

Fury Of the Queen - An Alien RPG Cinematic

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This guide will provide you with all the information to play the **Fury Of the Queen** cinematic with 3-6 players. Do not allow any of the players to view this guide. It's recommended to have the Alien RPG Starter Set or Player's Manual as well. There are three acts, each being 2-3 hours real-time. However, if a session starts to go long, it's recommended to split the act into multiple sessions. This will help avoid cramming in events to turn the wheels of the game.

How this guide works:

- Step One

Have each player pick a character. Only tell players the class, name, talent, and personality of each character. It's important that the players do not know each other's agenda because they vary so much and are designed to create conflict. More information about this can be found in the Characters section. Once each player has picked their character, give them the full character description, agenda, and equipment list.

- Step Two

In classic *Alien* form, have the players introduce their characters to each other in a mess hall setting. Do this or something similar to this at the beginning of each session. It will help the players get in character and helps remind them of the nitty-gritty details. When they're ready to play, one of the crew should say: "*What's the story, Mother?*"

- Step Three

Once the session has started, focus on the descriptions of locations where the PCs are. You'll find various details that will allude to events and provide

direction for the given scenario. Make sure to keep events for each act in mind as some are mandatory for the storyline and some provide critical equipment for the crew. You can also run events to push the storyline forward, if need be.

- Step Four

Have fun! In every situation, try to think of a subtle way to create tension for the players. The crew should be facing some kind of problem at all times.

Equipment should be very scarce. Anything gained should come at a hefty price. And finally, end each session on a cliff-hanger; players will love the suspense.

Tip: Don't let the players determine the length of rounds, IE: take a long time on each turn, weighing options. If the players are taking too long at a critical time, let them know the turn is coming to an end with something along the lines of "this turn will end in 10 seconds if no choice is made." Remember, a turn is only supposed to be 10-15 seconds. The reason for this is to put pressure on players and force them to make tough decisions under pressure, just like the movies we all know and love.

Overview:

The crew of the *USS Requiem* has been sent to Fiori 161, a former mining colony that was renovated into a small prison for especially violent offenders. After a biohazard incident, the prison was shut down and the site was essentially condemned and sold off to the highest bidder. Your mission, that is, job handed down from *Hyperdyne Systems*, is to assess the sum cost gain of *Hyperdyne's* new acquisition, assess the damage done by previous tenants, and oversee the construction of the new facility.

This mission will be a test of endurance. There are several time limitations happening for various characters out of self preservation and espionage. While pressure mounts on the PCs there are two Xenomorphs stalking the base that were born from the missing colonists, Mr. and Mrs. Glenhart, and will grow as the game progresses. The players will have a chance to befriend their daughter, a **Kid** named Kennedy Glenhart. She'll provide helpful information if the players can get it out of her. As this cinematic

takes place in *Alien 3*'s environment, guns will be very limited. PCs will need to figure out a way to kill the two hellspawn before they become a part of the **Hive**.

As tension mounts and agendas become more apparent, the PCs will need to make distinct choices relating to allegiance and fear of the unknown. There are multiple ways for the cinematic to end, so allow the PCs to find their way through. They may find a way off of Fury 161, maybe they'll call in the USCMC, and maybe something far more horrifying awaits the crew.

Note: This cinematic is rated as **HARD** in difficulty. IE, more difficult than *Chariot of the Gods* but less difficult than *Destroyer of Worlds*.

Situation: After the crew arrives they will realize that they're nearly empty on fuel for the ride home. There's no clear way or reason to explain this to the crew now, but Dr. Jarvis has fiddled with the fuel sensor, causing an incorrect readout. The crew will be told by the Fury 161 foreman that they will refuel the ship at no cost, however it'll take approximately seven days to refuel.

Note: Fury 161: Rumor Control on pg. 256 in the Player's Manual.

Playable Characters (PCs) (stat format: Strength / Agility / Wits / Empathy)

Jarvis, Helene

Scientist, Xenothoretical Archeologist

- Skills: +2 Mobility, +3 Observation, +2 Comtech, +1 Manipulation, +2 Command
- Equipment: Hand radio, Seegson P-DAT, Personal Data Transmitter, M314 motion tracker
- Signature Item: Former boss's caligraphy pen
- Stats: 3/3/6/5
- Talent: [Analysis](#)

- Personality: Dominant

Quickly moving up the ranks at Hyperdyne Systems after brain drain from *Weyland Yutani*, you are the company's leading Xenothoretical scientist. Unfortunately, success comes at a cost and some asshole on the board of directors wants to "test your allegiance" by blackmailing you into doing their dirty work. Your main agenda is to complete Order 161 by procuring a sample of xenomorphic life for Hyperdyne Systems. Failure to do this will result in the death of you and your family back on Earth. You have the Rook, Agent Colton, and Marshall Gavin of Fury 161 at your full disposal. The crew is expendable, but if you fail or word gets out of Order 161, the company will deny all knowledge of the operation.

Gregoria, Flint

Roughneck, Foreman

- Skills: +3 Comtech, +2 Close Combat, +2 Ranged Combat, +2 Mobility, +3 Observation, +2 Command
- Equipment: Watsumi DV-303 bolt gun, Maintenance jack, tiny flask of sulfuric acid, Hi-beam flashlight, Hand radio
- Signature Item: Old, fried processor, half the size of a credit card
- Stats: 7/6/5/3
- Talent: [The Long Haul](#)
- Personality: Impatient

A soft-spoken, no-nonsense foreman that doesn't mind taking his time to get the job done. "Do you want it done *fast* or do you want it done *right*?"

Note: Your name is Xander and you are a MARTIN android unit working undercover for the Independent Core Systems Colonies (ICSC.) You must destroy all forms of xenomorphic life on Fury 161. Bios (humans) are not evolutionarily mature enough to meddle with the AOX (black ooze) Agent and Xenomorphs. They'll only unleash a wave of darkness upon the galaxy, and that cannot be permitted. You are

authorized to destroy any threats, human, synthetic, or xeno by any means necessary.

Boris, Eugene

Roughneck, Electrician

- Skills: +3 Heavy Machinery, +1 Close Combat, +2 Ranged Combat, +4 Comtech
- Equipment: Cutting torch, Maintenance jack, flask of hard liquor, Hand radio
- Signature Item: "Q" key from a keyboard
- Stats: 6/3/4/1
- Talent: [True Grit](#)
- Personality: Professional

You know everyone and seemingly everything, but you keep it to yourself. Something about this mission doesn't sit right with you, but you're not sure what it is. As the tech specialist, you were able to see lots of encrypted correspondences before takeoff, but nothing truly stood out. You're on the edge of the galaxy and the edge of your seat, so stay frosty. Luckily, you have a knack for putting up a cool, collected demeanor.

Glava, Ted

Medic, Epidemiologist

- Skills: +2 Mobility, +1 Ranged Combat, +2 Observation, +1 Comtech, +4 Medical Aid, +2 Survival, +1 Command
- Equipment: Surgical kit, 4 doses Naproleve, Personal medkit, 5 doses of experimental drugs with label reading "DANGER, BE--" and is smeared, Hand radio
- Signature Item: Laser scalpel
- Stats: 3/5/3/5
- Talent: [Compassion](#)
- Personality: Quick-witted

Here to assess the environment on Fury 161 and conduct "field survey tests." Whatever that means. All you know is that you want

to get off this miserable rock as soon as possible. You only have enough in your stash to get by for about five days, if you don't get any of that experimental X-Stem by day six, you will exhibit signs of extreme sickness. You cannot allow your addiction to be uncovered by anyone under any circumstances as it would invalidate your contract.

- **(+3 dice may be thrown on any roll, if the character is on the experimental X-Stem)**

Colton, John

Company Agent, Hyperdyne Systems

- Skills: +2 Piloting, +1 Ranged Combat, +2 Observation, +3 Manipulation, +2 Command
- Equipment: Chrome briefcase with hexadecimal lock, Rolex watch, M4A3 Service Pistol, 4 doses of Neversleep
- Signature Item: Lazzo's key ring, no keys
- Stats: 3/3/5/4
- Talent: [Take Control](#)
- Personality: Obedient

The timid company rep chosen for this mundane mission. You're the highest paid person here, but you seem to have the least power over your peers. There's no problem in being the bitch of the crew because little do they know, you stomp out the competition if it gets in your way--just ask Alex Lazzo, the guy who was your competition for your most recent promotion. Dr. Jarvis helped you dissolve Lazzo's body but that came at a steep price. Now you have to assist in Order 161 and you're being blackmailed. You must assist Dr. Jarvis in any scientific work, social engineering, and physical alterations.

Aran, Roxanne

Officer, Logistics Specialist

- Skills: +1 Heavy Machinery, +2 Close Combat, +1 Mobility, +1 Piloting, +2 Ranged Combat, +2 Comtech, +2 Command

- Equipment: M4A3 Service Pistol, Hand radio, M314 motion tracker, SEEGSON P-DAT
- Signature Item: Worn coin, unreadable and unusable
- Stats: 3/3/4/6
- Talent: [Pull Rank](#)
- Personality: Annoyed

You're getting the most shares on this mission, which is the only reason you signed up for this shitshow. You focus more on management and aren't too keen on physical labor or other grunt work. Get in and get out. That's the plan. So don't let anyone go over your head and hold up the process.

NPCs:

Rook

Android, SEEGSON Refurbished, (limiter removed)

- Skills: +2 Heavy Machinery, +3 Close Combat, +1 Mobility, +4 Piloting, +3 Observation, +3 Medical Aid
- Equipment: None
- Signature Item: None
- Stats: 4/6/7/3

Works as the crew's pilot and performs basic duties around the ship including housekeeping, medical examinations, and cargo management. Rook will assist in Order 161, but primarily stays on the crew's ship. (Until Act III, where he will lock the ship shut and venture to B2 without the crew.)

Gavin, Ishmael

Fury 161 Marshall

- Skills: +2 Close Combat, +1 Mobility, +2 Ranged Combat, +3 Manipulation, +2 Command

- Equipment: Armat Model 37A2 12 gauge pump-action, Hi-beam flashlight, Hand radio, Stun baton, 6 doses of Neversleep
- Signature Item: golden cross necklace
- Stats: 4/4/3/2
- Personality: Religious

The marshall in charge of the construction operation on Fury 161. He doesn't take shit from anyone, especially company jerks, and has no qualms with throwing anyone he deems a *degenerate* in the brig. Anything that doesn't line up with his world-view is typically met with harsh rejection and denial. He has orders to assist the crew's scientist, but he's a marshal, not a chemist.

Dogle, Jebediah

Fury 161 First Officer

- Skills: +1 Observation, +1 Comtech, +3 Command
- Equipment: Armat Model 37A2 12 gauge pump-action, M4A3 Service Pistol, Hand radio
- Signature Item: flask of gin
- Stats: 2/4/3/5
- Personality: Beta

Dogle is just a yes-man. He'll do whatever Gavin says, whenever. He does this to compensate for being such a failure at everything he does. And as reluctant as he was to take the contract on this operation, he wishes he would've just stayed on Earth.

Hazpil, Sarah

Fury 161 Roughneck

- Skills: +3 Heavy Machinery, +2 Piloting, +1 Comtech, +3 Survival, +2 Medical Aid, +3 Command
- Equipment: Maintenance jack, SEEGSON P-DAT
- Signature Item: Wedding band
- Stats: 4/3/2/3
- Personality: Bossy

George's wife. Just another grunt trying to finish their contract on some rock at the edge of the universe. She absolutely hates not having what she needs to get the job done and has a short temper for slackers. Underneath all that sassiness she's hiding something that scarred her for life.

Hazpil, George

Fury 161 Roughneck

- Skills: +3 Heavy Machinery, +2 Piloting, +1 Comtech, +3 Survival, +2 Medical Aid, +3 Command
- Equipment: Maintenance jack, SEEGSON P-DAT, Personal medkit, Stun baton
- Signature Item: Wedding band
- Stats: 5/3/2/1
- Personality: Witty

Sara's husband. To him life's like an ice cream sundae; if you don't enjoy it, it'll melt. Even though there's two missing colonists, that's not his problem... yet.

Glenhart, Kennedy (Nickname is "Glenk")

Kid

- Skills: +4 Mobility, +1 Piloting, +3 Observation, +1 Comtech, +3 Survival, +1 Medical Aid
- Equipment: Laser pointer, magnet, Electronic handheld game, Personal locator beacon
- Signature Item: family picture
- Stats: 2/6/5/1
- Talent: [Nimble](#)
- Personality: Stoic

Child of the missing colonists Mr&Mrs Glenhart, Kennedy has been missing as well, although none of the contractors know she was brought on the mission. Kennedy has been in hiding after watching both of her parents be face-hugged. She is privy to the Xenomorph--its strength and terror, but won't talk about it clearly

at first. Instead she will use very vague euphemisms like “boogeyman” and “jabberjaw.” If pressured to elaborate, Kennedy will clam up and a **manipulation** roll is needed to continue talking to her.

Environment: (This info, and a more extensive description can be found in the Alien RPG Player's Manual, pg 254-255)

Outside: Fiori 161 is a planet of flat deserts and dark acidic oceans loaded with dangerous levels of carbon. Temperatures vary greatly as this world has a binary star orbit of star Fiori 16a and b. Over the years, Weyland Yutani mined the planet dry in search of platinum, making “Fury” an empty husk of a planet. The atmosphere is technically breathable, but continuous violent winds that plague the planet warrant bringing a respirator. Temperatures range from -20 C to a balmy 40 C.

Flora & Fauna: The lands are barren and only able to sustain minimal life such as worms, scorpions, and lizards. However the oceans are home to various types of fish and other aquatic creatures, most of which are undocumented.

Inside: Former industrial colony turned prison, now closed. *Hyperdyne Systems* has bought the rights to Fury and wants a detailed report on the condition of the decommissioned facility. Inmates of the past worked in a heavy metals mill wherein quinitricetyline was forged. A musky air fills the facility, caused by the mites that still somehow live off the putrid mess left behind. Needless to say the entire compound could use a solid cleaning.

Landmarks:

- Landing Dock

The landing dock is situated at the edge of the complex, approximately one kilometer from the beach it faces, westward. The landing area is thermal compressed concrete and has a charcoal, ashy look to it as if it hasn't been used in milenia. There are tons of small pieces of paper all over the ground that look like tags of some kind. An observation check will reveal these are radiation test strips. A particularly successful **observation** check will reveal that they were recently used and they show concerningly high levels of rads.

Guard Tower: There are two floors here, the upper floor has an **M41A Scoped Rifle with 5 rounds**. If someone takes the gun, they have to do an immediate **mobility** check; failure means the old rickety floor below them collapses and they break one of their legs.

- Outside

While Fiori 161 has it's nostalgic-like moments where the climate can appear contemporary in nature, the planet is fairly inhospitable to human life. It's hard to breathe near large bodies of water, so a long walk on the beach is not advised.

- Hangar

This hangar never got much use in the way of ship storage, but it has enough room to fit the crew's ship (see **Planetary Approach** event.) There's garbage all over the place. A huge mound blocks the door where the cargo is held and will take **one shift and a heavy machinery check** to clear. Two old ships sit in the back, one appearing to be an old dispatched EEV, military grade. The other is a decommissioned spaceship missing

more parts than it actually has. The crew will be greeted by the Fury contractors here.

- **Maintenance:** A maintenance bay lies in the south end, facing away from the hangar doors. This room is particularly musky and is covered in crusty, dried blood. A dead royal facehugger lies in the middle of the floor; this was the facehugger that impregnated Ripley in *Alien 3*. +1 stress to any PC that sees the dead facehugger. On the wall facing away from the door is a gate leading to the outside.
- **Cargo Area:** This area is dark, mostly empty. An **observation** check reveals a **revolver and 12 rounds** in one of the seemingly empty pallets. One such pallet dock is being reconfigured into a vent for the HVAC system. Through the vent leads to B1.

F1

The crew will find themselves spending most of their time in Act I on F1. A lot of work will need to be done here from the beginning.

- Processing

An empty, flat room with three doors. One going to the hangar, another to the hallway, and the smallest door going to the communications today. The marshall and officer of Fury spend most of their time here and in the communications tower.

- Communications Tower (Comms)

This area looks much better kept than the rest of the complex. There's a stairway leading to the 2nd floor that houses all of the long distance and short wave radio equipment. This building is moderately **clean** when the crew arrives. The crew's weapons confiscated at the beginning of Act I will be locked up in the 2nd floor of this building.

- Hallway

A familiar setting to anyone who has seen *Alien 3*. This is a long, wide hallway that will be musky, mite-ridden and covered in debris from the beginning. From this hallway, access to Medical, Commons, Cell rows 3-5, and the foundry.

- Mess Hall

Only blemished tables remain here, left behind by the previous tenants. The ceiling panels are mostly removed, revealing a system of pipes and wiring above that is enveloped in enough shadow to make it mysterious. Blood is dried on the floor and tables belonging to the previous foreman of Fury 161.

- Medical

Nine beds and one desk is all that remains here. A window points outside over the beach for what would be a beautiful view--unfortunately, it's caked over in some kind of resin. One bed in the far back is lined with biohazard tape and has rad test strips all over the ground. This bed belonged to Lt. First Class Ellen Ripley before her untimely death. An **observation** check here will reveal her name plate and her fire axe.

- Commons

There's a lot of junk here, making navigation slightly difficult (-1) until it's cleared out and cleaned. A dim, cloudy layer of glass lines the ceiling, missing more than half of its glass, allowing the elements in. Two catwalks line the upper level here, stairways to each one in the middle of this room. The other two doors here go to the main hallways in F1 and Cell columns C and D. There is a door on the south catwalk here that goes to the admin wing on F2.

- Cells

The cells that previously housed the YY offenders are now caked in dust and mites. Not much was left behind other than the bunks and a few lousy mattresses too soaked in flea piss to be salvageable.

- Foundry

This used to be an area for metalwork and creating basic machinery. The entire foundry has now been decommissioned--there are no raw materials and the machinery all does not work. **A very difficult (-2) heavy machinery check** here is needed to get any of the foundry equipment to work.

- Machining

An extension of the foundry, this area is where the inmates used to make simple machines and tools to be sold by *Weyland-Yutani*. There isn't much left here anymore. It's one of the most dirty places the crew has seen yet and it smells horrible, like burning bodies covered in feces.

Note: It's very dark here until the lights are fixed and navigation is **very difficult (-2) mobility checks** until the lights are fixed.

B1

The basement is full of fleas, mites, lice, and a feast of all sorts of parasites. This is also where the crew should befriend Kennedy Glenhart. The deeper the crew goes into the basement, they will notice the area is becoming more humid, warm, and resinated.

- Vents

These vents are wide enough to walk through, maybe even run. But the vents are just winding and narrow enough to make full speed running very difficult. The vents are covered in dried blood, resin, and slime from the previous events here.

- Foundry (B1)

This is the lower level of the foundry. This area is full of machinery and processing vats that haven't been used in years. All of the molten metals have hardened, making a layer of rusted metal on the floor and handrails. The PCs are able to see and climb up to F1 in this room.

- Industrial

This was where metalwork was brought to be worked into machines that would be sold by Weyland Yutani. This is a very dark room with lots of generic machinery and parts. Chains and pipes line the ceiling, making it easy for someone or something to hide.

- Storage

This used to be the room where finalized products were put in storage. All of the merchandise was taken when the site was shut down, however and all that remains is a dark, damp room with very little in it. The walls are lined with a Xenomorphic resin and slime. In the back of the room lies the final egg from the incident that shut down the site. This is a **Royal Ovomorph** and will breed it's prospective facehugger. See the "**Now You're Apart of Royalty!**" event for more information.

B2:

- Tunnels:

This is the entrance point for the characters to get from one of the entrances on the map for B1. There are weakly lit lights strung on the ceiling, leading the characters to the actual mine tunnels. Here, there are a few tracks wherein mine carts used to be flying up and down, now there remains one cart, knocked off its tracks, with a **Ovomorph** inside, awaiting a new victim. Once the crew has reached the aforementioned ovomorph, they will notice this is the beginning of the actual mines and the Xenomorphs have decided to make this their new hive.

- Mine:

What once was a bustling mine full of workers trying to complete their contracts for *Weyland-Yutani*, this area is now anything but a mine, unless the goal was to procure mucus, dried resin, and Xenomorph bile. This entire area has been converted to the new hive for the Xenomorph that have been harassing the crew. The area is littered with boulders, hatched eggs, and **at least two more Stage V (Soldier) Xenos** that have the intentions of getting the new queen to hatch and eviscerate anything biological.

- Abandoned Research Lab:

This is the final room the crew will reach. There is a push-button blast door lock on the inside that the crew may hit if they are evading Xenos. This lab is dimly lit with blue neon lights that line the ceiling and floor. Test tubes are arranged on the lab desks and are covered in soot and Xenomorph resin. A computer terminal blinks here, clearly on the fritz. Unfortunately for the crew, Rook is here and he has set up shop doing tests on the Xenomorphs and the matter they are excreting. Also in this room is a dead body of any PC or NPC that is in the process of **Ovomorphing**. Rook is hostile to everyone. The moment Rook sees the crew, he will activate a 10 minute timer on the football, wherever it may be. Rook will not show hostility outright, he will rather wait for the perfect moment to strike. Also, there is a **Stage IV Drone Xenomorph** in the shadows of the ceiling that Rook is harboring out of a twisted form of admiration.

F2:

- Communications Tower:

This is the 2nd floor of the communications room, a tower overlooking the beach. This room is above most of the compound. Out of the windows the PCs can see the rooftop area of F2. A hard **(-1) mobility** roll is needed to jump from the tower to the roof, or vice versa, the roof to the tower.

This room itself is well kept but crowded; most supplies are kept here, including the PCs' confiscated weapons. Locked up in the weapons cage is also an **Incinerator Unit** and an **M41A Pulse Rifle**, both fully loaded. The long distance radio is housed here, but still contains text-only technology from the facility's installation. An easy **(0) comtech** roll is needed to use the radio. There is also a box of **green landing flares** here should the PCs need to flag down a pilot from the landing pad.

- **Rooftop:**

Covered in blackened carbon with bits of diamond dust, the roof is a convenient route for the players to use if need be, but requires several **mobility** rolls to navigate (each one is for jumping from one rooftop to another.) The Xenomorphs do not need to make any mobility checks of any kind to navigate the rooftop as they are expert navigators, capable of running on walls and ceilings.

- **Landing Pad:**

This landing pad is large enough to land any small craft, emergency or military. The pad itself though is very worn, and difficult for any pilot to see, requiring a **(-2) observation** check for the pilot to see it. Any team that the PCs call in for as backup will need to land here, so the players *should* figure out a way to flag down a pilot, if they can.

- **Warden's Office:**

A dusty room full of paperwork piled on several desks that line the room. There's a **M41A Pulse Rifle** with a fully loaded clip underneath the main desk, wrapped in a blanket. It seems like the warden from the previous colony could have done a lot more than he let on. Why, though?

Events:

Order 161

Order 161 is handed down from Hyperdyne Systems to Dr Jarvis, Agent Colton, and Rook. They may recruit people to help them, but it is not likely. The main goal of this operation is to bring back a Xenomorph on the flight path by any means necessary. The easiest way for the PCs to do this is to get someone infected and then put them in cryo to halt the incubation process. Failure to complete Order 161 will result in anyone involved in the exercise, and their family, to disappear without a trace

The Football

Agent Colton has a miniature nuclear bomb in his briefcase. This can be used as a bargaining piece or a threat. Dr. Jarvis is the only one that knows about the “football” and both Agent Colton and Dr. Jarvis’s thumbprints are needed to activate the device.

Xander

Xander is a highly advanced MARTIN model android from the ICSC. He’s working undercover as the crew’s electrician and may reveal himself whenever he pleases. Xander is very strong, fast, and smart, but must fake human stress until he blows cover. Xander is an enemy to Marshall Gavin, Officer Dogle, Dr. Jarvis, Agent Colton, and Rook.

ACT I

The crew of the *USS Requiem* will find themselves waking just hours before their descent to Fiori 161. It’s recommended to have the PCs introduce themselves in a galley-like setting, much like we’ve seen in the *Alien* movies. This will help the players get into character, learn about the other characters, and contemplate their agendas. Lastly, as it’s recommended with the beginning of all cinematics, the crew can start things off by stating “*What’s the story, Mother?*”

Wakey Wakey... (Mandatory)

Cryo sleep has come a long way in terms of technology, but many of the human body's functions cannot be mitigated. As the crew wakes up, they will be in a state of **dehydration** and should seek food and drinks in the galley. Crew members that ignore dehydration will be told by Rook to drink and eat until they do it. This could lead to a comical situation, but Rook will not find this funny and will physically restrain any class clowns and force feed them through a tube, causing **+5 stress** that cannot be removed until **ACT II** and also causing mental trauma to the PC. Rook's just a twitchy android trying to help, right?

What's the Story, Mother?

When one of the PCs says the magic words, read the following to them: "Greetings to the brave crew of the USS Requiem. Hyperdyne Systems appreciates all the hard work you do in the Outer Rim of the galaxy. This job should be simple and straightforward. When you get to Fiori 161, you'll be greeted by the contractors currently on site. Set up shop for a few days and oversee the maintenance on the facility; help out if you have to. Also try to assess the sum cost gain of the site as there was a tremendous amount of damages listed in the reports. Marshall Gavin will be your liaison for this trip, so please communicate any concerns to him. And as always, thank you for helping Hyperdyne move us into tomorrow."

Communications Array

Officer Dogle will attempt to hail the ship on their approach. The equipment on Fury is ancient though, so the crew will need to do a **hard (-2) comtech** roll to communicate with him. If the crew succeeds, use this as a chance to introduce the officer and marshall they're about to work with. Dogle is supposed to be awkward and weak and Gavin is religious and rude, so feel free to really rub it in the crew's face so they don't like the duo right from the beginning. All crew members get **+1 stress**.

Planetary Approach (Mandatory)

It's recommended for Rook to be the pilot for this section. He has +4 in piloting. Remember though, as an android, he cannot push any rolls. Have all of the crew go to the ship's deck for this part.

The first step in approach: The ship has to be piloted through the planet's atmosphere and dense clouds. This step is fairly easy **(0)** to do, but if the roll is missed, the ship's hull will suffer a small breach and will need repairs taking at least 10 days. Also, if the roll fails, the PCs all get **+1 stress**.

The second step: The ship has to be landed on the small landing area. This is a slightly harder maneuver **(-1)** and a failed roll will cause the ship to get cosmetically damaged and give all of the crew **+1 stress**.

Last step: The ship has to be parked in the hangar. Cluttered junk all over the hangar and George Hazpil slacking off will make this an annoying maneuver **(-2)** and will cause small dents on the ship as it hits the walls and trash. This failed roll would also give the crew **+1 stress**.

Order 161 (Mandatory)

By the time the crew arrives to Fury, only Dr. Jarvis and Agent Colton should be aware of Order 161 and doing everything in their power to accomplish it without being caught. This can be communicated by agenda cards or any creative means.

You Won't Be Needing This

When the crew meets the Fury 161 Marshall and Officer on site, they will demand to confiscate any weapons the crew has upon entry. The crew can challenge this and risk physical alteration with two men with shotguns and a major advantage (like lockable prison doors and more people.) If the crew backs down after challenging, they get no

punishment. If they push again or take out their weapons to fight, the crew will be “arrested” and locked up in the “brig” made from former inmates’ cells. The lockup can last 1-5 days. All confiscated weapons are stored in the communications tower.

Out of Gas (Mandatory)

That’s strange. The ship should’ve had enough fuel to make the trip and come back with gas to spare. The crew can get a free refill from the hard workers at Fury 161, but it will take **seven days** to complete filling a tank that big.

Cleanliness is Next to Godliness

This place is a mess. It smells like dried sweat and blood, and there are mites everywhere. Officer Dogle will ask the crew to work on cleaning the site, top to bottom. This would take one day of work. If the crew doesn’t clean the site, they will incur the following impairments:

- **+1 stress** to the crew per shift
- All of the crew gets head lice and has to shave their heads or **lose 1 health per day** due to blood loss.
- Any **biohazardous material unaccounted for** could spread or be stirred up

Making Connections

Several tasks must be done before any real progress can be documented and reported back to Hyperdyne. The contractors will ask for help in getting several tasks done as they’ve been short on labor lately. Doing this will make life easier on Fury and ultimately help the crew survive this mission, but it is not required.

- 1. Install an A.P.O.L.L.O. mainframe** - This site has no mainframe set up and, in conjunction: no security system (ie., cameras, sensors, door locks), no intercoms, minimal lighting, no air scrubber integration. The crew can

install an APOLLO mainframe, however it will take **one day of work and a hard (-1) comtech check.**

2. **Clear out the mess in the Hangar** - The hangar and the associated rooms have a lot of junk left in them from the previous tenants. Being prisoners, they didn't have much use for a hangar so they used it as scrap storage. Clearing this mess will help the crew's departure and help them uncover some useful equipment (do not tell them this directly.) Moving all the debris will take **one day of work and an easy (0) heavy machinery check.**
3. **Repair the HVAC system** - Getting rid of this stale, musky air requires getting the HVAC and air cleaners running. After APOLLO is set up, the fans can be repaired in B1. This will take **one day of work and hard (-1) heavy machinery check.** Be sure to check the **Containment Breach** condition check below.
4. **Fix the lights in B1** - B1 has little to no lighting because of the stripped state of the facility. Fixing the lights requires electrical work on the entire station and will take **two days of work and both requiring consecutive easy (0) comtech successes.** Getting the lights on helps visibility in B1 and should lead the crew to finding **Kennedy** in the event **We've Got a Live One.**

Containment Breach (Condition check)

The Xenomorph that was on this site years ago expelled a notable amount of resin and skin as it grew. Over a long enough period of time, any matter regurgitated by xenomorphic life can break down into the black mold pods (seen in *Alien: Covenant*) creating the gaseous AOX Agent that is volatile to biological life. If the crew has not done one day's worth of cleaning, the fans being turned on will stir up the black mold into the poorly filtered AC. It's enough agent to **infect 1 PC** that can eventually become a Stage 4 Anathema or "Bodyburster."

Note: If a PC does become infected and APOLLO is installed, the system will recommend a quarantine because of foreign tissue detected. All exits outside of the site will

then shut tightly as a precaution. It's probably just debris from the previous Xenomorph that needs to be cleaned up.

Note: Further details on Anathema and its progression can be found in the *Destroyer of Worlds* cinematic. If this is not available, use the framework from Neomorphic progression found in the Alien RPG Player's Manual pg 293-296.

Smells Like Bullshit (Mandatory)

Mr. and Mrs. Glenhart have been missing for over 24 hours after being sent to the basement to work on the HVAC system. The crew and a frightened Mr. and Mrs. Hazpil will join the crew as they search for the missing contractors. It's recommended to run the **They're Gone! They're All Gone!** event from here, but it's not required.

We've Got a Live One

When the PCs are in B1, have them do a **very hard (-2) observation check** every 3-5 turns, **(-1)** if they have the **lights restored**. If they succeed, they will find **Kennedy Glenhart** hiding in the shadows, terrified for her life. A successful command check here will convince her to join the crew. If the command check fails however, she runs off into the shadows. It takes a **hard (-1) manipulation check** to get any critical information from her in ACT I.

Note: The contractors already on Fury have no knowledge of Mr. and Mrs. Glenhart bringing a child with them and will be very skeptical of Kennedy's presence.

They're Gone! They're All Gone! (Recommended)

This event is recommended to recreate a classic scene from the movie *Aliens*. Marshall Gavin and Officer Dogle will suggest that the staff split up in groups of 2 or 3 while searching for clues on the missing contractors and APOLLO's erratic behavior. If the crew pushes back on this, have Dogle use *Pull Rank* in an attempt to force the event.

The Fury 161 marshall and officer should sit in the communications tower with one or two of the PCs and monitor the different groups by radio. In the physical game

setup, split the groups a few feet from each other so it's hard for them to communicate. At this point, continue the game and run the next events **The Ultimate Life...forms?** and **Now You're Royalty!** (Also send at least one PC to the **darkened storage room** in **B1**.) Obviously, this will boil over and essentially force the PCs at the communications tower to take things into their own hands. From here, encourage the home base PC(s) to take the two **Armat Model 37A2 12 gauge pump-action** shotguns and any of their old weaponry to undertake the challenge. The marshall and the officer should be panicking until they realize their guns are gone. The PCs should (hopefully) be able to ward off the Xenomorphs attacking, perhaps wounding or even killing one.

The Ultimate Life...forms? (Mandatory)

Somewhere in the depths of the dank, unexplored parts of the facility are **two Stage 4 Drone Xenomorphs**. These are the birthed Xenos from Mr. and Mrs. Glenhart. These two will show themselves at the climax of Act I and will specifically be seeking Mr. and Mrs. Hazpil to either feast or hive assimilate. The Xenomorphs will also kill anything they deem a threat without scrutiny. This being said, running this event with **They're Gone!** **They're All Gone!** will heighten the cinematic experience. When you're ready to run this event, the two Xenos will ambush whichever party has the Hazpils and lay waste only to either be warded off with firepower or they find suitable specimens to cocoon and snatch them into the shadows.

Note: Use the Xenomorph attack list from the Alien RPG Players Manual by Free League, pg 308-309.

Now You're Royalty!

Deep at the bottom of B1 in the darkest corner in storage lies the beginning of a nightmare. The dark storage room is slimy and covered in resin as if a team of chainsmokers had been spitting on it for weeks.

Anyone walking in here must make an immediate **very hard (-2) manipulation** check against a **Royal Ovomorph** housing its perspective facehugger. Failure to save against this means the PC moves toward the egg. Suddenly, the egg starts to gyrate as if to stir from the inside. The petals atop slide open in a three-flapped formation...

What comes next is the GM's choice:

- The PC can take on the royal chestburster and ultimately succumb to its violation. This is a good route for the **They're Gone! They're All Gone!** event. This also allows the PCs to retrieve the character easily.
- The character blacks out. The smothering was so intense they never stood a chance. This is a route to go down if you want to have this character cocooned by the two Drones.

ACT II

Something is clearly being orchestrated by the men behind the curtain and the crew should find themselves divided by agenda, interest and faction. By this time, it's likely someone has been facehugged and there have been a few casualties. Marshall Gavin and Officer Dogle will be extremely distrusting of the PCs after the Xenomorph encounter and will demand any weaponry back. This act will test the crew's allegiance to each other and desire to stay alive.

Condition checks:

- ❖ If the crew took all of their weapons in the last scene and both shotguns there will be no conflict as the PCs have the guns, and therefore, the final say in all matters.
- ❖ If the crew left at least one shotgun in the Communications Tower, the Gavin and Dogle are now hostile, both armed with **Armat Model 37A2 12 gauge pump-action** shotguns.

Their goal is to take everyone alive into custody until help can arrive. They will not stand down.

- ❖ If Xander has been found out by now, all NPCs and PCs will distrust him, if not be outright hostile--especially Jarvis and Marshall Gavin.
- ❖ The two Xenomorphs (if still alive) will mature to Stage V Soldiers at the beginning of Act II.

Oh, No You Don't (Mandatory)

Depending on how Act I went, Marshall Gavin and Officer Dogle may seek to reclaim their weapons from earlier. This will result in some type of standoff between the PCs and the remaining NPCs. Gavin isn't ethical in the slightest and will hold Glenk hostage.

Call For Help

It's likely that the crew will want to call in help and each party has a different team that they can call in:

Marshall Gavin & Officer Dogle -> **USCMC** (7 days to arrive)

PCs -> **Hyperdyne** (8 days to arrive)

Xander -> **ICSC** (5 days to arrive)

Gavin and Dogle will want to call in the USCMC to arrest everyone and kill anything alien in nature; the marines will take seven days to arrive.

The PCs can call into Hyperdyne for help, but Hyperdyne will take eight days to send an R&D team that wants Xenomorphs and won't help the PCs' survivability. Xander can report this back to the ICSC, they will only take five days to arrive, but they will only send a nuclear warship to nuke the site from orbit as it's the only way to be sure.

Note: If any of these factions' ships spot each other, they will not approach the site as any conflict could be considered a declaration of war. So whichever team gets there first will have full control of the situation.

The Specimen

By now, someone has stumbled upon the **Royal Ovomorph** in B1 and succumbed to it. If this character has been recovered by the crew, there will be several people interested in their well being:

Marshall Gavin: Seeing something so otherworldly, he will be mesmerized with the person who is infected. He will relentlessly ask them questions and increase stress as he does this.

Dr. Jarvis: Wants this person in cryo immediately to “find a cure.”

Xander: Will kill this person at first chance.

The infected person will start Act II in the medical area. You may choose if they still have the facehugger on them or not. The Royal Facehugger **does not die after the first impregnation** and will try to impregnate one more person to create a standard Xenomorph that will birth much faster than the queen embryo.

Deadly Standoff

Xenomorphs are far smarter than we give them credit for. If PvP (NPC vs. PC or PC vs. PC) starts, the Xenos from Act I (that have matured to **Stage V**) will wait for the most vulnerable moment to strike. It's recommended to run this event in tandem with the two events that follow this one, if the conditions are met.

They Mostly Come Out at Night. Mostly. (Mandatory)

Fury 161 may have a binary star system, but night-time is still an issue as the Xenomorphs prefer to hunt at night. For the climax of Act II, have both suns set. At this point, motion trackers should be going off, rumbling can be heard in the vents, and the PCs can barely see anything without a flashlight. This event will put everyone on edge while already in a situation where they can't trust the person right next to them. The Xenos aren't ready to attack, but they're smart enough to do some psy-ops.

Marshall Law Overflow (Mandatory if condition is met)

If the PCs are in control of the weapons for the latter half of Act II, Marshall Gavin and Officer Dogle will try to regain control of the situation. At their most opportune moment, have the two remaining contractors try to take back the weapons physically. Once they get them back, they will try to take one of the PCs hostage until they get whatever they want.

Where Are They Coming From? (Mandatory)

Once nightfall hits, the tone of this cinematic will change to a more survival-horror type game. PCs should be on edge, and ready for combat at any time. They may wish to hide in their ship until help arrives, but Rook has locked the ship and is nowhere to be found. Once the team is ready, they should head to where the Royal Facehugger was first found. When they return, they will find an acid burnt hole in the ground where the ovomorph used to be. This is the way to B2, and it's where the Xenomorphs are creating their new hive. Once the PCs jump down, they will be in the mines that the prison complex was built on. Eventually one of the characters will find a mine-cart off of its tracks. Inside of the cart, is an ovomorph, ready to release a **facehugger**. Seeing the ovomorph before it activates takes a **very hard (-2) observation** check. Regardless of what happens with the ovomorph, this will activate all Xenos and end Act II.

ACT III

The crew is now in the heart of the beast and **MUST** take action in order to survive. By now, numbers are dwindling and Xenos are closing in. The PCs will need to work together regardless of allegiance or they will undoubtedly become a part of the hive like the rest. By the beginning of Act III, the USS Requiem is completely locked down and the crew cannot get in. Rook is nowhere to be found. The PCs will quickly learn that waiting around in the dark means certain death. At this point in the story, the PCs

may think they should get off the planet right now, however they can; unfortunately Rook has locked the ship and has retreated to the Xenomorph hive located in B2. The crew must locate Rook in order to open their ship.

Got 'em

By now, it's likely the crew has discovered the **ovomorph** in the derailed mine cart. If a character succumbs to this, a Xenomorph (**Stage V Soldier**) will try to snatch up the body for cocooning. This can be done through a major confrontation similar to *Alien*, or a quick snatch a la *Alien 3*. Anyone that sees the grab-up or notices the missing person will suffer **+2 stress and a panic roll**.

The Royal Ceremony

If any of the characters has the Queen Xenomorph embryo in their chest, it would be best to have that hatch while in the hive or nearing the hive. Should the grand ceremony commence, Xenomorph(s) will do anything and everything in their power to protect the new queen.

Glenhart Family Reunion (Mandatory if conditions are met)

On the walls of the hive are anyone that has been snatched by the Xenos for cocooning. This includes the bodies of Mr&Mrs Glenhart. If Glenk is with the crew when they reach the hive, she will notice her mother and father affixed to the resinous walls. At this point she will cry uncontrollably and draw attention to the crew's location. This also causes **+1 stress** to everyone nearby. Motion trackers will start beeping uncontrollably.

Hut Hut, Hike!

Tensions are mounting and it's likely Dr. Jarvis and/or Agent Colton will want to use the football nuke as a bargaining piece. You can tell this to the PCs in private, hand them a card, or pilot an NPC to instigate the

confrontation. This can be very helpful in manipulating the other characters, especially if they haven't found out about Order 161.

They're Herding Us (Mandatory)

At some point while the crew is nearing the hive, they should notice one very important thing they didn't notice at first: the Xenomorphs are herding you to exactly where they want the crew. This can be said to the crew outright (out of character,) or an NPC with the crew will announce it. **+1 stress** to all characters. If a character announces this, they also make a panic roll.

Let's ROCK!

Once the crew makes it to the hive, it's time to rock 'n roll! Any and all Xenomorph will now attack the crew in a glorious battle. The crew will need to rely on tactics and general strategy to kill the Xenos. This is also where characters may reveal or change factions in order to complete their agenda.

Lab Expo (Mandatory)

In the crew's search for Rook, they will find him in a room in the far-back portion of the mines, in an abandoned laboratory. Once the Crew has begun discussion with Rook, it's likely they should have a mild exposition dump (from Rook or whomever.) If Rook, the following is recommended:

“Oh hello, I'm glad you could join me here. They're such beautiful, perfect creatures, no?” Rook grins at the crew in a wide eyed, dead smile, void of any emotion. “To ensure Order 161 is complete, I had to take things into my own hands. I've been gathering information on these creatures since we arrived and I must say... They're far superior to any living or mechanical being in the known universe.” A **Stage IV Drone Xenomorph** jumps down from the ceiling and curls up next to Rook in a way that mimics the idea of

affection. Rook runs his pasty white, mechanical hand on the Xenos's abdomen while humming... affectionately? "Well, I've activated the football. It's time for us to go."

We Gotta Go!

If the crew must subdue Rook, they may sever his head from the body to open the ship's doors. The nuclear football has been activated now. Any remaining Xenos or enemies will now throw themselves at the crew to stop them. If anyone has an unresolved agenda, now's the time to take charge. The crew must get inside the ship with Rook's credentials/head with a **comtech** check, **pilot** the ship out of the hangar, and **pilot** the ship out of the area and off the planet. If the crew makes it, they will see a blinding white flash from all around, then rumbling and thrashing from all directions... then... silence.

Signing Off...

Once the crew has got to safety and no threats exist anymore, the cinematic has come to an end. At this point, the players may reflect on the game and their actions throughout. If any characters remain, it is customary to have them give a sign-off message before they get into cryosleep. When ready, have one of the remaining crew read the following:

"Exiting Fiori 161. This is (name and rank), last survivor(s) of the USS Requiem. Only _ of us survived. The colony was infested with xenomorphic life and things quickly turned catastrophic. Our android for the ship, Rook, became "deviated" and nuked the site while trying to bring one back home with us. Somehow, (I was/we were) able to escape in one piece. If anyone hears this, we are traveling in the Outer Rim, headed to the Main System, and hopefully someone will find us drifting. This is (name and rank), last survivor of the USS Requiem, signing off."

Acknowledgements

Jordan Chasteen, Ben Eargle, and Andrew Jurcyk - Thank you for helping me test this cinematic with a real crew. Your feedback and feedback is present in the scenario's final version. I'm sorry if your in-character and out-of-character stress levels got too high.

Free League - This has very quickly become my favorite tabletop game, and it's not just because *Alien* is my favorite movie franchise. I was filled with the same wonder as when I first saw the movie *Alien* as a young lad as when I first got the official Player's Manual for the Alien RPG.

Titan Books - I love how the *Alien* canon is constantly being expanded by the talented writers being published through Titan Books. These books are mesmerizing, inspiring, and I highly recommend them ALL if you like the franchise.

20st Century Fox - Thanks for publishing these classic movies that I will continue to enjoy for years to come. I was a little disappointed in the "Assembly Cut" though.

Update History

6/10/21 - V1.0: Document has been proofread four times and peer-reviewed. *Fury Of the Queen* is now ready to distribute.

6/10/21 - V0.9: All formatting and polishing complete. Maps have been attached to the document. Proofreading is complete. Rough draft finished and now moving into final draft.

6/9/21 - V0.10: All acts, locations, maps, and story arcs complete. Changed the names of the Company Agent and the Medic.

Game was tested with myself and three PCs. In the end, the team just barely made it.

- Xander lost his cover early. He also killed the Marshall quickly out of frustration--good, the Marshall is effective in being a roadblock.
- The Agent did an excellent job hiding his agenda until the very end, and almost screwed over the entire crew and completed Order 161... Unfortunately for him, the last Xenomorph took him down with itself.
- The Medic did very little throughout the sessions; perhaps the Medic should get some type of perk while on drugs? (**+3 dice may be thrown on any roll**, if the character is on the experimental X-Stem.)

The next update will include a **polishing** of the entire document, **proofreading**, and **acknowledgements**, and the rough draft will then be finished.

6/8/21 - V0.02: Acts I&II complete, all characters written, and all locations annotated. This cinematic has tested positively so far. Act III is nearly complete. Next update will finish Act III and Signing Off.

Maps







