

Paranoid Battlestations



Friend Computer

R&D have made hyperdrive discoveries and the Computer has determined that Alpha Complex is possibly not the best place to test this new invention. Troubleshooting expeditions have been set up for Outdoors in the past, and have now started to be set up for the "Very Outdoors". However, while the Outdoors is populated with evil mutant animal and plant life whose insatiable appetites for Alpha Citizens is a constant danger requiring vigilance and a charged laser - it has been determined by Friend Computer that the Very Outdoors is populated with evil alien mutant animal and plant life whose insatiable appetites for Alpha Citizens is a constant danger requiring vigilance and a charged laser cannon.

Alpha Citizen

Target #: 8

Base Hit Points: 4

of Hands: 2

Move: 3

Alien Ability: *Commie Mutant Traitor*. Each Alpha Citizen has a Mutant Power and belongs to a Secret Society. *Superior Cloning Technology*. When an Alpha citizen dies in a mission, their new clone does gain XP from that mission - but does not earn the extra prestige normal for a character dying in a mission.

Ship Registry: Alpha Citizens use the same hulls as Humans. However the Alpha Citizen special power is "The Computer is my Friend" which is very powerful - using a battlestation on an Alpha Citizen ship is easier than anywhere else. Giving +1 to use. Unfortunately the electronics of the ship are more volatile and an extra 1 point of damage is caused for every die of internal damage from exploding control panels (ie 1-3 each occupant suffers 1D6+1 damage and on 4-6 each occupant suffers 2D6+2 damage). Personal weapons may damage a module on a 5 or 6 (rather than just a 6).

Limitations

Alpha Citizens will only crew with other Alpha citizens on ships of Alpha Complex registry.

Standard Equipment

All Alpha Citizens are armed with Alpha Complex Laser Rifles instead of Blast weapons. They all wear Alpha Complex Armour instead of regular armour.

Alpha Complex Laser Rifle Price: 200 Mass: 7 Req: 10

[energy] Damage 1d6, +1 to combat skill. Ignores armour and alien damage reduction abilities of non-Alpha Citizens and Alpha Citizens of equal or lower rank.

Alpha Complex Armour Price: 100 Mass: 5 Req: 8

Reduces damage by 1 for laser weapons of equal or lower rank. Has no effect on non-Alpha Citizen weaponry. Requisitioning non-standard equipment (ie anything not in the above list) is at +1 difficulty due to the paperwork involved at PLC

Experience Table