LOCKMART CF-41A: HEREWARD
COURIER SHIP
MAX CREW COMPLIMENT: 87
INTERFACE 2037 READY FOR INQUIRY

GOOD MORNING MOTHER.

GOOD MORNING CAPTAIN.

WHAT'S TODAY'S DEAL?

MISSION OBJECTIVE: DETERMINE LOCATION OF USCSS NOSTROMO (LAST KNOWN LOCATION LV-246).

SECONDARY OBJECTIVE: IF LOCATION INDETERMINABLE OR SHIP DESTROYED ATTEMPT TO ASCERTAIN REASON FOR STOPPING IN LV-246.

You are a crewmember aboard the USCSS Hereward, a courier ship. Normally the ship is responsible for bringing sensitive or expensive materials to other systems in only months compared to the typical year or more of travel. The ship has forty people plus several pets, and is a semi-generational ship due to the handful of families aboard. You have four years in this world, one of which will be taken up by travel to the system. When you landed upon the world, two members of the away team were infected. You have three options.

- Survive for three years in orbit, at which point a "Rescue Ship" full of marines will appear. They may or may not be able to clear the ship of aliens, but you will return home. Hopefully they won't attempt to bring anything back for study.
- Repair the ship and return to Earth, which may bring the aliens home by accident.
- Take the lifeboats and leave, with the possibility of the crew rebelling and destroying them due to lack of space. This will become significantly harder should you attempt to self destruct the ship.

You have several aliens that will be birthed and run away. Roll 1d8 for each alien birthed. Rolling a 1 means a queen has been born, and the facehugger has attached to someone or something else when it released its first victim, which will unleash a normal alien as well.

- Normal roll is 2d8. Meat Grinder and Triplets drawbacks both triple the dice rolls.

Your knowledge of the Alien 'verse will be locked away until shortly after the first aliens have hatched and grown.

Powers and companions from other jumps are not forbidden. But using powers from other jumps exhausts you very quickly, and requires you to eat a large amount of food in order to keep going. Passive boosts such as those to intelligence or skills do not apply to the exhaustion. The warehouse can still be accessed, but food production from the warehouse stops, matter replicators/armor from other universes require large amounts of power that you may not have, and weapons have low ammunition.

You have 1000 Company Points to spend.

Origin (All origins are free since all will have distinct advantages)

Drop In (Free)

- Found in a small escape shuttle in Cryo Sleep in space. You were hired by the company after they discovered you had some skill with Navigation (and that you were low on funds and willing to work cheap).

Synthetic

- Constructed two years ago, you were assigned to the USCSS Hereward as Chief Engineer. Your purpose is to ensure the function of the ship, and to bring it back into dock in case of catastrophic

damage (though that is unlikely to happen). Of course, humans are a little uncomfortable around synthetics due to the oft-occurring hidden programming, so it's best not to let the crew know .

Communications Officer

- Hired by the Weyland-Yutani's space station division four years ago, you decided that you wanted to see more than the backwater you were assigned to and switched to the courier division. Excellent with radios and computers, you have the skills necessary to hear even the most broken transmissions.

Doctor

- As is typical of the company, all missions are required to have a science officer in charge of determining the locations of possible resources to be mined or planets for colonization. You act as the terraforming specialist, geologist, and a full cut you open and sew you shut doctor.

Captain

- You've put in fifteen years towards getting this position, and now you've got it. You've just been handed a large, but easy, assignment, and this will give you the opportunity to get to know your crew. This should let Weyland-Yutani know your worth.

Abilities

- Navigation (200, Free Drop In)
    - You have the skills necessary to pilot a ship, everything from a lifeboat to a fair sized cruiser.
- Repair (200, Free Synthetic)
    - Maintenance and simple fixes to various tools and conduits
- Radio Operator (200, Free Communications)
    - You have the necessary skills to clean up transmissions and coordinate people from a distance.
- Medic (200, Free Doctor)
    - Tourniquets, bandages, and splints. You've got enough knowledge to prevent someone from bleeding out and even

get them moving again in a time of crisis, though they'll be significantly slower.

- Leadership (200, Free Captain)
    - Your calm demeanor and firm voice make people extremely likely to listen to you in times of crisis, and will be less likely to panic.
- Intuitive Direction (400, Discount Drop In)
    - A quick look at a map and you're off to see the wizard. You can find your way from any point to another quickly, or through incredibly convoluted paths if it is
- Fabrication (400, Discount Synthetic)
    - Creation of new items from raw materials is difficult without the proper tools. Fortunately, you're very good at finding substitutes for those tools and materials, and even coming up with new designs if necessary.
- Backdoor Access (400, Discount Communications)
    - Your work with the computers and radios over the years have left you with the knowledge of most of the major weak points in the access of systems, allowing you to get any computer you can physically access
- M.D. (400, Discount Doctor)
    - Years of training and field experience have left you the knowledge to fix people. More complex medical procedures can be done with less equipment if necessary, and you have a much higher survival rate for patients.
- Direct Commands (400, Discount Captain)
    - Planning and logistics are coming much more easily for you, allowing for much easier time in setting up defenses, repairing sections, or sending out extermination parties. You also become very proficient at multitasking and understanding multiple conversations occurring at once.

Items (All items may be purchased multiple times, free items occur once. Discounted items remain discounted.)

- Auto-Chart (50, Free Drop In)

    - A wrist mounted mapping device, automatically mapping ship locations as they change. Useful for keeping track of supply dumps or knowledge of wall locations.
- Headset (50, Free Communications)
    - A set of four headsets with inbuilt radios and small flashlights with a range of most of the ship. Should internal communications be restored, they will work on all of the ship.
- Medikit (50, Free Doctor)
    - Basic medicine, antibiotics, and bandages.
- Welding Torch (50, Free Synthetic)
    - A small torch used for fixing cracks in pipes and the fuselage of the ship. Comes with a large amount of fuel and some rebar stock for welding seams.
- Computer Passkeys (50, Free Captain)
    - Access to all the functions of the ship. Internal sensors, airlock controls, personnel files, and remote door access.
- Personal Electronics (100)
    - Small things like digital cameras, personal computers, book films, and televisors. Enough to have entertained people before, but can be easily repurposed for watching over secured areas.
- Pets (100)
    - Dogs, cats, and even small birds. They don't take up much space or food and provide a much needed morale boost, as well as having very keen senses for when an alien is nearby.
- Stocked Kitchen (200)
    - With this many people around there's going to be a lot of eating. Food is found in many places on the ship, and enough exists for everyone to eat for six years instead of the typical three you'd normally have. All you need to do is collect it..
- Spare Parts (200)
    - Raw materials meant for repairing small things throughout the ship. Things like wiring, power cells, lightbulbs, scrap metal, oil, small mechanical parts, and even flammable gas tanks. Now you won't have to tear the ship apart for material.
- Scanner (300, Discount Drop-In)

    - A detector based off a mixture of movement and air currents, capable of generalizing the direction of a xeno when still and pinpointing it when moving.
- Voltaic Discharger (300, Discount Synthetic)
    - An Arc Welder that was modified as a weapon in the face of this new threat. It can function as a stunning tool on humans on low settings, and cause extreme pain for the xenomorphs on high settings.
- ComTech Debugging Tool (300, Discount Comm)
    - A blocky device about 8x5x2 inches in dimension with most types of interface adaptors integrated into it. Intended as a repair and diagnostic tool, it was quickly discovered that such a tool was also highly useful for the creation of new programs and hacking into secure files.
- Surgical Tools (300, Discount Doctor)
    - The tools and materials to fix the most severe of injuries, and even remove a xenomorph from the chest if you catch it almost immediately.
- Portable Computer (300, Discount Captain)
    - A laptop or wrist mounted computer device connected directly to the MU-TH-UR 6000. The computer has a small holoemitter capable of projecting maps or video of the ships interior cameras that still work. Unfortunately is mostly limited to what was premade, as the maps refuse to be updated without cracking open the files.

Drawbacks (Up to 600 CP of drawbacks may be taken. If taking more than two drawbacks arrange them from lowest to highest. Then every drawback after the first two, halve the amount of CP gained.)

- Panicky (+100)
    - The crew is restless. Even the captain will have trouble keeping the fearful in order, and anything going wrong might cause them to scatter to the winds.
- Clever Thing (+100)

    - The encephalopoids have learned how to open doors. All unsecured areas can be easily invaded.
- Disrespectful (+100)
    - People tend to disrespect you due to lack of experience, and disregard what you suggest.
- Game Over Man (+100)
    - Whenever a person in your group is about to die, you relive the last five minutes of their life in your dreams that night. And every week, every moment of every death that has occurred will occur at least once in your dreams until the threat is gone.
- The Company Way (+100)
    - One of your crewmembers is working for the company, attempting to get a sample for the weapons program again. It'd take weeks to search through all the personal files and e-mails to determine which one it is, and there's a good chance that he's going to try to murder people once he's got an infected host.
- Probing Attacks (+100)
    - Poking at your sentries should you post them, constantly moving through air ducts, and always present. Never presenting a clear pattern, they are always trying to discern a pattern in your behavior they can slip in through.
- Meat Grinder (+200)
    - When you went along you were allowed to bring a dozen colonial marines with you. They acted arrogant, drank all your booze upon arrival to the system, and when the ship was discovered they insisted on being the ones to check it out. four of them were infected, and all left their weapons behind in the dash to get their friends medical help. Initial alien count has tripled, and increased chances of having a queen. On the plus side, at least you've got eight hard working people who are more willing to listen to you now, and have some sentry experience.
- Messy (+200)

    - If you should somehow manage to kill one of them, 60% of the time you've done so in an extremely unsafe way. The gore and blood coat the walls of the room, destroying materials and possibly melting their way through to space if you are too close to the outside. Fortunately your own people are usually not hit or quickly shed the clothes that are.
- Triplets (+200)
    - When the first one was "birthed", everyone was in such shock that they just stood there and watched it run into the darkness. To be fair, anyone would have. The problem is, while you were staring into the distance you failed to notice the other two slither out of your crewmates belly. Triple the starting aliens.
- Methodical (+200)
    - The xenomorphs do not understand how technology works, or how to use it. They do understand that it can provide you an advantage. When they move into an area, if they are not hunting you, they will destroy all tools, food, and other supplies that are immediately accessable. If they should notice you working on conduits, or access
- Lone Wolf (+300)
    - You find yourself constantly volunteered or volunteering to go out to get supplies, repair things, or rescue trapped people on the ship.
- Grand Royale (+300)
    - In the first two victims, one of the chestbursters was a queen, and the facehugger has attached itself to a different victim to spawn a soldier.
- Direct Attack (+300)
    - Should the aliens reach a population of 6 or more, they may decide to attack your whole group at once in order to capture or kill your people/pets.
- Company Man (+600)
    - As the up and coming "Procurement Specialist" of WY, you've been given a serious assignment. It looks like you've been assigned to catch one of these "things" for the research

division. You’ve got an odd feeling of familiarity in the back of your head, but no matter how hard you try you can’t quite figure out if you’ve heard of this setting. Oh well, it shouldn’t be that hard to catch one of these things in Embryo form at least.