

# Savage Worlds: Alien vs. Predator

By James Houlahan

## Predator

The Predator, or Yautja, is a member of a society of aliens whose culture is based around the hunting of creatures across the galaxy. To these creatures, a measure of one's value and status in society is his hunting prowess and the collection of trophies he has accumulated over his lifetime. These aliens use their considerable natural ability combined with a high-tech hunting system to stalk their prey on a multitude of different worlds. These aliens originate from an unknown world, and have made no attempts to communicate with humans or any other known sentient aliens. Their practices and technologies have been documented where available, but Predators are extremely rare, and guard their secrets closely.

**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d12+1, Vigor d12

**Skills:** Acrobatics d8, Fighting d12, Guts d12, Hunting Systems d12, Notice d12, Swimming d10, Shooting d10, Stealth d10, Tracking d12

**Pace:** 8; **Parry:** 8; **Toughness:** 8(12)

**Gear:** Body Armor(+4), Spear, Speargun, Hunting System

### Special Abilities

- **Fear:** The Predator is a frightening creature to behold.
- **The Hunter's Code:** The Predator culture revolves around the honorable hunting of powerful and dangerous opponents, often at nearly insurmountable odds. The Predator's code forbids attacking non-combatants(although disarmed quarry is another story) and prey carrying young. However, collecting the skulls of their prey as trophies is a matter of honor for the Yautja, and they will go to great lengths to recover them.
- **Mimic:** The Predator's Hunting system enables it to mimic sounds that it has sampled and use them to lure prey, much like a duck call. The sound produced is nearly identical to the original, and requires a Smarts check at -2 to discern that it is fabricated. If the listener has specific knowledge of the sound, such as a good friend's voice, the -2 penalty is negated.
- **Hunting System:** The Predator's sophisticated hunting system includes many features which aid in the hunt. The Hunting System grants the Predator the following powers and abilities, with a power supply of 50 power points that recharges as if it had the Rapid Recharge edge. The Hunting Systems Skill is used for all the Predator's powers.

**-Helmet:** Armor (6) The Predator's helmet array, in addition to being a breathing apparatus, allows the Yautja to see in nearly any spectrum of light, granting the Low-Light Vision and Infravision abilities. The helmet can be knocked off on a called shot to the head[-4], which negates all the vision enhancements and gives the Predator a -2 to hit with its Bolt and Blast powers, as the helmet





houses the weapon targeting systems. In addition, Predators have trouble breathing in a regular Human atmosphere, and suffer a -1 penalty to all actions for each hour of exposure, cumulatively.

**-Wristblades:** The Predator's standard weapon is a wicked retractable forked blade on one wrist, made of an incredibly light and sharp alien alloy. (Str+3) Some cunning Yautja have adopted the practice of using their targeting lasers to super-heat their Wristblades, granting them the ability to use the Smite power on that weapon only.

**-Plasmacaster(Shoulder Cannon), Disc, and Wrist Launchers:**

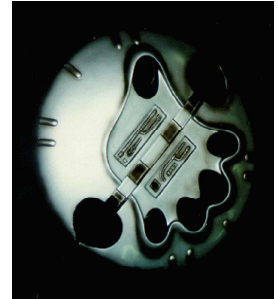
These weapon systems grant the Predator the Bolt and Blast powers. A single bolt can take the form of a low powered shot from the Plasmacaster, or a shot from the Wrist Launchers, while a bolt hitting multiple targets represents the guided razor-sharp disc that the Predator employs. The blast power will always be a high powered shot from the Plasmacaster.

**-Netgun:** This weapon shoots a wire net that ensnares its victims, granting the Predator the Stun power. As it is not difficult to cut oneself free, any victim using a cutting tool receives +2 to his Vigor checks to escape.

**-Camouflage:** The Predator's hi-tech light bending camouflage renders it nearly invisible, granting it the Invisibility power. Any contact with water will short out the device, however.

**-Medicomp:** The Predator's gear includes a medical system that has supplies for nearly any injury the alien might sustain during the hunt, granting it the Heal power. As some of the processes are lengthy, the Predator suffers a -2 on its Hunting Systems check if it is rushed or in combat. As most medicomps include a respirator of some sort, a Predator may use the Heal power to negate a -1 penalty from asphyxiation instead of healing a wound if it chooses.

**-Doomsday Device:** When cornered or defeated, the Yautja code dictates that the hunter must sacrifice its life in order to kill its enemy and keep its secrets from falling into the hands of other beings. When the predator reaches -4 wounds, it will begin the four-turn countdown sequence before the device detonates, causing enough damage to kill any creatures within 25", and models within 50" take 2D10 blast damage.



### Predator Armory:

Type	Range	Damage	ROF	Weight	Shots	Notes
Speargun	24/48/96	2D8	1	3	12	AP 4
Type	Damage	Weight	Notes			
Spear	Str	2	Reach 1, AP 2, Parry +2, Requires 2 hands			



## Aliens

While the word Xenomorph is simply a synonym for Alien, it has been the term most commonly linked to the large, predatory aliens discovered by the commercial vessel *Nostramo* on LV426 in the year 2122. Incidents involving these aliens have been very limited, and often occur in the outer fringes of the network where they are easy to cover up. Therefore, they are not common knowledge to most people in the American, Chinese, or Anglo-Japanese colonies. Rumors of them circulate amongst different USCMC Units, as well as other branches of the military, although it isn't unheard of for stories of them to surface in frontier colonies either.

### Alien Drone

The Alien Drone is the most common variety of the creature, and makes up the bulk of the hive population. Gestated from humans, these creatures are roughly humanoid with long, barbed tails and elongated heads. They have unprecedented climbing and stealth ability.

**Attributes:** Agility d12, Smarts d8(A), Spirit d12, Strength d8, Vigor d10

**Skills:** Fighting d12, Climbing d12, Notice d8, Swim d10, Stealth d10

**Pace:** 10; **Parry:** 8; **Toughness:** 7

#### Special Abilities

- **Claws:** Str+3
- **Fear -1:** Xenomorphs are terrifying and sinister creatures to behold.
- **Fearless:** Evolved for the sole purpose of killing, the Xenomorph is completely immune to fear and intimidation.
- **Wall Walker:** The Xenomorph's climbing adaptations are astounding, enabling it to move effortlessly up sheer surfaces and across ceilings.
- **Fast:** Xenomorphs are inhumanly fast, and therefore gain the benefits of the Level-Headed edge.
- **Senses:** It is unknown how the Xenomorph senses and locates its prey, but it is a highly evolved perception without the use of eyes that enables it to operate in the dark. Theories include the sensing of pheromones and bioelectricity. In game terms, this counts as infravision.
- **Acid Blood:** In a wicked defensive adaptation, the Xenomorph's body contains a concentrated acid for blood. It is theorized that these aliens are fluorine-based creatures, and use their blood for food digestion. Whenever a Xenomorph suffers a wound, any models within 2" suffer 2D8 damage from the resulting acid splash. Treat this as fire damage.
- **Secondary Jaw:** The Xenomorph's physiology houses a secondary set of jaws inside the mouth that can be used to deliver a powerful thrusting attack to the head of the Alien's victim. In combat, the Xenomorph may choose to grapple a model. If successful, it may make a Str+6, AP 4 called shot to the head(-4) on its next turn, if the victim has not broken free.

## Facehugger

The Facehugger is the first stage in the Xenomorph life cycle. The spider-like creature emerges from the eggs laid by the Hive Queen, and search for suitable hosts. Usually, these are in plentiful supply, as the eggs are triggered by the presence of life forms. Smaller and thinner-skinned than their larger Xenomorph cousins, the face hugger relies on the threat of killing the captive host as a deterrent to attack until it completes laying the embryo and dies.

**Attributes:** Agility d10, Smarts d6(A), Spirit d12, Strength d6, Vigor d10

**Skills:** Fighting d8, Climbing d12, Notice d8, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 5

### Special Abilities

- **Fearless:** Evolved for the sole purpose of impregnating hosts, the Facehugger is completely immune to fear and intimidation.
- **Wall Walker:** The Facehugger shares the climbing talents of its brethren, enabling it to move effortlessly up sheer surfaces and across ceilings.
- **Fast:** Facehuggers are inhumanly fast, and therefore gain the benefits of the Level-Headed edge.
- **Senses:** It is unknown how the Xenomorph senses and locates its prey, but it is a highly evolved perception without the use of eyes that enables it to operate in the dark. Theories include the sensing of pheromones and bioelectricity. In game terms, this counts as infravision.
- **Acid Blood:** In a wicked defensive adaptation, the Xenomorph's body contains a concentrated acid for blood. It is theorized that these aliens are fluorine-based creatures, and use their blood for food digestion. Whenever a Xenomorph suffers a wound, any models within 1" suffer 2D8 damage from the resulting acid splash. Treat this as fire damage.
- **Face Hug:** The Facehugger's main attack is to leap at its victim's head in an attempt to latch itself to the target's face and place its embryo. If the face hugger succeeds in a grapple attack against its target, it has latched on, and the victim has become sedated by the toxins released by the Facehugger. Note that helmets offer no protection, as the Facehugger can secrete enough acid to burn through them.

## Predalien

The Predalien, or Predator Alien, is the result of a Yautja that is impregnated with a Xenomorph embryo. The result is a terrifying combination of the brutal strength and cunning of the Predator and the wicked evolutionary adaptations and efficiency as a ruthless killer bestowed by its Xenomorph lineage. These creatures are renowned for their tenacity and ability to withstand punishment.

**Attributes:** Agility d12, Smarts d8(A), Spirit d12, Strength d12+2, Vigor d12+1

**Skills:** Fighting d12, Climbing d12, Notice d8, Swim d10, Stealth d10

**Pace:** 8; **Parry:** 8; **Toughness:** 8(12)



### Special Abilities

- **Claws:** Str+3
- **Fear -2:** Predaliens are terrifying and sinister creatures to behold.
- **Fearless:** Evolved for the sole purpose of killing, the Predalien is completely immune to fear and intimidation.
- **Armor +4:** The Predalien's thick carapace exoskeleton provides excellent protection from attacks.
- **Wall Walker:** The Xenomorph's climbing adaptations are astounding, enabling it to move effortlessly up sheer surfaces and across ceilings.
- **Fast:** Xenomorphs are inhumanly fast, and therefore gain the benefits of the Level-Headed edge.
- **Senses:** It is unknown how the Xenomorph senses and locates its prey, but it is a highly evolved perception without the use of eyes that enables it to operate in the dark. Theories include the sensing of pheromones and bioelectricity. In game terms, this counts as infravision.
- **Acid Blood:** In a wicked defensive adaptation, the Xenomorph's body contains a concentrated acid for blood. It is theorized that these aliens are fluorine-based creatures, and use their blood for food digestion. Whenever a Xenomorph suffers a wound, any models within 2" suffer 2D8 damage from the resulting acid splash. Treat this as fire damage.
- **Secondary Jaw:** The Xenomorph's physiology houses a secondary set of jaws inside the mouth that can be used to deliver a powerful thrusting attack to the head of the Alien's victim. In combat, the Xenomorph may choose to grapple a model. If successful, it may make a Str+6, AP 4 called shot to the head(-4) on its next turn, if the victim has not broken free.

### Praetorian

The Praetorian is a special type of drone that has evolved to act as a 'Royal Guard' of sorts for the Hive Queen. The Praetorian is larger, stronger, and tougher than regular drones. These advantages do have a cost, however, as these creatures are not nearly as nimble as their smaller cousins.

**Attributes:** Agility d8, Smarts d8(A), Spirit d12, Strength d12+4, Vigor d12+2

**Skills:** Fighting d12, Climbing d12, Notice d10, Swim d10

**Pace:** 8; **Parry:** 8; **Toughness:** 9(14)

### Special Abilities

- **Claws:** Str+3
- **Fear -2:** Praetorians are terrifying and sinister creatures to behold.
- **Fearless:** Evolved for the sole purpose of killing, the Praetorian is completely immune to fear and intimidation.
- **Armor +5:** The Praetorian's carapace is second in protection only to that of the Hive Queen. In addition, the Praetorian's head has evolved a bony plate similar to that of a triceratops which protects it from all but the most powerful attacks. When attacked from its front facing, the Praetorian counts as having **Heavy Armor**.
- **Senses:** It is unknown how the Praetorian senses and locates its prey, but it is a highly evolved perception without the use of eyes that enables it to operate in the dark. Theories include the sensing of pheromones and bioelectricity. In game terms, this counts as infravision.
- **Acid Blood:** In a wicked defensive adaptation, the Xenomorph body contains a

concentrated acid for blood. It is theorized that these aliens are fluorine-based creatures, and use their blood for food digestion. Whenever a Xenomorph suffers a wound, any models within 2" suffer 2D8 damage from the resulting acid splash. Treat this as fire damage.

- **Secondary Jaw:** The Xenomorph's physiology houses a secondary set of jaws inside the mouth that can be used to deliver a powerful thrusting attack to the head of the Alien's victim. In combat, the Xenomorph may choose to grapple a model. If successful, it may make a Str+6, AP 4 called shot to the head(-4) on its next turn, if the victim has not broken free.



## Alien Hive Queen

The Alien Queen is the largest of all types of Xenomorph, and is the only type that, regardless of the host, the basic shape is the same. Multi-limbed and gigantic, the Alien Queen is the creature that lays eggs so that more Facehuggers may impregnate victims and propagate the species. Always found at the heart of a Xenomorph hive, the Queen is usually in the hatchery guarded by a host of Praetorians.

**Attributes:** Agility d8, Smarts d12(A), Spirit d12, Strength d12+6, Vigor d12+3

**Skills:** Fighting d12, Climbing d12, Notice d8, Swim d10, Stealth d8

**Pace:** 10; **Parry:** 8; **Toughness:** 18(23)

### Special Abilities

- **Claws:** Str+3
- **Fear -3:** The Hive Queen is a horrific opponent to behold, and inspires even the toughest marine to wet his fatigues.
- **Fearless:** Evolved for the sole purpose of killing, the Hive Queen is completely immune to fear and intimidation.
- **Fast:** The Hive Queen is inhumanly fast, and therefore gains the benefits of the Level-Headed edge.
- **Size +5:** The Hive Queen is an enormous creature, roughly 15' tall and 20' long.
- **Armor +5:** The Hive Queen is protected by an extremely hard carapace exoskeleton, making it extremely difficult to damage. This counts as **Heavy Armor**.
- **Empathic Link:** The Hive Queen has a mental link to the rest of her hive, and therefore can command them in battle with the benefit of the following edges: Command, Natural Leader, and Fervor.
- **Senses:** It is unknown how the Xenomorph senses and locates its prey, but it is a highly evolved perception without the use of eyes that enables it to operate in the dark. Theories include the sensing of pheromones and bioelectricity. In game terms, this counts as infravision.
- **Acid Blood:** In a wicked defensive adaptation, the Xenomorph's body contains a concentrated acid for blood. It is theorized that these aliens are fluorine-based creatures, and use their blood for food digestion. Whenever the Hive Queen suffers a wound, any models within 2" suffer 2D8 damage from the resulting acid splash. Treat this as fire damage.
- **Secondary Jaw:** The Hive Queen's physiology houses a secondary set of jaws inside the mouth that can be used to deliver a powerful thrusting attack to the head of

the Alien's victim. In combat, the Xenomorph may choose to grapple a model. If successful, it may make a Str+6, AP 4 called shot to the head[-4] on its next turn, if the victim has not broken free.

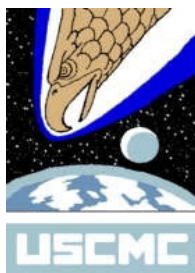
- **Multiple Limbs:** The Hive Queen has two large arms and two smaller ones, and may attack twice with her claws each turn with no penalty.
- **Tail:** The Hive Queen's tail is tipped with a wicked barbed blade which she can use effectively in combat. The tail can be used to attack targets with the following profile:

Type	Damage	Notes
Barbed Tail	Str+4	Reach 1, AP 2

In addition, if the tail hits and causes 2 or more wounds, the victim has been Impaled, and counts as being grappled. If the victim breaks free, he takes an immediate hit from the tail again as the barbs tear at his body. Note that a victim cannot be Impaled again while breaking free.

- **Rend:** If the Hive Queen successfully grapples a roughly human-sized opponent, it may make a special Rend attack in subsequent turns if the target fails to break free. The Hive Queen attempts to tear its victim apart with its many arms, and must make an opposed Strength check vs. the victim's Vigor plus any modifiers to its Toughness. If the Queen wins, the target is ripped limb from limb.

*Example: Pfc. Biggs finds himself in the clutches of a Hive Queen, and she attempts to Rend him. She rolls her d12+6, scoring a 10, while he rolls his d8 Vigor, +5 for his Combat Armor, scoring an 11. Biggs survives until next turn, when he hopes to go before the Queen so he can attempt to wrestle free.*



## The United States Colonial Marine Corps

The USCMC is the United States' elite force, distinct from the regular US Army, designated to maintain a constant state of readiness, regardless of the US readiness for war. The Corps is designed for one thing: the rapid projection of US power across space. Prepared to operate in land, sea, air, and space environments, the Corps takes advantage of its constant readiness and space deployment capability.

*"The technical challenge for recruits is intense. In the modern Corps we fly starships and aerospace shuttles and carry space-age doohickeys into battle. We need men and women who instinctively understand how these things work, who can learn how to fix them in the field without the aid of the manual, while crouching in a muddy foxhole being pounded by shellfire. Some of the new boots flunk because of the physical or moral requirements, like they can't rappel off a tower or they suffer from SAS (Space Adaptation Sickness); but most of those who fail to hack it are simply not technically minded enough."*

*-Captain Karen Marquis, Parris Island, SC*



### United States Colonial Marine Corps Professional Edges:

#### Grunt

**Requirements:** Novice, Spirit d6, Fighting d4, Guts d6, Healing d4, Shooting d4, Repair d4

The Rifleman, or "Grunt," is the standard soldier of the USCMC who forms the bulk of a USCMC Platoon. Typical ranks range from Private First-Class, Private, and Lance Corporal, to Corporal. The Rifleman is never without his Pulse Rifle, but is seldom issued special equipment, although Lance Corporals and Corporals are commonly equipped with motion trackers and paired off with Machine-gunners. Grunts have seen the worst a battlefield has to offer, and often get the least desirable, most dangerous assignments, and therefore gain a +2 on all Guts checks.

#### Medic

**Requirements:** Novice, Smarts d6, Fighting d4, Guts d4, Healing d6, Shooting d4, Repair d4

The Medic is a grunt who has shown through his training or service to have a special aptitude for first-aid, although some Medics are chosen at random because



there is a high demand. Medics go through a specialist course in boot teaching advanced first-aid techniques rudimentary medicine and surgery. Because of their value and abilities in the field, most marines are very protective of their Medic, and it is the single type of marine that has the lowest casualty rate. A typical Medic's rank is Private First-Class or Private. Aside from extra medical equipment, Medics are equipped in the same manner as Grunts. Due to their medical aptitude and training, medics receive a +2 bonus to Heal checks. In addition, their experience in the field combined with medical knowledge enables them to make educated guesses about related subjects (Medicine, Surgery, Xenobiology, etc.) as if they had 1D4 in the skill, as opposed to the regular unskilled 1D4-2.



### **Machine-Gunner**

**Requirements:** Novice, Agility d6, Fighting d4, Guts d4, Healing d4, Shooting d6, Repair d4

Machine-Gunners are a special breed of Marine, die-hard individuals who relish the awesome firepower of the M56 Smartgun. With all the quirks among different Smartguns, some Machine-gunners spend years in search of the "perfect" gun, and are extremely protective if they find it. Some marines think Machine-gunners are a spooky, gun-lovin' bunch, but in the field everybody wants to be paired off with one in a gun team. A typical Machine-gunner's rank is Private First-Class or Private. Machine-gunners take their jobs and training extremely seriously, and receive a +2 bonus when using M38 and M56 Machineguns. If the Machine-gunner spends a few hours familiarizing himself with a different machinegun, he may use his bonus with other weapons as well.

### **Specialist**

**Requirements:** Novice, Smarts d6, Fighting d4, Guts d4, Healing d4, Shooting d4, Repair d6

The Specialist marine is specially trained in the use of all heavy equipment used by the USCMC, as well as computer and electronic systems. The Specialist is entrusted with the repair and maintenance of the platoon's equipment, and is usually assigned to technical roles, such as bypassing locked doors, deploying Sentry Guns, or scanning computer systems. The Specialist is often issued several special pieces of gear, most commonly the Datapad Hacking Tool, Hand Welder, and Motion Tracker. Typically a Private First-Class or Private, the Specialist receives a +2 to any repair rolls, and may make an educated guess on any tech-related subject as if he had 1D4 in the skill, instead of the regular unskilled 1D4-2.

## Sarge

**Requirements:** Novice, Spirit d6, Smarts d6, Fighting d4, Guts d4, Healing d4, Intimidate d6, Shooting d4, Repair d4, Command

The Sergeant, usually called "the Sarge," is the operational commander of a USCMC platoon. While the Lieutenant technically commands the situation from the command post, it is the Sarge who is in the trenches with his troops, and it is he that they look to for leadership and direction. The Sarge is always a tough individual who has worked his way up from the bottom, unlike most officers above his rank, and is respected by his men for it. Due to the respect, loyalty, and fear he inspires in his men, the Sarge may move around any or all of the initiative cards dealt just as with the Command edge, but he may also move the cards of fellow Wild Cards.

## Pilot

**Requirements:** Novice, Agility d6, Fighting d4, Healing d4, Piloting d6, Shooting d4, Repair d4

Members of the USCMC Aerospace Wing are highly trained officers, and, unlike most other marines, they are often drawn from amongst the pilots of the regular Navy and the USASF Aerospace Academy at Gateway Station in addition to the USCMC Flight School. This can sometimes lead to mistrust of new pilots, but when in the air, everyone is the pilot's best friend. Tasked with missions ranging from recon, infantry support, to search and destroy, the USCMC pilots have to be extremely talented and knowledgeable of aerospace-infantry integrated operations. Typically a Lieutenant, the pilot's training and experience in the air gives him a +2 bonus to all Piloting checks,

## United States Colonial Marine Corps Armory

Weapons						
Type	Range	Damage	ROF	Weight	Shots	Notes
<b>Armat M41A Pulse Rifle</b>						
10mm Rounds	24/48/96	2D8	3	4.9kg	100	AP 2
Underslung M40 30mm GL	24/48/96				4	
M38 High Explosive Armor Piercing		4D8	1	-	AP 10; Medium Burst	
M51A Bounding Frag		3D6	1	-	Small Burst; Bouncing Betty	
M108 Canister(Buckshot)	10/20/30	1-3D6	1	-	Use Shotgun Rules	
M230 Baton		-	1	-	-	Stun
M60 White Phosphorous Incendiary		2D10	1	-	Ignores Armor; Large Burst	
M72A Starshell						
<b>M240 Incinerator Rifle</b>	Flame Template	2D10	1	2.7kg	30	Ignores Armor
<b>M42A Scope Rifle</b>						
M252 10mm HEAP	50/100/200	2D8	1	-	-	AP 5
M250 10mm x 28	30/60/120	2D10	1	-	-	-
<b>M4A3 Pistol(9mm)</b>	12/24/48	2D6-1	1	0.95kg	12	-
<b>VP70 Pistol(.22)</b>	10/20/40	2D6-2	1	0.83kg	14	-
<b>Combat Knife</b>	-	Str+1	1	1.0kg	-	-
<b>M56 Smart Gun(10mm)</b>	50/100/150	2D10	4	17.82kg	500	AP 2; +3 to Hit
<b>M38 Machinegun(10mm)</b>	50/100/200	2D10	3	24.68kg	300	AP2; Snapfire Penalty
<b>M5 RPG Launcher(60mm)</b>	24/48/96	4D10	1	4.5kg	1	AP 25; Small Burst
<b>M78 Phased Plasma Infantry Gun</b>	25/50/75	5D10	1	15.2kg	30	AP 50; Fires once every 2 rounds.
<b>M83A2 SADAR</b>	50/100/150	5D10	1	3.1kg	1	AP 40; 1 shot only
<b>UA 571-C Sentry Gun</b>	50/100/150	2D10	3	19.6kg	500	AP 2; See Notes

Armor				
Type	Armor Value	Weight	Notes	
M3 Combat Armor	+5	12kg	Covers Entire Body Except Head	
M10 Ballistic Helmet	+7	2kg	Covers Head	

## USCMC Equipment & Weapons Briefing



### Armat M41A Pulse Rifle

The Armat Pulse Rifle is the workhorse of the USCMC, and has seen service on more worlds than any other production weapon. It is also used by many paramilitary forces throughout the Anglo-Japanese arm and beyond, such as colonial police forces and militias, and is common in corporate armies. The weapon fires the standard caseless 10mm x 24 round, and has a ammunition payload of 100 rounds. It also features a built-in underslung M40 30mm Grenade Launcher. The M40 has a four round integral magazine, and is capable of firing several different types of grenade rounds:

- **M38 High Explosive Armor Piercing:** This is the standard general purpose 30mm grenade, perfectly suited for anti-personnel and light anti-armor roles.
- **M51A Bounding Frag:** This is an exclusively anti-personnel weapon, which launches a “bouncing betty” style explosive device to trigger on contact and rain shrapnel down on the target.
- **M108 Canister:** Also referred to as “buckshot,” the M108 fires a shotgun-like hail of flachettes or steel shot in a conical path for use in close quarters.
- **M230 Baton:** The Baton round is a non-lethal round used for crowd suppression and capture missions.
- **M60 White Phosphorous Incendiary:** The M60 is an incendiary round that is incredibly effective over a large area, and is commonly used in anti-personnel and vegetation clearing roles.
- **M72A Starshell:** The Starshell round is fired into the air, where the flare bursts and a parachute deploys, illuminating a 200 foot area for approximately 10 rounds.



### M240 Flamethrower

Also affectionately referred to by marines as the "Incinerator Rifle," the M240 is easily one of the most potent weapons in the USCMC arsenal. Unlike most flamethrowers, the Incinerator is a single, self-contained unit that is capable of sustained fire or bursts, and features a variable angle nozzle. Some marines shun the weapon, as Japanese snipers have taken to the practice of targeting the ammo tanks, which can send a squad up in flames. If a model wishes to do so, it is a called shot(Small Target, -4). If the shot does 6 points of damage or more, the weapon explodes. Place a large burst template on the trooper carrying the Incinerator, every model under the template is treated as being hit by the flamethrower.

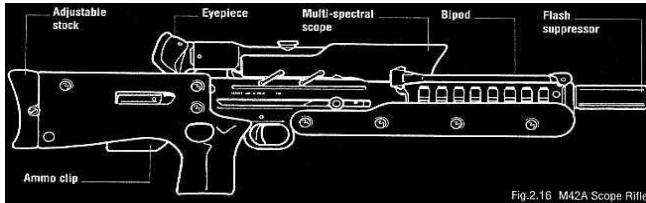
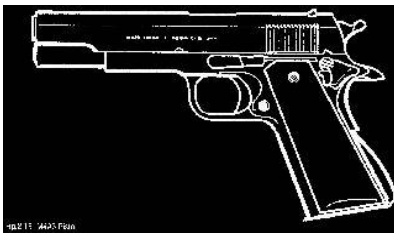


Fig.2.16 M42A Scope Rifle

### M43A Scope Rifle

The M43A is the standard sniping weapon of the USCMC. The telescopic sight is capable of infrared(infravision) and low-light vision modes, and is multi-chambered to fit either the M242 10mm x 24 High Explosive Armor Piercing(HEAP) round, or the longer M250 10mm x 28 Smartgun round, giving the sniper flexibility depending on his target. The semi-automatic M43A rifle can also be fitted with a barrel-mounted suppressor, which gives the weapon -1 to hit, but shooting does not reveal the sniper's position.



### M4A3 Pistol

This pistol is the standard against which all modern sidearms are weighed. The 9mm pistol has been in the US military for generations, and has been perfected in the M4A3, using the latest light weight materials.



## VP70 Pistol

The VP70 is a lightweight alternative to the M4A3 that many marines often turn to, and has been made popular by rumors of a gun-slinging marine wielding dual VP70's in a bug hunt after depleting his Pulse Rifle's payload.



## M56 Smartgun

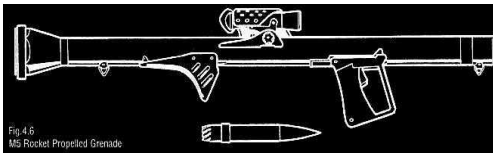
The M56 is the latest in infantry support technology, utilizing an infrared targeting visor, computer-assisted targeting, and a robotic gyro-stabilization unit to make the weapon incredibly accurate and easy to direct. Some users claim that each Smartgun has its own quirks, or personality, and that a good M56 is difficult to find. With the technological advantages comes the difficulty to maintain, and many marines complain about the weapon's reliability in the field. Early versions are notorious for always jamming on the first shot unless the round is manually chambered. Other common complaints include gyro-mount freezing, IR target tracking problems, and computer targeting malfunctions. Any time a hero equipped with a smartgun draws a deuce for initiative, the weapon has malfunctioned and the user must make a Repair check in subsequent turns to fix it. In addition, due to the bulk of the weapon harness, a Marine wishing to drop the M56 must spend a full action to do so.

*"I don't like the M56; damn thing's awkward and uncomfortable and unreliable as hell. I remember in the early days, before they'd worked out the kinks, we did an exercise on Aurore, out in the Desert past the Dannenbergs. In the dust and heat the swing arm bearings on nearly all the guns seized up after a day. The particulate dust and the heat shimmer obscured the IR detector, as I knew it would, and at dawn and dusk the reflection of the suns off the salt layers made the tracking almost impossible to use. The mechanism attracted sand and jams were common. It was a bitch to clean, too. By the end of the exercise, we'd broken the old M38's out of their lockers. Damn good gun the '38. You could take a dump in the mechanism, bury it in the sand, dig it out three months on, tap out the crud and it would still fire the first time!"*

*-Gunnery Sergeant Ron Huffey; Recruit Weapons Instructor*

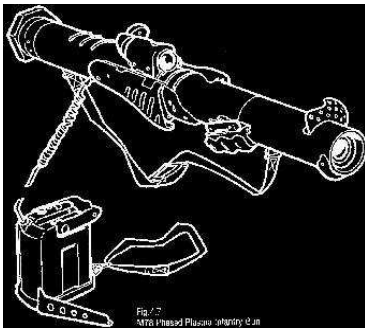
## M38 Machinegun

The standard squad support weapon of the USCMC for the bulk of its existence before being replaced by the M56 Smartgun, the M38 Machinegun is a single-parallel weapon based on the antiquated SAWs of the early 20<sup>th</sup> century. It fires the same caseless 10mm x 28 rounds used by the M56, but has a lower cyclic rate and muzzle velocity. However, the weapon is renowned for its reliability, and performs admirably even on the harshest of worlds. If a hero ever botches while firing the M38, he may disregard the result.



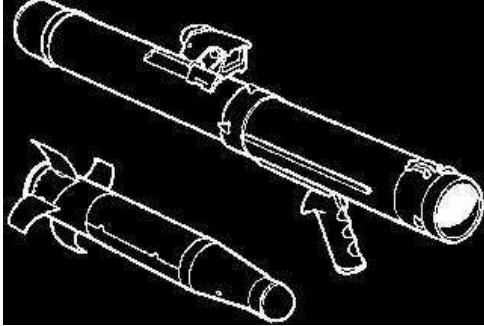
## M5 Rocket Propelled Grenade Launcher

The M5 is the standard anti-armor weapon used by the USCMC. It is a reloadable tube-style launcher which fires 60mm armor-piercing grenades.



## M78 Phased Plasma Infantry Gun(PIG)

The PIG was designed as a man-portable heavy anti-armor laser cannon. While it has succeeded in this role, the weapon does leave some things to be desired. The unit, consisting of a battery pack and the cannon itself, weighs in at a hefty 15.2kg, making it a difficult weapon to maneuver with any amount of care, something called upon as many of the parts in the M78 are fragile and prone to breakage. The reported effective range of the PIG is 2000 meters, although this listing is under "ideal conditions," a situation rarely seen in real combat. In actuality, the PIG is a fairly short-ranged weapon, and the visible trail of ionized molecules it leaves in the air makes it a somewhat unpopular weapon with survival-minded marines. In addition, the battery pack cycles at what the average grunt might describe as a leisurely pace, which results in an extremely slow rate of fire. Despite its many drawbacks, however, the raw power of the M78 cannot be denied, and it is fully capable of punching holes through the flank armor of a heavy tank.



### **M83A2 SADAR**

The SADAR, or **S**houlder-launched **A**ctive-homing **D**isposable **A**nti-tank **R**ocket, is a light weight, collapsible single-shot anti-armor rocket. Unlike the M5 RPG, the SADAR is guided by an infrared that locks on thermal signatures of targets. The M83A2 can also be fired directly without the guidance systems, and is suitable for light and medium anti-armor tasks. If an aim action is taken, the firer may double the aiming bonus on his shot.



### **UA 571-C Remote Sentry Weapons System**

The Sentry Gun is a man-portable unit designed to establish defensive perimeters in the field. Extremely useful to marine units with limited manpower, the UA 571-C is a remote robotic machinegun that fires 10mm x 28 HEAP rounds. The targeting unit scans in Infrared, and will fire on any target not sending out a positive Friend or Foe signal. The weapon has a payload of 500 rounds, and consists of the weapon itself, the tripod, and the battery pack. The status of the units can be tracked via a console readout. The unit can be set to track an area from 60 to 360 degrees. Most commanders will deploy them with overlapping arcs of fire to increase sensor saturation. The Sentry gun can detect targets in its front 60 degree firing arc with a notice skill of d10. This roll is at -2 for each 60 degrees, or part thereof, after the first that it is set to traverse. If the field of fire overlaps with that of another Sentry Gun, they both receive a +2 to the roll, up to a +4 bonus (3 overlapping firing arcs). The sentry gun fires with Shooting d10.

**Special thanks to Brent Wolke, Matt Houlahan, and Randy Mosiondz for their excellent feedback and advice, and my gaming group, the Ork Chop Express, for being the first guinea pigs to be put under the knife.**

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