

THE FAR SPINWARD COLONIES

2183

ONE SQUARE = 1 PARSEC
(3.26 LIGHT YEARS)

STARSHIP
TRAFFIC CONTROL



KOI-1739 SYSTEM
- KOI-1739.01
- JULY OUTPOST

KOI-1404 SYSTEM
- KOI-1404.01
- ARCHIMEDES COLONY

KOI-2650 SYSTEM
- KOI-2650.01
- GORHAM'S COLONY

KOI-1686 SYSTEM
- KOI-1686.01
- NIGHTINGALE COLONY

KOI-323 SYSTEM
- KOI-323.08
- PLATTE OUTPOST

KOI-1361 SYSTEM
- KOI-1361.01
- BLUEJAY COLONY

KOI-610 SYSTEM
- KOI-610.01
- MAY OUTPOST

KOI-817 SYSTEM
- KOI-817.01
- BRAHMS OUTPOST

10 11 12 13 14 15 16 17 18

Sample file



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P I O N E E R S W A N T E D

"Space is a pitch black room—stick your hand out and you might never get it back. Of course, you also might touch god. It's a gamble either way. To not try, however, is to wither and die—only those bold and foolish enough to take a chance will change their lives."

—CAPTAIN J.V. GORHAM, FAR SPINWARD
COLONIES, PIONEER, WEYLAND CORP.

All the wonder and danger of the stars is yours—if you can just wipe the grime off your face and dig the dirt out from under your fingernails first. Airless moons circle swirling gas giants, eager to be transformed into tomorrow's paradise. Dark ancient mysteries wait to be unearthed beneath a millennium of debris. Searing solar flares boil your flesh and blacken your bones as you harness their power to light a hundred worlds.

Long lost mysteries lie entombed in the frozen hearts of icy comets. Unstable tectonic plates shift to drown iridium mines in scalding lava. Even the truth of humanity's origins awaits you out there, orbiting some dying star. And out there amongst it all is something truly horrifying—something that nature never intended.

Something alien.

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 a pioneering explorer or colonist. This is the second 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, and protocols of the Extrasolar Colonization Administration (ECA) and its affiliates. Keep it just as handy as your motion detector, and you might even survive out here on the Frontier.

The Game Mother's section, starting on page 95, 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.

"TO FIND AND FORGE OUR FUTURE"

The motto of Earth's Expansion Era into space, "To find and forge the future" is the purview of explorers and colonists. Both paths fall into two categories—the

bold and the foolish. Which role will you play on the untamed Frontier? ■

EXPLORATION

Space is infinite and full of possibilities. For a century and a half, humankind has traveled to exoplanets to find new resources and new lifeforms. Yes, you know

there are dangers—you aren't an idiot. But the chance to be at the forefront of human expansion in both territory and knowledge is too thrilling to ignore.

THIS IS RUMOR CONTROL

Ask yourself the big questions—where do we come from? What makes the universe work? For the past century humankind has stood on the precipice of the answers to these and other questions about life, space, and our own origins.

Carrying on the legacy of pioneering entrepreneurs Peter Weyland and Hideo Yutani to push the boundaries of human understanding, the company

needs inquisitive minds to explore new worlds and help plumb the depths of space. You're a pioneer—our future is yours to find. Discover a mineral-rich moon and have a colony named after you. Catalog a new life-form and receive shares in its future exploitation. The secrets of the universe await you out there amongst the stars, along with the resources humankind needs to conquer the Middle Heavens and beyond.

HERE ARE THE FACTS

Exploring new worlds is a dangerous proposition. Corporate management will make snap decisions to prioritize the success of the mission over your goddamn life. Alien planets mean alien lifeforms and alien dangers unique to each new world. While there is often a backup team on your Scientific Exploration Vessel, that's it—if something threatens the ship itself, you are all screwed and on your own.

ENDURANCE TESTS AND CROSS TRAINING: Explorers are required to be at their physical peak before being approved by their sponsors for expedition duty. Many are cross-trained in starship piloting and repairs to help support a SEV's crew as

needed. You want this job, it's time to get ripped. You prefer a pot belly, colonial life is for you.

ICC QUARANTINE: Upon returning to any space station, major traffic hub, or core system from any exploration mission resulting in contact with an extra-solar lifeform, expedition teams are required to spend anywhere from 24 hours up to 90 days in ICC quarantine. If any exploration team fails to notify an ICC branch representative of said contact its members will face fines, imprisonment, and confiscation of assets.

COMPENSATION: Unlike most careers on the Frontier, explorers are well paid for their work. Incentives often include book deals, dedicated laboratories after a decade in the field, and positions at prestigious universities.

EDUCATION AND EQUIPMENT

Whether they got it via scholarship, legacy, or corporate sponsorship, explorers are required to be graduates of high education. Some have even been known to pay their own way, but that's increasingly rare in today's corporate owned colonial communities. Most are company-sponsored, signing over their careers to corporate greed. The few elites that make a name for themselves are rewarded lucrative incentive

packages—and some of those have their education contracts bought out by the prestigious Geholgod Institute (page 38), allowing them the freedom to choose their own career paths after that.

As far as gear goes, most corporations put their products through field trials on expeditions, so explorers usually have access to the very best (if not always the most thoroughly tested) equipment money can buy.