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The setup is familiar—a starfreighter intercepts a distress signal in the middle of deep space. The company orders the crew to investigate under penalty of total forfeiture of shares. Finding a derelict ship, they discover an alien lifeform that threatens to kill them—and a member of the crew itself has a corporate directed agenda to protect it.

The particulars of this crime, however, are quite different.

Chariot of the Gods is a complete Cinematic scenario for the ALIEN roleplaying game. It's designed to introduce the game to the players while at the same time take them for a thrilling, terrifying ride into space where no one can hear them scream. The scenario is designed for 3-5 players plus GM, and takes at least 4-5 hours to complete.

“Miss Vickers would like to have a quick word... before the adventure begins.”

—DAVID 8

FOR MOTHER'S EYES ONLY

This entire booklet is solely for the GM, to be read before the game begins. Players should NOT read the scenario text beforehand to avoid spoiling the mystery of what is in store for them.

CHARACTERS

This scenario comes with five pre-generated player characters—the crew of the USCSS *Montero* starfreighter—found on pages 6-8. These are also available for download from the Free League website, along with a filled-in character sheets. Let the players choose who they want to play. If you have fewer than five players, the leftover crew members are NPCs under your control.

When your players have chosen their starting PCs and familiarized themselves with the character sheets, read the boxed text entitled “What’s the Story Mother?” out loud (see page 4). Then show the players the map of the *Montero* on page 9 and

hand each player their Personal Agenda (see next page) for the first Act to kick off the action.

If any of the PCs should die during the course of the scenario, you can use NPCs from the crew of the USCSS *Cronus* or the *Sotillo* as replacements. Let the player choose a Buddy and Rival for their new character if they wish.

GEAR: The PCs start the scenario with no personal gear except their signature items. As the scenario kicks off, the PCs may distribute the gear available on the *Montero* (see page 9) as they—or rather, Captain Miller—sees fit.

PERSONAL AGENDAS

Each character has a Personal Agenda for each of the three Acts of the scenario. These Agendas are collected as at the end of this booklet, and they are available for download at the Free League website. At the start of each Act, give each player their new Agenda and tell them not to reveal it to the other players.

EVALUATING AGENDAS: At the end of each Act, collect the Agendas from the players and evaluate them individually. If you feel a player has actively advanced their PC's Agenda despite

significant personal risk or sacrifice, announce this and award them one Story Point (see page 61 of the core rulebook). Don't reveal the actual Agendas to the entire group, they should remain hidden until the end of the scenario.

REPLACEMENT PLAYER CHARACTERS:

Only original PCs have pre-written Personal Agendas for the three Acts of the scenario. NPCs used as replacement PCs have only one Agenda that remains the same for the entire scenario. ■

THE SECRET ANDROID

One of the crew members on the *Montero* is in fact a synthetic undercover agent codenamed Lucas, working for Bionational—a corporate rival to Weyland-Yutani. After the players have chosen PCs, decide which one of them is Lucas. When you hand out Personal Agendas, replace the chosen PC's Agendas with Lucas's Agendas. Lucas can be an NPC if you prefer.

To avoid detection, Lucas mimics human behavior to perfection. As long as Lucas is not exposed, use rules for humans for the android—pushing rolls, gaining STRESS LEVEL, making Panic Rolls, etc. Only if Lucas suffers a critical injury is the android automatically revealed—as it bleeds white, not red. From the moment Lucas is exposed, it follows the rules for androids

(see page 111 of the core rulebook). When exposed, Lucas also shows its true power—the android's STRENGTH and AGILITY increase by +3 each, also affecting Health, including current Health (any human critical injury is now disregarded). Lucas's behavioral inhibitors are removed, allowing it to hurt humans.

CALLING PVP. Revealing Lucas as an android has a high risk of triggering direct confrontations with other PCs (see page 32 of the core rulebook). If this happens, play out the current scene and then turn Lucas into an NPC, letting the player choose another character (someone from the crew of the *Cronus*) to play.

WHAT'S THE STORY, MOTHER?

*You are space truckers on the starfreighter USCSS **Montero**, running “the Gauntlet”—the trade route between Anchorpoint Station and the Frontier. Your ship’s cargo hold is packed with dozens of tanks of dangerous Tritium gas that is in the process of decaying into extremely profitable Helium-3. Usually cargoes such as these are towed in massive tanker modules that transport much higher concentrations of the gas a safe distance from a freight hauler. The **Montero** isn’t rated as a commercial towing vehicle, however, and*

*this small run is a special order for a Weyland-Yutani corporate account on Sutter’s World—a newly established **Frontier** colony. While the trip so far has been fairly routine, the **Montero**’s sensors developed a glitch before you left Anchorpoint and sporadically pinged contact with a sensor reflection before you activated the displacement drive and went FTL. Your cargo run so far has been without incident. Now, you are just awakening from hypersleep, ready to deliver your goods to the colony of Sutter’s World.*

T H E S I T U A T I O N**SCENARIO OVERVIEW**

The starfreighter USCSS **Montero** is diverted to check out a distress signal sent by the USCSS **Cronus**, a science exploration ship that has been missing for three quarters of a century. The crew of the **Montero** investigate and find the few remaining **Cronus** crew in stasis and the ship overrun by alien creatures. As they attempt to transfer the survivors to the **Montero**, the starfreighter’s reactor is set to overload by one of the crew, who has orders to bring back the xenomorphic materials the **Cronus** is carrying. With their ship destroyed, the **Montero** crew is forced to repair the **Cronus** instead. The crew soon finds themselves caught between

corporate agents who put their mission and a paycheck ahead of human lives, the crew of the **Cronus** who are suffering from an infection that is slowly turning them into monsters, feral alien creatures that are out for blood, and a murderous android who wants to stop Weyland-Yutani from getting their hands on anything alien. Just when the **Montero** crew discover that they too might be infected, pirates attempt to seize the ship. It all comes down to one question—does the crew want to stop a dangerous biological weapon from getting into the wrong hands, or do they want to become very, very rich?

WHAT THE HELL HAPPENED TO THE CRONUS?

Acting on classified data from an encrypted transmission, the *Cronus* was launched in 2110 to attempt to locate samples of Chemical Agent AO-3959X.91-15. Deciphering part of the data transmission led them to the 26 Draconis system and a small planetoid dubbed LV-1113 tucked away in the planetary debris belt shared by the suns of this trinary star system. The chemical was discovered there, but some of it had been previously deployed, causing mutations in the planet's lifeforms.

While the science team modified and experimented with what they called the 26 Draconis strain of the black liquid, members of the crew became infected with Mote pathogen spores, causing them to give birth to Bloodbursters which quickly matured into Neomorphs. Chaos soon broke out. There was a mutiny, the science module on the *Cronus* was ejected and left behind, and the surviving crew escaped the planetoid.

THE 26 DRACONIS STRAIN: Discovering that some among them had been infected by the spores before departing, the remaining scientists used a derivative of the 26 Draconis strain to inoculate the crew against the Neomorph spores. The doctors administering it were unaware that their cure was not completely safe, however—nor that it could cause those inoculated to mutate into Abominations. As some of the inoculated began to

transform and others didn't, the crew of the *Cronus* failed to make the correlation.

Nonetheless, as the ship was overrun with Neomorphs and Abominations, they realized they were in over their heads. Barricading themselves on cryodeck and leaving the ship's synthetic—Ava—to maintain the infested ship, they put themselves in stasis and hoped for a miracle.

After being caught in a micro-meteorite storm, navigation control failed on the *Cronus* and her comms array was damaged. Ava was attacked by the Abominations while attempting to repair the engines. Life support failed, plunging the ship into a deep cold. The crew remained safe in their hypersleep chambers, and the creatures aboard went into a state of suspended animation. This all happened within two days of leaving LV-1113. Since then, the *Cronus* has been adrift, barreling along at sublight speeds for decades.

MOTHER'S NOTE: The 26 Draconis Strain inoculation works—95% of the time it does indeed arrest the development of any Neomorph spores deposited by the Motes. Unfortunately, there is also a significant risk of the black liquid derivative going too far and recoding the DNA of the inoculated, slowly transforming them into zombie-like Abominations (see page 38).

“... And all these you shall regard as an abomination.”

—LEVITICUS 11:13

THE PLAYER CHARACTERS

This following pages describe five pre-generated player characters—the crew of the USCSS *Montero*. You can find filled-in character sheets for each PC at the back of this book.

MILLER, OFFICER



Captain of the USSCS Montero

FULL NAME: Vanessa Miller

AGE: 46

PERSONALITY: Thrifty

You're tired of being a corporate cog and want out. If you could finally get enough money to get your own ship, you could start controlling your own destiny on the Frontier. The company has offered you a lease-to-buy option on the *Montero*, but that doesn't make any sense unless you can afford to overhaul her for better cargo runs. Without an engine upgrade to allow her to tractor bigger loads, you are losing thousands of dollars every day. You need to find a way to make enough money to lease the *Montero* and upgrade her, or, better yet, go independent and replace her with a newer ship.

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 5

HEALTH: 4

SKILLS: Ranged Combat 1, Mobility 1, Piloting 2, Observation 2, Medical Aid 1, Command 3

TALENT: Pull Rank

SIGNATURE ITEM: Jacket patch with Weyland-Yutani logo

BUDDY: Davis

RIVAL: Wilson

DAVIS, PILOT



Pilot of the USSCS Montero

FULL NAME: Leah Davis

AGE: 27

PERSONALITY: Adrenaline Junkie

Safety limits? Those are lies. Any vehicle or piece of equipment can be pushed past the red line and still work fine. You do it as often as you can, just to keep from getting bored. Unfortunately, daily routines are never that exciting, and that's why you've developed a little stimulant problem. Your Weyland-Yutani prescription has just about run out, and you need to get some more fast. You'll do just about whatever it takes to keep yourself from crashing, even if it puts you in danger. Whether it's an adrenaline rush or substance abuse, all that matters to you is that you are flying high.

DRUG ADDICT: See page 101 in the core rulebook.

STRENGTH 2, AGILITY 5, WITS 3, EMPATHY 4

HEALTH: 2

SKILLS: Heavy Machinery 1, Ranged Combat 2, Mobility 2, Piloting 3, Observation 2

TALENT: Reckless

SIGNATURE ITEM: Pill bottle, almost empty

BUDDY: Miller

RIVAL: -

RYE, ROUGHNECK



Technician on the USCSS Montero

FULL NAME: Kayla Rye

AGE: 23

PERSONALITY: Bitter

Your job sucks. Practically everyone on this ship gets paid more than you for doing nothing. You want to do less work and get paid more for it. Your younger brother back on Earth is chronically ill, and your family keeps begging you to send more money to support them. If there's a way to increase your share on this run, you'll do it. Loyalty doesn't pay the bills, so if you have to flip on someone to make more money, so be it. Desperate times call for desperate measures.

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 3

HEALTH: 4

SKILLS: Heavy Machinery 1, Stamina 2, Mobility 2, Comtech 3, Medical Aid 2

TALENT: The Long Haul

SIGNATURE ITEM: Worn photo of your brother

BUDDY: Cham

RIVAL: Miller

CHAM, ROUGHNECK



Cargo Handler on the USCSS Montero

FULL NAME: Lyron Cham

AGE: 32

PERSONALITY: Loyal

You grew up alone. Your parents sold power loaders on the frontier for a living, and did not have much time for you. Hopping from colony to colony also meant you never were in any place long enough to make real friends. This crew is the closest thing to a family you've ever had—dysfunction and all. You would do anything to protect them, even put yourself at risk.

STRENGTH 5, AGILITY 3, WITS 2, EMPATHY 4

HEALTH: 5

SKILLS: Heavy Machinery 3, Close Combat 2, Stamina 2, Observation 1, Survival 1, Comtech 1

TALENT: True Grit

SIGNATURE ITEM: Rosary

BUDDY: Rye

RIVAL: -

WILSON, COMPANY AGENT



Corporate Liaison on the USCSS
Montero

FULL NAME: John J. Wilson

AGE: 43

PERSONALITY: Ambitious

You've been embedded with the *Montero* crew for a good six months now, evaluating their performance to see if the ship and crew should be scrapped and fired, or promoted and given a new ship. You've actually come to like this motley assortment, but there is no room for advancement in this work. Now, a special order has come your way, and you finally see your chance to climb. You pull this off and you can parlay it into a fortune.

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 5

HEALTH: 2

SKILLS: Ranged Combat 1, Mobility 2,
Observation 2, Comtech 1, Manipulation 3,
Medical Aid 1

TALENT: Personal safety

SIGNATURE ITEM: Access keycard

BUDDY: -

RIVAL: Miller

USCSS MONTERO

LOCKMART CM-88G BISON-CLASS FREIGHTER

The *Montero* is of the same series of starfreighter as the *Nostramo*, save that it is a newer model with some minor upgrades. The most important distinction is that the *Montero* has standard Saturn J 3000 engines, instead of the Rolls-Royce N66 Cyclone upgrades that the *Nostramo* had. As such, she is not rated as a commercial tug. She is fitted to haul cargo internally like a standard freighter, and has a cavernous bay with ventral access.

This scenario starts off on the *Montero*, and an overview of the main personnel deck can be seen to the right. The rest of the ship is not mapped out in detail, as it is unlikely that the PCs will spend much time here—see Events.

CARGO: The *Montero's* bay is currently full of 72 high-pressure tanks carrying 200,000 tons of aging yet still highly flammable Tritium. The volatile nature of Tritium means that it can be a bitch to transport, but by the time this shipment reaches port it will have completed radioactive decay into Helium-3—a safe and clean energy source used throughout the colonies. Each tank is half the size of a tanker trailer. When the adventure begins, about half of the gas is still flammable. Extreme caution is advised. To ferry cargo to and from low orbit, the *Montero* is equipped with an ailing WY-37B Flatbed Cargo Lifter called *Daisy*.

PASSAGEWAY UMBILICAL: The *Montero* is equipped with a 10-meter-long passageway umbilical, which can be used to connect to the airlocks of other spacecraft and thus allow passage without the need for a spacewalk. ■

WY-37B DAISY

34m

GEAR ON THE MONTERO

The following pieces of gear are available on the *Montero* at the start of the scenario. The PCs—or rather, Captain Miller—must decide on how best to distribute the gear. Details on this gear can be found in Chapter 5.

- ▶ 5 x IRC Mk.50 Compression suit (starting Air Supply 5 in each)

- ▶ 1 x M314 Motion Tracker (Power Supply 5)
- ▶ 1 x Cutting Torch (Power Supply 5)
- ▶ 1 x Watatsumi Bolt Gun (4 shots)
- ▶ 1 x M4A3 Service Pistol (1 reload)
- ▶ 1 x SpaceSub ASSO-400 Harpoon Grappling Gun
- ▶ 1 x M240 Incinerator Unit (2 reloads)
- ▶ 1 x P-5000 Power Loader



NON-PLAYER CHARACTERS

During this scenario, the crew from the USSCS *Montero* can encounter NPCs from three different groups, all detailed below.

THE CREW OF THE CRONUS: Originally launched with a crew of thirty, the *Cronus* is down to only five members. They don't even have a pilot left, save for the second officer.

THE CREW OF THE SOTILLO: Shadowing the PCs for the entire adventure, these corporate-sponsored marauders don't reveal themselves until Act III—and just may be the PCs' only way out of this mess.

THE XENOMORPHS: No ALIEN game would be complete without some form of ALIEN, and while the traditional Xenomorph doesn't make an appearance in this adventure, their next of kin are just as deadly. Two types of alien beasts appear in this scenario: Neomorphs (see page 292 of the core rulebook) and Abominations, described in Appendix I on page 38.

Most of the Xenomorphs are birthed during the course of the scenario, but some are already on the *Cronus* when the PCs arrive:

- ▶ Neomorphic Egg Sacs at multiple locations on the ship, ready to infect unwitting PCs.
- ▶ A vivisected Stage IV Abomination in the Medlab (see page 24).
- ▶ A Stage IV Abomination hibernating in the Reactor Control Room (see page 27).
- ▶ A Stage IV Abomination on the outer hull.
- ▶ Should you want to add some fuel to the fire, you can add an adult Neomorph also hibernating on the *Cronus*, stalking the PCs as they arrive (see Events).

All xenomorphs on the *Cronus* are considered active in stealth mode at the start of the game, except the Abominations.

JOHNS, OFFICER



Second Officer on the USSCS *Cronus*

FULL NAME: Albert Johns

AGE: 47

PERSONALITY: Submissive

Now the de facto Captain of the Cronus, Johns has lost his edge. As someone who is really good at making sure things get done, Johns is also not very good at giving orders. He readily falls in as second-in-command to whomever starts making the hard choices needed to save lives.

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4

HEALTH: 4

SKILLS: Heavy Machinery 1, Stamina 2, Ranged Combat 2, Piloting 2, Observation 2, Command 1

TALENT: Pull Rank

GEAR: M4A3 Pistol (1 reload), key card

PERSONAL AGENDA: Find a leader to follow and help them to save human lives.

BUDDY: -

RIVAL: Clayton

REID, COLONIAL MARINE



Security Officer on the USCSS Cronus

FULL NAME: Valerie Reid

AGE: 34

PERSONALITY: On Edge

An Outer Rim Defense Force veteran of the Civil War on Torin Prime, the 1.50m Sgt. Reid commanded the security team assigned to protect the scientists aboard the *Cronus*. An independent contractor, she was honorably discharged from the ORDF and hired by Weyland-Yutani. Reid lost an arm on Torin Prime, but has a synthetic replacement. She saw a lot of people under ORDF protection die on LV-1113, and suffers from PTSD from both that experience and the Civil War. People tend to underestimate her because of her size.

STRENGTH 5, AGILITY 4, WITS 2, EMPATHY 3

HEALTH: 5

SKILLS: Close Combat 3, Heavy Machinery 1, Ranged Combat 3, Mobility 2, Command 1

TALENT: Overkill

GEAR: Armat 37A2 12 Shotgun (2 reloads)

PERSONAL AGENDA: Terminate all threats to the *Cronus* crew with extreme prejudice, no matter the risks for you.

BUDDY: Johns

RIVAL: Flynn

FLYNN, MEDIC



Ship Medic on the USCSS Cronus

FULL NAME: Liam Flynn

AGE: 27

PERSONALITY: Fearful

The ship's remaining medical doctor, Flynn was one of the junior scientists who helped synthesize the derivative cure from the 26 Draconis Strain. Flynn suspects the cure isn't safe, but he would rather take the chance with it than witness another Bloodbuster birth. The doctor is not willing to talk about what happened on LV-1113, nor reveal what other breakthroughs the scientific team achieved before the *Cronus* left them behind. Flynn has not informed anyone that the cure contains the black goo within it.

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

HEALTH: 2

SKILLS: Mobility 1, Observation 2, Comtech 2, Manipulation 2, Medical Aid 3

TALENT: Compassion

GEAR: Personal Medkit, Surgical Kit

PERSONAL AGENDA: Get out of this mess alive, no matter what the cost or what lies you need to tell.

BUDDY: Cooper

RIVAL: Reid