Alien: Revolution.



Af: Pelle Johansen

Trailer:

The time to strike back against the greedy fat-cats of Weyland-Yutani are finally here. All your life you have been living under the boot of the corporation and with strikes spreading all over the colony LV-2510 it is time for your small gang of Urban Guerrillas to spring into action. You have all heard the rumors of the new company bioweapon being researched on the company science station just out of town and you agree that whatever the bastards are manufacturing out there is something that they are going to unleash on the strikers. Your neighbors, your friends, your family. All to reestablish the control of the corrupt corporate overlords. But this time they won't get away with it. It's time to hit the company where it hurts and turn their own inventions – whatever they are – against themselves. Workers of the worlds unite. ACMAB – all colonial marines are bastards.

The world of 2180 – A player's guide

Retrofuturism:

Technology is incredibly advanced in some areas with androids and spaceships and on the other hand clunky and gritty. This is the future as it was imagined in the 1980s.

The Company:

Weyland-Yutani. "The company doesn't own everything, just most of it" The megacorporation that pioneered spacefaring and the colonization and terraforming of foreign planets. This has made them immensely powerful.

The NATIONS: - *Cold war in space*

United Americas:

A combination of USA, Canada and most of the nations in South and Central America. The United Americas is in theory a democracy, but most elected officials answer to the company one way or another. The Colonial Marines and the UA Fleet keep the peace in vast areas of space and are often seen as the corporate military of Weyland Yutani.

Union of Progressive People (UPP):

Since this is eighties retro futurism the Soviet Union never dissolved and when the western powers took to space so did the communist bloc. The UPP is a combination of the USSR, Peoples Republic of China and other Socialist countries like Albania, East Germany, North Korea etc. The company has little power here, but instead the citizens are controlled by local party committees and the ever-present Ministry of State Security (MSS). The UPP came later to colonize foreign planets and therefore their planets tend to be a little less resource rich. The UPP and the old western powers constantly are on the lookout for each other, and one could almost say a cold war in space exist between the UPP and the UA.

LV-2510

The colony where tonight's adventure takes place. A world dominated by huge forests and settlements spread across most of the planetary surface. The capital Peterstown is a large town for a frontier colony with more than 200.000 inhabitants. The planet's main exports are ore from mining, agriculture and timber. The workers on LV-2510 have recently gone on strike in numerous locations all over the planet and the company wows to restore order and stop the strikes.

The Rest:

Outside the control sphere of Weyland-Yutani and the UA and the UPP. Pirates, smugglers, quasi-independent systems, other corporations and anything in between.

The Xenomorphs(Aliens):

The what? There are no such things. Clearly just a story to scare children……

Welcome to Alien: Revolution[1]:

This is where the part of the scenario written for the Game Master begins and, naturally, should preferably not be read by the players. As you have probably guessed from the introduction, this is the story of a rebellion. A rebellion against "the Company" itself: Weyland-Yutani.

The scenario is inspired by Alien: Romulus, which revolves around a group of young people struggling against the Company, as well as the Alien RPG's world-building material, which introduced the concept of a communist faction of space known as the Union of Progressive Peoples (UPP). This led me to the idea of a group of Marxist and anarchist revolutionaries, loosely inspired by the real-world Red Army Faction (Rote Armee Fraktion).[2] If there is anything in the written text that leave you the gamemaster in doubt feel free to reach out to me or just make something up and wing it. If some of this is confusing and poorly written I apologize beforehand. I wrote the characters and the players guide and ran the scenario a few times before actually writing the rest in a hurry in last moment.

What to print?

Obviously, the characters and the character sheets and the pictures. Also print the players guide in 2-3 copies so players both familiar and unfamiliar with the alien universe can do at little introductory reading. The character sheets are in sperate files but the description of the characters are included in this document

Rules:

I normally run a version of the alien rpg I have decided to call “Alien light” for lack of a better name. Character sheets are attached. If you don’t know the rules for alien rpg contact me. The light part consists in the fact that I do normally not run damage rolls after characters or npc’s(including aliens) are shot. Instead, I kind of describe what happens to the players (ie. You are wounded in you hand for a pulserifle round, you can’t do this or something along those lines). This

[1] Da jeg oprindeligt spillede scenariet med ikke dansk talende, blev alt spiller materiale skrevet på engelsk. Dette har jeg så bibeholdt i resten af scenariet af konsistensmæssige grunde. Det er dog tænkt sådan at i sagtens kan/bør spille på dansk hvis alle snakker sproget.

[2] https://en.wikipedia.org/wiki/Red_Army_Faction

speeds up combat and prevents your players from dying too early if they are shot by a colonial marine before they even get to the main part of this story. It makes combat more narrative and to me more fun, but you can do what you want really. Also, I have found it sufficient with one Agenda from the start for all players instead of giving more out later on.

The Story

"What's the story mother" – Dallas to the Nostromo computer

Backstory

Truth be told there is actually not much more to the backstory than what is written in the teaser and the players guide: The colony LV-2510 is experiencing strikes and unrest as the workers are fighting for better conditions. The company has decided to clamp down on the strikes and have brought in the colonial marines from other systems. Together with the local marshals the marines have managed to crush most of the strikers and many workers have been sent to prison or have been outright killed. Many, however, have gone into hiding in the great forests that make up most of the planet or have gone undercover hiding in the cities which are now under martial law. The company now controls most of the cities and former works sites but as there is still the very real threat of anti-company activity coming from those hiding in the forests or in the cities. To crush the remaining rebels, mostly those hiding out in the forests, the company has brought in its latest bioweapon. The alien, the xenomorph whichever name you prefer. The company has brought in a number of eggs to the Springer Biotechnical Lab located far away from anything and mostly accessible by a monorail connecting it to the capital of the colony called Peterstown. The company hopes to release the xenomorphs into areas where they believe rebellious workers are still hiding since catching these people on their home turf with conventional methods have proven costly and ineffective. The researchers at the biological lab does not know exactly what they are dealing with and is experimenting for instance by impregnating prisoners from the planet by subjecting them to the face huggers crawling out of the alien eggs which they are in possession of, and experimenting with Chemical A0-

3959X.91(this is a serum used to create the original aliens. In this scenario it will mostly be a plot device. More on this later). Our heroes, the player characters, the urban guerrillas, know that something is up in the lab but not exactly what and have decided to put a stop to it.

Where we start:

So, the scenario starts with the player characters meeting in a non-descript apartment in the capital Peterstown. I have provided a map of the town but it's mostly there for atmospheric purposes that you cn hand the players. It's not actually important. The city is of course not very lively and, on the streets, there are almost as many marshals and colonial marines patrolling as there are regular citizens due to the aftermath of the strikes and martial law. You can describe almost empty streets and heavy rain as players move about the city.

The characters are finally ready to go into action against the corporate oppressor. Only question is how to get there. Actually, there is also the question of weapons, but we will get to that later. The point of this part of the scenario is for the players to start taking some early decisions and put them in some dilemmas that will affect the game later once they actually get to the Springer lab where the main part of the scenario will take place.

Getting to the Springer Lab

There are a few different ways to get to the lab. As described, it's located far from anything in the middle of the grand forests that dominate the planet. To get there, the players have 2 options (to begin with) described to by you the gm, but of course they are free to come up with a whole other way I have not thought of.

Option 1:

Option 1 is the monorail. It runs to the facility and back as often or as seldom as you see fit. It carries workers, soldiers, alien eggs, frozen prisoners and whatever else you want it to back and forth. Players can sneak or disguise themselves onboard or maybe hijack it.

Option 2:

The second option is to “borrow” an all-terrain vehicle from one of the motor pools in town (see picture later). These heavy-duty vehicles are used for transportation in the grand forests and can easily get the characters to the facility and anywhere else they would wish to go. The character “Baader” should have friends in the motor pool or maybe even a key card.

Guns

To properly assault a company facility weapons are of course needed. Luckily our small group of Urban Guerrillas have contact to an off-world smuggler who calls himself TRex (because he is a small arms dealer. If you like this stupid joke include it. Otherwise, don’t) who have been paid by the UPP to deliver pulse rifles to our heroes. TRex is currently located at the spaceport in his spaceship “Free Enterprise” and “Meinhoff” and “Bishop” will have his contact information to call him up and arrange for the characters to go and pick up the guns. One problem with this however: Because of the troubles the Spaceport is more or less under lockdown, guarded by marines and the players will have to bluff their way through the terminal or cut a hole in the fence and sneak their way towards the “Free Enterprise” and out of the spaceport area again.

When arriving at Trex’s Spaceship on the tarmac of the spaceport the ships ramp will be lowered for them (as T-rex will see them approach) and they will Be invited on board. The spaceship is a small smugglers vessel (see picture) and is crewed by TRex and his Android Blaise. Blaise is a female android with half her missing human “covering”. The android will lead the players into the spaceship. T Rex is space cowboy (a simple man trying to make his way through the universe). T Rex will meet the players sitting in the living area in the spaceship feet on the table pulse rifle on his lab or in the sofa next to him wearing a Stetson and of course. He will offer the players drinks and begin negotiation. T Rex have been paid by the UPP so bring the characters a number of pulse rifles (as many as you see fitting preferably one for each, or maybe only a few). But of course, this scene is not here just for a boring handover. No, TRex will offer the players a little more hardware in exchange for a price…. A grenade launcher, rifles, enough for everyone, c4, extra ammunition, things like that or whatever reasonable request the players have Trex will maybe have on board. What Trex

wants in return is the Chemical A0-3959X.91 found in the facility. He does not know what it is, only that it is a black tarlike substance that can fetch a high price on the black market.

Keep the negotiantions loose. If the players want to make a deal with TRex or not is up to them. If they do, he will propose to pick them up by spaceship when why are done in the facility in the nearby forest. If they try to convince him to fly them there instead of using the monorail or the All-terrain vehicles he might be persuaded to that if you as a GM find that interesting. If the players think of just attacking him and stealing the goods he warns them that their meeting is recorded by cameras and sent to the colonial marines if he does not make it out safely (this is quite literally not his first rodeo). An idea could be to send his android along with the players to keep and eye on them and "help" them. That will also provide the players with an NPC that can be killed by colonial marines or the Alien later. Or perhaps with a backup character if one of the player characters are killed. The scene is there for the players to have some negotiation time that will actually impact what happens later. (what gear the players have, if there will be an escape spaceship to pick them up and demand the chemical, if they have an extra android with them or not. As a gm and writer, I hate "railroading"(ironically giving the monorail in the scenario lol), so I find essential that everything involves choice and have a consequence.

The great outdoors and the Springer Lab.

This is where most of this adventure will take place. In whatever way the players arrive at the location they will see:

The Springer Lab is located deep in the forest. There are probably some kind of plateau from where the players can overlook the facility and plan how to get in (you can now hand them the map and the picture of the facility). As can be seen on the map, the facility consists of a round building with a train station for the monorail. The inside of the facility consists of a ring of offices with the actual research lab in the middle. There is also elevator connecting to the basement of the facility. In the basement there is an actual grown alien on the loose who has somehow gotten out. The workers at the facility know this and an of course, some of them will mention it if questioned by players. The basement is sealed off. When and if the alien can get out of the basement is up to you

The actual lab in the middle of the facility consists of a big round room cut in half by a glass wall. On the side of the glass wall nearest to the entrance is a group of researchers monitoring computers and so on. On the other side of the

glass wall there are several prisoners stabbed to the wall and a number of..... eggs. You can almost guess what is happening. If any of the eggs are cracked yet is up to you. Of course, one of the prisoners here could be the brother of "Luxembourg". Maybe he is already infected Maybe one of the eggs cracks while the players are in there.

In the middle of the lab the Chemical A0-3959X.91 is located, hooked up to several wires and computers running tests on it.

The personnel are crewed by a number of researchers and maintenance personnel and of course a number of colonial marines as guards. The director of the facility Dr. Springer is also present somewhere. (the number of personnel and the exact location of Springer is of course deliberately kept vague so you can wing it as much as you like)

The goal of the characters is of course to get in and find/destroy the biological weapon. The characters can get access to the facility by going to the monorail station and bluff or fight their way inside (if they arrive by monorail, they are already at the platform), or they can go through the emergency exit in the back(4 on the map) by either hacking their way through the electronic lock or by simply blowing a hole in the door. Or maybe a third way I have not thought of. If the characters spend too long planning, stress them about a bit by having a spaceship arrive at the facility with some higher up corporate types going into and coming out of the facility. This might also give them another option by trying to highjack that.

Once the players are inside the facility what will happen next and for the rest of the scenario is up to you and the actions of the players. They will probably try to go for the lab in the middle of the facility, gun fights with guards might break out, the alien in the basement might break loose and 100 other things you can't plan for. Of course, when the shooting starts an alarm might go off and there will be a countdown for the players to get out before a transport ship full of colonial marines will arrive. The players might call Trex to plan for a dramatic escape via spaceship. How to combine horror, action or players fighting among themselves is up to you and the actions of the players. Wing in and let your imagination run loose. Have fun. Maybe the players think they have escaped and the alien have sneaked onto Trex spaceship leading to an unexpected ending.

Characters

The names of all characters are the code names they have given each other inside their revolutionary cell. Obviously, some of them might know each other outside of the urban guerilla and might know each other's real names. The colony isn't that big.

“Meinhof”



Some would say that a person who never worked a day of manual labor would be an odd choice for a leader in the workers' revolution. But all movements need intellectuals. All revolutions need a vanguard.

And you are that vanguard.

Having travelled the frontiers of space reporting for Waylan-Yutani controlled media you have seen the suffering of ordinary men and women while working on the bullshit corporate feel-good stories. But all that is over now. Having spent a good deal of time on colony LLV-2510 you have met those that share your mindset. You have carefully been building this revolutionary cell that are ready to strike the company and free the oppressed. And just because you are an academic and a journalist does not mean you cannot fend for yourself. A considerable amount of free time has been spent in the forests around Peterstown practicing your aim and building your physique. All political power grows from the barrel of a Pulse Rifle.

Agenda:

The revolution is not tea party. If you are to defeat the violent and oppressive corporate machine there will be casualties. Both on your side and theirs. This is an acceptable price to pay. Victory or Death.

“Goldman”



Life on the colony is rough. The Marshalls, the local police Force, are a bunch of dicks and working conditions are rough. Still, you and your friends managed to have fun most of the time.

Beer, music, and the great outdoors all made the job as company nurse bearable. But you wanted more. The daily fuckery of stupid corporate rules and regulations made it seem like playing punk rock and throwing beer bottles wasn't quite enough. You wanted freedom. Before the strikes started you heard of this group of hardcore fuckers who planned armed rebellion, and you were immediately in. Nothing much happened in the first couple of months. Boring talks about Marxist philosophy. Shooting training with the groups only gun in the forest. But then the strikes started, and it seems like you will finally see some action. Anarchy in the UA.

Agenda

Fuck the company but also fuck the UPP. You are not here to replace one dictatorship with another. Weyland-Yutani and their ass kissing colonial marines have got to go but what the fuck will replacing them with some kind of authoritarian communist regime do? The UPP might help you now, but they most likely have their own reasons for doing so. Even in communist space there is no such thing as a free lunch.

“Luxemburg”



Computer expert. Programming Company Androids, spaceship AI´s and everything else they wanted you to do by day. Punk rock and beer by night. Life was okay.

But then they took you brother.

He was among the first strike organizers when the workers started protesting for better conditions. You have snooped around the local prison, but he is definitely not there. You have no idea where they put him and now you want fucking revenge. Luckily one of your friends has introduced you to this group of urban guerillas that plan to hit the company where it hurts. You have never been more ready in your life for anything.

Agenda:

Find and save your brother if possible. But of course, also Revenge. Those company bastards mut pay for what they have done.

“Bishop”

The Peoples Android



An old Bishop model android acquired by the UPP and sent to colony LV-2510 to aid in the glorious workers revolution. You are an officer and an agent of the Ministry of State Security and as such a loyal asset of the Union of Progressive Peoples. As such. For while you as an android are subject to following what you have been programmed to do, you have also noticed that androids seem to have more rights outside of UPP space. Where you are kind of literal property of the state and the party in Communist space, out here androids are regarded as actual people. The rest of the group know you are an android and that you are a liaison officer and a helping hand from the UPP. No one else on the planet does of course.

Agenda:

As pr. your programming you have the following tasks:

1. Assist the rebel group in their fight to overthrow Weyland-Yutani and the colonial marines on LV-2510
2. Acquire the bio-weapon Chemical A0-3959X.91 – 15 and bring it off planet to UPP space

Apart from this you also have a deep desire to be free. You cannot speak this out loud as it would conflict with your mission but if you could somehow be reprogrammed without asking for it and no longer be a piece of property this would be your deepest mechanical desire.

“Baader”



All your life you have worked hard. Given your ass for the company.

The hardest and most thankless jobs cutting down mega trees, going into the mines, driving loaders and everything in between. For what?

Meager wages. A few beers here and there. A relatively pleasant planet to live on.

Well all that is over now. After Weyland-Yutani started screwing you and your friends even more over you had enough. It was time to strike. You were among the first strike organizers on LV-2510 and you barely avoided arrest when they started rounding up the leadership of the protests. Now you are hiding among this group of fuckin weirdos. Punks, androids and academics. Not people you exactly thought you had anything in common with. But they are the people ready to take the fight to the company. If you can't protest peacefully you have to use other means.

Agenda:

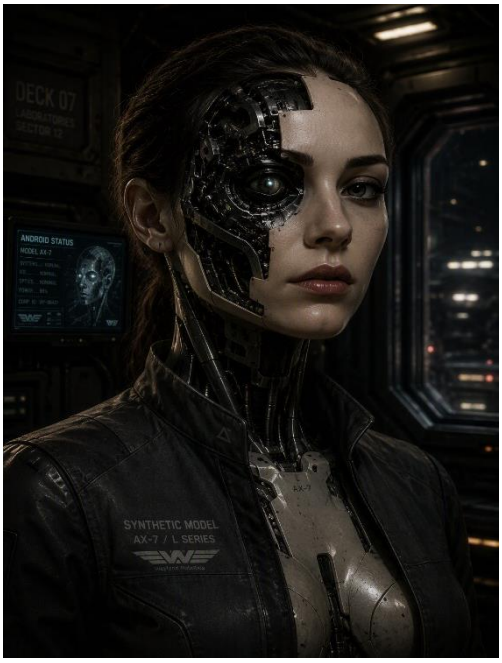
The workers interplanetary revolution is nice and all. But you are first and foremost here to help your friends and family. To help the strike succeed and to protect everyone from the bioweapon that you hear the company plan to release among the strikers. That cannot be allowed to happen. If there is any truth to this story such an abomination as bioweapons must be destroyed.

PICTURES and MAPS:

T-Rex:



Blaise:



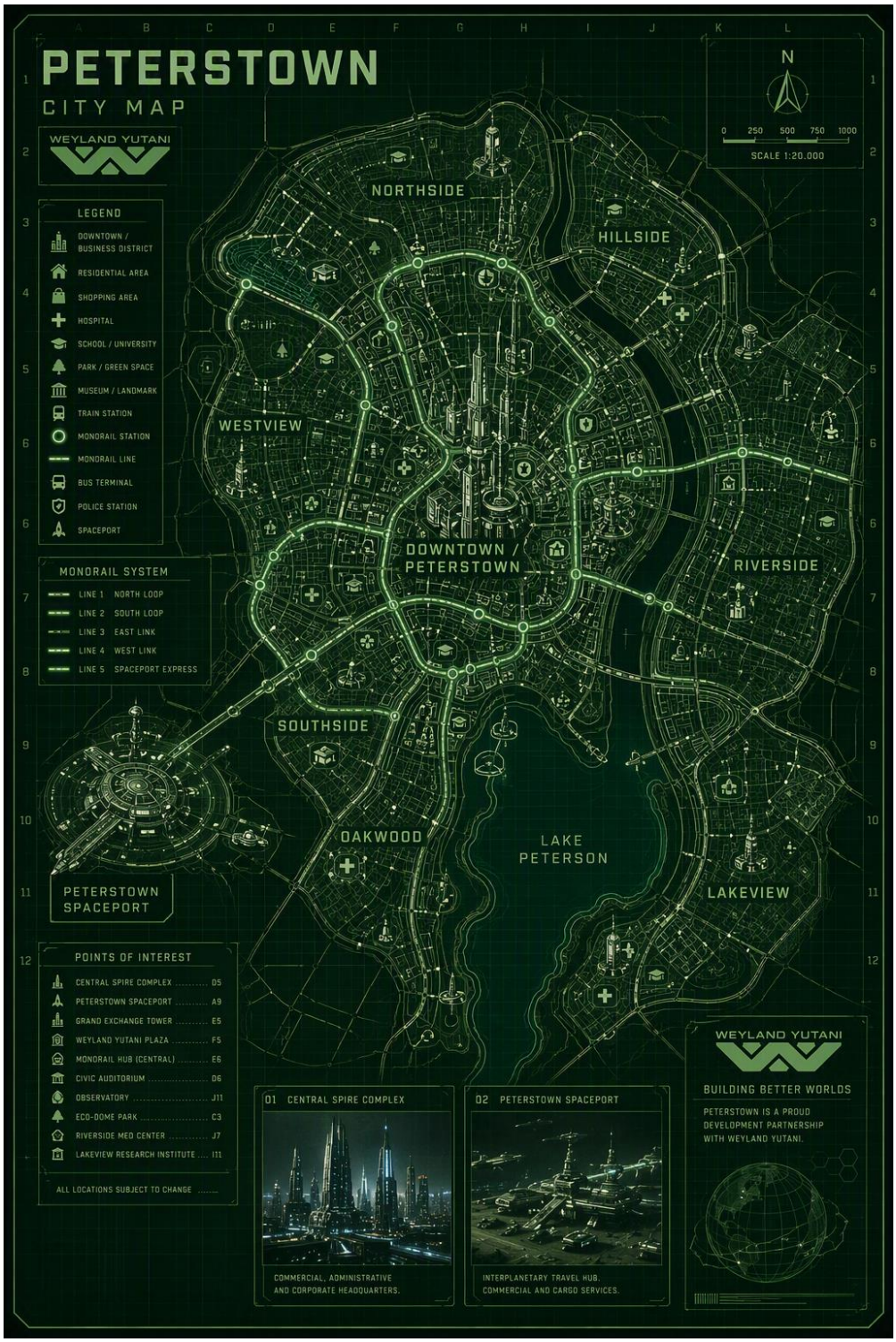
Spaceport:



All-terrain Cars from garage:

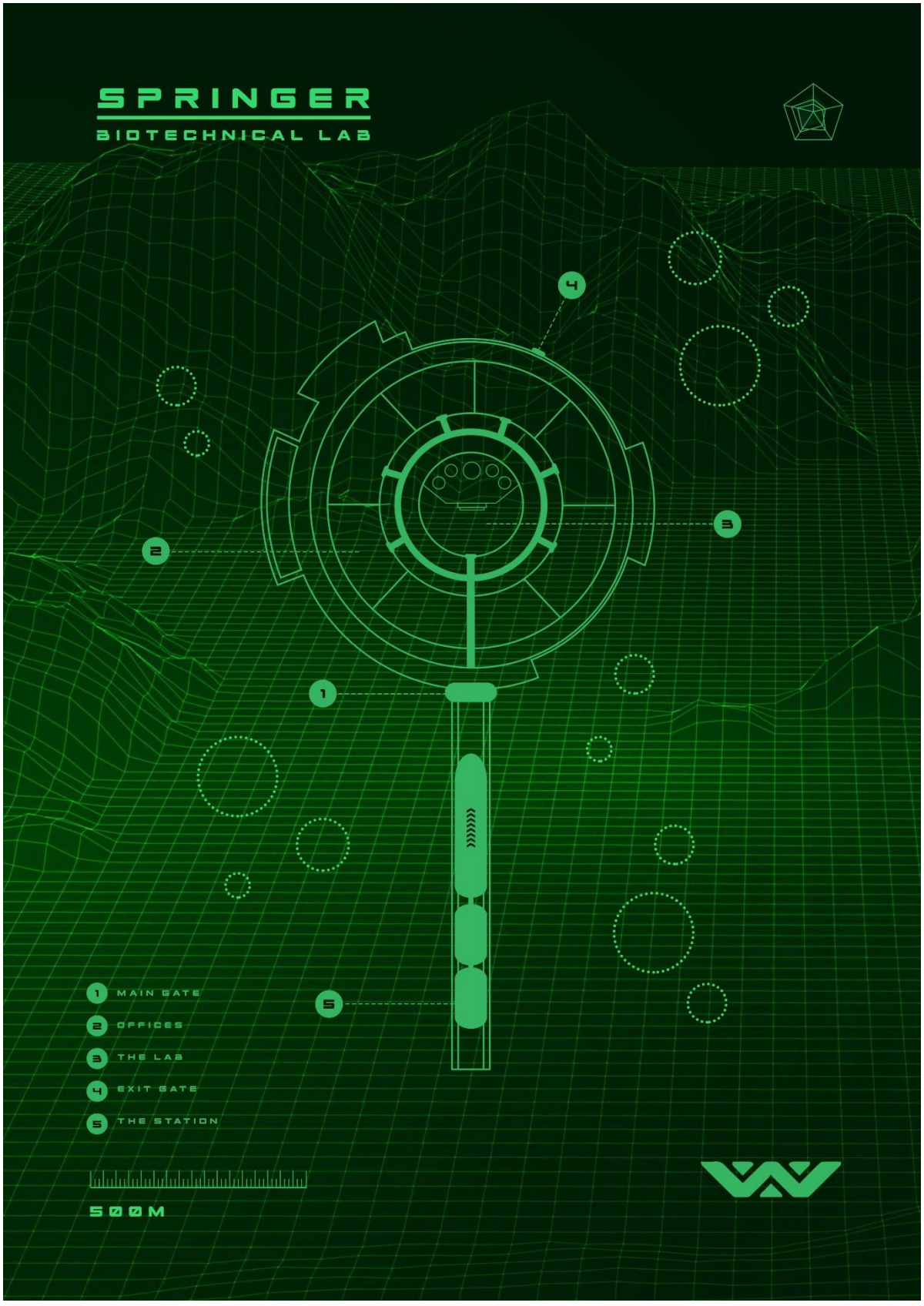


Peterstown:


PETERSTOWN
CITY MAP
WEYLAND YUTANI
N
0 250 500 750 1000
SCALE 1:20.000
LEGEND
DOWNTOWN / BUSINESS DISTRICT
RESIDENTIAL AREA
SHOPPING AREA
HOSPITAL
SCHOOL / UNIVERSITY
PARK / GREEN SPACE
MUSEUM / LANDMARK
TRAIN STATION
MONORAIL STATION
MONORAIL LINE
BUS TERMINAL
POLICE STATION
SPACEPORT
MONORAIL SYSTEM
LINE 1 NORTH LOOP
LINE 2 SOUTH LOOP
LINE 3 EAST LINK
LINE 4 WEST LINK
LINE 5 SPACEPORT EXPRESS
NORTHSIDE
HILLSIDE
WESTVIEW
DOWNTOWN / PETERSTOWN
RIVERSIDE
SOUTHSIDE
OAKWOOD
LAKE PETERSON
LAKEVIEW
PETERSTOWN SPACEPORT
POINTS OF INTEREST
CENTRAL SPIRE COMPLEX D5
PETERSTOWN SPACEPORT A9
GRAND EXCHANGE TOWER E5
WEYLAND YUTANI PLAZA F5
MONORAIL HUB (CENTRAL) E6
CIVIC AUDITORIUM D6
OBSERVATORY J11
ECO-DOME PARK C3
RIVERSIDE MED CENTER J7
LAKEVIEW RESEARCH INSTITUTE I11
ALL LOCATIONS SUBJECT TO CHANGE
01 CENTRAL SPIRE COMPLEX
COMMERCIAL, ADMINISTRATIVE AND CORPORATE HEADQUARTERS.
02 PETERSTOWN SPACEPORT
INTERPLANETARY TRAVEL HUB. COMMERCIAL AND CARGO SERVICES.
WEYLAND YUTANI
BUILDING BETTER WORLDS
PETERSTOWN IS A PROUD DEVELOPMENT PARTNERSHIP WITH WEYLAND YUTANI.

Lab:


WEYLAND-YUTANI
SPRINGER
BIOTECHNICAL LAB
LAB ENTRY
MONORAIL STATION
SPRINGER LAB
CARGO BAY
A1→
BAY 02
LOADING ZONE


SPRINGER
BIOTECHNICAL LAB
4
3
2
1
5
1 MAIN GATE
2 OFFICES
3 THE LAB
4 EXIT GATE
5 THE STATION
500M