

FUBAR

"THIS TIME ITS WAR"

An Aliens Supplement By Pete Jones

Introduction

"Is this going to be a stand-up fight, sir, or another bug hunt" - Hudson

This supplement for FUBAR draws on my previous rules *"Is This Just Another Bug Hunt"* written in 2000 but no longer available. They are inspired by the films Aliens™ and include inspiration from the Leading Edge Aliens boardgame and *"Colonial Marines Technical Manual"*. They contain rules for solo play/random generation of Aliens.

Any scale of figure will do, a collection of D6 are required. If using floorplans substitute squares for inches.

Colonial Marines

"These Colonial Marines are some tough hombres, and they're packing state-of-the-art firepower. There's nothing they can't handle" - Carter J. Burke

The United States Colonial Marines Corps is Americas interstellar force in readiness. They have 165,000 troops organised into 4 Divisions.



They are part of the joint command structure of the United Americas Allied Command and are tasked with maintaining the security of all UA colonies within the Frontier.

Platoon Organisation

The platoon commander is the rank of Lieutenant with a pistol and has an android technical advisor (not armed). The platoon is divided into 2 identical Sections, designated A and B.

Each section has a UD-4 Cheyenne Dropship with pilot and co-pilot. The section has a M577 APC with a driver and section sergeant. The section is then divided into 2 squads of 4 troopers. Each squad has a Corporal, a lance corporal and 2 privates/private first class troopers. 2 troopers are designated the rifle team equipped with M41A Pulse Rifle with integral grenade launcher [assault rifle] and 2 the gun team equipped M41A and with M56 Smart Gun [Light Machine Gun].

Organic support includes M240 Incinerator [flame thrower], eight UA-571 remote sentry guns [heavy cannon], two M78 PIG phased plasma guns [plasma



gun] or M5 rocket-propelled grenade launchers, eighteen M84 SADAR anti-tank smart rockets [light anti-tank gun], and a single M402 multiple launch fire-support mortar.

The paper strength was of 25 marines but in reality often less.

The marines are mainly Seasoned with a few veterans in each platoon. They are issued with personal combat armour [medium], video link and each squad has 1 motion sensor.

Film Organisation

Section A

UD-4 Cheyenne Dropship

- Pilot - Corporal Ferro
- Copilot – PFC Spunkmeyer

M577 APC

- Driver Synthetic - Bishop
- Platoon Lt. - Gorman (Green)
- Specialist Medtech – Corporal Dietrich

Squad 1

- Squad leader – Master Sergeant Apone (Veteran)
- Smartgunner - Private Drake
- Special Weapons (Incinerator) – Private Wierzbowski
- Trooper – Private Frost

Squad 2

- Squad Leader - Corporal Hicks (Veteran)
- Smartgunner PFC Vasquez (Veteran)
- Specialist Comtech – PFC Hudson
- Trooper – Private Crowe

Civilians

Not bad for a human – Bishop

There are three civilians in the film:



Ellen Ripley – a survivor from the first meeting with the Alien species. She should be rated as Elite. She was one tough woman and as such should take 3 hits before she is killed.

Carter J. Burke – A company representative from Weyland. He is classed as Green.



Newt (Rebecca Jorden) – The sole survivor from LV426. Classed as green if with Ripley she activates with Ripley.

Synthetics

The A2s always were a bit twitchy. That could never happen now with our behavioural inhibitors. It is impossible for me to harm or by omission of action, allow to be harmed, a human being. - Bishop



Most synthetics are designed to look like mature 40 year old average males or females. They are highly complex machines stronger and faster than humans. Though they are artificial intelligence they are classed as Corps property and can be ordered to carry out the more hazardous tasks in place of humans.

They are employed in a non combative role as driver, medic, pilot or scientific advisor. The Geneva Convention prevents the arming of synthetics.

Aliens ignore them as they cannot impregnate them. They are classed as elite and cannot be suppressed.

The Aliens

"My mommy always said there were no monsters - no real ones - but there are." - Newt

Aliens always automatically activate and cannot be suppressed. They can decide to grapple with their enemy to take them back to the nest instead of fighting them. (If playing solo aliens fight on 1-4 and grapple on 5-6).

In close combat if they decide to grapple they roll to hit as normal. A hit means that the figure has been grabbed by the Alien and counts as suppressed. The next turn of the Alien hits again it captures the figure and removes it back to the cocoon. (Both figures are removed from table).

Aliens always travel towards the nearest human figure, they will ignore Androids. They do not take cover. If they capture a live human or a body they will always try to retire with the body so it may be cocooned and taken to the brood chamber.

Eggs: Laid by the Queen they contain facehuggers. These are activated by human movement, for every figure within 3 inches of a cache roll a D6 1-3 and the egg cache opens and a facehugger emerges. Synthetics do not trigger egg activation.

Facehuggers: Move 9". Released from the eggs laid by the Queen, when they hatch they make for the nearest creature and attach to their face. They then leave a chestburster inside the host, when it is ready it bursts out the hosts chest.



They are classed as Green for Close Combat. If a facehugger hits in close combat it attaches itself to the victims face. If it hits the next round of close combat the victim becomes unconscious and cannot be revived for the rest of the game. Any attack on the facehugger other than close combat will kill the host. (Ignore if using optional rules).

Chestburster: The youngest of the bug creatures, they are recently hatched from their hosts. Their host dies on exit.



Small Aliens: Immature bugs that have shed their chestburster skin. Move 9". They have an expertise of Green with 2 attacks. Light armour save on 6.

Aliens: Move 9". Mature bugs have an expertise of Seasoned with 2 attacks. Medium armour save on 5+.



Large Aliens: Move 9". These are the mature Alien warriors hatched from human or non human hosts quite often they protect the Queen (known as the Royal Guard). They have an expertise of Veteran with 3 attacks. Heavy armour save on 4+.

Queen: She breeds all the eggs and is confined to the brood chamber.



Her expertise is Veteran, she has very heavy armour save on 3+ and has 6 lives.

Acid Splashes

"That's it, man. game over, man. Game over." - Hudson

The Aliens blood is acid and eats through all materials, when it lands on metal floors they leave an acid hole of 1".

Any figure within 1" OF an Alien when hit has a chance of being splashed with acid. Roll a dice a 1 means the figure is splashed. The figure makes a saving roll if wearing body armour. If they fail the save the body armour is destroyed. Anyone not wearing body armour that is Splashed is injured and incapacitated for the rest of the game (treat as permanently suppressed).

UD4L Cheyenne Dropship

"We're in the pipe, five by five" - Ferro



Designed after the requirements from the Tientsin conflict the dropship is a versatile multi-role light aerospace shuttle with VTOL. Armament is as follows:

- 1 x 25 mm gatling gun with 900 rounds [Heavy Machine Gun]
- 32 x 150 mm unguided rockets [Missile Launcher]
- 12 x 70 mm unguided rockets [Mini Missiles]
- 8 x 120 mm guided rockets [Missile Launcher]
- 7 x AGM-220 air-to-ground missiles [Mini Missiles]
- 3 x TSAM threat suppression missiles [RPG]
- 3 x AIM-90 short range air-to-air missiles [Mini Missiles]

The dropship can move to any location on the table and fire a single weapon. It can move up to 18" and fire all weapons. It can also move up to 12" and pick up disembark the M577 APC.

M577 APC

"We got tactical smart missiles, phase plasma pulse rifles, RPGs. We got sonic, electronic ball breakers! We got nukes, we got knives, we got sharp sticks." - Hudson



Derived from the Marine 70 battlefield deployment strategy which expressed requirement for a low-cost lightweight APC capable of being transported by a Dropship. To keep weight down it is made of bonded titanium [light armour] with a foam backed floor.

It is operated by 2 crew and can accommodate 12 passengers, it carries sufficient equipment and ammunition for 3 days.

The vehicle had sufficient armament with:
2x20mm cannon in hull forward facing [light cannon]

And a Turret with 360 degree coverage that could be lowered by rail to the rear of the vehicle. Initially armed with Two plasma cannons [plasma cannon]. Later variants had uprated weapons.

- M577A2: Two free electron lasers (6FP)
- M577A3: Two particle beam cannons (7FP)

Solo Play

Movement .. can't lock on .. uh multiple signals, they're closing .. I got readings in front and behind .. Look I'm telling you somethings moving and it ain't us" - Hudson

If playing solo the Aliens can be generated by dice rolls. Each turn roll 1 dice to see if there is alien activation.

- Marines moving: 6
- Marines fired previous move: 4-6
- Squad resting in secured room, fired previous move: 5-6

Squad resting in room: 6

The Aliens are:

- 1-3 All approach from same direction
- 4-5 All approach from different directions
- 6 Aliens are divided into groups of up to 1D6 figures, roll for direction on each group.

Direction: (in relation to Marine facing)

- 1,2: Front
- 3: Left
- 4: Right
- 5: Behind
- 6: Above or below (roll again 1-3 = above, 4-6 = below)

The Aliens start 3D6 inches away from the squad (unless that distance is within view, in that case they are placed at the nearest point out of direct view). If above or below the Aliens are in the shafts. They cannot be seen visually but are detectable on the motion sensors.

Aliens that are placed this turn cannot move, only Aliens placed in previous turns.

Roll for which type of Alien is approaching:

- 1 1D3 Facehuggers
- 2 1D6 Small Aliens
- 3 1D6 Aliens
- 4 2D6 Aliens
- 5 2D6 Aliens
- 6 1D3 Large Aliens

In the Brood Chamber will be encountered the Queen, 6D6 egg caches, 2D6 Large Aliens.

Scenarios

"Hey, listen. We're all in strung out shape. But stay frosty and alert." - Hicks

Two suggested scenarios are:

1. The players are Colonial Marines who are exploring a base where a group of colonists have settled. Earth has lost all contact with the colonists. The marines are sent to check the base out.
2. The Colonial Marines are planetside defending a group of settlements where contact has been made with the bugs.

Terrain For Base / Ship Scenarios

"Hey maybe you haven't been keeping up on current events but we just got our asses kicked, pal!" - Hudson

The floor plans are lengths of corridors and rooms as seen from above it. They are divided into squares, corridors are two squares wide and 12 squares long. Each has a ventilation shaft running down both sides. (Aliens may move through these shafts freely, they may also move above and below the corridors in service

shafts). You will also need crossroads sections; T junctions; corridor bends (these too have shafts at the side and above and below). You require rooms which are of various sizes (see the layouts section). You will require markers for doors, acid holes, debris and equipment (the acid holes, equipment and debris markers can be of various sizes).

Base or Ship Layout

"They're coming outta the walls. They're coming outta the goddamn walls." - Hudson

Each move dice for the random layout of the base/ship from the last piece of terrain previously laid. You only have to lay what the Marines can see. (I recommend you keep a map of areas you have previously been so that you may re-use floor plans where the squads have already passed).

- 1,2 Straight corridor
- 3 Straight corridor with a door (1-3: on left, 4-6: on right)
- 4 Corridor with door at end straight ahead
- 5 Junction (1-3: T junction, 4-6: crossroads)
- 6 Corridor with bend (1-3: left, 4-6: right)

Doors are open on a 1-3 and closed on a 4-6.

Corridor contents:

- 1-3: Empty
- 4: Acid holes on floor (1D6 halved for quantity)
- 5: Debris (e.g. crates, equipment)
- 6: Other: 1- 3 egg cache, 4-6 other:
 - (1) Egg cache (1-4: already hatched, 5-6: intact)
 - (2) Other (1-2: human body hatched, 3: human body impregnated, 4: crates with concealed egg cache in, 5: auto sentry deactivated, 6: auto sentry activated).

Layout the other side of a door:

- 1-3:Room
- 4-6: Corridor

Rooms (size in squares):

- 1,2: Small cabin (6 x 6)
- 3,4: Large cabin (8 x 8)
- 5: Large room (20 x 20)
- 6: Other (1: Service area, 2: medical centre, 3: Storage area, 4: Communications centre, 5: Galley, 6: Brood chamber! all 20 x 20)

Room contents:

- 1-2: Empty
- 3: Contents relevant to room (i.e. weapons, medical supplies etc)
- 4: Acid holes on floor (1D6 halved)
- 5: Debris (e.g. crates, equipment)
- 6: Other 1-3 egg cache, 4-6 other:
 - (1) Egg cache (1-4: already hatched, 5-6: intact)
 - (2) Other (1,2: human body hatched, 3: human body impregnated, 4: booby trap, 5: debris with concealed egg cache in, 6: auto sentry damaged).

Booby traps are activated on a roll of 6 for each person (only 1 trap per room). Roll as being attacked by ,machine gun

Terrain For Planetside Scenarios

"One express elevator to Hell .. Going down!" - Hudson

The Marines are based in a complex in the centre of the tabletop and this is surrounded by six or seven mining settlements. Each settlement has a collection of settlers armed with pulse rifles, shotguns and pistols. The bugs come on from the table edges trying to overrun the mining settlements before the Marines can come to their rescue. The planet has lots of rough terrain.

Aliens are rolled for and come onto the board every D6 moves (i.e. when the next batch enters the playing area roll a D6 to see when the next group enter).

Roll a D8 to see the direction they approach from:

- | | |
|---------------|---------------|
| 1 : North | 5: South |
| 2: North East | 6: South West |
| 3: East | 7: West |
| 4: South East | 8: North West |

Initially the Aliens start with 4D10 figures, when the next group arrives there are 1d10 figures.

History Of The Aliens

"We should get back, 'cause it'll be dark soon. They mostly come at night" - Newt

At one time there was a race of people known as The Jockey Race, they were fighting in a bloody civil war. Then as an experiment they bred a living machine that would be the ultimate warrior. The hive structure was used to keep the race under control, the warriors would not stray far from their Queen.

The experiment was very successful. Eggs were introduced to the enemy area, from that egg a fahugger emerges and impregnates a host. After a short while it bursts from its host killing it, this creature would then look for further hosts to impregnate or kill any creature that got in its way. Eventually the entire population would be infested. The Jockey Race won their war.

Soon the Aliens learnt to produce their own Queens and the infestation spread. In a last attempt to find a cure for the Aliens the Jockey Race sent a cargo ship carrying eggs from the infested planet. This ship was lost. One of the eggs from the cargo released its contents and infected the pilot of the ship. Before he died he sent out a warning signal from his ship to prevent others finding his deadly cargo.

2122: A human spacecraft landed on the planet LV-426 after receiving a distress call (**Alien**). They discovered the Jockey ship and one of their crew became impregnated by an Alien. Very soon the crew were infected, but one crew member survived (Ellen Ripley). She escaped in a life pod.

2155: LV-426 starts to become terraformed and is re-named Acheron.

2179: Ellen Ripley is found in her escape pod. Contact from LV-426 is lost with Earth. Ripley and a detachment of Colonial Marines are sent to rescue the Colony. They soon discovered the colony had been lost to the Aliens. They managed to destroy the complex but only one damaged robot and three people survive. (Hicks, Ripley and Newt). They escape on the Sulaco. (**Aliens**). A squad of Colonial Marines is deployed to the Rim which is infested with Aliens. The squad is decimated and only 2 people survive (Cpl Wilkes and colonist Billie) they both return to Earth.

2180: Unknown to the survivors of the Sulaco an egg had been laid on their escape ship. The shuttle crash lands on Fiorina 161 a disused penal colony. Only Ripley survived as Hicks and Newt are killed in the crash. An Alien creature escaped and impregnated a dog on the planet and a new strain of Alien was unleashed. This creature was eventually killed but Ripley had already been impregnated during hypersleep. To prevent this creature surviving Ripley commits suicide. (**Alien 3**)

2192: Earth is invaded by the Aliens when a Queen gets free. Earth is abandoned. Survivors are evacuated to Gateway Station orbiting Earth. Wilkes and Billie leave.

2194: With Earth lost research stations are set up to try and train the Alien creatures with an idea to take them to earth to fight for the humans against their own species. Wilkes and Billie try to stop the experiment. However, once on Earth they kill their human trainers.

2194: The Queen Mother is bought from the Alien Homeworld to earth.

2196: Nuclear weapons are used against the Aliens killing about 75% of them.

2197: Meanwhile on their home planet the Queen dies and the fighting starts amongst themselves. On Earth there are super athletes who use a drug distilled from the Aliens body - and the Military want it.

2214: Military extermination teams are sent to the Alien Homeworld to recover the Royal Jelly used by the

Queen because of its powers.

2215: The Rogue Alien is created on Charon.

2225: Berserker squads employed to wipe out Alien hives.

2230: Ellen Ripley is cloned from blood DNA samples taken from Fiorina 161. It is intended to revive the Alien race as a biological weapon. The experiment goes badly wrong and many people are killed on the space laboratory. The Alien born from Ripley has evolved. A new hybrid Alien was born to the Queen a cross between an Alien and a Human. Again the Aliens were killed and Ripley, 2 humans and a robot survived. (**Alien Resurrection**).

Miniature Figures

"Another glorious days in the Corps. A day in the Marine Corps is like a day on the farm. Every meal is a banquet. Every paycheck a fortune, every formation is a parade. I love the Corps" – Apone

I have figures from the 2 below ranges in 25mm and 10mm scale.

Leading Edge Games (no longer produced)

An official range of 25mm figures was produced including: Alien Warriors, Facehuggers, Eggs, A Queen, all the characters from the film, colonists, the powerloader, APC, Dropship, Sulaco, sentry Guns

Pendraken

An 10mm range of figures clearly looking like characters and Aliens from the film. Including: Marines, smartgunners, facehuggers, eggs, bodies with chestbursters, small warriors, medium warriors, large warriors, queen, civilians.

For other manufacturers see the below threads:

<http://theminaturespage.com/boards/msg.mv?id=217497>

<http://www.mj12games.com/forum/viewtopic.php?f=21&t=1135>

Acknowledgements:

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