a little dead inside. Complete your tour of duty alive and you'll get to settle somewhere. You'll get a pension and all that, but it won't be the same you that goes back to your old shake and bake. For a lot of marines, regular colony life just doesn't work anymore. They've seen too much strange shit to go back to farming or mining. Combat is what you know—either you have to conquer it or it conquers you.

**YOUR BODY:** Sometimes your inside-self isn't the only thing wrecked. Sometimes you lose a limb, sometimes you lose them all. If that happens, there's usually some corporate sponsor willing to give you use of their android prosthetics, for a price—they own the hardware, so technically they own whatever wetware is attached to it. That means you.

You'll go from military service to corporate mercenary in the blink of an eye, so forget about settling down on some nice little homesteader world with a wife or husband, 2.5 kids, and a Daihotai tractor. One way or another, ninety percent of you that sign up for this shit are in it for life. So get comfortable, marine. You might be here a while. ■



# H I S T O R Y

*"If you know the enemy and you know yourself,  
you need not fear the result of a hundred battles."*

—SUN TZU

The 22nd century has seen massive population growth, prompting a search for new assets—and the growth of nations in a time of limited resources usually means one thing—war.

While initially formed as a protector of worlds, nowadays the United States Colonial Marine Corps is more of a protector of assets. Companies such as Weyland-Yutani, Alphatech, and newcomer Grant Corp. have invested much in the military,

and as such have the luxury of calling in favors with a senator here or a colonel there. The usual response—send a platoon with a CO who is easy to manipulate and a corporate “advisor” to guide things.

It wasn't always that way, however. Here's a detailed history that showcases how the corps evolved to be what it is today—and drives home just how much it is needed.

## WHAT CAME BEFORE: THE WEYLAND ERA

Many of the innovations of the 21st century came from one man's vision—Sir Peter Weyland. His Weyland Corp. found habitable worlds, got us there faster than the speed of light, let us sleep along the way, made the air at our destinations breathable, and provided us with artificial life to help minimize our risk and accomplish our goals.

Each new world conquered meant a new settlement far from home—but who was going to protect them? Earthbound governments could only reach so far into the heavens—many smaller nations just didn't have the resources to support people on other worlds. Moreover, the last thing that powerful nations like the US, Russia, and China wanted was for corporations to form their own countries.

As it became increasingly clear that the only way for humanity to survive was through extrasolar expansion, earthly governments knew they needed to get in on the action. The United Nations was reborn as the United Nations Interplanetary Corps (UNIC). Key member nations included the EU, US, Russia, India, United Latin America, the Central African Confederation, and Japan—until financial juggernauts Weyland Corp. and the Yutani Corporation spearheaded

the formation of the Three World Empire (3WE) by bringing together Great Britain, Japan, Mars, and Titan—a conglomerate star-nation built by corporations. The 3WE then proceeded to cherry-pick some of UNIC's key powers.

In response, China formed the Chinese/Asian Nations Cooperative (CANC)—their own coalition of nations with extrasolar colonies—further weakening the UNIC. Often referred to as the Cooperative or Co-op, the CANC used its own extrasolar colonization program to establish the Chinese Arm of known space as the Three World Empire defined the Anglo-Japanese Arm.

With the formation of the 3WE, things looked very good for Weyland Corp.—until a scant few years later. By the mid-2090s, Sir Peter Weyland and CEO Meredith Vickers were declared lost along with the ill-fated Prometheus Project. Examining the books, Weyland Corp. found itself in severe debt—Sir Peter had overextended the company's assets to fund his pet projects. Luckily, the company was bought out by Hideo Yutani and merged with the Yutani Corporation.

But that was then. It wasn't until the 22nd century that things really got interesting. ■

# G R O W I N G P A I N S

2098–2101

**BIRTH OF THE CORPS** The end of the 21st century heralds a radical change for starfaring society. As Weyland Corp.

reorganizes to merge with Yutani, the United States finds itself in conflict with the CANC over extrasolar resources. In need of a standing fighting force trained to protect their new exoplanets on the edge of the Outer Veil, the US forms a new branch of the military: The United States Colonial Marine Corps (USCMC). The National Security Act of 2101 sets the structure of the USCMC at four divisions with four aerospace wings and support services plus a fifth division and wing for reserves.

2103

**DISSOLUTION** During a UNIC summit, the United States, United Latin Americas, and Canada announce their intentions to leave the United Nations and form a conglomerate super-nation called the United Americas. Before the summit is over, many alliances are broken. North, South, and Central America begin the process of unifying.

2104–2106

**UNITED EXPANSION** The United Americas is formed. Under the new banner, the USCMC operates in conjunction with the Canadian Colonial Armed Forces (CCAF), the Latin American Colonial Navy (LACN), and the United States Aero Space Force (USASF) to defend United American interests throughout the ever-expanding colonial frontier.

All military divisions answer to the United Americas Allied Command (UAAC)—a think tank of high-level admirals and generals led by UA Secretary of Defense De La Cruz. The UA is quick to define the new borders of the American Arm and launches the United American Outer Rim Defense (UAORD)—a joint

Navy, Marine, Army, and Aerospace division with the specialized duty of protecting the outer colonies.

As resources within the Outer Veil dwindle, a push is made to colonize more distant worlds. Weyland-Yutani and Hyperdyne Systems work with the UA to launch several large-scale colonization efforts like the *USCSS Covenant*, *Concordat*, *Arceon*, *Affiance*, and *Allegiance*. After several incidents, the fanatical Earth Savers—a group dedicated to forcing mankind back to Earth—becomes classified as a terrorist organization by the FBI.

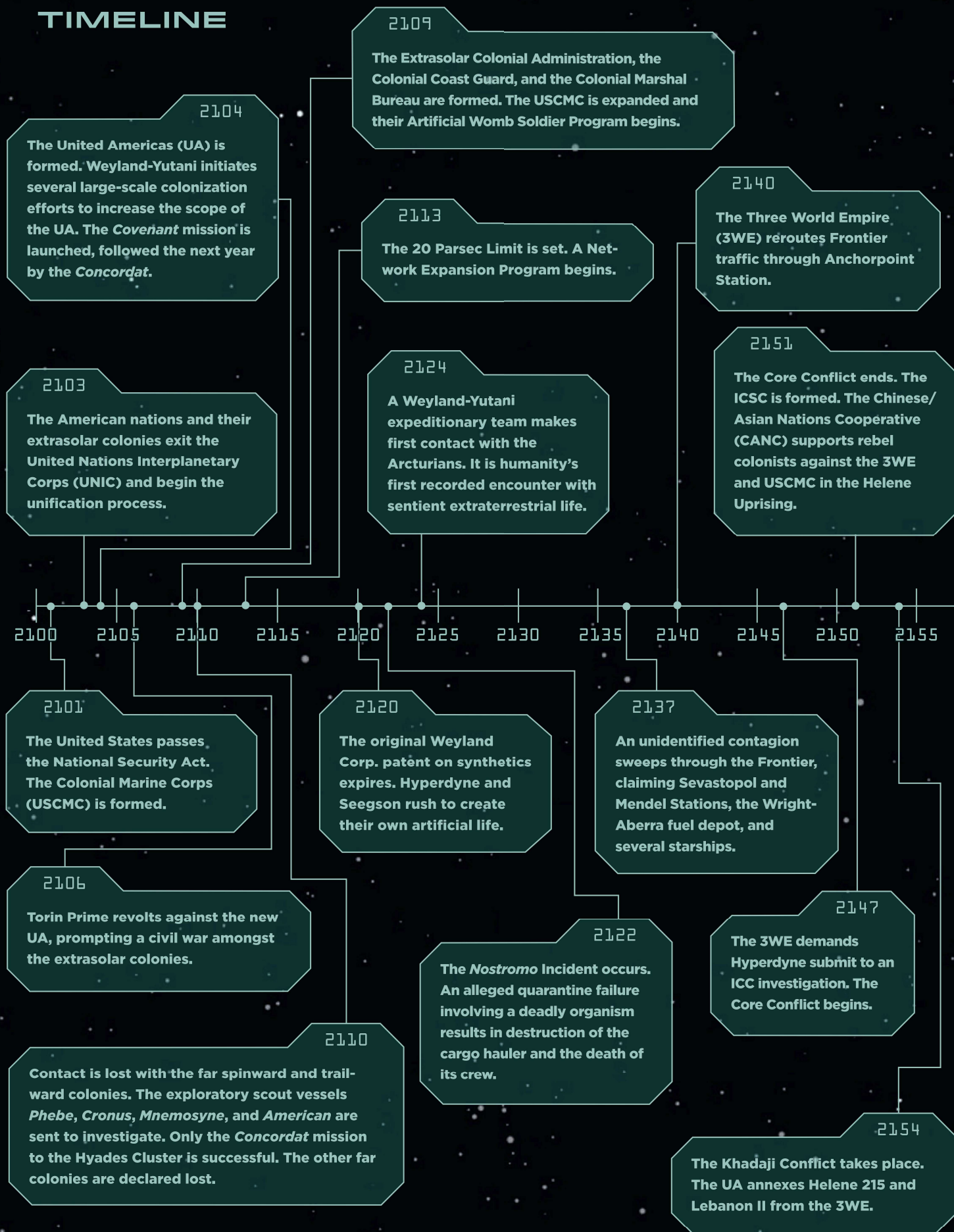
**CIVIL WAR** As new colonial laws take effect, the Paraguayan colony of Torin Prime pushes back against the unification of the three Americas. The J'Har rebel insurgency there releases a manifesto of terror and manages to take over most of the planet's key energy production facilities. All UA loyalists are rounded up and detained in concentration camps which also serve as J'Har headquarters, essentially serving as human shields to protect their leadership.

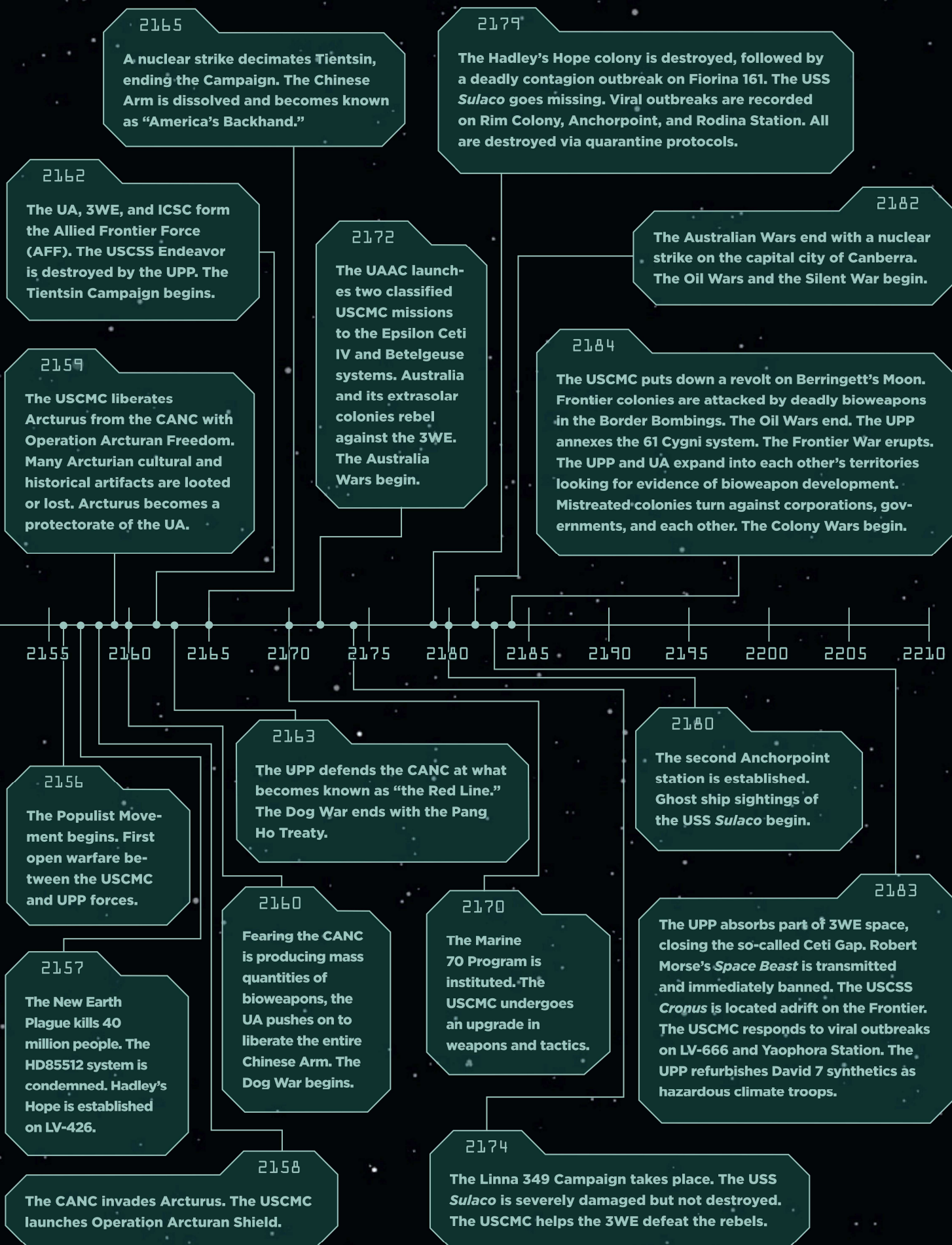
The J'Har spread the conflict to other colonies, resulting in both peaceful protest and armed conflict. A massive labor dispute occurs on Thedus, spurred on by J'Har advisors who use the chaos to disrupt military supply lines to Torin Prime. Barely two years in the making, the United Americas faces a civil war.

While the Thedus dispute only lasts four months, it takes nearly two years for the UA to liberate Torin Prime, an embarrassment for the newly formed Outer Rim Defense. Once the J'Har leadership is defeated, the other colonies appear to fall in line—but the unrest on the Frontier has only just begun.

2106–2108

# TIMELINE





2108–2109

### IN THE SHADOW OF GIANTS

The Torin Prime debacle showcases a weakness in the UA, and several other countries move to form conglomerate nations of their own. Already splintered by the 3WE, what is left of the EU dissolves as Germany and Spain join Russia in the creation of a new superpower—the socialist Union of Progressive Peoples (UPP).

Eager to see the United Nations Interplanetary Corps unravel, China becomes instrumental in the formation of the UPP. A conflict in ideologies prevents China from simply folding the CANC into the fledgling UPP. While the mandates of the UPP forbid interaction with corporations, the Cooperative's economy depends on the operation of corporate production facilities within their territories.

The CANC remains separate from the UPP, with China claiming time will be needed to integrate the two systems into one. Russia, Germany, and Spain are dissatisfied with China's lack of commitment, but realize that they cannot sustain the Union at this time without Chinese support.

2108–2111

### PROGRESSIVE GROWTH

Fed up with corporate greed, many single-nation and 3WE colonies in the spinward Outer Veil join the UPP. Others are simply annexed. The 3WE does not have the forces needed to maintain control over their colonies, so they take no action.

To combat the rising threat of socialist superpowers, the United American Outer Rim Defense (UAORD) proposes the Major Military Expansion Initiative (MMEI) to the UA Senate—a program that would fold the Marines, Navy, Army, and Aerospace branches into one extrasolar fighting force. Reactions are mixed—individual American nation-states are reluctant to give up control over their own fighting forces. The Initiative is deliberated on until the Archangel incident.

2109–2111

**FALLEN ARCHANGEL** Following up on the labor dispute, the troop carrier UAS *Archangel* is destroyed during a peacekeeping mission to Thedus. Over fifteen thousand military and civilian lives are lost. While the circumstances surrounding the disaster are nebulous, the event is attributed to command error. The Archangel's Captain A. Dallas is stripped of his flight license and given a dishonorable discharge. No formal criminal charges are brought to bear.

The incident is costly for the United American Outer Rim Defense—their expansion initiative is vetoed. The UAORD is instead defunded and restructured as the Outer Rim Defense Fleet—a support system designed to facilitate the transportation, defense, and supply of the other military branches. The compartmentalization of separate military branches assures that the entire system doesn't take the fall for any one incident. Expansion funding is instead allocated to the USCMC.

The UA also forms the Extrasolar Colonial Administration and the Colonial Marshal Bureau to address the needs of the colonists and prevent any civil unrest that could lead to another Torin Prime. Colonial Administration promises to open a law enforcement office on every UA colony and station within the next ten years.

2110–2181

**THE AWS PROGRAM** Following the loss of the UAS Archangel, the UAAC recognizes the need to have a steady supply of troops. After being denied a draft by Congress, the USCMC turns to Weyland-Yutani for viable solutions. The company initiates a program to create Artificial Womb Soldiers. Over the next seven decades, the USCMC raises three generations of soldiers whose only parents and purpose are the Corps. ■

# THE 20 PARSEC LIMIT

Traffic and communication with several long distance spinward colonies is inexplicably severed. Several attempts to reach them are interrupted by massive solar ejections and radiation bursts. Soon, the trailward *Covenant*

and *Affiance* colony missions are also declared overdue. Only the rimward *Concordat* mission to the Hyades Cluster is successful, establishing a network of mining colonies for Hyperdyne Systems.

2110-2112

**DECLARED LOSSES** Weyland-Yutani and the ORDF send out exploratory scout vessels like the *Phebe*, *Cronus*, *Mnemosyne*, and *American* to re-establish contact, only to disappear. In a joint decision, the ICC, UA and 3WE declare all worlds at a distance greater than 20 parsecs from Earth as lost. Unwilling to lose the Hyades Cluster, Hyperdyne decides to support and maintain those colonies on their own.

2113

**CORPORATE BAILOUTS** Many major corporations who invested in the lost long-distance colonies now find themselves on the verge of declaring bankruptcy—a situation that could leave countless colonies within the 20 Parsec Limit without food, support, or jobs. As the market crashes, the UA government bails out these megacorps as corporate and political maneuvering refocuses attention closer to home.

Having lost too many key member nations, the UNIC falls into obscurity.

**NETWORK NEWS** The ICC commissions Weyland-Yutani to expand and complete Network communication coverage within ten parsecs of Sol system by 2200 and within twenty by 2300—both incredibly daunting and labor-intensive tasks that create new jobs for the economy. Until the Network is complete there will be unavoidable dead zones and message time lags within those defined limits.

2114

**UNITED AGAIN** Reinventing itself as a peacekeeping force amongst the stars, the UNIC becomes the United Nations Interstellar Settlements Corps (UNISC). While the UA, 3WE, and even the UPP become members, UNISC discovers the megacorporations that dominate the middle heavens do not recognize their authority. ■

2117

# THE PROBLEM WITH ANDROIDS

Weyland-Yutani's upgraded David style android—Walter—had proved to be extremely popular in the early 22nd century. It was, however, somewhat

cost prohibitive. As the original Weyland Corp. patent on androids finally runs out, other companies scramble to make their own.

2120-2130

## PATENT EXPIRATION AND NEW EXPLOITATION

Seegson repurposes obsolete tech to create the Working Joe—a low-grade inexpensive android alternative with a mannequin-like appearance.

Exploring a different angle, Hyperdyne Systems is the first manufacturer to offer synthetic models with a non-standardized appearance for the purpose of clandestine operations. One of their earlier models, the 120-A/2, borrows much from the Weyland David 7 and 8 model synaptic algorithms, resulting in neurotic and unstable behavior.

As a result of the fiasco, Hyperdyne seeks protection from the resulting liability lawsuits by relocating to Alexandria in the Central Space Consortium. By the end of the decade, all 120-A/2s are recalled and refurbished.

**SYNTHETIC SECURITY** Reports of rogue synthetic incidents on Sevastopol, the Europa, and elsewhere along the Frontier cause concern within the ICC. They begin an investigation into synthetic protocols that lead to the Core Conflict. The ICSC makes heavy use of android troops during this conflict.

2137-2150

**ETIQUETTE AND PROTOCOL** The '51 New Deal agreement stipulates that as per the Geneva Convention, synthetics are not to be used in combat roles and all new models like the upcoming Chess and Zachariah series are to be equipped with behavioral inhibitors that make it impossible for them to harm—or by omission of action, allow to be harmed—a human being. Finally, all synthetics—new and old—are required to meet the new specifications by 2160 or be retired. Newer Working Joe models are manufactured to comply with ICC protocols while the Davis and Franklin models are discontinued.

2151-2160

2130-2136

**DEADLY FORCE** Recognizing Seegson's success, Weyland-Yutani develops the Davis Security Drone and the Franklin Combat Synthetic—both smarter and deadlier than the Working Joe but still inhuman in appearance. Davis and Franklin units are used in many Frontier engagements—both allied with and against the Colonial Marines and the Royal Marine Commandos. While W-Y and Seegson concentrate on less-than-human synthetics, Hyperdyne continues to perfect the more-human-than-human approach.

**THE REINVENTION OF ARTIFICIAL COMBAT** The UPP discovers a cache of David 7 synthetics in deep storage on the old Weyland era Corinth Colony within their borders. In defiance of the New Deal, the synthetics are refurbished as combat androids and deployed throughout the Union. ■

2183

# BIOLOGICAL WARFARE

Throughout the 22nd century, several colonies have fallen victim to naturally occurring viruses such as the Arcturian Klerhaige and Typhen's Disorder. While the following incidents may be naturally occurring viruses, it is also possible

they are the result of a corporate or government bioweapons program. The nature of the '84 Border Bombings (page 35) suggests that some outbreaks might be the work of an extraterrestrial intelligence.

2094-2110

**LUNAR QUARANTINE** While this outbreak began in the previous century, the 22nd century inherited its legacy.

An outbreak of XMB Virus on Earth's moon forces the Olympia colony on Luna to be quarantined for sixteen years. Advanced treatments allow anyone testing negative for XMB to leave the colony, and the virus is eventually defeated. Although nothing is ever proven, evidence suggests the Earth Savers are responsible.

2137-2145

**CONTAGION UNKNOWN** Over the next few years, several stations and starships are quarantined and destroyed as an unidentified contagion spreads across the Frontier. The crews and colonists of Sevastopol, Mendel Station, and the Wright-Abera fuel depot, along with the USSC *Europa* and USSC *Celestial* are among the casualties—as are several Colonial Marine companies. The nature of the contagion is classified. By 2140, the 3WE reroutes Frontier traffic through the newly christened Anchorpoint Station in the Outer Veil, and Frontier life slowly begins to return to normal.

2157-2159

**NEW EARTH PLAGUE** One of the longest and most successfully established colonies of the 3WE, the New Earth Colony is stricken with a terrible contagion. The so-called New Earth Plague spreads

throughout the system's planetary settlements and outlying moons. The Interstellar Commerce Commission initiates quarantine protocols and orders the UA and 3WE to blockade the system.

Bionational and Weyland-Yutani scientists join forces with the USCMC Chemical Biological Radiological and Nuclear (CBRN) group to find a cure, but the adaptive alien bacteria make it incurable. The ICC is left with no choice but to order a complete system sterilization. 40 million lives are lost and New Earth is abandoned, but the contagion is believed to be eradicated.

The HD85512 system is mined with detection buoys and patrolled by three Colonial Marshal frigates to prevent foolhardy scavengers from picking through the remains and inadvertently bringing the plague back to civilization.

**THE BLIGHT OF '62** A manufactured crop blight virus used by the UA during the Dog War is accidentally spread to several Weyland era colonies, destroying the terraformed ecologies of those worlds. The Pang Ho Treaty of '63 (page 28) includes provisions for adopting the ICC's existing extrasolar organism quarantine procedures to all star-faring nations and corporations. The UA, 3WE, ICSC, and even the UPP sign. While biological weapons are not outlawed, restrictive importation laws make transporting them prohibitive.

2162-2163

*"You want to talk about conspiracies? Ok, you've got Hadley's Hope and you've got Rim, right? Both shit colonies on the edge of nowhere, both making nothing but air and both full of wildcatters looking to strike it big. Both stop transmitting, both have the marines sent in, and both go up in a nuclear blast... but that's none of my business."*

—OVERHEARD IN THE EYE OF OBLIVION BAR, ARIARCUS.

2179

**YEAR OF THE DRAGON** The Hadley's Hope colony on LV-426 is mysteriously destroyed, with the 2nd Battalion Bravo Team contingent attached to the USS *Sulaco* amongst the casualties. While records of the incident are incomplete, the colony is decimated in a thermonuclear explosion.

After an EEV from the *Sulaco* is traced to the Fiorina 161 colony and the prison facility there is closed due to a biological and/or chemical contaminant, it is suspected that Hadley's Hope was either the victim of a viral outbreak or was operating as a Weyland-Yutani black site for bioweapons research.

UPP Rodina Station on the border of Neroid Sector is infected with an unidentified viral contagion. Conspiracy theories suggest the Weyland-Yutani bioweapon developed at Hadley's Hope was allowed to fall into UPP hands. Sterilization protocol is initiated, and Rodina station is destroyed by the UPP battlecruiser SSV Nikolai Stoiko.

Anchorpoint I Station in UA space suffers a reactor overload shortly thereafter for reasons unknown. Later that year, the colony world of Rim also suffers an outbreak and is destroyed. Colonial Marshal investigation probes are ongoing.

**THE NEXT WAVE** The mining settlement on LV-666 suffers a viral epidemic and is lost. The lost exploration vessel USCSS *Cronus* reappears on the Frontier. A few months later, a CBRN platoon is killed when responding to a biological outbreak on Yaophora station. Containment protocols are put into effect and Yaophora is destroyed. The sole survivor, Gunnery Sergeant L. Mason reports having seen a "metal-mouthed monster" akin to Robert Morse's *Space Beast*. Survivors of outbreaks on other worlds make similar reports. These claims are all dismissed as delusions. Unsubstantiated reports suggest a connection to the *Cronus*, but no correlation is confirmed. ■

2183-2184

## THE CORE CONFLICT

During the 2140s, the Interstellar Commerce Commission launched an investigation into mega-corporation secret holdings, synthetic

protocols, and black sites—causing them to take a long hard look at the Central Space Consortium (CSC).

2147

**THE REVOLT OF ALEXANDRIA** Formed in the 2080s, the CSC is a corporate-run state within the 3WE with special tax incentives and a lot to hide. Rather than submit to a long-avoided ICC review regarding the 120-A/2 series synthetics, the Hyperdyne Systems controlled Consortium world of Alexandria declares its independence from the 3WE. Reluctant to risk damaging this jewel world in a civil war, the 3WE declines to retaliate against Alexandria.

2148-2150

**POKING THE SLEEPING BEAR** Following Hyperdyne's lead, the other company-owned colonies of the Central Space Consortium also declare their independence. The 3WE is powerless to stop the rebellion until the UA is drawn into the conflict by the secession of planet Helene 215—the location of a USCMC foreign headquarters base. Concerned with matters on the home front, Hyperdyne limits supply runs to the Hyades Cluster, leaving those colonies without food or support.

The UAAC swiftly blockades all trade routes in and out of the disputed territories—effectively cutting off both the 3WE and the Consortium from much needed food and supply colonies. For two years, the USCMC and the RMC battle the Consortium's combat synthetics in ground and fleet engagements. Finally, all parties agree to talk.

2151

**THE '51 NEW DEAL** UA forces, the 3WE and the rebel Consortium sign a UNISC agreement with the Interstellar Commerce Commission. Called "The New Deal," this contract returns Helene 215 to the Three World Empire and offers 3WE wholesale pricing on goods produced within the Consortium.

In return, the 3WE acknowledges the Consortium's independence as the newly formed Independent Core System Colonies (ICSC)—but only as a UNISC member nation in good standing. The Consortium complies. Synthetics are banned from combat and the ICC drops its investigation into Hyperdyne and the Consortium's other corporate members. The UA loosens the blockade on what is now ICSC space just enough to regulate but not stop the flow of goods, colonists, and credits in and out of the fledgling ICSC.

**THE HELENE UPRISING** Unwilling to accept the terms of the New Deal, Governor K. Watabe requests military aid from the UPP to help push the USCMC and Royal Marine Commandos off Helene 215. A ground war is fought against the rebellious Tokonigara and Shinowa colonies and their UPP allies. The two marine forces drive the Cooperative off-world and restore order.

2151-2153

**THE KHADAJI CAMPAIGN** The USCMC raids the Lebanon II colony in the 3WE Khadaji system, destroying a secret UPP supply base planetside. The UA annexes the system and claims the rights to Helene 215 as well, declaring the takeovers "a matter of colonial security." The UPP leaves the UNISC.

2154-2155

**REPERCUSSIONS: THE POPULIST MOVEMENT** Fed up with corporate neglect and abuse during the Core Conflict, the Hyades Cluster mining colonies revolt and secede to the UPP. Hyperdyne lobbies the UA to intervene despite the 20 Parsec Limit. The USCMC clashes with the UPP over these worlds. This continues until the UPP/UA ceasefire of '65. ■

2156-2161

# THE ARCTURIAN POLICE ACTIONS

Prior to 2124, confirmed records of extraterrestrial life had been limited to smaller organisms such as microbes, flat worms and large insects. While exploring Arcturus in the Alpha Boötis system, a W-Y expeditionary mission encounters the

Arcturians—a race of near-human extraterrestrials. After months of establishing a common language together, the Arcturians disclose that humans are not their first visitors from the stars. A cultural and technological exchange begins.

2128-2157

## THE SCIENCE OF TRADE

Though the Arcturians exist in a pre-industrial society, W-Y trade with them leads to many advances in life and astrophysical sciences. A trading outpost with a marshal's office is set up planetside and the Arcturus Loop is established—a Chinese Arm trade route that slips through the CANC border near the Tientsin Colony, bypassing both ICC and CANC security and creating a smuggler's run in and out of CANC space.

Unaware of the unsanctioned trade going on within its borders, the CANC expands its contracts with Weyland-Yutani, Hyperdyne Systems, and the Jǐngtì Lóng Corporation, dedicating entire factory worlds to producing consumer goods for the UA and 3WE. The Chinese Arm continues to grow as the CANC prospers.

and garrison on Arcturus, Weyland-Yutani appeals to the UA for support, accusing the CANC of taking advantage of the indigenous Arcturians.

The UA Senate greenlights Operation Arcturan Shield. The Aerospace Force and Defense Fleet blockade the Alpha Boötis system, leaving the Cooperative planetside garrison with no reinforcements.

Over the next several months, the CANC Fleet unsuccessfully attempts to run the blockade. Finally, the CANC withdraws, but refuses to surrender their claim to the Arcturus Loop.

## OPERATION ARCTURAN FREEDOM

USCMC landing forces storm the CANC planetside Xian Po garrison and Li Huan comfort station in what will be remembered as Operation Arcturan Freedom. Weyland-Yutani contributes to the war effort and sends their own science teams as advisors to the planetside platoons. When an assault team removes the entrenched CANC Governor-General C. Xú from power, the Arcturians are freed—although much of their culture and historical monuments are destroyed in the process. ■

2159

2158

## OPERATION ARCTURAN SHIELD

The CANC discovers the illegal movement of people, arms, and goods through the Arcturus Loop. The Cooperative seizes any ships traveling along the route and invades the Alpha Boötis system. When the CANC sets up a comfort station

# THE BATTLE FOR THE CHINESE ARM

After Operation Arcturan Freedom, a treaty is signed with the Arcturan people, providing humanitarian aid and relief to the planet. As Arcturus becomes a UA protectorate, a permanent W-Y trading post and Colonial Marine

R&R station are set up planetside. The CANC imposes severe trade sanctions on the UA, 3WE, and ICSC—all capitalist powers who rely on their factory worlds for production—an action that leads to the Dog War.

2160-2163

**THE DOG WAR** When the Jǐngtǐ Lóng Corporation presents evidence that the CANC is stockpiling bioweapons and testing them on political prisoners, the United Americas is forced to act.

The UAAC commits its entire armed forces and pushes into the Chinese Arm, annexing territory from the CANC in order to “protect the interests of the free colonies.” Named for its location in the Canes Venatici constellation, this conflict for control of the Chinese Arm becomes known as the Dog War.

2162

**THE ALLIED FRONTIER FORCE** The Colonial Marines instate a draft on the colonies as they fight to monitor and maintain newly acquired UA territory. When a Weyland-Yutani civilian contractor team exposes a CANC bioweapons production facility, UNISC member nations pledge their forces to the UA cause, creating the Allied Frontier Force (AFF).

2163

**CROSSING THE RED LINE** Faced with overwhelming opposition, China calls upon the UPP for aid. The Union offers the Cooperative sanctuary and deploys forces to hold

the AFF Advance at what becomes known as the Red Line, but will not commit to defending the entire Chinese Arm.

The Cooperative Fleet is forced to retreat Spinward over the next two years, surrendering territory to the UA. When AFF forces reach the Red Line, the UPP joins the conflict. Major battles are fought at O'Bannon's World, Plymouth, and Sahara with no clear victory.

**THE TIENTSIN CAMPAIGN** As new borders are formed, the governing body on the Frontier world of 8 Eta Boötis A III vows allegiance to the UA. Enraged that their leaders would simply roll over, former CANC loyalists enlist UPP aid and stage a coup. The UA considers a diplomatic approach, until the UPP accuses the USSC *Endeavor* of espionage and blatantly destroys the commercial survey ship.

2162-2165

As the UA sends in forces to support the old regime, a protracted ground war dubbed the Tientsin Campaign is fought between the United Americas and the UPP, culminating in the use of strategic nukes which ravage the planet's ecosystem. After the carnage, a ceasefire is called and both forces withdraw. ■

2163

**AN EXPERIMENT IN PEACE** The CANCEL sues for peace, and the AFF halts its advance at the Red Line. The Pang Ho Treaty is signed, and the Chinese Arm is broken up into UA and Chinese territories, with the remaining CANCEL sectors being absorbed into the UPP. For their help in the war, the Jingtì Lóng Corporation and other major ICSC holding corporations are awarded contracts to exploit former CANCEL worlds for the UA. Weyland-Yutani and Lasalle Bionational are joint-contracted to dismantle and dispose of the Cooperative's bioweapon factories and stores. The 3WE is awarded the territory of the former Chinese Canal, a route through their space to the now extinct Chinese Arm. The AFF disbands.

2164

**THE BORDERLINE REGION** A Demilitarized Zone (DMZ) is established along the Red Line. Called the Borderline Region, this DMZ is a wild frontier that exists outside of designated territories. Each world is allowed to govern itself—though none are allowed to

maintain a military presence. The DMZ is roughly one parsec wide and six parsecs long. A joint UA/UPP Constabulary composed of Colonial Marshals and the People's Armed Police is designated to maintain order there.

**THE COOPERATIVE EXODUS** As the Tientsin Campaign rages on, CANCEL forces and loyal civilians are given two years to leave the territory of the former Chinese Arm. Under UAAC escort, Cooperative refugees mount a massive exodus to the UPP border. CANCEL colonists that wish to stay are granted US citizenship but are placed on a government watch list. Jingtì Lóng Corporation founds the colony world of New China within ICSC space and opens colonization to any former Cooperative refugees who wish to avoid both the UPP and the UA. Having increased in territory and armed might by absorbing what's left of the CANCEL and annexing worlds, the UPP calls the 2100s the "Progressive Century." ■

2163-2165

## TO THE VICTOR THE SPOILED

In 2165, the nuclear decimated Tientsin Colony is granted its independence. The UPP and the UA both pull out of 8 Eta Boötis A, and a state of Cold War forms between the two superpowers. The Colonial Marine Corps reaches a peak of

240,000 personnel—troops with no one to fight. The Artificial Womb Soldier (AWS) Program is discontinued (page 164). Existing underage AWS will continue to be raised and trained until they can enter full service.

2166-2175

**THE REFORTIFICATION OF AMERICA'S BACKHAND**

The last wave of Cooperative refugees leave UA space and the former Chinese Arm is folded into the American Arm. The area is colloquially referred to as "America's Backhand." As a UPP member state, the CANC is on the fast track to becoming a major power within the Union—prompting UA concern that the UPP may attempt to retake the former Chinese Arm. The UAAC fortifies the territory, building shipyards and bases within the dense stars of the Crestus Cluster. Fortification will not be complete until 2175.

2167

**THE '67 BUYOUT** Corporate-awarded worlds within the New American Territory are caught applying for ICSC status. The UA imposes new trade embargoes and blockades against the Independent Core System Colonies. Several corporate contracts are revoked as the USCMC reclaims these production worlds and escorts the companies responsible—including the Jǐngtǐ Lóng Corporation—out of the sector.

Weyland-Yutani is awarded production control of the reclaimed colonies. Many corporations face

bankruptcy in the process, but Weyland-Yutani is there to buy them out. Companies like Hyperdyne Systems are forced to sell their major shares to Weyland-Yutani and become subsidiaries.

**THE MARINE 70 PROGRAM**

After analyzing the past decade of combat, the Colonial Marines instigate the Marine 70 Program—a weapons procurement and restructuring initiative to develop new combat technologies and battle strategies. The M577 Armored Personnel Carrier and an upgraded Cheyenne dropship result from this.

The M41A Pulse Rifle is adopted by the Colonial Marine Corps, replacing the Harrington Assault Rifle. Hyperdyne Systems introduces the model 341-B synthetic, and the USCMC orders one for every platoon—for service in a non-combatant role.

Hyperdyne regains majority shares and leaves Weyland-Yutani, once again becoming a power in their own right. Hyperdyne Systems is restructured as the Hyperdyne Corporation. In a coup, W-Y manages to hold on to the 314-B designer, Michael Bishop. ■

2170-2171

# THE RIMWARD EXPANSION

As corporate exploitation teams push forward into the unknown both within-and-without the 20 Parsec Limit, the USCMC acts as an escort

and protector, clearing out dangerous fauna and flora for scientific expeditions and new colonies.

2151-2167

#### REDEFINING THE FRONTIER

Weyland-Yutani and Hyperdyne aggressively establish new mining and research outposts, terraforming whole worlds in a race to outdo each other on the expanding frontier. With the constant conflicts between the UA, CANC, and the UPP, these colonies are spread too thin for the Colonial Marines to protect. Expansion slows with the '67 Buyout.

2172-2177

#### THE BATTLE OF EPSILON CETI IV AND THE BETELGEUSE CAMPAIGN

Epsilon Ceti and Betelgeuse—the battles that everyone has heard of, but no one knows anything about. In 2172, the

USCMC assembles four companies of marines into two fleets and deploys them on classified long-distance missions to systems far outside the 20 Parsec Limit. Most combatants are required to undergo a medpod procedure that erases their memories of these conflicts—allegedly to protect them from psychological trauma.

Little information is made available to the public. Several court-martials and psychological discharges are recorded, but the transcripts of the cases are locked away to be released in twenty years' time. Amongst the participants, numerous suicides and unexplained deaths take place. The survivors are either promoted or reassigned to remote outposts on long-term contracts. ■

#### THE HUNTING OF BUGS

The prevalent form of life in the cosmos would appear to be insects—both small and large. And when cockroaches the size of poodles start chewing on colonies or colonists, you can guess who gets called in to play exterminator. It's a duty that no marine wants but every marine gets stuck with. Over the years, this

kind of work has become synonymous with the term “bug hunt.” As rebel factions make up the most commonly faced—and annoying—human adversaries on the frontier as well, bug hunt can also apply to flushing out entrenched hostiles—as opposed to a “straight-up fight” of soldier vs. soldier.



# THE WAR AT HOME

After a severe and prolonged food shortage, Australia attempts to secede from the Three

World Empire. What follows is a rise in malcontent activity on several Australian founded colonies.

2172-2182

**THE AUSTRALIA WARS** Food riots in Australia lead to widespread fighting and a government take-over by rebels. The 3WE commits its forces to retaking the country. These long running Australia Wars finally end when the UA intervenes by nuking the capital city of Canberra. The rebels surrender and the country's legitimate government is restored. The 3WE is kept from disintegrating into splinter nations—but once again only thanks to their allies, the United Americas.

factions stage a coup on Linna 349. Once again, the Three World Empire requests assistance from the United Americas Allied Command. A peace-keeping force of Colonial Marines is sent in.

The conflict escalates when the rebels—derogatively referred to as “Bug Boys”—receive a weapons upgrade from an unidentified source. Although never proven, UA Intelligence suggests the Hyperdyne Corporation. When the USCMC frigate USS Sulaco becomes the target of an orbital strike, the Colonial Marines commit to retaking the colony. They squash the Bug Boys and leave a peacekeeping force on Linna 349, despite requests from the Three World Empire to release the world. Linna 349 becomes the third 3WE colony to be undermined by the UA. ■

2174-2175

**BATTLE OF THE BUG BOYS—  
THE LINNA 349 CAMPAIGN**  
Inspired by the Australian revolt, Rebel

# FANATICAL FRONTIER

Quasi-religious cults and terrorist groups spring from Earth to take root on the Frontier, sending leaders to the most destitute and backwater colonies in search of new acolytes. Recruiters

encourage colonists to shed the oppressive yoke of their atheistic corporate masters and prepare for the coming of judgment day. What follows is a brief look at some of those conflicts.

2104

**ATTACK ON THE COVENANT** After their possible involvement in the XBT virus, the Earth Savers movement attempts to sabotage the USCSS *Covenant* and several other long distance colony missions to prevent mankind from reaching further out into the stars. The organization is broken up, but not all members are captured.

2105-2106

#### TECHNOLOGICAL DEVOLUTION

A religious eco-terrorist group calling themselves the Monastic Order of Arceon creates an invasive computer virus that eliminates data stores across the Earth. After setting off several electromagnetic pulses in major cities, they are apprehended by a joint Colonial Marine and Royal Marine Commando strike force. The computer virus is neutralized before it reaches other worlds. W-Y buys out the terrorists' sentences and exiles the remnants of the Arceon group to a repurposed Class V habitation sphere in the Far Reach.

2115

**EREBUS INCIDENT** Former J'Har rebels turned terrorists take hostage the Weyland-Yutani shuttle *Erebus*. The situation is resolved with limited bloodshed by company civilian negotiator E. Ripley before a USCMC response team can intervene. Forty-nine hostages are rescued, and eight terrorists are convicted.

2176

**HAARSA HOSTAGE CRISIS** A militant group takes hostages on Haarsa Colony.

Most of the colonists are rescued by the USCMC. Unfortunately, the terrorists are killed before their motives can be discerned.

**INDOCTRINATION PROTOCOL** The Colonial Marshal Bureau begins investigating the more extreme fanatic groups on the Frontier as potential terrorists. As groups like the Millenarian Domsayers begin founding their own colonies, USCMC forces policing the region are called in to maintain order on vulnerable worlds.

2183

**THE OIL WARS** Rogue elements nuke key supply colonial oil reserves both on Earth and throughout the colonies. UA, UPP, and 3WE expeditionary forces scramble to find new raw sources of oil as petroleum resources across the territories are fought over by various powers.

2183-2184

As the battle for dominance over petrol worlds intensifies, retreating forces poison the so-called "black gold colonies" by introducing an oil-eating bacteria to the wells that was originally developed to clean up oil spills. Resources dwindle more. The Oil Wars end as the petrol rich ICSC establishes diplomatic ties and begins selling oil to all parties equally in exchange for lifted trade sanctions.

While the Practitioners of the Holy Immolation claim responsibility for the initial nuclear attacks, there is no evidence to support their involvement. The FBI investigation is ongoing. ■

# THE COLD WAR INTENSIFIES

Tensions flare on the Frontier as factions accuse each other of foul play following the Hadley's Hope and Rodina incidents. Colonial Administration investigates the possible involvement of both Weyland-Yutani and the UPP. The Cold War

between the UPP and the UA escalates. Several near incidents occur on the UA/UPP border as the two superpowers probe each other for weaknesses. The final crop of USCMC Artificial Womb Soldiers enters the service. The program is terminated.

2182-2183

**THE SILENT WAR** A conflict erupts between Weyland-Yutani and rival Globe Corporation to control worlds within the ICSC. The so-called Silent War is waged behind the population's back. Although this is a corporate conflict, the USCMC is brought in on Weyland-Yutani's side, tipping the scales in W-Y's favor.

Veil, holding actions erupt across the sector. Hyperdyne's Groombridge and Zeus Colonies are evacuated. A truce is declared when UPP forces make planetfall on Nene 246 in the 52 Tau Ceti system—the location of a USCMC Ezell foreign military base. In an unprecedented move, the UPP allows the UA to continue to use Nene 246 as a base of operations alongside a UPP contingent. ■

2183

**THE CETI GAP** As the UPP moves to annex an area of 3WE space in the Outer

# THE FRONTIER WAR

2184

Now, 2184 is a FUBAR year for the USCMC. As the Oil Wars wrap up, fanatics engage in

terrorist activities, enemy forces invade our worlds and biological bombs are dropped on unsuspecting colonies.

*"If you want a picture of the future, imagine a boot stamping on a human face—forever."*

— GEORGE ORWELL, 1984

**THE BERRINGETT CONFLICT** After years of unsafe work conditions, 200 armed disgruntled workers seize control of a Hyperdyne palladium mine on Berringett's Moon and make demands for better treatment. When the local Colonial Marshal office attempts to restore order, the corporate agent sent to negotiate is killed in the resulting fiasco.

The USCMC is called in to end the standoff. What starts as a smooth hit and run operation turns into a protracted standoff when a typhoon hits the colony, trapping both the hostages and the malcontents in the flooded mine. When all is said and done, the mine is destroyed and 52 colonists are dead.

**UPP INVASION** The UPP takes advantage of the colonial unrest to begin annexing rebellious UA worlds closest to their borders. LV-038 is the first to be taken. The UAAC sends two fleets to engage the UPP there—the war is on.

**THE BORDER BOMBINGS** Starting with LV-038, several colonies along the Frontier are obliterated by bioweapon attacks perpetrated by unknown parties. The United Americas believe the UPP is behind these Border Bombings—but the UPP has suffered massive losses as well, and in truth the

Union likely does not have the level of technology necessary for these attacks. The question isn't just who is bombing these worlds—but why?

**ESCALATION** The Frontier becomes a war zone as the United Americas and the Union of Progressive Peoples clash over new territories. The UA initiates a draft on the Frontier—the first one in over twenty years. Spurred on by the Border Bombings, factions within the USCMC and the UPP begin raiding outpost worlds suspected of conducting any and all bioweapon research on either side of the border.

**THE COLONY WARS** Dissatisfied with both their corporate overlords and the Colonial Marines' inability to protect the Frontier, several UA and 3WE colonies begin to rebel across the Frontier. The armed forces are called in to combat civil unrest, and successfully stave off worker revolts on New Titan and Europa.

Angry that their supply chains and support have been cut off by the UA conflict with the UPP, Frontier colonies begin raiding each other for food and medicine. Supplied with weapons from the UPP, Lebanon II, Linna 349, Ariarcus, Rigel 9, Wakahashi's World, and more become powder kegs ready to go off. ■



# O R G A N I Z A T I O N

*"All right, sweethearts, you're a team and there's nothin' to worry about. We come here, and we gonna conquer, and we gonna kick some, is that understood? That's what we gonna do, sweethearts, we are going to go and get some. All right, people, on the ready line!"*

—MASTER SGT. AL APONE, 2ND BATTALION BRAVO TEAM

Ok, marine—time to learn your ABCs, USCMCs, UAACs, and all the other sets of initials that come with that uniform. You've got to know who's who, who's in charge, and who is just some milquetoast

CO who's throwing weight around he doesn't have. Oh, and that's right—you better pay attention, because there's gonna be a test later—it's called throwing you into the thick of it on the ready line. ■

# UNITED STATES COLONIAL MARINE CORPS

EXPEDITIONARY WARFARE, FORCE PROJECTION, RECONNAISSANCE, INTERPLANETARY STRIKE



USCM



The elite fighting force of the United Americas, the United States Colonial Marine Corps is the primary UA force on the Outer Rim and Frontier. The Colonial Marines maintain an advanced state of readiness at all times in order to provide rapid deployment to any and all commitments within their theaters of operation and beyond.

While the USCMC works in sync with the United States Aerospace Force (USASF) and sometimes in tandem with the Latin American Colonial Navy (LACN) and the Outer Rim Defense Fleet (ORDF), they are the only US military branch capable of deploying an independent dedicated task force without support from another branch. Unfortunately, the USCMC suffered severe losses at the onset of the Border Bombings—several battalions and their accompanying starships.

## OPERATIONAL THEATERS

The United States Colonial Marine Corps is divided into three main Marine Space Forces (MSF) composed of calculated combat, support, and service elements that, when combined, are capable of executing both decisive orbital assault missions and sustained surface operations. Each MSF provides security for a designated operating theater, but in truth these areas often overlap—marines don't care whose backyard the fight is in, they're ready to hop fences as needed. In 2180 the divisions were restructured to account for the rapid expansion of the Frontier, deviating from their traditional operational territories.

- ▶ **MARINE SPACE FORCE, SOL:** Core Systems. Equipped with a second division that specifically protects the Sol system itself, MSF Sol has a major base at Rigel Kentaurus and is responsible for operations throughout the core

systems, including maintaining the blockade of the ICSC border.

- ▶ **MARINE SPACE FORCE, ERIDANI:** Outer Veil, Rimward Frontier. This division operates along the Anglo-Japanese arm, the Tartarus Sector, and as deep into the Far Reach of the American Arm as Alpha Caeli. MSF Eridani also operates the only USCMC base within UPP space at 52 Tau Ceti.
- ▶ **MARINE SPACE FORCE, HERCULIS:** Outer Rim, Coreward Frontier. Under siege from both the UPP and the perpetrators of the enigmatic Border Bombings, MSF Herculis protects the American Corridor, Advance, and the hotly contested Borderline Region—as well as the Coreward American Arm. Recently, reserves have been activated and sent to Herculis to augment their forces.

## COMMAND BREAKDOWN

Each marine division is further broken down into regiments, battalions, companies, and platoons. It's at the platoon level that the PCs start to get involved. This command structure has existed

since the inception of the Colonial Marines, although a proposed restructuring of units down to the fireteam—changing a team from two marines to three—is on the table.

## PLATOON

A USCMC platoon is composed of 20 Colonial Marines, a commanding officer, and an adjutant—plus four dropship support personnel.

**COMMAND TEAM:** A Colonial Marine platoon is run by a platoon commander that controls two sections. Usually a Lieutenant or Captain, the platoon commander is assisted by either an officer of lesser rank or a service synthetic with a non-combatant rank equivalent to Warrant Officer. Sometimes the platoon commander will accompany a section into combat, taking the sergeant's place in the APC and bumping them to squad commander.

## SECTION

A platoon is divided into two sections. Each section typically has a dropship, an APC, two squads, plus a support team and a tactical team.

**SUPPORT TEAM:** The support team drops your ass in the frying pan and then pulls you out before you fall into the fire. They keep the dropship hot and ready for dust off.

**TACTICAL TEAM:** The tactical team supports the section by providing coordination, cover fire and extraction. A sergeant or senior officer coordinates their team from the APC's TAC center with their driver ready to assist the squads as needed. If the section sergeant intends to accompany their squads, a gunner will sometimes be assigned to the tactical team. In special circumstances, the command team may enter the field of operations and command the section from the APC.

**COMMAND TEAM:**

- ▶ Platoon Commander
- ▶ Command Adjutant or Android



LIEUTENANT



CAPTAIN



WARRANT OFFICER

**SUPPORT TEAM:**

- ▶ Pilot
- ▶ Crew Chief

**TACTICAL TEAM:**

- ▶ Section Sergeant or Gunner
- ▶ AFV Driver



PILOT



SERGEANT  
(SECTION  
COMMANDER)



STAFF  
SERGEANT  
(PLATOON  
SECOND-IN-  
COMMAND)



GUNNERY  
SERGEANT  
(COMPANY  
SECOND-IN-  
COMMAND)



MASTER  
SERGEANT  
(OPERATIONS  
CHIEF)



FIRST  
SERGEANT  
(OPERATIONS  
CHIEF)



MASTER  
GUNNERY  
SERGEANT  
(OPERATIONS  
CHIEF)



SERGEANT  
MAJOR  
(BATTALION  
OR SQUADRON  
SECOND-IN-  
COMMAND)

- |                    |   |
|--------------------|---|
| <b>RIFLE TEAM:</b> | ▶ Rifleman                                  |
|                    | ▶ Hospital Corpsman                         |
| <b>Gun Team:</b>   | ▶ Automatic Rifleman<br>(Smartgun Operator) |
|                    | ▶ Combat Technician                         |



**PRIVATE FIRST CLASS**  
(TEAM MEMBER)



**LANCE CORPORAL**  
(TEAM LEADER)



**CORPORAL**  
(SQUAD LEADER)



**HOSPITAL CORPSMAN**

## SQUADS

Each section has two squads, and there are two fireteams to a squad—usually a rifle team and a gun team.

## FIRETEAMS

A two-marine team is called a fireteam and works on the buddy system—your fireteam member has your back and you've got theirs. Fireteams can be designated rifle teams, gun teams, recon teams, assault teams, and more.

**RIFLE TEAM:** The rifle team is responsible for fire power, medical support, and coordinating objectives with command. Typically, someone other than the automatic rifleman will be squad leader with the rank Lance Corporal or above. The remainder of the squad are of subordinate rank.

**GUN TEAM:** Here comes the big guns to keep the enemy's head down while the squad moves in.

Alternatively, a squad can be composed of Recon, Assault, or CBRN specialist fireteams.

## SPECIALTY FIRETEAMS

**RECON TEAM:** Obscured by camouflage ghillie suits, this fireteam takes the high ground and gets the lay of the terrain before the unit enters the field—identifying and targeting potential threats before the others rush in where angels fear to tread. The Forward Observer will utilize enhanced

vision gear, a silenced motion tracker—and sometimes even passive Pups—to locate targets for the dedicated marksman to eliminate (see the Gear chapters in this book and the core rulebook for more on these).



**ASSAULT TEAM:** Designed for urban pacification, the assault team breaches doors, takes out security systems, and neutralizes enemy encampments with heavy ordnance. Combat technicians assigned to an assault team bypass doors, tripwires, and security systems. Assault marines utilize RPGs, rubber U1 rounds, plastisteel shields, electroshock grenades, and shaped charges to achieve their objectives.

**CBRN TEAM:** The Chemical, Biological, Radiological, and Nuclear defense fireteam can be called in to clean up a spill, deactivate a dirty bomb, contain an outbreak, or to establish and enforce ICC quarantine procedures. A CBRN team is equipped with HAZMAT anti-contamination suits, detection and analysis equipment, incinerators, and firebomb U4 rounds (Chapter 5). CBRN combat technicians are trained to defuse bombs and safely shut down fusion reactors/drives as well as bypass electronic defenses. ■

**RECON TEAM:**

- ▶ Forward Observer
- ▶ Dedicated Marksman (rank of Lance Corporal or above)

**ASSAULT TEAM:**

- ▶ Assault Marine Breacher (M5 RPG Operator)
- ▶ Combat Technician

**CBRN TEAM:**

- ▶ CBRN Defense Specialist
- ▶ Combat Technician



**CBRN DEFENSE  
SPECIALIST**

## OTHER UA MILITARY BRANCHES

These are, of course, even more UA member state military branches than those listed here—for example, the United States Army still exists—but

the ones included in this list are the big players in the Frontier War.

## UNITED AMERICAS ALLIED COMMAND (UAAC)

### STRATEGIC COMMAND, TACTICAL OPERATIONS

The overarching joint command of all UA militaries—all United States, Latin America, and Canadian armed forces operate under the UAAC. They operate a small contingent of troops and vessels out of both Sol and Crestus Garrison Prime, primarily to act as security for the secretary of state and command staff. The UAAC often forms task forces composed of any and all branches of the UA military.

**A NOTE FROM MU/TH/UR:** While their agendas are rarely in conflict, it's important to remember that UAAC orders always supersede the orders of any military branch—including the USCMC. The UAAC are the top brass and they get the final word. Period.

## UNITED STATES AEROSPACE FORCE (USASF)

### AEROSPACE WARFARE, SURVEILLANCE, RAPID MOBILITY, INTERSTELLAR STRIKE

The USASF is the aerospace warfare service branch of the UAAC, specializing in small craft missions. The USASF chiefly operates dropship, fightercraft, and both intra and exosystem support and mobility for the USCMC in the form of Colonial Marine Aerospace Wings assigned to most major Marine bases. They produce the best pilots in the territories and their EVAC Fighter is unparalleled in aerospace combat.

### UAAC MEDALS

Marines, Navy, and Armed Forces alike—the UAAC runs—and rewards—they all. Do a good job, marine, and they are likely to pin something on your chest. Here's a few you might see in your lifetime—if not after the fact.

- ▶ **MEDAL OF HONOR:** Most prestigious United American military decoration.
- ▶ **GALACTIC CROSS:** Second highest medal, valor under fire
- ▶ **SILVER STAR:** Third highest medal, awarded for gallantry in action.
- ▶ **BRONZE STAR:** Heroic and/or life-saving achievement
- ▶ **MEDAL OF VALOR:** Bravery on the battlefield.
- ▶ **PURPLE HEART:** Wounded or killed in combat. Expect to see these a lot.
- ▶ **SERVICE CROSS:** Awarded for long-time service. Give your life to the Corps. and you might see one before 50.
- ▶ **SERVICE RIBBON:** You aren't going to be walking around wearing medals on base, so instead you get these little ribbons to take their place. Of course, in a methane mudhole you aren't going to be wearing ribbons either, so just remember to dress for success.

## CANADIAN COLONIAL ARMED FORCES (CCAF)

### AMPHIBIOUS WARFARE, SURFACE DOMINANCE, PLANETARY SECURITY AND DEFENSE

The CCAF are the sea and ground pounders of the UAAC, operating in any environment on the surface of a planet or moon. Transported by the Latin American Colonial Navy, the Canadian Colonial Armed Forces are often deployed to

important core worlds and only moved to the Outer Rim by the LACN during open conflicts. Unlike the USCMC, the CCAF does not possess space fighting capabilities and has very limited zero gravity training—it is a surface force only.

## LATIN AMERICAN COLONIAL NAVY (LACN)

### INTERSTELLAR WARFARE, INTRASYSTEM DEFENSE, BLOCKADE ENFORCEMENT, SPACELIFT

The most capable navy in civilized space, the LACN was recently augmented and expanded to absorb the United States Navy. The Colonial Navy has top of the line ships and often works in tandem with Marine Space Force Eridani. During peacetime, the Latin American Colonial Navy patrols the Core systems and American Corridor, although they do operate an Outer Rim Territory shipyard in the Epsilon Reticuli system. Much of the Navy's resources are tied up in the blockades around the Independent Core System Colonies. With the outbreak of the Border Bombings, the LACN has lost three complete fleets.

## OUTER RIM DEFENSE FLEET (ORDF)

### POWER PROJECTION, MASSIVE DETERRENCE, SPACELIFT, INTERSTELLAR WARFARE

Just as the Colonial Marines come from the United States contingent of the United Americas, the Outer Rim Defense Fleet was formed and is maintained by the American Outer Rim colonies. The ORDF was intended to become the one unified armed force of the UA, but the PR disaster that was the loss of the UAS Archangel in 2109 made it clear to the government that it was better off having individual state-controlled militaries. Just as its name implies, the ORDF patrols and protects the Outer Rim territories. As the LACN bases in the Outer Rim have proven successful and reliable, the usefulness of the ORDF had recently come into question—a question that has now been nullified by the outbreak of the Frontier War. ■

# OTHER UA ORGANIZATIONS

These are other UA allies a Colonial Marine is likely to connect with in the American Arm and on the Frontier.

## COLONIAL MARSHAL BUREAU (CMB)

LAW ENFORCEMENT, BORDER PATROL, HOMEWORLD SECURITY

Sometimes called the Office of Colonial Marshals, the marshals are the law enforcement arm of colonial administration. They are the only authority on most frontier settlements—assuming the colony is large enough to even rate one. Those who don't

are protected by corporate appointed security. Bureau offices range in size from a single colony sheriff to an entire company of officers operating out of a border patrol frigate. Marshals work in tandem with the ICC, FBI, and the USCCG.

## FEDERAL BUREAU OF INVESTIGATION (FBI)

CRIMINAL INVESTIGATION, COUNTERINTELLIGENCE, COUNTERTERRORISM

The internal intelligence and security service of the United Americas, the FBI hasn't changed much in the past two centuries, save to increase their influence from the United States to

encompass all UA colonies. Amongst other things, this federal law enforcement agency investigates mass property damage, mass murders, and potential domestic terrorist threats.

## UNITED AMERICAN COLONIAL GUARD (UACG)

RESERVE FORCE, CIVIC ACTION, DISASTER RELIEF

This reserve force of colonists is usually only activated to assist in natural disaster relief or in times of civil unrest to augment the Colonial

Marshal Bureau. The Colonial Guard has received only basic CCAF training.

## UNITED STATES COLONIAL COAST GUARD (USCCG)

INTERSTELLAR CUSTOMS AND TRADE REGULATION, MIGRANT INTERDICTION, SEARCH AND RESCUE

In coordination with the Interstellar Commerce Commission (ICC), the USCCG operates and patrols along the American Corridor, along the Independent Core System Colonies border, and around high population UA colonies as system defense

forces. As the Coast Guard is considered to have local jurisdiction, most of their vessels are sublight cutters. The Coast Guard follows strict ICC search, impoundment, and quarantine protocols. For more on the ICC, see page 234 of the core rulebook. ■

# FORCES OF THE THREE WORLD EMPIRE

## ROYAL MARINE COMMANDOS (RMC)

EXPEDITIONARY WARFARE, FORCE PROTECTION, INTERSTELLAR STRIKE

The RMC is a dedicated elite fighting force of the 3WE—or would be, were they ever allowed to deploy. For nearly two decades now the 3WE has backed down from every engagement, be

it with rebellious colonies, the UPP, or even the UA. The Royal Marine Commandos are itching for a real fight and might be a little eager to pull the trigger.

## IMPERIAL ARMED SPACE FORCES (IASF)

AEROSPACE WARFARE, BLOCKADE ENFORCEMENT, INTERPLANETARY DEFENSE

The IASF is the all-purpose armed, aerospace, and fleet force of the 3WE. They regularly see action along the ICSC border of New Eden Sector,

preventing smugglers from breaking through the blockade. They also serve as system guards, protecting prestigious worlds of the 3WE. ■

# ICSC AND CORPORATE FORCES

## WEYLAND-YUTANI COMMANDOS

**PROJECT SECURITY, DIRECT ACTION, UNCONVENTIONAL WARFARE**

Sometimes called gorillas by Colonial Marines because of the APE suits they wear, Weyland-Yutani commandos are the cream of the corporate crop. Typically, Weyland-Yutani will pick up the contract of a military veteran with no compunctions about murder and groom them for corporate black-ops.

Unlike typical PMCs, the W-Y Commandos are a full-time security force maintained in house. The infamous Weyland-Yutani Dog Catchers are a subgroup of these commandos, responsible for extrasolar animal control. See page 237 in the core rulebook for more about the Dog Catchers.

## CENTRAL SPACE CONSORTIUM PRIVATE MILITARY CONTRACTORS (CSC PMC)

**BLACK OPERATIONS, FORCE PROJECTION, SECURITY FORCE ASSISTANCE**

The CSC PMCs are private organizations that provide security services or military training for the Independent Core System Colonies. They are a mixed bag of elite and novice mercenaries who often don't work

well with other units. At the end of the day, it all depends on who sponsored them—CEOs employ top rate PMCs, but those contracted by low level corporate agents are likely to be rank amateurs. ■

# UPP ARMED COLLECTIVE

The socialist empire of the stars, the UPP independent nation states together have assembled the largest human military force ever conceived.

## THE UNION OF PROGRESSIVE PEOPLE'S ARMY (UPPA)

**SURFACE WARFARE, MASSIVE DETERRENCE, PLANETARY SECURITY AND DEFENSE, INTERPLANETARY ASSAULT**

The People's Army is the heavily armed, highly organized fighting force of the Union of Progressive Peoples. Upon reaching adulthood, it is the duty of every Union citizen to serve in the UPPA for five years—meaning most of the army is

composed of regular people doing their duty and nothing more. As such, they are only adequately trained and easily convinced to surrender when their lives are in serious danger. What the UPPA lacks in dedication, it makes up for in numbers.

## SPACE OPERATING FORCES (SOF)

**INTERSTELLAR WARFARE, POWER PROJECTION, RAPID DEPLOYMENT, SURFACE DOMINANCE, SPACELIFT**

Specializing in Zero-G combat, the SOF are the Union's answer to the USCMC. They are a first response group to any aggression against a UPP allied colony. The SOF maintains its own star fleets and also acts as a UPP vanguard during any invasion or annexation the Union might execute.

In large scale engagements, SOF groups are often placed in command of regular units in the People's Army. Also, they are not afraid to use androids in combat, despite any bans. They maintain several strike units of Davydovich Syem combat synthetics throughout the Frontier.

## MINISTRY OF SPACE SECURITY (MSS)

**INTERNAL AFFAIRS, INTELLIGENCE, COUNTERINTELLIGENCE, UNCONVENTIONAL WARFARE**

Everyone in the UPP is afraid of the MSS—your own mother could be a security sleeper agent and not even know it herself. The MSS has spies situated throughout the UA and ICSC, smuggling out weapons plans and vehicle designs. They send liaisons to disgruntled 3WE and UA colony worlds to convince them to defect to the Union. They perform unorthodox psychological and

biological experiments for the good of The People, but often at some of the people's expense. When the MSS appears on the scene, command of any operation is turned over to the ranking MSS Officer on site, regardless of the SOF or People's Army commander's rank—an arrangement that SOF command doesn't enjoy, but simply must comply with. ■



# M A K I N G M A R I N E S

*“How many drops is this for you, Lieutenant?”*

*“Thirty eight... simulated.”*

*“How many combat drops?”*

*“Uh, two. Including this one.”*

—LT. ELLEN RIPLEY, LIEUTENANT SCOTT GORMAN,  
AND PRIVATE JENETTE VASQUEZ

Either via draft, free will, or at gunpoint, you signed up for the Colonial Marines. Congratulations. Your recruiter probably gave you a pretty story about a paid education, learning a trade, traveling to beautiful new worlds, and getting off your boring ass colony. Probably even told you that the Americas haven't been in an open conflict since the Dog War ended, almost twenty years ago. Definitely told you you'd get to shoot a nice big gun. Well marine, that last part is 100 percent true. The rest, well—lets just say those little gems ain't as shiny as you thought.

If you've signed up thinking you're going to be taking on enemy platoons by yourself and slow motion running away from explosions like some goddamn action hero nonsense—just stop that shit right now. You're embarrassing yourself and you are embarrassing the Corps. Modern warfare is a dangerous business. Once you step off that dropship and onto a battlefield, you'll run into more ways to die than there are for you to stay alive. Just remember that war is more Nuts and Gory than Guts and Glory.

## ON THE READY LINE

In a Colonial Marines campaign, most if not all PCs will typically be of the Colonial Marine career as described in the core rulebook (page 38). This chapter gives you more background detail and more options for Colonial Marines, to create a more varied group of PCs.

It's possible to create Pilot and Officer PCs (pages 50 and 48 of the core rulebook, respectively) within the USCMC as well, but it can be challenging to play as pilots tend to stay on their ships and commissioned officers only command units of platoon size and up. A team of Pilots could work if the PCs belong to an EVAC fighter wing, but most missions would be aerospace combat based. Smaller units such as squads and sections are commanded by non-commissioned officers (NCOs) who count as Colonial Marines in game terms but can learn some Officer talents as well. More on that below.

The players should ideally create their squad of marines together, in a group. The normal rules for character creation apply, unless stated otherwise here. ■

## CREATING YOUR MARINE

How you create your marine is explained in detail in this chapter. The summary below is a helpful overview. Grab a character sheet, a pencil, and follow these steps:

1. **Decide together who in the group should be unit commander.**
2. **Choose your Military Occupational Specialty (MOS).**
3. **Distribute 14 points amongst your attributes.**
4. **Distribute 10 points amongst your skills**
5. **Choose your MOS talent.**
6. **Roll for your field events.**
7. **Choose your rank.**
8. **Choose your name.**
9. **Decide on your appearance.**
10. **Decide on your Personal Agenda.**
11. **Choose your Buddy and Rival.**
12. **Get your gear and a signature item.**

**RECRUITMENT 101.** In the Corps, the galaxy is your playground, and you get to see it all. Every assignment is a new planet, every mission is a new moon. You have trouble making friends? In the Corps, you will have no choice but to form life and death bonds with your squad—instant life buddies. Out of cash and worried about paying for that sleeping cage you rent? In the Corps, all that shit's taken care of, baby. You've got room and board and all expenses covered—all courtesy of Colonial Administration. You earn money to send back home. Plus, you get to show the universe you are a goddamn patriot.

Still not convinced—I get it. What if I told you you'll not only get all that, but also get to shoot one of these puppies—the M41A Pulse Rifle. Every rifleman gets one of their very own—go on, hold it. Feel the weight. She fires 10 millimeter explosive-tip caseless light armor piercing rounds and comes with her own over-and-under thirty millimeter pump action grenade launcher. You can really fuck up someone's day with one of these. Sounds good, now, doesn't it. ■

## THE BASICS

You need to work together with the other players to create your characters. Have a look at the command breakdown on page 40 and decide on a unit size that

fits the number of players—a typical group will be a squad, but a larger group might be a full section, while a smaller group could be just a single fireteam.

### MILITARY OCCUPATIONAL SPECIALTY (MOS)

When the commander has been assigned, it's time for everyone to choose their Military Occupational Specialty—MOS for short. Your MOS determines your exact job in the corps. You'll find a number of MOS to choose from on page 54 and forward.

Talk to each other when selecting MOS. Look at the requirements of the standard four-man squad. It contains two fireteams, typically a Gun Team (a Smartgunner and a Comtech Marine) and a Rifle Team (two marines who can select their MOS freely). One of those four will be designated squad leader. It is possible, also, that the section's commander (a sergeant) might attach themselves to the squad, making five marines in

total. Squads can also be formed by swapping out one fireteam for an Assault, CBRN, or Recon Team. See Chapter 3.

Finally, it is also possible to create a Colonial Marine campaign that is focused on the two-man crew of a dropship, or the driver and gunner of an M577 APC or XT-37 FAV. The crew chief and AFV Marine specialties are provided for this.

**THE COMMANDER:** As the unit commander, you still need to choose a MOS. You won't actually have this specific role any longer, but it determines your skill set based on what you did before you took command.

## ATTRIBUTES

Allocate 14 points to the standard attributes of Strength, Agility, Wits and Empathy as normal. Your MOS will indicate your key attribute, to which you can assign up to 5 points. For the other attributes, 4 is the maximum.

## SKILLS

Allocate 10 points to your skills. You must allocate at least one point each to **CLOSE COMBAT**, **STAMINA**, **RANGED COMBAT**, and the skills listed by your MOS. MOS skills can start at up to level 4. For **CLOSE COMBAT**, **STAMINA**, and **RANGED COMBAT**, 3 is the maximum starting level.

## TALENTS

Choose one of the talents listed for your MOS. Some of these talents are new. If you're an NCO, you can choose an Officer career talent instead of a MOS talent. ■

## JOINING THE MARINES

Most new recruits have an initial age of 18–23. Recruits are initially trained as marine infantry riflemen at Camp Pendleton, California, where the best will graduate having mastered their **Military Occupational Specialty (MOS)**. In their first few months, a marine holds the rank of private. Within a year or so, they will have been promoted to **Private First Class (PFC)**. Some will go on to become **Lance Corporal**.

# MILITARY OCCUPATIONAL SPECIALTY (MOS)

Your **Military Occupational Specialty—MOS** for short—determines what you do in the corps. In game terms, your MOS is a skill package that provides several skill choices. This MOS might be a rifleman,

combat medic or smartgunner, for example. The specialties of **AFV Marine** and **Dropship Crew Chief** may only be suitable for vehicle-based games, however. You can find a selection of MOS below.

## AFV MARINE

When the squad gets itself in the shit, you are the one who has to come bail them out. You are part of the crew of a marine Armored Fighting Vehicle (AFV) such as an APC or tank. Whether driver or gunner, you share responsibility for your vehicle's maintenance and repair.

- ▶ **KEY ATTRIBUTE:** Agility
- ▶ **SKILLS:** Piloting, Ranged Combat
- ▶ **TALENTS:** All-Terrain Driver, Banter, Heavy Weapons, Overkill, Past the Limit

## ASSAULT MARINE (BREACHER)

You are a combat specialist—trained for both major assaults and urban pacification. For crowd control, you carry stun batons, riot shields, and use rubber U1 ammo to subdue targets. You also use a big fucking rocket launcher to knock on doors. You are often paired with a Comtech Marine for the ultimate in badassery.

- ▶ **KEY ATTRIBUTE:** Strength
- ▶ **SKILLS:** Ranged Combat, Close Combat
- ▶ **TALENTS:** Banter, Subdue, Overkill, Past the Limit, Weapon Specialist (M5 RPG)

## AUTOMATIC RIFLEMAN (SMARTGUNNER)

Smartgunners are a breed apart. The M56A2 smart gun's servo mount may keep it steady, but it takes muscle to withstand the kickback and stay on target. You are tough and dedicated to your role as an asskicker in battlefield fire support—your buddies flush out the bad guys and you blow them away.

- ▶ **KEY ATTRIBUTE:** Strength
- ▶ **SKILLS:** Ranged Combat, Stamina
- ▶ **TALENTS:** Banter, Machinegunner, Overkill, Past The Limit, Weapon Specialist (M56A2 Smart Gun)

## COMTECH MARINE

It's a modern battlefield—that means remote driven dropships, robot sentry guns, computer controlled bombs, and worse. You are a Comtech Marine—the squad's tech spec—skilled with computer systems, radios, diagnostic and hacking devices. Comtechs are essential to any squad and play a significant role in Assault Marine and CBRN Specialist fireteams.

- ▶ **KEY ATTRIBUTE:** Wits
- ▶ **SKILLS:** Comtech, Observation
- ▶ **TALENTS:** Bypass, Banter, Overkill, Past The Limit, Remote

## CBRN SPECIALIST

You are trained to assess, contain, and quarantine chemical, biological, radiological, and nuclear threats. Part field scientist, part rifleman—you're all marine. Whether it's a dirty bomb, viral outbreak, or some chemical that melts people's faces off, you're the one with the tools who's cool enough to hold their breath and handle it.

- ▶ **KEY ATTRIBUTE:** Wits
- ▶ **SKILLS:** Observation, Heavy Machinery
- ▶ **TALENTS:** Banter, Inquisitive, Nerves of Steel, Overkill, Weapon Specialist (M240 Incinerator)

## DEDICATED MARKSMAN

You are a sniper. You wear a camouflage ghillie suit, blend into the background, and pick off enemy soldiers at long range with your M42A scope rifle. Most platoons employ one or two dedicated marksmen and their spotters.

- ▶ **KEY ATTRIBUTE:** Agility
- ▶ **SKILLS:** Ranged Combat, Observation
- ▶ **TALENTS:** Banter, Killer, Overkill, Past the Limit, Weapon Specialist (M42A Scope Rifle)

## DROPSHIP CREW CHIEF

You are the back-seat crewman of a dropship or gunship. On the ground you carry out maintenance, run pre-flight checks and handle loading and unloading. In-flight, you provide sensor and navigational data to the pilot and operate the weapon systems. The pilot might make the ship fly, but you make it go boom.

- ▶ **KEY ATTRIBUTE:** Strength
- ▶ **SKILLS:** Comtech, Heavy Machinery
- ▶ **TALENTS:** Banter, Fast Reflexes, Heavy Weapons, Overkill, Past the Limit

## HOSPITAL CORPSMAN

You are still a rifleman—but you are one of the platoon's combat medics, able to provide life-saving first aid and even emergency battlefield surgery if needed. Your squad tends to have your back because they know they'll need you to patch them up when the shit starts flying.

- ▶ **KEY ATTRIBUTE:** Empathy
- ▶ **SKILLS:** Medical Aid, Observation
- ▶ **TALENTS:** Banter, Bodyguard, Field Surgeon, Hug the Dirt, Past the Limit

## FORWARD OBSERVER

The first one on the field—you scout ahead to silently take out enemies and secure a vantage point to set up shots for either artillery or a dedicated marksman. An advanced rifleman, you use silenced motion detectors, full spectrum scopes, ghillie suits, and suppressed Pups to coordinate targets for either your sniper or an airstrike.

- ▶ **KEY ATTRIBUTE:** Wits
- ▶ **SKILLS:** Observation, Mobility
- ▶ **TALENTS:** Banter, Watchful, Stealthy, Remote, Hug the Dirt

## RIFLEMAN

As a rifleman, you're always on the frontline—walking point and looking out for ambushes and traps. The uneducated say you're just a grunt, but you are much more than that. Part scout and part assault trooper, you are the core of the Colonial Marines' close combat forces.

- ▶ **KEY ATTRIBUTE:** Agility
- ▶ **SKILLS:** Survival, Mobility
- ▶ **TALENTS:** Banter, Overkill, Past the Limit, Stealthy, Watchful ■

# FIELD EVENTS

Marines have formative experiences that will impact their lives or career. Make a note of these events, they become an important part of your marine's backstory. Most events bring with them some benefit, an advantage, skill gain, injury, or other effect.

For a normal enlisted marine, just roll once on table A. For an NCO, also roll for a second

field event on table B. For pilots and crew chiefs, instead roll on table C.

Re-roll if you roll the same event as another player. Skills and attributes can never go above 5 as a result of a field event. If you roll an event that would cause that to happen, re-roll. ■

## EVENT TABLE A – ENLISTED

D66	EVENT
11-13	You picked up a maintenance jack during a colony siege. It got your squad into the heart of the complex where the fight was won. You kept hold of this useful tool, which works so well it gives an additional bonus +1 to HEAVY MACHINERY when using it.
14-16	During a colony virus outbreak everyone ran out of ammo and your squad retreated to the Marshal's office where you fought off the infected colonists. You still have the 12-gauge shotgun you used that day.
21-24	You buck authority, given the choice of prison or the Corps, you chose the latter. You do your job but still don't like being told what to do. Gain the Hothead talent.
25-31	You threw yourself in front of a colonist and saved them from an insurgent attack. Your M3 armor saved you and you saved the colonist. You gained a Marine Commendation Medal and the Bodyguard talent.
32-34	A headshot knocked you down, the bullet embedding into your helmet. You picked it out and still wear it today—the bullet that should've killed you. Gain the bullet as a signature item.
35-41	Local alien wildlife ate the lieutenant and friendly fire took out the sergeant. You were the eldest of the young marines and they turned to you for their orders. You didn't let them down. Gain +1 COMMAND skill.
42-44	The MAU trained for Operation Crossbow, a secret attempt to seize a UPP space station. Gain the Zero-G Training talent. The op never took place or, if it did, your platoon did not participate in it.
45-52	Your training days at Camp Pendleton were hell. A vindictive drill sergeant singled you out for merciless punishments. Gain the Tough talent.
53-55	You risked your life to save your comrades and were awarded the Galactic Cross, the second highest award that the UAAC can bestow. Officers in the battalion give you special treatment which causes tension in your platoon.
56-62	Manning a checkpoint on a war-torn colony world, you spotted suspicious behavior and shot the suicide bomber dead, saving a dozen lives in the process. Gain +1 OBSERVATION skill.
63-66	You've got a good rapport with the company logistics sergeant and he's always supplying you with unexpected or unconventional bits of equipment. Gain the Hidden Stash talent.

## EVENT TABLE B – NCO

D66	EVENT
11-13	Age didn't play a part—everyone came to you during the hard times of the campaign. You were a brother, a father and confidante. Gain +1 EMPATHY.
14-16	The sun's going down, the squad's low on ammo and dead-beat, but you always volunteer to stand a double watch. The guys appreciate it. Gain the Light Sleeper talent.
21-24	You spent time training with Force Recon and gained a special ops M4A3 pistol with custom sound suppressor.
25-31	In combat you were severely injured and held on to life throughout the night behind enemy lines. Gain +1 STAMINA skill.

## EVENT TABLE B – NCO

D66	EVENT
32-34	In a protracted bug hunt the ammo ran dry. Only determination, bravery and skill with a combat knife and entrenching tool saved your skin. Gain +1 CLOSE COMBAT skill.
35-41	It looked like the hostage rescue had failed but you bargained with the insurgents and secured their release after all. No medal for you, but you gain +1 MANIPULATION.
42-44	Your squad was relentlessly hit by booby traps and sniper fire from an invisible and unreachable enemy. Frustration and anger boiled over. Gain the Merciless talent.
45-52	The guy was screaming and bleeding. The squad panicked, but you took decisive action which saved the marine's life. Gain +1 MEDICAL AID skill.
53-55	Your position was compromised, and the squad had to escape across rugged and dangerous terrain whilst under withering fire. Gain +1 MOBILITY skill.
56-62	Isolated behind enemy lines in a harsh environment, it looked like the end of the line for the squad. Your ingenuity in securing shelter and food kept your comrades alive during the march back to base. Gain +1 SURVIVAL skill.
63-66	The abandoned and damaged vehicle was the only way to escape an imminent attack, but you diagnosed the main problems and got the squad to fix it—fast. Gain +1 HEAVY MACHINERY skill.

## EVENT TABLE C – PILOTS AND CREW CHIEFS

D66	EVENT
11-13	You earned a Distinguished Flying Cross during a period of intense “dust-off” medevac missions. That relentless flying schedule means that today you are addicted to never-sleep pills.
14-16	The dropship was in a spin, just below the speed of sound, and despite the 9G acceleration, you remained conscious and fought to regain control. Gain +1 STAMINA skill.
21-24	They call you “super six,” you always know when there is someone on your tail, it even works on the ground! Gain the Watchful talent.
25-31	While ferrying medical and food supplies to a disaster hit colony, you became the hero of the people. You carry a rosary given to you by one of the colonists.
32-34	Your air-support callsign is famous amongst the grunts on the ground. Once, the platoon sent you an inscribed bottle-opener. Gain a signature item.
35-41	After your dropship was shot down, you spent a week behind enemy lines desperately avoiding enemy patrols. Gain the Stealthy talent.
42-44	The dropship was once overrun by bugs, you fought bravely with an emergency fire axe to help clear them out and lift off. Gain +1 CLOSE COMBAT skill.
45-52	Constant field repairs on dirt landing fields with no resources forced you to improvise. Gain +1 HEAVY MACHINERY skill.
53-55	Your dad sent you a .357 Magnum to replace your 9mm M4A3 pistol. He wants you to get back home in one piece. Gain the pistol as a signature item.
56-62	Strapped to an ejection seat, you were shot through the thigh at 10,000 feet and six hours from base—you improvised a tourniquet and saved your own life. Gain +1 MEDICAL AID skill.
63-66	You and your crewman had to eject and survive for days in a hostile desert. Gain +1 SURVIVAL skill.

# NEW TALENTS

These five talents are new and available only to Colonial Marines.

**ALL-TERRAIN DRIVER** Almost anyone can drive a tractor or APC, but with this talent you have experience driving all-terrain vehicles over rough terrain whilst minimizing damage to the vehicle. You get a +2 modification to **PILOTING** when driving a wheeled or tracked vehicle built for off-road travel.

**BYPASS** You have experience jury-rigging tool-kits and using diagnostic devices to hack doors. You gain a +2 modification to the **COMTECH** skill when attempting to unlock a locked entryway.

**HEAVY WEAPONS** The military uses a variety of heavy weapons, from plasma guns to tactical missiles and tank guns. You get a +2 modification to **RANGED COMBAT** when firing such weapons, and

+2 to **HEAVY MACHINERY** when attempting to unjam or fix a heavy weapon.

**HUG THE DIRT** With this talent you're able to maximize cover from incoming ranged attacks when you're down on the ground, forcing an attacker using a ranged weapon at **MEDIUM** range or more to take a -2 modification. Going prone does not require an action, but you can only do it on your own turn. Getting up is a fast action. This talent can be combined with the effects of cover.

**REMOTE** You are qualified to set up, control and repair remote sentry guns and other remotely-controlled battlefield devices, and to pilot remote vehicles and Pups. Receive +2 to **COMTECH** rolls to carry out these tasks. The correct equipment is needed in all cases. A portable uplink terminal, for example, is needed to remote pilot a dropship, EVAC fighter or APC. ■

# FINAL PREPARATIONS

Your marine is almost ready for that first combat briefing, but there are some final preparations to complete.

## RANK

In the ALIEN RPG, rank is a title with little authority. As explained in “Forget the Chain of Command” (page 119), the player characters decide their own fate. Rank is often associated with a marine’s role or position within the platoon.

When creating your character, simply choose a rank that fits your MOS and position from the table to the right. Most enlisted marines will be Privates or PFCs, and your unit commander (NCO) will typically be a corporal or a sergeant. Higher ranks are rare for PCs.

## PERSONAL STUFF

Your marine needs a name, of course, as well as a description of their appearance, a Personal Agenda, a signature item and both a Buddy and a Rival. This is done as described in Chapter 2 of the core rulebook.

## STARTING GEAR

A fresh Colonial Marine character gets three types of gear: basic gear, specialty gear, and bonus gear. All items listed below are included in the Gear chapter of this book or in the core rulebook.

Some PCs may find they acquire more gear than they can carry. That’s not a problem—before each mission, choose what you’re going to take, and leave the rest cluttering up your bunk back at base. ■

ENLISTED RANK	TYPICAL POSITION
Private	Team member
Private First Class	Team member
Lance Corporal	Team leader
Corporal	Squad leader
Sergeant	Section commander
Staff Sergeant	Platoon second-in-command
Gunnery Sergeant	Company second-in-command
Master Sergeant	Operations chief (unit varies)
First Sergeant	Operations chief (unit varies)
Master Gunnery Sergeant	Operations chief (unit varies)
Sergeant Major	Battalion or squadron second-in-command

OFFICER RANK	TYPICAL POSITION
Second Lieutenant	Platoon commander, Pilot
First Lieutenant	Platoon commander, Pilot
Captain	Company commander, Pilot
Major	Staff officer
Lieutenant Colonel	Battalion or squadron commander
Colonel	MAU commander
Brigadier General	Commander of brigade or divisions
Major General	Commander of brigade or divisions
Lieutenant General	High staff officer
General	Senior general-grade officer

## BASIC GEAR

All Colonial Marines (including officers fighting in the field), will begin the game with the following gear:

- ▶ Military ID Key Tags
- ▶ Battledress Utilities
- ▶ M3B Standard Boots
- ▶ IMP Individual Marine Pack (includes Personal Medkit)
- ▶ M10 Ballistic Helmet
- ▶ M3 Personnel Armor With Built-In Personal Data Transmitter
- ▶ TNR Shoulder Lamp

## BONUS GEAR

Finally, each PC chooses one item from each list (A and B), below:

### LIST A

- ▶ Six Signal Flares
- ▶ Combat Knife
- ▶ Personal Data Transmitter/ Locator Accessory Set
- ▶ Bi-Mex Anti-Flash Sunglasses
- ▶ Polymer Climbing Rope
- ▶ Folding Winch
- ▶ Folding Entrenching Spade
- ▶ Electronic Tools
- ▶ Three Handcuffs
- ▶ Maintenance Jack
- ▶ Ultra Diffusive Environmental Poncho
- ▶ Samani E-series Watch

### LIST B

- ▶ M4A3 Pistol
- ▶ VP-70MA6 Pistol
- ▶ Two G2 Electroshock Hand Grenades
- ▶ Spacesub ASSO-400 Harpoon Grappling Gun
- ▶ M240 Incinerator Unit
- ▶ Four Spare M40 Grenades
- ▶ Mechanical Cutting Torch

## SPECIALTY GEAR

A marine's MOS may provide additional items of equipment:

- ▶ AFV MARINE: M41A Pulse Rifle, Electronic Tools
- ▶ ASSAULT MARINE: M41A Pulse Rifle, U1 Baton Rounds, Stun Baton, M5 RPG, Riot Shield
- ▶ AUTOMATIC RIFLEMAN: M56A2 Smart Gun, Head-Mounted Sight
- ▶ COMTECH MARINE: M41A Pulse Rifle, Electronic Tools, Seegson System Diagnostic Device (SSDD)
- ▶ CBRN SPECIALIST: M41A Pulse Rifle, U4 Firebombs or M240 Incinerator, CBRN Kit, UDEP Poncho, HAZMAT Suit
- ▶ DEDICATED MARKSMAN: Suppressed M42A Scope Rifle, Ghillie Suit
- ▶ DROPSHIP CREW CHIEF: G-Suit, Life Vest, Survival Kit, M4A3 Pistol, Mk.50 Compression Suit
- ▶ HOSPITAL CORPSMAN: M41A Pulse Rifle, Surgical Kit, Naproleve x5, Neversleep Pills x10
- ▶ FORWARD OBSERVER: M41A Pulse Rifle, F3S Spotter Scope, Suppressed Pups, Ghillie Suit
- ▶ RIFLEMAN: M41A Pulse Rifle, M314 Motion Tracker
- ▶ SERGEANT/STAFF NCO: M41A Pulse Rifle, Binoculars
- ▶ OFFICER: M41A Pulse Rifle, Binoculars, Seegson P-DAT
- ▶ PILOT: G-Suit, Life Vest, Survival Kit, M4A3 Pistol, Mk.50 Compression Suit



*"You are the sons and daughters of great pioneers—the colonial farmers and miners who expanded the reach of this great American Arm. And like your mothers and fathers, you now have the chance to do your part for the colonies. You will march into alien sunsets in the name of these United Americas. It's a march towards that which we have striven for nearly a century—life and liberty amongst the stars. Earth salutes you. The eyes of the colonies are upon you. Their hopes and prayers make planetfall with you. In the company of our brothers-in-arms in the interstellar navies, armies, and aerospace forces, it is you that protects these great territories from invasive species. Your strength and resolve will bring about the elimination of socialist tyranny over the oppressed peoples beyond the Red Line. You are the defenders of the stars themselves, and only you can guarantee security for ourselves on a free Frontier. You are the United States Colonial Marines—and it is an honor to serve with you."*

—GENERAL DELYLA VAUGHN TO THE USCMC GRADUATING CLASS OF '80



# G E A R

*“Marine—you are only as good as your wits and your weapon. Sometimes that weapon is your own foot, sometimes it’s your pulse rifle and sometimes it’s a goddamn nuke. Whichever it may be, be sure to clean it regularly and stick it way up the enemy’s ass.”*

—SGT. PHIL WLODARCZYK, 5TH COLONIAL MARINE SPECIAL  
OPERATIONS REGIMENT’S “SIN EATERS” CHARLIE TEAM

You are going into the shit—and what you carry in better be something that can help get you out. You don't want to bring a knife to a gunfight, now, do you? You don't step into the rain without your rubbers on and you don't go to church with your fly open. So step-up, zip-up, and see what's what,

marine—peruse these pages and get to know your own battlefield options—as well as what the enemy's likely to bring along to fuck your day up. Assuming they aren't sporting metal teeth and a spiked tail, of course.

If they are, screw it—just throw a grenade and run.

# WEAPONS

## PISTOLS

### BIONATIONAL TX-9 CHEMICAL AND BIOLOGICAL INJECTION AIR PISTOL:

This short-range pistol fires darts that can be loaded with a variety of pharmaceuticals or toxins, including bioweapons in serum form (see page 109 in the core rulebook). The pistol can also be used to deliver biochemical tracers. The tracer lasts for D6 days and can be detected with a CBRN kit from up to 30km away. Any AutoDoc can flush the trace elements out of your system, so find one and flush fast—who knows what's tracking you out there. Armor is doubled against this weapon, and it can never cause more than one point of damage—which it also needs to do in order to deliver its payload.




### VP-70MA6 SEMI-AUTOMATIC PISTOL:

This pistol is a time-honored weapon dating back nearly two hundred years. For nearly seventy years the VP70 series was only found in the hands of USCMC officers from key influential military families. Over the past decade, it has begun to supplant the outdated M4A3 as the standard marine sidearm.

### WEYLAND ES-4 SEMI-AUTOMATIC ELECTROSTATIC PISTOL:

Developed a century ago, this electrostatic kinetic energy projectile weapon uses charged elements to fire high-speed armor piercing rounds. Each bullet carries a charge that has a stunning effect. Any human target that suffers damage from an attack must make a hard **STAMINA** roll (-2, doesn't count as an action) or be stunned for one Round, unable to act.

The ES-4 has a tell-tale blue muzzle-flash when fired. While a quality weapon, the pistol fell out of use before the Weyland-Yutani merger due to its cost and upkeep requirements—if not cleaned properly each day (takes one Turn), a shot fired will sometimes—if two or more Stress Dice turn up —stun the shooter as well.

While it can mostly be found in use amongst high level corporate security teams from the ICSC, a select number of Colonial Marshal offices are testing out a newer model as their standard sidearm on the Frontier—along with a pair of insulator gloves.





### NORCOMM QSZ-203 SEMI-AUTOMATIC PISTOL:

A short recoil operated weapon, this Chinese manufactured pistol has been the standard sidearm of the UPP since they absorbed the CANS in 2164. Rarely available for sale on the black market, the QSZ-203 fires 5.8mm rounds

that have excellent armor piercing capabilities. Also the producers of the AK-4047 Pulse Rifle, Norcomm is the UPP firearms production division of the People's Army. Like the 4047, the 203 can be thrown off a three-story roof and still function just fine. Norcomm builds them to last. ■

## PISTOLS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Bionational TX-9 Chemical and Biological Injection Air Pistol	+1	1	Medium	1/2	\$300	Delivers toxins or bioweapons, armor doubled (page 66).
VP-70MA6 Semi-Automatic Pistol	+2	1	Medium	1/2	\$250	
Weyland ES-4 Semi-Automatic Electrostatic Pistol	+1	1	Medium	1/2	\$1,000	Stun effect, armor piercing (page 66).
Norcomm QSZ-203 Semi-Automatic Pistol	+1	1	Medium	1/2	\$400	Armor piercing.

VP-70MA6



BONUS: +2

WEIGHT: 1/2

DAMAGE: 1

COST: \$250

RANGE: Medium

Weyland ES-4



BONUS: +1

WEIGHT: 1/2

DAMAGE: 1

COST: \$1,000

RANGE: Medium

COMMENT: Stun  
effect, armor  
piercing (page 66).

## RIFLES



**ARMAT P9 S.H.A.R.P. RIFLE:** The prototype Sonic Harpoon Artillery Remote Projectile is currently undergoing field trials by the USCMC. The P9 fires an array of dart types, including the 9X-E which releases a sticky explosive charge upon contact.

No roll is required to shoot a dart into a combat zone of the shooter's choice. The charge will explode after one Round, triggering a Blast Power 9 explosion. If anyone or anything in the zone, except a fellow marine (identified via their PDT), moves before the time runs out, the charge explodes immediately.

If the dart hits an enemy target directly (requiring a normal attack roll), it detonates within a fraction of a second. A target directly hit by the dart suffers two additional points of damage, and their Armor Rating is halved (rounding up).



**NORCOMM AK-4047 PULSE ASSAULT RIFLE:** The UPP equivalent to the M41A Pulse Rifle, the AK-4047 is a cheap and reliable substitute. As such, the weapon often winds up in the hands of mercenaries and insurgents. While not as accurate as the M41A, the AK-4047 is sturdier than the USCMC weapon. An AK-4047 still works after being thrown off a cliff and left underwater for a month.



**NORCOMM AK-104S PULSE ACTION SUIT GUN:** This UPP weapon is a pulse grade AK-104 rifle reconfigured and built into an armored exoskeleton forearm and shoulder housing. Worn standard with the CCC5 Combat Compression Suit, this semi-automatic weapon is mounted on the user's wrist to allow for flexibility in the field. An internal ammo belt feeds the gun from a stored ammo pack right next to the suit's O2 tanks.

The ammo pack is the suit gun's weakness. Take it out (-2 to hit) and you'll not only ignite the ammo but feed the explosion with the suit's stored oxygen, triggering a Blast Power 9 explosion and destroying both the gun and the suit.

### RMC F903WE AUTOMATIC ASSAULT RIFLE:

Another reliable gun that has been around for a century, the RMC F903WE was issued to Weyland-Yutani's first major colonization efforts at the start of the century. Today it is often found in the hands of colonial militias or mercenaries. It was most recently made famous as the weapon of choice for the Australian rebels. The F903WE is not a pulse weapon, but don't let that fool you. While its armor piercing abilities are limited, it can still fuck up your perfect composure.

### WEYLAND-YUTANI NSG23 ASSAULT RIFLE:

A successor to the old Weyland Storm Rifle of a century ago, the NSG23 or "New Storm Rifle" has a high capacity ammo drum and an underbarrel ID23 incinerator unit attachment. The primary assault rifle of the 3WE Royal Marine Commandos, the NSG23 is also sometimes used by W-Y troops. While the USCMC tested the weapon in the late 2170s, the corps decided to stay with the armor piercing M41Pulse Rifle—prompting W-Y to sell the design to the 3WE.

### WEYLAND-YUTANI ID23 UNDERBARREL INCINERATOR UNIT:

While it has a shorter range and reduced fuel supply compared to the M240, the ID23 flamethrower easily connects to the underbarrel of an assault rifle, making it convenient in the field. Any target hit by an incinerator unit also catches fire, Intensity 7.



## RIFLES

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Armat P9 S.H.A.R.P. Rifle	-	Blast Power 9	Long	2	\$15,000	Detonates after one Round, or when an enemy within the zone moves.
Norcomm AK-4047 Pulse Assault Rifle	-	2	Long	1	\$500	Full auto.
Norcomm AK-104S Pulse Action Suit Gun	-	2	Long	-	-	Armor piercing, full auto, included in the CCC5 Combat Compression Suit.
RMC F903WE Automatic Assault Rifle	+1	2	Long	2	\$500	Full auto.
Weyland-Yutani NSG23 Automatic Assault Rifle	+2	2	Long	1	\$1,500	Armor piercing, full auto, ID23 Incinerator Unit included.
ID23 Underbarrel Incinerator Unit	-	2	Medium	-	\$700	Fire Intensity 7, included in the NSG23 Assault Rifle.

*"We got tactical smart missiles, phased plasma pulse rifles, RPGs. We got sonic, electronic ball-breakers! We got nukes, we got knives, sharp sticks..."*

—PRIVATE FIRST CLASS WILLIAM HUDSON

Norcomm AK-4047



BONUS: -

DAMAGE: 2

RANGE: Long

WEIGHT: 1

COST: \$500

COMMENT: Full auto.

RMC F903WE



**BONUS: +1**

**DAMAGE: 2**

**RANGE: Long**

**WEIGHT: 2**

**COST: \$500**

**COMMENT: Full auto.**

Weyland-Yutani NSG23



**BONUS: +2**

**DAMAGE: 2**

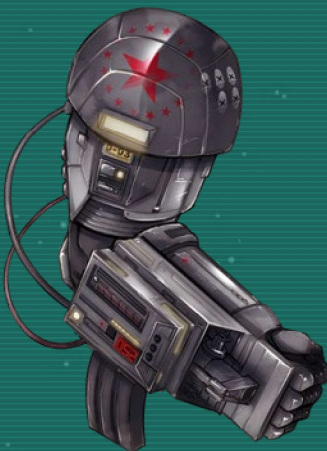
**RANGE: Long**

**WEIGHT: 1**

**COST: \$1,500**

**COMMENT: Armor piercing, full auto, ID23 Incinerator Unit included.**

Norcomm AK-104S



**BONUS: -**

**DAMAGE: 2**

**RANGE: Long**

**WEIGHT: -**

**COST: -**

**COMMENT: Armor piercing, full auto, included in the CCC5 Combat Compression Suit.**

## HEAVY WEAPONS



### ARMAT U4A2 REPEATING GRENADE LAUNCHER:

Designed for CBRN sterilization teams, this rapid-fire dedicated grenade launcher is most often equipped with the U4 QTC Firebomb ammunition but it can also fire other varieties.



### M5A3 RPG ROCKET PROPELLED GRENADE LAUNCHER:

This shoulder-fired rocket launcher is equipped with a telescopic targeting sight.



### NORCOMM RPG122 ROCKET PROPELLED GRENADE LAUNCHER:

The 122 is a bare-bones rocket launcher without a sophisticated sight, that requires a reload after each shot. Armor piercing.



### WEYLAND 72A LEW LIGHT ENERGY WEAPON:

This portable directed energy cannon consists of a sighted shoulder-mounted weapon and a 15mW power pack. The LEW fires vaporized pellets of cadmium telluride. The LEW packs a serious punch at close range and slices through armor very well, but the damage done is reduced by one step for each range band beyond **SHORT**. It has several other disadvantages, including being cumbersome and having to recharge for one Round after each shot, effectively meaning it can only be fired every other Round.



### M78 PIG PHASED-PLASMA INFANTRY GUN:


The USCMC favors rocket launchers over light energy weapons, but do have their own model, the M78 PIG Phased-Plasma Infantry Gun.

### UA-102-20 INDEPENDENTLY

### TARGETING PARTICLE BEAM PHALANX:

The UA-102-20 is a close-in weapon system (CIWS) composed of twenty independently targeting particle beams working in close formation. Similar to starship-to starship combat laser arrays, the particle beam phalanx is a vehicle combat scale offensive/defensive solution to multiple incoming aggressors. The UA102-20's computer module can instantly calculate the probability of the phalanx taking a target out, as well as what fire rate and pattern is needed.

Like a shipboard laser array, the Particle Beam Phalanx can also be focused to fire on a single target with devastating results—base damage is increased by 3 (to 7) and range to Extreme, but without the full auto option. The twenty independent particle beams are limited by their power source—on its own battery power or that of a vehicle, the PBP must recharge for two Rounds between firing cycles and cannot safely draw the power needed for a concentrated blast.

If the user attempts to do this anyway, the UA-102-20 starts to emit a high-pitched whine. Roll a Stress Die. On a , the weapon explodes, triggering a Blast Power 12 explosion. If not, it fires as planned (**STRESS LEVEL +1** for the user). Tapped into a city's power grid, the 102-20 is nigh unstoppable.

You can't buy one of these. They are illegal for civilians to own in all territories. As the firing signature of each 102-20 is unique and traceable, even the black market doesn't want to deal in them. Either your unit is assigned one or you steal it.



## HEAVY WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Armat U4A2 Repeating Grenade Launcher	+2	Varies	Long	2	\$1,100	Can fire different grenade types.
M5A3 RPG Launcher	+1	5	Extreme	2	\$1,800	Single shot, armor piercing.
Norcomm RPG122	-	5	Extreme	2	\$1,700	Single shot, armor piercing.
Weyland 72A Light Energy Weapon	+1	6	Extreme	3	\$10,500	Armor piercing, damage reduced by 1 for each range band beyond SHORT.
M78 PIG Phased-Plasma Infantry Gun	-	6	Extreme	3	\$9,000	Armor piercing, damage reduced by 1 for each range band beyond SHORT.
UA-102-20 Independently Targeting Particle Beam Phalanx	+2	4/7	Long/ Extreme	-	\$25,000	Armor piercing, full auto or focused attack with increased damage and range (page 71).

M5A3 RPG Launcher



**BONUS: +1**

**DAMAGE: 5**

**RANGE: Extreme**

**WEIGHT: 2**

**COST: \$1,800**

**COMMENT: Single shot, armor piercing.**

## EXPLOSIVES AND AMMUNITION



**ARMAT M40 HEDP GRENADES:** Designed for the U1 and U4 grenade launchers, the High Explosive Dual Purpose M40 can also be used as a hand grenade. To use these U1 rounds as a thrown explosive, the red plastic cap must be removed and the trigger under it depressed. Three seconds later, the grenade will explode. The UPP has an equivalent made by Norcomm.



**M72A1 STARSHELL FLARES:** For the U1 and U4 grenade launchers. Fired straight up into the air, this intensely bright flare will illuminate one combat zone for D6 Rounds. If fired directly at a human target, any crit inflicted will be #15 on the table on page 100 of the core rulebook.



**M230 BATON ROUNDS:** For the U1 and U4 grenade launchers. These non-lethal rubber projectiles are for use in urban crowd control. Baton rounds can incapacitate without killing. Armor is doubled and any critical injuries from these rounds will be #16, #24, or #33 (equal chance of each).



**M108 BUCKSHOT CANISTERS:** For the U1 and U4 grenade launchers. These oversized shotgun shells can deliver a wallop at close range. They are favored by Colonial Marshals on remote backwater colonies.



**U4 QTC FIREBOMB AMMUNITION:** For the U1 and U4 grenade launchers. Designed for decontamination protocols, this quinatricetyline filled cartridge incinerates everything in the target zone with Intensity 12 fire.



**ARMAT TYPE 4 ASSAULT BREACHING CHARGE:** A focused, adhesive charge designed to breach a door or wall, the Type 4 can be detonated by timer or remote. The UPP has an equivalent made by Norcomm. The breaching charge has Blast Power 9. Against the immediate target, the damage is increased two steps and counts as armor piercing.



**ARMAT M20 CLAYMORE MINE:** This proximity (**SHORT** range) triggered anti-personnel mine has a laser tripwire that requires an **OBSERVATION** roll to notice, even when actively looking. These are readily available on the black market.



**ARMAT M111 ANTI-VEHICLE MINE:** These mines are pressure sensitive and can be triggered by personnel as well as vehicles. When something of a predetermined weight enters the mine's proximity (**ENGAGED** range), the mine is activated. The mine has Blast Power 12. Against the immediate target, the damage is increased two steps and counts as armor piercing.

*"Check it out. Independently targeting particle-beam phalanx. WHAP! Fry half a city with this puppy."*

—PRIVATE FIRST CLASS WILLIAM HUDSON


## EXPLOSIVES AND AMMUNITION

WEAPON	DAMAGE	WEIGHT	COST	COMMENT
M40 HEDP Grenade	Blast 9	1/4	\$60	For U1/U4. MEDIUM range when used as a hand grenade.
M72A1 Starshell Flares	2	1/4	\$50	For U1/U4. Illuminates one zone. Any critical injury inflicted will be #15.
M230 Baton Rounds	3	1/4	\$30	For U1/U4. Armor doubled. Any critical injury inflicted will be #16, #24, or #33.
M108 Buckshot Canisters	3	1/4	\$30	For U1/U4. Armor doubled, SHORT range.
U4 QTC Firebomb Ammunition	Fire 12	1/4	\$600	Intensity 12 fire.
Armat Type 4 Assault Breaching Charge	Blast 9	1	\$200	Against the immediate target, damage is increased by 2 and is armor piercing.
M20 Claymore Mine	Blast 9	1/2	\$150	Triggered at SHORT Range, OBSERVATION required to spot.
M111 Anti-Vehicle Mine	Blast 12	2	\$1,000	Triggered at Engaged Range. Against the immediate target, damage is increased by 2 and is armor piercing.

## CHEMICAL WEAPONS

Chemical weapons have been banned on Earth by the Geneva Convention for over 250 years. However, legal precedent was set in the 2050s that clarified that those rules only applied to Earth. As such, chem-weapons are fair game on the extrasolar colonies.

**CN-20 NERVE AGENT:** This deadly nerve gas has lasting results on an enemy and anyone else unlucky enough to be within its range. When there are no other options, it's time to roll out a canister or two. A single canister will affect everything

within one zone. Roll a Stress Die at the start of each Round—on a , the gas dissipates.

In a contaminated zone, all humans without a hazmat suit must make a **STAMINA** roll with a -3 modifier each Round (before performing any actions). Failure means suffering one point of damage and **STRESS LEVEL** +1 now, and again in each following Round, even if the victim leaves the contaminated zone. If the victim is Broken while suffering the effects of a nerve agent, they must make a Death Roll every Round. The only way to save the victim's life at this point is a hard (-2) **MEDICAL AID** roll.

**A NOTE FROM MU/TH/UR:** This is mean stuff. Your lieutenant will only authorize the use of CN-20 as a weapon of last resort—unless he's a total dick. Nerve gas fucks with your neurotransmitters, telling them to coil up your muscles and not let go. Also, to shake a lot. You'll start with a snotty nose and some heavy breathing, but by the time it's all over you'll convulse, piss, and vomit yourself into a coma or asphyxia. Keep it up and you'll have chronic neurological damage to boot. Do yourself a favor and don't do anything that will make someone want to use this on you. ■

**QUINITRICETYLINE EXPLOSIVE**

**ACCELERANT (QTC):** Often called QTC for short, quinitricetyline is a volatile toxic chemical usually found in liquid form. Similar to twentieth century napalm, QTC is often mixed with a gelling agent and used to firebomb an area containing enemy forces, dangerous indigenous life forms, or infectious disease. In 2163, a single drum of QTC was dropped into a beachhead bunker during the Tientsin Campaign. The blast not only incinerated the bunker itself but put a nearby tug in drydock for four months with significant damage. ■

**A NOTE FROM MU/TH/UR:** This shit's incendiary potential is bad enough in liquid form—when gelled it sticks to everything and burns like a supernova. Only total immersion in water will put out the flame even temporarily—within one Turn of emerging from the water, the QTC will self-ignite. Only self-consumption, careful removal of the gel, or completely cutting off its oxygen supply will quench this flame. ■

**EXPLOSIVES AND AMMUNITION**

WEAPON	DAMAGE	WEIGHT	COST	COMMENT
<b>CN-20 Nerve Agent Canister</b>	Special	1	\$1,000	See page 74 for effects.
<b>QTC Quinitricetyline Explosive Accelerant</b>	Fire 15	1	\$200 /liter	Comes in 200-liter drums. See above for effects.

# SUITS AND ARMOR

**UNIFORMS****ACRYLIC “DOG TAGS” MILITARY ID**

**KEY:** Identifier tags issued to all branches of the UAAC (and therefore USCMC), these laser engraved clear memory-plastic tags can be encoded to allow a specific wearer access to a ship or installation's command areas, armories, lockers, or more. They are read by swiping them through a sensor reader located at every USCMC door lock. Key tags are usually coded as per rank,

so a private won't be able to get into the officer's mess on his own.

**BATTLEDRESS UTILITIES (BDUS):**

These field uniforms come in colors and patterns appropriate for the mission's operating theater. Camouflage themes include Woodland, Rain Forest, Desert Sand, Martian Plain, Arctic Glacier, Lava Flow, Deep Sea, Pitch Space, and more.

**GHILLIE SUIT:** A camouflage suit that is customized to a specific environment, a Ghillie suit can allow a sniper to effortlessly blend into the terrain. The suit is equipped with a portable heatsink that masks the wearer's heat signature and protects them from infrared scanning. The suit gives a +2 bonus to **MOBILITY** rolls against being detected when in the proper environment.

**M3B STANDARD BOOTS, M7 JUNGLE BOOTS, M8A2 THERMAL BOOTS, AND M11 PERFORMANCE ENHANCED PLATYPUS FINS:** A marine's got to wear the right footwear for the right job. While M3Bs will do on the flight deck and in your everyday barracks, you'll want a pair of M7s for a prolonged stay in a hot and moist environment (the alternative could be foot rot). Best strap up your M8A2s in cold weather scenarios, unless you like frostbite and aren't too fond of keeping your toes (**STAMINA** +1 to resist cold). The M11s are the best if you're going for a dip—they add +2 to underwater **MOBILITY** rolls.

## UNIFORMS


FATIGUES	WEIGHT	COST	COMMENT
"Dog Tags" Military ID Key	-	\$50	Contains owner's medical and personal data
BDUs	-	\$55	
Ghillie Suit	1	\$1,000	Grants a +2 bonus to MOBILITY rolls against being detected when in the proper environment.
M3B Standard Boots	-	\$40	
M7 Jungle Boots	-	\$60	
M8A2 Thermal Boots	-	\$75	STAMINA +1 to resist cold.
M11 Platypus Fins	1/2	\$100	Grants a +2 bonus to MOBILITY rolls when underwater.

## PROTECTIVE GEAR

**LIFE VEST:** An inflatable flotation vest included in many vehicular survival kits, a life vest will keep its occupant buoyant in most liquids. It includes a built-in flashlight and solar powered beacon transmitter that will broadcast PDT information over a two-kilometer radius.

**COLD WEATHER PARKA:** Sometimes it's damn cold on whatever frigid ball you've been dropped on. Other times, your lieutenant is too cheap to warm up your frigate's life support past bare minimums. In either case, wearing one of these heated hoodies gives a +2 bonus to **STAMINA**

rolls made to resist the effects of severe cold (page 107 of the core rulebook).

**MILITARY GRADE HAZMAT SUIT:** This impermeable bodysuit acts as protection against hazardous materials. The suit protects fully against chemical and biological contaminants as long as no damage has pierced it. It also acts as armor against radiation. Each time you suffer a Radiation Point, roll six Base Dice—if you roll one or more , the Rad is absorbed by the suit. HAZMAT suits have a built-in comm unit and a limited air supply. They do not protect against the vacuum of space.

### UDEP ULTRA DIFFUSIVE

**ENVIRONMENTAL PONCHO:** These camouflaged rain-coverings are worn to protect from the elements, chemical spills, and more. Treated with an infrared absorbing coating, these ponchos can also make a marine nearly invisible in the rain (**STEALTH +2** in wet environments). Often worn by CBRN specialists in the field, the poncho offers a **+2 STAMINA** bonus to resist chemical and

biological contaminants as long as no damage has pierced it.

**G-SUIT:** This light pilot's jumpsuit is standard issue to starfighter pilots. Pressure plates within the legs regulate blood flow. The helmet normally connects to the craft's life support, but has a small compressed oxygen bottle that offers an Air Supply of 1 for limited independent use.

## PROTECTIVE GEAR

FATIGUES	WEIGHT	COST	COMMENT
Life Vest	1	\$65	Prevents drowning, when at the water surface.
Cold Weather Parka	1/4	\$100	STAMINA +2 to resist cold.
Military Grade HAZMAT Suit	2	\$1,000	Armor Rating 1, Air Supply 2. Built-in comm unit. Protects against chemical and biological contaminants and radiation (page 76).
UDEP Ultra Diffusive Environmental Poncho	1	\$500	STAMINA +2 against chemical and biological contaminants, STEALTH +2 in wet environments.
G-Suit	1	\$120	Air Supply 1.

## BODY ARMOR



**M10 BALLISTIC HELMET:** Worn as part of the M3 Personnel Armor (page 127 of the core rulebook), the helmet is equipped with a full motion tactical camera system that transmits to the squad's APC, dropship, or ground tactical monitoring station. The helmet mounts a passive infrared sight and an Identify Friend/Foe (IFF) transmitter that will prevent automated systems like sentry guns from killing you.

**KEVLAR RIOT VEST:** A relatively lightweight vest made of woven metal fibers, the kevlar riot vest is the personal armor of choice for law

enforcement and security details throughout the colonies. It offers limited protection from bullets, knives, shrapnel and any kind of penetrating weapon.

### ARMAT CM4 PLASTISTEEL RIOT SHIELD:

This lightweight plastisteel shield is often used in urban warfare by Assault Marines as well as by Colonial Marshals. With a slow action, the shield will provide cover (page 96 of the core rulebook) with Armor Rating 5, which is added to any body armor. If the user moves, the cover from the shield is lost.





**6B90 COMBAT ARMOR:** Bulky and heavier than its Colonial Marine equivalent, the 6B90 is the standard personal armor of UPP troops and protects the neck, shoulders, torso, and crotch of the wearer. The 6B90 is equipped with a full motion tactical camera system that transmits video and vitals to local command.



**CCC5 COMBAT COMPRESSION SUIT:** An armored compression suit similar to the Mk.50 Compression Suit (page 128 in the core rulebook), the CCC5 is less cumbersome than its USCMC equivalent but the helmet viewport is comparatively small and gives -1 to **OBSERVATION** rolls. Each CCC5 comes standard with an AK-104 attached. ■


## BODY ARMOR

SUIT	ARMOR RATING	AIR SUPPLY	WEIGHT	COST	COMMENT
M10 Ballistic Helmet	-	-	0	-	Built-in tactical camera. Included in the M3 Personnel Armor.
Kevlar Riot Vest	4	-	1	\$600	Built-in comm unit.
Armat CM4 Plastisteel Riot Shield	5	-	1	\$300	Gives cover after a slow action.
6B90 Combat Armor	6	-	2	\$1,000	Built-in comm unit and tactical camera.
CCC5 Combat Compression Suit	2	5	2	\$15,500	OBSERVATION -1, AK-104 attached.

# OTHER EQUIPMENT



**BIMEX PERSONAL SHADES:** Save the colonies and look cool doing it. Targeting lasers, atomic flash blasts, and solar radiation can cause instant blindness on the battlefield—but not while wearing a pair of BiMex sunglasses or goggles. The patented mirror refractory technology of BiMex lenses is even rumored to have reflected

directed energy weapons back on their target. When wearing these, roll a Base Die if you're hit by a laser weapon, such as the Rexim RXF-M5 EVA Pistol. On a , the beam is deflected and inflicts no damage. The shades, alas, are ruined in the process. Protect your eyes when you protect your country.

**CBRN DETECTION KIT:** This Chemical Biological Radiological and Nuclear Detection Kit includes a Geiger counter, a biological and chemical agent diagnostic device, four doses of neurotoxin inhibitors, four emergency respirators (good for one Turn each before recharging), a pair of acid proof gloves and goggles, syringes, sampling tools, chemical detection paper, and four heat resistant specimen jars. Using this kit automatically detects the current Radiation Level (page 110 of the core rulebook) and any chemical or biological pathogen at the user's location. It also gives the user a +2 modification to Sickness Rolls (page 109 in the core rulebook).

**IMP INDIVIDUAL MARINE PACK:** This waterproof medium backpack comes standard equipped with a medkit and Supply rating 4 worth of food and water (see page 34 of the core rulebook). In addition, the IMP allows you to carry two more regular-sized items than normal without being over-encumbered.

**TNR HIGH BEAM SHOULDER LAMP:** A high-powered flashlight, the TNR can be carried by hand or mounted to the shoulder bracket on APE Suits, M3, Kevlar, or 6B90 armors, allowing for hands free use. The TNR removes the effect of darkness in a zone (page 83 of the core rulebook).

**MUZZLE SUPPRESSOR:** If you gotta shoot someone in public, pop one of these cylinders on the end of your firearm and do it real quiet like. Just remember that anyone calling it a silencer is full of shit—nothing is going to completely silence a bullet. What it does do is force your enemies to make an **OBSERVATION** roll to detect the shot. Muzzle Suppressors are available for a variety of firearms, ranging from pistols to sniper rifles.

**FOLDING ENTRENCHING SPADE:** A ground pounder's best friend, this collapsible shovel can also be used as a close combat weapon. A smart marine will heat up their spade with an incinerator unit, turning the shovel into a make-shift cooking pan for field grub. So, you can dig a critter out of its hole, kill it, and then fry it up—all with your damn trusty spade.

**FOLDING WINCH:** This tripod winch-and-cable device was developed so that prospectors could inspect newly dug mining shafts with their hands free—but it works just as well for rappel and rescue ops. No **MOBILITY** climbing roll is required of you while hooked in and ascending or descending a chasm on a folding winch's polymer climbing rope. Also, when whatever lives down there wraps itself around your face, your buddies can winch your ass back up, blow quarantine procedures, and put everyone at risk—just for fun.

**POLYMER CLIMBING ROPE:** This high-polymer abrasion-resistant coated cable comes in 45-meter coils. Just remember—"abrasion resistant" only means it won't fray easily and you won't cut up your bare hands climbing it. Acid will still eat through it and you'll still get a nasty rope burn sliding down it. Ain't friction a bitch?

**F3S FULL SPECTRUM SPOTTER SCOPE:** Able to see in a variety of spectrums and sync with data provided by Pups, the Spotter Scope allows a Recon Rifleman to roll **OBSERVATION** to assist his Sniper's aim. Each success gives a +1 bonus to the shot, as long as neither marine moves nor is attacked. Multiple rolls are not allowed.

**PDT/L PERSONAL DATA TRANSMITTER BRACELET/LOCATOR TUBE SET:** One piece is a PDT wrist-worn accessory, the other is its dedicated locator. Limited to a range of under 100 meters (four zones), the locator tube digitally displays its proximity to the bracelet and beeps louder as it approaches the transmitter. If the tube is synced to an APC TAC center, full biometric data of the wearer can be accessed.

**M73PX PARAFOIL:** This non-rigid delta-shaped airfoil collapses down small enough to fold up and tuck in a rucksack. They are usually used in stealth drops to silently glide into enemy territory. If for some reason you are in an exploding dropship or aerospace fighter and manage to eject without decapitating yourself, you'll want one of these to help you make a softer landing. Donning a parafoil is a slow action, deploying it is a fast action. The **PILOTING** skill is used to maneuver. In flight, the parafoil has a Speed rating of 3 (page 114 in the core rulebook). ■



## OTHER EQUIPMENT

DEVICE	WEIGHT	COST	COMMENT
BiMex Personal Shades	0	\$150	Can deflect lasers (page 78).
CBRN Detection Kit	1	\$800	Detects radiation and gives a +2 bonus to Sickness Rolls.
Individual Marine Pack	0	\$100	Increases carrying capacity by 2.
TNR High Beam Shoulder Lamp	1/2	\$60	Removes the effect of darkness in a zone.
Muzzle Suppressor	1/4	\$50– \$200	Enemies must roll OBSERVATION to detect the shot.
Folding Entrenching Spade	1/2	\$30	Can be used as a close combat weapon (bonus +1, base damage 2)
Folding Winch	1	\$40	To be used with rope, removes the need for MOBILITY rolls when climbing.
Polymer Climbing Rope	1/2	\$40	45-meter length line with abrasion resistant coating.
F3S Full Spectrum Spotter Scope	1/2	\$200	Adds a bonus to coordinated sniper attacks (page 79).
PDT/L Bracelet/ Locator Tube Set	1/4	\$100	See description (page 79).
M73PX Parafoil	3	\$1,250	Speed 3, PILOTING used to maneuver.

# VEHICLES

Sometimes beating the bad guy with a big stick just isn't enough—sometimes you want to run them over—twice. Sometimes, you even want to drop a starship on their ass. Or, maybe it isn't about the bad guy at all. Sometimes you just need to get somewhere faster than on foot.

Whatever you want to call it, this section is for you.

**VEHICLE WEAPONS:** All of the vehicle weapons included in the vehicle descriptions here are described in the table on page 96.

## MOTORIZED INFANTRY



### LOCKHEED MARTIN M577 ARMORED PERSONNEL CARRIER

The standard ground transport of the USCMC, the M577 APC carries a full marine section into battle. Its interior is equipped with a tactical command center with links to each soldier's helmet cams and biosigns. The exterior is armored with a laser absorbing paint job.

In addition to a small front mounted turret, the M577 mounts a rotating main weapons package on a rail system that allows it to slide back and store in the rear of the vehicle when not in use, thus lowering the APC's profile and heat signature. The air pressure in its large, armored wheels is controlled by the driver

in order to facilitate better traction over soft terrain and allow the vehicle's chassis some additional clearance over rough ground—its low profile is perhaps the APC's biggest weakness. Put a reckless driver behind the wheel in a rocky environment and you are likely to blow the transaxle.

The amphibious and vacuum tight APC is designed to be carried in the vehicle bay of a Cheyenne dropship, allowing it to be deployed nearly anywhere. While the M577 is the standard APC seen on the Rim, there are variants with different weapons configurations.

#### M577 APC

**ENCOUNTERED:** USCMC battlefields and military bases across the Frontier and Outer Rim

**TOP SPEED:** 150 km/h

**LENGTH:** 9.2m

##### STANDARD ARMAMENT:

- ▶ Phased Plasma Pulse Cannon Turret
- ▶ 20mm Gatling Gun Turret

#### M579 AIR DEFENSE APC

**ENCOUNTERED:** USCMC battlefields, Frontier and Outer Rim.

**TOP SPEED:** 150 km/h

**LENGTH:** 8.58m

##### STANDARD ARMAMENT:

- ▶ 20mm Gatling Gun Turret
- ▶ 4 × Hellcat Light Missiles



### LOCKHEED MARTIN M579 AIR DEFENSE APC

A variant of the iconic M577 APC, the M579 forgoes the pulse cannon turret and the front 20mm turret for a quad mount housing four

20mm rotary gatling guns and a vertical Hellcat missile launcher in the front designed to take out incoming enemy craft.



## MIKOYAN-LIU OX SERIES HAMPV 6×6 HEAVY ARMORED MULTI PURPOSE VEHICLE

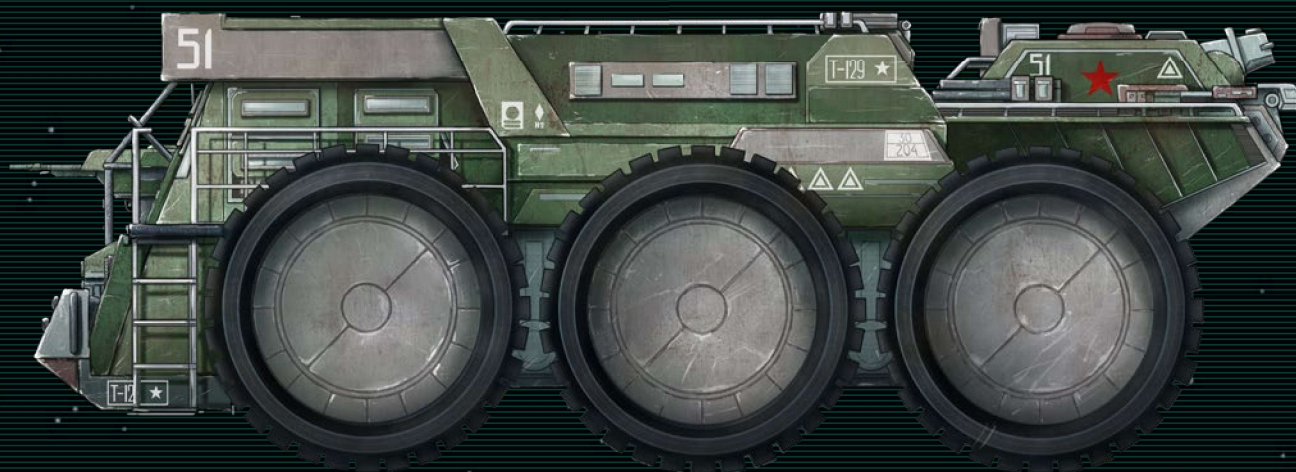
Designed around the fortified chassis of a heavy construction truck, the UPP Ox is a three-meter-tall behemoth on the battlefield. Its six massive wheels can climb over almost any terrain. The HAMPV's shielded pilot cab and crew compartment are a self-contained environment, and the vehicle can operate both fully submerged and in a vacuum. The Ox's weapons configuration is often mission specific.

The HAMPV is a staple of the UPP military and serves a variety of roles from troop transport to cargo truck, from mobile artillery to mobile command center. As surplus UPP equipment is cheap and easy to come by, stripped HAMPVs are also in use by civilians on many UA and 3WE Frontier colony worlds. The Ox has a small crew, and in troop transport configuration can carry up to two full SOF squads.

Ox-Series Heavy Armored Multi-Purpose Vehicle



MIKOYAN-LIU  
OX SERIES  
HEAVY ARMORED  
MULTI-PURPOSE VEHICLE



### MIKOYAN-LIU OX SERIES 6×6 MULTI PURPOSE VEHICLE

**ENCOUNTERED:** UPP military, Frontier civilians:

**TOP SPEED:** 68 km/h

**LENGTH:** 16.1m

**STANDARD ARMAMENT:**

- ▶ 3 × 20mm Gatling Gun Turrets
- ▶ Phased Plasma Pulse Cannon Turret
- ▶ Multidirectional Flame Unit



## SEEGSON MX11A1 "HOVERTREAD" LIGHT INFANTRY VEHICLE

An experimental concept, the so-called Hovertread was Seegson's bold attempt to redefine what all terrain meant—and it is a perfect example of the design by committee nightmare. The MX11A1 runs over terrain on treads and can hover above it on gyrojets. It is really good at neither and barely adequate at either. While altitudes as high as 12 meters can be achieved, sustained hover at any height over 4 meters is risky. The mode change from hover platform back to treads is problematic and can lead to a slipped tread.

After being tried out with a select few squads on the Frontier (including the 2nd Battalion Bravo Team), the MX11A1 was rejected by the military and the project was shelved. Shortly thereafter, however, the MX11A1 began showing up on ICSC controlled worlds in the hands of corporate commandos. The circumstances surrounding the ICSC arriving at the same design are now under investigation—but we both know they stole that shit. While the prototype utilized two 15 round light lasers, the turret on the production model sports dual Smartguns.

### MX11A1 LIGHT INFANTRY VEHICLE

**ENCOUNTERED:** RMC, ICSC, Seegson forces.

**TOP SPEED:** 82 km/h (ground), 50 km/h (air)

**LENGTH:** 5.1m

**STANDARD ARMAMENT:**

- ▶ XR-500 Long Range Particle Cannon
- ▶ M-56 Smartgun Turret
- ▶ 3MP Dual EMP blaster



## ALPHATECH XT-37 STINGER 4x4 FAST ATTACK VEHICLE

A fast attack vehicle in use by the USCMC for less than a decade, the XT-37 Stinger is a lightly armored off road vehicle. Designed to carry a driver and a gunner, the XT-37 features a double-barrelled 50mm injection-cooled cannon as well as a deployable weapons package with four surface-to-surface missiles.

They can take a beating and keep on driving—while a dropship must land briefly to discharge an M577, the XT-37 can be pushed out if the

Cheyenne does a low pass at low speeds. After the plummeting XT tumbles across the terrain, it can be righted by ground personnel and speed away (just don't climb in one before you pull off that little stunt—the XT-37 is invulnerable to great falls—you—not so much). A variant XT-37C (Civilian Type) is popular on homesteader worlds. The 37C forgoes the weaponry and adds a three-meter-long targeted snare-arm for wrangling wildlife.

## XT-37 STINGER FAST ATTACK VEHICLE

ENCOUNTERED: USCMC, CCAF, ICSC, civilian Frontier worlds.

TOP SPEED: 220 km/h

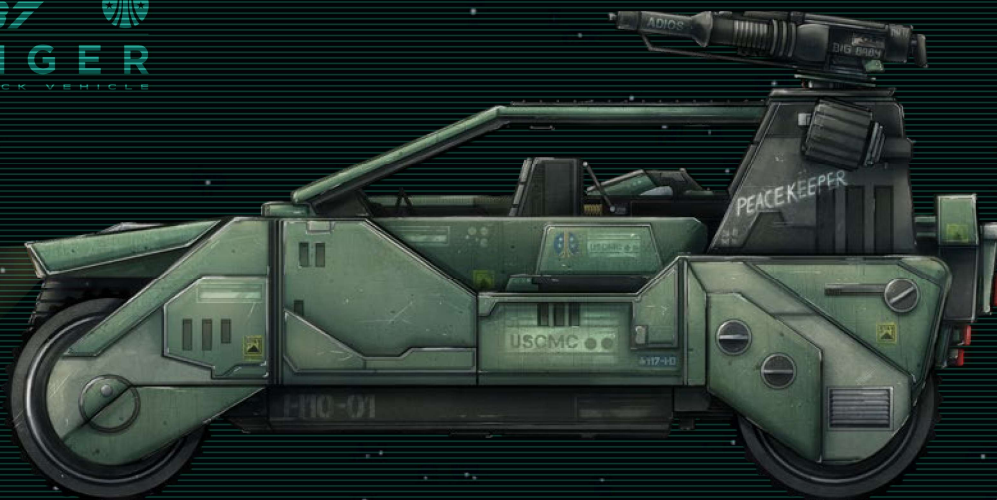
LENGTH: 4.1m

STANDARD ARMAMENT:

- ▶ 50mm Double-Barreled Cannon
- ▶ 4 × Hellcat Light Missiles

XT-37 Stinger Fast Attack Vehicle

**XT-37**  
**STINGER**  
FAST ATTACK VEHICLE



## MOTORIZED INFANTRY

VEHICLE	PASSENGERS	MANEUVER- ABILITY	SPEED	HULL	ARMOR	COST
Lockheed Martin M577 APC	13	+1	3	8	8	\$500,000
Lockheed Martin M579 Air Defense APC	9	+1	3	8	8	\$600,000
XT-37 Stinger Fast Attack Vehicle	2	+2	4	4	4	\$50,000
MX11A1 Light Infantry Vehicle	3	-1	2	6	8	\$220,000
Ox Series Heavy Armored Multi-Purpose Vehicle	26	+0	2	10	8	\$926,000

## ARMOR



### M22A3 JACKSON MEDIUM TANK

The M22 is a century old battle tank that is finally being phased out of the USCMC. Often called “dinosaurs” by the marine crews that have been unlucky enough to use them in

combat, the Jackson has been replaced in most units by the new M40-E Ridgeway. Local militia and mercenaries still use them.

#### M-22A3 JACKSON MEDIUM TANK

**ENCOUNTERED:** USCM, CCAF, Frontier militia and rebel groups.

**TOP SPEED:** 60 km/h

**LENGTH:** 8.83m

**STANDARD ARMAMENT:**

- ▶ 85mm Rifled Cannon
- ▶ 20mm Gatling Gun



### M40-E RIDGEWAY HEAVY TANK

The newest and most advanced USCMC mobile armor, the new M40-E is a radical chassis upgrade from the original Ridgeway tank. Designed to complement the classic M577 APC, the M40-E has cutting edge stealth,

mobility and point defenses and can be run by a tank crew of two or three. The Ridgeway is amphibious and can be deployed in an aquatic environment, but its surface speed is reduced to 15 km/h.

#### M40-E RIDGEWAY HEAVY TANK

**ENCOUNTERED:** USCMC

**TOP SPEED:** 72 km/h (ground), 15 km/h (water)

**LENGTH:** 9.77m

**STANDARD ARMAMENT:**

- ▶ 115mm Rifled Cannon
- ▶ 60mm Mortar
- ▶ 20 kW Phased Plasma Point Defense Gun

M40-E Ridgeway Heavy Tank

**M40-E**  
**RIDGEWAY**  
HEAVY TANK



**ARMOR**

VEHICLE	PASSENGERS	MANEUVER- ABILITY	SPEED	HULL	ARMOR	COST
M22A3 Jackson Medium Tank	5	-2	2	7	8	\$3,700,000
M40-E Ridgeway Heavy Tank	3	+0	2	9	12	\$8,920,000

**ARTILLERY**



**M292A2 SELF PROPELLED ARTILLERY**

Essentially a giant gun on treads, the M293 is the standard artillery of the USCMC. Using ramjet powered shells gives the M292's 41-calibre 158

mm cannon the ability to hit a target over 60 km away. A small laser defense turret protects the M292 from incoming fire.

## M292A2 SELF PROPELLED ARTILLERY

ENCOUNTERED: USCMC and CCAF.

TOP SPEED: 60 km/h

LENGTH: 11.1m

STANDARD ARMAMENT:

- ▶ 41-Caliber 158mm Cannon
- ▶ Small Laser Defense Turret



## BP-33 CELESTIAL DEFENSE ARTILLERY GUN

You want to see a really big fucking gun? This is it. The UPP doesn't do anything small. A massive 54-meter-long surface to orbit artillery piece, a BP-33 gun is set up by the UPP in groups of two to six to defend a newly taken colony. BP-33s are not mobile. Instead, they are positioned by heavy vehicles—usually HAMPVs or Krokodils—with support bolts fired into the bedrock beneath them to anchor them in place. Able to take out orbiting frigates, the Celestial Defense operates on the same principle as the USCMC remote sentry guns, only larger. They are automated and programmed to shoot down any craft that does not transmit a friendly code.

BP-33 Celestial Defense  
Artillery Rail Gun



## BP-33 CELESTIAL DEFENSE ARTILLERY GUN

ENCOUNTERED: UPP military and science outposts.

TOP SPEED: -

LENGTH: 54.1m

STANDARD ARMAMENT:

- ▶ Heavy Rail Gun
- ▶ 3 × Small Laser Defense Turrets
- ▶ Targeting A.I. (RANGED COMBAT 8)



## M201 MULTIPLE LAUNCH ROCKET SYSTEM

The M201 is a heavy-tracked and turreted missile launcher with eight massive rocket tubes. In use by both the UA Colonial Marines and the 3WE Royal Marines, the M201 is designed to fire traditional 250mm Thunderbolt rockets, with variant models such as the Rainmaker and Stormbringer that scatter mines and firebombs, respectively. These rockets are aimed at entire zones, not individual targets. On a miss, a random adjacent zone is hit instead.

All eight rockets on the M201 can be fired with a single (slow) action. The launch crew can designate individual target zones for each rocket, but they must all be adjacent to each other. Roll one attack roll for the entire barrage—on a miss, determine deviation separately for each rocket. While capable of delivering a devastating barrage, the M201 is encumbered by its reload time—after all rockets are fired, it takes support personnel a full Turn to reload.

### M201 MULTIPLE LAUNCH ROCKET SYSTEM

**ENCOUNTERED:** USCMC and RMC.

**TOP SPEED:** 60 km/h

**LENGTH:** 7.2m

**STANDARD ARMAMENT:**

▶ 8 × 250mm Thunderbolt, Rainmaker, or Stormbringer rockets

### ARTILLERY

VEHICLE	PASSENGERS	MANEUVER- ABILITY	SPEED	HULL	ARMOR	COST
M292A2 Self-Propelled Artillery	6	-2	1	10	6	\$9,400,000
M201 Multiple Launch Rocket System	8	-1	1	8	5	\$11,700,000
BP-33 Celestial Defense Artillery Rail Gun	6	-	-	12	7	\$26,100,000

# ASSAULT CRAFT



## UA NORTHRIDGE AD-19C/D BEARCAT VTOL STRIKESHIP

A subsidiary of Weyland-Yutani following the '67 Buy Out, UA Northridge designed the Bearcat strikeship to take the role of a light assault helicopter in combat. These VTOL attack craft often escort Cheyenne dropships over a battlefield. Strikeships are designed to scout an area and offer air-to-ground fire support to troops. They can be fitted with armored

underslung MEDIVAC panniers that carry up to six wounded. While they can operate equally well in space or in an atmosphere, they do not have the engine power to reach escape velocity unassisted. They are usually deployed planetside only. The C model's cockpit accommodates a crew of two, but the D has a larger cabin that holds four.

### UA NORTHRIDGE AD-19C/D BEARCAT VTOL STRIKESHIP

**ENCOUNTERED:** USCMC and CCAF, Frontier marshals and CCG.

**TOP SPEED:** 400 km/h

**LENGTH:** 8.8m

**STANDARD ARMAMENT:**

- ▶ 25mm Gatling Cannon
- ▶ 2 × Sightline Beam Turrets

AD-19 C/D Bearcat VTOL Strikeship





## UA NORTHRIDGE CHEYENNE UD-4L VTOL DROPSHIP

The pinnacle of USCMC battlefield supremacy, the Cheyenne dropship has an unparalleled success rate performing double duty as both a transport and gunship. While a strikeship like the Bearcat is more maneuverable, it lacks the versatility of the Cheyenne.

A Cheyenne is dropped from orbit into the fray from the ventral bay of any USCMC frigate or carrier, swiftly descending through the atmosphere like a meteor. The current model has been specifically augmented to carry the M577 into a combat zone, deploy the APC and its marine

squad, and immediately assume an air support role for the squad.

The ship is mostly a transport bay with cockpit, weapons systems, and engines attached—there is little in the way of other accommodations aboard. While in supersonic descent, the Cheyenne's weapons pods are retracted flush with its hull. These pods deploy for subsonic combat. With a proper satellite uplink, the Cheyenne is capable of being flown by remote from a portable terminal. Few pilots have the skill necessary for this maneuver, and the task is usually left to the squad's android XO.

### UD-4L CHEYENNE VTOL DROPSHIP

**ENCOUNTERED:** USCMC battlefields and military bases across the Frontier and Outer Rim.

**TOP SPEED:** Mach 9

**LENGTH:** 25.2m

#### STANDARD ARMAMENT:

- ▶ 25mm Gatling Gun
- ▶ Mk.16 150mm Banshee 70 Unguided Rocket Launcher
- ▶ 7 × AGM-220C Hellhound II Tactical Missiles
- ▶ 3 × AIM-90E Headlock Air-to-Air Missiles

## CHEYENNE UD-4 DROPSHIP VARIANTS

The Cheyenne Dropship has been the staple of the Colonial Marines for nearly two decades, largely

due to its versatile adaptability. Below are some of the most often seen variants on the Frontier.



**UD-4B PRODUCTION MODEL:** Discontinued by the USCMC as of 2172, UD-4B is the original production model and is now only in use in the private sector. The 4B has no provisions for nose guns and no deployable weapon bays. Those in paramilitary use are equipped with the main missile array, but civilian models are stripped of all weapons. Additionally, the dropship has a smaller cargo capacity and as such has no provisions for an APC. The UD-4B can carry eight passengers.



**UD-4S SKYCRANE:** Based on the same space frame as the well-known UD-4, this model has a hook and cable system connected to the large empty space behind the cockpit area, allowing the 4S to lift and carry substantial cargo to and from orbit. The UD-4S can carry an M292 self-propelled artillery gun into battle, and several Skyranes working in tandem can be tasked with carrying vehicles as large as a Bison freighter.

**UD-4C GUNSHIP:** This model sacrifices the APC bay to carry extra weapon and missile modules—the cargo area having been refitted with deployable gunner stations and a single file personnel ramp instead of one for cargo. She operates with two additional crew and can carry eight additional passengers or troops.



**UPP-DS3 ACCIPITER:** As the UD-4B was making its way into the private sector in the late 2170s the UPP began deploying their own dropships that were coincidentally very similar in chassis design to the Cheyenne production model. Usually seen plate grey in color, the bulky Accipiter has no folding wings and is equipped only with two rocket pods and a gatling gun in the nose. Unlike the Cheyenne, the Accipiter is equipped with a tachyon shunt drive that allows it to make limited leaps of up to 1.2 parsecs away—making the Accipiter ideal for covert insertions on the front.



### UD-4B PRODUCTION MODEL

**ENCOUNTERED:** Frontier civilian, corporate, CCG and Marshal use.

**TOP SPEED:** Mach 8

**LENGTH:** 24.8m

**STANDARD ARMAMENT:** None

### UD-4S SKYCRANE

**ENCOUNTERED:** USCMC and Corporate.

**TOP SPEED:** Mach 8

**LENGTH:** 31.6m

**STANDARD ARMAMENT:**

- ▶ 25mm Gatling Gun
- ▶ 6 × Mk.16 150mm Banshee 70 Unguided Rocket Launcher
- ▶ 6 × AGM-220C Hellhound II Tactical Missiles

### UD-4C GUNSHIP

ENCOUNTERED: USCMC and Corporate.

TOP SPEED: Mach 9

LENGTH: 25.8m

#### STANDARD ARMAMENT:

- ▶ 3 × 25mm Gatling Gun
- ▶ 2 × Mk.16 150mm Banshee 70 Unguided Rocket Launcher
- ▶ 14 × AGM-220C Hellhound II Tactical Missiles
- ▶ 3 × AIM-90E Headlock Air-to-Air Missiles

### DS3 ACCIPITER

ENCOUNTERED: UPP.

TOP SPEED: Mach 10

LENGTH: 25.2m

#### STANDARD ARMAMENT:

- ▶ 25mm Gatling Gun
- ▶ 8 × UPP Medium Air to Air Missile Launcher



## MI-220 KROKODIL SERIES ARMORED ATTACK DROPSHIP

The UPP's answer to the Cheyenne dropship, the sluggish Krokodil is twice as large, armored, and armed as her UA counterpart and only a third slower than it. Her distinctive double bubble cockpit design lineage can be traced to the Russian Hind D attack helicopter of the late 20th century.

The Krok's fuselage is slung under a large wing with port and starboard docking cradles for carrying two HAMPV transports externally. Because of this, the Krokodil is a brick in freefall and

vulnerable to ground artillery during atmospheric entry. Her missile pods are wing-mounted and her guns are in her chin turret. The lower cockpit is a pilot and gunner station while the upper one serves as an observation post and strategic operation center. In an emergency, control can be assumed via redundant pilot controls in the command post.

The Krokodil uses a dual tow hook and winch system to snag and retrieve HAMPV transports for an expedited extraction.

### MI-220 KROKODIL ATTACK DROPSHIP

ENCOUNTERED: UPP military.

TOP SPEED: Mach 8

LENGTH: 33.2m

#### STANDARD ARMAMENT:

- ▶ 25mm Gatling gun
- ▶ 12 × UPP Amur Medium Air-To-Air Missiles
- ▶ UPP Anti-Personnel Missile Pod
- ▶ 12 × Wing Mounted UPP Karakurt Heavy Anti-tank Missiles

## Mi-220 Krokodil Attack Dropship



**Mi-220**  
KROKODIL  
VTOL DROPSHIP

## ASSAULT CRAFT

VEHICLE	PASSENGERS	MANEUVER- ABILITY	SPEED	HULL	ARMOR	COST
<b>AD-19 C/D Bearcat VTOL Strikeship</b>	<b>2 (C), 4 (D)</b>	<b>+3</b>	<b>3</b>	<b>6</b>	<b>5</b>	<b>\$1,340,000</b>
<b>UD-4L Cheyenne VTOL Dropship</b>	<b>15</b>	<b>+2</b>	<b>4</b>	<b>10</b>	<b>7</b>	<b>\$3,100,000</b>
<b>UD-4B Production Model</b>	<b>15</b>	<b>+1</b>	<b>3</b>	<b>9</b>	<b>4</b>	<b>\$2,000,000</b>
<b>UD-4S Skycrane</b>	<b>3</b>	<b>+0</b>	<b>2</b>	<b>8</b>	<b>6</b>	<b>\$3,200,000</b>
<b>UD-4C Gunship</b>	<b>12</b>	<b>+1</b>	<b>3</b>	<b>10</b>	<b>8</b>	<b>\$3,500,000</b>
<b>DS3 Accipiter</b>	<b>15</b>	<b>+1</b>	<b>4</b>	<b>9</b>	<b>6</b>	<b>\$2,900,000</b>
<b>Mi-220 Krokodil Attack Dropship</b>	<b>15</b>	<b>+1</b>	<b>3</b>	<b>12</b>	<b>7</b>	<b>\$2,700,000</b>

## AEROSPACE FIGHTERS



### MIg-730 SERIES AEROSPACE INTERCEPTOR

The MiG-730 is the most common UPP fighter-craft encountered on the Frontier. It is a cramped, snub-nosed single pilot craft with huge after-burners and a semi-pressurized cockpit (a full spacesuit is required to operate it in a vacuum).

Even less armored than the EVAC-3 (but faster), the MiG-730 is an ambush fighter. While the 730 can make planetfall, it is incapable of leaving a planetary atmosphere on its own power and must dock with a lifter to do it.

#### MIg-730 AEROSPACE INTERCEPTOR

**ENCOUNTERED:** UPP Military.

**TOP SPEED:** Mach 18

**LENGTH:** 18.5m

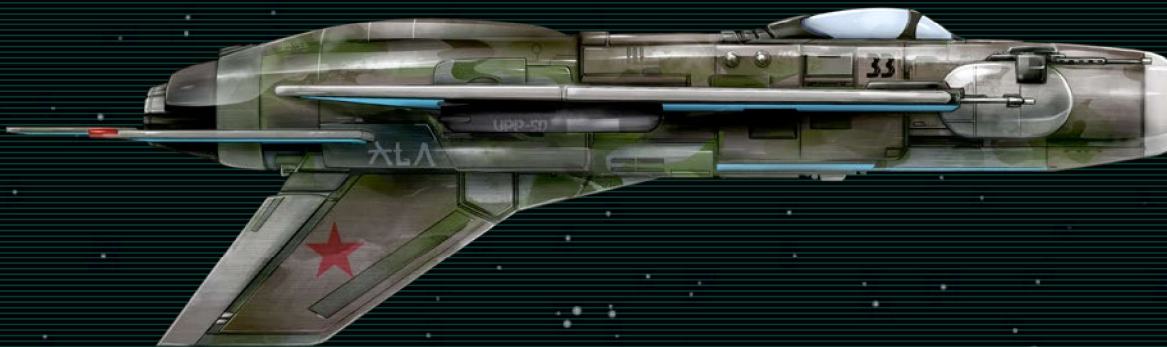
**STANDARD ARMAMENT:**

- ▶ 6 × Amur Medium Air-to-Air Missile Launchers
- ▶ 2 × 20mm Gatling Cannons

MiG-730 Aerospace Interceptor



**MIg-730**  
SERIES  
AEROSPACE  
INTERCEPTOR





# ALPHATECH EVAC-3 SERIES AEROSPACE SUPERIORITY TRANS ATMOSPHERIC FIGHTER

The primary fightercraft of the United States Aerospace Force, the EVAC fighter is the most maneuverable military aerospace plane to roll off the Alphatech assembly lines. It is just as deadly within an atmosphere as it is in the void. EVAC squadrons are transported in docking racks that are attached to Colonial Navy or Marine frigates.

The EVAC has a modular storage compartment directly aft of the pilot seat, allowing the cockpit to be configured to a mission specific one- or two-seater. In single user configuration, an EVAC cockpit can act as stasis chambers for a pilot sent on long range missions. While swift and powerful, the EVAC is only lightly armored. ■

## EVAC-3 AEROSPACE FIGHTER

ENCOUNTERED: USCMC and USASF.

TOP SPEED: Mach 15

LENGTH: 19.1m

### STANDARD ARMAMENT:

- ▶ 4 × Wing Mounted AGM-660 Warhawk Tactical Missiles
- ▶ 2 × 25mm Gatling Cannons
- ▶ Phased Plasma Pulse Cannot Turret

EVAC-3 Aerospace Fighter



## AEROSPACE FIGHTERS

VEHICLE	PASSENGERS	MANEUVER- ABILITY	SPEED	HULL	ARMOR	COST
EVAC-3 Aerospace Fighter	1 or 2	+3	5	7	5	\$3,996,000
MiG-730 Aerospace Interceptor	1	+2	6	6	4	\$2,630,000

## VEHICLE WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COST	COMMENT
20mm Gatling Gun	+3	3	Long	\$7,500	Armor piercing. Full auto.
25mm Gatling Gun	+3	3	Extreme	\$9,000	Armor piercing. Full auto.
Phased Plasma Pulse Cannon Turret	+1	6	Extreme	\$54,000	Armor piercing.
Multi-Directional Flame Unit	-	4	Medium	\$4,200	Fire Intensity 9.
Mk.16 150mm Banshee 70 Unguided Rocket Launcher	-	3	Long	\$48,000	Triggers Blast Power 12 explosion in addition to direct damage. Full auto.
AGM-220C Hellhound II Tactical Missile Launcher	+2	7	Extreme	\$76,000	Can only target ground vehicles and buildings. Armor piercing. Missile cost: \$12,000.
AIM-90E Headlock Air-to-Air Missile Launcher	+3	5	Extreme	\$64,000	Can only target air vehicles. Armor piercing. Missile cost: \$9,000.
Hellcat Light Missiles	+2	5	Long	\$40,000	Armor piercing.
50mm Double-Barreled Cannon	+3	4	Long	\$30,000	Armor piercing, full auto.
20 kW Phased Plasma Point Defense Gun	+2	5	Extreme	\$55,000	Armor piercing.
XR-500 Long Range Particle Cannon	-	6	Extreme	\$120,000	Armor piercing.
3MP Dual EMP Blaster	+1	2	Long	\$12,000	Armor has no effect. Causes no component damage.
85mm Rifled Cannon	+1	6	Extreme	\$100,000	Armor piercing.
115mm Rifled Cannon	+2	8	Extreme	\$160,000	Armor piercing.
Sightline Beam Turrets	-	-	Extreme	\$5,000	Pilot rolls OBSERVATION to assist attack from another vehicle against a target. Each success gives a +1 bonus to the shot.
Small Laser Defense Turret	-	-	-	\$10,000	Can be fired once per Round as a reactive action against an incoming missile or rocket. On a success, the missile is destroyed.

## VEHICLE WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COST	COMMENT
60mm Mortar	-	4	Long	\$16,000	Triggers Blast Power 12 explosion in addition to direct damage.
41-Caliber 158mm Cannon	+2	10	Extreme	\$250,000	Armor piercing.
250mm Thunderbolt Rocket	-	-	Extreme	\$23,000 per rocket	Triggers Blast Power 15 explosion in the target zone. Does not inflict direct damage.
250mm Rainmaker APM Rocket	-	-	Extreme	\$41,000 per rocket	Spreads D6 M20 Anti-Personnel Mines in the target zone and all adjacent zones.
250mm Stormbringer QTC Rocket	-	-	Extreme	\$37,000 per rocket	Spreads Intensity 15 fire in the target zone and all adjacent zones.
AGM-660 Warhawk Tactical Missile	+3	10	Extreme	\$24,000 per missile	Single shot "Fire and Forget" guided missile. Armor piercing.
UPP Anti-Personnel Missile Pod	-	2	Long	\$35,000	Triggers Blast Power 9 explosion in addition to direct damage. Full auto.
UPP Karakurt Heavy Anti-Tank Missile Launcher	+1	6	Extreme	\$60,000	Can only target ground vehicles and buildings. Armor piercing. Missile cost: \$10,000.
UPP Amur Medium Air-to-Air Missile Launcher	+2	4	Extreme	\$45,000	Can only target air vehicles. Armor piercing. Missile cost: \$6,000.
UPP BP-33 Rail Gun	-1	15 (against vehicles), 5 (against starships)	Extreme	\$22,000,000	Armor piercing. Can only target orbital craft or craft entering the atmosphere. Can only fire once every other Round.

# SPACECRAFT

This section includes several new spacecraft, using the same format as in Chapter 7 of the

core rulebook. Armaments, internal modules and upgrades are also described there.

## STARSHIP REGISTRY PREFIX

Every starship has a military, commercial, or private registry. In addition to an actual registry number, a prefix is attached to the

vessel's name for clarity's sake. While there are many others, here are a few of the most common ones you'll see on the Frontier.

United Americas Military	UAS	United American Spaceship
United States Military	USS	United States Spaceship
United States Commercial	USCSS	United States Commercial Star Ship
Private Civilian Ship	SS	Star Ship
Private Service Ship	STSV	Space Towing and Salvage Vessel
UPP Military	SSV	Security Space Vessel
UPP Civilian	PSV	People's Space Vessel
3WE Military	HMS	Her Majesty's Spaceship
3WE Decommissioned Military Commercial	HMCSS	Her Majesty's Commercial Star Ship
ICSC Commercial	CSCSS	Central Space Commercial Star Ship

A NOTE FROM MU/TH/UR. Private ships can have the USS, UA, HM, and 3WE as part of their SS or STSV prefix (Example: HMSSV). All UA commercial starships are registered in the US. Most UA military branches use the UAS designation for their warships—except for US military branches such as the USCMC and the USASF, which use the USS prefix instead. This is why there is the USS Sulaco as well as the UAS Archangel. Private starships (SS) are registered in the ICSC, regardless of where they come from. All ICSC military ships are classified as commercial (war is a business), so they have no separate prefix. ■



## RF-30F CLASS B SERVICE SKIFF

The RF-30F is a short-range craft intended to perform inspection, repair, and service work on larger vessels. The cramped skiffs are similar to a submersible in design and can only carry a crew of up to four (if they are real friendly) for a journey of no more than two days (although there is no head, so if you gotta pee, you gotta do it in a bottle). The service skiff is equipped with high intensity lights and small deployable manipulator arms for performing light repairs and accessing interface ports.

With its passive sensors, low energy signature, and overpowered thrusters, the multi-purpose service skiff is often used as a reconnaissance vessel to enter a disputed area ahead of an Assault Frigate. Each Conestoga Frigate carries a mandatory two vehicles. Skiffs are not FTL capable. They can make planetfall but are incapable of reaching orbit on their own power.

### RF-30F CLASS B SERVICE SKIFF

**MANUFACTURER:** LUNNAR-WELSUN

**COST:** \$800,000

**CREW:** 1-4

**AI:** None

**LENGTH:** 10m

**SIGNATURE:** -3

**THRUSTERS:** +3

**HULL:** 2

**ARMOR RATING:** 2

#### ARMAMENTS:

► Sensor Decoys

#### INTERNAL MODULES:

► Manipulator Arms (+2 to HEAVY MACHINERY for external ship repairs)

#### UPGRADES:

► Stealth Technology  
► Overpowered Thrusters



## MODEL V-10A1113 MANTIS

### G-CLASS MULTI-MISSION TRANSPORT

Envisioned as a cross between a long-distance troop transport and a dropship, the UAAC made good use of the Mantis class as a resupply ship during the Arcturan Conflicts and the Tientsin Campaign. The ship was primarily used for running blockades and getting supplies to Colonial Marines behind enemy territory. What wasn't advertised about her was that she was also working as a strike force transport, running special operatives in and out of the fray.

Her multi-vector independently articulated engine pods make her extremely maneuverable, allowing the Mantis to perform difficult combat drops and extractions under the most adverse climates and conditions. The Mantis was designed with multiple hardpoints on her hull for mounting equipment and cargo both internally and externally. These hardpoints proved useful for the mounting of mission specific sensor and ordinance packages. The Mantis makes an ideal craft for a small special forces team that needs to be able to get in and out of a system fast.

## WEYLAND-YUTANI DDR-E3 DEAD DROP RE-ENTRY INSERTION VEHICLE

These ballistic capsules are fired at a planet from an orbiting vessel like a Conestoga-class frigate, each one containing a single-seated marine with a folded parafoil. At the appropriate altitude, the marine ejects from the capsule and uses the parafoil to glide to a

landing. The capsule itself does not slow, eventually striking the surface with extreme kinetic force. Standard Dead Drop complement on a Conestoga is 24 DDR-E3s—enough for two platoons—and they can be fired two at a time. The capsules cost \$66,000 each.



## USCMC BOUGAINVILLE CLASS ATTACK TRANSPORT

Introduced at the start of the 2180s, the Bougainville is a compact design intended to replace the older Conestoga frigates. The Bougainville resembles a smaller Conestoga

with a distinct hammerhead bridge splayed across her bow. She does not have the same blind spots as a Cony, a fact that has led to the death of many a pirate.

## FAMOUS FLYERS

**The Flying Nun is a black and white V10A Mantis used by the 5th Division's Sin-Eaters. She most recently saw action during the Australian Wars—it was the Flying Nun herself**

**that delivered the nuclear payload that ended the war. One of the first Mantis Transports—the Crop Duster—carried the assault team that ended Operation Arcturan Freedom in 2160.**



## VP-153D KREMLIN CLASS HUNTER-DESTROYER

After the fleet engagements at Arcturus, Tiensen, and the Red Line, the UPP decided it was time to rethink their approach to warships. In a post Chinese Arm era, the UPP needed something that could dominate the space lanes and overpower the USCMC's pet Conestoga.

The Kremlin fits the bill. The Kremlin has been called, "a large, smart, maneuverable, and heavily-armed warship designed to hunt and destroy other warships." Its 1VAN/3 computer is comparable to an A.P.O.L.L.O. system. Seegson says it's too comparable and insists the UPP stole their design (treat 1VAN/3 as an A.P.O.L.L.O. mainframe on page 130 of the core rulebook—but with a Russian accent). It carries four independently operated enhanced sensor suites and specialized "frigate buster" EMP missiles designed to cripple a Conestoga's reactor.

While similar in length to the Conestoga, the Kremlin is radically different in design. Equipped with a spherical Rohrmann FTL drive at its rear, a bulbous cargo/weapons array amidship, and

led by a forward command dart bristling with dorsal and ventral antennae, the Kremlin has been described as a "Christmas ornament impaled on a prickly drill bit." Amongst the Marine Aerospace Wings, the profile of these destroyers has earned them the unceremonious nickname of "fatboy."

In the event of a catastrophic drive or weapons array failure, the command or "komanda drotik" section can disengage as its own subluminal craft equipped with an aft-facing protective shield dish. In this manner, the Kremlin can also be equipped with mission specific cargo/weapons arrays. Because of this, the ship can sometimes be found in the role of a colony ship or military cargo carrier.

In its typical military configuration, the Kremlin carries a flight of six MiGs, four HAMPV troop transports, and two Krokodils. With its German FTL drive, Vietnamese weapons packages, and Russian 1VAN/3 computer, the Kremlin is a symbol of the great union of socialist nations that make up the UPP. ■

## "FRIGATE BUSTER" EMP MISSILES

**This is a unique ship armament not included in the core rulebook. It requires a size III hardpoint, has a +1 bonus, base damage 5, and EXTREME range. As a special effect, if an EMP missile causes major component damage, it**

**will automatically cripple the engine (result #7 on the table on page 199 of the core rulebook), in addition to a randomly rolled effect. The EMP missile launcher costs \$50,000,000 and each missile costs \$600,000.**

G-CLASS MULTI-MISSION TRANSPORT



MODEL  
V-10A1113 MANTIS





## V-10A1113 MANTIS

MANUFACTURER: Hawker Systems  
 COST: \$86,000,000  
 CREW: 2  
 TROOP CAPACITY: 12  
 AI: MU/TH/UR 6000  
 LENGTH: 44m

**FTL RATING: 14**

**SIGNATURE: -2**

**THRUSTERS: +3**

**HULL: 5**

**ARMOR RATING: 5**

### INTERNAL MODULES:

- ▶ Artificial Intelligence I
- ▶ Air Scrubbers I
- ▶ Vehicle Bay I
- ▶ Cargo I x 4
- ▶ Vehicle Bay II
- ▶ Galley II
- ▶ Medlab II
- ▶ Cryodeck II
- ▶ EEV II
- ▶ Docking Umbilical II
- ▶ Cargo III
- ▶ Tractor Hitch III

### ARMAMENTS:

- ▶ Short Lance ASAT Missiles (8 Missiles)
- ▶ Light Railgun Turret

### UPGRADES:

- ▶ Overpowered Thrusters x 3
- ▶ Boosted Displacement Drive x 6
- ▶ Planetfall Capacity
- ▶ Stealth Technology

KREMLIN CLASS HUNTER-DESTROYER



MODEL  
VP-153D KREMLIN



FTL RATING: 3

SIGNATURE: +2

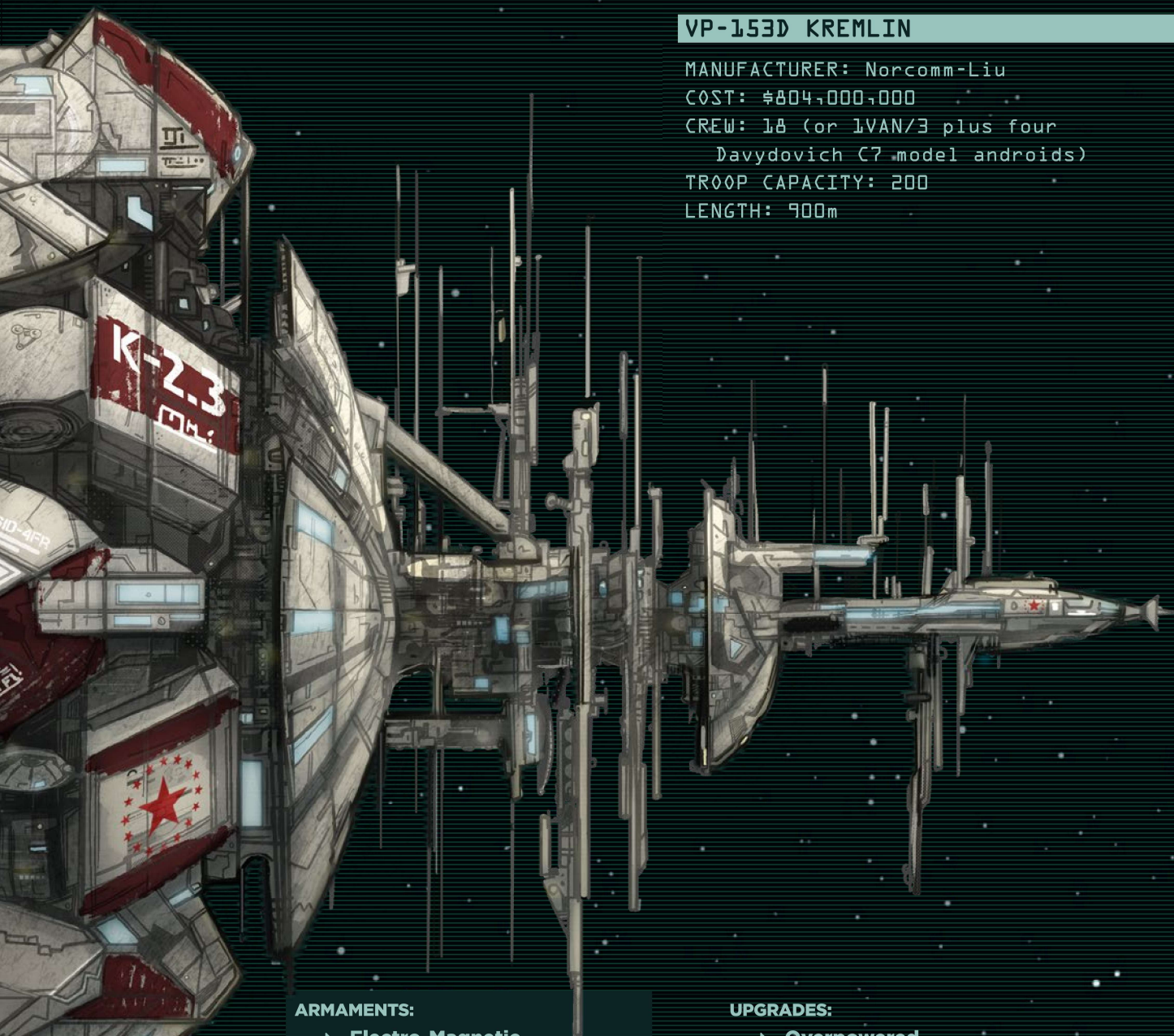
THRUSTERS: -1

HULL: 15

ARMOR RATING: 10

INTERNAL MODULES:

- ▶ Artificial Intelligence I
- ▶ Air Scrubbers IV
- ▶ Cargo Bay V
- ▶ Cryo Deck IV
- ▶ Docking
- ▶ Umbilical II x 2
- ▶ EEV II x 6
- ▶ Galley IV
- ▶ Hangar IV x 2
- ▶ Vehicle Bay IV
- ▶ Medlab II x 2



### VP-153D KREMLIN

MANUFACTURER: Norcomm-Liu

COST: \$804,000,000

CREW: 18 (or 1VAN/3 plus four  
Davydovich C7 model androids)

TROOP CAPACITY: 200

LENGTH: 900m

#### ARMAMENTS:

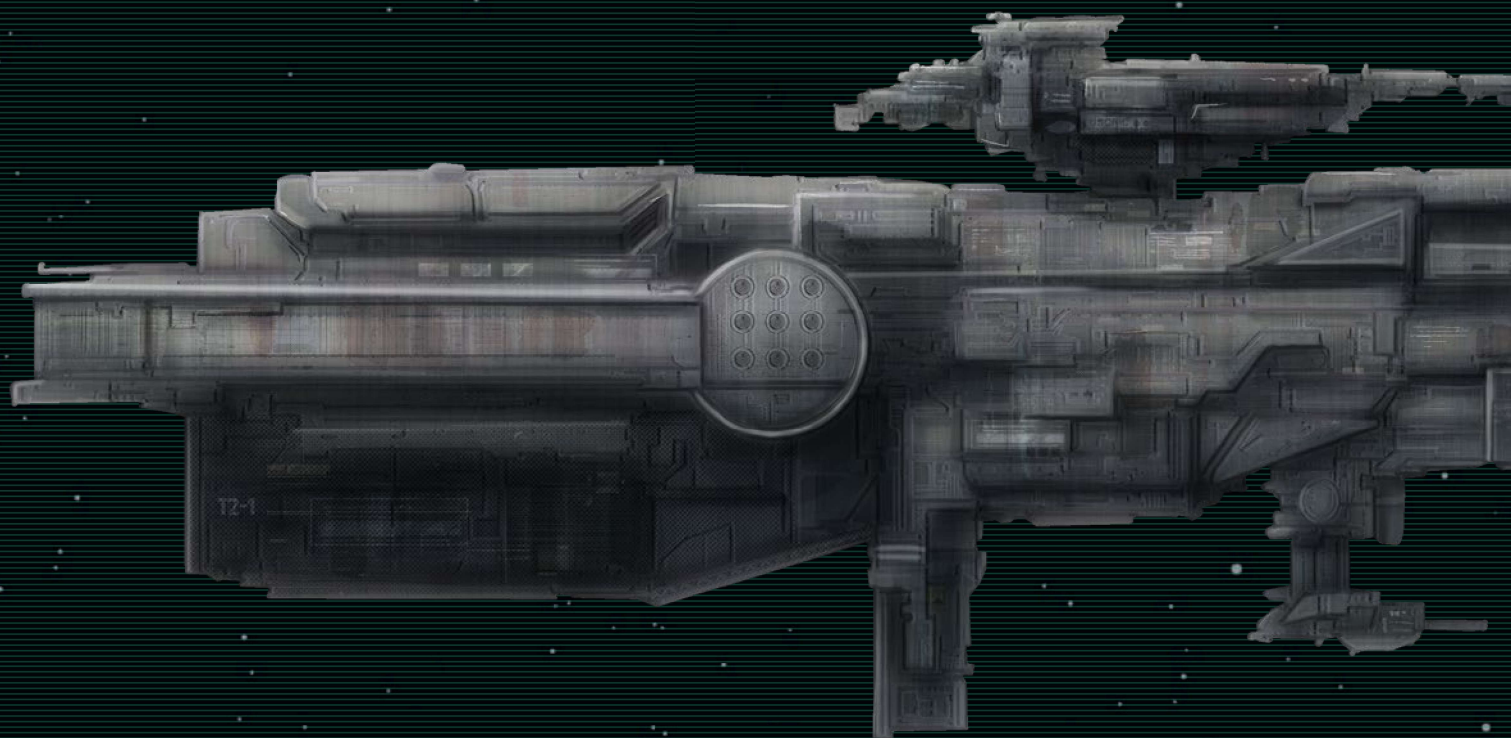
- ▶ Electro-Magnetic Pulse Missiles
- ▶ 800MeV Particle Beam Weapon
- ▶ 400MeV Particle Beam Weapon
- ▶ Short Lance ASAT Missiles
- ▶ Orbital Mines

#### UPGRADES:

- ▶ Overpowered Thrusters
- ▶ Boosted Displacement Drive × 6
- ▶ Added Hardpoints × 2

BOUGAINVILLE CLASS ATTACK TRANSPORT

MODEL *LUNNAR WELSUN*  
USCMC BOUGAINVILLE



## USCMC BOUGAINVILLE

MANUFACTURER: Lunnar-Welsun Industries  
 COST: \$265,000,000  
 CREW: 8 (or MU/TH/UR 7000 plus one Hyperdyne 341-B model android)  
 TROOP CAPACITY: 40  
 LENGTH: 300m



**FTL RATING: 6**

**SIGNATURE: +0**

**THRUSTERS: +2**

**HULL: 9**

**ARMOR RATING: 9**

### INTERNAL MODULES:

- ▶ Artificial Intelligence I
- ▶ Air Scrubbers III
- ▶ Cargo Bay III
- ▶ Cryo Deck IV
- ▶ Docking Umbilical II
- ▶ EEV II × 6
- ▶ Galley III
- ▶ Hangar IV
- ▶ Vehicle Bay IV
- ▶ Medlab II × 2
- ▶ Science Lab III

### ARMAMENTS:

- ▶ Short Lance ASAT Missiles (8 missiles)
- ▶ Heavy Railgun Turret
- ▶ Tactical Nukes (10 missiles)
- ▶ Medium Railgun Turret
- ▶ CWIS Laser Array

### UPGRADES:

- ▶ Boosted Displacement Drives × 6
- ▶ Enhanced Sensors
- ▶ Overpowered Thrusters
- ▶ Planetfall Capacity