

Umbra

An Aliens-Predator CCG Scenario by Bobby Goodman III

OVERVIEW

Umbra Station is a top secret Company weapons lab, a vast labyrinthine complex hollowed out of an asteroid at Epsilon Eridani. The foolish corporate suits captured an alien queen with the intention of studying and exploiting the species. However, the queen, proving more deadly and resourceful than they could imagine, killed her captors and escaped. Now she prepares to breed.

The Colonial Marines have been called in to deal with the problem. They are combing the massive complex in search of the queen's hiding place and rescuing civvies as they go--not to mention pocketing a few new gadgets the R&D boys left behind.

Meanwhile, the predators have arrived, searching for a challenging hunt that will improve their social status. To get into an elite hunting society, they must earn honor before taking up their weapons. And what self-serving, profiteering Rogue could pass up the opportunity to sneak in and borrow a few ultra-top secret, highly resaleable black ops items in all the confusion...

Factions

Cloned/Hive Aliens, Solo/Pack Predator, Rogues and/or Marines.

Location Decks

Players should all use Location Decks containing 8 locations + Operations placed on the bottom. During Play Locations Phase, roll a 1d6 and play a location if you roll a 1 or 2. If you fail this roll, you may pay 1 CP to still draw and play a location.

MARINE BRIEFING

"Take a seat, private. Listen up, ladies. This is the situation: Some Company egg-heads bit off more than they could chew and let loose a bug at one of their research facilities. We're going in to clean up. Priority One: Exterminate the xenos. Recon squad, you'll find 'em and paint 'em. Assault squad, you get all the fun. It's a big place so stay in touch and watch your back. Priority Two: If we find they've built an egg chamber, we're supposed to gather some slime. That's right, the royal jelly. I don't have to tell you the market value of that stuff. Can it, private. There's women present, and they're bigger than you. Oh yeah, the suits told me to tell you this is a high security, highly classified installation and all that and not to touch nothing and be careful what you shoot. I'm telling you, if it ain't human, shoot first and they can bill us. And if you see anything useful, pick it up and use it. Don't bother to say please. Alright, get on it. What you waiting for private, a personal invitation. Get hot. Go, go, go!"

Starting Situation

1 Marine with the Scout resource + Stairwell + Main Corridor + Communications Array + any Weaponry Item. Base Hand 4 +1 for leader, Combat Pool 4.

Special Rules

Reinforcements

The Marines need to create a reinforcement deck which must contain 3+ Marines, no duplicates (including Marine Private and the starting Marine), no synthetics, and only one leader.

A Marine may rotate during the search round with the Comm Array or at any location or with any supporting character that gives Communications to call for reinforcements. Roll a 1d6. If a 1 is rolled, draw from the reinforcement deck and place that Marine on any Stairwell or Entry. The new Marine comes into play equipped with any Weaponry Item (chosen from deck/discards/hand). Only 4 Marine

main characters may be controlled by the Marine player at any one time (not counting Supporting Characters). Multiple Marines may call for reinforcements each turn, but if more than one roll is successful, only one Marine reinforcement is called.

Weapons Upgrades

If the Marines evacuate supporting characters, they can earn research points. For each Lab Worker, Engineer, or Electronics Tech rescued, earn 2 R points. For pets earn zero. For Children earn ½. All others earn 1, except Doctor Gediman, who earns 3. These points can be spent to enhance the Marine's combat capabilities (this is a weapons lab after all). For each 5 R earned, the Marine player gains one of the following bonuses (his choice). However, each bonus may only be received once:

Advanced targeting sights [+1 to hit w/ ranged weapons]

Plasteel Armor [+1 armor to any armor items]

"Rhino Stopper" Bullets [+1 to damage to all ranged weapons but flame thrower]

After all these bonuses have been earned, 5 research points can be used to get +1 hand size. This bonus can be earned more than once.

Gathering a Sample

The Marines may also go to the Breeding Chamber and search for Royal Jelly. When a Marine does so, remove a Royal Jelly card from the Alien player's deck/discards/hand and play it on the Marine. Treat this card as if it were an item.

Victory Conditions

Kill all Alien and Pred main characters and evac or evac all Marine characters and the Royal Jelly.

ALIEN BRIEFING

Hiss. Hiss. Hisssss. [Translation: Build a hive. Harvest the intruders. Breed.]

Starting Situation

Young Queen + 2 Face Huggers + Breeding Chamber + any location with Hive resource. Base Hand 3 +1 for each warrior with the Queen, Combat Pool 2.

Cloned or Hive Aliens may be used.

Special Rules

Biological Clock

If the Young Queen has any warriors in play and the aliens player has gone through his deck once, he must mature the Young Queen into the Alien Queen if possible. If the above conditions are met, the aliens player may not discard the Alien Queen card and must mature the queen if she is in the breeding chamber or a location with hived locations on both sides during the aliens mature phase.

Stolen Property

If a human steals the Royal Jelly, the Aliens can recover it by capturing or killing the human. If this happens, place the card in the Alien player's discard pile.

Victory Conditions

Mature an Alien Queen and hive all locations or kill all enemy main characters.

PREDATOR BRIEFING

"If you wish entrance into the Order of Silent Death, you must first prove yourself. Take your vessel to these coordinates. There you will find a human military installation newly infected by the hive aliens. A very challenging hunting ground indeed. Track and kill the alien queen. Bring its skull to me. However, before you take up your weapons you must prove your worthiness. Are you up to this challenge? Because if you are not, this will surely be your last hunt..."

Starting Situation

23 honor points worth of Predators and/or Predator Items (Outcast & Plasma Caster not allowed) + Predator Ship or Shuttle + any Entry location. Base Hand 5 +1 for adaptable is solo, Combat Pool 4.

Special Rules

True Honor

Honor points not used for starting characters and equipment can be saved.

The Predator can only search for Predator Items AFTER earning the honor points for them. For example, if the Predator wants the Plasma Caster, she must first earn 10 honor points and then go to the proper location and search for it. When searching, she may choose any one item from her deck or hand.

The Predator may trade in equipment for honor points while searching. Traded equipment is worth its honor requirement minus 1. (Thus a Plasma Caster traded back in earns 9 points). Damaged equipment may not be traded in.

Predator packs share all honor points earned.

Victory Conditions

Kill the Alien Queen and evac.

ROGUE BRIEFING

"It's a gold mine, I'm tellin ya. Super high-tech gadgets and weapons, worth millions. They'll be lining up to buy. Lining up! I'm telling ya, man, trust me. We'll be rich. Come on. I got all their security codes. Whadda you say to a 70/30 split. I'm the one with the codes after all. Okay. Okay. I'm feeling generous. 60/40. You fly us there, I get us in, we're all set for life. For life, I'm tellin ya."

Starting Situation

Any 2 Rogues + Rogue Merc + any three Weapondry or Equipment items + Airlock + Cargo Bay. Base Hand 4 +1 each hostage, Combat Pool 4.

Special Rules

The Rogues may research for Weapon Upgrades or steal the Royal Jelly (see Marine Briefing above).

Souveniur

The any Rogue character may search Operations to find an Experimental Rifle. Any Veteran Rogue may use this item. Only one Experimental Rifle may be in the Rogue deck.

Victory Conditions

Evac 15 data tokens, or Evac a Rogue character with the Royal Jelly, or Evac a Rogue character with an Experimental Rifle or with any Predator item.