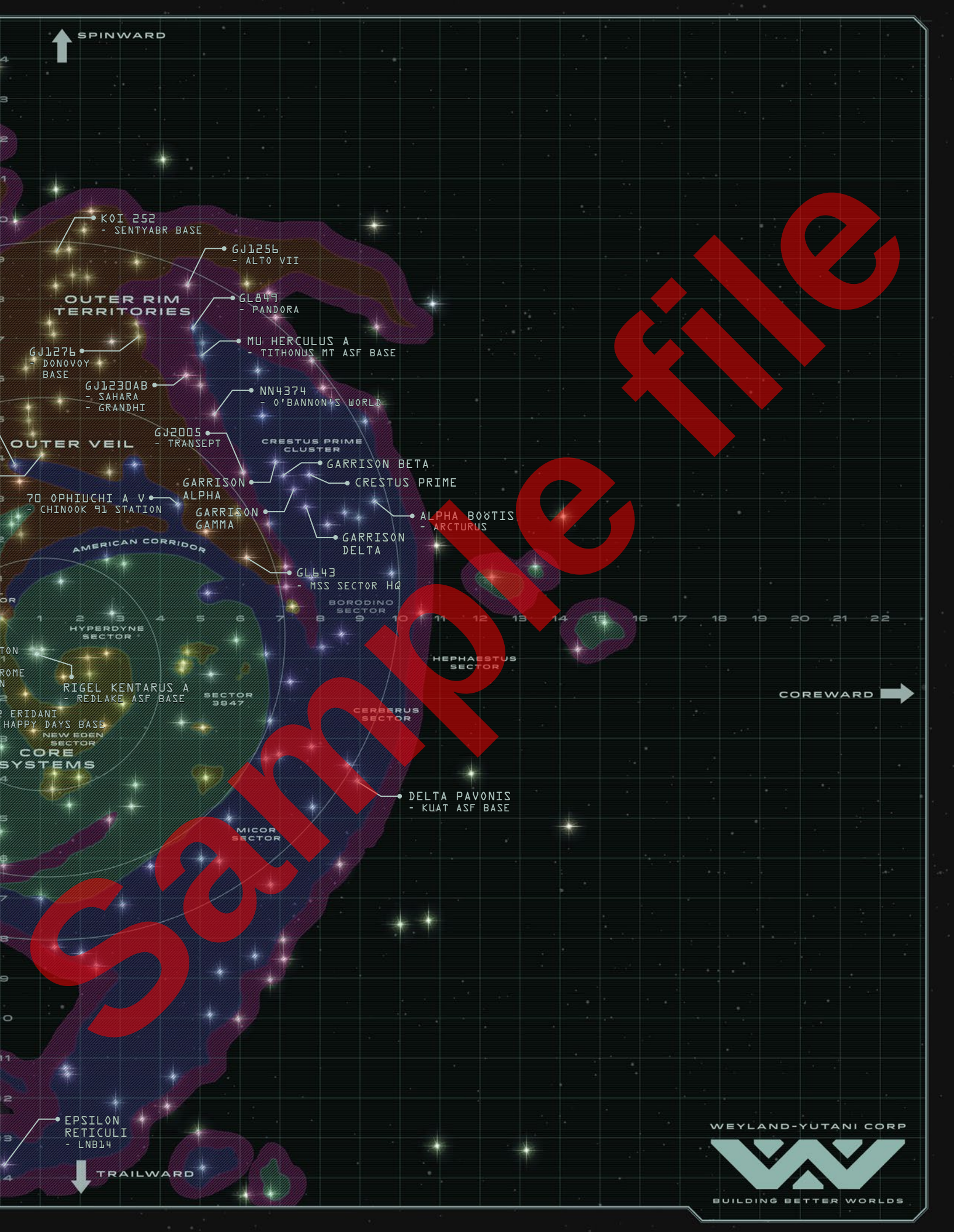




↑ SPINWARD

COREWARD →

Sample file



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# W E L C O M E T O T H E C O R P S

*"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

A 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. ■