XENOFORCE™

THE ROLE-PLAYING GAME

STANDARD EVAC.

PREPARE FOR IMMEDIATE LIFT-OFF.

LOOKS LIKE YOU'RE GONNA BE STAYIN' WITH US, JIM.

AT LEAST UNTIL WE CAN FIND YOU A SAFEHOUSE.

CENTRAL COMMAND WANTS A MISSION UPDATE.

INFORM CENTRAL COMMAND THAT OUR MISSION WAS ONLY PARTLY SUCCESSFUL--

--THE BOY'S PARENTS DIDN'T MAKE IT.

ANGUS--YOU KNOW THIS IS A NON-SMOKING FACILITY.

YEAH. I KNOW.
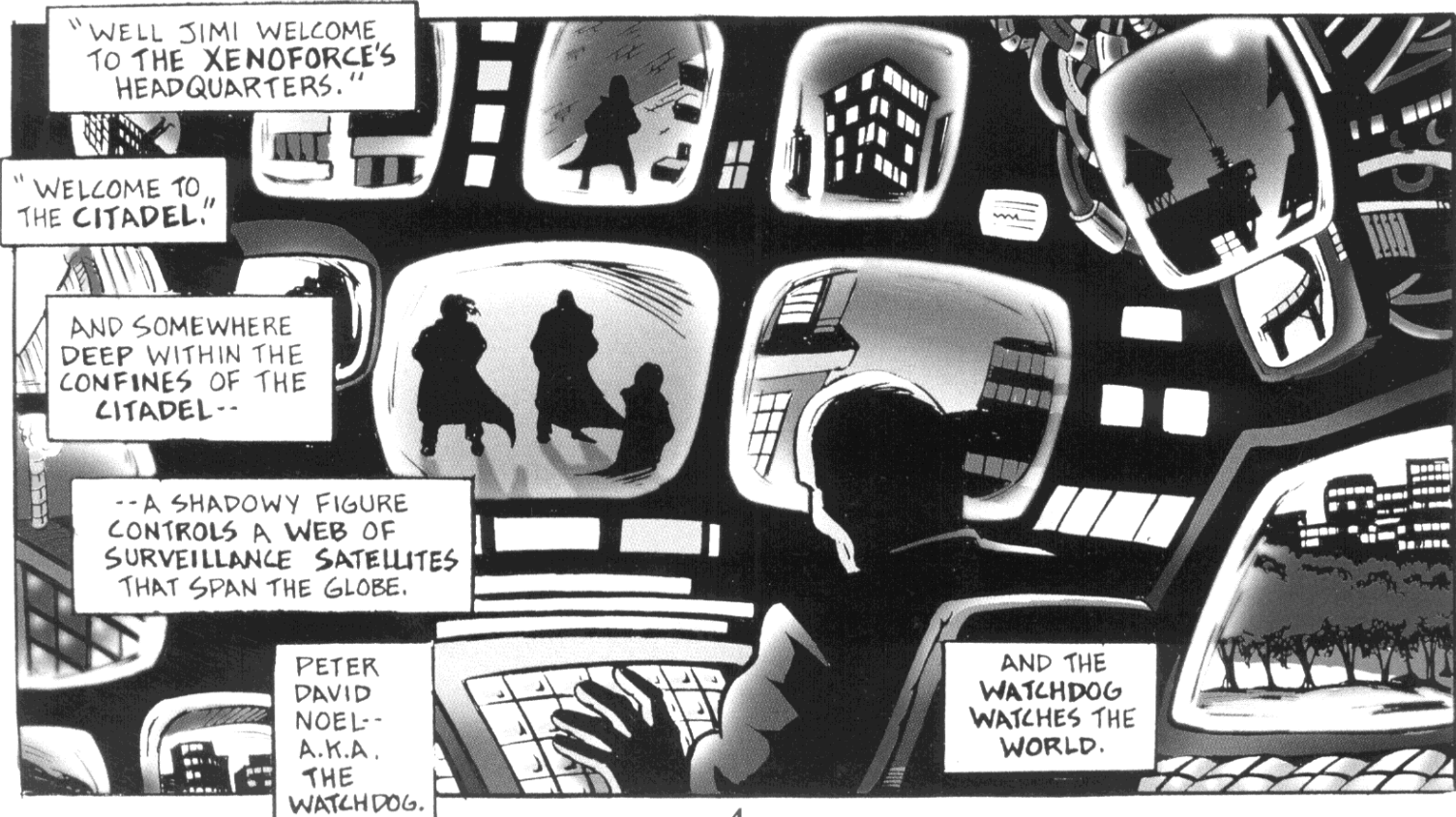
XENOFORCE

"WELL JIMI WELCOME TO THE XENOFORCE'S HEADQUARTERS."

"WELCOME TO THE CITADEL."

AND SOMEWHERE DEEP WITHIN THE CONFINES OF THE CITADEL--

--A SHADOWY FIGURE CONTROLS A WEB OF SURVEILLANCE SATELLITES THAT SPAN THE GLOBE.

PETER DAVID NOEL-- A.K.A. THE WATCHDOG.

AND THE WATCHDOG WATCHES THE WORLD.

4

SIR, CAN YOU TELL ME-- WHO WERE THOSE GUYS--

--AND WHY'D THEY KILL MY MOM AN' DAD?

"THOSE GUYS" CRASHLANDED HERE ON EARTH ABOUT FORTY YEARS AGO.

ONE OF THEIR SCOUT SHIPS CAME DOWN IN NEW MEXICO.
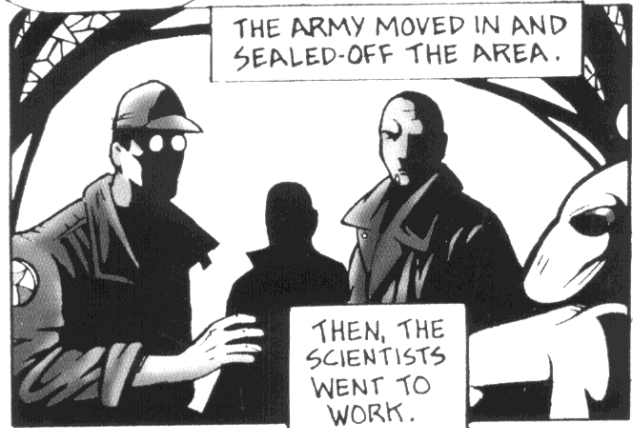
THE ARMY MOVED IN AND SEALED-OFF THE AREA.

THEN, THE SCIENTISTS WENT TO WORK.

FOR MONTHS THEY POURED OVER THE EVIDENCE.

THEY MANAGED TO DECIPHER THE ALIENS' FLIGHT LOG AND MISSION ORDERS.
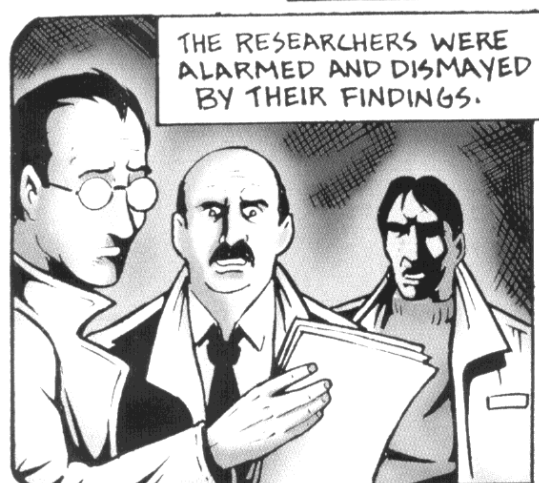
THE RESEARCHERS WERE ALARMED AND DISMAYED BY THEIR FINDINGS.
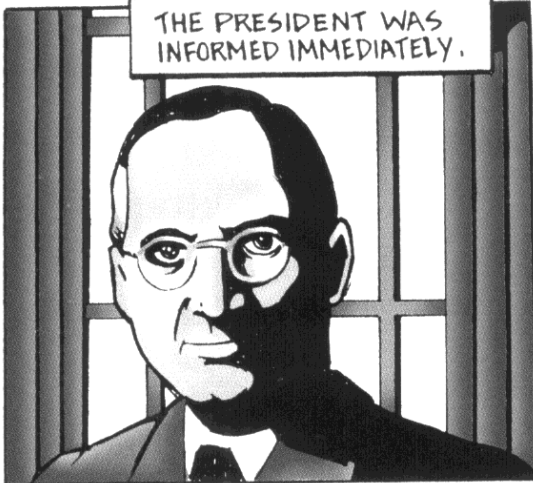
THE PRESIDENT WAS INFORMED IMMEDIATELY.
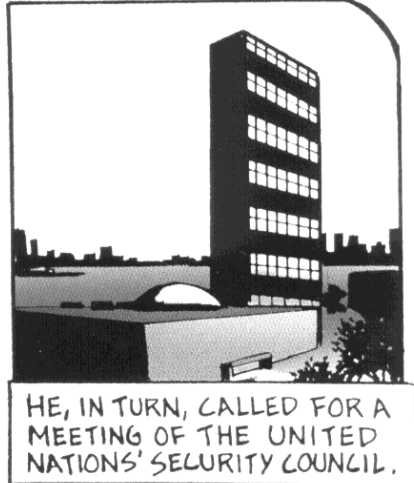
HE, IN TURN, CALLED FOR A MEETING OF THE UNITED NATIONS' SECURITY COUNCIL.
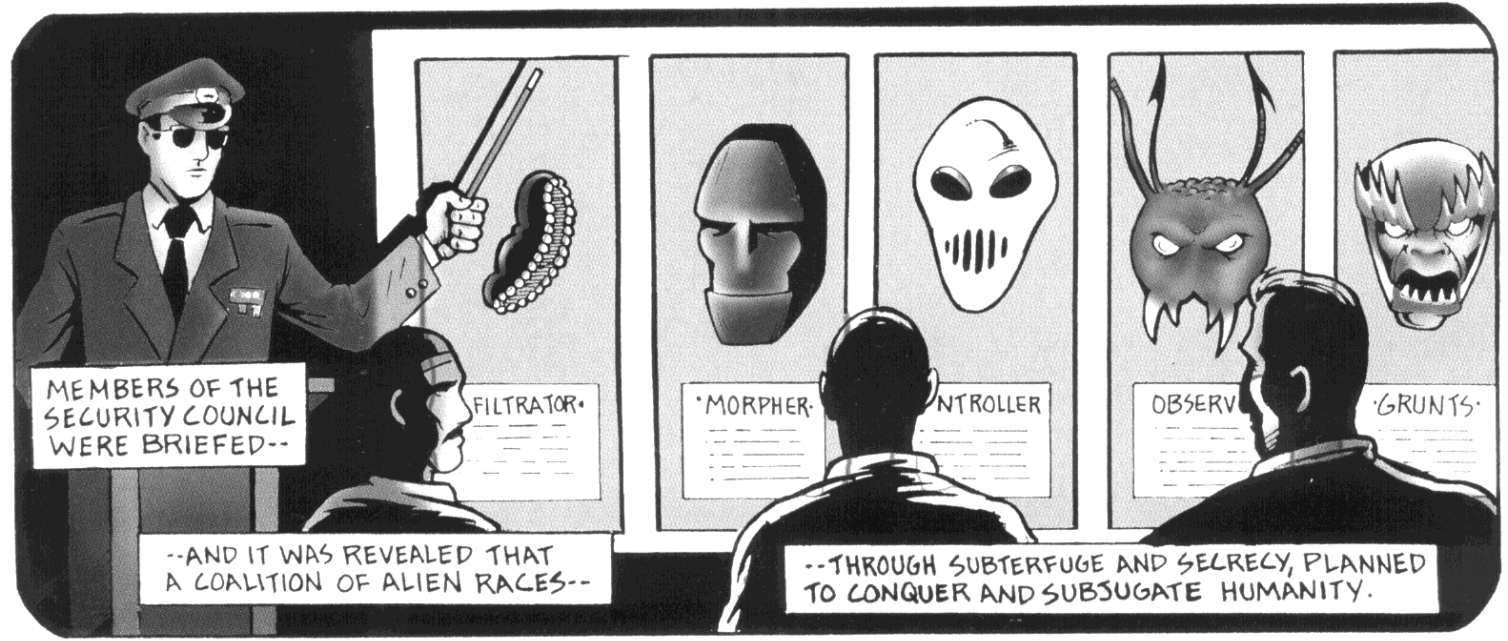
MEMBERS OF THE SECURITY COUNCIL WERE BRIEFED--

--AND IT WAS REVEALED THAT A COALITION OF ALIEN RACES--

·FILTRATOR·

·MORPHER·

·NTROLLER·

·OBSERV·

·GRUNTS·

--THROUGH SUBTERFUGE AND SECRECY, PLANNED TO CONQUER AND SUBJUGATE HUMANITY.

5
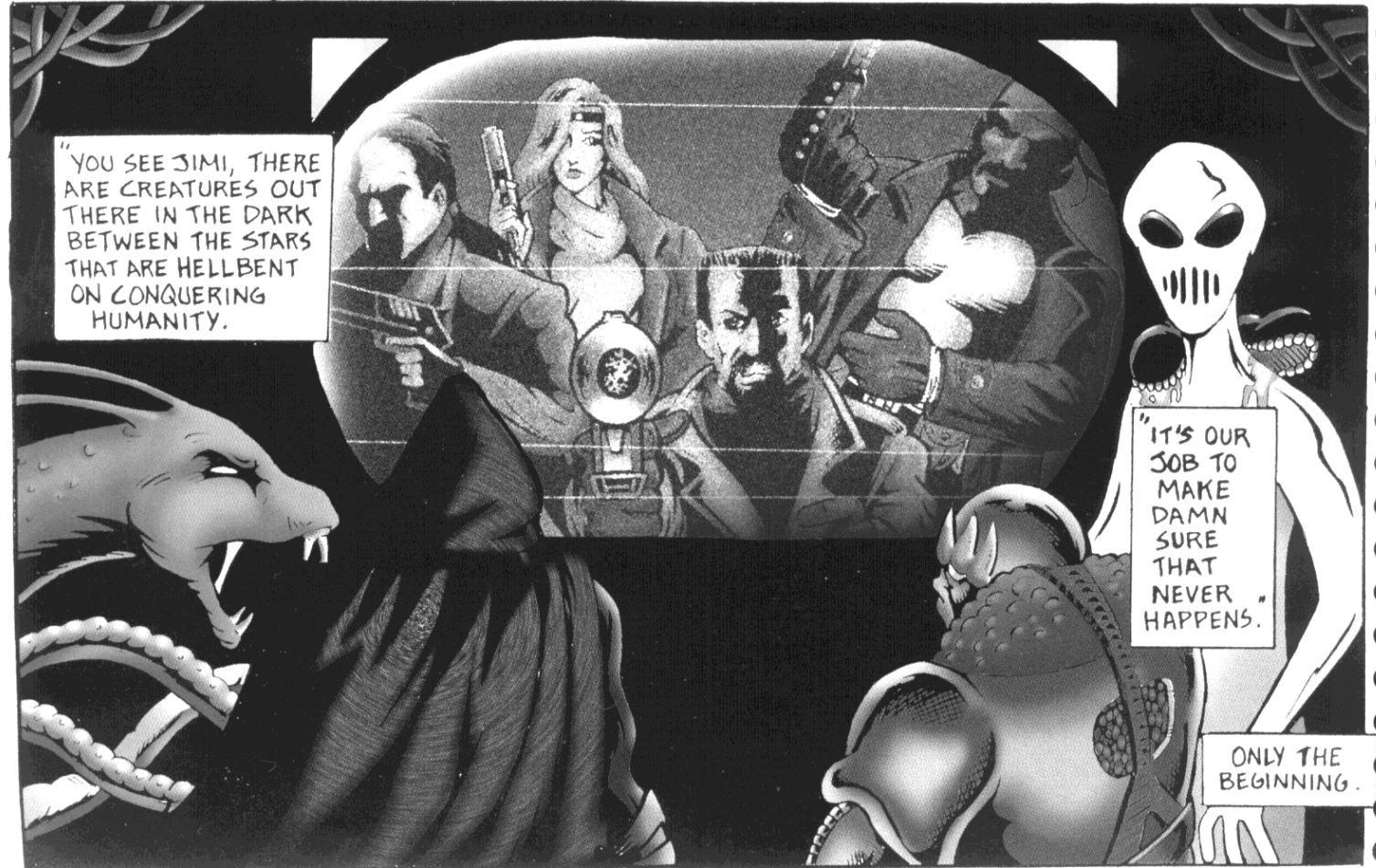
XENOFORCE

THE ROLE PLAYING GAME

by

Simon Parkinson

DEDICATION

Without a doubt this project would never have been completed without the assistance and support of many talented people. However, the lion's share of any credit must go to my wife. Throughout the creation of this project her support and confidence in me never wavered, even though mine sometimes did.

I therefore dedicate the *Xenoforce* RPG in its entirety to my wife of 14+ years, Gisele Parkinson. Thanks Babe...!

ACKNOWLEDGMENTS

The wrap around cover, mini-comic introduction, and alien caricatures were designed by Peter Murphy of Charlottetown, PEI, with color added by Jason Silver of Halifax, Nova Scotia. The remainder of the interior black and white artwork was created by John Garnier Sr. of Greenwood, Nova Scotia.

I would like to thank the following for either volunteering to play-test/review the original version of *Xenoforce*, or for influencing the project's development in an indirect way. They appear in no specific order:

Robert Elvin	Orchestral Maneuvers in the Dark
Mark Crouse	Pink Floyd
Bobie Wosowich	E. Gary Gygax
Sun Tzu	Bob Duchesneau
Ed Hawkes	Peter Gillet (Original *Xenoforce* GM)
Sean Taylor	Rob Kazakoff (Original *Xenoforce* GM)
Tammy Kazakoff	Rick Strong
John Garnier Jr. (Original *Xenoforce* GM)	Charlie Wilkins
Shane Welin	Kurtis LaRocque
Dan Geivais	

... and finally, "The Boys". The best gaming group ever assembled. Where I cut my teeth as a rank amateur and discovered just how good RPGs could be with the right folk. Where scores of empires were explored, many monsters slain, maidens rescued, lost items of great power recovered, and evils of every type were banished every Monday night. If only we could have kept a small portion of the treasures we took over the years...

Darrell Rozee	Rick Strong
Sean Taylor	John Piercy
Mike Saucier	Judy Saucier
Rob McMullen	David Sharp
Bob Penwarden	Jim Billard
Scott Van Ember	Simon Fauxall
Willard Lawrence Sr.	Dennis Murphy

FOREWORD

Xenoforce is the result of my 20+ years of experience in designing, playing, and running multi-player interactive games of all types. I have always found other game systems either too inflexible, or too complex for the average player. While challenge is a good thing, I have always looked down on the game systems that require 12-18 rule books at $20+ a piece to play them. This does not count the additional supplements, rule extensions, and revisions that the player is forced to buy or be left behind. *Xenoforce* assumes that the player and GM are semi-intelligent people with good imaginations. They don't require deep histories or multiple volumes of rules to enjoy themselves. This is why the core of the *Xenoforce* RPG is kept relatively small. However, to paraphrase Karl Von Clausewitz, no game system survives contact with the players. It is fully expected that additions/changes/modifications will be made to the *Xenoforce* guidelines as soon as we begin receiving feedback from the masses. We will also be issuing our own game supplements as the *Xenoforce* world grows. We will try to keep these changes to a minimum, and wherever possible, totally backwards compatible. Any new guidelines added after this point will have to be logical and necessary. In any event, the players, and especially the GM, are given the opportunity to use their imaginations to enjoy themselves. Whether you deal with GM generated games, tournaments, or store bought *Xenoforce* Adventure Modules, the aim of the game is to have fun.

What you will read from this point on are guidelines for playing *Xenoforce* games. They are not hard and fast rules, simply a template for the players and Gamemaster to build their adventures upon. A GM should feel free to modify anything within to suit his/her own style of play. The only rule is that you should try to have fun with this game system. However, when changes/modifications are made by the GM, he/she should ensure all players know what they are before play starts. Waiting until a critical moment during play to inform everyone of a change is bound to cause upset and confusion.

Having said that, *Xenoforce* has been set up with a particular balance. If you do modify anything, realize that there probably will be repercussions down the road. The principle of Yin-Yang applies. If you take from one side, then the opposing side must have a similar amount removed to keep the balance. If you make weaponry dirt cheap, then don't be surprised if your group equips itself with state of the art items that blow the opposition away with little effort. This means little challenge for the players in the long run. Try the game system at the stated values before trying changes. If you don't know how it is supposed to be, how can you compare?

All units of measurement in *Xenoforce* for weight, distance, etc. are stated in metric terms: kilometers, kilograms, meters, metric tons, etc. This makes the conversion of the ability scores very easy, and makes the math for calculating weight carried a lot easier. The majority of the world uses the metric system, and in order to avoid the many problems with standard weight conversions, we felt it necessary to do it this way. We have included a chart at the end of the manual for those people who want more information on the metric system.

We have also tried to ensure that there are no limitations or minuses based on gender. Whether male or female, a character with the same statistics should have the same chance of success or failure. There is no inherent bias towards women, or indeed men, in *Xenoforce*. We want this RPG to be accessible to both sexes. Males can even play female characters if they choose, and vice versa.

Good luck. Good hunting...

Simon Parkinson

In the latter half of the twentieth century, mankind entered the nuclear age and detonated several above-ground nuclear weapons. The light and energy of these distinctive blasts were registered by several distant alien probes passing the solar system. Alien interest in the Earth and her inhabitants began to develop. The aliens sent initial probe ships with small crews from their distant homes. They began to gather information on Earth and the humans who lived there.

The alien races who wanted information on the earth were made up of an alliance of many cultures. Their physical

would be easily subdued once infiltrated and weakened. Plans to proceed were made.

Before an effective infiltration could be mounted, disaster struck. During one of the early reconnaissance probes of the Earth, one of the probe ships was struck by lightning over the deserts of New Mexico. The alien pilot became momentarily disoriented and the probe ship struck the ground. The bottom of the spacecraft was torn off, destroying its control circuitry. The craft bounced back into the air due to its inertia and flew on for a few kilometers more before striking the face of an exposed desert mesa. It was July, 1947,
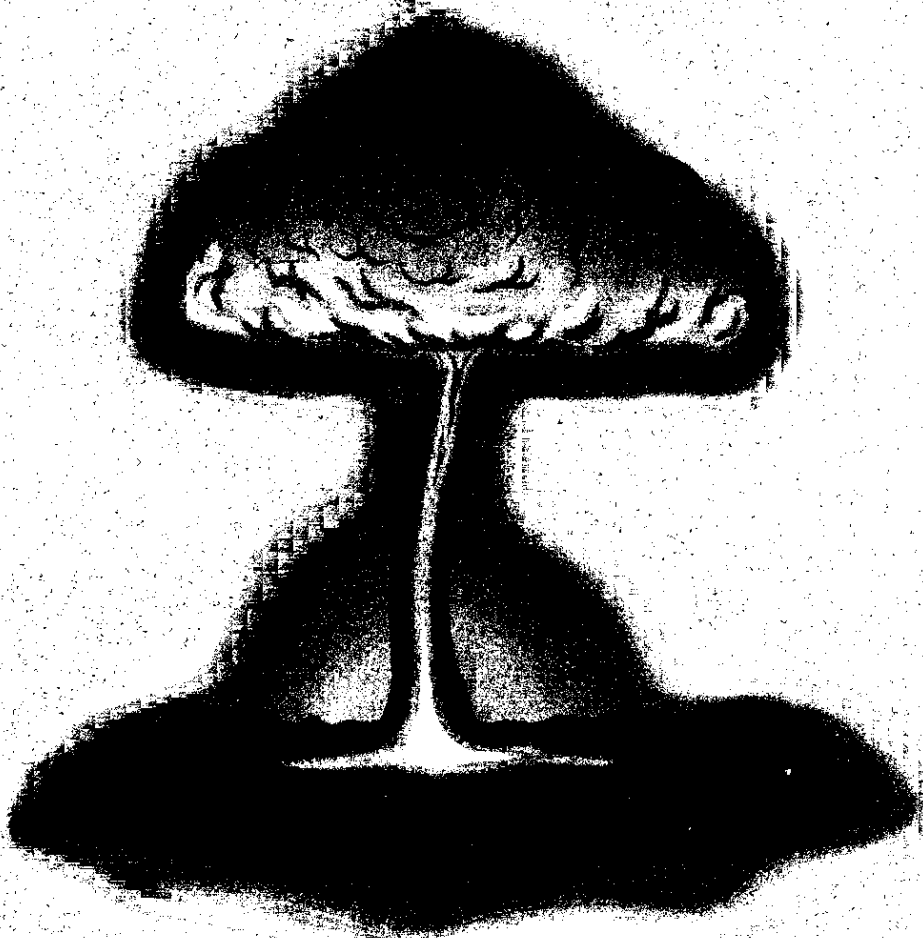
differences were great, but their goal of subjugating the universe under their control was what bound them together. Apart, each race was susceptible to attack. Together, they were more powerful and effective.

The aliens found that the humans had a crude civilization on the verge of space travel. While they did have nuclear weapons, they were militarily inferior. Thus, they

and the first time aliens had landed on our planet. It would not be the last.

The next morning, a local ranch hand came across the initial point of impact and found literally thousands of small bits of silvery metal spread over a large area. Concerned that an aircraft had crashed, he called the local sheriff in nearby Roswell. He just wanted the authorities to know so

they could come and clean up the mess. The Sheriff thought about the possibility of a plane crash, and not knowing where else to call, he dialed up the local military base. The Major who was sent to the site, a senior intelligence officer, was familiar with all aviation types, both civilian and military. When he was escorted to the crash site, he saw that the debris was not from anything that he recognized. Inspection of the material showed it was of unknown composition. The metal components were light as balsa wood; the silvery fabrics were as tough as steel. Knowing this was not an ordinary crash site, he called for more men to assist him. Realizing there must be more material in close proximity to the area, an air search was ordered. The remains of the downed craft were spotted soon after by an amazed helicopter crew.

Three of the four occupants of the craft were killed on impact with the mesa. The sole survivor was captured by an army patrol and taken to a remote military base for observation. The craft and the bodies of the aliens were crated up and flown to the nearby air base for security.

Amazingly, the Commanding Officer of the local military base ordered his public relations officer to issue a press release stating that a "Flying Disk" had been captured by elements under his command. This touched off a firestorm in the press. Within hours, the small New Mexico town near the crash site was inundated with phone calls from the global press wanting details.

When the President was advised of the crash, his first reaction was of shock. He then thought about the radio transmission of H.G. Wells' *War of the Worlds* in 1938. The nation had bordered on panic at the thought of aliens from Mars invading the Earth. If the nation reacted that way to a simple radio show, how would they react to actual aliens landing on the planet? He ordered an immediate blackout of all news related to the crash until more facts could be known. Fearing public panic and subsequent loss of faith in the government's ability to protect them, the President ordered an immediate deception operation to keep the facts hidden. Cover stories were released about a weather balloon being mistaken for a flying saucer. The witnesses (both military and civilian) were threatened with bodily harm and even death if they spoke out. The crash site was sealed off from the public and all evidence of the crash removed to

a secret military base in the Nevada desert. A covert committee of twelve men was appointed to oversee this action. They were to remain in the background and keep the knowledge of an alien presence secret. They were also tasked to find out what the aliens were doing on Earth. They succeeded in suppressing the story of the crash (and several others in subsequent years) through a combination of intimidation, deception, and outright threats. The press became convinced that the incident was caused by a misguided weather balloon, and the story was dropped quickly.

However, behind the scenes, study of the alien craft continued. Once the language was deciphered, the on-board computers began to produce startling information. The aliens were collecting information on military bases, major population centers, and other targets of opportunity. They were conducting surveys of mineral-rich areas around the globe, and mapping the rich agricultural areas of the world. Among the records were transcripts from other worlds that had been invaded by the alien alliance. All had been turned into global slave factories producing goods for the conqueror's home worlds. Then, the final straw: maps of the Earth showing landing zones and invasion routes were discovered. There was no doubt, more were coming, they were coming in force, and they wanted the Earth at our expense. However, before the invasion, subversive units were to be introduced. They would subordinate, or even substitute, key people to allow an easier take over of the Earth. However, the Earth now knew they were coming...

It was decided that the people of earth should not be told of the aliens as it would cause widespread panic and confusion. Instead, the governments of the world have banded together under the aegis of the United Nations to form a supra-police agency to combat the aliens clandestinely. Their existence is denied at all levels of government. They operate beyond normal boundaries with the unofficial approval of all top earth governments. Since the original 12 man committee was formed 50 years ago, the name of the organization has changed every few years for security reasons. Their current operational name is *Xenoforce*.

The *Xenoforce* organization is world-wide in scope. Operational areas of responsibility are divided mainly along continental borders. In cases where there is doubt as to which command is responsible, the North American office takes responsibility, or it may delegate to a subordinate command as required. In addition to the headquarters locations noted below, there is at least one alternate headquarters for each command in case of a natural disaster, or destruction due to alien attack. The locations of these alternative headquarters are <<< *SECURITY LEVEL INSUFFICIENT - Remainder of paragraph deleted* >>>.

There are six major commands divided as follows:

North America - Senior leadership headquarters located under the World Trade Center building in New York City. The offices for the North American section are housed in several below-ground levels accessed via special keys in specific elevators. These levels have been reinforced recently due to a collaborator car bomb attack several years ago. Building security has also been tightened considerably since then.

Responsible for world-wide coordination of intelligence, communications, security, and operations. Agents are responsible for the entire North American continent from Alaska to Panama, the Caribbean, Hawaiian islands and US possessions in the South Pacific. North America also coordinates space operations including reconnaissance and communication satellites.

South America - Located in Montevideo in the country of Uruguay. The South American command takes up the rear half of a downtown casino complex. Indeed it is the only command to actually make a profit as it runs the casino as its cover.

Responsible for the South American continent, the continent of Antarctica, and the islands of the South Atlantic. Also responsible for the South Pacific islands as far west as Easter Island and the Galapagos.

Africa - Based in the city of Nairobi in Kenya. The command takes up the top five stories of a downtown apartment block (the lower half acts as accommodation for the personnel working there).

Africa's area of responsibility is the African continent, Madagascar, and the Middle-East. There is a small liaison office in Jerusalem which deals specifically with Middle-East incursions.

> "I am a citizen, not of Athens or Greece, but of the world."
> *Socrates, De exilio*

Asia - Located below the massive Kiev train station, this command has refurbished for their use several abandoned bomb shelter tunnels built far below the surface.

Asia has the largest area of responsibility including Russia, Eastern Europe, India, China, Japan, Korea, and South-East Asia.

Australia - The city of Melbourne in Australia is the location of the command. The headquarters is based downtown inside what appears to be an insurance company office block.

Australia is responsible for the Australian continent, the Philippines, Indonesia, and all South Pacific islands (except those mentioned under South American Command and US possessions.).

Europe - Based in Copenhagen, Denmark. This command is based under an amusement park near the city center. It is comprised of several sub-levels and has underwater access to the sea.

Responsible for all European countries, including Iceland, Greenland, and the Arctic. Also responsible for the Mediterranean area.

NOTE: The governments of Libya, Iran, Iraq, Yemen, and North Korea do not participate in *Xenoforce* operations. Intelligence and information should not be shared with agents or representatives of these countries. (See infiltration file 45-FFE-MJ12-A000000132).

Each individual command is comprised of several sections; they are: Communications, Disinformation, Intelligence, Operations, and Records/Accounting. Detailed descriptions follow.

COMMUNICATIONS

Through a series of reserved channels on high orbit military satellites, the various commands exchange information and reports on alien activity and intentions. Voice, imagery, data, and fax transmissions are carried across the world in a matter of microseconds. These radio channels are triple encrypted and use digital "burst" technology to defeat interception and jamming. When a channel is not being used for actual communication, a random series of nonsensical data is transmitted which is identical to actual transmissions. This does not allow the enemy to see which messages are real or which are fake. There is a further level of security. Due to the nature of the burst transmissions they sound like normal radio static and not as intelligent radio communications.

The communications channels have several pre-designated alternates on continuous stand-by in the event of satellite failure or enemy activity. Strangely enough, there has been no interference with any communications channels to date.

Communications section also maintains several ground/space based observation and radar satellites for detecting alien flights. It is not a perfect system as many vessels slip through the detection system, but it is getting better with time. When originally built, the public was told the detection grid was a Ballistic Missile Early Warning System (BMEWS). However, its actual purpose was to detect over flights by UFOs. It was known as project COBRA. As a result of a security lapse by one of the equipment manufacturers the secret project name was used to name actual equipment. COBRA DANE, COBRA JUDY, and COBRA GEMINI are all officially named BMEWS platforms.

DISINFORMATION

"The best way to hide the truth is between two lies..." is the official motto of the Disinformation section. Established soon after the initial incident at Roswell, this section is responsible for the covering up of the truth and the dissemination of misleading information. Their methods for doing this are many and varied. They keep several tabloid reporters on retainer. The best way to diffuse a threatening story is to have it appear in the tabloids first with a huge (and obviously fake) photo on the front cover. After that, no serious reporter will touch such a story for fear of losing credibility. Other methods include discrediting witnesses, manipulation of "evidence", and planting false trails to divert the few serious investigations.

Disinformation is spread via telephone (anonymous tips to police, press, or coworkers), or computer over the Internet and WWW (alt.conspiracy is a favorite target). The computer connections are run through several systems and cannot be traced. Half-truths with no evidence can be taken as gospel if presented correctly. Often normal people with no connection with *Xenoforce* at all do a better job of confusing the issue than the professionals. Anyone with a laptop and an opinion can post whatever they like over the Internet to get their 15 minutes of fame. The last option, personal contact between an agent and target, is used only on the rarest of occasions. In these cases Operations provides personnel.

INTELLIGENCE

Theirs is the hardest job of all. Intelligence attempts to predict where, when, how, and why the aliens will show up. They keep tabs on suspected collaborators and have access to vast computer networks which update organization databases with information on literally every subject. Keyword searches are conducted hourly on the WWW and Internet looking for any reference to aliens, collaborators, or strange occurrences throughout the world. Matches are passes to Disinformation for action.

Intelligence maintains a series of space- and ground-based observation platforms that try to detect unauthorized flight in and out of the Earth's vicinity. Deep space radio telescopes and radar try to detect incoming vehicles. The network currently does not work very well. However, as time passes, more resources are being brought on-line.

A small staff of physicists, biologists, and other specialists study recovered alien remains and technology. Any artifacts of unknown nature or origin are brought to them for examination.

A secret department of Intelligence is dedicated to intercepting alien communications. Known only as PROJECT BARONY, they are tasked with locating alien radio signals, their transmission location, and deciphering their codes and language. Not much is known about PROJECT BARONY. Their security is well above and beyond the *Xenoforce* standard. While all commands maintain small detachments to provide material, all gathered data is sent via secure courier to a remote Nevada military base. There, in a tunnel system under an even more remote mountain range, they process the material and try to make sense of it. No one knows how much success (or failure) they have achieved. To illustrate its importance, PROJECT BARONY takes 30% of the entire *Xenoforce* budget.

OPERATIONS

These are the field grunts who go out and do the dirty work. They are supplied with information and supported by the other departments but, during the actual missions, it is their butts on the line. This department is overworked and undermanned, but has the most dedicated agents in the organization. The screening process for potential agents is very tough. Instead of relaxing standards to bring in more agents (with the obvious threat to security), it was decided that a small trustworthy group was better than a large one with potential security leaks. "*None shall pass*." were the words spoken by a founding member of *Xenoforce* Operations, and it remains their motto to this day.

Operations responsibilities include:

- Alien vessel crash isolation and recovery (The Black Berets).
- Reconnaissance of alien/collaborator activity.
- Interdiction of alien/collaborator activity.
- Retrieval/Destruction of any alien technologies.
- Security of all commands and departments.
- Sealing leaks (Termination with extreme prejudice).

Agents (North American Command) are hand-picked from various walks of life. The Special Forces are prime recruiting grounds for motivated and security conscious individuals. Other officers from the RCMP, CSIS, and Mexican Federales are occasionally chosen. Private industry experts and people right out of University are also approached occasionally, depending on operational requirements. Prospective applicants are interviewed privately by agents posing as CIA/NSA types after a thorough background check and validation. If selected for training, they are asked to leave their current jobs and are taken to a secure base in the Maryland countryside. If they pass the 12-week training course, they are passed onto a second base (actually a large oil rig in the Gulf of Mexico outside US territorial waters) for specific training in their fields of expertise. It is only after the second phase of training is completed that they are interviewed alone and are told of the *Xenoforce* organization. Some, but not many, upon hearing the truth wish to leave and not participate at that point. Policy on these people is clear. The water at the base of the oil rig is 850 feet deep…

Most Operations agents are single, without attachment to anyone or anything around them. On call 24 hours a day, they can be at home one day and in Katmandu the next. Relationships are secondary to the job. This is not universal, however. There are a few agents who are married. Normally, married agents have spouses who also work for the organization. It is easier to have a relaxed relationship and maintain security. It would be thought that most marriages would fail due to stress. This is not the case. By the time they have gone through training, indoctrination, security checks, and interviews they have a solid relationship which can be depended on.

When they retire, agents have nothing to fear. They are placed in compounds in established retirement areas of their choice and are given free good quality accommodation and a pension. Some of the more capable members are offered teaching posts to pass on their experiences to the next generation. As long as they maintain security, no "terminal" means are employed.

There is a dedicated counterintelligence sub-department to perform background checks on potential agents, and look for spies within their ranks. All agents are routinely monitored and followed to check for leaks or penetrations.

RECORDS/ACCOUNTING

The bureaucratic backbone of the organization, this is where the funds for *Xenoforce* are controlled and accounted. Mission budgets are drawn up from here depending on the complexity of the mission. After the mission, they collect the receipts and post-mission reports, and file them away in the massive data centers. Their records are very well organized and maintained.

It would be thought that an organization guarding mankind would have an unlimited budget and would be able to equip their agents with state-of-the-art equipment and the best whiz-bang weaponry available. However, there are several reasons that limit the amount of money available and force budgeting on the missions.

Xenoforce is a secret organization far beyond the realm of any other "secret" group. Standard funding methods are therefore unavailable. Initially the organization was funded directly from the US Treasury by the same method that gave funds to the MANHATTAN PROJECT. However, this allowed too many people to see how much was being spent. During the Cold War of the 1950's and 1960's they were able to tap into the huge military budget to fund projects and programs (The Asian command of *Xenoforce* accessed the Russian military in the same way. In effect, the Cold War was a front maintained by NATO/Warsaw Pact to accelerate their individual economies and build more effective weapons.). After the war in Vietnam ended in the 1970's the military budget began to shrink and there were many mouths to feed. CIA, NSA, NRO, DIA, ISA and many others were queuing at the military money trough and were using the military budget to hide their larger acquisitions. The military (and Congress incidentally) began a harsher accounting of "their" budget. This was the time when a common hammer cost $1,200.00, and a toilet seat $12,500.00. Even worse, there was a visible money trail which could be used to expose the organization. The taps began to close, and the flow of money slowed. Several lean years followed. However, during the Reagan presidency they found a new source of revenue. "Black" programs (whose existence was denied at all levels) were begun to create new super-advanced weapon systems and equipment. Trillions of dollars were spent developing reconnaissance satellites, stealth aircraft, stealth ships, advanced aircraft and cruise missiles. By tapping into these programs they had access to vast amounts of cash and almost no paper trail. Realizing that even this cash source was too good to last, the organization began diverting some of the money into private accounts that began to earn solid returns through investment. Billions of dollars were invested. When

"black" programs came under fire in the late 1980's (Example: It would have actually been cheaper to build the B-2 stealth bomber out of solid gold!) this money source began to slow also. By that time, there had been enough funds stashed away to provide a decent annual operating budget from the profits. It was not the amount they wanted, but it was enough to operate with. Plus, as the funds were all privately controlled, there was no paper trail to follow. When the deficit reduction craze started in the 1990's, it did not bother the organization at all. While large, the *Xenoforce* budget is finite, and this requires mission budgeting for long term success.

Canada, England, France, Germany, Russia, and China contribute funds directly in support of the organization via their own creative accounting. Other world governments invest money indirectly into the *Xenoforce* controlled funds. This increases overall operating capital and makes it a lot harder to trace.

Second, a lot of the support equipment required for daily operation is extremely expensive. Deep space radar, satellite communication arrays, ultra-high speed computers, and other cutting edge technologies cost many millions of dollars a year. These investments may not be as visible as direct operations but they are an absolute necessity and a drain on available resources.

Last, the simplest reason why mission budgeting is enforced: erroneous reports and the need for subsequent investigation eat up the majority of team resources. Of all the reported "sightings" of UFOs, strange objects, and unknown phenomena, 95% are imagined, mistakes, or outright hoaxes. Actual abductions are extremely rare, and in these cases the people taken are not returned to tell their stories. The public only sees actual alien activity in rare cases. The work required to eliminate the false reports is immense. Plus, the necessity to keep operational security drags this process out even longer.

In truth, budgets are enforced for game balance. I am sure that an actual organization with this type of mandate would have no trouble getting any amount of money from any government. However, *Xenoforce* is a game, and games require limits to avoid chaos (Calvinball is a perfect example). Limiting the money forces the players to be innovative. If someone cannot buy a solution, then they have to create their own solution. RPGs exist to exercise the imagination. This game is no exception.

"For a people who are free, and who mean to remain so,
a well-organized militia is their best security."

Thomas Jefferson

As *Xenoforce* is a secret organization waging a clandestine war, it is more or less assured that it is only a matter of time before the police become aware of the players' activities. Players who try to stay within the law will be severely hampered while playing. The Code is not specific about this, but the unwritten rule is: **Thou shall not get caught.** If you are caught, and your team cannot release you quickly, then you may be out of the game for a while. In time, an escape may be planned. However, the mission would proceed without that agent unless sufficient time and resources existed to release him/her. The risks of breaking an agent out of a jail or holding cell must be balanced against the overall mission.

The type of law enforcement involved normally depends on the type of crime committed. Normally, the police (private, municipal, state, etc.) are the first to be on the scene. After that, major crimes are turned over to the appropriate federal power(s). A brief description of each force and their mandates follows.

POLICE

Local police forces normally patrol in pairs, on foot or in cars, but occasionally on bicycle or even horseback in large cities. Once a crime has been reported/detected, they can be on the scene in a matter of minutes depending on the severity and location of the crime. If necessary, an additional 6-10 police can be called as immediate back-up an be on scene within 2d6 minutes. Within an hour up to 50 police can be on scene with several SWAT types including snipers, and trained assault police. Cities will often have one or more helicopters at their disposal (response time 2d4 minutes, if called), and large cities such as New York, Chicago, and Los Angeles, etc., even have armored cars for drug raids. This type of response is not typical unless a severe crime is being committed.

If a policeman (or indeed any law enforcement type) is severely hurt or killed during a mission, the response to the scene and subsequent hunt for the perpetrators (real or perceived) will intensify dramatically. The team who ignores this will pay in the long term.
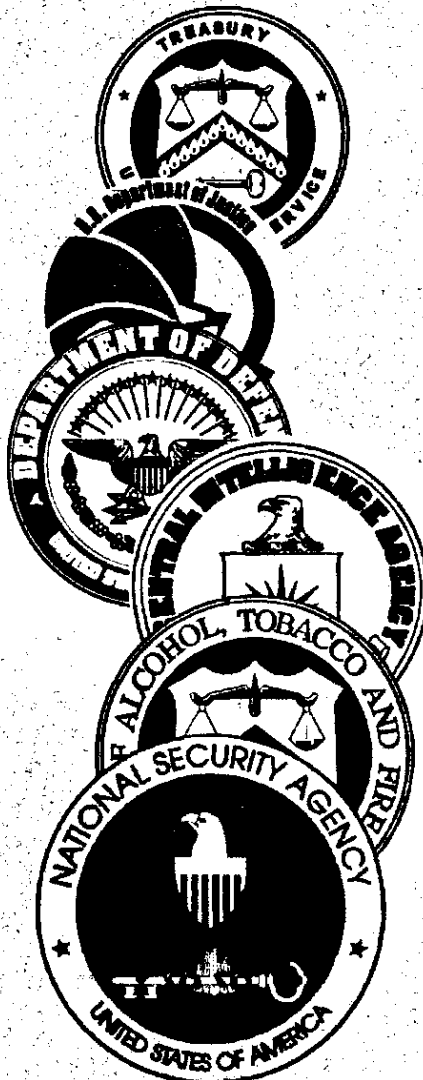
FEDERAL BUREAU OF INVESTIGATION (FBI)

The FBI is the primary law enforcement branch of the federal government. It has jurisdiction over kidnapping, bombings/sabotage of federal buildings or personnel, serial killings, bank robbery, or any crime involving inter-state travel. It has formidable resources and can track down suspects with only the smallest of DNA, fiber, or fingerprint analysis. The FBI can also be called in to assist local police if the complexity or depth of a crime exceeds local resources.

The FBI is also a large bureaucracy that seems to move very slowly to the untrained eye. This can be deceiving though as many criminals have taken slowness for inefficiency. This is completely false. The FBI takes its time and methodically traces down all leads. This makes them a dangerous foe to *Xenoforce* teams in the long term. If a serious crime has been committed, the FBI can commit many hundreds of agents to the case, which speeds things up considerably.

ALCOHOL, TOBACCO, AND FIREARMS (ATF)

The ATF is responsible for all of the items listed in its name. However, it also tracks crimes involving explosives and smuggling. The ATF is tasked to police restricted, illegal, or stolen military weaponry.

ARMED SERVICES
(Army, Navy, Air Force, Marines, Coast Guard, Reserves, Special Forces)

It is unlikely that you will encounter the military unless attempting an action on a federal facility or military base. The most likely to be encountered is the Coast Guard which patrols America's waterways, rivers, and oceans. They provide assistance to people in distress, conduct search and rescue, safety inspections, and perform drug interdiction raids.

FIRE DEPARTMENT/AMBULANCE/ PARAMEDICS

These "secondary" emergency services are no less of a threat to the players than the police. Not only because police often respond to their calls to render assistance, but also as they can show up at a scene if a fire or medical emergency occurs unexpectedly during play. Typical reaction time to an emergency is within 2d6+3 minutes of notification. A pedestrian seeing smoke coming out of a warehouse window does not know there is a secret government organization at work inside, and will call 911 on their cell phone. Having fire trucks show up unexpectedly can severely curtail player options. It is a fact that people in urban ghettos will often call the Fire Department before the Police due to an inherent lack of trust.

CUSTOMS AND IMMIGRATION SERVICE

Customs agents attempt to detect and interdict illegal products and persons from entering the United States. Trying to cross a border with weaponry, illegal substances, or fake documents will bring you under the scrutiny of this enforcement branch.

SECRET SERVICE

The Secret Service is a federal branch under the Department of the Treasury. While it is recognized primarily for protecting the President, this is only a part of its mandate. The Secret Service is responsible for financial crimes such as embezzlement, counterfeiting, cloned cell phones, credit card fraud, and the monitoring of national and international monetary exchanges and the stock markets.

If the *Xenoforce* team uses shady financial dealings or fake identities during a mission, it may soon come to the attention of the Secret Service.

"Laws are silent in times of war."
Cicero, Pro milone

"The people's good is the highest law."
Cicero

XENODICE

Xenoforce uses several types of dice in the game to generate characters, determine success/failure chances, etc. To keep the references to the dice simple, an abbreviated form is used. Whenever you see a small "d", then a number, this indicates the type of dice to be used. For example, a "d4" means a four-sided dice. A "d10" indicates a 10-sided dice is to be used. If there is a number in front of the "d", it means to use that many of that dice type. Example, 4d6 means to use four, six-sided dice to generate a result between 4 and 24. You will see references to a d100. While there are one hundred-sided dice in existence, it is much easier (and cheaper!) to use 2d10. The first d10 is the "tens", and the second d10 is the "ones". **A "00" result is an automatic failure.** This 00 failure can be described as a weapon jam, losing your balance at a critical time, or getting grit in your eyes depending on the circumstances of that particular roll. As a result, the attack fails for that segment, and the player is incapable of action for the remainder of that segment.

Generic multi-faceted gaming dice can be found in many outlets and gaming stores. We recommend having the following types as a minimum: 2d4, 4d6, 1d8, 2d10, 1d12, 1d20.

Dice scores can be further modified by adding a plus or negative figure after the stated dice type. In these case simply add or subtract the number from the total result from the dice rolled. For example, 2d4+3 generates a value between 5 - 11 and 3d6-2 generates values between 1 - 16. The best way to look at this dice result is (2d4)+3, where the dice are rolled and the resulting total modified by the trailing number. Note that you cannot have a negative result and the lowest resulting number allowed is 1.

PLAYING THE GAME

In order to keep game play structured and to ensure a smooth start when different players meet for the first time, a common format of play must be adopted. This is not essential in most cases, but for tournaments and games involving players from different areas, common ground is needed to speed up the first few hours of play. Time spent following the next few paragraphs can eliminate many unnecessary arguments. Some of the following may be blatantly obvious to some, but experience has shown it is better to state the obvious than assume people know what you are talking about.

To begin a game you first need an area that can be used specifically for that purpose. This can be a basement, bedroom, college dorm, kitchen or dining room table, or an old door on sawhorses in your garage. There are several progressive gaming stores that have designated gaming areas in the back of their stores for the use of their customers. The area should be clear of distractions like TVs, computer games, children, loud noises, and non-players. This is not to say you should play in secret, but having people walking through asking questions all the time is VERY disruptive to the flow of a game. For example, you are deep into a mission working your way to the alien command center when just before you are about to leap on the final guard, your father starts revving up the old chevy he has been working on, filling the garage you are playing in with smoke, noise and fumes. You get the idea.

Once you have the area chosen you can set it up for optimum gaming. A long rectangular table is good with the players occupying three sides and the GM at one end behind a partition that hides the module, GM notes, maps, dice and/or other aspects of the prepared adventure from the players' eyes. Another good solution is a round table with ample room for all, although this is rare. With the round table, all eyes are focused inwards with everyone in view of everyone else. One method which I ran across during the *Xenoforce* play test was a game where the GM and players never saw each other. They used the Internet and their home PCs. By a combination of Internet telephone programs and the IRC, they were able to run a full *Xenoforce* game of several hours duration. This method actually worked out fairly well as they could send private notes to each other and the GM when necessary, and everyone had the latest JPEG copies of the maps that were hand drawn by one of the players and then run through his scanner and transmitted via email encoding. The GM had text descriptions of all the rooms prepared in advance and while jerky in places due to the time lag of the

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"Where wisdom is called for,
force is of little use."
Herodotus, Histories

Internet, and the awkwardness of typing everything, it was possible. This method may not be for everyone, but it does show that you don't need to be in the same room to play effectively. As technology increases bandwidth, a full video conference *Xenoforce* game may be possible in the near future. In the twenty-first century, a holographic game may be possible with the players receiving first person perspectives on the adventure and perhaps rendered images that you can interact with in real time (Call me if you need another player!!!).

The optimum number of players for a game runs between 4-8 players. Less than four players reduces the pool of skills available to the mission. This reduces the overall efficiency of the team and makes it harder to complete the mission. More than 8 players is tough for a GM to control in the long term. In these circumstances, players will generally talk with their neighbors when not directly involved with the action. This can disrupt a game and easily distract others trying to play. These stated player numbers are not hard limits by any means. If you want to set up a game with 12 players, feel free to do so. Likewise, if you can only find 2 players, the GM can give you a simple surveillance and/or break and enter mission. As stated earlier, the name of the game is to have fun.

Players should either bring or be supplied with notepads, graph paper or some other form of writing tablet for keeping notes and drawing maps. Most "on-the-ball" players will have this already, but being prepared when the others are not can save you many start-up head-aches. Using the notepads during a game, the players can send private notes to the GM or another player, while not distracting the others or slowing down game play with a minor point. Finally, it is a well accepted fact that those who play RPGs love their snacks. Try to keep the gaming area clear and free of potato chip bags, candy wrappers, pizza boxes, or any other form of snack food or beverage. Cluttering up the table with junk food wrappers is an excellent way to lose track of needed information because it is covered over or soiled.

After the initial mission briefing, the players will need to choose a team leader. This should be an experienced *Xenoforce* game player, or at least someone experienced in playing various RPGs. The method of choosing this person should be left up to the group to decide. Some choices may be obvious, other times it will be necessary to nominate and vote between several individuals. Whatever the method, this should take no more than 15-30 minutes.

The team leader prepares a plan taking into consideration the mission, the abilities and shortcomings of the team, the available budget, and especially the Code. The amount of input from other players during this process depends on the individual players past experience and the validity of his/her ideas. This planning should be a group effort so that everyone is comfortable with, or at the very least knowledgeable of, the plan.

There may be a player or players who disagree with certain aspects of the plan. The team leader needs to listen to the objections and not dismiss them out of hand. They may have a valid point! Listen to the players and talk about it openly. If the majority feel that way, the plan may need change or modification. The GM should keep out of this process and listen in from the sidelines. As GM, you already know what awaits the team and you may give information away by participating in the discussion. Besides, if the players plan something that is not in the module design, you will need to do some last minute additions to the adventure to accommodate their plan(s).

We should discuss disagreements at this point as they will always show up during some point in the game. Some

arguments are a result of rule interpretation. In these cases, the GM should be consulted for clarification and/or a ruling. Both sides present their cases and the GM looks at the implications based on the situation at hand. Once the GM's decision is given, the ruling should be respected and play continues. Players should avoid pointing at portions of the guidelines as if it were gospel and arguing against the GM's ruling because it is, "...against the rules...". If there is a discrepancy with existing guidelines, do make the GM aware of it and see if it affects the ruling. If the GM still maintains that the ruling stands, then move on with play. Remember that the GM knows a lot more background information than you do about the others, the module, and the current situation. It is not a conspiracy to make you look bad if the GM rules against you. This publication is a guideline for playing the game and GMs may change any aspect of it to put across their own interpretation of the game. If you feel strongly opposed to the GMs actions, you are not being forced to play with him/her. You can find another group that reflects your outlook or even become a GM yourself so you can play the way you want.

Other arguments are based on personal conflicts. This could be caused by personality clashes (in or out of the game), damage caused to a character by deliberate action or error, or by some uncontrollable external force. In these cases, the best advice is to remember that the game and gaming are supposed to be fun. If you or your group are arguing continuously throughout a game then the chances are you (and the others) are not having a good time. If this happens, you can take some time to cool off, and resume after a break. You can also take the other person away from the gaming area so you can have your discussion without disrupting the game for the others. The GM may or may not participate as they see fit. If things are really bad, you may need to stop the game. No matter what the result, keep in mind that you are there to relax and take a few hours away from reality. Try to leave the real world at the door. A bad day at the workplace is no excuse to wreck the gaming experience for everyone.

If your group has a member who is continuously uncooperative, argumentative, or simply does not get along with anyone, there are several things you can do to resolve the situation. First, find out why they are acting that way. Perhaps they feel left out of the mission because they are not involved in the action. Perhaps they feel they have a good plan and no one is listening to them. While this is best handled on a case by case basis, talking to the person is the best place to start. If the tension can be resolved amicably by making small changes, then go for it. If this does not work, and you have tried other reasonable responses, then perhaps you should exclude them from future games. There is only a finite number of people who play RPGs and if you find fault too easily, you may eventually wind up gaming alone.

During play, an area which can be abused is "Out-of-the-game" knowledge, that is, having a player use information to his or the group's benefit that his character cannot possibly know. Here is an example:

Several characters are in a pitched battle with aliens in two rooms simultaneously. Player A has his character alone in a large room with several dozen crates stacked randomly throughout. Suddenly, and with complete surprise, a morpher alien pops up and shoots Player A. Player A falls to the floor unconscious, and the alien returns to its hiding place. All the players in the game see this being played out between Player A and the GM. However, none of their characters see this happen in the game.
Several minutes later Player B's character enters the room with the crates. Although he has no direct knowledge of the room and is told he sees no one, he tries to throw a fragmentation grenade behind the same crate that conceals the morpher.

This is a tough thing to enforce, but players should attempt to use only the information that they know of from direct experience in the game. It is hard, it is stifling, and it is generally unrewarding, but the alternative quickly makes your adventure a farce.

"Though this be madness,
yet there is method in it."
Shakespeare, Hamlet, II, ii

MAPPING AND RECORD KEEPING

In addition to a group leader, your playing group should have a person designated to map out the adventure before play begins. This person is in charge of mapping out all rooms and features so that all players see the same representation of the GM's descriptions with the same perspective. By placing the diagrams on paper, the players have a unified reference that can be double-checked by the GM before anyone takes any action. Whether you rotate this duty among all the players or keep the same person is up to the individual and the group. However, accuracy and a preset standard should be maintained.

Standard maps are drawn based on hexagonal grids measured in meters. It is generally accepted that one person requires a square meter (approximately 3' X 3') of space to perform the majority of actions in *Xenoforce*. So we use the meter for mapping purposes as well. All dimensions for rooms are given in meter increments. This helps keep distances and calculations standard.

Hex graph paper in 8 ½" X 11" or 8 ½" X 14" sheets is ideal. However, purchasing larger scale graph paper can allow you to place lead figurines to give an added dimension to the play. In either case each individual hex would be equivalent to one meter. If you wish to increase or change the scale, feel free to do so. However, make sure the scale is written obviously on the paper for all to see. Example: 1 hex = .5 meters., or 1 hex = 1 foot, etc. If you do change anything on the scale remember to change all weapon effect ranges and radii to reflect the new scale.

If you prefer gaming on a square or grid system instead of hexes, feel free to modify the maps accordingly. As long as the ranges and scales of the map do not change, there is no overall impact. Not everyone has hexagonal gaming materials. However, arcs of fire, and areas of effect for weapons will be the same regardless of the mapping medium.

Lead gaming figures are an excellent way to represent your character during game play. They can be placed in exact positions on the map and they can be used to quickly determine cover, line-of-sight, combat, and other game issues. This is not absolutely essential, but it does add a favorable element to the game.

When gaming it is often the simplest of ideas that really helps game play. One idea I ran across was a group that used large scale graph paper with lead figurines. They had cut out various pieces of light cardboard to the same scale and shape of the weapon effect ranges. This really sped up game play as the GM would take the cardboard circle for grenades, hold it directly above the point of detonation and whoever had a gaming figurine under the cardboard made their avoidance rolls. It was quick and avoided a lot of arguments over who was/wasn't in the area of effect.

A piece of string, or rubber band, can also play a role in mapping. If a player (or enemy) is using a line-of-sight weapon like a rifle, a piece of string held between the place of origin and the target will tell if there is an unobstructed line to the target for making a hit determination. If the string intersects a garbage container, or wall, then no shot may be possible. The people or any items affected by any attack or weapon is always at GM discretion.

Each player should keep notes about the adventure, people they encounter, area landmarks, etc. This may be useless info 90% of the time, but a good set of basic notes can come in handy at the most unforeseen times. Knowing there is a drug store on the corner may save a character's life if there are no first aid kits available. You will see that the successful *Xenoforce* player is the one who keeps tabs on the world around him/her. Knowledge is power.

"Discipline is the soul of an army.
It makes small numbers formidable;
procures success to the weak and esteem to all."
George Washington

PLAYING MULTIPLE CHARACTERS

If there are only a few players in your group, but you want to play in a module designed for a higher number of characters having one player run multiple characters may be a solution.

In such cases, the GM must approve of this in advance. It may be that the GM feels the module is of sufficient complexity to warrant only one character per player. Or there may be other reasons to not consider this. If the GM does approve of multiple characters there are a few things to watch out for.

Ensure that information known by one of your characters is not automatically used by another character you are playing. This is easier to say than do and is a real challenge in the long run. "Cross-character" information can ruin game play in the long run if abused.

Perfectly coordinated attacks are impossible without telepathy or some other form of communication. Play each character separately and within their individual character persona. Anything less should be rewarded by the GM with minimal experience at the end of the mission.

Wherever possible, keep your characters in separate areas doing different things. This way you are forced to play the characters individually and not be tempted to use them together.

AGENT PERSONA

By this point, you will have a character generated with all abilities and skills necessary to play the game. If this was any other type of game, that is all you would need. However, *Xenoforce* is an RPG or role playing game, and you will need to supply a description of your character. This "role" or persona description will become a central part of your character, and a very important aspect of the game. It is suggested you wait until after character creation is complete before attempting this, as the generation rolls may suggest an obvious persona. In any event, your personality should reflect the dice rolls to some degree. It will be tough to convince people you are a buffed out surfer type if your STR, AGL, and CON abilities are minimal. By using this method, you can have two people with identical dice rolls, and yet have two completely different characters during game play.

Things like sex, height, weight, skin, eye, and hair color should be thought out and placed into the description block of the character sheet. Be careful not to be too outlandish. A bald 3' 2" computer hacker with an eye patch and dueling scar may be fun to imagine, but he will stick out in a crowd and make it tough to do anything covertly. By no means are we saying that this type of character is out of bounds, but you need to recognize the limitations you can place on a character by going too far.

The persona you present will also be used to determine the amount of experience you will gather at the end of each adventure. The GM will note the type of character you are attempting to portray, and if you successfully represent the role you may be rewarded with higher experience. This is by no means guaranteed as all GM rating systems are different. Try to play someone different than yourself. This is the core experience of role playing. Not only do you have a better chance at experience points, but you will also have more fun.

Incorporating some form of distinguishing feature is a good way of making your character stand out from the rest. There is no need to be too outlandish. A limp, uncommon haircut, scar, accent, or something similar may inspire you to play your character in a unique way. This avoids carbon-copies of the same person being replayed over and over.

"I am become Death, the shatterer of worlds."
J. Robert Oppenheimer, after first atomic bomb detonation July 16, 1945

THE PLAYER CHARACTER

There are two types of characters in *Xenoforce:* the Player Character and the Non-Player Character. A Player Character, or "PC" for short, is a character in the game who is directly controlled by the player. A Non-Player Character, or "NPC", is a character controlled by the Gamemaster (GM). NPCs are used to flesh out the *Xenoforce* world. Their actions and responses can guide the players along their path to a successful mission. In this chapter we will deal exclusively with PC's.

Player Characters are created (with the GM's guidance) by the players before specifics of a given mission are known. The individual playing the character decides what type of character he/she will take. Things that can be determined immediately are a name, sex, and the general type of character to be played. Once this has been done, the building of the character can commence. However, first an explanation on using dice in *Xenoforce* is necessary.

Each character has several common abilities which are rated according to how good the character is at something. The ability is rated out of a maximum of 90. These abilities are known as: Strength, Perception, Constitution, Agility, and Influence. They are listed below in detail, with their common abbreviations in brackets.

There are several different ways to roll ability scores.

The values for each ability are determined by rolling 2d4 (Tens) and 1d10 (Ones) together. As an example, a player gets a 3 and a 4 on the d4's, making a 7 or 70. Then the d10 is rolled and the number added to 70. If the d10 result is 6, then the ability score is entered as 76. A "0" on the d10 equals 10. The lower the value of the score, the weaker the person is in that area. The higher the value, the better they are. With the 2d4/1d10 method, ability scores generated will be between 21 and 90. No ability score can ever exceed 90 at any time.

Common methods include:

1) Roll for each ability in turn and enter the result. What you roll is what you get. This is known as the "luck" method. Depending on your rolls, it can also be known as the %@&(!^# method by some. Optionally, the GM can reject a set of rolls if they do not meet a pre-stated standard. For example, if three or more rolls result in a value of <50, the ability scores are thrown out and the rolls repeated. This is at GM discretion.

2) Roll two complete sets of ability scores and choose the set you prefer. This is the "split" method. The GM can opt to have you re-roll the dice if either, or both, sets of numbers are too low.

3) Roll a set of ability scores and place them where you want on the character sheet. This is the "skill" method.

4) Or ask your GM if he/she has a favorite method of his/her own.

ABILITY EXPLANATIONS

High values in each ability category may grant additional bonuses to the chosen character skills. The amount of this bonus and its effects are covered later. Some ability scores affect what are called avoidance rolls. These rolls are based on the individual ability ratings and can help decrease, or even negate, damage. Whenever an ability roll is required for success, only one roll may be made per attempt. If the roll is failed, subsequent attempts will also fail. We will address each ability in turn, explain some basic features of them, and detail the bonuses of each.

Strength (STR) - This rates how physically strong a character is. Strength is used to determine how much a character can carry, lift, or otherwise influence objects physically.

Perception (PER) - This ability shows how good the person is at problem solving, sorting data, or any other type of thinking process.

Constitution (CON) - When injured, or subjected to any form of physical stress, the constitution rating of the character determines the effects.

Agility (AGL) - This rating is used when physical acts (other than strength) are carried out. Lock picking, jumping between two points, and rope climbing are examples of this.

Influence (INF) - This ability shows how influential you are in getting others to do things for you. This ability is useful in negotiations, gaining information from people in the street, etc.

Strength - (STR)

The value of the strength ability easily converts to the amount of weight that can be carried by the character by converting half the STR value to kilos. For example, a character that has a 32 STR rating can carry up to 16 kilos of weight without penalty. If the player carries more weight than this, then movement is slowed to half, and there is a minus applied to all physical acts. When the weight carried equals or exceeds the value of the STR rating, then the character is considered overburdened and no movement is possible. In this state, all physical acts automatically fail.

Example: A female character has a STR rating of 35. She can carry up to 18 Kilos comfortably (35 divided by 2 = 17.5, rounded up to 18). If necessary, she can carry a total of up to 35 kilos at half movement. If more than 35 kilos is carried by the character, no movement or physical activity is allowed.

Strength also affects an avoidance roll:

Effort - If you attempt to force a door, window, or perform some other form of physical effort, then you must roll under this number. It is calculated at 75% of the STR ability (rounded down to the nearest one.).

Perception - (PER)

This ability includes such intangibles as situational awareness, intuition, reaction, and even ESP! The higher this value is, the less chance that the character will be taken unawares. Conversely, there is a better chance that danger will be seen before it strikes. Thus, it may be avoided, or the damage lessened by reacting in time. It should be pointed out that the person must be able to react to the danger. If unconscious, asleep, tied up, overburdened by weight, or otherwise incapable of reaction, there is no chance at avoidance. The GM will decide this on a case by case basis as play progresses.

Trap - If any form of trap, trip wire, or trigger is in the area, it may be visually detected before being set off. This value is equal to 30% of the character's PER rating (rounded down to the nearest one.). An active search of a given area doubles this chance (60% of character PER). Visual searches of a meter square area take 1 minute each. Active searches of a meter square area take 10 minutes each.

Constitution - (CON)

This rating directly affects the number of damage points a character has. The higher the CON rating, the more damage that can be absorbed by the character.

All characters begin with 10 base damage points. While this does not seem high when the weapon damages are taken into account, it must be stressed that *Xenoforce* is designed to be played clandestinely by the players. Frontal assaults with weapons blazing tend to end up in the news and this is against the Code. Successful missions may not have ANY weapons fire. Plus, the bottom line is a single bullet from even a small gun can kill someone. We felt that realism needed to be maintained. Human beings are frail creatures after all. The bonus for CON is very simple to calculate. Just take the first number, or "tens" of the CON rating and add it to the starting number of character damage points. Example: *A character has a CON of 47. This adds 4 bonus points to their base of 10 for a total of 14 damage points.* A character can never have less than 12 or more than 19 damage points at the start of play.

At 0 damage points a character falls unconscious. If medical attention (even the crudest of bandage) is not applied, a wounded character will lose 1 point per minute. If the character reaches the same amount of negative points as their maximum number of damage points, then they are dead with no hope of being brought back. Example: If a character normally has 15 total damage points, he can suffer up to -15 points of damage. The character dies at -16 or more.

Twice the player's constitution rating represents the number of seconds that a player can hold their breath. If a player has a 52 constitution, he/she can hold his/her breath for 104 seconds. This assumes the player is conserving energy and not exerting himself/herself. If attempting some physical activity, this time may be cut in half or even a quarter depending on GM ruling. Players who cannot breathe after this time has elapsed will fall unconscious and lose a point of blunt damage per segment that they are without air. Applying first aid or oxygen to an air-starved character will bring him/her back to consciousness within minutes.

Constitution also affects an avoidance roll:

Asphyxiation - This includes any time normal breathing is interrupted. Poison fumes, being underwater, tear gas, holding breath, etc. would all qualify here. This value is equal to the CON rating.

Agility - (AGL)

This ability indicates not only how dexterous you are, but also how fast you can move. Any time you jump, leap, or try to get across a dangerous area, this ability is checked for success. Agility also lets you avoid trouble by ducking, or moving out of the way, of characters, objects, or attacks. This can reduce, or at times totally avoid, physical damage. Agility will also affect how well you perform things like lock picking, forgery, etc.

The better your agility score, the more distance you can cover in any given segment. To find how far you can move, divide your agility score by 5. This shows the number of meters you can move per segment. Example: A character with an Agility score of 47 can move 9.4 meters per segment maximum movement.

Agility also shows how far your character can jump from either a standing position or with a running start. Standing leaps are calculated by taking the AGL rating and then dividing by 20. The resulting number is the amount of meters you can cross. A running leap gives you a better chance at crossing distance. Running leaps divide the AGL rating by 10 to give the number of meters you can span. Example: A character with a AGL rating of 63 can safely clear 3.2 meters in a standing jump and 6.3 meters in a running jump.

Weight plays an important factor here too. If the character is encumbered to the point where his/her movement is halved, then the distance that can be jumped is also halved. Characters unable to move due to weight encumbrance also cannot jump.

The maximum distance you can jump with a 90 AGL rating is 9.0 meters. The current world record is 8.5 meters. However, athletes don't normally have a salivating morpher behind them for motivation...

NOTE: A running jump requires at least a full segment's movement prior to the leap attempt to qualify. If there is less than a full segment's

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"Desperate diseases require desperate remedies."
Guy Fawkes

movement prior to the jump, it is considered a standing leap.

Agility also affects an avoidance roll:

Blast - This is used during explosions, grenade attacks, etc. This value is equal to 80% of the AGL rating (rounded down to the nearest one.).

Example: A character with a AGL value of 62 is in a room when a grenade is thrown through the window. The GM determines that a successful blast avoidance roll is necessary to receive only half damage when the grenade explodes. The player has a Blast avoidance roll value of 49 (80% of 62 rounded down). The player must therefore roll less than or equal to 49 on d100 to avoid full damage from the attack.

Influence - (INF)

To gain information, clues, or negotiate with people, a character with a high Influence is a definite asset. High influence allows characters to ingratiate themselves with other people. This can be a benefit to a team who requires information. By talking to ordinary people on the street, you can gain knowledge on another person's habits, a company's operation, or other information needed to complete your mission.

Note that this rating's chance of success can be modified by the GM according to the situation. Attempts at gaining ordinary knowledge would have no, or little modification. However, if a character tries to get classified or sensitive knowledge, then the chance of failure is higher. Imagine walking up to a nuclear physicist on the street and asking him for detailed instructions on building an H-bomb!!! Solid role playing can allow a player to increase his/her chances through adept questioning.

Be careful not to ask too many questions of the same person. Multiple questions could arouse suspicions, and cause hard minuses to any subsequent queries. A call to the local police may be made after you leave if you are not careful enough.

Example: Before infiltrating a guarded compound, a character with a INF rating of 67 decides to try and get information concerning the timing of guard patrols out of an off-duty security guard. By striking up a friendly conversation in a donut shop, and gradually moving into the topic of the compound, the GM determines that the player has done a good job and only gives a -10% chance to succeed in getting the information. So the player must roll a 57 or less to succeed in getting the information he/she desires.

Metaphysical - When a situation occurs where a character is exposed to some form of hypnosis, mental control, or similar attack, this avoidance roll is used. This value is equal to 70% of the INF rating (rounded down to the nearest one.).

"Nuts!"
General Anthony McAuliffe

AGENT SKILLS

Once you have your ability scores it is time to decide what skills your character will have. You may want to talk to the others in your group before choosing so that there is a minimum of skill repetition. There are many types of Agent skills, which are listed below. A character may have up to two major skills and up to five minor skills. A major skill means that the character is an expert in that particular field. A minor skill means that the character has some applied knowledge in that area. Thus, a character trying to use a major skill has a better chance of accomplishing something than if it were a minor skill. Also, you do not need to take seven skills. If you take less, you will be more effective with the ones you have. The bonus will vary with the number of skills taken.

If you have a blank skill slot and wish to add a skill, you may do so anytime between missions. In cases like this you are considered to have been sent on a course for training in this area and learned it in the break between missions. Just write in the new skill in the blank slot and place the

It is strongly recommended that PCs take at least one combat based skill. Close combat, hand-to-hand, and sniper are the most necessary skills in the game when trouble comes. Of the three, close combat is the best general skill as it covers so many weapons and situations. Anyone going into combat without a specific combat skill will roll at a base 30% skill rating.

For every blank minor skill, increase each other minor skills effective ratings by +2. If you have a blank major skill, increase the other major skill by +5. These bonuses are added to the skill values and are written beside the skill values, in

brackets. They are called the effective skill values. Effective skill values are the ones used to determine success or failure in the game. An example of blank skill bonuses from a newly generated character sheet would look like this:

Major Skills

Close Combat	65 (70)
Blank	0 (0)

Minor Skills

Electronic Surveillance	40 (44)
Sniper	40 (44)
Special Weapons	40 (44)
Blank	0 (0)
Blank	0 (0)

Each major skill begins with a rating of 65. Each minor skill begins at 40. Skill ratings can be improved during play or during training between missions. You cannot take the same skill more than once. Major skill ratings (Base or Effective) cannot exceed 95, minor skill ratings (Base or Effective) cannot exceed 75.

If you have a blank skill slot and wish to add a skill, you may do so anytime between missions. In cases like this you are considered to have been sent on a course for training in this area and learned it in the break between missions. Just write the new skill in the blank slot and place the appropriate rating (40 for minor skill, 65 for major skill) as your skill base. Once a skill is taken, it cannot be dropped. If you do add a new skill, remember to recalculate all the blank skill bonuses in that area as the addition of new skill(s) will change the effective values.

Skills are also directly influenced by ability ratings. Each skill will be increased or decreased by the value of the corresponding ability. The lower the ability score, the more of a negative modifier will be applied. The higher the ability score, the better the bonus on the effective skill level. Skills are broken into the following sub-groups for ease of reference:

"It is a capital mistake to
theorize before one has data."
A. Conan Doyle, Scandal in Bohemia

It will be immediately noted that some of these skills are not realistically represented by the abilities. For example, in the real world a good sniper requires strength, agility, steady nerves (constitution), and the ability to gauge cross-winds (perception). Yet in the above list only strength is used as a modifier. This is true. However, it is necessary to simplify all of the above to single abilities to keep the process of generating (and playing) a character simple and quick.

Strength
- Assassination
- Close Combat
- Hand-to-hand
- Sabotage
- Sniper
- Special Weapons

Agility
- Auto theft
- Explosives
- Lock picking
- Forger
- Medic - Poisons
- Medic - Blunt trauma
- Medic - Penetrating trauma
- Medic - Bacterial disease
- Medic - Viral disease

Perception
- Bomb disarming
- Computer security
- Computer virii
- Counter surveillance
- Disinformation
- Electronic surveillance
- Information retrieval
- Pilot - Fixed wing
- Pilot - Rotary wing

Constitution
- Demolition
- Driver - Land
- Driver - Sea
- Mechanic
- Parachute
- Reconnaissance
- SCUBA

Influence
- Disguise/Infiltration
- Interrogation
- Surveillance

Here are individual descriptions of each ability and what they involve in alphabetical order:

Assassination - This skill allows you to approach and kill an opponent silently without your victim having the opportunity to respond, or raise an alarm. To do this requires prior planning and surprise. Assassination weapons include the blowgun, garrote, blackjack, and knife. You need to be very close to the target for a successful attempt. A character with this skill is a strong asset to the team. (See surprise section for more details.)

Auto theft - Characters with this knowledge can disarm car alarms, rig ignition switches to function without a key, or enter a vehicle covertly.

Bomb disarming - Allows you to disarm explosive bombs, incendiary devices, and other traps the team may encounter. This skill is the opposite of the Explosives skill which allows you to build such devices.

Close Combat - Knowledge of how to fight close quarter battles with weapons such as knife, pistol, grenade, rifle, shotgun, etc. Close Combat covers any form of combat where weapons are being used. Think of this skill as light infantry training.

Computer security - This skill gives the possessor full knowledge of computers, operating systems, software, encryption, decryption, modems, "back-doors" and hacking. This knowledge is needed if covert entry into an enemy system is required.

Computer virii - Allows you to design, construct, and introduce special purpose software better known as worms, virii, and Trojan horses, etc. This skill can be used to gather/destroy/modify/corrupt specific information on an enemy system.

Counter surveillance - How not to be followed by the enemy. Collectively, this skill involves losing pursuers on foot or in a vehicle and also detecting the presence of enemy surveillance on you or the team. Allows you to detect enemy bugs, and cameras directed at you.

Demolition - This special knowledge teaches you how to disable/destroy all kinds of machinery, engines, or other constructions. From simple arson to blowing up the Golden Gate Bridge, this is the skill to have.

Disguise/Infiltration - This skill allows you to assume the identity or guise of someone else: janitor, guard, soldier, maid, or whatever is necessary to do the job. May involve simple make-up tricks to full latex masks. Wigs and clothing knowledge are also inherent.

Disinformation - How to confuse, disorient, or misguide the enemy via newspaper articles, advertisements, rumor, and/or false statements.

Driver - Land - The ability to operate any form of land vehicle including heavy equipment, 18 Wheelers, vans, trucks, domestic and special purpose automobiles. This is the skill required for fast getaways and evasive maneuvers. A character with this ability would be at ease in any vehicle type from a drag racer to bulldozer. (Hovercraft can be operated by Land or Sea qualified drivers.)

Driver - Sea - Characters with this training have the ability to operate water craft of all size and description. Includes sailboats, power boats, mini-subs, and large commercial vessels. Some basic navigation skills are assumed as well. (Hovercraft can be operated by Land or Sea qualified drivers.)

Electronic surveillance - Bugs, electronic listening devices, video cameras, etc. How to install, maintain, and even construct listening/monitoring devices to assist the team in collecting intelligence.

Explosives - Gives characters the knowledge to use explosives in various ways. Also allows for home-made chemical bombs, letter bombs, incendiary devices, and special applications made to order.

Forger - The creation and/or modification of false documents, identity cards, passports, qualifications, etc. A qualified forger is an essential member of any team.

Hand-to-hand - This skill encompasses several martial art disciplines that teach the character how to use his/her body as a weapon. Hand-to-hand combat allows you to make two attacks in a single segment without penalty. This is the only skill that allows this. This skill covers hand/foot attacks only; it does not include hand held weapons like knives, pistols, rifles, etc. You can also attempt to disarm an opponent using your hand-to-hand skill. (See Combat section for more details.)

Information retrieval - How to gather intelligence from common sources such as newspapers, magazines, periodicals, and other "open" sources of information. There is some computer skill involved here for resources like the world wide web, etc. However, no computer hacking skills are involved.

Interrogation - Contrary to popular belief, this is not purely torture (although some *may* be tolerated depending on the circumstances). Persuasion, coercion, extortion, and outright bribery are given with this skill.

Lock picking - The skill to pick key locks, open combination locks, and other common burglary knowledge. Peripheral knowledge involves safe cracking, alarm neutralization, and how to use a crow-bar effectively.

Mechanic - This skill gives the character broad-based knowledge of many types of mechanical engines, motors, hydraulics, and electrical systems. Knowledge of the mechanical theory and its applications is also assumed. Characters can repair, modify, or otherwise work on any of these systems in confidence.

Medic - Bacterial disease - Knowledge of all types of bacteria-based diseases and potential countermeasures. Includes terrestrial and extra-terrestrial varieties.

Medic - Blunt trauma - How to apply first-aid for blunt trauma wounds, splint bones, and in extreme cases actual operations on blunt trauma cases. Peripheral knowledge includes sprains, muscle pulls, and other minor afflictions.

Medic - Penetrating trauma - Knowledge on stitching cuts, stopping infection and bleeding caused by penetrating trauma damage. Deals with bullet and shrapnel wounds. Also includes autopsy skills on human and extraterrestrial corpses.

Medic - Poisons - Both natural and manufactured poisons, their effects and possible countermeasures. Includes snake and fish venom, cyanide, belladonna, strychnine, and even gaseous poisons.

Medic - Viral disease - From the common cold to Ebola, knowledge of viruses, their construction, and effects. Also includes isolation techniques, and how to fabricate inoculations for specific diseases.

"The difficult we do immediately.
The impossible takes a little longer."
US Army Corps of Engineers slogan

Parachute - Beginning with a thorough knowledge of all parachute types and equipment this skill also covers the use of oxygen tanks, altimeters and other high altitude specialty items. This skill (with proper equipment) can also allow para-gliding over long distances or HAHO (High Altitude High Opening). Also covers HALO (High Altitude Low Opening) and LALO (Low Altitude Low Opening) techniques for fast descents and covert landings.

Pilot - Fixed wing - Covering all airframes from fighters to civil airliners to transports. If you require an airplane for a mission, then a pilot-qualified team member is needed. This is a general qualification only. Certain advanced, experimental, or foreign aircraft may require some additional training or knowledge. This skill does not allow flight of alien craft. That privilege is restricted to a few test pilots in a certain secret base in Nevada.

Pilot - Rotary wing - Helicopters or rotary wing aircraft are covered by this skill qualification. All helicopter types are included. Certain advanced, experimental, or foreign helicopters may require some additional training or knowledge.

Reconnaissance - How to use terrain and various natural covers to your advantage. Lets you sneak-and-peek without being seen. Can be combined with the assassination skill to get close to your target. This skill is primarily used to covertly monitor an area or group over a long period of time.

Sabotage - This skill lets players immobilize or destroy equipment by simple methods. From sugar in a gas tank to replacing the gunpowder in a rifle shell with plastic explosive, this is the skill for those with a destructive heart.

SCUBA - Knowledge of SCUBA tanks, weights, and dive procedures. Underwater navigation, long-term submersions, various gas mixtures for extreme depths, liquid breathing systems, airlock operation, re-breather (no bubbles) technology and remote drones are all covered by this skill. Also includes decompression chamber protocols, and emergency procedures.

Sniper - A skill that allows for long distance engagement of an enemy. Snipers can only fire single rounds, but have a better chance to hit their targets. A sniper requires concentration and stability to be effective. You cannot act as a sniper while in the back of a speeding truck, for example. (See combat section for specific information on this skill)

Special Weapons - Special purpose weapons include LAAWS rockets, Stinger Anti-Air missiles, Claymore mines, etc. Use of any special weapons like those mentioned above require special training. This training also includes heavy or crew-served weapons like tank guns, artillery, mortars, etc. However, multi-person weapons systems will require multiple people qualified with the Special Weapons skill to operate properly.

Surveillance - How to track, or follow someone without being obvious about it. Good for gathering information on a person, their habits, and schedule. Covers being on foot and in vehicles.
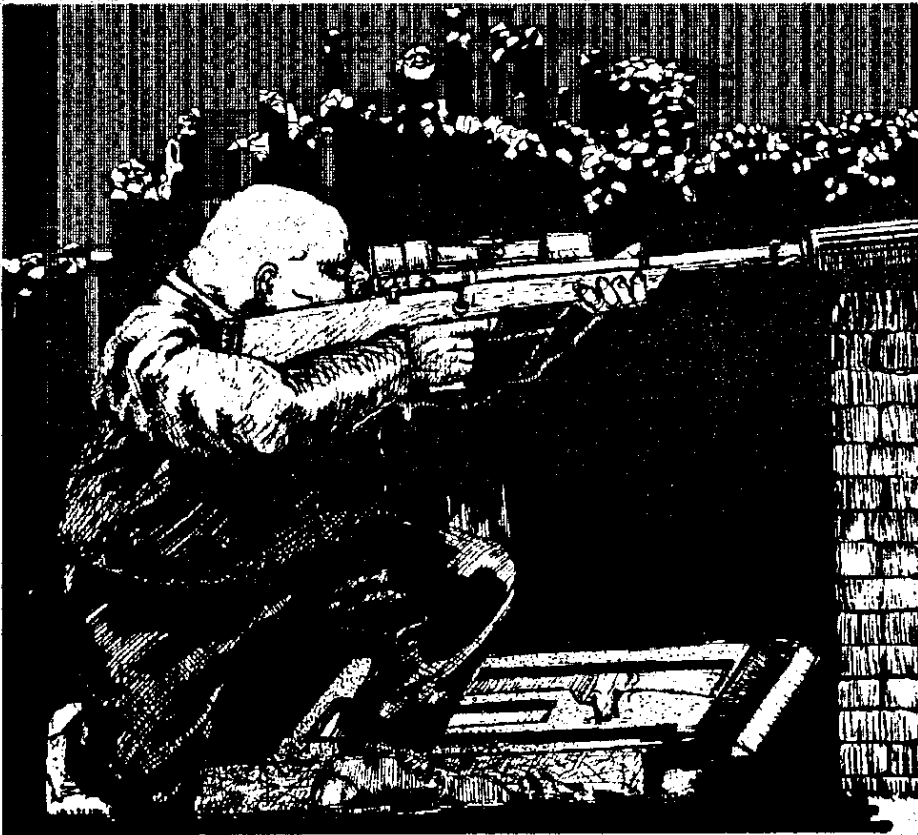
All of the skills and abilities use the same chart for modifying their effective values.

Effective Skill Modification Chart

Ability Score	Major Skill	Minor Skill	Description
20-24	-5	-7	Klutz
25-29	-4	-6	
30-34	-3	-5	
35-39	-2	-4	Tries hard...
40-44	-1	-3	
45-49	0	-2	
50-54	+1	-1	
55-59	+1	0	Average
60-64	+2	+1	
65-69	+2	+2	
70-74	+3	+2	
75-79	+3	+3	Gifted
80-84	+4	+3	
85-89	+5	+4	
90	+6	+5	Olympian

Here is an example character after ability generation and after blank skill bonuses have been applied. Close Combat receives a +5 bonus for the blank Major skill, and each Minor skill receives a +4 bonus each for the two blank Minor skill slots.

Given the following original skills...		...and with the following ability scores...	... the skills are modified as followed.	
Major Skills		**STR:** 62	**Major Skills**	
Close Combat	65 (70)	**PER:** 73	Close Combat	65 (72)
Blank	0 (0)	**CON:** 47	Blank	0 (0)
Minor Skills		**AGL:** 32	**Minor Skills**	
Electronic Surveillance	40 (44)	**INF:** 52	Electronic Surveillance	40 (46)
Sniper	40 (44)		Sniper	40 (45)
Special Weapons	40 (44)		Special Weapons	40 (45)
Blank	0 (0)		Blank	0 (0)
Blank	0 (0)		Blank	0 (0)

This results in the following modifications to the effective skill levels:

Close Combat value is modified by the Strength ability. This increases +2 as it is a Major skill. The skills of Special Weapons and Sniper are also modified by Strength, but only by +1 as they are Minor skills. The character's Electronic Surveillance skill is modified by the Perception rating. This results in a +2 bonus.

NOTE: Only the *effective* values (the ones in round brackets) have changed. The base values always remain fixed during this process. If base values change, then the effective values must be recalculated accordingly.

Skills and their ratings are needed to determine the chance of success (or failure) for the players during game play. Normal events would not normally require a check for success. For example, a character with a pilot skill (major) gets into a serviceable aircraft and flies 100 kilometers during the day in good weather. However, if the same pilot attempts to fly through a thunder storm, or if something breaks on the plane in flight, or if severe aerobatics maneuvers are attempted, then a check may be required by the GM. The chances may be modified by the GM in accordance to the situation at the time.

Success is determined by a d100 roll. If the player rolls less than or equal to the stated value, then the action is successful. A "00" roll always means automatic failure regardless of the modifiers.

The GM may modify these rolls as he/she sees fit. For example, a player assumes a disguise and tries to get past a guard. If the guard is in a dark alley, then the GM gives a +15% chance to the attempt. However, if the guard is in a well lit office building, then a negative modifier of -10% may apply as it is tougher to make the disguise attempt work.

Xenoforce agents undergo different levels of training during their indoctrination. Agents with well-developed knowledge have received advanced training in a certain area (Major skills), while agents with some applied knowledge received a more general course in that area (Minor skill). All agents, regardless of their background, will receive general training in all the different skill types. If a character attempts a skill for which he/she did not receive special training, there is only a flat 30% chance of success, and a large chance of catastrophic results. An average person taken at random off the street would only have a 1-20% chance as they would have no idea what they were doing. Imagine trying to build a bomb with no prior experience and you get the idea. The GM may reduce this further depending on the complexity of the task being performed.

EXPERIENCE AND SKILL ADVANCEMENT

When a mission is complete, you will receive some form of experience rating from the GM. This number reflects the amount of knowledge that the player picked up during the mission. This amount can be used to advance the skill levels the player has for the next mission.

For the first 1,000 points of experience, the base skill level of any major or minor skill may be raised 1 point. However, to raise the same skill another point requires double the experience points. This point increase continues to double for every additional point increased in that skill. Any unused amount of experience up to 999 points may be banked for after the next mission. Any amount over 1,000 points is lost if not used. Remember that the doubling of points only takes place during that particular training session. If you go out and adventure some more, gain additional experience and then train the same skill you did previously, the training cost starts back at 1,000 points, not where you left off the last time. Thus, advancement is fairly rapid in the game. Instead of raising a major or minor skill, players may opt to increase their general skill rating by using twice the number of experience points. The general skill rating starts at 30% and may go up to 50% maximum. As the general skill encompasses all skills not taken as a character's major or minor skills, it is much tougher to advance this rating. For the first 2,000 points of experience, the general skill may be raised 1 point. To raise it another point takes 4,000 points, etc. Note: Blank skills and ability scores <u>do not</u> affect the general skill rating.

Example: A player receives 4,200 points of experience for the last mission she was on. Her statistics before modification are:

Major Skills

Forger	72 (72)
Medic - Penetrating Trauma	65 (65)
Lock Picking	43 (50)

Minor Skills

Disguise	46 (48)
Hand-to-hand	42 (44)
Auto Theft	45 (47)
Blank	0 (0)

To increase her Hand-to-hand rating to 43, she must use 1,000 of her experience points. To increase the same rating to 44, she must use another 2,000 points. To increase it to 45, she must use an additional 4,000 points, etc.

She decides to spend 1,000 points on her Lock Picking rating. She uses the remaining 3,000 points to increase her Forger rating by two points (1,000 for the first point, and 2,000 for the second point.). The remaining 200 points of experience are put aside for use later. Her statistics now look like this after modification:

Major Skills

Forger	74 (74)
Medic - Penetrating Trauma	65 (65)

Minor Skills

Lock Picking	49 (51)
Disguise	46 (48)
Hand-to-hand	42 (44)
Auto Theft	45 (47)
Blank	0 (0)

NOTE: Any change in base skill level requires recalculation of the effective value.

XENOFORCE CODE OF CONDUCT

THE CODE

The men and women of the Xenoforce are guided by their own code. All agents have sworn to follow these guidelines. The penalty for not following them can be severe.

1) The Code and its contents Xenoforce and its existence, agents and their identities, are secret and must be kept so from both the aliens and the human race.

2) No innocent bystanders are to be hurt unnecessarily in any way, shape, or form.

3) The alien presence and its influence on mankind must be eliminated from our world by whatever means necessary, subject to the limitations of paragraph 1 and 2.

4) Empirical knowledge of the aliens and Xenoforce must be kept restricted to those who follow the Code. Denial, deception, and/or discrediting of all others will be employed to hinder those who gain empirical evidence of Xenoforce or the aliens' existence. Terminal means may be authorized only in extreme cases.

5) All actions undertaken by Xenoforce must have plausible deniability. Cover stories and activities must be carried out to prevent and/or distract public knowledge of any official activities.

6) All operations must be pre-app___d an_ budgeted through Xenoforce Central C_____ any action is taken.

Auth___z__ __ by___
Offi___ _f th_
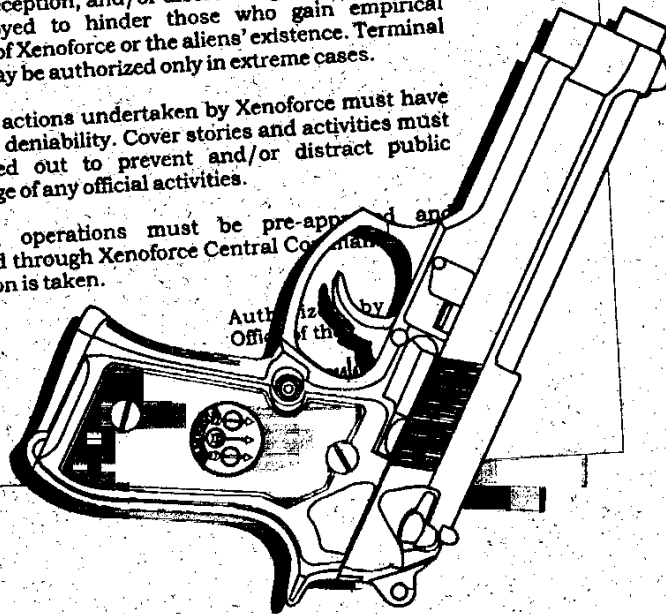
"You're either part of the solution
or you are part of the problem."
Eldridge Cleaver

INTRODUCTION

After you have played *Xenoforce* for a while, it is inevitable that you will eventually want to run a game of your own. We will try and outline all the steps necessary to set up and run a successful *Xenoforce* game.

The first step is to come up with a viable story line. You can either make up your own, or purchase one of the *Xenoforce* Adventure Modules from your local gaming store. Purchasing a pre-done module is a good way to proceed if you have a lack of time, but an original story is always appreciated by players.

The story should have one central theme that the players can recognize and act on. You can also have several sub-themes, but we will discuss that a little later. The following list comprises a few suggestions of a team mission:

- Follow a suspected alien or sympathizer to find out who his/her contacts are.
- Track down and destroy an established alien base of operations.
- Find an information leak in a large corporation or government office.
- Infiltrate an alien controlled compound.
- Recover empirical evidence of alien existence.
- Find a cell of collaborators, and destroy them.
- Recover a stolen piece of equipment or a kidnapped alien victim.
- Destroy/Immobilize/Recover/Track an alien space craft.
- Track and silence a renegade *Xenoforce* agent.

There are many more possible scenarios, but the above should give you a fairly good idea of the types of missions available. Feel free to "mix and match" scenarios, also. Once you have a basic idea of the mission, you need to fill out the story line with specifics like names for the NPCs involved and some rough sketches of the areas that the team may visit. These diagrams can be finalized later, but in the beginning you will need to have a good general idea of where the team will be going, and what they will see when they get there. After all, if you don't understand it, how can you describe it to the players.

After you have a base idea of the mission, you will need to flesh it out by adding personalities to the NPCs. Small things count here. A southern accent, some noticeable physical abnormality, or eccentric behavior, is always a good thing to play on. Without these things the character is just a name to the player. The last thing you want is the players getting confused over who is who. For example, here is a good description of an NPC character:

Colonel Morgan limps slowly into the room wearing well worn combat fatigues with shiny black boots. His graying hair gleams in the artificial haze of the fluorescent lights. In his left hand a thick hand-carved cane is held tightly against his leg. He seems to have considerable difficulty walking. Yet, behind the obvious frailty, the man himself appears confident and strong. His eyes, cold and penetrating, intimidate you at a glance.

Your real purpose is to create a mental picture of that character in the minds of the players. From that point on whenever you mention "Colonel Morgan", they know exactly who you are talking about. Compare the above description to the following:

A military looking guy limps into the room. He has a cane, gray hair, and is wearing green clothes and black boots. There is something weird about his eyes.

Is he describing a military officer or a street bum? The more time you spend in preparing the characters, the better the gaming experience for everyone.

Now that you have a good idea of the people and places involved, you can flesh out the adventure with details. There are no hard and fast rules here. However, the necessary details required to complete the mission should be written in your notes. Each room that the players may encounter should have as a minimum a rough sketch, and a list of NPCs/items in that room. Here is an example of a small office description the team may encounter:

Entering the building through the front door, you see a well-lit room about 5 meters square, equipped with standard office furniture and equipment. There are large windows on the north, east, and south walls. A large door sits in the center of the west wall, and to its left is a thick meter high combination safe with the door cracked open. You see what appears to be a large amount of money through the slightly open safe. Near the roof in the NE corner of the room is a fixed video camera. There are two desks side by side. The one to the north is empty, and the one to the south has an attractive blonde secretary working on a computer terminal. She looks up as you enter, smiles, and says, "Good morning, may I help you?".

You must also be ready to be flexible with your descriptions. If the player breaks into the above room at 3 in the morning, then the office will be dark, the safe locked, and the windows covered. The secretary will not be there, but a guard dog might be. In your notes you would have

listed the hidden features of the room. Here is an example of the hidden features of the above office in point form.

- The safe contains $27,500 in $50's, and $100's, and a set of blueprints showing the layout of the attached warehouse.
- The computer on the secretary's desk contains an encrypted file with a contact's name and address. (5% chance to find if no computer skills)
- The door to the warehouse (beside the safe) is locked and barred from the other side. A Morpher alien (who appears like a warehouse foreman) stands guard here with an automatic weapon. He will open it only at a pre-designated knock. If he hears trouble in the office, he will run and get help and return in 5-10 minutes with three other Morpher aliens armed the same way he is. They will prepare an ambush on the far side of the door for anyone attempting entry into the warehouse.
- The secretary is under the control of a controller type alien, hidden in a back room of the warehouse. She has a small caliber handgun hidden in her desk drawer, with spare magazine. A hand grenade is in her purse. She will try to act normally and only resort to violence if there is no other option.
- The video camera is a dummy and not functioning.

The preparatory work you do beforehand can prevent long gaps of player inactivity during the game while they for you to give them some needed information. It is suggested you take a look at a prepared module to get a feel for how to do this for an entire adventure.

Once you have everything in the module prepared, it is time to assemble your team. Whether you accept characters the player already has, use pre-generated characters out of the module, or have them roll new characters, it is essential that your team have a diverse set of skills and abilities. This provides built-in flexibility for whatever kind of mission is given to them. Of course, not all situations can be covered by the team. However, it pays in the long run to diversify.

The team is then given the mission and budget, along with any restrictions you see fit to impose. Generally this usually means the Code, but there can be cases where you impose further restrictions to

heighten the challenge. BE CAREFUL! Don't tie the players hands too much. You want to challenge them, not discourage them. People play RPGs to exercise their imaginations. If the GM is too controlling, players may feel they are simply actors reading pre-defined scripts. Enjoyment factor goes to zero in these cases. You can still nudge players along the track you want, but subtlety works best.

The final, but most important, stage to consider is the budget. You need to give players an amount of money that is neither too high nor too low. Only experience can provide the proper guidelines here. If your players are all driving Ferrari Diablo sport cars, wearing Armani suits, and drinking fine French Champagne then you may need to cut back a tad. However, if the players are forced to scrounge for bottles at the side of the road for the nickel deposit, then you may need to give them a bit more.

There is another aspect that needs to be taken into account here as well. You can give the players a low initial budget if you know there are opportunities to pick up money in the game. The office description above is an excellent example. After the aliens are taken out, the money can be taken and the whole thing made to look like a robbery gone bad. The Code is maintained, the players get some extra money to play with, and the challenge adds to overall game play.

Players may also have, or seek the opportunity to use, counterfeit money, credit cards, or some other form of false currency to expand their budget. This may bring in unwanted attention from the police, and you should gauge the players' success with the false currencies accordingly.

MISSION AND METHODS

At the beginning of the mission, you will normally have the players assemble in a safe house near the area of operations (this is supplied at no cost to the players, but cannot be used during the actual mission). Then the team leader will be selected from the assembled players using whatever method is appropriate. The entire team will then discuss the mission and try to come up with a plan of attack. Depending on the mission and its complexity, this process can take several minutes to several hours. Responsibilities will be assigned based on the relative strengths of the characters and the plan. The team leader should keep his eye on the budget during this phase. Running out of money halfway through a mission is not a sign of a good leader. Indeed, having money left over at the successful conclusion of the mission can gain additional experience for the team.

When a bare plan has been outlined it will be necessary to gather equipment and other supplies to complete the task at hand. This could include, but not be limited too, safe houses, cars or trucks, clothing, food, surveillance equipment, etc. There may also be a need to rent office space to act as a "front" for cover. If this is the case, then business cards, phone hook-ups, identification, and other details should be created/purchased by the team as well.

It should be pointed out that in other RPGs, when the enemy is dead, the characters just move on to the next room or challenge. In *Xenoforce*, a dead alien body cannot be found by any member of the public as this violates the code. Alien bodies must be disposed of. The last thing you want after a mission is an alien autopsy film being released. Body disposal has to be pre-planned and responsibilities assigned. This may also involve disposal of team members if one dies during a mission.

"SCRUBBER" TEAMS

One game option that may be allowed to help the players are the use of what are referred to as "Scrubber Teams". A Scrubber team is a small group of Xenoforce Disinformation agents who come into an area when the mission is over and the area is secure. They remove bodies, any recovered alien technology, and plant false clues and evidence to misguide any subsequent investigation by the press or law enforcement. Any witnesses are fed innocuous cover stories and events are represented in a much different light than what may have actually occurred. Typically, if an area needs to be secured for large scale clean-up operations a convenient train derailment or chemical spill is used to clear the area of locals. Witnesses who do not heed the cover stories are harassed and discredited by various methods. Terminal methods are seldom used in these cases.

Scrubber teams should only be called when the mission is over. They arrive using whatever cover seems appropriate. Some good examples of Scrubber team cover stories are cleaners (lots of solvents to clean up pools of alien ooze), exterminators (wrapping a house in a large pesticide tent guarantees several days of privacy inside), and moving companies (lots of bundles being carried out). The agents in Scrubber teams are from the Disinformation directorate not Operations. Scrubber agents in a fire-fight are useless. Anyone who calls Scrubber teams in prematurely can expect a severe reprimand. Scrubbers are always in demand and wasting their time and efforts is not looked on with good humor. If the area of alien activity is near a major city the response is normally within 6 hours. In remote sites, the response time may be as much as 24 hours. Extremely isolated areas may take several days, although this is rare.

Scrubber teams are optional and may not be allowed in certain situations. For example, if the players create a huge and unnecessary mess themselves the GM may decide no Scrubbers are available that day and will make the players clean up their own mess. On the other hand, a Scrubber team called in to clean up 30 bullet filled civilian casualties and no aliens will certainly report that to higher authority.

"To do a great right do a little wrong."
Shakespeare, The Merchant of Venice, IV, i

ECONOMICS

Once the team has been assembled, briefed, and supplied with a budget, you will need to purchase the various items to use during the mission. The choice of this equipment is left up to the individuals. The team leader will decide who gets priority on a case by case basis. The GM will decide if a specific item is available at any given time. Identities, weapons, and other mission equipment are normally destroyed and discarded after each mission to prevent the authorities tracking *Xenoforce* activity. This means new items need to be acquired before each mission.

If the players think of an item that is not on the list below, you will need to check three things. 1) Is the item available. 2) What is the cost of the item, if it is available? 3) What will be the game balance impact caused by this item being placed in the game? The list of items below is not a comprehensive one and you will have to use your judgment for these requests. Also, remember the golden rule of all *Xenoforce* GMs: *'Just because they want it does not mean they should have it.'*. Example: A Huey Helicopter with rocket pods and machine guns would be a great thing to have, but is it really required to gain entry to the public library?! As with all things in role playing, common sense is king.

The following lists assume items are brand new. Used equipment may be found at up to 50% off list price. However, the GM should track this equipment as it may fail to operate at times. The player will have to decide if buying a used parachute is such a great idea after all...

The GM should apply any increase or decrease in price as he/she sees fit. If the item required is a rare one, then a premium is sure to be applied. If there is a warehouse full of the desired items, then a cut rate may be offered. A PC with a high influence can try to "haggle" with the salesmen for a better price. A short term lease may also be cheaper for things like office equipment and furniture, etc. If players take this option, then a range of 10-25% of the list price per month should be levied for renting the items. Also, if the item is illegal, you can guarantee there will be a premium attached to it. There are too many situations to give examples for, but the key is to keep the scenario realistic, and try to be flexible.

Items listed are general quality. A suit, for example can be of several different grades and conditions. You can pay more for a better quality suit if your cover depends on it. You can also pay less if assuming a more humble background. Generally (but not always), you can get a better deal by purchasing in bulk. However the savings made will have to be weighed against the chances of betraying the mission. If someone walks into an Army/Navy surplus store and buys enough equipment to supply a small army, will the clerk take note and make an anonymous phone call to the police?

One other thing to consider: A sleeping bag found in a department store would be ill advised for an Arctic climate. A boat is listed but a speed boat is not. These would count as specialty items. In these cases the specialty items should be as much as twice or three times as expensive as the list price.

Remember, all items will be disposed of at the end of the mission. Nothing is ever kept between missions. Equipment is disassembled and dumped, weapons are buried, clothing burned. This creates no clues to tie the teams to any given incident by law enforcement or the press.

Ammo

Ammo	Weight	Cost
Blowgun Needles (Box of 10	0.10	$15.00
Small Caliber - Individual (Box of 25)	0.25	$5.00
Small Caliber - Individual (Box of 250)	2.50	$45.00
Small Caliber - Linked (Box of 250) [2]	3.50	$65.00
Small Caliber - Assd. Linked (Box of 250) [1,2]	3.50	$75.00
Magazine - Assault Rifle (Holds 30 rounds)	0.75	$15.00
Shotgun Shells - Bird Shot (Box of 25)	2.0	$12.00
Shotgun Shells - Buck Shot (Box of 25)	2.5	$25.00
Shotgun Shells - Slugs (Box of 25)	3.0	$35.00
Large Caliber - Individual (Box of 25)	0.75	$17.50
Large Caliber - Linked (Box of 250) [2]	5.00	$125.00
Large Caliber - Assd. Linked (Box of 250) [1,2]	5.50	$145.00
Gun Powder	0.5	$25.00

Clothing

Clothing	Weight	Cost
Gloves - Work	0.5	$15.00
Pants - Work	2.0	$35.00
Pants - Casual	1.75	$45.00
Pants - Dress	1.5	$65.00
SCUBA Dry Suit (Cold Water)	3.5	$300.00
SCUBA Wet Suit (Temperate Water)	3.5	$250.00
SCUBA Mask	1.0	$50.00
SCUBA Fins	1.5	$75.00
Shirt/Blouse - Work	1.0	$15.00
Shirt/Blouse - Casual	1.0	$25.00
Shirt/Blouse - Dress	1.0	$35.00
Shoes - Work boot/Combat	0.75	$50.00
Shoes - Dress	0.25	$65.00
Shoes - Sneakers	0.20	$100.00
Shoes - Snow	2.5	$175.00
Suit/Dress - Casual	2.25	$175.00
Suit/Dress - Business	2.35	$250.00
Suit/Dress - Formal	2.45	$400.00

Vehicle

Vehicle	Weight	Cost
All Terrain Vehicle	Varies	$1,750
Boat -Rubber Inflatable with motor	Varies	$1,500
Boat - Hard sided with motor (Small)	Varies	$2,500
Boat - Hard sided with motor (Large)	Varies	$12,500
Car	Varies	$11,500
Car - Compact	Varies	$6,500
Car - Limousine	Varies	$39,500
Car - Luxury	Varies	$25,000
Motorbike	Varies	$4,500
Snowmobile	Varies	$2,250
Truck	Varies	$15,000
Van/Mini-van	Varies	$12,500

Communications

Communications	Weight	Cost
Cell Phone - Standard	0.5	$100.00
Cell Phone - Digital (Satellite)	0.6	$175.00
Computer - Standard	12.5	$2,000.00
Computer - Laptop	2.5	$3,200.00
Pager - Sound	0.2	$150.00
Pager - Vibrating	0.2	$175.00
Radio - Hand-held	1.00	$75.00
Radio - Hand-held (Encrypted)	1.10	$125.00
Radio - Vehicle Mounted	3.50	$250.00
Radio - Vehicle Mounted (Encrypted)	3.60	$350.00
Radio - Non-mobile	5.50	$275.00
Radio - Non-mobile (Encrypted)	5.60	$300.00
Radio Headset	0.2	$75.00

Equipment

Equipment	Weight	Cost
Backpack	1.5	$65.00
Climbing Hardware (Pitons, D-Rings, etc.)	2.0	$50.00
Parachute -Round	5.50	$500.00
Parachute - Square (Direction Controllable)	6.00	$700.00
Parachute - Cargo	12.00	$1,200.00
Rope - 100 M Climbing (Wire Core)	3.00	$75.00
SCUBA Air Tank (1/2 hour cap. each)	13.5	$275.00
SCUBA Depth Gauge	1.0	$25.00
SCUBA Weights	10.0	$75.00
Skis - Cross Country	5.5	$300.00
Skis - Downhill	7.5	$350.00
Sleeping Bag	3.0	$100.00

Intelligence Gathering

Intelligence Gathering	Weight	Cost
Binoculars	2.0	$135.00
Hidden Microphone - Standard	0.3	$45.00
Hidden Microphone - Miniature	0.1	$90.00
Laser Eavesdropping Device (Line of sight)	12.5	$2,500.00
Night Vision Goggles (Light Amplification)	2.0	$550.00
Night Vision Goggles (Ultra-Violet)	2.0	$750.00
Scanner - Hand held	1.5	$340.00
Scanner - Non-mobile	5.0	$250.00
Telescope	4.00	$250.00
Tracking Device	0.10	$75.00
Tracking Receiver	5.00	$650.00

"Money is far more persuasive than logical arguments."
Euripides, Medea

Miscellaneous	Weight	Cost
Bullet-proof Vest (Lightweight)	5.00	$175.00
Bullet-proof Vest (Heavyweight)	7.50	$275.00
Crowbar/Jimmy	1.50	$20.00
First Aid Kit (Personal)	0.50	$25.00
First Aid Kit (Professional)	3.00	$250.00
Laser Target Designator - Pistol [4]	0.30	$150.00
Laser Target Designator - Rifle [4]	0.30	$250.00
Recorder - Audio Only	4.50	$200.00
Recorder - Audio/Video	5.00	$350.00
Scope - Rifle [4]	0.50	$150.00
Silencer/Flash Suppressor - Pistol	0.30	$250.00
Silencer/Flash Suppressor - Rifle	0.50	$450.00
Tripwire Flare	0.25	$20.00
Ultra-Violet Target Designator - Pistol	0.35	$250.00
(Visible with UV N.V.G. only)		
Ultra-Violet Target Designator - Rifle	0.45	$350.00
(Visible with UV N.V.G. only)		

Weaponry	Weight	Cost
Blackjack	0.50	$20.00
Blowgun	0.75	$75.00
Claymore Anti-Personnel Mine [2]	2.00	$500.00
Explosive [2]	0.25	$125.00
Garrote	0.10	$50.00
Grenade - Fragmentation [2]	0.5	$75.00
Grenade - White Phosphorus [2]	0.5	$85.00
Grenade - Smoke	0.5	$30.00
Grenade - Stun [2]	0.4	$80.00
Knife	0.5	$85.00
LAAWS Anti Armor Rocket [2]	6.5	$1,500.00
Pistol - Standard	1.75	$350.00
Pistol - Non Magnetic	1.50	$750.00
Rifle - Standard [2]	3.0	$300.00
Rifle - Assault [2]	4.5	$550.00
Rifle - Light Machine Gun [2]	5.3	$750.00
Rifle - Heavy Machine Gun [2]	7.5	$1,250.00
SCUBA Shark Stick	1.5	$75.00
SCUBA Spear Gun	2.4	$120.00
Shotgun - Automatic [2]	4.0	$450.00
Shotgun - Pump Action	3.7	$350.00
Shotgun - 2 Shell Breech Loading [3]	3.3	$275.00
Stinger Anti Air Infrared Guided Missile [2]	15.9	$1250.00

Note 1 [1]: Alternating armor piercing, tracer, standard, and explosive tip bullets.

Note 2 [2]: Possibly illegal, or restricted, for ordinary citizen to possess in many states.

Note 3 [3]: Can fire one, or both shotgun shells, at player option. Weapon damage doubles if both shells are fired and a successful hit is made.

Note 4 [4]: Target designators add +15% to the to hit roll.

SURPRISE

Using surprise to your advantage can be a tremendous asset. Likewise, when used against the group, it can severely damage the players. If you successfully surprise your opponents you get a complete segment to fire any readied weapon(s) at your opponents, while they will not have the chance to return fire. Surprise is checked only if one or both the players and enemy come across each other without prior warning. If both groups can plainly see each other for several minutes before an attack is made, then surprise is skipped and normal combat begins.

Surprise can occur in a planned or unplanned way. If two groups are walking down a pair of perpendicular hallways and bump into each other at the intersection, then surprise would be rolled for both groups. However, if one group has established an ambush and another group wanders into the kill zone, then surprise would be checked only by the group that prepared the ambush. In all cases, if surprise is not achieved then standard combat may commence.

There may be a situation where surprise is successfully achieved by both groups in an unplanned surprise check. In these cases, the group who achieved surprise with the highest roll is the only one that gets the free fire segment. If both groups roll the same number and both achieve surprise, then a d12 is rolled by both sides and the higher number wins the free segment. If there is another tie, the process is repeated until one party gets a higher result than the other. This will be rare, however.

Surprise is determined by rolling a d20 and modifying the roll with the numbers on the chart below. A modified result of 5 or less indicates surprise is successfully achieved. A result of 6 or more means no surprise exists and normal combat begins. The surprise chart begins with a series of conditional questions. If the answer to one of those questions is "yes" then you use the subsequent modifier. If the condition does not apply to your situation (a no answer) then you skip to the next condition. The second half of the Surprise Modifier Chart contains other variables that are fairly straightforward. Not all conditions will apply in all situations. If in doubt, ask the GM. The GM is the final arbiter of whether the conditionals apply or not.

Surprise Modifier Chart

Condition	Modifier
Are you running?	+6
Are you walking?	+4
Are you sneaking?	+2
Are you still?	0
Are the enemy running?	-6
Are the enemy walking?	-4
Are the enemy sneaking?	-2
Are the enemy still?	0
Are you effectively camouflaged?	-4
Are the enemy effectively camouflaged?	+4

Other Variables	Modifier
For every person in your group with you...	+1
For every person in the enemy group...	-1

If surprise is achieved, the group that achieves it may fire all readied weapons at the other group. To qualify as a "readied" weapon, it must be in hand, ready to fire in all respects, and the target must be in the arc of fire. You may fire up to the maximum fire rate of the weapon at one target each. The chances to hit the enemy are the same as normal combat. The only advantage of the surprise segment is the enemy cannot return fire during the surprise segment.

Players with the Assassination skill also use surprise when attempting a quick kill on an unsuspecting victim. To assassinate someone, you must have the Assassination skill, approach the target unseen (or alternatively have the victim approach your position), achieve surprise, and make a successful roll using your Assassination skill rating. If this is achieved, the target is automatically killed (or rendered unconscious at the player's discretion). A failure at any point will probably result in a standard combat.

TIME

In *Xenoforce*, it is necessary to understand the constraints of time on all player actions. Time is represented in the normal format of seconds, minutes, and hours. However, there will be times when actions need to be placed into different units of time. This occurs most often in combat situations, but does occur irregularly in situations where lots of things are happening in a short period of time.

Seconds are the smallest unit of time in the game. Five seconds comprise a "segment". There are 12 segments in a minute. A segment is used to break down multiple actions by many players (and the GM) to provide a constant standard to time keeping. Why? Here is an example:

Assume that there are five players with assorted weapons inside a aircraft hangar fighting three alien-controlled humans who also have weapons. Without any form of time keeping, there is going to mass confusion and a lot of, "*You didn't shoot me first! I shot you first!*". Segments break down the time when action is going on and slow it down to a controllable level so that everyone can understand what is going on and when. **Only one action is allowed per segment.**

Before we get into specific examples, there must be an explanation concerning actions in a segment. Under *Xenoforce* guidelines an assault rifle requires 2 segments, or 10 seconds to reload. The immediate reaction is that it takes only a few seconds to remove an empty magazine and place a full one in its place. This is true enough. However, in a combat situation you are doing a lot more than just reloading the weapon. In that 10 seconds you are digging out the new magazine, removing the old one. reloading the weapon, stowing the old magazine, watching enemy movements, watching fellow team members and their actions, and keeping low to avoid getting hit by enemy fire. If the time penalties and restrictions seem harsh, remember that they apply to the enemy as well as yourself. They have no more of an advantage with time than the teams do. Another simple reason is that this is just a game. While it is reflective of real life to a point, some aspects must be generalized to create a uniform set of guidelines. Time is one of the things that is compromised to make *Xenoforce* a playable product.

As always, the GM may modify this as they see fit. However tournaments and official games will use the stated weapon and time standards.

"The strongest of all warriors
are these two - Time and Patience."
Leo Tolstoy, War and Peace

After determining surprise (if applicable) and determining the effects of it, you will have a player roll a d10 for his/her group. The GM rolls a similar dice for the NPCs the players are fighting against. This is called the initiative, or the luck roll. Whoever rolls the higher number (ties are re-rolled) goes first, then the initiative loser does their actions. Combat will then proceed on a segment to segment basis with alien and human forces taking turns in accordance with the segment delays for each weapon and movement. If an enemy and ally both have an action on the same segment, the initiative dice are thrown again to determine who gains initiative for that segment. The effects of the initiative winner's attack or action take effect BEFORE the initiative loser performs his action. Here are two brief examples of how initiative can affect play:

Example#1: Several segments into a combat, Michael targets a Morpher alien with his rifle. The alien is pointing a pistol at Alice who is busy reloading her shotgun. Both Michael and the alien are due to fire in the same segment. The Gamemaster and Michael roll initiative dice. The GM gets a 4, Michael gets a 3. The Morpher fires at Alice and kills her. Michael shoots a fraction of a second later and wounds the Morpher. The segment ends.

Example #2: Several segments into a combat, Tony targets a Security Guard with his pistol. The guard is preparing to throw a grenade at Tony's group. Both Tony and the guard are to do their actions in the same segment. The Gamemaster and Tony roll initiative dice. The GM gets a 7, Tony gets a 10. Tony shoots first and strikes the alien in the arm. As a result, it drops the grenade it is holding. The grenade explodes and showers the guard with fragments. The guard fails his blast avoidance roll and dies. The segment ends.

The roll of the d10 initiative dice represents how delayed someone is in getting started in performing their actions in combat. Reasons for this delay include being startled, snagging a weapon on a piece of clothing, or having to dig for a piece of equipment. Once combat in underway, there are no further delays, except those given by the segment penalty chart for weapons or when simultaneous actions occur.

Different weapons have a segment penalty that is applied during the initial use of that particular weapon. This is applied when the desired weapon is holstered, slung, or otherwise out of a character's hands. This delay represents how long it will take to get the weapon into action. A standard shotgun for example, has a segment penalty of 2. This means

that it takes 2 segments to prepare, aim, and fire the weapon. Here is a more complete example:

Jonathan Strange, a player character, sees an enemy character running from a building on the 2nd segment of combat. His breech-loading shotgun is on the ground beside him. He elects to grab the weapon as his action. Grabbing the weapon, he adds the weapon segment penalty of 2 to the current combat segment number (also 2) for a total of 4. This means the shotgun will be ready to fire at the start of the 5th segment of combat.

The other time delay for weapons is the reload penalty. This is used when a weapon runs out of ammunition. When using the reload penalty it is assumed the player has a spare magazine or rounds ready to reload, in their possession. If not, then the weapon is useless until new rounds are purchased/found. Next we will discuss the reload penalty. A shotgun has a reload penalty of 3. To demonstrate this time penalty we will continue using the same example as above:

Jonathan fires his double barreled shotgun at the retreating enemy on the 5th segment, thus using the last round of ammo in the weapon. He elects to reload the shotgun as his next action. The reloading begins on the segment after firing (the 6th segment) and continues for 3 segments which takes him to the end of the 9th segment. After reloading, he decides to fire at the same target. Taking all this into account, the weapon fires again on the 10th combat segment.

If you continue firing at targets within your arc of fire with the same weapon, there is no further time penalty. Again, we will continue our example:

Jonathan Strange fires his reloaded weapon at the enemy using one of the two available shells in the shotgun on the 10th segment. Seeing the pellets strike the target, but not killing it, he decides to fire again. As he is firing at the same target there is no penalty and he fires again on the 11th segment. His weapon is now empty again and must be reloaded before being used again.

Weapon Load Chart			
Type	No. of Rounds Carried	Segment Penalty	Reload Penalty
Blackjack	N/A	1	N/A
Claymore Anti Personnel Mine *	1	3	N/A
Club	N/A	1	N/A
Explosive *	1	6	N/A
Grenade - Fragmentation *	1	1	N/A
Grenade - White Phosphorus *	1	1	N/A
Grenade - Smoke *	1	1	N/A
Grenade - Stun *	1	1	N/A
Hand/Arm	N/A	1	N/A
Knife	N/A	1	N/A
Foot/Leg	N/A	1	N/A
LAAWS Anti Armor Rocket *	1	2	N/A
Pistol - Standard	8	1	2
Pistol - Non Magnetic	8	1	2
Rifle - Standard	6	1	3
Rifle - Assault **	30	1	2
Rifle - Light Machine Gun ***	20-150	3	4
Rifle - Heavy Machine Gun ***	150	3	4
SCUBA Shark Stick	1	2	2
SCUBA Spear Gun	1	2	3
Shotgun - Automatic	5	2	4
Shotgun - Pump Action ****	5	2	¼
Shotgun - Breech Loading	2	2	3
Stinger Anti Air Infrared Guided Missile	1	4	6

*   - One use only. No reload possible.
**   - Fires single shot or bursts of 5 rounds per segment or 20 rounds per segment (Full Automatic).
***   - Fires single shot or bursts of 5 rounds per segment or 20 rounds per segment (Full Automatic).
****   - 1 segment to load a single round into the chamber from weapon magazine using pump action. 4 segments to load shells into magazine on empty weapon.

OPTIONAL INITIATIVE METHOD

The above initiative method is presented for speedy play. However, it does have an inherent flaw. If you gain initiative using the standard method, all of the actions of your side go before the side losing initiative. While this does regiment play and allow things to proceed rather quickly, it is unrealistic. If your group has the desire to run your combats at a more advanced level, you may use the following optional initiative method. Be aware that this method requires more work by both the players and GM.

Using optional initiative guidelines all characters participating in the combat state what actions they are performing in the next segment, before initiative is rolled.

Then every character will roll a d10 for their personal initiative in that segment. The GM will roll a d10 for each alien character in the combat. After everyone has their result, the characters with the lowest number (1 being lowest and 10 being highest) will do their actions. For example, any character(s) who rolled 1 will perform their stated actions first, then the character(s) who rolled 2 will perform theirs, etc. If a PC and alien have the same roll result, both of their actions (and any resulting damage) take place simultaneously. This method allows a mixing up of allied and alien actions within any given segment to give a more realistic feel to the combat. All damages and results take effect immediately and will affect subsequent character actions as determined by the GM.

It is essential that each player understand the complete combat process of *Xenoforce*. Up to now we have only dealt with surprise and time keeping as it applies to game conflicts. Now we will look at the entire process of combat in detail. At the end of the combat section will be a full combat example with detailed explanations throughout.

In combat, negative modifiers *decrease* chances of success and positive modifiers *increase* chances of success. The player must roll less than or equal to a pre-designated number for a successful attack. If that number is under a negative modifier it becomes harder to roll less than that amount. If the number is increased via a positive modifier, it is easier to roll under it. No matter what the negative modifiers, if you can attack a target you will never have less than a 5% chance to hit.

Combat is based on the segment. All penalties and weapons are based on this unit of time. When it becomes impractical to track a fight in segments due to excessive gaps, then combat is usually over. The GM will determine this on a case by case basis, but essentially this is the rule of thumb

that will be applied. The first segment of combat (regardless of the actual segment number in overall time) is referred to as "segment #1". Within each segment all actions from either side occur according to the initiative roll.

Before initiative is rolled it is a good idea for the GM to ask what each team member is doing. This prevents players from changing their minds based on information generated during that segment, as all of their actions are considered to be taking place simultaneously.

After determining if surprise plays a role in the combat, it is necessary to look at the other factors that shape a battle. The distance between you and your target can affect how well you perform under fire. Different weapons have varying ranges. Ensuring your target is within effective weapons range is a very important aspect of the game. Alternatively, keeping out of the enemy's range is also important. The following chart details the effective and maximum ranges of all major weapons in meters.
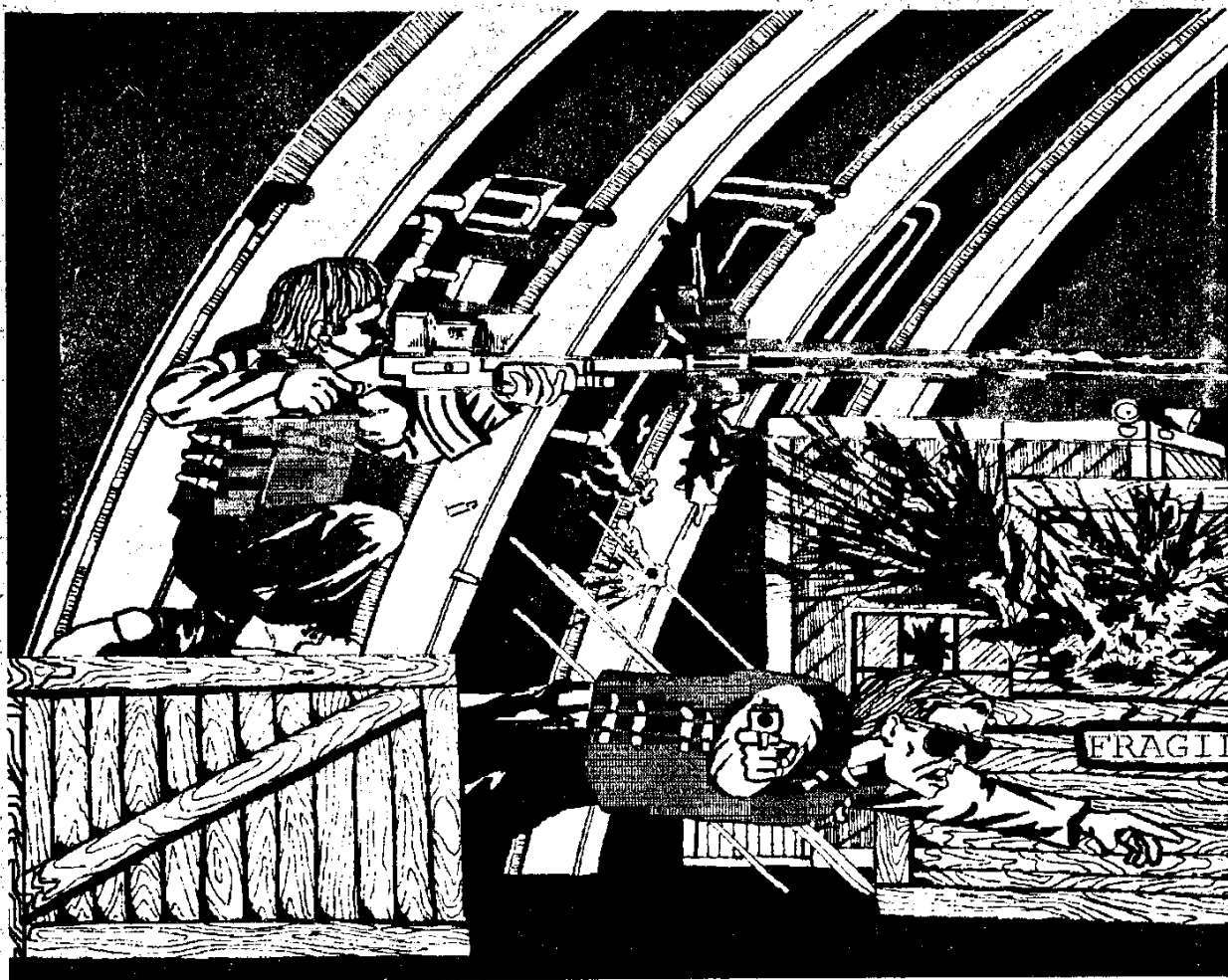
Weapon Range Modifier Chart

	Min. Range	Max. Range	PB	S	M	L	Notes
Blackjack	0	1	N/A	N/A	N/A	N/A	1
Blowgun	0	10	1	2	5	7	
Claymore Anti-Personnel Mine	0	15	N/A	N/A	N/A	N/A	2*
Club	0	1	N/A	N/A	N/A	N/A	
Explosive	0	4	N/A	N/A	N/A	N/A	3*
Foot/Leg	0	1	N/A	N/A	N/A	N/A	
Garrote	0	1	N/A	N/A	N/A	N/A	
Grenade - Fragmentation	0	Special	N/A	N/A	N/A	N/A	4*
Grenade - White Phosphorus	0	Special	N/A	N/A	N/A	N/A	4*
Grenade - Smoke	0	Special	N/A	N/A	N/A	N/A	5
Grenade - Stun	0	Special	N/A	N/A	N/A	N/A	6*
Hand/Arm	0	1	N/A	N/A	N/A	N/A	
Knife	0	Special	N/A	N/A	N/A	N/A	4
LAAWS Anti-Armor Rocket	15	250	25	62	125	187	
Pistol	0	50	5	12	25	37	
Rifle - Standard	0	200	20	50	100	150	
Rifle - Assault	0	150	15	37	75	112	
Rifle - Light Machine Gun	0	300	30	75	150	225	
SCUBA Shark Stick	0	1	N/A	N/A	N/A	N/A	7
SCUBA Spear Gun	0	10	1	2	5	7	
Shotgun - Bird Shot	0	25	2	6	12	18	
Shotgun - Buck Shot	0	40	4	10	20	30	
Shotgun - Slugs	0	80	8	20	40	60	
Stinger Anti Air Guided Missile	100	5000	500	1250	2500	3750	

PB - Point Blank (+25 to hit), **S** - Short (+20 to hit), **M** - Medium (+10 to hit), **L** - Long (No modifier)

* - Successful Blast avoidance roll divides damage/effects in half.
Note 1: Surprise is required. If successful hit is made, target stunned for 2d6 segments.
Note 2: 120° cone-shaped area of effect.
Note 3: Stated effects are for ¼ kilos of explosive. Add 1 meter to area of effect radius for every additional ¼ kilo.
Note 4: Weapon can be thrown up to 15 meters + 1/10th of STR rating in meters.
Note 5: Creates dense opaque smoke in area of effect for 3d6 segments causing 90% masking cover.
Note 6: Any character in area of effect blinded/stunned and incapable of any action for 2d6 segments if Blast avoidance roll failed. Effects reduced to 1d6 segments if roll is made.
Note 7: Fires only with successful hit on target.
Note 8: Missile homes in on strong heat sources only. Blast radius of warhead is 3 meters.

In effect, the closer a target is to you, the better the chance you have to hit it. Ranges are calculated as follows: Up to 10% of the maximum effective range is considered point blank range and you receive a +25 to hit. Up to 25% of effective maximum range (Short), you get +20 to hit; At up to 50% of effective maximum range (Medium), you receive +10 to hit. At the 75% range or higher (Long) you get no to hit modifier.

If you fire/use a weapon at a target outside of the stated min/max ranges, there will be no effect. Special circumstances may dictate otherwise at GM discretion. Area of effect weapons like grenades/mines affect all targets within their radius of operation at the time and place of detonation.

HAND-TO-HAND

Players using the hand-to-hand skill have a slightly different combat method for determining attacks on their targets. First they get two attacks per segment. However, due to the unpredictability of hand-to-hand combat you cannot specify where you are going to hit. The two weapons you use in hand-to-hand combat are arm and foot attacks. Foot attacks do slightly more damage. The chances to see what type of attack you make in any given segment is determined by a d6 roll:

d6 Roll	Attack Type
1 - 2	Arm / Arm
3 - 4	Arm / Foot
5 - 6	Foot / Foot

So if you rolled a 4, you would get to make 1 arm attack at 1d4 damage and 1 foot attack at 1d6 damage in that segment. All hand-to-hand damage is blunt.

Ernst "The Bruiser" Harris enters into a fight using his hand-to-hand ability. His d6 roll is 3 resulting in one arm and one foot attack. The first attack misses, but the second hits. This results in 1d6 damage.

The hand-to-hand skill may also be used to disarm an opponent. To do this, the player sacrifices the segment's two attacks for one disarm attempt. The player's chance to disarm is the same as a standard hand-to-hand attack. If a successful attack roll is made, then the weapon is torn from the grasp of the opponent (to determine where the weapon lands use a d6 to determine direction, and a d4 to determine the number of meters distance from the originating hex.). A successful disarm does no damage to the target, however.

To make any form of hand-to-hand attack, the target must be within 1 meter of the attacking character.

SNIPER

A character with the sniper skill can pick off a target at a very long range. As long as the target is within weapon range and there exists a clear line-of-sight to the target, there is a chance the sniper can engage it. Snipers can only fire single rounds, but they have an improved chance to hit. The player will normally declare that he/she is using the sniper skill before initiative is rolled.

Several conditions apply for a successful application of the sniper skill:

1) The sniper ability reduces enemy protective cover bonuses to half their normal rating due to the sniper's superior aim. If an enemy normally receives a protective cover of 50%, the sniper fires as if it was only 25%. This applies to protective cover only. Masking cover remains unaffected.
2) The sniper may fire at a target at up to twice the normal effective range of a weapon. However, when shooting further than the stated effective range there is no reduction in target cover because of the difficulty of

the shot being attempted. The ability to shoot further than the stated weapon range does not affect the range modifiers for that weapon (point blank, short, medium, and long).
3) The sniper must be completely stationary and in an area or position where a stable aim is possible.
4) Only single shots may be fired. No blind or automatic fire is allowed when sniping.
5) If the sniper takes damage in any given segment, any subsequent attack by the sniper in that segment is nullified as his/her aim is ruined.

The restrictions placed on the sniper are tough, yet the successful application of this skill is of great benefit to any team. Normally, in order to use the sniper skill, the character must have a weapon that can be aimed with precision. A rifle with telescopic sights is the best recognized type of sniper weapon, but the GM will have to rule on a case-by-case basis. You cannot snipe with grenades, knives, Claymore mines, etc.

"Assassination is the extreme form of censorship."
George Bernard Shaw

GRENADES

Grenades are weapons which do not use standard attack rolls. To throw a grenade (of any type) follow this procedure:

1) Show the GM the target hex you are aiming for. It is a good idea to mark this hex with some sort of marker or sign for easy reference. The target hex must be within 15 meters + 1/10 STR rating in meters of the throwing character.
2) Roll under your agility rating to successfully throw the grenade into the target hex. Success means it lands where it is supposed to and explodes. If you roll equal to or higher than your agility rating, go to step #3.
3) Failure to roll under your agility rating means the grenade will land off target. Roll a d6 and a d4 simultaneously. The d6 indicates the direction the grenade rolls from the indicated target hex (1 is North, 2 is North-east, 3 is South-east, 4 is South, 5 is South-west, and 6 is North-west.) and the d4 shows how many meters in that direction the grenade travels before exploding. Note: If using a square grid mapping system, use a d10 for direction ignoring 0's.

Grenades have the following effects :

Grenades effects		
Type	Blast Radius	Effects
Grenade - Fragmentation	6 meters	2d4+2 Damage *
Grenade - White Phosphorus	2 meters	1d4+3 Damage *
Grenade - Smoke	6 meters	No damage. 90% Masking Cover
Grenade - Stun	3 meters	Stunned 2d6 segments *

* - Successful Blast avoidance roll divides damage/effects in half.

"It is better to die on your feet
than live on your knees."
Unidentified Roman General

MOVEMENT IN COMBAT

During the introductory combat examples above, it is assumed that neither party is moving. When both attacker and target are stationary, there are no movement modifiers to hit the target. However, if either or both are moving, then there are penalties to hit the opponent. Use the following chart to add penalties to the attack roll:

Movement Modifier Chart			
		Target	
Attacker	Stationary	Walking	Running
Stationary	0	-5	-10
Walking	-5	-10	-15
Running	-10	-15	-20

There may be additional factors involved that are not listed here. The above chart assumes that both characters involved are on foot and not on bikes, in cars, or on the roof of a speeding truck or train. If this is the case then the GM may apply additional movement modifiers as he/she sees fit.

Typically, a character must be facing an enemy to attack it. This is applied in *Xenoforce* by using a pre-designated "Arc of Fire". A character can attack anyone within a 120° arc in front of him/her without the need to change position. If a target is outside this arc, then the character must sacrifice a segment and move to face in that direction. If the player does use a segment he can move to face any of the six possible directions in that segment. As long as a character has a serviceable weapon in hand he/she can attack any character in his/her arc of fire without penalty. Here is an example:

Sally Morton sees three figures approaching her across the open field (Characters A, B and C) All three characters are within her arc of fire and the effective range of her weapon. As she has her assault rifle in hand she attacks Character A on the 1st segment, Character B on the 2nd segment, and Character C on the 3rd.
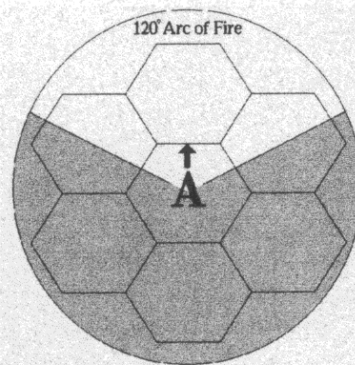
Figure 1.1 - Character A's Arc of Fire.

Alternatively, here is a second example using the same situation:

Seeing the three figures approach, she elects to fire on Character A on the 1st segment. Hitting but not killing him, she fires again on the 2nd segment, killing Character A. Shifting aim, she fires on Character B on the 3rd segment and misses. Character C begins to flee off to her right. She fires on Character B again on the 4th segment and he goes down. By this time, Character C has run out of her arc of fire. She uses the 5th segment to reorient herself to face Character C and on the 6th segment fires at the running target.

Figure 1.2 - Example Arc of Fire.

When attacking, or being attacked by, multiple characters, there is a limit to how many characters can surround an opponent or opponents at any one time. The maximum number of attackers that can surround a character is 6. A hexagonal system is used to see how many characters can fit around any given character.

Here is a simple diagram of the attack arc. The hex size is a standard meter each.

Now another example showing multiple characters. In Figure 1.2, Character A is surrounded by six of the enemy numbered 1 - 6. Character A is directly facing Character 2 and can therefore attack Characters 1, 2, or 3 simply by shifting his aim. To attack any of the others requires him to sacrifice a segment and move so that he is facing in their direction.

Now we add more characters to show how a typical combat might develop.

Figure 1.3 shows two player characters (A and B) with five enemy characters (1-5) in various positions and ranges around them. The arrows indicate the direction A + B are facing and indicate the center of the resulting arc of fire. In this example, Character A can fire at enemy characters 1, 2, 3, and 4 without having to shift position. Character B can fire at enemy numbers 2, 3, and 5 without reorientation.

Figure 1.3 - Typical Arc of Fire Example.

Characters can reduce, or even negate, damage if they use surrounding items to protect themselves from enemy fire. Rocks, trees, buildings, light poles, and other innocuous items can increase the amount of protection afforded to a character. If combat is anticipated, it is well worth the time of the player to look for decent cover.

Cover comes in two types. Protective cover is the first type. It actually stops, deflects, or reduces an attack due to some substantial object being directly between the attacker and the target. This can be a piece of furniture, a log, car, or something similar. The amount of protection given depends on how much of the target is covered by the object. This amount of protective cover is broken into 10% increments for ease of use. A character standing behind a car door would have 40-50% cover, whereas the same character lying behind a large fallen log would have 80-90% cover. A character can only have 100% cover if they are doing nothing but taking cover. If you are attempting any other form of action, then you give up total protection. The GM will usually provide a modifier of the amount of cover based on the circumstances, or simply decree the character is immune from that form of attack.

Another form of protective cover is body armor or a bullet-proof vest. Normally, these items will give the character a continuous protective cover of no more than 50%.

If the attack fails to hit, it is assumed the attack was absorbed by the vest and the character takes no damage. Blast attacks from grenades and mines can have their damage effects lowered depending on the amount of protective cover the character has at the time of detonation. This modifier is normally a direct percentage of the amount of cover the target has. *Example*: A character wearing a bullet-proof vest is attacked by a grenade. He makes a successful Blast avoidance roll and, instead of taking 12 points of damage, he takes 6. However, the vest also reduces this damage by a further 50% (the amount of cover the vest affords), so the character takes only 3 points of damage total. If the character had failed his Blast avoidance roll, then he would take 12 points of damage, reduced by the vest's 50% for a total of 6 points damage taken. There are two types of bullet-proof vests. It should be noted that a lightweight vest will stop pistol bullets but not rifle or machine gun rounds, so versus a rifle shot a lightweight vest has a protective cover rating of 0%.

Bullet-proof vests do reduce damage, but they also restrict player movement. Characters wearing a lightweight vest suffer a -5% modifier on all actions. Players wearing a heavyweight vest suffer a -10% reduction.

Protective cover reduces attack attempts in the following manner:

Effects of Protective Cover Chart

	Percentage of Protective Cover								
	10	**20**	**30**	**40**	**50**	**60**	**70**	**80**	**90**	**100**
Attack Modifier	-5%	-10%	-15%	-20%	-30%	-40%	-50%	-60%	-70%	Special

Protective cover is not cumulative. Assume a character behind a boulder with 60% cover also wears a bullet proof vest with a 50% cover rating. Only the *greater* cover percentage is used to determine attack success or failure. They are not added together to make 110%. In this case only the boulder would be taken into account, not the vest.

It should be noted that protective cover modifiers are only applied if the cover used can actually stop the attack. For example, a normal car door will stop small caliber ammunition and shotgun pellets, so the door will give a protective cover bonus to anyone behind it. However, a large caliber, armor-piercing round will go through thin metal and glass with ease. In this case, the car door is not protective

cover but the second type of cover called Masking or Fake cover.

Masking cover occurs when an item or object between the attacker and the target cannot actually stop the attack. This type of cover usually includes things like bushes, foliage, cardboard boxes, smoke screens, or darkness. Masking cover serves to interfere only with the attacker's aim, not the actual attack. The effects of masking cover are cumulative with the effects of protective cover. However, masking cover is much less of a modifier. Again if a target is totally obscured (100% masking cover) the GM will give the modifier based on the present circumstances. If the combined masking and protective cover ratings are greater than 100%, the target is *generally* immune to any attack.

Effects of Masking Cover Chart

	Percentage of Masking Cover								
	10	**20**	**30**	**40**	**50**	**60**	**70**	**80**	**90**	**100**
Attack Modifier	-2%	-4%	-6%	-8%	-10%	-15%	-20%	-25%	-30%	Special

Damage to a character, just like in real life, inhibits that character's ability to perform normally. When a character is physically damaged, or wounded, this will directly affect how the character can perform with his/her abilities and skills. To keep the calculations simple, the percentage of wounds is a one to two minus off of any roll made on a skill or ability. So if a character is 50% wounded, then any ability or skill rating attempt is made with a -25% modifier. A wounds modifier chart follows for easy reference.

Damage Modifier Chart

Current Damage Points

Max. Damage	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
2	-25	0																						
3	-33	-16	0																					
4	-37	-25	-12	0																				
5	-40	-30	-20	-10	0																			
6	-41	-33	-25	-16	-8	0																		
7	-42	-35	-28	-21	-14	-7	0																	
8	-43	-37	-31	-25	-18	-12	-6	0																
9	-44	-38	-33	-27	-22	-16	-11	-5	0															
10	-45	-40	-35	-30	-25	-20	-15	-10	-5	0														
11	-45	-40	-36	-31	-27	-22	-18	-13	-9	-4	0													
12	-45	-41	-37	-33	-29	-25	-20	-16	-12	-8	-4	0												
13	-46	-42	-38	-34	-30	-26	-23	-19	-15	-11	-7	-3	0											
14	-46	-42	-39	-35	-32	-28	-25	-21	-17	-14	-10	-7	-3	0										
15	-46	-43	-40	-36	-33	-30	-26	-23	-20	-16	-13	-10	-6	-3	0									
16	-46	-43	-40	-37	-34	-31	-28	-25	-21	-18	-15	-12	-9	-6	-3	0								
17	-47	-44	-41	-38	-35	-32	-29	-26	-23	-20	-17	-14	-11	-8	-5	-2	0							
18	-47	-44	-41	-38	-36	-33	-30	-27	-25	-22	-19	-16	-13	-11	-8	-5	-2	0						
19	-47	-44	-42	-39	-36	-34	-31	-28	-26	-23	-21	-18	-15	-13	-10	-7	-5	-2	0					
20	-47	-45	-42	-40	-37	-35	-32	-30	-27	-25	-22	-20	-17	-15	-12	-10	-7	-5	-2	0				
21	-47	-45	-42	-40	-38	-35	-33	-30	-28	-26	-23	-21	-19	-16	-14	-11	-9	-7	-4	-2	0			
22	-47	-45	-43	-40	-38	-36	-34	-31	-29	-27	-25	-22	-20	-18	-15	-13	-11	-9	-6	-4	-2	0		
23	-47	-45	-43	-41	-39	-36	-34	-32	-30	-28	-26	-23	-21	-19	-17	-15	-13	-10	-8	-6	-4	-2	0	
24	-47	-45	-43	-41	-39	-37	-35	-33	-31	-29	-27	-25	-22	-20	-18	-16	-14	-12	-10	-8	-6	-4	-2	0

To use the chart, find your current damage points along the top of the chart and your maximum damage points on the left hand side of the chart. The resulting number is the overall negative modifier caused by current wounds.

There are two distinctly different types of damage. They are known as penetrating and blunt trauma. Penetrating trauma involves wounds that pierce deeply into the body.

Bullets, knives, arrows, spear guns, etc., all create penetrating trauma. A blackjack, club, baseball bat, or fist/foot attack cause blunt type traumas. Blunt trauma wounds heal much faster than Penetrating trauma wounds.

The following chart details the various weapons, their damage, and the damage type. A successful hit is required before these damages are applied:

"Take calculated risks.
That is quite different from being rash."
General George S. Patton

AUTOMATIC FIRE

Automatic Weapons like the Assault Rifle and Assault Machine Gun have an option to fire single shots, controlled bursts of five rounds, or full automatic fire comprised of 20 rounds per segment. The more bullets you fire, the more unstable your aim. However, the potential damage you can do in that segment increases to compensate. The person shooting will say which method he/she is using BEFORE rolling to hit. If they say nothing, the single shot is assumed. The effects for these three firing options are:

Multiple Round Attacks

	Attack Modifier	Damage Multiplier
1 Round	0	1
5 Rounds	-10	2
20 Rounds	-20	4

If attacking with a single shot there are no attack modifiers and normal damage. Attacks that use 5 round bursts take -10 off of any attack but give twice rolled damage if successful. Lastly, 20 round attacks have a -20 penalty to hit and 4 times damage if the enemy is hit successfully. In this case, you are spraying bullets wildly into an area. When using this method only one roll is made regardless of the number of bullets fired. Remember to ensure that the remaining ammunition in the weapon is accurately recorded. At the end of a 20 round burst, most weapons will be empty. You will then have a weapon

The above chart lists 2-20 rounds for circumstances where you do not have a fully loaded weapon. Normally, you will simply empty the weapon into the enemy using up the remaining rounds. If you want to try controlled bursts tell the GM how many rounds you are firing. The GM will roll a d4 and a d6. A 1, 2, or 3 on the d6 means "-", and 4, 5, or 6 means "+". The d4 is the number of rounds you are over or under the number of rounds that you wanted to fire:

Kristen finds herself on a catwalk overlooking two enemy sentries talking below her. She tries for a controlled burst of 10 rounds of automatic fire. The GM rolls a 3 on the d4, and 2 on the d6. So she actually only fires 7 rounds at the enemy with resulting loss of damage.

Once you know how many bullets strike each target, you then roll that number of attacks per character taking all standard modifiers into consideration. If the cross-referenced number is 0, then the attack is impractical. If an attack is impractical, increase the number of rounds fired, or shift your arc to decrease the number of targets.

Here is an example of the optional automatic fire guidelines in a practical example:

Benjamin Thompson turns the corner of an underground sewer tunnel and sees three aliens walking away from him in a small group. They are within weapons range and a 30° arc of fire. They do not see him. He immediately raises his assault rifle and fires a full 20 round magazine into their backs. He is entitled to make 5 attack rolls on each alien.

Pistols are considered to be semi-automatic, but they are reasonably capable of fast firing. However, a pistol is not as stable as other weapon types when fired quickly. In instances where people wish to use a pistol in rapid fire mode, use the following guidelines:

1) Pistols cannot fire more than 5 rounds per segment.
2) Every bullet suffers a cumulative -5 in rapid fire mode. The first bullet is at -5 to hit, the second -10 to hit, the third at -15, etc. The player should describe how many rounds he/she intends to fire before initiative is rolled. Single pistol shots suffer no such penalty.
3) The Optional Automatic Weapons Fire Chart above also applies for pistol fire with multiple targets.

"My center is giving way, my right is in retreat; situation excellent. I am attacking."
Marshal Ferdinand Foch

Weapon Damage Chart

Weapon	Blunt	Damage Type	Penetrating
Blackjack	1		———
Blowgun	———		1
Claymore Anti-Personnel Mine	———		3d6
Club	1d6+1		———
Explosive	———		1d6+2 *
Garrote	1d6**		
Grenade - Fragmentation	———		2d4+2
Grenade - White Phosphorus	———		1d4+1
Hand/Arm	1d4		———
Knife	———		1d4+2
Foot/Leg	1d6		———
LAAWS Anti-Armor Rocket	———		3d6+3
Pistol	———		1d6
Rifle - Standard	———		2d4+1
Rifle - Assault	———		2d4+2
Rifle - Light Machine Gun	———		2d4+3
Rifle - Heavy Machine Gun	———		4d4
SCUBA Shark Stick	———		2d6
SCUBA Spear Gun	———		2d4-1
Shotgun - Bird Shot	———		1d4+1 ***
Shotgun - Buck Shot	———		2d4+2 ***
Shotgun - Slugs	———		2d4 +4 ***
Stinger Anti-Air Infrared Guided Missile	———		3d6-1 ****

* - Based on ¼ kilo. Add a d6 damage for every additional kilo of explosive. So ¾ kilos of explosive would generate 3d6+2 damage in area of effect.
** - Garrote does 1d4 damage for each segment it is around victim's neck. Victim gets Asphyxiation avoidance roll at -30 (to a minimum of 5%) every segment to break free.
*** - Damage for each shotgun shell fired.
**** - To any character within blast radius of warhead at time of detonation.

There is one other type of weapon damage that is not so obvious. When firing the LAAWS rocket, Stinger missile, or other similar weapons, their rocket motors will cause a cone of fire behind the weapon during the launch process. Unprotected targets in this cone will be affected by this brief blast of intense fire. Also, if there are barrels of kerosene, benzene, gasoline, or some other fuel source in the cone they may ignite and possibly explode causing further damages. Wood structures and paper will catch fire easily and the fire will spread quickly unless extinguished. Rocket motors cause a cone of fire 30° in width, and 4 meters long from the point of origin. Anyone in this cone will make a Blast avoidance roll. Failing the roll gives 1d6+4 points of damage. A successful avoidance roll halves this damage. The weapon operators are protected from this damage by the weapon's design. It should be pointed out that wounds caused by fire are considered as penetrating damage as its effects require long periods of time to heal.

SECONDARY DAMAGE

When grenades explode, rocket motors ignite, or when some other form of physical shock strikes specific items it may be necessary to check to see if the item is damaged, broken, or otherwise affected. Items on a character who fails a blast avoidance roll would need to be checked individually for damage, for example. The following chart has most common materials listed for fast reference. To see if an item survives, roll under the stated value on d100. Success means the item remains unscathed. The GM may modify any of the below numbers if they feel additional factors need to be taken into consideration. For example, a gas tank is thin metal but also contains a highly volatile liquid. Therefore, it is more probable that it will not survive a fire-based attack.

Items which are designed to resist specific damages would not necessarily need to be checked. A radio designed to work underwater would not need to be checked for secondary damages if immersed in water, for example.

Here are two examples of the application of secondary damage:

Fred Acre raises a LAAWS rocket and fires it at his target, but he does not realize the flames from the rocket motor of the weapon touch a series of wooden crates a few meters behind him. The GM looks and sees that the number to roll under on the Secondary Damage chart for Thin Wood versus Fire/Heat is 20. He rolls a 34, so the wooden crates catch fire from the intense heat.

Tanya Mulligan is caught in the blast of a fragmentation grenade. She fails her Blast avoidance roll and must check her equipment for damages. She carries an assault rifle which is considered thick metal. Thick Metal versus Fragmentation requires 80 or less. She rolls 92 meaning her weapon is damaged and incapable of firing until it is repaired.

Secondary Damage Chart

	Explosive	Fire/Heat	Fragmentation	Physical Hit	Water
Cloth - Thin	20	10	5	35	50
Cloth - Thick	25	15	10	45	60
Ceramic - Thin	10	50	20	25	65
Ceramic - Thick	20	75	35	40	80
Metal - Thin	35	80	40	50	70
Metal - Thick	55	90	80	75	90
Wood - Thin	15	20	25	15	30
Wood - Thick	30	30	35	30	85
Electronic	30	25	15	20	5
Glass	15	60	10	20	90
Paper	15	10	20	40	25
Plastic	25	20	25	30	85
Rubber	35	30	75	80	95
Plastic	25	20	25	30	85
Rubber	35	30	75	80	95

DUAL WEAPONS

There may be a time when a player has two weapons in hand at the same time (this does not include the dual attacks of the Hand-to-hand Combat skill as previously discussed). In cases where there are two weapons in hand the following conditions apply:

1) The weapons must be able to be used single-handed, and also not be too unwieldy. You could not use two Stinger missile launchers at the same time, for example. The GM will decide this on a case-by-case basis.
2) Arcs of fire remain the same. There is no change for having two weapons.
3) You can only engage one target at a time. If you attempt to shoot at two separate targets, one of the attacks will fail (50/50 chance to determine which attack fails.).
4) Only single shots are allowed for each weapon per segment. Automatic fire (bursts of 5 and 20 rounds) attempts will fail to hit anything (although, it will keep people's heads down).
5) Reload penalties in combat double for both weapons. As there is no free hand to reload the weapon, additional time is required to do this.
6) The weapon in the "off-hand" (normally the left, although this is player defined) suffers a -20 reduction in all attack rolls. The weapon in the "good hand" suffers a -10 reduction on attack rolls due to the second weapon and the concentration required to use both.

OPTIONAL AUTOMATIC FIRE GUIDELINES

The presented automatic fire guidelines immediately above were designed to make game play faster and less of a hassle. However, as a result some realism is sacrificed. Using the above limits you can only shoot at one target per segment regardless of the number of rounds you put down range and the number of enemy present in the kill zone. Plus, with 20 rounds fired you effectively only get four rounds of damage (which is still enough to drop the average player). If you want to be as realistic as possible and if you have the additional time to spend, you can apply the following optional guidelines for automatic fire. The GM should choose which method is to be applied before play begins. Once a method is chosen, that method should be the only method used from that point on. There should be no switching between methods during a game. Also, remember that the alien forces will use the same method the players use...

All cover and movement modifiers apply here in full. The only modifications for these optional guidelines are listed here.

If you have a group of enemy in front of you, you may unleash a blast of full automatic weapon fire into that group with the potential of hitting all of them multiple times. There are a few restrictions, however.

1) The targets must be within a 30° arc of fire that is otherwise within your normal 120° arc. The arc is restricted to 30° because even the brawniest of soldiers cannot control a weapon firing full auto outside of this. Besides this, the transit between targets would waste 80% of the ammo if the arc were any wider.
2) The "kill zone", or where the bullets land is restricted to 5M in depth. This area may begin at any point within the effective weapon range of the weapon and this limits the effective area of the bullets. The targets must also be within this 5M area. Example:

A character possesses an assault weapon and has five enemy characters in front of him, all within a 30° arc. Three of them are 10 M away and the other two are grouped 45 M away. The player decides to begin his 5 M range 8 M to his front. So the 5 M effective area is from 8 M to 13 M from the player. Therefore, he can only fire at the first three enemy characters. The second group of two will not be hit.

3) If attacking more than one target, you need to calculate how many bullets strike each target. To do this you divide the number of rounds fired into the number of targets in the zone PLUS one. The additional number represents the bullets that miss due to the movement of the weapon from target to target. Always round down to the nearest one. This rounding down also results in lost bullets. A chart appears below for fast reference.
4) Even if you have a weapon capable of firing more than 20 rounds per segment, you cannot fire more than 20 rounds per segment. While machine guns are constructed with heavy duty materials, attempts to fire more than 20 rounds in any given segment will melt the barrel of the weapon, rendering it useless.
5) The -20 modifier for full automatic fire explained in the standard automatic fire guidelines applies to all rolls. The additional rounds you get to fire make up for this aiming negative.
6) Friendly fire situations may also exist with the optional guidelines. Be careful...

Optional Automatic Weapons Fire Chart

Targets	Number of Rounds Fired

Targets	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6
3	0	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5
4	0	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4
5	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3
6	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2	2	2	2	2
7	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2
8	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	2	2	2
9	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2
10	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1

BLIND FIRE

You may come across a situation where you know there is a target, or targets, within a certain area, but you are not exactly sure where. In cases like this you can attempt to hit the enemy by using automatic weapon fire to saturate an area and (hopefully) hit the target. All aspects of the optional automatic weapon fire section including arcs of fire and the "kill zone" are applied here. You cannot fire blindly with a single shot weapon as the chances are simply too low to hit. All cover bonuses for the enemy are also applied.

To find how many bullets have the chance of striking the target use the following procedure.

1) The player designates the area that he/she is firing into.
2) The GM looks at the area and decides how many characters could theoretically fill the designated space (Typically, add 1 character for every meter of width in the area.).
3) The GM refers to the *Optional Automatic Weapons Fire Chart* above, using the number of theoretical characters cross-referenced to the number of rounds fired, and determines how many bullets have a chance of striking the target.
4) The player then rolls that many times to see if they hit their opponent(s) using all modifiers.

Imagine a large cardboard box 2 meters high and 5 meters wide. If you put one person into that box (assume each character takes up a meter of width) and then rake the entire length of the box with automatic weapon fire, only 20% of the bullets will have a chance to strike the person inside. If you place two persons in the same box, then you would have a 2 out of 5 chance or 40% probability to hit. The phantom character that was described in the optional automatic weapon fire section is still included in these chances to hit. Essentially the GM needs to decide what the probability is to hit a character within a defined area. The larger the area, the less of a chance to hit. The smaller the area, the better the chance to hit.

Here is an example:

Julio Mendoza sees weapon fire coming from the rear of a parked van. Being off to the side of the van he does not see the enemy directly. However, members of his team are being pinned down by the enemy in the van. He decides to use his assault weapon and 20 rounds of ammo to try and hit the hidden opponent through the thin side of the van. He designates the rear half of the van as his target. The GM looks at the map and judges that three people could theoretically fit into the space. After checking the appropriate chart, the GM decides that Julio can roll 5 times to see if he hits the hidden enemy.

If there was more than one enemy character in the rear of the van in the above example, the firing character would roll 5 times for *each* character in the impact area.

Be careful of friendly fire. If an ally is also within the designated area, you will roll to hit them the same amount you would roll to hit the enemy in that area! Try not to kill someone while rescuing him...

FRIENDLY FIRE

There may be times when there is a danger of being inadvertently hit by your own team members' weapons. This will occur when an ally (or innocent bystander) comes into the direct line of fire of some other character firing their weapon at a target. Note that this does not involve area of effect weapons like grenades, Claymore mines, etc., as they affect everyone in their effective radius regardless of allegiance. There are two situations where friendly fire situations may occur:

1) There is a character between the firing character and the target.
2) There is a character behind the target you are firing at.

In either scenario, the resolution is handled in the same manner. In cases of friendly fire, there is a flat 20% chance that you will hit an ally if you miss the designated target. If you miss the enemy the d100 are re-rolled to see if the bullet hits the ally instead. If you roll 20 or less the bullet strikes the allied character. If you roll 21 or higher, the attack misses. If there are several allied characters in the line of fire, then each will be checked in turn until all are missed, or one of them is hit. Special damages will only apply when a 01 is rolled. This reduced chance is due to the friendly fire attack not being aimed towards the character being hit.

Friendly fire should only apply to combat situations. Assassination, for example, should not result in friendly fire in case of failure. Aliens may also encounter friendly fire among themselves at GM discretion. This is left optional as the GM may have too much to do already. Tournaments will incorporate alien friendly fire guidelines, however.

SPECIAL DAMAGE

Infrequently a player (or enemy) will hit their target with especially damaging results. This attack will do a lot more damage than normal. To determine whether or not an attack gives special damage take the first digit of the skill you are using for the attack; if you roll less than that number on your attack roll, then the following special damage charts should be referenced (a 00 attack roll always results in a failed attack and is the exception here). If an attack does result in special damage, the player will roll their d100 dice again. That roll is referenced on the following charts for special penetrating and blunt damage. The initial normal damage for the attack still applies unless it is multiplied by the special damage results. Here are some examples:

Edwin McBain sees a Morpher raise up from a concealed position with weapon in hand. He gains initiative and fires his pistol towards it. He has a close combat rating of 76, so a roll of 01 to 07 on

d100 indicates special damage results. He rolls 04 which indicates a successful attack with special damage. He rolls his d100 again and gets 62. Therefore, the target will take normal pistol damage and lose 1 additional damage point per segment until medical assistance is provided.

Morgan the Thief has been cornered while breaking into a warehouse. Pulling out his throwing knife he throws it at the approaching guard. He has no combat skills and must make a general roll of 30 or less for a successful attack. Therefore, he must roll equal to or less than 03 to have special damages apply. Luckily, he rolls 01. His subsequent d100 roll is 43 meaning the knife causes three times normal damage, so Morgan does (1d4+2) X 3 total damage to the guard.

Special Blunt Damages

Dice Roll	Resulting Effects
01 - 25	Double Damage
26 - 50	Triple Damage
51 - 55	Broken left arm - No actions permitted with that limb.
56 - 60	Broken right arm - No actions permitted with that limb.
61 - 65	Broken left leg - No actions permitted with that limb, no movement.
66 - 70	Broken right leg - No actions permitted with that limb, no movement.
71 - 75	Knocked unconscious - 2d4 segments
76 - 80	Knocked unconscious - 4d4 segments
81 - 85	Rib cage crushed - No actions, no movement.
86 - 90	Back broken - No actions, no movement.
91	Concussion - remain unconscious until medical attention provided.
92	Concussion - remain unconscious until medical attention provided + 4d4 segments
93	Jaw broken - no speech allowed until medical attention provided.
94	Dislocated left shoulder - no action with that arm for 24 hours.
95	Dislocated right shoulder - no action with that arm for 24 hours.
96	Lose left eye.
97	Lose right eye.
98	Spine broken - Immediate death.
99	Skull crushed - Immediate death.
00	Re-roll on this chart twice, ignore 00 if rolled again.

Special Penetrating Damages

Dice Roll	Resulting Effects
01 - 25	Double Damage
26 - 50	Triple Damage
51 - 55	Knocked unconscious - 2d4 segments
56 - 60	Knocked unconscious - 4d4 segments
61 - 65	Severe wound - lose 1 damage point per segment until medical attention provided.
66 - 70	Severe wound - lose 2 damage points per segment until medical attention provided.
71 - 75	Severe wound - lose 3 damage points per segment until medical attention provided.
76 - 80	Struck in chest - unable to catch breath for 1d6+6 segments. No action or movement.
81 - 85	Concussion - remain unconscious until medical attention provided.
86 - 90	Concussion - remain unconscious until medical attention provided + 4d4 segments
91	Left hand severed.
92	Right hand severed.
93	Left foot severed.
94	Right foot severed.
95	Lose left eye.
96	Lose right eye.
97	Twisted ankle (You were lucky!!!) quarter movement for 1 hour.
98	Heart destroyed - Immediate death
99	Decapitated - Immediate death.
00	Re-roll on this chart twice, ignoring 00 if rolled again.

To make things interesting special damage results should only be shown to the player who is affected by them. This way the rest of the team will have to investigate the type of damage and its severity. It is also a good idea to let the player roll his/her own special damages whether it is from or against them. If it is against one of their enemies the player will know the additional damage was done by his roll. If against him, the player cannot blame the GM for a bad roll. Note: The assassination skill does not use special damages. A successful assassination attempt results in the immediate death of the victim.

FALLING DAMAGE

At some point in the game, a character could fall (or be pushed) from a ledge, window, or other high structure. To calculate the resulting amount of blunt trauma suffered, roll 1d4 for every meter above ground you fall from. This only applies if you fall from a height of greater than two meters. That is, if you fall from a height of two meters or less in a controlled fashion, you take no damage. However, if you fall from three meters or higher, you roll the number of meters in d4's.

> John is pushed over the roof of a building five meters from the surface of the road by a collaborator. He hits the sidewalk beneath and rolls 5d4 and reduces his damage points by this amount.

If the surface the person lands on is soft and/or capable of absorbing some of the impact like water, straw, or even a marshy bog, then a negative modifier of damage may apply at GM discretion. This is handled like this:

> Tanya the Assassin slips on the slick catwalk and falls over the side. She falls 4 meters but lands on a pile of empty cardboard boxes. The GM decides she should roll 4d4 and subtract 2 points from each dice roll (to a minimum of 0).

On the other hand, if the object landed on is something like a truck wind screen, steel girders, or a pile of broken glass, then a positive modifier may be added to the damage rolls. In these cases the base d4 damage is taken as blunt trauma and the additional damage is taken as penetrating trauma (if applicable). The GM will determine this penalty on a case by case basis.

A building normally has a story or floor at three meter intervals, so a character standing on the roof of a five story apartment block would be 15 meters high for fall damage calculations.

Both blunt and penetrating damage is deducted from the character's damage total in exactly the same way. The two types differ only in the recovery rate. A penetrating trauma wound naturally repairs damage at a rate of one point per 24 hours. This assumes the character is doing nothing but resting. If the character is doing any form of physical activity whatsoever, there is no damage recovery. Blunt trauma damage repairs itself at a rate of 1 point for every four hours of rest. Again, no physical activity can be performed during this time or the benefit is lost. Broken bones do not repair themselves until weeks or sometimes months have passed. However, the damage that caused the break will be repaired in short order.

If a character suffers enough damage he/she will be forced into unconsciousness. Characters in this state can be brought back to consciousness in three ways:

1) The first method is to pick up a phone and call 911. An ambulance shows up, and takes the character to a hospital where he/she will get superior medical attention. If the character is in stable condition (first aid applied) when placed into the hospital, then he/she will survive. However, if gunshots/explosives are involved, local police may soon be asking pointed questions. Be prepared to have a cover story ready or if not, be willing to lose a team member. Use this method only if the Code can be maintained.

2) The second method is to have a member of the player party operate on the unconscious character. To do this, the Medic character must have an ability in the area of expertise that the patient is suffering from. Example: If a character goes unconscious from a penetrating wound, then the Medic must have the Medic - Penetrating trauma ability.

An operation must be performed in a clean, stable environment with consideration given to sterilization, and cleanliness of materials used. Stability refers to motion. Attempts to operate in the back seat of a speeding car on a bumpy country road are sure to fail. An operation attempt also requires a professional first aid kit which contains scalpels, sutures, gauze and other required materials. An

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"It isn't important to come out on top. What matters is to be the one to come out alive."
Bertholt Brecht, In the Jungle of Cities

operation takes 1 hour of uninterrupted effort for every negative point the character is below 0. At the end of this time the Medic rolls d100 against their Medic ability. Success brings the character to 1 damage point, and consciousness. Failure means death.

3) The last method is to stabilize the patient (via first aid) and let them recover points naturally. Consciousness will return when the character goes from -1 to 0 points. While this does take the longest time, it is usually the safest in maintaining the code.

A character with a Medic rating can halve the healing time on a conscious character, in their area of expertise, if they make a successful roll on that ability. Only one roll per character is allowed. Failure means the standard recovery times apply. Medics can also splint bones, and cut down on damage caused by infections, diseases, and poison. Medics must constantly supervise their patients for the increased healing effects to be felt.

The two damage types are tracked separately on the character data sheet. The totals of the two types show the overall damage on the character.

First aid can be applied to a penetrating trauma wound to help it heal. Applying even the crudest of first aid will immediately give the wounded character a point of damage back. If not treated, a penetrating trauma wound will continue to bleed causing 1 point of additional damage per minute. This stops only when the character dies, or when first aid is applied. It should be noted that this blood loss does not increase with additional wounds. Whether you have one or five penetrating trauma wounds, you will only lose one point per minute. A wounded character can apply first aid to himself provided the wound is accessible to him, and the character is conscious and capable (not stunned or bound) of such action. This requires a personal first aid kit which is used up in the process. Several first aid kits should be carried by the group for this type of emergency.

Aliens (all types) are considered to be dead at 0 points or less. Collaborators may go into negatives at GM discretion. Tournaments will support negative collaborator damage points.

"The tree of liberty must be refreshed from time to time with the blood of patriots and tyrants."
Thomas Jefferson

(This combat sequence was originally fought by Simon Parkinson (Aliens) and Rob "Kaz" Kazakoff (Assault team). It was the first complete Xenoforce combat and is presented to you as it happened with all dice rolls as they occurred. No aspect of the combat has been changed. As you will see it was not necessary to do so...)

Now that you have all the individual pieces of information necessary to participate in combat, we will apply that knowledge in a sample battle between a *Xenoforce* team and a small group of aliens. The following battle will proceed segment by segment to illustrate how the overall combat structure works. Player actions will be *italics*, and alien actions will be **bold**. Plain text will be used to describe the action and roll modifiers.

The *Xenoforce* team in the example assault is made up of five people. Note that these descriptions are far from complete, and are presented in an abbreviated format for this example only. Here are their character outlines:

Optional automatic weapon fire and standard inititive guidelines are to be used throughout.

Shari Thompson

Leader of the small group, Shari is a dynamic individual who never thinks twice about endangering herself during the mission. This does not mean she is reckless. She simply considers the mission above her personal safety. Shari is an excellent planner who pre-designates duties and responsibilities to the team members before a mission. Her main duty during combat is to cover the team with her sniper skills, and coordinate the assault via radio.

STR: 42
PER: 53
CON: 72
AGL: 33
INF: 71

Major Skills
Sniper — 62 (61)
Reconnaissance — 61 (64)

Minor Skills
Medic - Poison — 44 (45)
Medic - Penetrating Trauma — 45 (47)
Blank — 0 (0)
Blank — 0 (0)
Blank — 0 (0)

Equipment
Radio - Hand-held
Backpack
Rope - 100'
Radio Headset
Climbing Hardware
Pistol - Standard
First Aid Kit - Personal (2)
First Aid Kit - Professional
Rifle - Standard (With Scope)
Jimmy
Rifle Ammo (18)
Pistol Ammo (21)

Fred Acre

Built like a tank, Fred is the other front line fighter of the group. He is a careful man, perhaps too careful. He has a nagging fear of booby traps and takes a lot of extra time checking for trip wires, etc. He is more afraid of potential traps than the aliens themselves. However, in a one-on-one fight, Fred is formidable with or without a weapon in his hand.

STR: 81
PER: 48
CON: 74
AGL: 37
INF: 61

Major Skills
Close Combat — 68 (77)
Blank — 0 (0)

Minor Skills
Medic - Blunt Trauma — 41 (41)
Medic - Penetrating Trauma — 41 (41)
Sniper — 42 (49)
Blank — 0 (0)
Blank — 0 (0)

Equipment
Radio - Hand held
Radio Headset
Knife
Pistol - Standard
Rifle - Assault
Rifle Ammo Magazines (3 X 20)
Grenade - Fragmentation (3)
Grenade - Smoke (1)
Grenade - Stun (2)
Bullet Proof Vest (Heavyweight)

"Cry Havoc! And let slip the dogs of war."
Shakespeare, Julius Caesar, III, i

Tom Brandis

With his thin build and light weight, it is easy to mistake Tom as a typical computer nerd. While he is competent around computers, his real ability is taking victims by surprise. Tom is never the first in combat. He tends to haunt the edge of a fight looking for potential victims. Very quiet with a dark sense of humor, he prefers knives to guns.

STR: 23
PER: 66
CON: 42
AGL: 61
INF: 52

Major Skills
Assassination	62 (62)
Blank	0 (0)

Minor Skills
Computer Security	41 (43)
Information Retrieval	40 (42)
Bomb Disposal	42 (44)
Medic - Bacterial diseases	40 (41)
Medic - Viral diseases	42 (43)

Equipment
Radio - Hand-held
Blackjack
First Aid Kit - Personal (3)
Radio Headset
Knife (3)
Pistol - Standard (With Silencer)
Grenade - Smoke (2)
Bullet-Proof Vest (Lightweight)

"Pinkie" Rodriguez

He is named Pinkie because his right little finger was blown off several years ago in a grenade blast. The right side of his body still shows several roughly healed lacerations caused by the grenade shrapnel. Pinkie is an average fighter and will only get involved if necessary. During the assault, Pinkie acts as rear guard and stays handy in case he is needed to disarm a trap, or lend fire support.

STR: 24
PER: 57
CON: 59
AGL: 71
INF: 48

Major Skills
Lock picking	65 (68)
Forger	67 (70)

Minor Skills
Explosives	42 (46)
Hand-to-hand	40 (35)
Surveillance	43 (43)
Auto Theft	45 (49)

Equipment
Pistol - Standard
Pistol Ammo (18)
Shotgun - Pump Action
Shotgun Slugs (25)
Knife
First Aid Kit - Personal
Grenade - Smoke (2)
Radio - Hand held
Radio Headset
Plastic Explosive
Timer Detonator
Wire

Melinda Jorgensen

Melinda is one of the front line fighters of the team. She is familiar with all aspects of close combat and is a very effective combatant. Melinda has a personal grudge against the aliens as her father was a member of a security team killed during an alien raid on a military base. She will sometimes let her hatred take hold at times making her unpredictable and a very dangerous person to be around.

STR: 59
PER: 56
CON: 62
AGL: 68
INF: 51

Major Skills
Pilot - Fixed Wing	64 (65)
Pilot - Rotary Wing	63 (64)

Minor Skills
Hand-to-hand	42 (46)
Close Combat	41 (45)
Sabotage	41 (45)
Blank	0 (0)
Blank	0 (0)

Equipment
Grenade - Fragmentation (2)
Grenade - Stun (2)
Pistol - Standard
Bullet Proof Vest (Heavyweight)
Rifle - Assault
Rifle Ammo Magazines (2 X 20)
First Aid Kit - Personal
Knife
Radio - Hand held
Radio Headset

SCENARIO

An abandoned military base in the Mojave Desert has been used as a landing base by the aliens. One of the old hangars has been temporarily taken over for use as a drop off point. A *Xenoforce* team has learned of this through surveillance of collaborators and they are going to attempt to remove the threat. The action will take place in a small hangar. There is a large main floor area with crates and assorted equipment scattered throughout. There is a row of offices along the back wall. The team has pre-loaded all weapons and the listed ammunition in their possessions is in addition to that inside their respective weapons. Here is a layout of the building with the top of the picture being true north:

├——┤ = One Meter
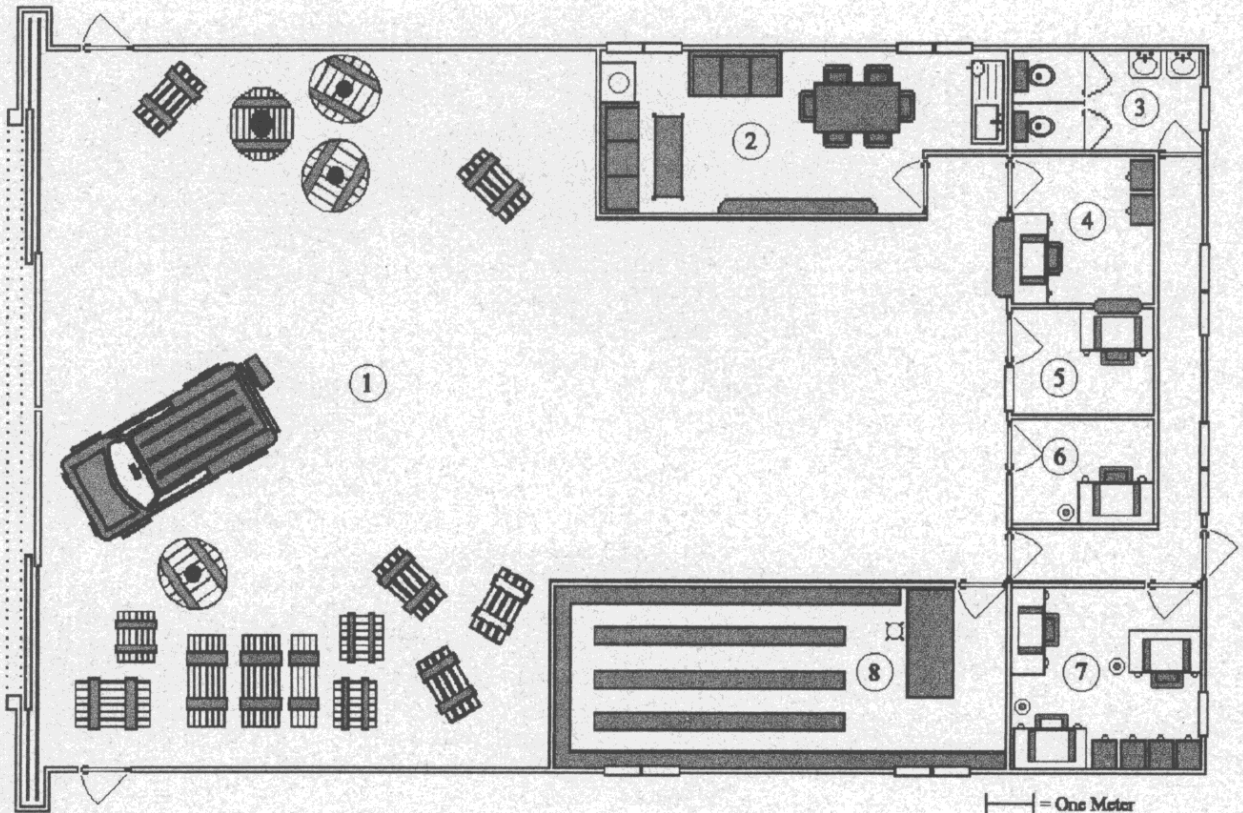
The enemy group is comprised of two Morpher aliens and one collaborator. The Morpher statistics are described in the Alien section. Each morpher alien carries an assault rifle and two spare clips of ammo. Alien #1 has 15 damage points, and Alien #2 has 16 damage points. The collaborator has the following ability scores and no special training:

STR: 42
PER: 73
CON: 43
AGL: 34
INF: 22

He has 14 damage points total and is armed with a pistol with 3 spare clips of ammo, and two fragmentation grenades.

"Life is one long struggle in the dark."
Lucretius

The Plan

The team approached the hangar in the early morning, hoping to catch the guards dozing. Initial reconnaissance of the hangar shows no cameras, or visible alarms on any door or window. The hangar is old, but well maintained. The three exterior doors are made of metal with good quality locks. Careful observation through the several windows around the building gives the floor plan seen above, but no one is seen inside. The team already has the blue prints of the building from the base records office and nothing appears to have

Covert Entry

Pinkie approaches the east door and examines it. The other two flank and cover him. He tries the door and finds it locked. He places his shotgun by the door frame. Alerting the team, he attempts to pick the lock.

Pinkie has the lock picking skill and requires a 68 or less. He rolls 97 and fails.

Pinkie swears lightly and alerts the team that the lock is broken. He moves to the window immediately to the right of the east entry door and attempts to gain entry.

Another lock picking attempt is made by Pinkie. This time he rolls a 24. The window has been successfully unlocked.

Pinkie smiles at the ease that the window opened. However, it has been several years since this window has been opened. A check for successfully opening the window noiselessly is required.

To open the window without making a noise to alert anyone inside it is decided that an agility roll is needed. Pinkie has a AGL of 71. He rolls 70. The window squeaks a bit but not very loud.

Surprise Segment (Segment One)

Alerting the other team to get ready via radio, Fred approaches the door and puts a size 11 boot in the center of the door as hard as he can. Shari prepares to run in the second after the door opens. If Fred fails to open the door she will immediately try to kick the door in as well.

Fred has a 60 Effort avoidance roll. Due to the fact that the entry door is designed to be opened out, it is judged to be more difficult to kick the door in. A -20% modification is applied. So Fred has to roll under 40 to successfully open the door. He

changed from the original plan filed several years ago.

The team has full radio communication and a two prong assault is planned. The first group will be comprised of Melinda, Pinkie, and Tom at the exterior door on the east wall. The second group of Fred and Shari will enter via the South door near the main hangar doors. A covert entry is planned but on any alarm being raised the teams will rush in as fast as possible.

The slight noise of the window being opened makes the first group cringe. Everyone tenses for a reaction; none comes. Pinkie retrieves his shotgun and backs off. Melinda is the first to enter. The window is large with no obstructions and entry is accomplished easily. She faces the door to the west which opens into the hangar. Tom is the next to enter. He faces north covering the hallway to room #3, the washroom. Last to enter is Pinkie. He covers the door to room #7, the administration office. Melinda advances up the west corridor followed by Pinkie. Tom remains in position covering the corridor to the washroom. The door to the hangar is wooden with no lock. Testing the latch, she finds it open. She releases the latch and over the radio tells group two where they are and that they are ready for the assault.

Upon notification that the first group is in position, Fred tests the lock on the south entry door. It is locked. As neither character in group two has lock picking skill, a more direct method is used. Fred plans to kick the door open, thus beginning the assault.

rolls 26. BOOM, the door frame fragments as the door buckles inwards with a resounding echo.

Shari begins to run into the open doorway with her pistol drawn and ready. Upon entering the dark hangar she sees movement in the small alcove just outside the door of room #4, the Supervisor's office. There seems to be a figure standing there with a long barrel weapon. As her entry is sudden and without prior notice, there is a chance to surprise the occupants.

Surprise is checked on the Surprise Modifier Chart. The following conditions apply for Sheri

- She is running. +6
- Enemy is still. 0
- Enemy is effectively camouflaged (She is running into a dark room from sunlight) +4
- One additional person is with her (Fred) +1
- The enemy is alone 0
Total Surprise Modifier +11

She rolls a 2 on d20. 2+11=13. As you need under 5 to successfully surprise, there is none and standard initiative is rolled.

Initiative: Enemy: 8 Team: 3

Quietly standing at his post facing the hangar floor, Alien #1 is momentarily startled by a loud crash and the sudden introduction of early morning sunlight into the normally dark hangar. Reacting quickly he aims at the figure highlighted in the doorway and fires a round.

The Morpher has a 75% combat rating. However, the crates between Shari and Alien #1 are about waist high so this gives Shari 50% protective cover. This results in a -30% modifier to the shot. Shari is also running and this has a further -10 modifier. Shari is within point blank weapon range (PBR) and the alien receives a +25% bonus. The Morpher needs to roll 60 or under to hit Shari. He rolls 97, and misses by a wide margin. No other actions are available to the aliens.

Alien #1 misses his shot. While lining up for another, he sees the door to his south being opened by the second group. He turns his head to the left and speaks through the open office window to someone out of sight.

Alien #2 is in its hidden ambush position. No targets present themselves before initiative ends. It waits for a target to appear.

The collaborator was resting on a sleeping mat inside room #4 when the assault began. Hearing the warning from Alien #1, he moves on top of the desk near the open window to see what is going on. He has no weapon ready.

(End of initiative)

Running into the hangar Shari sees the figure in the alcove

shoot at her. With her pistol, she lines up on the figure and squeezes off a round.

Shari does not have the close combat skill. As she is running, she cannot use her sniping ability. She therefore shoots at the general rating of 30%. She is running and this means a further reduction of -10%. She is within point blank weapon range (PBR) of the enemy and a +25% bonus applies. So she must roll 45 or less to hit. She rolls 22 and hits alien #1 doing 6 points damage.

Fred is momentarily off balance from kicking the door, he staggers back slightly from the impact and prepares to enter the hangar.

As you can only do one action per segment Fred cannot run into the hangar until the next segment.

Melinda enters the hangar as Shari fires. She moves into the hangar beyond the door of room #8, the tool room, and seeing the figure to her north who is just inside her arc of fire, turns to face Alien #1. She fires a round at Alien #1.

Melinda has the close combat skill at a rating of 45%. However, she has a heavyweight bullet proof vest on and is also running. Each of these factors has a -10% modifier on her attack roll. PBR range gives a +25% bonus. So to hit alien #1 she needs 50% or less. She rolls 88, and misses.

Pinkie moves to the threshold of the door and with shotgun raised covers the majority of the hangar floor. He sees no other targets and cannot attack (or be attacked by) Alien #1. He waits where he is.

Tom remains in place watching the hallway leading to the washroom. He sees no activity but hears the rounds flying.

"I'm gonna get rid off all of those alien bastards."
Duke Nukem

rating it therefore requires 60 or less to hit. It rolls 64 and misses.

The collaborator, from his position on the ledge, sees the human female to his south. He decides to throw a grenade at the hex in front of the doorway to attack her and anyone around her. He begins to ready the grenade.

The preparation of a grenade requires a segment of time. It will be ready to throw at the beginning of the next segment.

(End of initiative)

Shari is unconscious. She is incapable of any action.

Shari will lose a damage point per minute until first aid is applied

Fred sees Shari hit and fall at his feet. He hears a shot coming from the back of the van (but does not see from exactly where due to his line of sight), further down the hangar he sees two figures close together, one holding an assault rifle and the other standing on the window ledge preparing a grenade. Furious that a team member has been severely injured, Fred selects full automatic fire and sprays 20 rounds at the two figures to his north east.

Fred attempts to fire a 20 round burst against 2 targets. They are within the proper 30° arc and 5 M "kill zone". He rolls a d4/d6 dice and finds he only fires a 19 shot burst. Referencing the Optional Automatic Weapon Fire chart we see that if 19 rounds are fired at 2 enemy then 6 rounds have a chance to strike each target. Fred gets to roll six times on each enemy character. He has a close combat rating of 77. He is wearing a bulletproof vest (-10), is running (-10), and firing full auto (-20). The enemy are within PBR (+25). Fred needs 62 or less to hit. He fires on Alien #1 first. 07 (hit - special damage), 52 (hit), 44 (hit), 18 (hit), 05 (hit - special damage), and 16 (hit). Fred then rolls for the two special damage hits. Results are 86 - unconscious until medical attention provided + 4d4 segments, and 96 - lose right eye. Damage rolls are made and alien #1 takes a total of 47 points of damage. It dies. Fred then rolls against the collaborator with the same modifiers. 69 (miss), 17 (hit), 59 (hit), 31 (hit), 53 (hit), 63 (miss). Total damage given is 28 points. The collaborator dies.

Melinda fires a five round burst at the alien holding the assault weapon.

Fred and Melinda fire simultaneously. She has a 45 close combat. From this is deducted -20 for auto fire, and -10 for the bullet proof vest. A bonus of +25 is given for PBR. She needs 40 or less. The d4/d6 indicates she only fires 2 rounds. She rolls 44 (miss), and 17 (hit). Her single successful attack does 5 points damage to alien #1.

Pinkie aims at the hidden enemy in the van and fires with a shotgun slug.

Pinkie does not have close combat and has a general 30% chance. He is shooting against a character with 80% masking cover so a -25 applies. The enemy is at short range which gives a +20 to hit. So he needs 25 or less. He rolls 16, a hit for 11 points of damage.

Tom remains in the hallway watching the hall leading to the washroom. He takes no other action.

Segment Two

Initiative: Enemy: 7   Team: 4

Alien #1 feels the impact of the bullet but no pain. It sees the shooter cowering behind the crates by the south west door. The creature raises his weapon and attempts a 5 round burst of automatic weapon fire...

Alien #1 attempts a 5 round controlled burst of automatic weapons fire. It rolls a d4/d6 dice combination and the result indicates he only fires a 3 round burst. Morphers have a general combat rating of 75%. Shari is hidden behind the crates and this is adjudged to give 50% cover or -30 to hit. A further -20 is removed due to the automatic fire. Shari is within PBR and this gives a +25%. The alien has 9 out of 15 damage points remaining and this gives a further -20 reduction. So the creature requires 30 or less on each of the three attack rolls. The alien rolls 55 (miss), 89 (miss), and 02 (hit with special damage). The special damage roll is 32 - Triple Damage. The alien rolls 7 points damage so Shari takes 21 points total. Shari has 17 damage points total so she falls to -4. She falls to the ground at Fred's feet unconscious.

Alien #2 lies in the back of the parked van. Lying in the rear with its weapon tip just emerging out of the slightly open doors, it has gone undetected until now. It decides to fire a single shot at the closest human (Melinda).

Melinda wears a heavyweight vest affording 50% cover for a -30 modifier. She is within PBR and it gets an additional +25% to hit. With its 75% general combat

Segment Three

Initiative: Enemy: 4   Team: 3

Alien #2 feels the impact of the slug, but no related pain. Knowing he is now severely outnumbered he switches his weapon to full auto and attempts a 10 round burst against the three enemy lined up to his east.

Melinda, Pinkie, and Tom are all within the 5M "kill zone" and 30° arc of fire. Rolling a d4/d6 results in a 12 round burst being fired. 12 rounds against three targets means 3 rounds each may hit. As each character has different factors affecting the chance to hit, we need to calculate each separately. First we calculate for hitting Melinda as she is first in line of fire.

Melinda: 75% general combat rating, -30 for vest, -20 full auto, +25 PBR = 50 or less to hit. However, the alien is also wounded and this causes a -34 modifier. So the alien needs 16 or less to hit. Rolls 85 (miss), 88 (miss), and 16 (hit). Does 6 points damage to Melinda. She has 10 remaining.

Pinkie: 75% general combat rating, -15 (30% cover from Melinda), -20 full auto, +25 PBR -34 wounds = 31 or less to hit. Rolls 20 (hit), 82 (miss), 22 (hit). Does total of 12 points damage. He has 3 points remaining.

Tom: 75% general combat rating, 90% protective cover (Melinda, Pinkie and walls/doorway) for -70, -20 full auto, +25 PBR -34% wounds = 5% or less to hit (minimum chance possible). Rolls 79 (miss), 02 (hit - special damage), 01 (hit - special damage). Rolls for special damage are 12 - double damage and 68 - severe wound, lose 2 points damage per segment until medical attention provided. Total damage for all attacks is 24 points. Tom has 14 total damage points and so he goes to -10. He is unconscious and will lose 2 points per segment (starting next segment).

(End of initiative)

Combat Summary

As you can see the combat only took 3 segments to complete. In 15 seconds, two team members went unconscious with severe wounds, two others are badly hurt, and three enemy characters died. Only one character (Fred) emerged unhurt. This should illustrate the earlier warning that combat in this game system is EXTREMELY DANGEROUS. If you are not fighting the combat on your terms, then you are at a serious disadvantage. The intelligent player will fight only when absolutely necessary and even then should use as much cover as possible.

We used automatic weapons to keep the combat brief and concise, but even using single shot weapons in combat can be deadly. Just like in real life, it only takes one bullet to kill someone. We would like to repeat the earlier warning about taking at least one combat skill for each character you play.

Shari is wounded and unconscious.

Fred hears the automatic weapon fire burst coming from the back of the van. He targets the rear of the van and fires the remainder of his ammo into the side of the van hoping to hit the enemy inside.

Fred is emptying his weapon and so we do not roll d4/d6. As he cannot see the target, blind fire guidelines are applied. He has 11 rounds remaining. It is decided that in the area he designated there can be up to three characters. So the Optional Automatic Weapon Fire chart is referenced. 11 rounds fired at three characters gives a chance to hit with two rounds. Fred has a close combat rating of 77. From this is deducted his vest (-10), full automatic fire negative (-20) and as Fred cannot see the target 90% masking cover (-30). The van is at point blank range (+25). Fred requires 42 or less. He rolls 26 (hit), and 31 (hit) for a total of 15 points of damage. Alien #2 dies. Fred's weapon is now empty and must be reloaded before reuse is possible.

(Combat ends)

THE ALIENS

Of course, the first question that needs to be answered concerning the aliens is, "Who are they?". "They" are an allied force of several different alien races who have banded together over millennia to spread their influence and power over less developed races throughout the galaxy. They have no terrestrial emotional equivalent to anything experienced by humankind. They simply see us as we look at cattle grazing on an oil field: simple ignorant animals who stand on a resource destined for their use and exploitation.

Anti-gravity technology, and small super efficient reactors that produce almost unlimited power, are the alien alliance's only real advantages. All known laws of physics still apply to them as they do to us. The aliens simply understand them better and this gives them a technology advantage that we simply do not have. The alien alliance cannot travel faster than the speed of light and their communications are also limited as a result of this.

When the initial reports of the discovery of a resource-rich world were sent out to the stars in 1947, they traveled at the speed of light to the distant alien bases spread throughout the galaxy. As some planets were further than 50 light years away, those reports are only now being read on those distant bodies. Closer worlds received the reports sooner, but even when traveling close to the speed of light it takes many years to transit the vast distances. However, word is spreading and the radio reports touch more worlds every year. The alliance takes a strategic overview in all of its plans. A century to them is a small amount of time. Small groups of advance alien ships are either here, or are currently in transit. The large invasion fleets require lots of time to prepare, and even when ready are subject to slower-than-light travel restrictions. In the meantime, the small teams of aliens that arrive are covertly infiltrating various earth governments, gathering intelligence on earth defenses, and mapping out the world's resources for future exploitation. That they are coming is known. When the large ships holding the assault troops will arrive is totally unknown...

There are five *known* types of aliens:

Alien Combat and Damage Points

	Damage Points	Attack %
Controller	1d8+3	25%
Infiltrator	1d4+1	60% in host
		40% out of host
Morpher	4d4+4	75%
Observer	2d6+1	35%
		75% in 0 gravity
Grunt	2d8	65%

Alien Avoidance Rolls

	Effort	Metaphysical	Trap	Asphyxiation	Blast
Controller	35%	80%	75%	45%	40%
Infiltrator	*	100%	60%	*	*
Morpher	65%	50%	40%	85%	50%
Observer	20%	65%	55%	95%	30%
Grunt	70%	35%	25%	75%	60%

ALIEN TECHNOLOGY

The technology at the disposal of the alien alliance is formidable. Gathered from several dozen worlds, it represents the best of many races and intellects. The foremost development at their disposal is anti-gravity. The concept of anti-gravity is quite simple. A gravity field is produced by several generators built into all of their ships. By modulating this field, the ship has the ability to pull towards or repulse itself away from any body that has gravity like a planet or moon. Thus it can "fly" above the surface of any planet noiselessly. Incredible speeds can be achieved by ships of this type. They can outmaneuver any Earth vehicle (and their weapons) easily. The interior of the space ships are fitted with smaller gravity projectors which offset the tremendous g-forces incurred by the violent maneuvers. Those inside the craft feel only the slightest of effects regardless of the speed or direction changes.

By projecting gravity fields it is possible to create an area of weightlessness around objects. This allows the item to be maneuvered in space with little effort. Several people have been the subject of this device when abducted for experiments. They float up to the hovering ships with no visible means of support. The item must be less than $1/20^{th}$ of the ship's mass to be moved via this method.

While easy in concept, the actual engineering of such alien craft requires exotic materials and power generation equipment that does not exist on Earth. It has taken Earth scientists 50 years just to repair the original crashed disk to the point where it can hover a few feet off the ground. Many different types of ships are in use by the alliance. However, the anti-gravity drives are all identical. The only differences are the number of generators found based on the physical size of the ship. In all, the United States has 9 captured alien craft. Two are damaged beyond repair, while the others have various damage. Several of them have been shot down or captured by special units of the military.

The alien alliance knows that Earth governments have captured examples of their technology and are attempting to replicate it. If they can succeed then it will be a lot harder to conquer the earth and subdue its occupants. That is why they actively keep their technology secrets off of the Earth unless absolutely necessary. They will also take appropriate action to recover any lost materials. The US base which holds the captured flying craft has been assaulted three times in the last fifty years by the alliance. Twice via the air, and once through an underground series of tunnels. None of the assaults succeeded due to the extreme security measures taken to protect the captured alien technology. This is not to say they have not been successful in the past. A Chinese base containing three captured alien craft was overrun and destroyed with several hundred military and scientists killed or captured.

Beyond anti-gravity devices, the alien technology is almost the same as Earth's. Some materials are stronger, and lighter, but overall the anti-gravity technology is the only great difference. They wish to destroy us as we are quite advanced, and if we discover the secrets of anti-gravity, we may be strong enough to repulse any assaults, a situation the alien alliance will try and undo by any means necessary.

Alien technology will rarely be found. Earth weapons are plentiful and easily accessible. Capture of any alien technology will allow the Earth governments to gain advantage in their research and development of their own technology. The aliens therefore keep a close scrutiny on any of their advanced systems. If alien technology is discovered, then there is a chance it will be protected by guards or traps.

"Plots true or false are necessary things,
To raise up commonwealths and ruin kings."
John Dryden, Absalom and Achitophel

CONTROLLER

This alien can control the actions of a human being within a certain radius (normally 120 meters) through a psychic link. However, when in control of someone, the alien itself cannot move, as all of its concentration is needed to control the person involved. The person being controlled has no memory of what happens while under control. The alien cannot use any of the victim's knowledge or memory, although anything experienced by the victim while under alien control is known. Control of an individual can last up to 1d6+1 hours. After this time has expired, the alien must release the controlled human due to mental exhaustion. Only one attempt per human in a 24 hour period can be made. If successful, the alien can not control anyone else for a full day. The controller must have a good idea of where the victim is before an attempt can be made.

When a controller attempts to take over an individual, the victim gets a metaphysical avoidance roll to negate the attempt. Success means no control is established with nothing more than a light headache to show for it. If the roll is failed, then full control is established and the human comes under the command of the alien.

For some unknown reason, a thin barrier of copper negates mental control of the victim. During the 1950's all major government buildings, military control centers, and even the Whitehouse, were fitted with a thin screen of copper mesh embedded into the walls. Publicly, this was explained as a defense against the electromagnetic pulse (EMP) of a nuclear detonation high in the atmosphere. EMP disrupts all electronic equipment in a wide area and would be an effective way to hamper communications in a nuclear war. While this was a true phenomena, the program was pressed into being by *Xenoforce* to negate mental control of senior government officials.

Controllers are about 1.3 meters high, very thin, and are humanoid in appearance. However, they have gray skin, large heads, and black eyes. Their bodies are sexless and they do not wear clothing. Their home world has only half the gravity of Earth and even the simplest of physical movements is taxing. Their mental abilities more than compensate for their lack of strength. They are the planners and leaders of the alien movement. Controllers do not speak, but communicate telepathically. As they are physically weak, they will never directly attack operatives unless there is absolutely no choice.

Controllers have 1d8+3 damage points. They have a 25% general combat skill rating.

INFILTRATOR

By using the same basic methods as the Controller alien, the Infiltrator actually controls the human by entering the body of the victim through the mouth. The alien will control the victim as long as physical contact is made, or until the victim is dead. When taken over by an Infiltrator alien, the alien has full access to all memory and life experiences of the victim. However, the person used as a host will have no memory of any events while under infiltrator control. The infiltrator will die if no victim can be found within 24 hours of leaving the last host. An Infiltrator alien can be carried temporarily inside a Controller or Morpher if no other host is available. During periods of long inactivity, the infiltrator can be placed into suspended animation inside an artificial plastic cocoon. Only a dedicated medical exam using ultrasound, endoscope, or x-rays will show the presence of an Infiltrator inside someone. As the Infiltrator has access to the host's memories, it may avoid detection by interrogation. However, it takes time to search for the correct information and this time delay may serve as a clue that something is not right. The aliens have some knowledge of Earth and its cultures, but no in-depth knowledge.

An Infiltrator resides in the stomach of its host. As such, no food or water can be consumed as long as the host is occupied. Over time this lack of food will weaken the host and the Infiltrator will be forced to move on to another. Generally, occupancy of a host is no longer than a week. When the alien leaves a host the person awakens tired, dehydrated, ravenously hungry, and disoriented. As aliens consider personal hygiene to be a waste of time, the host will probably need a long shower, too.

Infiltrator aliens look like .3 - .5 meter long gray slugs. They move quickly and excrete a sticky film on their skin that allows them to cling to walls/ceilings. This film evaporates within a few minutes of their passage. An Infiltrator has no combat abilities in its natural state and its preferred method of attack is to take over sleeping hosts. They possess only average intelligence but are very mission-oriented. They will sacrifice themselves (and their hosts) if necessary.

Infiltrator aliens have 1d4+1 damage points. They fight with a 60% general combat chance when in a host, and 40% when out of a host. When out of a host they do no damage in their attacks, but a successful touch allows the Infiltrator to take control of the person they hit.

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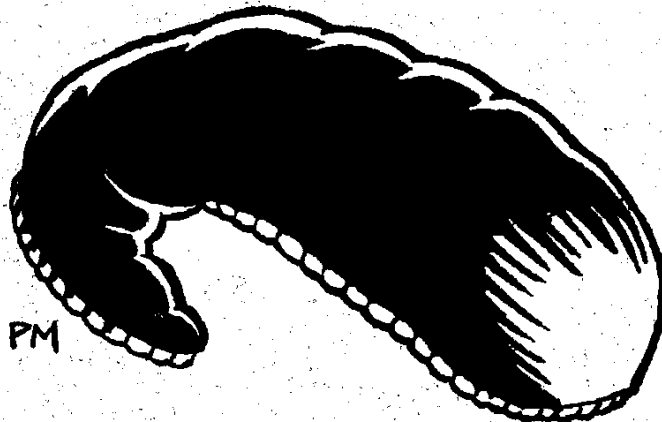
OBSERVER

Rarely seen on earth, these creatures often spend their entire existence in space without landing on any planets at all. They have an extremely long life span and are comfortable only in zero gravity. Consequently, they are at a serious disadvantage in our gravity. They spend their time acting as the reconnaissance arm of the alien effort throughout the galaxy. They look for planets to exploit and any indications of threat to the alliance. It was a lone scout ship of observers that detected the distinctive flash of nuclear detonation in the United States in 1945. As nuclear power is normally a prelude to space flight, the alien alliance was alerted to investigate the race responsible.

Observers will not engage in any combat whatsoever unless there is no gravity hampering them. In zero gravity they are extremely dexterous and a cunning foe. However, if in Earth's gravity, they cannot lift even the simplest of weapon without extreme effort.

Over millennia of space travel the bodies of the Observers have been changed by their environment. Their arms are very long and thin and are covered by an almost translucent skin. Their bodies are a dull red, and their legs have shrunken in size from lack of use. Observers are intelligent but they are followers, not leaders. They simply observe, and report all facts of import to higher authority.

Observers possess a general combat rating of 75% in zero gravity. Under the effects of Earth's gravity, they have only a 35% general combat rating. Observers have 2d6+1 damage points each.

PM

MORPHER

A shapeshifter alien that can assume the appearance of any human being (another less common reference to this species is "Camalien", referring to their similarity to the Chameleon). The change from one shape to another takes 2-10 minutes depending on the amount of difference between the two forms. The more differences, the more time required. A Morpher can only appear as a human being although it can change sex. Only the body can be changed. Hair color and length, beards, and fingernails can be changed at will. Clothing, watches, or jewelry, etc., cannot be duplicated. Fine details such as fingerprints can be duplicated as long as there is lots of time to study the actual fingertips of the one to be duplicated. However, retinal patterns cannot be duplicated. If the Morpher is impersonating someone specific, the human is normally killed or isolated beforehand to avoid the obvious problem of two identical people being seen simultaneously.

Morphers are the foot soldiers of the alien invasion. They act as bodyguards to the Controllers, transport the Infiltrator's, and infiltrate human society with their abilities to change appearance. A Morpher can be "killed" by standard weaponry, but even "dead" Morphers will regenerate damage points slowly over time. Several weeks are necessary for a Morpher to become conscious again after being killed. Severed limbs and body parts will grow back over time. The only way to stop this regeneration is to burn the body of the Morpher completely to ashes.

A Morpher can be any height between 1.6 and 2.2 meters, but its weight remains constant. Although the Morpher can change size, its mass and weight remains the same. The Morpher must compress its body mass into itself which makes it denser, but with the same mass. Morpher strength does not increase or decrease with the size assumed. Changing form requires billions of individual cells to undergo dramatic changes in a very short term. These molecular changes produce lots of heat, a side effect that can increase their body temperature by as much as 10 degrees. This temperature increase will eventually dissipate leaving the Morpher near human standards. They possess no emotion as we understand it, and appear stern and serious. They also feel no pain as we understand it, although they will avoid temperature extremes as this does permanently damage them.

Any part of a Morpher that is removed from its body while in disguise will quickly reconstitute itself as alien tissue. If the flesh is placed in a nutrient solution, it will eventually grow into an exact copy of the original. If a Morpher dies, it reverts to its alien form. A Morpher in its natural state appears like a reddish brown statue with crude unfinished features. They have no natural body hair and above average intelligence.

Morphers are tough with 4d4+4 damage points. They fight with a general combat rating of 75%.
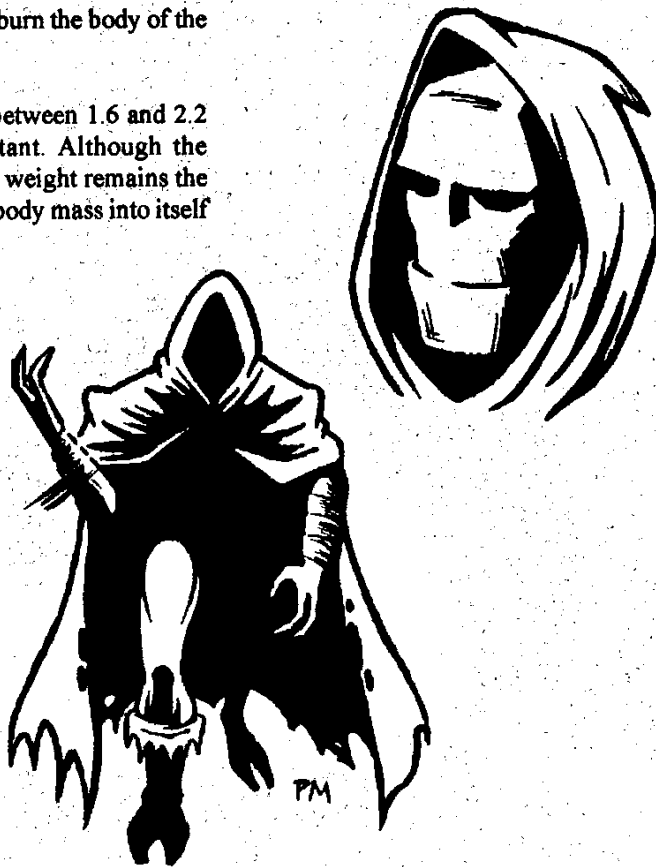
GRUNT

These are the most numerous alien type. They come from a world with a gravity almost twice that of Earth. They are only three feet tall with very stocky limbs and are incredibly strong. They are essentially slave labor exported from their planet to perform the various menial tasks required. They construct alien bases and ships and maintain them when necessary. Grunts have no self motivation and will do nothing without orders. Their entire race has been enslaved for millennia and any resistance to that has been long extinguished. A grunt will starve to death in a room full of food unless he is ordered to eat.

Grunts are named for their guttural speech which sounds like a series of unintelligible grunts and squawks. Their skin is dark, from repeated exposure to caustic chemicals and solvents. They have a high tolerance to toxic environments, and can work for long periods of time in the harshest of areas. Exposure to several toxic environments has turned their skins a deep blue with mottled shades of black.

Grunts should be considered as drones. They will perform tasks when instructed, but will otherwise ignore everything around them. If damaged, or frightened, they will run away and hide. They pose no direct threat to the teams unless they are under the direct control of another alien species.

Grunts possess 2d8 damage points. Grunts fight with 65% efficiency, but do so only when personally attacked, or when directly ordered to by one of the other alien races.

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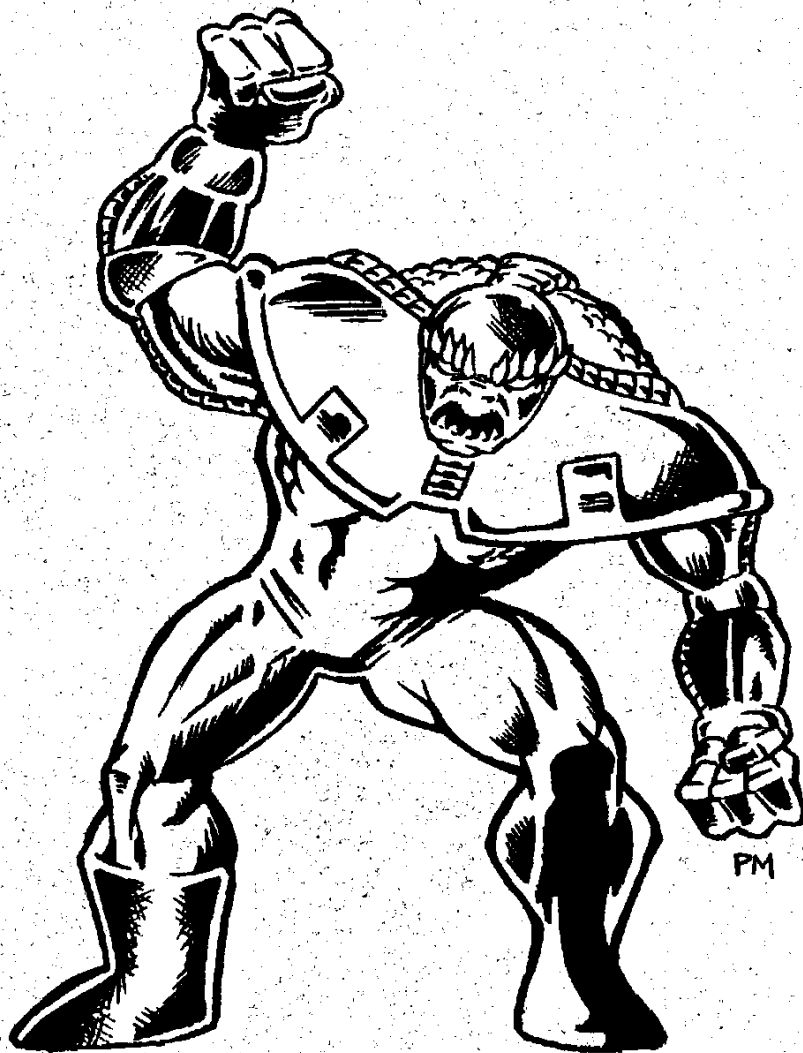
COLLABORATORS

In addition to the alien threat there is an added dimension of complexity. There are people who know of the alien's presence and are working with them to invade human society. They are collectively known as collaborators, and are a real threat to *Xenoforce* operatives. An alien presence or control is easy to spot once you recognize the signs. However, a human working voluntarily with the aliens is extremely difficult to discern. Some collaborators believe they will increase their own personal power base by helping the invaders. Others are capitalists who want access to the alien's superior technology to improve their own chances of success in business. There are a few anarchists in the mix, too, who back the aliens simply because they destabilize the government and society in general. In whatever form the collaborators take, they are the hardest enemy to detect.

Collaborators can be dedicated followers of the alien cause, or they can be coerced into assisting them over the short term. A kidnapped relative, indiscreet photos, or some other hidden leverage can be applied to get cooperation in the short term. In some cases, the blackmailed individuals may not even know about the alien presence.

Aliens care nothing about collaborators in reality. A collaborator's death in the alien cause is meaningless to them. However, they do not let this be known. No matter what the degree of loyalty, or service, none will be spared from slavery when the Earth falls. The alien races care only for themselves, and will say and do anything to motivate ignorant humans to assist them.

Collaborators do occasionally try to infiltrate *Xenoforce*, but the screening process *usually* detects them.

"We must, indeed, all hang together or, most assuredly, we shall all hang separately."
Benjamin Franklin

PLAYING ALIENS AS PCs

One optional way to play *Xenoforce* is to take a walk on the wild side and play aliens as player characters. This lets you experience the game from the other side and use the alien talents to your advantage. Several modules will allow you to play from both the human and alien perspective. It is a little tough to do this but certainly within published guidelines. There are a few things to keep in mind if you do choose to play aliens:

1) Budgeting for a mission will still apply. You will approach this aspect of the game in the same way you would play a human group. Even aliens are short of cash and everything must still work within this framework. This keeps game play within reasonable limits.

2) You will not have any access to advanced technology or weapons. These are specifically restricted from Earth so the world governments do not have the opportunity to capture them and learn their secrets. Use the supplied item lists and costs.

3) If you play an alien character the avoidance rolls and combat rolls mentioned in the individual alien descriptions will apply. If playing a collaborator, you may use the standard *Xenoforce* Character Generation sheet with standard skills. A mix of alien and collaborators is not only possible, but recommended.

4) The GM will have to rework the adventure module to reflect the change of perspective. However, this should normally only require a couple of hours work at most. The modified mission should be something that the alien alliance would have as a goal, breaking into a secure building to get military plans, recovering lost alien technology, rescuing a jailed host with infiltrator, etc. The pre-mission planning should be more or less the same as a standard human planning session. You will still need to pick a leader, etc. However, to be true to form an alien will never be subordinate to a human collaborator, no matter what the circumstances.

The metric system is in use around the majority of the world. The United States is the only major power to not have incorporated it. Basing *Xenoforce* on the metric system was done to provide simple calculations of distance, weight, and height. Those who want to convert the included metric figures can use the following conversions. For the rest of you this is provided simply as a reference. There are more metric standards than the ones listed here. The following are the most commonly used in the game.

Metric is based on units of ten. Units of 1,000 are commonly used also. A kilometer means 1,000 meters, for example. Common expressions to remember are tera (10^{12}), giga (10^9), mega (10^6), and kilo (10^3). Everyone has heard of megahertz, kilometers, and gigawatts. If you own a personal computer then you are already using terms with these prefixes.

Length : Approximate length of a meter is 3 feet. Meters are divided into 10 parts called decimeters. each decimeter is divided into 10 parts called centimeters. Each centimeter is divided into ten parts called millimeters. So 1 meter = 10 decimeters = 100 centimeters = 1,000 millimeters.
  inch : 25.4 mm.
  foot = 12 inches = 0.3047 m.
  yard = 3 feet = 0.9144 m.
  mile = 1760 yards = 1609.344 m or 1.609 kilometers.
  nautical mile = 6076.1155 feet = 1852 m or 1.852 kilometers.

Weight : A kilogram is approximately 2.2 pounds. A kilogram is comprised of 1,000 grams. A metric ton is made up of 1,000 kilograms or about 2,200 standard pounds.
  pound = 0.45359236 kg

Temperature : This is measured in Celsius, or centigrade and is shown by the letter C, where Fahrenheit is expressed with the letter F. 0°C is the freezing point of water. 100°C is the boiling point of water.
  0°C = 32°F = Freezing point of water.
  100° = 212° = Boiling point of water.

To find a specific temperature use the following conversion formulas:

$$C = (F - 32) \times 5/9$$
$$F = (32 + C) \times 9/5$$

The following questions were asked by various play-testers and the GMs. While the subjects they cover are not complete by any means, they do have a lot of good information in them.

Q: Why are there limits on how high ability and skill scores can go?

A: No one is perfect and there is always a small percentage of failure, no matter how good you are. The limits ensure that no one can succeed 100% of the time. This creates an unknown factor that heightens game play.

Q: I tried to equip my character with a Stinger missile, but the GM says that I can't have one. Stingers are on the item lists provided. What gives...?

A: The GM has the power to include or exclude any item at their discretion. If they feel the item is too powerful or simply unnecessary to complete the mission, then they may disallow it. Another simple reason may be that the GM made a random roll to check availability of that item and the roll declared there were none in stock that day.

Q: My character fell off a building and I took a lot more damage than what was stated in the rules. What is the GM up to?

A: Xenoforce does not have "rules", it has guidelines. The GM may modify any aspect of the game to suit his own style. However, any GM changes to the stated guidelines should be outlined to the players by the GM before game play starts so that such confusion is avoided.

Q: I want to use a weapon that is not listed in the guidelines. Can I do this?

A: That is between you and the GM. Get together with your GM prior to gaming and talk about it. If the GM feels that it can be added without upsetting game balance, then he will give you the weapon damage, weight, range, reload times, etc., plus any other factors or restrictions for using that weapon in the game. Be warned that once the weapon is in the game, it can be used against you as well!

Q: I keep seeing references to something called an "Attack Roll". What is this?

A: When employing either Hand-to-hand, Close Combat, or Sniper skills to attack an opponent, the roll you make on a d100 to gauge success is the attack roll. "Attack Roll" is used as a generic term to include all of these skill attempts. There may be several different modifiers on the attack roll due to movement, cover, range, etc.

Q: Just after I began shooting at an enemy character, he moved out of my arc of fire. What penalty, if any, applies if I move and keep shooting at him?

A: As long as your weapon does not need reloading, and you are shooting at the same enemy character, then only the 1 segment movement penalty applies. If you fired first on the 3rd segment, you would move to put him back into your arc of fire on the 4th segment and be able to fire again at the character on the 5th segment, for example.

Q: I really disagree with a decision my GM made in one of the games. Can I write Dragon Games with the details of the dispute and get them to make a ruling on the matter?

A: Dragon Games will not act as arbitrator in any game dispute. In any given game, the GM is the final judge and his/her decision is final. It is, after all, their game. Read the section entitled, "Playing the Game" in the guidelines for more information on disputes.

Q: It says that you can only have one action per segment, but in the example combat you have people running and firing simultaneously. Isn't that doing two things at once?

A: Yes and no. As per the movement modifiers chart in the combat section there is consideration for characters to move while firing but anyone doing so suffers negative modifiers to hit as a penalty. This is one of the exceptions to the "one action per segment" that is necessary to provide realistic combat. Movement while firing is part of modern combat tactics and leaving it out would be a huge mistake.

Q: My character was killed. How do I bring him back to life?

A: You don't. Dead characters cannot be brought back to life. Once dead, they remain dead. Xenoforce combat is fast and furious and should normally be the last resort of any team. If you do fight, do it on your terms with appropriate planning beforehand.

"The only one who makes no mistakes
is one who never does anything!"
Theodore Roosevelt

SUBMITTING MATERIAL FOR PUBLICATION

Dragon Games is always on the lookout for creative products and talented people. If you have created a new and/or original *Xenoforce* game addition, module, or supplement, we encourage you to submit it to Dragon Games for review and possible publication. However, in order to protect both your rights and ours, we insist that you follow the steps described below before sending us your product or materials.

WARNING: ANY UNSOLICITED MATERIALS, IN WHOLE OR IN PART, ARRIVING AT DRAGON GAMES WILL BE IMMEDIATELY DISCARDED WITHOUT BEING READ OR ACKNOWLEDGED.

Step One

Write Dragon Games via Internet or mail and ask for a copy of our writers' guidelines. Do not send in any samples, descriptions, or portions of your work with the request for guidelines. (See the bold-faced warning above!) We will send you a copy of the writers' guidelines and a blank submission form.

Step Two

READ AND FOLLOW THE WRITERS' GUIDELINES AND ENSURE THEY APPLY TO YOUR MATERIAL. Any material not meeting the stated standards as set out in the writers' guidelines will be rejected. Don't assume you are a special exception. We don't make exceptions, and we don't compromise. These guidelines are the same ones our in-house writers use. Don't expect us to edit your submission to our needs. We normally do minor editing only. If we have to rework the entire thing from scratch it is easier to just write our own product.

Step Three

Fill out the submission form after reading it completely. Put in as much information as you can. If you disagree with anything on the form, do not sign it or send it in. Do not modify, erase, strike-out, or otherwise change the form. Use only the form supplied. You may photocopy it for personal use but do not replace it with your own version. Print or write clearly. Ensure you sign the form and mail it (and nothing else) to Dragon Games. Don't send us the form unless your submission is completely finished and ready to go.

Step Four

Wait and be patient. The following process can take several weeks, or even months. Once we receive the submission form we will look at it and see if your work fits in with our plans. If it does not meet our expectations, a copy of the rejected form will be returned to you with a note explaining why. We will retain the original form for our records. If we would like to see more, we will send you a large pre-addressed envelope. Upon receipt of the envelope, put your submission in it, ensure it is securely packaged, place appropriate postage on the envelope, and mail it ASAP. If the envelope is too small to hold the entire submission you may pack it as required, but the envelope should appear somewhere on the exterior of the packaging and be in plain sight. We will look at your submission in more detail when it arrives and be in contact with you. Due to the expense of postage, and the volumes of materials we receive, we will not return any solicited materials whether accepted or rejected. Ensure you retain a copy of all submitted materials for yourself. We will contact you via the mail and in writing. Again, be patient. You won't hear from us until we make a decision.

"Professionals built the Titanic
– amateurs the Ark."
Anonymous

AGENT NAME

PLAYER NAME

XENOFORCE
COMBAT DATA SHEET

PHOTO ID

STR
Full Move Max. Weight (STR/2) | **Half Move Max. Weight** (STR) | **Effort** (75% STR)

PER
Trap Visual (30% PER) | **Trap Active** (60% PER)

CON
Damage Point Bonus (CON/10) | **Hold Breath** (CON X 2) | **Asphyxiation** (CON)

AGL
Movement (AGL/5) | **Standing Leap** (AGL/20) | **Running Leap** (AGL/10) | **Blast** (80% AGL)

INF
Metaphysical (70% INF)

SKILLS

Major Skills _____ (+5 for each blank skill)
Skill   Base (Effective)

_____ _____ / _____

_____ _____ / _____

Minor Skills _____ (+2 for each blank skill)
Skill   Base (Effective)

_____ _____ / _____

_____ _____ / _____

_____ _____ / _____

_____ _____ / _____

_____ _____ / _____

General Skill   _____

NOTE: To increase the general skill requires twice the amount of normal experience.

DAMAGE

Total Character Damage | Bit/Pen | **Damage Remaining** | **Combat Modifier** (See Chart Below)

Total Character Damage	Bit	Pen	Damage Remaining	Combat Modifier
_____	☐	/ ☐	_____	_____
_____	☐	/ ☐	_____	_____
_____	☐	/ ☐	_____	_____
_____	☐	/ ☐	_____	_____
_____	☐	/ ☐	_____	_____
_____	☐	/ ☐		

Fast Reference Damage Modifier Chart

Damage Points Remaining

Combat Modifier	1	2	3	4	5	6	7	8	9	10	11	12

Damage Points Remaining

Combat Modifier	13	14	15	16	17	18	19	20	21	22	23	24

Common Attack Roll Range Modifiers

Weapon	PB	S	M	L
_____	___	___	___	___
_____	___	___	___	___
_____	___	___	___	___
_____	___	___	___	___

PB +25%
S +20%
M +10%
L   0%

AMMUNITION RECORD

	5	10	15	20	25	30

Magazine #1: 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 |

Magazine #2: 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 |

Magazine #3: 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 |

Magazine #4: 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 |

Magazine #5: 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 | 0 0 0 0 0 |

Loose Ammo: Type: Rounds: Type: Rounds:

EXPLOSIVES RECORD

Grenades		Special	
Fragmentation	_____	Claymore	_____
Smoke	_____	LAAWS	_____
Stun	_____	Explosive	_____
White Phosphorus	_____	Stinger	_____

_____

_____

_____

PHYSICAL DESCRIPTION

Hair:_____ Eyes:_____ Skin Color:_____
Height:_____ Weight:_____ LH/RH:_____
Sex:_____
Scars:_____
Tattoo's:_____
Other:_____

EXPERIENCE

Remainder Experience
(No more than 999 points allowed)

XENOFORCE
PERSONAL DATA SHEET

PSYCHIATRIC EVALUATION

Phobias:_____
_____
Psychosis:_____
_____
Notes:_____
_____

IN CASE OF DEATH

Cremation   (Y/N)   Burial (Y/N)   No Preference ☐

Donate Body/Organ to Science (Y/N)
to Medical (Y/N)

Next of Kin to be notified:_____ Will (Y/N)

Religious Services (Y/N) If yes give specifics:_____

	ITEMS CARRIED				ITEMS in VEHICLE				ITEMS STORED		
No.	Item Name	Wt.	Total Wt.	No.	Item Name	Wt.	Total Wt.	No.	Item Name	Wt.	Total Wt.

TOTAL WEIGHT CARRIED_____
(Include all ammunition and items)

PERSONA _____
_____
_____
_____
_____

NOTES AND HISTORY
_____
_____
_____
_____
_____

Condensed Gamemaster Reference Charts

Effective Skill Modification Chart

Ability Score	Major Skill	Minor Skill	Description
20-24	-5	-7	Klutz
25-29	-4	-6	
30-34	-3	-5	
35-39	-2	-4	Tries hard...
40-44	-1	-3	
45-49	0	-2	
50-54	+1	-1	
55-59	+1	0	Average
60-64	+2	+1	
65-69	+2	+2	
70-74	+3	+2	
75-79	+3	+3	Gifted
80-84	+4	+3	
85-89	+5	+4	
90	+6	+5	Olympian

Surprise Modifier Chart

Condition	Modifier
Are you running?	+6
Are you walking?	+4
Are you sneaking?	+2
Are you still?	0
Are the enemy running?	-6
Are the enemy walking?	-4
Are the enemy sneaking?	-2
Are the enemy still?	0
Are you effectively camouflaged?	-4
Are the enemy effectively camouflaged?	+4

Other Variables	Modifier
For every person in your group with you...	+1
For every person in the enemy group...	-1

Weapon Load Chart

Type	No. of Rounds Carried	Segment Penalty	Reload Penalty
Blackjack	N/A	1	N/A
Claymore Anti Personnel Mine *	1	3	N/A
Club	N/A	1	N/A
Explosive *	1	6	N/A
Grenade - Fragmentation *	1	1	N/A
Grenade - White Phosphorus *	1	1	N/A
Grenade - Smoke *	1	1	N/A
Grenade - Stun *	1	1	N/A
Hand/Arm	N/A	1	N/A
Knife	N/A	1	N/A
Foot/Leg	N/A	1	N/A
LAAWS Anti Armor Rocket *	1	2	N/A
Pistol - Standard	8	1	2
Pistol - Non Magnetic	8	1	2
Rifle - Standard	6	1	3
Rifle - Assault **	30	1	2
Rifle - Light Machine Gun ***	20-150	3	4
Rifle - Heavy Machine Gun ***	150	3	4
SCUBA Shark Stick	1	2	2
SCUBA Spear Gun	1	2	3
Shotgun - Automatic	5	2	4
Shotgun - Pump Action ****	5	2	¼
Shotgun - Breech Loading	2	2	3
Stinger Anti Air Infrared Guided Missile	1	4	6

Weapon Range Modifier Chart

Type	Min. Range	Max. Range	PB	S	M	L	Notes
Blackjack	0	1	N/A	N/A	N/A	N/A	1
Blowgun	0	10	1	2	5	7	
Claymore Anti-Personnel Mine	0	15	N/A	N/A	N/A	N/A	2*
Club	0	1	N/A	N/A	N/A	N/A	
Explosive	0	4	N/A	N/A	N/A	N/A	3*
Foot/Leg	0	1	N/A	N/A	N/A	N/A	
Garrote	0	1	N/A	N/A	N/A	N/A	
Grenade - Fragmentation	0	Special	N/A	N/A	N/A	N/A	4*
Grenade - White Phosphorus	0	Special	N/A	N/A	N/A	N/A	4*
Grenade - Smoke	0	Special	N/A	N/A	N/A	N/A	5
Grenade - Stun	0	Special	N/A	N/A	N/A	N/A	6*
Hand/Arm	0	1	N/A	N/A	N/A	N/A	
Knife	0	Special	N/A	N/A	N/A	N/A	4
LAAWS Anti-Armor Rocket	15	250	25	62	125	187	
Pistol	0	50	5	12	25	37	
Rifle - Standard	0	200	20	50	100	150	
Rifle - Assault	0	150	15	37	75	112	
Rifle - Light Machine Gun	0	300	30	75	150	225	
SCUBA Shark Stick	0	1	N/A	N/A	N/A	N/A	7
SCUBA Spear Gun	0	10	1	2	5	7	
Shotgun - Bird Shot	0	25	2	6	12	18	
Shotgun - Buck Shot	0	40	4	10	20	30	
Shotgun - Slugs	0	80	8	20	40	60	
Stinger Anti Air Guided Missile	100	5000	500	1250	2500	3750	

d6 Roll	Attack Type
1 - 2	Arm / Arm
3 - 4	Arm / Foot
5 - 6	Foot / Foot

Grenades effects

Type	Blast Radius	Effects
Grenade - Fragmentation	6 meters	2d4+2 Damage *
Grenade - White Phosphorus	2 meters	1d4+3 Damage *
Grenade – Smoke	6 meters	No damage. 90% Masking Cover
Grenade - Stun	3 meters	Stunned 2d6 segments *

Movement Modifier Chart

		Target	
Attacker	Stationary	Walking	Running
Stationary	0	-5	-10
Walking	-5	-10	-15
Running	-10	-15	-20

Effects of Protective Cover Chart

Percentage of Protective Cover

	10	20	30	40	50	60	70	80	90	100
Attack Modifier	-5%	-10%	-15%	-20%	-30%	-40%	-50%	-60%	-70%	Special

Effects of Masking Cover Chart

Percentage of Masking Cover

	10	20	30	40	50	60	70	80	90	100
Attack Modifier	-2%	-4%	-6%	-8%	-10%	-15%	-20%	-25%	-30%	Special

Damage Modifier Chart

Current Damage Points

Max. Damage	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
2	-25	0																						
3	-33	-16	0																					
4	-37	-25	-12	0																				
5	-40	-30	-20	-10	0																			
6	-41	-33	-25	-16	-8	0																		
7	-42	-35	-28	-14	-7	0																		
8	-43	-37	-31	-25	-18	-12	-6	0																
9	-44	-38	-33	-27	-22	-16	-11	-5	0															
10	-45	-40	-35	-30	-25	-20	-15	-10	-5	0														
11	-45	-40	-36	-31	-27	-22	-18	-13	-9	-4	0													
12	-45	-41	-37	-33	-29	-25	-20	-16	-12	-8	-4	0												
13	-46	-42	-38	-34	-30	-26	-23	-19	-15	-11	-7	-3	0											
14	-46	-42	-39	-35	-32	-28	-25	-21	-17	-14	-10	-7	-3	0										
15	-46	-43	-40	-36	-33	-30	-26	-23	-20	-16	-13	-10	-6	-3	0									
16	-46	-43	-40	-37	-34	-31	-28	-25	-21	-18	-15	-12	-9	-6	-3	0								
17	-47	-44	-41	-38	-35	-32	-29	-26	-23	-20	-17	-14	-11	-8	-5	-2	0							
18	-47	-44	-41	-38	-36	-33	-30	-27	-25	-22	-19	-16	-13	-11	-8	-5	-2	0						
19	-47	-44	-42	-39	-36	-34	-31	-28	-26	-23	-21	-18	-15	-13	-10	-7	-5	-2	0					
20	-47	-45	-42	-40	-37	-35	-32	-30	-27	-25	-22	-20	-17	-15	-12	-10	-7	-5	-2	0				
21	-47	-45	-42	-40	-38	-35	-33	-30	-28	-26	-23	-21	-19	-16	-14	-11	-9	-7	-4	-2	0			
22	-47	-45	-43	-40	-38	-36	-34	-31	-29	-27	-25	-22	-20	-18	-16	-13	-11	-9	-6	-4	-2	0		
23	-47	-45	-43	-41	-39	-36	-34	-32	-30	-28	-26	-23	-21	-19	-17	-15	-13	-10	-8	-6	-4	-2	0	
24	-47	-45	-43	-41	-39	-37	-35	-33	-31	-29	-27	-25	-22	-20	-18	-16	-14	-12	-10	-8	-6	-4	-2	0

Weapon Damage Chart

Weapon	Blunt	Penetrating
Blackjack	1	——
Blowgun	——	1
Claymore Anti-Personnel Mine	——	3d6
Club	1d6+1	——
Explosive	——	1d6+2 *
Garrote	1d6**	——
Grenade - Fragmentation	——	2d4+2
Grenade - White Phosphorus	——	1d4+1
Hand/Arm	1d4	——
Knife	——	1d4+2
Foot/Leg	1d6	——
LAAWS Anti-Armor Rocket	——	3d6+3
Pistol	——	1d6
Rifle - Standard	——	2d4+1
Rifle - Assault	——	2d4+2
Rifle - Light Machine Gun	——	2d4+3
Rifle - Heavy Machine Gun	——	4d4
SCUBA Shark Stick	——	2d6
SCUBA Spear Gun	——	2d4-1
Shotgun - Bird Shot	——	1d4+1 ***
Shotgun - Buck Shot	——	2d4+2 ***
Shotgun - Slugs	——	2d4 +4 ***
Stinger Anti-Air Infrared Guided Missile	——	3d6-1 ****

* - Based on ¼ kilo. Add a d6 damage for every additional kilo of explosive. So ¾ kilos of explosive would generate 3d6+2 damage in area of effect.

** - Garrote does 1d4 damage for each segment it is around victim's neck. Victim gets Asphyxiation avoidance roll at -30 (to a minimum of 5%) every segment to break free.

*** - Damage for each shotgun shell fired.

**** - To any character within blast radius of warhead at time of detonation.

Multiple Round Attacks

	Attack Modifier	Damage Multiplier
1 Round	0	1
5 Rounds	-10	2
20 Rounds	-20	4

Optional Automatic Weapons Fire Chart

Targets	Number of Rounds Fired

Targets	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2		0	1	1	1	2	2	3	3	3	4	4	4	5	5	5	6	6	6
3		0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5
4		0	0	0	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4
5		0	0	0	0	1	1	1	1	1	2	2	2	2	2	2	3	3	3
6		0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2
7		0	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2	2	2
8		0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2
9		0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	2
10		0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1

Secondary Damage Chart

	Explosive	Fire/Heat	Fragmentation	Physical Hit	Water
Cloth - Thin	20	10	5	35	50
Cloth - Thick	25	15	10	45	60
Ceramic - Thin	10	50	20	25	65
Ceramic - Thick	20	75	35	40	80
Metal - Thin	35	80	40	50	70
Metal - Thick	55	90	80	75	90
Wood - Thin	15	20	25	15	30
Wood - Thick	30	30	35	30	85
Electronic	30	25	15	20	5
Glass	15	60	10	20	90
Paper	15	10	20	40	25
Plastic	25	20	25	30	85
Rubber	35	30	75	80	95
Plastic	25	20	25	30	85
Rubber	35	30	75	80	95

Alien Combat and Damage Points

	Damage Points	Attack %
Controller	1d8+3	25%
Infiltrator	1d4+1	60% in host
		40% out of host
Morpher	4d4+4	75%
Observer	2d6+1	35%
		75% in 0 gravity
Grunt	2d8	65%

Alien Avoidance Rolls

	Effort	Metaphysical	Trap	Asphyxiation	Blast
Controller	35%	80%	75%	45%	40%
Infiltrator	*	100%	60%	*	*
Morpher	65%	50%	40%	85%	50%
Observer	20%	65%	55%	95%	30%
Grunt	70%	35%	25%	75%	60%

XENOFORCE™

THE ROLE PLAYING GAME

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PETE MURPHY '97