

# The Fall of Icarus

## SRV Icarus

**A Deck:** Research laboratories and science facilities

**B Deck:** Living area and crew quarters

**C Deck:** Cargo, storage area, and armory

SRV Icarus is a weapons research facility. Research teams are regularly using advanced tech and new materials to develop state-of-the-art weaponry. As a safety precaution, there are air locks placed throughout the ship to use in case of emergency. In the event of a catastrophic disaster, airlocks can be strategically closed to section off parts of the ship that may have incurred extensive damage.

**Station Personnel:** Bolded personnel are PCs, non-bolded are NPCs

1. **Station Chief Deckard:** chief science officer
2. **Second Officer Ortiz:** Deckard's second
3. **Banner:** company android (secret)
4. **McDaniel:** ex-Colonial Marine
5. Ben Olsen
6. Ellie Murphy
7. Bridget Cortez
8. Logan Burkhalter
9. Sarah Davis
10. Eric Liu

## Player Characters

This scenario comes ready-to-play with four premade characters. Each character is genderless and assigned only a last name. The players can name and personalize their character as they see fit, within the parameters of each character's personal agenda.

## Signature Items

Each PC has a signature item that is something of great importance to the character. If the PC spends 5–10 minutes in a safe location with their signature item, they may reduce their stress level by one.

## Mother Note

The scenario includes an opening scene to set the stage kick off the action, and it also includes some suggested events that can take place throughout play. The general objective of the PCs will be to escape the ship, or figure out a way to deal with the aliens. Use your imagination, go with what feels right, create your own events based on what your PCs choose to do. This scenario is intentionally light on preestablished events so you can make the game your own.

The corporate officials dropped off two mature drone xenomorphs and two ovomorph eggs. Both eggs will have hatched by the time the action starts (see **Let's Get This Party Started**).

## **What's the story, mother?**

The year is 2179. You are all scientists and researchers aboard the Scientific Research Vessel: Icarus, Weyland-Yutani's flagship non-stationary weapons research laboratory. SRV Icarus is the top of line; it boasts state-of-the-art research equipment and a MU-TH-UR 9000, the brand-new and most advanced AI unit to date. Your current location is somewhere in the Zeta II Reticuli system, 39 lightyears from Earth.

SRV Icarus is a weapons research facility. Your goal is to develop new tech and advanced weapons to aid the United States Colonial Marine Corps (USCMC) and other company-affiliated military operations. The station armory is currently packing a few prototype weapons yet to be tested in the field.

Yesterday, October 30, as you were all busily working in the main lab, you were unexpectedly boarded by company officials. A crew of haulers maneuvered two large steel crates into the containment area as three company reps came over to talk to you. The crates are big, about 10 ft high and roughly 5 ft wide. They are constructed of thick, solid steel plate with holes punched throughout, presumably air holes. The crew uses hydraulic pallet jacks to move the massive crates. They look terrified as they strain to keep control. From inside the crates you can hear occasional high-pitched squeals and chirps. You all glance at each other, confused, and try to peer past the company reps to get a good look. The company reps stand side-by-side in front of you, you get the feeling they are trying to keep you from getting a good look...or maybe you're just over thinking things.

The company reps briefly explain that the crates contain two alien specimens along with two egg-like objects. They had been picked up from the nearby LV-426, a moon of the planet Calpamos. You are instructed to drop all current projects and invest all research time and resources into these creatures. See what they can do, what they are capable of. This is a direct order from top Weyland-Yutani officials.

Your station chief, Deckard, emphatically insisted that you are not a biological- or medical-based research facility, and most of you have limited experience working with live specimens: you are simply not equipped or staffed for this type of research, you wouldn't even know where to begin. The reps will hear no excuses, however. The company has issued its decree; and the company gets what it wants.

Fast-forward to today: October 31, Halloween. Your team has been planning its annual Halloween party for weeks, and you're all determined to not let the recent stresses ruin the day. The new "research assignment" can wait until after the party. After a long shift in the labs, nervously glancing over to the storage room, converted into a makeshift containment area, every so often, you all finally retire to the living quarters for a night of camaraderie and Halloween fun...

There's plenty of food and drink to go around. The crew was sure to stock up on your last resupply mission. There's Halloween tunes playing while you dance and play goofy Halloween games. There are even a few artificial pumpkins to carve. After a few drinks, some crew members seem to be getting a little cozy with each other. After a while, a successful observation roll will reveal that Ellie Murphy and Ben Olsen have slipped off together, no one seemed to notice where they went. You're not too phased by it. Everyone is just out to have a good time tonight.

## Let's Get This Party Started

### The Discovery

During the party, Deckard receives an urgent call from their supervisor: they forgot to submit an important status report and it needs to be turned in immediately as the review board is minutes away from convening. Deckard must return to the main lab to their workstation terminal to submit the report. Deckard will successfully submit the report. On their way out, something catches their eye.

#### Deckard:

You make your way back into the main lab, drink in hand, a little grumpy you've been pulled away from the party, if only for a moment. You drag your feet over to your workstation and plop down into your seat. The main lights in the lab are turned off. You switch on your desk lamp and log into your terminal, quickly locate the report your supervisor wanted you to file, and send it on its way. The room spins for a moment as the few drinks you had with your friends catch up with you all at once. "Damn," you say to yourself as you grip the side of your desk, "I need to eat something." Task completed, you switch off your terminal and grab your drink to head back out to rejoin your friends. As you are walking out, something to the left catches your periphery. You turn your head to see the door to the storage area (where the aliens are being contained) is ajar. "What the fuck?" you mutter as you walk towards the door for a closer inspection.

The door to the containment area has been broken. The left half of the sliding door remains closed. The right half has been bashed through, it appears to have been busted out from the inside. There is a large, dark blood smear on the floor. You can see that the blood comes from inside the containment area and leads out of the room, through the lab and out into the hall. It looks like a drag mark.

**If Deckard chooses to go inside the containment area**, they see a few things. The first thing they notice is that the containment area is eerily quiet. As their senses come back to them and they realize the gravity of the situation, they realize there are no alien noises. The xenomorphs had been quite vocal and angry when they came in. (Both drone xenomorphs have already left the area and are currently searching the ship to find a suitable hive location.) Inside the containment area, the steel crates are empty. There are large holes in both. With a successful **Observation** roll, Deckard can deduce that the holes look to have been caused by acid damage.

Blood covers the floor. The two eggs are visible in one of the steel crates, they appear to have opened. Four sinewy, leathery lobes have opened on the top of each. A body lies on the floor, torn in two at the waist. If Deckard gets close enough to inspect the body, they can see that it is Olsen.

#### **The Drone's Mission: throughout scenario, drones will hunt and capture NPCs and PCs for ovomorphing.**

The xenomorph drones operate on instinct. Their mission is to establish a viable hive colony. They will collect as many hosts as possible for ovomorphing, though some casualties along the way are inevitable. They will first scout the ship searching for a suitable location to establish the new hive, preferably somewhere warm and isolated (like near the reactors in the cargo bay). Once they have established a location, they will begin hunting station personnel for collection and ovomorphing. The xeno drone will attack with the initial intent of semi-nonlethal damage. They will render them unconscious and take them back to the hive for ovomorphing. However, if they feel threatened, the drone will inflict lethal damage to its victims.

### Possible Options

1. SRV Icarus is equipped with an escape pod; however, the pod will only accommodate three people. The escape pod is located on C deck, in the cargo area. PCs must determine who will go and who will stay, and they must prep the shuttle for evac. The shuttle may have been tampered with by Banner, if they were successful in doing so. If Banner has managed to sabotage the shuttle, it is in an inoperable state and will require intensive repairs. If PCs reach the shuttle before Banner has had a chance to tamper with the shuttle, or if they fail to do so, the PCs may attempt to prepare the shuttle for departure; however, the drones will strike.
2. SRV Icarus is a weapons research facility. As such, it is stocked with ample explosives to blow the ship out of orbit. Explosives are stored in the armory on C deck. Should the PCs so choose, they may retrieve the explosives and place them throughout the ship, or in certain areas and seal off decks/sections by airlocks.
3. MUTHUR is equipped with a self-destruct feature.
4. Banner's personal agenda is to protect and preserve the xenomorphs at all cost. The crew is expendable. Banner is tasked by higher-ups to sabotage the escape pod and to in no way hinder the behavior of the xenomorphs. They will observe only and report any interesting behavior of note back to the company reps. Banner will intervene with ship personnel to protect the xenos.

## Events

1. Drones (two to start, three once the chestburster is born) and the missing facehugger will be passively waiting in various locations around the ship. They will become active when alerted to PCs' location (by sight or sound). Add an encounter when you feel it's cinematically appropriate or necessary.
2. PCs find Murphy, the missing NPC, in a hallway (or other location you feel is appropriate) making her way back to the group. She has been facehugged. (If the group does not stumble upon her, she will run into the group after d6 rounds.)  
Murphy is visibly shaken and confused. She has no memory of what happened (because of the xeno poison injected when she was captured), and will ask where Olsen is. If questioned, she will inform the PCs that the last thing she remembers is sneaking off with Olsen to be alone. The next thing she knew, she was waking up alone in the reactor room. Murphy's chestburster will be born in d6 rounds. PCs will need to make an immediate panic roll upon seeing the creature burst through their colleague's chest and gain +1 stress. The alien creature will skitter off into the darkness. The PCs now face three drones and one rogue facehugger.
3. An NPC is trapped in a room with a xenomorph lurking nearby. They can hear the creature from inside their hiding spot, pacing back and forth outside the door. They call for help through the ship-wide comms and plead for help. While pleading with PCs, the drone outside will start beating on the door, attempting to get in. If they choose not to assist or take too long in deciding, the drone will break into the room and they can hear the screams of their colleague through the comms. If they go to assist, they will stumble upon the xeno drone carrying off an unconscious and badly wounded NPC back to the hive for ovomorphing. They will standoff with the xeno.
4. The last remaining facehugger attacks an unsuspecting PC. See page 302 of the core rulebook for facehugger stats and attacks. If a PC is facehugged, the chestburster will emerge in d6 turns, or whenever you feel climatically appropriate.

## **Final Stand**

The escape pod is the only way off the ship, if it hasn't been rendered inoperable by Banner. Regardless of the path taken by the PCs, there will be a final stand-off with the xenos (two drone xenos, plus third which may or may not be full grown by then).

## **Player Character Personal Agendas**

**Deckard Act I:** You are dedicated to your work, but you don't trust the company. You suspect they have a devious ulterior motive. You also suspect Banner has information that they are not disclosing. You are determined to find out what that is.

**Deckard Act II:** This is completely out of control. Screw the company and screw their orders. You need to get your team off this damned ship, by any means necessary.

**McDaniel Act I:** The death of your buddy in the Corps spooked you. Now you secretly fear combat and confrontation. You are determined to overcome that fear.

**McDaniel Act II:** Your instincts and training from the Corps are kicking in. These alien sons of bitches need to be taken down, by any means necessary. And you are just the right person for the job.

**Ortiz Acts I and II:** You hate authority and go out of your way to be uncooperative, if possible.

**Banner Act I:** As a synthetic and company agent, you follow company orders without question. You received an encrypted message on your personal terminal the day before the aliens arrived:

Banner,

We have intercepted specimens of a highly intelligent and capable xenomorph species. Observe the natural, instinctual behaviors of the creatures. See what they will do and what they are capable of. Do not interfere with their activities. Do not allow the others to interfere either.

All crew are expendable.

**Banner Act II:** The intentions of the aliens must be preserved at all cost. Eliminate any crew members that stand in your way, if necessary. You have become personally interested in how this situation will play out. Disable the escape pod in the cargo bay to prevent any crew from escaping their fate.



PERSONAL AGENDA

RELATIONSHIPS

BUDDY:

RIVAL:

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING  
DEHYDRATED  
EXHAUSTED  
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

CAREER

APPEARANCE

TALENTS

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

GEAR

CLOSE COMBAT

STRENGTH

STAMINA

HEAVY  
MACHINERY

RANGED COMBAT

MOBILITY

AGILITY

ATTRIBUTES

OBSERVATION

WITS

SURVIVAL

PILOTING

COMTECH

COMMAND

EMPATHY

MEDICAL AID

MANIPULATION

ARMOR

RATING

ENCUMBRANCE

WEAPONS

BONUS

DAMAGE

RANGE

CAREER :

FULL NAME :

AGE :

PERSONALITY :

STRENGTH , AGILITY , WITS , EMPATHY

HEALTH:

SKILLS: HEAVY MACHINERY CLOSE COMBAT STAMINA RANGED COMBAT MOBILITY  
PILOTING COMMAND MANIPULATION MEDICAL AID COMTECH SURVIVAL OBSERVATION

TALENTS:

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## TALENTS

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HEIGHT : M WEIGHT : KG EYES : HAIR :

FAMILY MEMBERS :

HISTORY OF NOTE :

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