Aliens: Fireteam Elite – Ingress

An SE:20 RPG adventure conversion

Contents

Introduction

This book converts the Aliens: Fireteam Elite video game scenarios into a campaign guide for the SE:20 Role Playing Game. You can download the Source Reference Documents (SRD) from the SunderedEpoch.org website for free.

The author makes no claims to ownership of any trademarks or copyrighted content in this document and it is released freely for personal use and relies heavily on the following sources.

https://www.ign.com/wikis/aliens-fireteam-elite

https://www.neoseeker.com/aliens-fireteam-elite/walkthrough

Maps were generated using the Newt Blueprint Builder:

https://delacannon.itch.io/newt-blueprint-builder

Narrator's Notes:

This adventure relies heavily on survival game themes. As a result, characters must conserve their resources and may only return to their ship to resupply at the end of each mission. This section provides some guidelines for how to handle certain situations.

Acid & Armor

If a character takes damage from Xenomorph acid, each roll of 6 on the Glance Dice reduces the character's Total Armor value by 1. This can be repaired at a workshop (Mechanical: T# 15, Action Cost: 1 hour).

Ammunition & Supplies

To simulate the effects of running out of ammunition, follow the rules for Cinematic Ammunition Management from the Core Rules SRD. If a character is Critically Wrecked while making an attack, they run out of ammunition in the weapon they are using. If a character has a reload for the weapon, it costs 2 Combat Actions to reload the weapon.

Heavy weapons, such as grenades, follow Standard Ammunition Management rules as their ammunition is far more limited.

Characters can only resupply at specific locations. Each is shown on the map as either a crosshair or med kit. Due to scavenging, only 1d6 reloads of standard ammunition can be found at any ammunition cache. Additionally, roll 1d6. On a roll of 6, the cache contains 1 grenade or flamer fuel reload.

Medkits provide a single Trauma Kit.

Doors

Most doors are unlocked and open automatically. However, some are either locked or have been sealed with a welder. Characters can choose to run a bypass (Electronics Tech: T# 15, Action Cost: 10 minutes), cut the door (Mechanical: T# 15, Action Cost: 10 minutes), or destroy the door (10 Armor Rating, Strength 100).

Once a door has been cut open or destroyed, it is no longer functional and must be forced open or closed. Also, using the cutting torch uses fuel.

Initiative

Because combat and encounters can happen at any time, have the players determine Initiative at the beginning of play.

If any event requires interaction, allow the characters to act in Initiative order. After a combat encounter, have the players reroll Initiative.

Noise & Signals

The Xenomorphs are attracted to noises and signals. Any time characters engage in combat with firearms, roll 1d6. On a roll of 6, another wave of Xenomorphs will attack.

Perception & Luck

As there are multiple hidden traps and encounters, record each character's Perception modifier and Luck and have each player roll 1d20 at least three times and record the results. If an encounter requires a Perception or Luck check, use these values in the order recorded. If you run out of rolls, ask the players to roll three additional rolls. Note: One roll should apply to a "scene" of roughly 10 minutes.

Note: If a character rolls 20 on the d20, do not treat this as an automatic success.

Random Encounters

The PCs should never be allowed to feel safe. After the first Xenomorph attack (Map 1, Encounter B) every time the characters stop to do something that takes at least 10 minutes, roll 1d6. On a 6, 1d6+1 Runners attack. On a roll of 6, they are joined by a Prowler.

Supplies

Characters can search most rooms for supplies. First, each searching character must spend at least 5 minutes searching the room. The character with the highest Luck rolls a Test, T# 15. On a success, they find something useful. Use the table below:

Random Equipment			
1d20	Result	1d20	Result
1	Pack of Smokes	11	Cutting Torch Fuel (1d3 uses)
2	Cigars (1d3)	12	Incinerator Fuel (1d3 Reloads)
3	Ammo Reload (1)	13	Wisky
4	Cutting Torch (empty)	14	.357 Magnum Pistol (empty)
5	Heavy Tool (1d6+1 Glance)	15	Fire Extinguisher
6	Stimulant Injection (1)	16	Fire Axe (3d6+2 Slashing Glance)
7	Ammo Reload (1d3)	17	Bandages (1d3 uses)
8	Child's toy	18	Power Cell (1d6 x10 Minutes of power)
9	Stun Baton (4d6 Instant Glance)	19	Motion Tracker (1d6 x10 Minutes of power)
10	Bottle of Water	20	Incinerator Unit

Working Joes

Inactive Working Joes can be programmed and controlled by the PCs (Tech: T# 20, Action Cost: 1 hour). The station's AI will only allow one Joe to become active. However, if the station AI becomes hostile, all Working Joes also become hostile.

> **Working Joe:** Apologies, but you are not licensed to utilize more than one Synthetic. Seegson appreciates your business. Would you like to learn more about licensing additional Synthetics?

Background

A mysterious distress call reroutes your Marine Assault Unit to LV-895 in the outer colonies, where deadly Xenomorph legions, hidden corporate secrets, and ancient alien ruins await your arrival.

Character Creation

For a quick game, several pre-generated characters are provided at the back of the book. If your players would like to create their own characters, follow the guidelines in the SE:20 Core Rules SRD. All Colonial Marine characters have an Exceptional Starting Experience.

Characters are issued standard USCM gear including the following:

- M3 Personnel Armor: TAR 8, BAR 12 (Head, Chest, Abdomen, Upper Arms, Shins), with integrated IFF beacon, communications, vitals monitoring, camera
- M41A2 Pulse Rifle: ROF A3, 4d6 Glance, MER 10 Zones, 20mm Grenade Launcher, 2 Reloads
- M4A3 Service Pistol: ROF SA, 3d6 +2 Glance, MER 3 Zones, 2 Reloads
- Fragmentation Grenades (2): T# 18, 4d6 Glance, 1 Zone
- 20mm Grenades (4): T# 14, 2d6 Glance, 1 Zone, MER 3 Zones
- Combat Knife: S/P, 2d6 +1 Glance
- First Aid Kit: 3 uses

One character in a squad of four can be issued one of the following secondary items:

- M240 Incinerator Units: ROF A3, 3d6 Glance, MER 1 Zone, 2 Reloads
- M56A2 Smart Gun: ROF A3, 4d6 Glance, MER 10 Zones, +1d6 Control on all attacks in addition to bonuses from Automatic Fire, 2 Reloads
- M314 Motion Tracker: MER 8 Zones
- Electronics Toolkit: Used to bypass security doors
- Mechanical Toolkit: Includes Cutting Torch
- Trauma Kit: +2 Medical Aid Includes 3x Stimulant Injections (-2d6 Combat Damage), 3x Bandages

Fireteam Makeup

A fireteam requires the team to have all of following skills. A single character can have multiple skills to qualify:

- Mechanical (SA 6+)
- Medical Aid (SA 6+)
- Science (SA 6+)
- Tech (SA 6+)

UAS Endeavor

Your home away from home is the UAS Endeavor, a massive gunship commanded by Colonel Shipp. Should a character be killed or crippled, the replacement character will be deployed from the ship to reinforce your team. Your support staff include the following NPCs:

- 1st Lieutenant Santos
- Sergeant Herrera
- Colonel Shipp

Chapter 1: Priority One – Ingress

Your mission is to locate, secure, and evacuate the Weyland-Yutani scientist, Dr. Tim Hoenikker. Sgt. Herrera will inform your team that you have a trace on Dr. Hoeniker's Personal Data Transmitter and Hererra will guide you through the mission from the command center on the Endeavor.

AMMO CACHE
WORKING JOES
MEDKIT
WORKSHOP

Ingress Map 1

A. Download Refinery Plans

You enter a room lit by the glow of buttons and monitors. Workstations line an observation window overseeing a workshop below.

> **Hererra:** I need you to log into that terminal on the left and enable my remote access. Once you do that, I'll download the floorplans.

The first objective is to download the refinery plans from the main computer (Tech T# 15, Action Cost: 10 Minutes). Once every 10 minutes, roll 1d20. On a roll of 5 or less, a Motion Tracker pings. A successful Tech Test, T# 15, reveals something moving just outside the room from the direction the PCs just came. Searching the room requires a Perception Test, T# 18. On a success, the characters discover a rather fat rat behind a crate. (+1 Stress)

Once the refinery floorplans are downloaded, Sgt. Herrera directs the team through a doorway to follow the corridor to the left.

> **Herrera:** I'm getting a ping on Hoenikker's PDT. It's not far from your location. You'll need to bypass the door or cut it open.

The door out of the room can be bypassed using the Electronics Toolkit (Electronics Repair: T# 15, Action Cost: 1 minute) or the cutting torch (Mechanical: T# 15, Action Cost: 1 minute)

B. Hoenikker's PDT

When the characters turn the corner, they see a med kit in the middle of the hallway and a splatter of blood. Two hidden Xenomorph Scouts are lurking in the air ducts overhead, one in front and one behind.

After combat, Herrera directs you to the doorway, location C and puts a waypoint on your HUD.

> **Herrera:** Shit! He cut out his PDT. If he's still alive, I'm gunna kill him!
>
> We're getting scattered radio signals in here. All this rock seems to be interfering with our comms. I've got a general location for the source of his transmission.

C. Doorway Ambush

This door was hastily sealed by Hoenikker and needs to be cut (Mechanical: T# 15, Action Cost: 1 Minute). Unfortunately, the prior combat has attracted two more Scouts that attack once the cutting begins.

D. Prowler Ambush

The character with the lowest Luck roll gets attacked. Roll a Stealth check for the Prowler. If it is higher than all of the PC's Perception checks, it gets to attack and gains Surprise.

E. Swarm

You need to access the terminal to unlock the doors (Tech: T# 15, Action Cost 5 minutes). But doing so alerts Xenomorphs hiding in the vents.

Ingress Map 2

A. Dynamo

To start power to the rest of the station, the PCs must start the Dynamo. Access the console (Tech: T# 15, Action Cost: 5 Minutes) to begin the process. The machinery loudly comes to life attracting a swarm of Xenomorphs.

6x Runners, 1x Spitter, 2x Prowlers, 1x Warrior

B. Maintenance Ambush

This area is used to maintain the Dynamo system. Xenomorphs have been drawn to the area from all around the station and attack once the doors have been opened.

6x Runners, 1x Prowler, 2x Bursters

C. Spitter

Upon entering this room, one of the Xenomorphs screams, alerting others in the area.

4x Runners, 2x Bursters, 2x Spitters

The doors out of this area are sealed and Herrera needs you to find the control station (D) to unlock the doors to the Reactor chamber.

D. Data Transfer

To unseal the doors, you must access the console. (Tech: T# 15, Action Cost: 5 minutes)

E. Door

If the characters unsealed the doors from the Console in area D, the doors are unlocked. Otherwise, they can attempt to run a bypass (Electronics Repair: T# 15, Action Cost: 10 Minutes) or cut the seal (Mechanical: T# 15, Action Cost: 10 Minutes).

Ingress Map 3

A. Reactor Core

This narrow walkway overlooks the reactor core. The massive room is easily more than 100 meters across and the air is thick with heat and moisture.

B. Door

Like the other doors, this one is electronically sealed.

C. Lift Room

The lift must be activated manually.

> **Herrera:** When you turn that thing on, its gunna make a racket. Those bugs are gunna be coming from all over the place.

The attacks come in three waves.

8x Runners, 4x Bursters, 1x Spitter, 1x Drone

10x Runners, 4x Bursters, 2x Spitters

6x Runners, 2x Bursters, 2x Drones

Maps

INGRESS MAP 1

TO MAP 2
TO MAINTENANCE
MAINTENANCE
D
C
INTERSECTION
B
E
TO INTERSECTION
A
STORAGE
DECK 24 BELTWAY
START

INGRESS MAP 2

TO REACTOR MAP 3
E
C
TO BASHI TOWER
D
B
MAINTENANCE
STORAGE
TO MAINTENANCE
A
DYNAMO
FROM MAP 1

INGRESS MAP 3

FROM REACTOR

LIFT C

B → TO LIFT

REACTOR

A

← FROM MAP 2
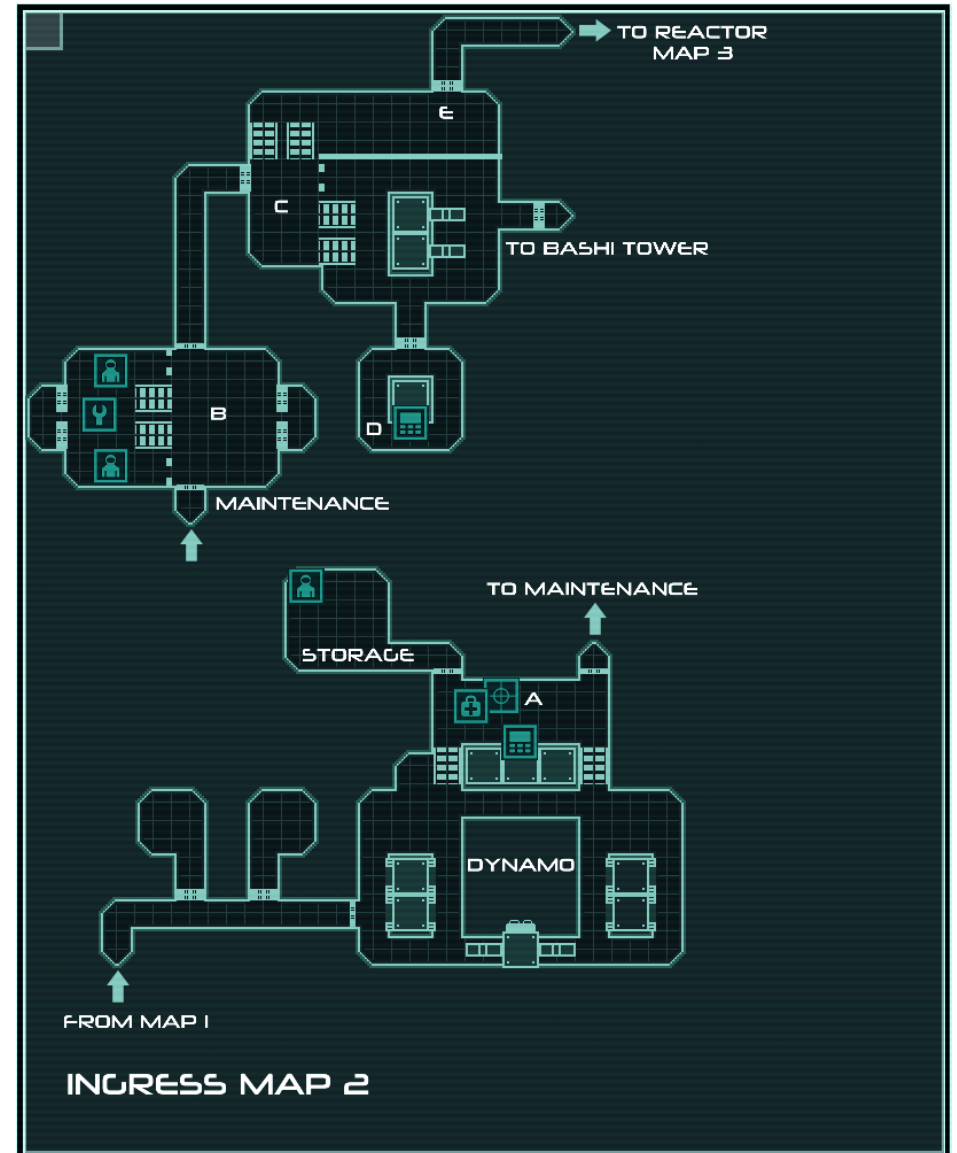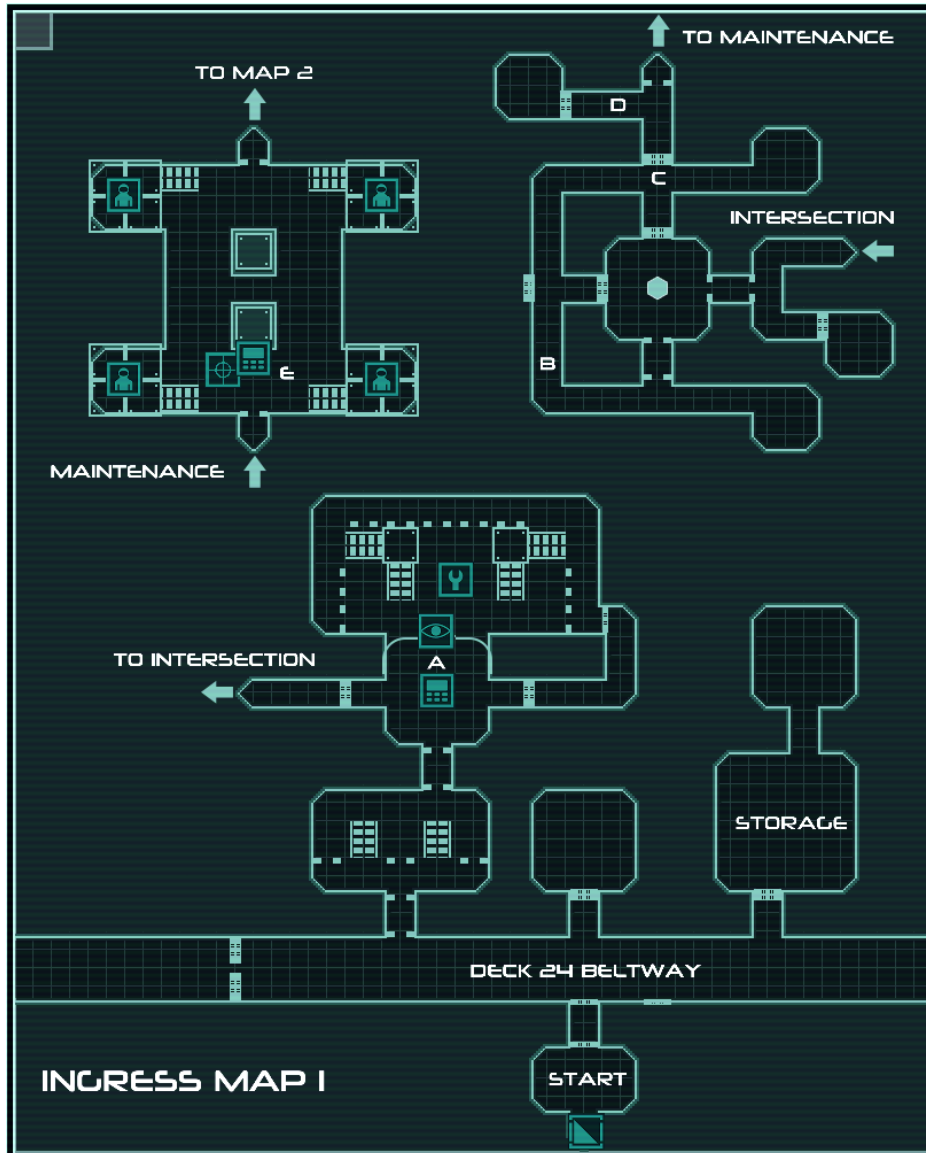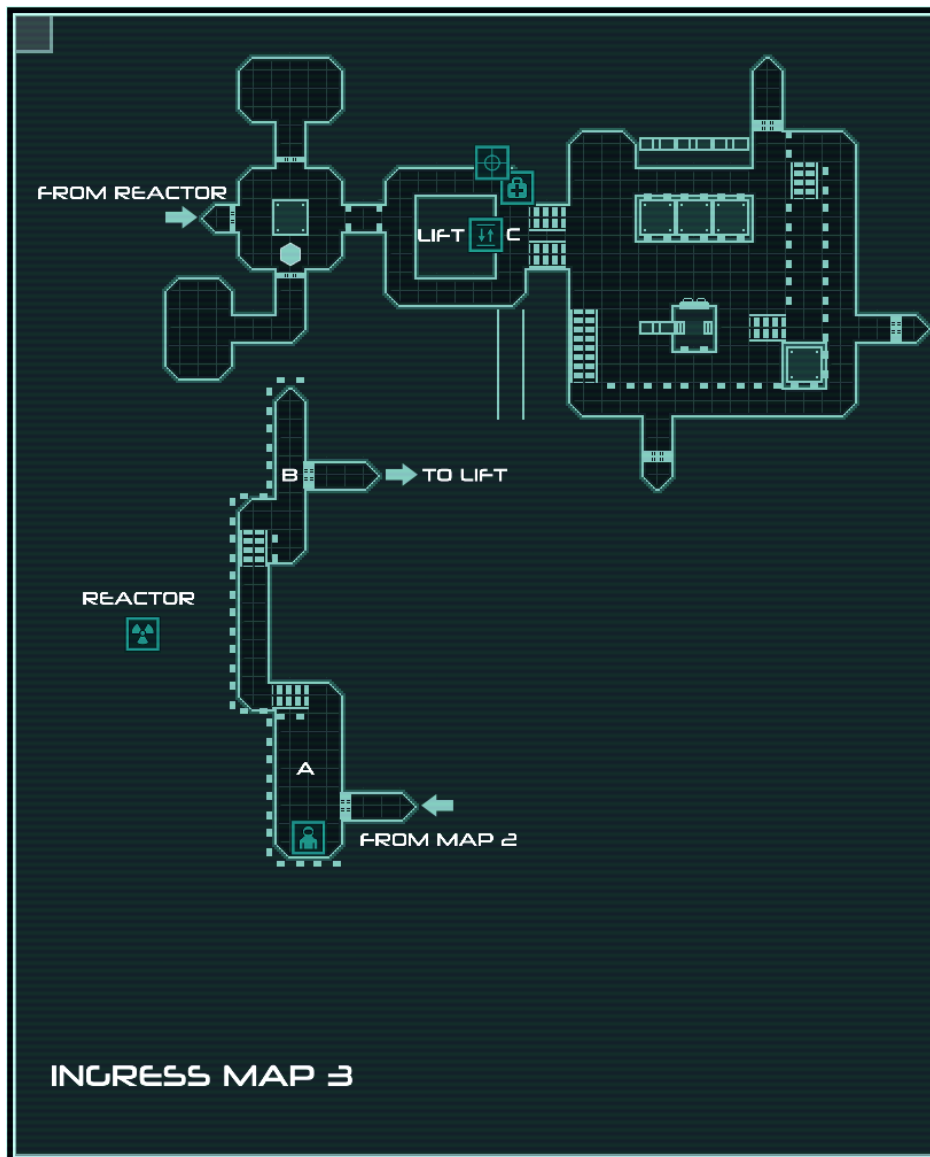
Characters

SE:20 — Alien Runner (Katanga)

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	5	2/-
Melee Combat	0	2x	10	6/1
Moxie	0	3x	15	12/7
Ranged Combat	8	4x	20	18/13
Ranged Defense	8	Over x4	21+	20/15
Stamina	0			
Stealth	8	**Armor/TAR**		
Acrobatics	8	Natural Hide/4		
Perception	0			

Weapons/SA/Glance
Unarmed/0c/1d6t
Claw & Bite/0s-2p/1d6
Tail/0s-2p/2d6*
*Wrecked

Special Abilities/Notes

Medium: 2m, 50kg	Acid Blood: T# 15 or DMG, 1d6
Vision: Darkvision	Glance per rnd until success
Fearless, Spider Climb,	
Vulnerable: Fire	
Immune: Cold	

SE:20 — Alien Runner (Katanga)

Init.	Magic	Size T#	Melee	Ranged
8	10	10	18	18

	Agility	Physique	Focus	Guile
	8	0	0	0

Move	Criticals	Max Dmg	Endur.	Glance
9z	20/30	100	5	+0

SE:20 — Alien Burster (Katanga)

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	7	2/-
Melee Combat	4	2x	14	6/1
Moxie	0	3x	21	12/7
Ranged Combat	8	4x	28	18/13
Ranged Defense	8	Over x4	29+	20/15
Stamina	0			
Stealth	8	**Armor/TAR**		
Acrobatics	8	Natural Hide/4		
Perception	4			

Weapons/SA/Glance
Unarmed/4c/1d6+2t
Claw & Bite/4s2p/1d6+2
Tail/4s2p/2d6+2*
*Wrecked

Special Abilities/Notes

Medium: 1.8m, 100kg	Acid Blood: T# 15 or 1d6
Vision: Darkvision	Glance per rnd until success
Fearless, Spider Climb,	Burst: Explodes if KO, sprays
Vulnerable: Fire	2d6 Glance acid on all
Immune: Cold	characters in Zone.

SE:20 — Alien Burster (Katanga)

Init.	Magic	Size T#	Melee	Ranged
8	10	10	18	18

	Agility	Physique	Focus	Guile
	8	2	0	0

Move	Criticals	Max Dmg	Endur.	Glance
7z	28/42	140	7	+2

Alien Drone

Skills	SA	Stun Table		
Intimidate	11	Stun Num.	12	2/-
Melee Combat	11	2x	24	6/1
Moxie	0	3x	36	12/7
Ranged Combat	10	4x	48	18/13
Ranged Defense	10	Over x4	49+	20/15
Stamina	7	**Armor/TAR**		
Stealth	10	Natural Hide/8		
Acrobatics	10	**Weapons/SA/Glance**		
Perception	8			

Unarmed/11c/1d6+7t
Claw & Bite/11s9p/1d6+7
Tail/11s9p/2d6+7*
*Wrecked

Special Abilities/Notes

Medium: 2.4m, 150kg
Vision: Darkvision
Fearless, Spider Climb,
Vulnerable: Fire
Immune: Cold

Acid Blood: T# 15 or 1d6
Glance per rnd until success
Silent Assassin: Gain +1d6
Control on Stealth

Alien Drone

Init.	Magic	Size T#	Melee	Ranged
10	10	10	19	18

	Agility	Physique	Focus	Guile
	10	7	0	0

Move	Criticals	Max Dmg	Endur.	Glance
8z	48/72	240	12	+7

Alien Prowler (Katanga)

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	7	2/-
Melee Combat	6	2x	14	6/1
Moxie	0	3x	21	12/7
Ranged Combat	8	4x	28	18/13
Ranged Defense	8	Over x4	29+	20/15
Stamina	0	**Armor/TAR**		
Stealth	8	Natural Hide/10		
Acrobatics	8	**Weapons/SA/Glance**		
Perception	4			

Unarmed/6c/1d6+2t
Claw & Bite/6s4p/1d6+2
Tail/6s4p/2d6+2*
*Wrecked

Special Abilities/Notes

Medium: 1-2m, 100kg
Vision: Darkvision
Fearless, Spider Climb,
Vulnerable: Fire
Immune: Cold

Acid Blood: T# 15 or 1d6
Glance per rnd until success

Alien Prowler (Katanga)

Init.	Magic	Size T#	Melee	Ranged
8	10	10	18	18

	Agility	Physique	Focus	Guile
	8	2	0	0

Move	Criticals	Max Dmg	Endur.	Glance
7z	28/42	140	7	+2

Alien Spitter (Katanga)

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	9	2/-
Melee Combat	4	2x	18	6/1
Moxie	0	3x	27	12/7
Ranged Combat	8	4x	36	18/13
Ranged Defense	8	Over x4	37+	20/15
Stamina	0	**Armor/TAR**		
Stealth	8	Natural Hide/6		
Acrobatics	8	**Weapons/SA/Glance**		
Perception	4			

Unarmed/4c/1d6+4t
Claw & Bite/4s2p/1d6+4
Spit Acid/8/2d6, Acid Blood

Special Abilities/Notes

Medium: 2.1m, 120kg
Vision: Darkvision
Fearless, Spider Climb,
Vulnerable: Fire
Immune: Cold

Acid Blood: T# 15 or 1d6
Glance per rnd until success

Alien Spitter (Katanga)

Init.	Magic	Size T#	Melee	Ranged
4	10	10	18	18

	Agility	Physique	Focus	Guile
	4	4	0	0

Move	Criticals	Max Dmg	Endur.	Glance
5z	36/54	180	9	+4

Working Joe

Skills	SA	Stun Table		
Intimidate	4	Stun Num.	10	2/-
Melee Combat	4	2x	20	6/1
Moxie	0	3x	30	12/7
Ranged Combat	0	4x	40	18/13
Ranged Defense	4	Over x4	41+	20/15
Stamina	0	**Armor/TAR**		
Stealth	8	Natural Hide/4		
Mechanical	8	**Weapons/SA/Glance**		
Perception	-2			
Tech	6			

Unarmed/4c/1d6+4t
Club/4c/2d6+5

Special Abilities/Notes

Medium: 1.7m, 110kg
Vision: Standard
Bloodless, Fearless
Vulnerable: Electricity
Immune: Cold, Poison

Working Joe

Init.	Magic	Size T#	Melee	Ranged
0	10	10	14	14

	Agility	Physique	Focus	Guile
	0	4	-2	-2

Move	Criticals	Max Dmg	Endur.	Glance
6z	36/54	180	9	+4

Pvt. Daves, Science

Skills	SA	Stun Table		
Intimidate	2	Stun Num.	7	2/-
Melee Combat	2	2x	14	6/1
Moxie	1	3x	21	12/7
Ranged Combat	4	4x	28	18/13
Ranged Defense	0	Over x4	29+	20/15
Stamina	0			
Stealth	0	**Armor/TAR**		
Culture	5	M3 Combat Armor/8		
Driving	2	**Weapons/SA/Glance**		
Tech	7	Unarmed/0c/1d6t		
Science	7	Pulse Rifle/4/4d6 ROF A3		
Archaology	7	Pistol/4/3d6 ROF SA		
Perception	7	Knife/0s-2p/2d6+1		

Special Abilities/Notes

20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Daves, Science

Init.	Magic	Size T#	Melee	Ranged
0	13	10	12	10

	Agility	Physique	Focus	Guile
	0	0	3	-1

Move	Criticals	Max Dmg	Endur.	Glance
3z	20/30	100	5	+0

Pvt. Reyes, Medic

Skills	SA	Stun Table		
Intimidate	0	Stun Num.	5	2/-
Melee Combat	2	2x	10	6/1
Moxie	0	3x	15	12/7
Ranged Combat	6	4x	20	18/13
Ranged Defense	4	Over x4	21+	20/15
Stamina	0			
Stealth	6	**Armor/TAR**		
Driving	4	M3 Combat Armor/8		
Tech	6	**Weapons/SA/Glance**		
Medical Aid	6	Unarmed/2c/1d6t		
Science	6	Pulse Rifle/6/4d6 ROF A3		
		Pistol/6/3d6 ROF SA		
		Knife/2s1p/2d6+1		

Special Abilities/Notes

20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Trauma Kit:

Pvt. Reyes, Medic

Init.	Magic	Size T#	Melee	Ranged
4	12	10	12	14

	Agility	Physique	Focus	Guile
	2	0	2	-2

Move	Criticals	Max Dmg	Endur.	Glance
3z	20/30	100	5	+0

Pvt. Simmons, Engineer

Skills	SA	Stun Table		
Intimidate	1	Stun Num.	8	2/-
Melee Combat	3	2x	16	6/1
Moxie	1	3x	24	12/7
Ranged Combat	4	4x	32	18/13
Ranged Defense	2	Over x4	33+	20/15
Stamina	1			
Stealth	0	**Armor/TAR**		
Driving	2	M3 Combat Armor/8		
Tech	4	**Weapons/SA/Glance**		
Mechanical	6	Unarmed/3c/1d6+1t		
Weapon Repair	6	Pulse Rifle/4/4d6 ROF A3		
Electronics Repair	6	Pistol/4/3d6 ROF SA		
Perception	4	Knife/3s2p/2d6+2		

Special Abilities/Notes

20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Mechanical Tools/Cutting Torch

Pvt. Simmons, Engineer

Init.	Magic	Size T#	Melee	Ranged
0	12	10	13	12

	Agility	Physique	Focus	Guile
	0	1	2	-1

Move	Criticals	Max Dmg	Endur.	Glance
3z	24/36	120	6	+1

Pvt. Sonu, Rifleman

Skills	SA	Stun Table		
Intimidate	0	Stun Num.	7	2/-
Melee Combat	4	2x	14	6/1
Moxie	2	3x	21	12/7
Ranged Combat	7	4x	28	18/13
Ranged Defense	5	Over x4	29+	20/15
Stamina	0			
Stealth	3	**Armor/TAR**		
Culture	1	M3 Combat Armor/8		
Driving	5	**Weapons/SA/Glance**		
Tech	1	Unarmed/4c/1d6t		
Movement	7	Pulse Rifle/7/4d6 ROF A3		
Luck	4	Pistol/7/3d6 ROF SA		
Preparation	4	Knife/4s2p/2d6+1		

Special Abilities/Notes

20mm Grenades: T# 14, 2d6 Glance, 1 Zone (x4)
Frag Grenades: T# 18, 4d6 Glance, 1 Zone (x2)

Pvt. Sonu, Rifleman

Init.	Magic	Size T#	Melee	Ranged
3	10	10	14	15

	Agility	Physique	Focus	Guile
	3	0	-1	0

Move	Criticals	Max Dmg	Endur.	Glance
6z	20/30	100	5	+0