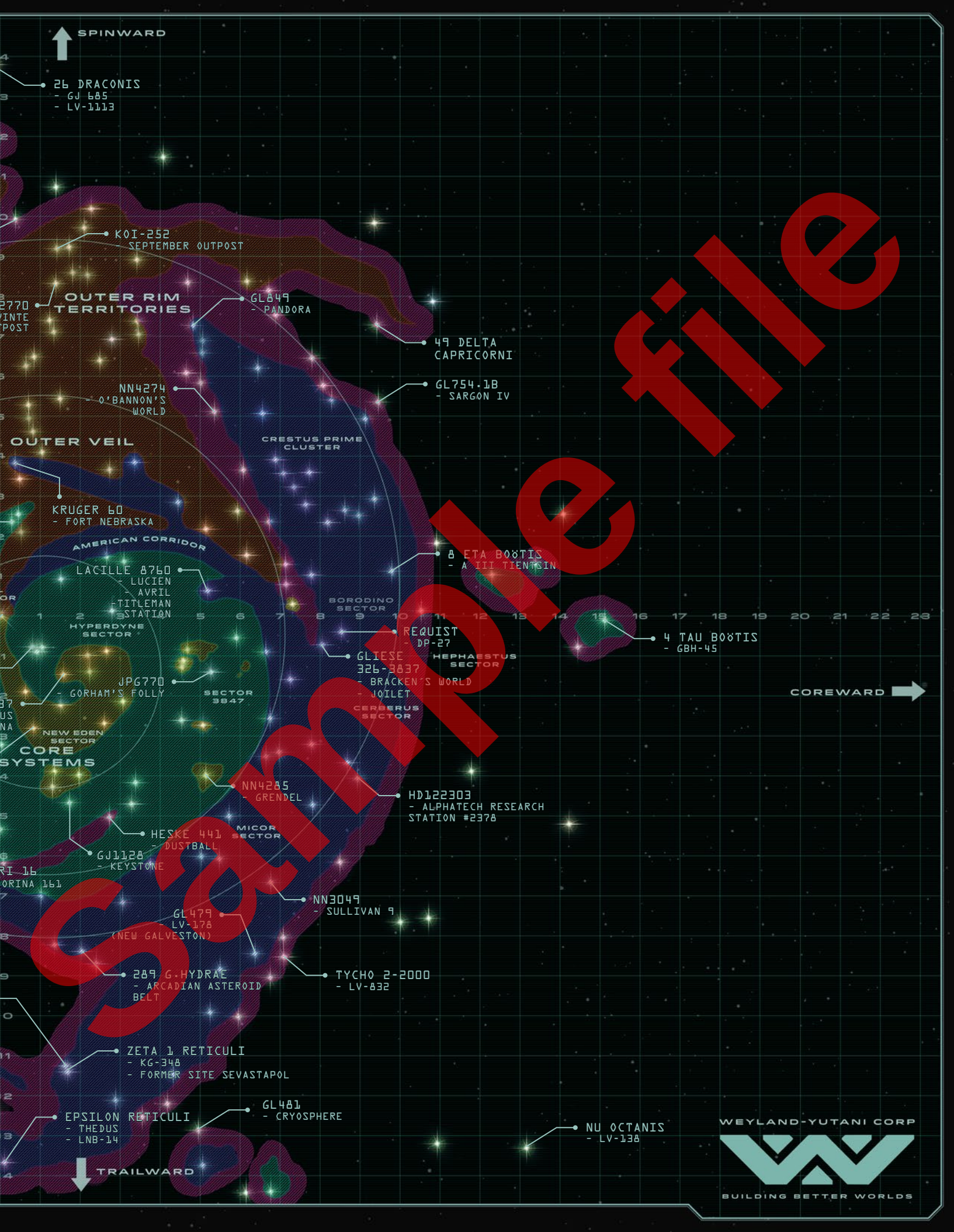




↑ SPINWARD

26 DRACONIS
- GJ 685
- LV-1113

KOI-252
SEPTEMBER OUTPOST

OUTER RIM
TERRITORIES

GL849
- PANDORA

49 DELTA
CAPRICORNI

GL754.1B
- SARGON IV

NN4274
- O'BANNON'S
WORLD

OUTER VEIL

CRESTUS PRIME
CLUSTER

KRUGER 60
- FORT NEBRASKA

AMERICAN CORRIDOR

LACILLE 8760
- LUCIEN
- AVRIL
- TITLEMAN
STATION

HYPERDYNE
SECTOR

BORODINO
SECTOR

8 ETA BOÖTIS
- A III TIENSIN

REQUIST
- DP-27

GLIESE
326-3837
- BRACKEN'S WORLD
- JOILET

HEPHAESTUS
SECTOR

4 TAU BOÖTIS
- GBH-45

→ COREWARD

JP6770
- GORHAM'S FOLLY

SECTOR
3847

NEW EDEN
SECTOR
CORE
SYSTEMS

NN4285
- GRENDEL

HD122303
- ALPHATECH RESEARCH
STATION #2378

MICOR
SECTOR

HESKE 441
- DUSTBALL

GJ1128
- KEYSTONE

NN3049
- SULLIVAN 9

GL479
- LV-178
(NEW GALVESTON)

289 G. HYDRAE
- ARCADIAN ASTEROID
BELT

TYCHO 2-2000
- LV-832

ZETA 1 RETICULI
- KG-348
- FORMER SITE SEVASTAPOL

GL481
- CRYOSPHERE

EPSILON RETICULI
- THEDUS
- LNB-14

NU OCTANIS
- LV-138

↓ TRAILWARD

Sample file



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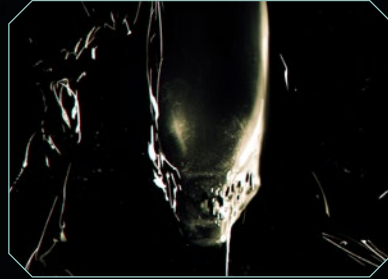
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Sample file

S P A C E I S H E L L

*I can't lie to you about **your chances**, but... you have my sympathies.*

—AS

SHIP'S LOG, USCSS MIRANDA, 006:00. CAPTAIN CHARLIZE RECORDING. The Miranda's taken on supplies at Anchorpoint Station. She's now synced to an old beat-up YX-3 refinery module the company wants towed to the Solomons. It's a shit run with shit pay, but it's better than heading out there without any haul at all. Most of my crew on this run are my regulars—Jefferies and Ellery are flying, Nguyen and Torres are my cargo handlers and Nat and Reed are my techs (note to self: no more husband and wife teams on my crew—Nat and Reed are fighting again). The only newbie is Hayes, a MedTech on loan to us from Captain Hughes. ■

Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you—hold your breath and you rupture your lungs.

Space isn't as empty as you'd think, either—its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives—each new world tamed is either feast or famine.

And there are things lurking in the shadows of every asteroid—things strange and different and deadly.

Things alien.

This is the ALIEN roleplaying game—a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve as hosts to newborn ghoulish creatures.

It's a harsh and unforgiving universe and you are nothing if not expendable.

Stay alive if you can. ■

WHAT'S THE STORY MOTHER?

*And behold a great dragon... his tail drew the **third** part of the stars of heaven, and did cast them to the earth.*

—REVELATION 12:3-4

The titular alien—in all its iterations—is the stuff of nightmares. From Neomorph to Xenomorph, the mystique surrounding these creatures is mesmerizing. The alien represents everything we don't understand about the natural world. It evokes a fear of our bodies being violated and used. It is a parasitic invader whose only intent is to use humanity to breed and incubate its progeny. The alien lifecycle is one of death and renewal, but the only part people play in that circle is death.

But the ALIEN saga itself is about more than otherworldly beasts. It is about humbling man for his own hubris. It's about motherhood and family—about loss and sacrifice. It wrestles with the questions of artificial intelligence and faith.

The story of ALIEN is about creators and their creations struggling for dominance over each other.

It's about corporate greed and avarice, and it's about how superior firepower and fancy technology aren't enough to protect you from the horrors of the unknown. It's about pushing the envelope and sticking your nose where it doesn't belong, consequences be damned before they damn you.

The ALIEN roleplaying game takes you to the rough and tumble colony worlds on the Frontier of known space. It's on the cusp of this unforgiving place that your character must face their demons—both of the inner and other kind. ■

SHIP'S LOG, USCSS MIRANDA, 008:30. CAPTAIN CHARLIZE RECORDING. We've left Anchorpoint and are en route to Thedus. Of course, we've got problems already—this time of the domestic kind. Reed came aboard drunk again, and Nat punched him in the face—may have even broken his nose. I stepped in before it escalated. I signed on to be a captain, not a parent. ■