



# ALIEN SURVIVOR

## PLAYER'S GUIDE

The ship is fueled. The cargo is loaded. The crew of the automated Company cargo hauler *Fortune* goes back to the corporate compound to say its goodbyes...

...and walks right into an ambush.

Bombs explode in the Company offices and in the streets outside. Alien monsters escape—or are let loose—from the R&D lab. A city in turmoil stands between the crew and escape. The streets are prowled by gunmen and aliens. The crew must board the ship in the nearby starport and tell its computer to take off for Earth.

No road is safe.

No backup is coming.

They are not trained for this.

**AND ONLY ONE WILL SURVIVE.**

### **Writing & Design**

by Will Hindmarch

### **Based on *Lady Blackbird***

by John Harper

### **Playtesters:**

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### **Influences:**

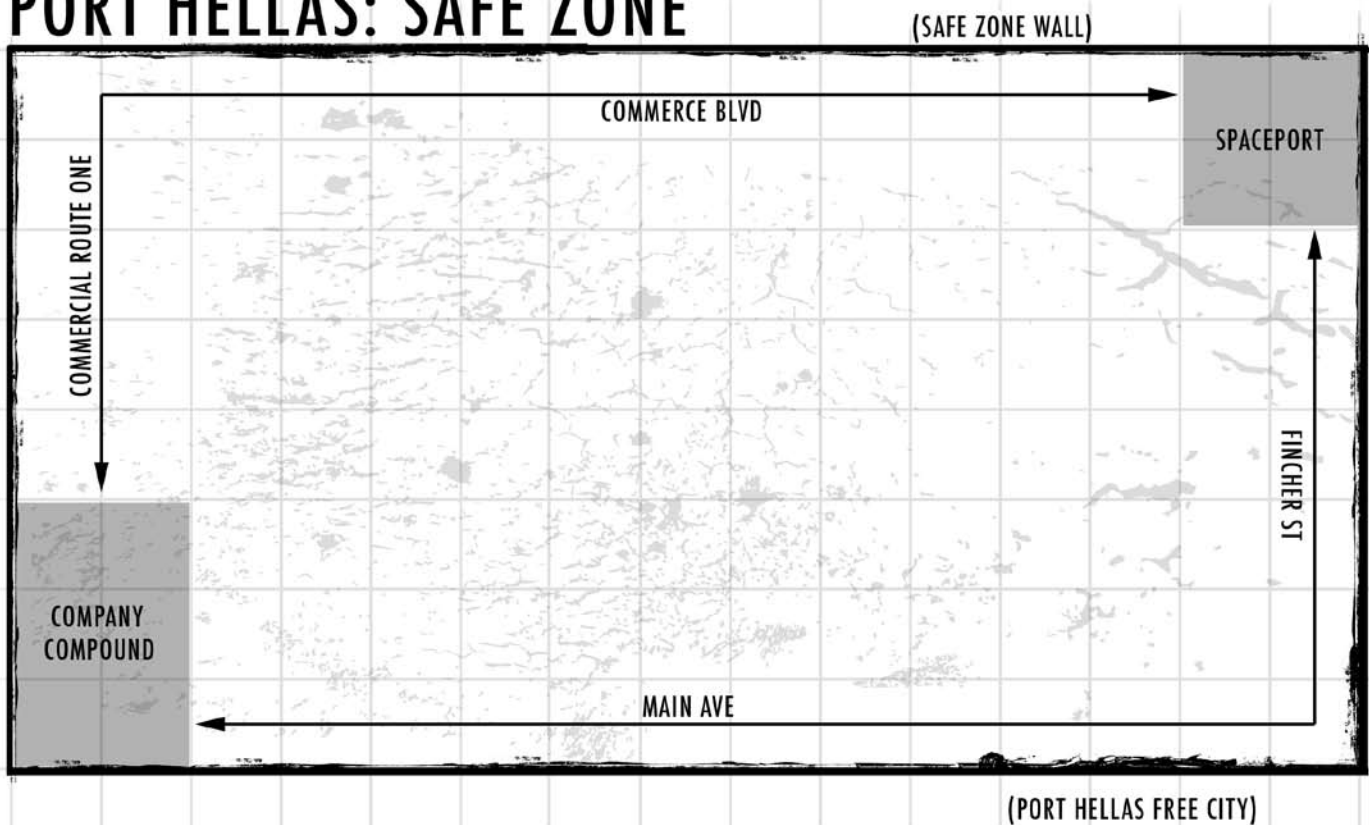
John Harper, Ridley Scott, James  
Cameron, David Fincher, David  
Twohy, William Gibson, Dan  
O'Bannon, Ronald Shusett,  
Vincent Ward, David Giler, Walter  
Hill, Larry Ferguson, Fred Hicks,  
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# PORT HELLAS: SAFE ZONE



## » PLANET AGM-299 "AGAMEMNON" «

Declared an emergency state by the Interstellar Colonial Commission, Agamemnon is regarded by the Company as a failed colony, a renegade backwater, and an investment in need of liquidation.

A mix of indentured colonial workers and Company representatives made the place, once, a stable and prosperous factory city and starport. When the Company pulled out its hardware factories following the reduced Marine presence on-planet, the economy buckled. A brief attempt by the Company to prop up the colony with a biotech R&D lab failed. The Company, finding the planet too far off of modern space lanes, began the process of shutting down the world, leaving countless colonists without jobs or livelihoods. Many of them turned to growing illegal hybridized narcotics crops and trading with black-market ships, which lead to sanctions and a revocation of the planet's official Interstellar Commission insurance coverage. The Marines pulled out rather than fight an aimless ground war with desperate colonists over a planet that nobody wanted anyway.

Now the Company is pulling out the last of its biotech staff and abandoning its urban fortress at the heart of the colony city's walled-in so-called Safe Zone.

It does so not amidst the angry protests they expected, but amidst an armed backlash from the abandoned colonists who, unable to obtain expensive passage off planet, obtained guns.

The city of Port Hellas is now rife with violence. Armed colonists prowl the streets looking for Company targets or hostages. The Safe Zone has become a war zone.

## » ON THE GROUND «

Agamemnon is a bright planet, terraformed into snowy steppes lit by a cool sun almost too brilliant for human eyes to handle. At night, the planet sinks into star-lit gloom beneath a moonless sky. It's warm in the sun, cold in the dark, and comfortable only with practice.

Each square represents about a city block of the Safe Zone. Each square may also contain either an obstacle or a rest area, as the Narrator deems fit. Most squares should contain obstacles. Characters may be able to scout a square, identifying the next obstacle without triggering it outright, depending on the obstacle.

The main thoroughfares are clear and open enough to allow players to spot obstacles two spaces away, but are subject to frequent ambushes by militia patrols. Rest areas are rare there. The heart of the Safe Zone is a warren of narrow streets, difficult to scout but easier to hide in.

Somewhere underground, beneath the sprawl north-east of the Company compound, is the R&D lab, where the aliens were freed.

### » REST AREAS

Rest areas are squares without any obstacles in them. The Narrator should reveal rest areas when characters are adjacent to them, before the current square's obstacle is overcome. Rest areas are safe ground for refreshment scenes, or simply an opportunity to move forward without an obstacle to overcome.

Examples of rest areas include: An abandoned apartment, a veterinary clinic, an out-of-business cinema, an empty garage, a sealed-up storefront, spillover Company offices.

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Roll all the dice you've gathered. Each die that shows an even number is a hit. You need hits equal to the difficulty level (usually 3) to pass the obstacle.

When the roll is complete, discard the pool dice you used. Don't worry, you can get them back.

If the roll was a success, you can proceed. If not, conditions may ease or escalate, and the obstacle continues to block your path. Either go around or try again.

## » DIFFICULTY LEVELS

2 = easy, 3 = difficult, 4 = challenging, 5 = extreme

## » HELPING

If your character is in a position to help another character, you can give them a die from your pool. Say what your character does to help. If the roll fails, you get your pool die back. If it succeeds, your die is lost.

## » BATTLE

A battle is a special kind of obstacle in which your character is subject to damage. In a battle, your character suffers damage equal to the difference between his hits and the difficulty level of the obstacle. This diminishes the difficulty

level of the obstacle by the number of hits as well. So, a level-5 alien monster requires five hits to overcome, and a three-hit roll against such a beast would deal 2 points of damage to your character in a counterattack. Deal with the beast with one decisive five-hit roll and your character would suffer no damage.

Damage subtracts from Health. When your character runs out of Health, describe a fittingly gruesome (and heroic?) demise.

## » ADVANCEMENT

When one of your character's three bullet points comes into play to the satisfaction of the Narrator, you earn an Advancement. Circle one of your character's bracketed tags—it is now available for use. Once all three of your bullet points have been suitably dramatized, you can begin using them again to earn additional advancements.

## » REFRESH

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## » DEATH

When your character dies, your player pool immediately refreshes. You may still help living characters using the Helping rule. Add a detail or benefit to the scene description and roll your die.

THERE CAN BE ONLY ONE SURVIVOR.

## BRACE

### HEALTH



### FLIGHT OFFICER

- EMPLOYED BY COMPANY FOR 2 YEARS
- NO LIFE OUTSIDE OF SPACE TRAVEL
- PACIFIST (UP TO TODAY)

### PILOT

Evasion | Steady | Alert | Drive  
[Maneuvering] | [Repair]

### COMPANY AGENT

Loyal | Proper | Medium Clearance | Make it Work  
[High-Level Clearance] | [Computer Mastery]

### UNFLAPPABLE

Fast | Reliable | Good Eye | Clear-Thinking  
[Shit, That's Fast] | [Serene]

### BRAINY

Think It Through | Informed | Anticipate  
Portable Terminal | [Surmise] | [Quick]

### CONDITIONS

- LOST
- CORNERED
- CRAZED
- HUNTED
- TAPPED
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 <b>BRAUGHER</b> 		
<b>HEALTH</b> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<b>DECK OFFICER</b> <ul style="list-style-type: none"><li>• SIX WEEKS LEFT ON EMPLOYMENT CONTRACT</li><li>• PARENT TO TWO BACK ON EARTH</li><li>• DIVORCED AND GLAD</li></ul> <b>EX-TROUBLEMAKER</b> <p>Run   Grab   B&amp;E   Dirty Fighting [Gunplay]   [Dodge]</p> <b>COMPANY EMPLOYEE</b> <p>Access Routes   Communications   Bullshit Artist Tough   Clamber   [Drive]   [Politics]</p> <b>MECHANIC</b> <p>Improvise Tool   Repair   Good w/Machines Perceptive   Toolkit   [Dextrous]   [Sabotage]</p> <b>TRICKY</b> <p>Quick   Agile   Escape   Sneaky [Knife]   [Unexpected Strike]</p>	<b>CONDITIONS</b> <input type="radio"/> LOST <input type="radio"/> CORNERED <input type="radio"/> CRAZED <input type="radio"/> HUNTED <input type="radio"/> TAPPED <input type="radio"/> DEAD

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## COSTICH

### HEALTH



### SECURITY AGENT

- KNIGHTSBRIDGE MILITARY CONTRACTOR
- SAW COMBAT ON ANOTHER FAILED COLONY
- TECHNICALLY STILL MARRIED

### MERCENARY

Opportunistic | Fast | Disloyal | Tough | Callous  
[Overkill] | [Careful]

### EX-COLONIAL MARINE

SOP | Shooting | Body Armor | Battle-hardened  
[Hail of Lead] | [Great Poise]

### KEEN

Sense Motive | Spot Liar | Quick | Perceptive  
[Sense Danger] | [Traps]

### PHILOSOPHER

Grim Determination | Big Picture | Calm | Supportive  
[Quote Philosophy] | [Perfect Clarity]

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## MARKHAM

### HEALTH

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### COMPANY OFFICER

- RECOVERING FROM A BAD COLD
- TRYING TO SCORE POINTS WITH BIOTECH EXECS
- ENGAGED TO BE MARRIED

### CORPORATE OPERATIVE

Backbone | Cold-hearted | Cutting Stare | Negotiator  
[Sportsman's Physique] | [Programming]

### TECHNOCRAT

Satellite Phone | Company Passkey | Computer Savvy  
RFID Tag | [Emergency Beacon] | [Authorize]

### EXECUTIVE OFFICER

That Smile | That Haircut | Designer Suit | Wealth  
High-Level Clearance | [Connections] |  
[Combat Simulator Experience]

### CUNNING

Deception | Codes | Misdirection | Eavesdrop  
[Sneak] | [Hide]

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## SAITO

### HEALTH

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### FREIGHT OFFICER

- JUST RENEWED A 6-YEAR DUTY CONTRACT
- VISITED MORE THAN 24 WORLDS
- ALWAYS WANTED TO SEE AN ALIEN

### DEBAUCHEE

Iron Stomach | Fraternizer | Witty | Persuasive  
[Fast Friends] | [Unfazed]

### COMPANY MAN

Resolute | Gallows Humor | Medium Clearance  
RFID Tag | [Communications] | [Scanner]

### STRONGBACK

Heave | Steady Hands | High Pain Threshold | Brawl  
Grip | [Crush] | [Unshakeable]

### STARSHIP OFFICER

Drive | Ship Systems | Power Loader | Repair  
[Clamber] | [Pilot]

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## JOHANESSON

### HEALTH



### COMPANY SCI-TECH

- ESCAPED CAPTURE BY COLONIAL MILITIA
- DID BIOTECH EXPERIMENTS WITH COLONISTS
- SPOUSE IS FROZEN ON SHIP FOR TRANSPORT

### SCIENTIST

Rational | Computer Savvy | Systematic | Selfless |  
[Cool Detachment] | [Programming]

### COLONIST

Hearty | Resolved | Patient | Charitable | RFID Tag |  
[Firearms] | [Tough As Leather]

### TARGET

Flee | Hide | Notice | Perseverance |  
[Dash] | [Shake It Off]

### VICTIM

Resigned | Angry | Tough | Vengeful | Brash |  
[Brutal] | [Fearless]

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