



ONE LAST MISSION

BY

MARTIN V. PARECE III

A THREE ACT CINEMATIC
FOR
FREE LEAGUE'S ALIEN RPG

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Cover art by Dall-E.

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A big thanks to Free League for such a phenomenal RPG, Ridley Scott, and Joss Wheedon for the incredible universe of Firefly from which I have stolen much for this scenario! I'd also like to thank my office chair. It's obnoxious creaking forces me to stay still and focus on work.

Ver 02.23.25 – The first draft. It has errors. Suck it.

Ver 03.03.25 – Fixed numerous typos. Added a pic of pre-Swarmer Erin Wall. Added the "Can't Stop the Signal" ending option.

NO MAN BUT A BLOCKHEAD EVER WROTE EXCEPT FOR MONEY.

- SAMUEL JOHNSON

I am sorry for the shameless, self-serving plug here. The above quote is often misquoted and misattributed to one Mr. Samuel Clemens (a.k.a. Mark Twain), though perhaps he at one point said something very similar. The fact is, I love producing Alien RPG content, and it is truly a labor of love. That being said, such labors take away from what little time I have with family or that I should be spending doing other labors, as my day job takes precedence.

I humbly ask, if you see any merit in these works, please consider purchasing my novels or horror anthology, all found in paperback or e-book on Amazon and other platforms. Details of those, as well as a ton of new books, can be found on my website at <http://martinparece.com>

Thanks so much, and I look forward to the next scenario!

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WHAT'S THE STORY, MOTHER?

3rd Platoon, 77th Marine Assault Unit, “The Death Dealers” had seen it all – wrangling Harvesters on Tartarus, mowing down scorpionoids on Tanaka 5, humanitarian missions, hostage negotiations, you name it. The corps respected you, the enemy feared you. You even had this ominous fantasy warrior you guys painted on everything, someone ripped from some fantasy artist in the 20th century. Months of fighting on 8 Eta Boötis A III during the Tientsin Campaign in 2162 was the end. The platoon was shattered, and you four were all that made it out. Well, you and Sgt Wall.

Erin Wall was the ultimate badass. She was the toughest bitch in the corps, and everyone knew it, too. She’d outrun, outclimb, and outswim anyone. She carried more gear and fought harder. If anyone got out of line, well, let’s just say “Got nailed to the wall” had a new meaning. But she saved every damn one of your lives at one point or another, just shrugging it off, because that’s just what you do in the corps.

When Tientsin was over, The Death Dealers were deactivated, and you all took retirement, some early, some on time. You were all headed your separate ways. Walls was about to board a transport back to her husband on Hanson’s Planet, but the flight got cancelled.

Suddenly, Hanson’s was under quarantine. Some kind of outbreak had hit the colony’s sole city. As the months went on, news reports became more and more dire. Nothing and no one were allowed in or out. Reported cases went up, and so did the death toll. The only communications with the colony came from the colony administrators working for LaSalle Bionational. The rumors were wild, varied, and too numerous to count. Eventually, the entire colony was deemed a total loss, the whole system marked off limits by the UA. LaSalle made a big payout to any surviving next of kin.

You know Wall never accepted the story. She spent years and used every contact she had in the USCMC, and no one could help. One retired colonel even told her, “Just let it die. Take the money.”

That was ten years ago.

A few months ago, you all received a simple communique from Wall. It said, “My Death Dealer brothers. I’m close. I’m gonna blow the doors off this thing and make LaSalle pay. Really pay. Wish me luck, pray for me, or whatever you do.”

That was it until ten days ago. You each received an electronic message with Wall’s address on LV-273 (an ICSC world), a five digit number, and enough cash to get you there.

WHAT'S REALLY GOING ON?

Hanson's was set up as a bioengineering facility by LaSalle Bionational. The colony grew over two decades to about 50,000 people until it had a viral outbreak in 2172. It was contained easily enough with a new vaccine, but LaSalle is not a company to let a good crisis pass by. They included with the vaccine a new compound meant to make the population more... tractable.

It didn't go as planned. It worked on ninety percent of the population. So much so that they lost all will to do anything, even eat. Many of them simply laid down at work, in their homes, or in the streets and died.

The other ten percent experienced heightened aggression, psychotic breaks, hypersexuality, urges to self-mutilate. Sound familiar? Come on, I know you've seen this movie...

About half of the population never took the vaccine – either they refused, or the effects took place so quickly that LaSalle lost control of the colony. There are still about five hundred survivors alive around the city. Unfortunately, there are also about a thousand baddies. Melee weapons have been improvised out of anything and everything, and there are a few improvised firearms. However, the survivors don't like using firearms. They make too much noise. The best way to avoid the swarm is to stay quiet.

The PCs will arrive at Wall's apartment and use the codes they were each given to activate a recorded message. Wall will tell them what she knows, and that if they're seeing this message, she's probably dead. She needs them to go to Hanson's planet and recover the proof from a redundant hard drive in the bowels of the LaSalle building. She has left the rest of her settlement money in her bedroom along with a cache of supplies and equipment. Last, she gives them the contact of a smuggler who can get them there.

The PCs will have to contend with Reavers, I mean *cough* cannibalistic murderers, desperate survivors, and a LaSalle kill team to retrieve the data and bring down LaSalle Bionational.

They may find along the way that Wall died in the attempt. There's no sign of her husband (dealer's choice on what happened to him).

THE PLAYER CHARACTERS

CORPORAL ISAAC DELGADO "PATCH"

COMTECH MARINE



Talents:

- Banter
- Bypass

Signature Item: Your Shotgun.

STRENGTH 3

- Close Combat 1
- Stamina 1

AGILITY 4

- Ranged Combat 2

WITS 5

- Comtech 4
- Observation 3

EMPATHY 2

Gear:

- Shotgun
- Pack with Medkit, 4 water, 4 prefab meals
- Seegson Systems Diagnostic Device
- Electronic Tools
- Combat Knife
- Harpoon Grappling Gun
- Code 1-5279

You always were smart. As a kid, you understood computers and other electronics like no other, fixing stuff even adults didn't understand. But you grew up on some backwater Frontier world with no real chance to be anything other than a moisture farmer.

The USCMC offered a way out. They recognized your talents and gave you the training and the tools to go with it. I mean, sure, you're kind of a nerd, and that made Boot a little tough. But your fellow Marines quickly learned to enjoy your quick wit and humor. It doesn't take long before everyone's laughing with you. The Corps wasn't so bad!

And then the Tientsin campaign happened. Your position was overrun by club wielding UPP terrorist civilians, and you grabbed the first weapon you could find, mowing them down with blasts from your shotgun. The USCMC offered a way out after that, and you took it without thinking twice. Blowing away civvies wasn't part of the grand plan.

Problem now is, you're broke and have no prospects. Wey-Yu doesn't want you, and those guys at Strategic Solutions said something about your psych eval. Deep seated trauma or something.

You need cash. Bad if you're going to keep a roof over your head. You're getting in debt just trying to live, and that early retirement pay ain't shit.

CPL NATHAN MERCER "LONGSHOT"

DEDICATED MARKSMAN



STRENGTH 3

- Close Combat 1
- Stamina 1

AGILITY 5

- Mobility 2
- Ranged Combat 4

WITS 4

- Observation 3

EMPATHY 2

Gear:

- Pack with Medkit, 4 water, 4 prefab meals
- Ghillie Suit
- PDT Set
- 2 G2 Electroshock Grenades
- Code 2-1974

Talents:

- Killer
- Stealthy
- Tough

Signature Item: A broken scope that somehow saved your life.

Jesus, Camp Pendleton sucked. For some reason, you got a Drill Instructor who just didn't like your face. He called you all sorts of names and drove you harder than anyone in the platoon. Maybe he thought you were too pretty or too thin or too whatever. He said he was gonna toughen you up, get you through Boot or kill you. It worked. You learned to take a beating.

The other thing you learned is that you're sneaky as fuck. When you decide to go quiet, you're the quietest badass in any platoon. You've snuck right by whole squads of UPP soldiers, picked a nice spot, and started picking them off one at a time. You could displace quick and quiet and take down another before anyone knew what was going on. You've hit shots from a mile away even without a spotter. You take pride in it, but you never brag to your fellow grunts about it. Let's be honest – you'll kill someone quick without a second thought, but you never lose sight that that's someone's brother or father. It's made you kind of grim.

During Tientsin, you were covering Sgt. Wall and some of your platoon as they breached an enemy position. Sarge didn't see one of the bastards about to hit her squad with an RPG, and you took him out. Bastard had his own sniper out there, and that round hit your scope! The optics shattered, but it was enough to somehow deflect the round.

PFC DARREN KOWALSKI "GRIZZLY"

RIFLEMAN



STRENGTH 5

- Close Combat 2
- Heavy Machinery 1
- Stamina 4

AGILITY 4

- Mobility 1
- Ranged Combat 3

WITS 2

EMPATHY 3

Gear:

- Pack with Medkit, 4 water, 4 prefab meals
- Combat Knife
- Cutting Torch
- Code 3-2262

Talents:

- Hothead
- Machinegunner
- Rapid Reload

Signature Item: The round you took for Sgt. Wall.

You know what? Fuck officers, that's what. You're the only surviving member of the Death Dealers that has been in the Corps longer than Sergeant Wall - twenty six years. You retired at forty four and still a private. Why? Because fuck officers. Those skinny, pasty rat fuck Lieutenants never have a fucking clue what they're doing. Thirty eight simulated drops? Eat shit, L.T. Or don't, because you're probably gonna eat a UPP round. Or some alien creature on some shithole world is gonna eat you. Either way. Your attitude got you in trouble... a lot. You made Corporal four times and Sergeant once, and every time you got busted down. You don't give a shit. You were fighting for your country and your fellow Marines.

Speaking of Marines – Erin Wall. Now THAT was a Marine. She was the only one who fought just as hard as you, maybe harder. The woman was such a badass. You'd have done anything for her, and one day you did. Your platoon was doing crowd control when some civvies got a little rowdy. Someone started screaming about a gun. You've never been one to notice much, but as God would have it, you saw it coming. You stepped right in front of that .357.

A few days later, you woke up in the infirmary. The round went right through your armor and a centimeter up and it would've shredded your aorta. You'd have been dead in a minute or less. As it was, you lost a lot of blood and almost died in surgery while they removed the slug. Sgt. Wall visited you in the infirmary and proceeded to call you a stubborn, dumb ass, moronic son of a bitch. You could've just shot the guy or knocked him down or something, not get yourself killed on her account. She kissed you, and she left. When you got out of sickbay, she gave you that "It never happened" look.

It's the last woman you ever kissed. Fifteen years ago. You have that round. You asked for it, and amazingly the docs had it for you. You love that woman. You both know it, but she's married. And gone.

CPL JORDAN ALVAREZ "STITCH"

HOSPITAL CORPSMAN



STRENGTH 3

- Close Combat 1
- Stamina 1

AGILITY 3

- Ranged Combat 1

WITS 3

- Observation 3

EMPATHY 5

- Manipulation 2
- Medical Aid 3

Gear:

- Pack with Medkit, 4 water, 4 prefab meals
- Surgical Kit
- 5 Naproleve
- 10 Neversleep pills
- Code 4-9759

Talents:

- Bodyguard
- Field Surgeon
- Nerves of Steel

Signature Item: A thank you letter from some grunt's kid.

You've seen more guts than most Marines have inside them. You didn't really want to join the Corps, but it seemed like the best way to make a difference. Your brother was a Marine, and you lost him when you were fifteen because there was no Corpsman nearby when he went down. You've made it your life's mission to keep guys alive.

And you've done it, too. You've patched guys up and sent them back into the fight, superglued people together so their guts wouldn't spill out everywhere, and somehow stopped gushing bleeders. It never ends. You fight when you must, but you're of so much more use keeping everyone fixed up. You don't always keep guys in the fight, but at least you usually keep them alive. One of the first guys you saved went home on Disability because he was missing an arm. A few months later, you got a letter from some little girl saying, "Thank you, Dr. Alvarez, for saving my daddy." You don't remember him. He wasn't even in your platoon, but he was a Marine. You've kept that letter.

You and Sgt. Wall always got along. She worked hard to keep her guys safe, and that put you and her on the same page. She minimized casualties, and you made sure the guys would be okay when the inevitable happened. Tientsin? Well, that was a bloodbath, and that Marine did everything she could. You know that. And so did you.

NPCS

I really struggled with this section, because fact is, there are three factions the PCs need to avoid, fight, or otherwise deal with over the course of this scenario. While there are other NPCs like Reynolds and his crew and Badger (see below), there's no real need to stat them out. Unfortunately, I simply had to do Reynolds. I'm sure you understand why, and maybe it'll come in handy.

Meanwhile, let's talk about the three important groups.

First is the LaSalle Bionational kill team. With the incursion of Erin Wall a short time ago, the company has decided to send in a team to go retrieve the redundant drives. The team consists of a company agent named Victor Halloway and two security specialists. Halloway is not stupid, not a little bit. If things go south for him, he'll gladly make an allegiance with the PCs to accomplish the mission, offering them huge cash payouts, posh company positions, and a way off the rock.

Second, we have the Survivors. These are the last few normal human beings left alive – the people who never took the vaccine and have somehow learned to evade the Swarmers (see below). They're generally smart, sneaky, and very wary of anyone else. They have no real social structure. Every time they've tried to form a cohesive group, they're shattered by the Swarmers, leaving individuals or tiny groups to survive on their own. They've learned that's the only way to get by. Understand, these people are incredibly desperate. They'll do anything to take the PCs gear, food, water, weapons, anything. Some of them may even kill PCs to try and take their place on evac or abduct PCs to negotiate a way off planet. They use all sorts of improvised weapons including firearms, though this is a last resort (see Swarmers below).

While I did not stat out the average Survivor, I did provide stats on two leaders the PCs will encounter. The first (actually second encountered probably) is Father. Father is an old man who does everything he can to keep his small band of twelve Survivors alive. He views the PCs' very presence as a threat to their safety, but he is not without a heart and hope. He gave Erin Wall a guide through the city when she arrived here a few months ago based on her promise that she'd blow the doors open on Hanson's and get everyone out. He never saw either Wall or his Survivor again. He will not endanger any more of his people on this fool's errand.

Brutal, on the other hand, wants the PCs to call their shuttle down and get all of them off this rock. He is aggressive, harsh, and will absolutely resort to violence if it gets him what he wants. In the end, his heart is in the right place, he just differs from Father in point of view. He is Father's right hand man and will submit to Father's orders even if his opinion differs.

Last is the Reavers *cough*, I mean Swarmers. This is the small slice of humanity which had their violent impulses magnified exponentially by the vaccine. This group has lost all humanity and grotesquely mutilates both themselves and anyone they capture. If they catch Survivors, they will torture, rape, kill, and eat them, and hopefully in that order. When they capture multiple Survivors, they try to leave one alive, and the madness of what that person sees usually drives them to become what they see. The Swarmers are always

present, sometimes pretending to be dead in the street or hiding in drains. They are always watching, waiting for the right moment to attack. While the Swarm is a group of enemies acting as one, I have also included a couple of individual Swarmers for your use.

If a PC dies, don't hesitate to substitute any of the below NPCs, assigning an Agenda you see it.

CAPTAIN MALCOLM REYNOLDS



Talents:

- Fast Reflexes
- Influence
- Quickdraw

STRENGTH 4

- Close Combat 2
- Heavy Machinery 1

AGILITY 3

- Piloting 1
- Ranged Combat 3

WITS 3

- Comtech 1
- Observation 3
- Survival 3

EMPATHY 4

- Command 3
- Manipulation 1
- Medical Aid 1

Gear:

- .357 Magnum w/ 2 reloads
- Whatever else he needs

VICTOR HALLOWAY

LASALLE BIONATIONAL COMPANY AGENT



Talents:

- Personal Safety
- Take Control

STRENGTH 3

AGILITY 4

- Mobility 1
- Ranged Combat 1

WITS 5

- Comtech 3
- Observation 3

EMPATHY 2

- Command 1
- Manipulation 3
- Medical Aid 1

Gear:

- M4A3 Pistol w/ 2 reloads
- Pistol Suppressor (-2 opposing Observation)
- Corporate data access card
- Mobile Powerpack (power 4)
- Bulletproof briefcase

LASALLE BIONATIONAL SECURITY SPECIALIST

MARINE



Talents:

- Overkill or Past the Limit

STRENGTH 4

- Close Combat 2
- Heavy Machinery 1
- Stamina 1

AGILITY 4

- Mobility 1
- Ranged Combat 3

WITS 4

- Observation 2

EMPATHY 2

Gear:

- Assault Rifle (+0, Dmg 2, Full Auto, Range Long) w/ 2 reloads
- Suppressor (-2 opposing Observation)
- Assault Vest (Armor 4)
- Maintenance Jack or Cutting Torch

SURVIVOR LEADER - FATHER



STRENGTH 2

AGILITY 3

- Mobility 2
- Ranged Combat 1

WITS 4

- Observation 2

EMPATHY 5

- Command 3
- Manipulation 3

Gear:

- Improvised Single Shot Rifle (+0, Dmg 3, Range Long)
- Whatever else you need him to have

Talents:

- Influence
- Pull Rank

SURVIVOR LIEUTENANT - BRUTAL



STRENGTH 5

- Close Combat 3
- Heavy Machinery 3
- Stamina 1

AGILITY 4

- Mobility 1
- Ranged Combat 3

WITS 3

- Survival 1

EMPATHY 2

Gear:

- Combat Knife
- Spiked Club
- Whatever else you need him to have

Talents:

- Resilient
- True Grit

SURVIVOR (GENERAL)

Talents:

- None unless you need to turn one into a PC

Variations: You're welcome to move these stats around to create slightly different versions. A former doctor with less physical stats or a sneaky kid/scout for example.

STRENGTH 4

- Close Combat 2
- Heavy Machinery 1
- Stamina 1

AGILITY 4

- Mobility 2
- Ranged Combat 1

WITS 4

- Observation 2
- Survival 1

EMPATHY 2

Gear:

- Improvised melee weapons (+0, 1 or 2 damage)
- Whatever else you need them to have

THE SWARM

The Swarm does not represent a single opponent but rather a group of the cannibalistic, ultra-violent denizens of Hanson's Planet. They lurk in the shadows, always watching and listening, biding their time. As the PCs, Survivors, or LaSalle team become more and more active, they garner more attention causing the Swarm to gather. When ready, they'll launch an all out attack.

The Swarm has a Speed of 2 and gets the standard Fast and Slow action, allowing it to move once and attack each turn. All attacks are Engaged range unless otherwise stated.

The Swarm Counter: Now, it's really only necessary to track this for the PCs, using Swarm attacks against the Survivors or LaSalle team cinematically as necessary. The PCs counter starts at 1 when they arrive. Any time they make substantial noise, give the Swarm an Observation roll. On success, the counter increases. Gunfire automatically increases the Swarm Counter for each time it happens. In other words, if your PCs end up in combat and all four shoot this round, the Swarm Counter goes up 4 this round! Additionally, bright lights (including flashlight beams), fire, and smoke are all causes to give the Swarm an Observation roll. On success, the Swarm Counter increases 1.

When the Swarm Counter reaches a total equal or greater to the PCs current total health level, it attacks. Every point of damage inflicted to the Swarm reduces the counter by 1, and when the counter reaches half or less of the PCs current health total, it retreats. One last note, the Swarm Counter automatically goes up at the

end of every round to account for the extreme noise of combat. This stacks with any increases from gunfire.

The Swarm has health and base dice on any attack equal to the Swarm Counter.

<p>Observation: 8 Mobility: 6 Speed: 2 Armor: 0 Health: Special</p>	<p>Signature Attacks:</p> <ol style="list-style-type: none">1. Scream. The swarm lets out a horrendous, terrifying howl. The Swarm Counter increases by 1, and all PCs within Short range gain 1 stress.2. Self Mutilate. A member of the swarm targets a single PC and mutilates him or herself before their very eyes. The Swarm takes one damage, and the PC must make an immediate Panic roll.3. Improvised thrown weapon attack. Sawblades, knives, bricks, whatever. The Swarm attacks a PC at Short or Engaged range, causing 1 Damage per success. Alternately, the Swarm may assign additional damage to other targets in the same zone as the attacked PC.4. Improvised Melee Attack. Engaged range, 1 Damage. The Swarm sharpens their weapons endlessly. If the attack does any damage after Armor, the PC receives one critical hit. Again, the Swarm may assign additional damage from stunts to other PCs in the same zone.5. Prepare. The Swarm surrounds the enemy, preparing to attack. Their next attack is #4 and receives +2 attack dice.6. Capture. The swarm grapples one PC and drags them away. This causes no damage, and the swarm immediately uses all actions to run away with their prey. This is cause for an immediate Panic roll for the target, and all other PCs who see it gain +1 Stress. The grappled PC may attempt to free himself as a Slow action with a contested Close Combat check against the Swarm's current base dice. The only other way to free the PC is to reduce the Swarm Counter below half the PCs' total, EXCLUDING the grappled PC.
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Tactics of the Swarm: The Swarm is not entirely unintelligent. While it seems to have no social structure or language per se, it has awareness. As noted above, it won't attack until it has gathered enough to overcome the PCs. Additionally, it will not usually attack on open terrain where the PCs have a good field of fire. Perhaps it remembers guns from before, or maybe Erin Wall mowed down quite a few of them. Either way, it will endeavor to come at the PCs in tight areas – abandoned buildings, sewer tunnels, alleys, and the like. This makes it possible for the Swarm to appear rather suddenly and at close range, but also allows it an escape opportunity if things go poorly.

SWARMER — BERSERKER

This towering side of cannibalistic, tattooed, mutilated man-beef is an alpha among the Swarm. As such, it often thinks nothing of attacking by itself on sight, even against larger or better armed groups of Survivors. This bastard might make a good introduction for the PCs to the Swarmers, also giving you the chance of increasing the counter a bit. It, of course, gains a Fast and Slow action per turn.

Observation: 6 Mobility: 6 Speed: 1 Armor: 0 Health: 5	<p>Signature Attacks:</p> <ol style="list-style-type: none">1. Scream. The berserker lets out a horrendous, terrifying howl. The Swarm Counter increases by 1, and all PCs within Short range gain 1 stress.2. Grapple. Six base dice. If successful, no damage, but one PC is grappled. The Berserker will Bite (#3) with +2 base dice on its next attack.3. Bite. Six base dice, 1 damage.4. Metal Claws. The berserker has driven metal bits into ends of the bones of his fingers and sharpened them to razor points. Six base dice, 1 damage. Automatically causes a critical hit if any damage is done after Armor.5. Melee Weapon. Baseball bat with spikes? Improvised sword or dagger? Hell, even a big piece of glass. 8 base dice, 1 damage.6. All out attack. The Berserker launches itself at one target with every weapon it its disposal. 10 base dice, 1 damage, and one critical if any damage is inflicted after Armor.
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SWARMER — SCREAMER

The Screamer does not fight except when it has to. Essentially the scouts of the Swarmers, they stay in the shadows and keep an eye on everything. When confronted, the Screamer will usually attempt to flee while calling for the Swarm. It gains a Fast and Slow action per turn.

Observation: 8 Mobility: 10 Speed: 1 Armor: 0	<p>Signature Attacks:</p> <ol style="list-style-type: none">1. Scream. The swarm lets out a horrendous, terrifying howl. The Swarm Counter increases by 1, and all PCs within Short range gain 1 stress.2. Scream. The swarm lets out a horrendous, terrifying howl. The Swarm Counter increases by 1, and all PCs within Short range gain 1 stress.
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Health: 3	<ol style="list-style-type: none"><li data-bbox="402 90 1485 191">3. Scream. The swarm lets out a horrendous, terrifying howl. The Swarm Counter increases by 1, and all PCs within Short range gain 1 stress.<li data-bbox="402 201 1295 247">4. Improvised Thrown Weapon. Short range, 6 base dice, 1 damage.<li data-bbox="402 258 1463 359">5. Melee Weapon. Baseball bat with spikes? Improvised sword or dagger? Hell, even a big piece of glass. 6 base dice, 1 damage.<li data-bbox="402 369 1507 516">6. All out attack. The Berserker launches itself at one target with every weapon it its disposal. 8 base dice, 1 damage, and one critical if any damage is inflicted after Armor.
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PROLOGUE

After reading “What’s the story, Mother?”, have the PCs introduce themselves and let them converse amongst themselves about it. As they all live on different colonies, handle it as a phone call through the network, four-way if necessary. It is possible two live on the same colony or one (probably Grizzly) lives on the same colony as Erin Wall. They’ll obviously agree to meet in a week or two either at the spaceport on LV-273 or Wall’s address.

Wall lives in a large prefab apartment building, the likes of which exists on dozens of colonized worlds. Most of the apartments in these places are closet sized (Ripley’s place in Aliens), but with her settlement money, Wall bought someplace a little larger. She has a separate bedroom, bathroom with shower, and even a living room with eat in kitchen. Her large closet has a handful of hanging jumpsuits and a duffle bag filled with cash.

The PCs will need to bypass the front door to enter. It’s a standard electronic keypad lock requiring a Comtech check. They’ll find that the apartment looks like it has been empty for months. A thick layer of dust covers everything. The place is neat, everything in its place but unused. The terminal in the kitchen blinks, “One New Message”.

If the PCs try to access the message, the terminal asks for a 16-digit passcode. The PCs have the code. The first digit tells them the order each person enters the next four digits of their code. Of course, they could try to hack it with a ComTech check at -2. Once this is done:



The screen unlocks, and Erin Wall’s face shows up on the screen. She has deep rings under her eyes, and she looks exhausted. Even still, there’s a twinkle in her brown eyes and she gives a brief smile.

“My Death Dealers,” she says, “I hope you’re all doing good, but if you’re seeing this, I’m probably dead. A few months ago, I finally got a lead on everything that happened on Hanson’s Planet. There’s no contagion. At least, there hasn’t been for a long time. I know LaSalle Bionational caused whatever happened there, and my source said there’s redundant drives in the bottom of their HQ there that proves it. The company couldn’t recover everything before they had to evac. Those drives can blow the whole thing wide open.”

“The thing is, I know you guys got no skin in the game, and I’ve got no right to ask you to do this. But thousands of people have had their lives fucked by these corporate assholes.”

She closes her eyes and takes a deep breath. After a few seconds, she opens them and continues.

“My brothers, you’re the only ones I know to turn to, to take the ball across the line. You know what we say. When you can’t run anymore, you walk. When you can’t walk, you crawl, and when you can’t do that? Well, you know the rest.”

“There’s about three hundred grand in my bedroom closet. That’s enough to buy you... discreet passage to Hanson’s Planet and some gear. Go see Reynolds. You can find him in the Browncoat down by the spaceport. He’s a good man and has a ship that can get you there, and he’ll be able to point you to where you can buy some decent equipment.”

“Semper Fi, Death Dealers,” Wall says, and the screen goes black.

A WORD ABOUT HANSON'S PLANET

Hanson’s Planet is a moon, actually, that orbits a gas giant. The moon is locked with one side facing the planet at all times (much like our own moon), and the deep ruby glow of the planet casts low light at all times during the day. Hanson’s has one population center, LaSalle City, which is of course now a dystopian, semi-abandoned blight. There are no operational city lights, not that you would want to attract attention, though some of the power grid is still operational. The Survivors have tapped in here or there to turn on portable electric heaters at night. The city is usually 10-20 C during the twelve hour day and 0-10 C during the twelve hour night.

I haven’t provided a map of LaSalle city, so feel free to create your own. A large, overgrown park hovers on the western edge of the city, and most of the southern region is residential area. The eastern area consists of rotting factories and other industrial buildings. The north is dealer’s choice.

The LaSalle Bionational building is the tallest in town, a ten story affair in the dead middle of the city. It is on full lock down, requiring inventive means to get in. The PCs may choose any number of methods of entry, though most of these are likely to cause a lot of noise! Of course, Hallway has a card that will allow him entry. He just has to connect his mobile powerpack to the system.

ACT I

Now's the time to hand out those Act I agendas, and let the PCs drive the story forward. There will be discussion. Patch will probably push to take the \$300 grand, divide it amongst the team, and bail giving that PC his Story Point. Let them play it out. In the end, they'll surely decide to go on the mission (or at least look into it), because to do otherwise would mean game over, go home.

The Browncoat is easy enough to find, although any cab driver will suggest there are much nicer places to go to. The place is an old prefab building of gray plasteel that has needed a new coat of paint for at least twenty years. A flickering neon sign hanging over the door just says "Bar".

Inside, low light fights to pass through thick clouds of billowing smoke. The place is half empty. About a dozen mixed locals hang around the bar or some of the tables and drink. Some of them will size up the PCs but won't cause trouble unless confronted. A woman in a flight suit sits in a booth, passed out on repair orders and a ledger showing that she's just like her ship – broke.

The barkeep can easily point the crew to Captain Malcolm Reynolds, hanging out in a back corner with a beer. As the PCs approach, considering their obvious status as someone's hired muscle, he'll pull out a .357 and put it right on the table. How you play him is up to you. I know what I would do...

Reynolds should of course proclaim himself as a straight up space trucker, avoiding or denying any suggestions that he is anything other than legitimate. If the PCs mention Eril Wall, he will probably soften up quite a bit. There's history there, but he won't go into it no matter how hard he is pressed. However, he will admit that he brought Wall to Hanson's Planet, a final favor he owed her. Eventually, he'll come to an agreement, costing the PCs \$250,000 of their \$300,000.

OPTIONAL:

Malcolm Reynolds is concerned about this group of four guys suddenly trying to enlist his services. Maybe he's not too keen on it, but he doesn't conjure he can take 'em all in a fight. So, he says, "How 'bout we do this. I think you may have the wrong notion 'bout me. Let's go look at my humble cargo vessel, and you'll see I'm not the guy for you."

He'll activate his personal communicator and say, "Zoë, I'm bringing aboard some guests for a tour. Bay four."

He'll walk with them to the spaceport and to an older Bison class vessel. He'll open Bay 4's airlock and lead them inside. Once there, a big guy in a ridiculous knit wool hat and a woman with a shotgun will be covering them with guns from catwalks.

Reynolds will say, "Now, why don't the four of you explain how you come by such conclusions about me. And talk right or those clothes you're wearin'll be ventilated for summer."

The PCs should be able to buy any standard equipment and tools at normal book prices from anywhere, including M4A3 pistols or 357 revolvers (Core, CMoM, BBW).

For more illicit and effective gear, Malcolm will recommend a guy named Badger, a Brit with a gravelly voice and low level crime boss *cough*, I mean, legitimate businessman. One of his men hangs out in the Browncoat at all times, so he's easy to get to. His prices are exorbitant, but he has a selection of illicit weapons available. Military grade UPP or UA stuff is unavailable, but he has the following options:

StratSol AR-40. A .40 caliber assault rifle firing armor piercing caseless rounds, virtually identical to the ammunition used in the USCMC M41A. However, the weapon is not a pulse rifle, but rather a conventional weapon, so it is not subject to being disabled by EMP bursts and the like. Though it does not have a grenade launcher like the M41A, it has mounts on the top and bottom of the weapon for a scope and hi-beam flashlight.

Bonus: +0
Damage: 2
Range: Extreme
Armor Piercing, Full Auto, Flashlight (Power 5), Scope
Weight: 1
Cost: \$5,000 (reload cost \$100)

StratSol SMG-20. This light sub-machine gun fires .20 caliber rounds at a high rate of fire and minimal recoil. The weapon has excellent handling, making it highly effective against unarmored targets, especially in fully automatic mode.

Bonus: +3
Damage: 1
Range: Medium
Full Auto
Weight: 1
Cost: \$4,000 (reload cost \$80)

StratSol .50 Hand Cannon. Strategic Solutions felt the need for a handgun that could punch through armor, especially with the rise of the Norcomm handgun in use by the UPP. Additionally, it needed to have enhanced short-range handling and heavy stopping power.

Bonus: +0
Damage: 2
Range: Medium
Armor Piercing
No penalty at Engaged Range
Weight: 1
Cost: \$2,500 (reload cost \$50)

StratSol MP-45. An easy to handle 8mm pistol with full rate of fire designed to spray enemies with a large quantity of low caliber bullets.

Bonus: +2
Damage: 1
Range: Medium
Full auto
Weight: 0.5

Cost: \$2,000 (reload cost \$40)

StratSol Personal Armor. A modified version of the armor worn by Colonial Marines, Strategic Solutions added a layer of sodium hydroxide under the first layer of plating. It absorbs and neutralizes acid, preventing the armor from degrading below 5. The armor does not have the shoulder lamps, but personal comms are integrated into the helmet.

Weight: 2
A armor: 6
Cost: \$4,000

He also has grenades, electro-shock grenades, and other explosives available at 4 times book cost. Up to you if he has heavy artillery like RPGs and what they cost.

Once the PCs are geared up and ready to leave, Reynolds' ship will leave and burn out to a distant moon around one of the system's gas giants. There, it will link up with a small stealth shuttle that Reynolds will pilot himself.

Personally, I'd have Reynolds fly Serenity *cough*, I mean, his ship so that they can see through the shuttle's front window. A guy in a Hawaiian shirt is doing something (playing with dinosaur toys on Observation -2 check). Reynolds will get on short range comms and say, "Wash, you paying attention?"

He'll sweep the toys onto the floor out of view and reply, "Uh, yeah, cap'n. Just tidying up."

"Good. Take off and dock with us. You're coming aboard. I'm taking some guests out in the shuttle."

It's a nine day trip to Hanson's Planet, requiring them all to go into cryo. When they awaken, they'll be coming up on the planet. Reynolds will make planetfall and drop the PCs in their choice of zones. If they like, he'll drop them in the western park like he did Erin Wall. By the way, it's Dealer's Choice whether or not he detects Holloway's shuttle landing on the eastern side of the city and tells the PCs about it.

As a side note (because it may be important later), Reynolds' stealth shuttle has a total of six cryo tubes.

Before he takes back off he says, "I'll stay in orbit twenty four hours. I don't hear from you by then, I'm tripping the light fantastic back home."

It doesn't matter where the PCs decide to drop off. The shuttle landing to offload them starts the Swarm at 1. They will also be noticed by at least one Survivor who will report back to Brutal that more soldiers have arrived.

If the PCs dropped in the park, which is the most obvious since it's the same place Wall started, they'll find it heavily overgrown and difficult to navigate. Eventually to the backdrop of birds and rustling wildlife in the bushes, they should make it to city blocks of prefab buildings – abandoned businesses and the like. Use your imagination when describing their move through this urban hellscape, but they'll begin to see spray painted graffiti

saying things like, “NO NOISE”, “THEY HEAR YOU”, and “THEY’RE OUT THERE”. They may find skeletons or even the occasional decaying body in the streets as well as a handful of abandoned, non-functional vehicles. They will not find any dead Swarmers. Swarmers recover their dead for food whenever possible.

There are a number of optional events available to you. Feel free to use any or all of them, or create your own:

1. A shuttle passes overhead going from west to east, rattling the city as it goes in for a landing somewhere far out of sight. Swarm Counter increases by 1. This is, of course, the LaSalle team landing.
2. The PCs see someone standing, peering into a building’s huge glass façade. If they call out or approach, the figure turns, and it’s a Screamer! What happens next?! When it’s all over, the PCs may try to see what the Screamer was looking at. On the other side of the glass is a series of office cubicles. A dozen dead people are inside, their bodies frightfully preserved. Many of them sit at their desk terminals as if they died at work. A few look like they laid down on the floor.
3. The PCs spot a survivor scurrying through the shadows ahead. If they give chase, the Survivor ducks into a building. When the PCs enter, they find a Screamer sitting in the middle of a room, eating a dog. The Survivor actually snuck past, but will the PCs be so lucky?
4. The main street heading deeper into the city is blocked off by a makeshift barricade. The PCs can attempt to climb over it (Mobility check), but anyone who fails makes noise (Observation for the Swarm) and takes 2 damage from falling. Alternately, the PCs can try to find another way, probably getting pushed into a funnel the Survivors have set up.
5. In a tight space, the PCs come across a tripwire loaded with cans or pots and pans. Maybe even a flare? The lead PC rolls Observation to see it in time. Otherwise, the Swarm makes an Observation check. This or some variation of it can be used in multiple places or in other Acts.

When you feel the romp through the city is losing its tension, move on to the last mandatory event of Act I. The PCs will see a Survivor ahead, clearly NOT a swarmer. The Survivor will wait until the PCs get close and then run into an alley. They’ll corner the survivor only to have Brutal and six others pop out of the buildings on either side of the alley (or maybe even the trash in the alley) to threaten the PCs will melee weapons.

“Give up your weapons and go. Maybe we’ll let you live,” he says. “You can’t beat all of us, and if you shoot, you’ll bring the Swarm down on all of us. You die either way.”

The PCs can of course reason with Brutal (Manipulation check at -2), probably mentioning Erin Wall and their mission. If successful, he pauses for a moment, especially as one of his Survivors says, “We should take them to Father.” Even if there’s no fight here, the Swarm should make an Observation check to see if the counter increases just to account for the noise of the confrontation.

The PCs can surely fight their way out of this, but the impact on the Swarm Counter will be pretty spectacular. They may finish the fight just to be attacked by Swarmers. If the Swarmers attack mid-fight, remaining Survivors will attempt to escape. Either way, this will end any further interest the Survivors have in the PCs unless Brutal survives and escapes. He'll then make it his personal mission to ambush the PCs, take their gear, and try to escape Hanson's with as many people as he can.

If the PCs manage to talk Brutal down, or at least manage to not start a fight, they'll be taken to Father as either prisoners or under an uneasy truce. Brutal will lead them through a warren of back alleys and rundown prefab buildings. They'll eventually reach a small indoor encampment with a total of about twenty Survivors. There will be women and children there, but the women are just as tough as the men, and none of the children are under age 10. Having babies in this environment never ends well... The survivors have tattered blankets and portable electric heaters to keep them warm, the latter tapped into a functional part of the power grid. This should be a downtrodden lot, filthy, ragtag, and many of them soulless. The children, especially those who saw their parents dragged away, stare lifelessly at blank walls unless broken from their reverie. Sometimes, losing one's mind into the emptiness of oblivion is better than remembering...

Father is a kindly but stern old man with a somewhat gravelly voice. He'll ask the PCs what they're doing on Hanson's planet, repeating the same line of questions in different ways, looking for inconsistent answers. As soon as they mention Erin Wall, he'll immediately soften up. He explains that Brutal captured Erin Wall a couple months ago, and on hearing her story, Father decided to let her go. He even provided a guide to get her through to the LaSalle building via the safest route, on two conditions – that she'd take the guide with her when she left, and that she'd expose everything that happened here. They never heard from either again, and the PCs presence makes it plain that she didn't succeed.

Father now has to decide what to do with the PCs. On one hand, he views their mission as a fool's errand. On the other hand, he still has hope. Brutal suggests they take the PCs' gear and call down the shuttle, evacuating their people. If the PCs point out the shuttle doesn't have room, then he says they leave the PCs to rot. Take as many Survivors out as they can, drop them someplace safe, and come back for the rest. A successful Manipulation check on the part of the PCs convinces Father to let them go with their gear, but he will not commit any resources to helping them. Brutal is furious with this, but he won't go against Father.

If asked if he thinks Erin Wall is alive, Father will say he highly doubts it. On the other hand, she appeared to be an extremely dedicated and resourceful woman. If anyone stayed alive out there, it would be her.

If the PCs ask if Father knows what happened here, he'll quietly say, "Not really. All I know is it happened right after that virus went through. It was bad, and the company developed a vaccine quickly. Then people changed. A lot of them just stopped caring about... anything. My wife stopped exercising, then she stopped going to work, and then she stopped getting out of bed. She starved to death in our bed, and she didn't care. And then there were the others... the people who became the Swarmers."

If asked if he thinks there's a causal link between either the virus or the vaccine and what happened to the people, he says he's sure it's related, but he has no proof.

Finally, he'll answer any questions about the Swarmers that he can. He'll explain that they're violent animals and cannibals at that. Survivors who are captured by them are never seen again. He says, "Stay quiet and out of the open. Noise, light, fire, smoke – all these things attract them. Whatever you do, don't shoot. Gunfire draws them right away." Hopefully, one of your players has the presence of mind to ask, "What are we supposed to use, man, harsh language?"

This is the end of Act I. Assign Story Points based on how your players attempted their agendas. Then, proceed to Act II and hand out new Agendas accordingly.

ACT II

One way or the other, Father should send the PCs on their way to crawl through the city toward the LaSalle building. Again, he won't provide any assistance, even additional food and water because it's very scarce, but he will provide a quick hand drawn map showing them the best route. He says it's the same route Wall took months ago.

As the PCs continue through the city, they'll find more of the noise and barricade traps of before, but these give way to the gruesome and disturbing. Graffiti is no longer in paint with coherent messages, but now huge smears of old, dried blood. Decaying heads or even entire corpses are impaled and left out for warnings. Go dark. Really, really dark.

In addition to any other events from Act I (or your own) that you wish to incorporate, here are a couple more options:

1. The PCs spot someone down a stretch of empty street at medium range. It's a Berserker, and it immediately charges!
2. Survivor trap. Deep in Swarmer territory, the PCs run across a twelve year old boy who says he's just trying to get back to his parents. If the PCs do the gallant thing, he'll lead them into a series of prefab buildings. Once inside, four survivors will ambush the PCs with improvised weapons. This is a different group from Father's, and they desperately want to PCs' gear. These people are close to the edge, their desperation pushing them to becoming their own breed of Swarmer. Combat will, of course, raise the Swarm Counter as per usual. If the PCs successfully attempt to reason with the Survivors with a Manipulation check (at -2), one of the Survivors will loose an

enormous howling scream, and then they'll all run off, making as much noise as possible. Allow the Swarm an Observation check for the scream, plus another every round for three rounds to account for the noise the Survivors are purposefully making.

Meanwhile, the LaSalle kill team has become aware of our intrepid PCs. Father has a personal communicator which he occasionally uses to talk to other groups. He has told a group of Survivors on the other side of the city about the PCs and their plans. One of them has already made a deal with the LaSalle team – help them in exchange for a ride out. The Survivor leaks information on the PCs to the kill team, and Halloway will decide to set up an ambush, putting his men on the third story of a building overlooking an alley the PCs must come down. Unless the PCs spot the ambush (Observation -2), Halloway's men will get to shoot first before Initiative is drawn.

If Halloway thinks his men are spotted, he'll withdraw and look for another opportunity, perhaps trailing the PCs from afar and engaging them once they're involved in another fight.

Halloway will not get involved in the fight under any circumstances, and he'll withdraw immediately if one of his guys goes down. If his other marine can come with him, great. If not, oh well. At that point, he'll start to skulk straight for the LaSalle building.

Act II ends with the following very dangerous series of events. The PCs are getting close. On an Observation check, they note shell casings all over a sidewalk near the entrance of an alley. Close inspection shows they're .50 caliber and are stamped StratSol. The PCs will follow a trail into the alley, dozens in total, and they switch over to StratSol .20 caliber rounds. The casings lead to a darkened doorway, the heavy electric door having been forced open.

The room is pitch black except for a dim green glow coming from a door panel. The room is full of crates and detritus, long looted, and more shells litter the floor. The room's lone door is electric and still has power, and it will open automatically if anyone approaches it. This creates a lot of noise, automatically giving the Swarm inside +1 to its counter.

The next room is some sort of holding warehouse, again long looted with nothing useful. Flickering orange light emanates from the far side, partially blocked by freestanding shelving units run the length of this room. As the PCs make their way through, have them make Mobility checks to avoid tripping or making noise on all of the debris. Add one to the Swarm Counter for each PC who fails.

The team emerges from the rows of shelves to find a gruesome tableau. A large fire burns, its smoke escaping somewhere into the gloom overhead. Several animals (maybe a human if you want to get dark) are spit roasting over this fire. The place stinks of unwashed bodies and rot. The Swarm is hiding. Allow the PCs an Observation check. If successful, they spot the Swarmers and draw Initiative as usual. On a failure, the Swarm emerges and gets a free attack against one PC.

If the Swarm Counter is particularly low for some reason, don't hesitate to add a couple of points. After all, the PCs have stumbled into a Hive.

When the fighting is done, and the remaining Swarmers have run off, the PCs will probably search the area. They should easily find a pair of StratSol .50 Hand Cannons, both completely out of rounds. Also, on a successful Observation check, they'll find one of the dead Swarmers has a Death Dealer tattoo. On closer inspection, they'll see that it is actually pinned to the Swarmer's upper arm, having been cut from someone else's. They all know the tattoo belonged to Sgt. Wall, their platoon emblem stylized as a sexy but deadly woman.

This will doubtless start the PCs debating or even arguing about whether or not Wall is still alive. The evidence would seem to suggest not. If this goes too long, or gets particularly heated, start upping the Swarm Counter and tell the PCs they're beginning to hear Swarmers nearby. This should get them moving again.

End Act II and hand out Story Points as appropriate. Issue the PCs' Act III agendas and move on.

ACT III

Whether the PCs come to an agreement about Wall's status or not, they'll surely agree they need to head to the LaSalle building. They can't possibly search the entire city. If they can complete this mission and go public with the data drives, that might bring a heavily armed contingent of marines to the colony to really clean it out. Maybe then...

There's nothing to do now but let your PCs make it to the LaSalle building. Feel free to throw as many or as few obstacles in their way as you see necessary, depending of course on how beat up the PCs are. When they close in on the LaSalle building, they'll find the thing locked down and without power. Plate steel covers the windows and doors.

Halloway is there with his portable powerpack trying to get enough power to open up the security doors. If the PCs defeated his thugs earlier, he will be here by himself, looking like he's about to jump out of his skin with anxiety. He has to get those drives, and he is not above pleading with the PCs for their help. He'll offer them huge cash payouts or cush positions in the company to get what he wants. Of course, Longshot may just blow him away from the top of a building somewhere...

It requires a Heavy Machinery roll to hook up his powerpack to the door mechanism, followed by a ComTech check to get one of the security doors to open. Of course, Halloway's card will do it automatically. The PCs will need to do this every time they have to get through a security door, checkpoint, or especially when they reach the backup mainframe and drives. Hope the powerpack holds up... *evil grin* They will need to make a Power roll every time they use it. Also, the Heavy Machinery check requires taking apart panels, accessing

power conduits, and other heavy work. This gives the Swarmers an Observation check to see if the counter increases.

While the LaSalle Bionational building looks sealed from the main entrance, there are other entry points all around. Survivors and Swarmers both have broken through the security plating in other places, even blown through a wall in one spot, and have accessed the sub-levels through the sewer system (another point of ingress if the PCs want to search for it, but none of Father's group knows about it). Also, the building has no power at all, so it should be pitch black inside, requiring the PCs to use their flashlights. This has the obvious disadvantage of potentially adding to the Swarm Counter, but it also causes a -2 on all Ranged Combat checks as well as Observation checks based on sight.

The main lobby of the building is a shambles. Furniture is overturned or destroyed, and computer monitors and other equipment are strewn about. Massive, long dried bloodstains coat the floor, and there is even evidence of fire damage. Bullet holes riddle one wall and a set of elevator doors. If the PCs explore, they will find more of the same.

I've not provided a map of the building (because I am crap at maps), so don't hesitate to either make your own or use theatre of the mind.

The PCs should remember that the drives were somewhere in a sublevel. The sublevel can be accessed either by a security stairwell or the elevator. The elevator car is currently on their level, so accessing it can be done with a Heavy Machinery roll. Of course, this doesn't get it going, so the PCs can alternately use Heavy Machinery to power it and then Comtech at -2 (or Halloway's access card) to bypass security and get it going. They can use the same options to access the security stairs.

The building has three Sub-Levels, all accessible by either the life/elevator or stairwell. The drives should be found in a mainframe room at the end of a corridor on Sub-Level 3. There are any number of potential dangers here, but here are some good options:

- Loose debris – Observation check to avoid kicking it around and making noise
- A Screamer is prowling about, having gained access via the Sewers
- If the PCs spend too much time exploring, have a Berserker show up to urge them on
- A part of the building's backup power is still working, causing proximity lights to pop on out of the blue. +1 Stress for the jump scare and +1 to the Swarm Counter

THE FINAL SWARM

While in the LaSalle building, allow the Swarm Counter to build, even if it goes past the point where the Swarmers should attack. Wait until the PCs make the final checks to remove the drives and then have the Swarm

attack at that pivotal moment. With any luck, one of your players will have the presence of mind to say, “They’re coming out of the God damn walls!” The Swarm does not retreat in this instance. It fights to the death.

Also, this is where we find Sergeant Wall is still alive (if you’re up for it! It’s okay to leave her dead). She was taken by the Swarmers and adapted to keep herself from being raped, killed, and eaten in that order. She has mutilated herself with piercings (many of which are infected), cut herself, and generally accepted the Reaver *cough*, I mean, Swarmer way of life. BUT... she is not so far gone.

When the PCs spot her, a successful Manipulation check will break through her stress addled mind. They will visibly see her eyes clear and her malicious snarl fade away as she remembers them. She’ll drop any improvised weapons she’s carrying, fall to her knees, and start to cry. Unlike most checks in Alien, the PCs can continue to try this once per round as she attacks. Consider her a Berserker for the purposes of her stat block.

When to introduce Wall is key! You could do it in the midst of the Final Swarm fight, and this could give the PCs an instant ally (or additional playable character, if needed). Personally, I’d like to let the dust settle a little. For example:



The final Swarmer collapses dead to the ground. You slump to your knees or fall against the wall in relief, as you survey the carnage and see none are left. It’s over. You’ve got one you came for, and now you’ve just got to make your way back out. You collect yourselves, sure that your wounds can wait to be treated until you’re on board the shuttle. As you turn to leave, you hear a heavy, raspy breathing emanating from the darkened corridor. There’s a shape there, moving towards you. Oh God, it’s another one of them, the one’s that charge with reckless abandon. And... it’s Sergeant Erin Wall.

This should be cause for +1 Stress to be sure.

A few additional options for you:

- If the PCs are particularly beat up, have Brutal with one or two Survivors show up to help, attacking the Swarm from behind

- Alternately, maybe Captain Malcolm Reynolds? This could be particularly effective if the PCs are in a run for their lives situation
- If the PCs took too long and Reynolds bailed on them, the LaSalle shuttle is parked somewhere on the eastern side of the city. They should be able to find it easily.

YOU CAN'T STOP THE SIGNAL, MAL

Look, we all saw Serenity, okay? There is a chance – a really, really good chance – that your PCs may just decide to go down fighting, throwing everything they've got at the Swarmers to let one PC try to get the word out via the network. The thing is, Hanson's Planet is still connected to the network, though the feeds are dead. Maybe some fancy Comtech checks (along with some power) can get them reconnected, and the PCs can get the word out that way. Hey, if they want to go down in some altruistic blaze of glory in the name of Erin Wall, who are we to argue!

EPILOGUE

That's it. Hopefully, someone made it out alive! Of course, I trust you, oh Exalted Game Mother, to make that a satisfying reality. In true Alien spirit, there should be a survivor. On the other hand, the good guys don't always win!

It's unlikely that LaSalle Bionational will really let this information go public. Either that, or they'll do everything possible in the galaxy to discredit anyone who brings it to light. Hell, they'd probably even offer a huge sum of cash to the surviving PCs to bury it. In the end, Wall will never get her true satisfaction of bringing down LaSalle, because you just can't fight the mega-corporations. We all know this...

I would close by having a surviving PC give a final sign off note a la Alien and Prometheus.

If none of them made it out, well... you're just going to have to figure that one out yourself.

APPENDIX: AGENDAS

ACT I

<p>CORPORAL ISAAC DELGADO "PATCH" This is nuts. One more mission? Are you kidding me? No way. Look, you loved Erin Wall as much as the next grunt, but this is insane. She went off to some dead colony, that's up to her, but why should you guys risk your neck? The solutions to all your economic problems are sitting right there in that closet.</p>	<p>CORPORAL NATHAN MERCER "LONGSHOT" Besides maybe Patch, you're one of the smartest guys in the group and a planner at that. So, plan. Plan out everything you guys are going to need to make this happen.</p>
<p>PFC DARREN KOWALSKI "GRIZZLY" One more mission. Sarge needs you, and you're gonna ante up and kick in. Plain and simple. And if any of the guys seem wishy washy about it, remind them what it means to be a Death Dealer. Thing is, there's no way she's dead.</p>	<p>CORPORAL JORDAN ALVAREZ "STITCH" One more mission. You'd go after Erin Wall by yourself if you could, if you had to, and probably get yourself killed. Your job is to keep everyone alive. Make sure you have whatever gear and drugs you need, and keep your friends alive.</p>

ACT II

<p>CORPORAL ISAAC DELGADO "PATCH" So, this is majorly FUBAR. You can't believe you agreed to this. Whatever, you're here now. Push the team to get to the LaSalle building as quickly as possible, get whatever evidence you can find, and get the fuck out so you can get your payday.</p>	<p>CORPORAL NATHAN MERCER "LONGSHOT" Shocker, another theory about another company doing some messed up shit to unsuspecting colonists. These people need help, but that's not the mission right now. Complete the mission, then you can figure something out to help them.</p>
<p>PFC DARREN KOWALSKI "GRIZZLY" Erin Wall was the toughest grunt you ever met. There's no way, no fuckin' way, she's dead. You gotta find her.</p>	<p>CORPORAL JORDAN ALVAREZ "STITCH" You have to believe that Sgt. Wall is dead, but part of you wants to hope. Keep an eye out for anything indicating she might be alive. While you're at it, try keeping your team alive, too.</p>

ACT III

CORPORAL ISAAC DELGADO "PATCH"

This settles it. Wall is dead. You could've just taken the cash in her closet and headed out, but no... You had to come here and do this shit. Well, if you can find those drives, someone will pay big for them. Find 'em and get out alive.

CORPORAL NATHAN MERCER "LONGSHOT"

All right, there's nothing to do about it all now. The objective is simple, and you need to be the recon element as you guys close in. Be your team's eyes and ears and keep 'em all covered so you can all go home.

PFC DARREN KOWALSKI "GRIZZLY"

It's hard to believe Erin Wall bit the big one here. She was the best, and you loved her. There's nothing you can do for her now except complete her mission. Whatever it takes, stay true to how you feel about her and get the job done. Whatever it takes.

CORPORAL JORDAN ALVAREZ "STITCH"

Get the job done and get everyone out alive while doing it. If you can save any of the civvies, that's a bonus..