

# **M2O XENOPHOBIA**

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## **DESCRIPTION**

Xenophobia is based on a movie about a bunch space marines who make a career out of hunting dangerous aliens. This game isn't 100% true to the source but it's built for quick "movie style" action. This game assumes you have a space ship that operates as your main base. A drop ship will usually be launched from the space ship to a planet's surface. Each drop ship usually carries a full crew of marines in either an APC or Tank that will be dropped off at a designated area before the drop ship takes off back to your space station. Xenophobia characters are **Space Soldiers**. There is no currency to be earned or spent in this game but instead credits represent the amount of gear and items you can take when you leave the space station. You gain an extra credit with every level of experience. All weapons will be returned to the ship when not in use.

**Example:** Level 3 Space Soldiers can use 12 Credits of Gear to equip themselves with when leaving space station. They can choose any gear as long as it is 12 credits or less.

## **STATS AND SKILLS**

There are 3 character Statistics: **STR, DEX, MIND**

There are 5 Skills: **Phys, Subt, Know, Comm**

## **HIT POINTS**

STR Stat + 1d6/Level. If HP reaches 0, Death.

## **EXPERIENCE AND LEVELING UP**

1 XP for killing an enemy, 1 XP for completing mission objectives, 2 XP for retrieving alien egg (intact). 10 XP to reach level 2, 30 XP to reach level 3, 70 XP to reach level 4, 120 XP level 5. You gain 1D6 HP and 1 Skill Point with every level you gain. Every 3 levels (3,6,9,etc.) you gain 1 Stat Point. Androids do not collect XP or gain stats/levels.

## **SPACE SOLDIERS**

A new character has 2 Stat points and 5 Skill points to distribute. They are AC:10 with no armor. Characters gain another 1 skill point every level and a stat point every 3 levels of experience (Level 3,6,9,12,etc.). They can carry 9 credits of gear at level 1. A flash light, backpack and uniform are standard issue (Cost Nothing). The flashlight, backpack and uniform will be replaced for free upon return to base and the flashlight can be mounted to any weapon easily.

## **ENCUMBRANCE**

A character may carry 12 + STR mod. items without penalty. Up to 6 items may be readily available. Several small things can be group together into a single item (10 chems, 5 grenades, etc.). A week of rations is 1 item. Can only carry 1 main weapon at a time, others will be stored in backpack (takes 1 turn to equip). You can purchase a strap to keep one extra weapon ready (costs 1 free action to switch between two main weapons).

## WEAPONS

Melee	Damage	Range	Cost	Effect
Combat Knife	2D6	CQC	1	Gives 2x Damage when used in stealth
Machete	3D6	CQC	2	Power Swing (takes 2 turns) 2x Damage, -2 to Hit
Hatchet	3D6	CQC	2	Hatchet Can be Thrown 20' or used in Melee

Ranged	DMG	Range(Ft)	Mag	ROF	Cost	Effect
Service Pistol	2D6	40	12	Semi-Auto	1	+1 to Attack Rolls (accuracy)
Combat Pistol	2D8	40	8	Single/Auto	1	Auto 3 Shots (First Shot,-5,-10)
Battle Rifle	2D10	60	20	0	2	Auto 3 Shots (First Shot,-5,-10)
Assault Rifle	3D6	60	25	Single/Auto	2	Auto 3 Shots (First Shot,-5,-10)
Scoped Rifle	3D8	90	15	Single, Bolt	2	+1 to Attack Rolls (accuracy)
Sniper Rifle	4D8	120	1	Single, Bolt**	6	+2 to Attack Rolls (accuracy)
Pulse Rifle	3D10	60	40	Single/Auto	3	3 Shots (First Shot,-5,-10)
Smart Gun (2 Handed)	4D10	30	500	Automatic	6	4 Shots (First Shot,-2,-4,-6),
Automated Sentry Gun	4D10	30	500	Automatic	6	4 Shot (Must be Deployed)
SMG	2D6	30	20	Automatic	2	4 Shots (First Shot,-2,-4,-6)
Incinerator	4D6	0	6	Automatic	3	40' Cone attack
Pump Shotgun	2D8	20	8	Pump	3	Tactical Reloading***
Tactical Shot Gun	2D8	20	8	Semi-Auto	3	+1 to Attack Rolls (accuracy)
Double Barrel Shotgun	2D8	20	2	Single or 2 barrel	2	Single or Double barrel fire
RPG Launcher	Varies*	40	6	Single	5	Depends on Explosive type*
G. Launcher	Varies*	40	1	Single	4	Depends on Explosive type*

\*Depends on the type of ammo used. This chart is assuming basic ammo is used.

\*\* 1 turn to Reload Weapon

\*\*\* Tactical Reloading - When you pump the shotgun you will automatically load another in the shotgun, so basically you never run out of ammo and have to totally reload.

## AUTOMATIC FIRE AND RECOIL SYSTEM

When firing automatic weapons the recoil from firing will make any shots after the first one harder to hit. Roll a d20 for each shot to hit. (3D20 for 3 shots, 4D20 for 4 shots). Roll Damage for each hit as you would normally for a hit. You can fire 1 or 2 shells using an automatic if you choose, but the same recoil effect will make any shots after the first harder to hit.

When firing with an automatic weapon that:

Automatically Shoots 3 Shells (**Auto 3 Shots**) - The first shot is normal (no bonus or negative), second shot is at -2 to hit, second shot is at -5 to hit)

Automatically Shoots 4 Shells (**Auto 4 Shots**) - The first shot is normal (no bonus or negative), second shot is at -2 to hit, third shot is at -4 to hit, fourth shot is at -6)

## EXPLOSIVES

Type	damage	AoE	Cost	Weapon:	Damage:	AoE	Cost
40mm frag grenade	3D6	10	3	W. phosphorus Grenade	2D6*	20	3
C4/Semtex	4D6	10	3	Stunner Grenade	1D6	20	2
Dynamite	2D6	5	2	Smoke grenade	NONE	20	1
Fragmentation grenade	4D6	20	3	Tear gas grenade	NONE	20	2
Thermite grenade	6D6*	5	4	Flash-bang grenade	NONE	20	2
Nerve Gas	4D6*	200	10	Land Mine	3D6	5	3

\*Per Round Damage

## GRENADE LAUNCHER AMMO

Type	Damage	Amount	AoE	Cost
Flame	2D6 Fire	4	20	1
Explosive	3D6	4	20	2
Rocket	4D6	2	20	2
Signal Flare	1D4	6	20	1
Other (Smoke, Flash, Etc.)	0	4	20	1

## ARMOUR

Type	Cost	AC Bonus	Effect
Ballistic Vest	2	2	
MX Personal Armor	3	5	
MXM Armor	5	6	
Compression Suit	5	2	Suit for Hazardous Space Conditions
Acid Suit	2	2	Protects against Acids (Acid Proof)
Exoskeleton Power Lifter	15	10	+6 to STR
Heat Suit (Heat Proof)	2	2	
Ballistic Helmet	1	1	
Tactical Helmet	1	0	+1 DEX
Pilot Helmet	1	1	+5 to Piloting Vehicles
Ballistic Shield	3	1	
Heavy Shield	5	3	

## TOOLS

Cost	Name	Effect
1	Rifle Strap	Switch between 2 main weapons (counts as a free action)
2	Hand Welder	Can be used to weld metal (1D4 Melee Damage)
2	Hacking Device	A device created to assist in hacking any computer (+2 to Know)
2	Motion Tracker	Detects enemies in the next room (+2 to Detect Enemies Roll)
3	Analyzer	+2 to Know
1	Handcuffs	Use to restrain someone's hands.
3	Grappling hook	+50 foot rope. Climbing +2 while using.
3	Demolition Kit	Arm/Defuse Explosives at +5
3	Mechanical Tool Kit	Repairs at +3
3	Water Testing Kit	Test water to see if it is drinkable
2	Rad Meter	Use it to check for Radiation
1	Glow Stick	Creates 5' of light for 6 hours
1	Flare	Creates 10' light for 1 Hour (1D4 Melee Dmg)
1	Infra-red Goggles	Low Light Vision (Infra-red) (50')
2	NVG Binoculars	Low Light Vision (100')
3	Thermal Vision Goggles	Low Light Vision (50') See Invisible (50')
2	Gas-Mask	Immunity to Gas while worn

## MEDICAL SUPPLIES

Cost	name	Effect
1	Med-kit (Disposable)	2d6 Healing. 1 time use.
3	Stimpack (Disposable)	Heals 3d6 damage, 1 Time use.
5	Regenerating Ray	Heals 2D6 damage 1 use per day.
12	Life Ray-Gun (Disposable)	50% chance to raise dead if characters have been dead less than 24 hours. 3 uses per day.
1	Anti-toxin	+10 save vs. poison; if already poisoned, allows another immediate save at +10
1	Stimulant Injection	Grants +1 attack, +5 initiative, double speed, -2 HP; lasts 1 Hour
1	Strength Booster	+4 Strength for 1 hour
1	Intelligence Booster	+4 Mind for 1 hour
2	Alertness Booster	+5 initiative, spot, listen, search
2	Bio-Cleanser	Can kill implanted xenomorph larva before it hatches
1	Anti-Acid Spray (Disposable Can)	Spray anti-acid on area affected by acid. Spray causes the acid to become neutral and cause no further acid damage from that spot.

## XENOMORPHS

All Xenomorphs can climb on walls and have acidic blood. Opponents who hit in melee with an edged weapon must save or take 1d4 of acidic damage. Xenomorph Queens can mentally command any nearby xenomorphs. One Xenomorph hunter if left alone will eventually become a Queen and start a hive (Laying eggs). Eggs are always planted on flat floor. Unhatched eggs contain one face grabber, 3 in 6 chance of hatching (1d6). *These Xenomorphs are based off the versions found in the microlite 2020 OSE monster list.*

Name	AC	HP	ST	MR	Attacks
Egg	10	1D4	0	0	N/A
Face Grabber	15	1D8	13	12	Grab (1D3),Claw (1D4)
Larva	14	1D8	10	12	Can be killed by bio-cleanser (reaches full size in 1D20+20 hours)
Hunter	16	3D8	15	13	2x claws +5 (1D6), bite +5 (2D6), tail stinger +5 (2D4)
Queen	16	8D8	18	12	2x claws +5 (2D6), bite +5 (3D6), tail stinger +5 (2D6)

## HUMAN NPC/ENEMIES

Type	HP	Bonuses
Soldier	1D6+1	+1 Dex, +1 Str, +5 Phys
Scientist	1D4	+4 Mind, -2 STR, +5 Know
Support	1D6+3	+3 Str, -1 Mind, +5 Phys
Engineer	1D6	+1 Dex, +1 Mind, +5 Know
CQC Expert	1D6+3	+3 Str, +1 Dex, -2 Mind, +2 to Melee Attacks
Firearms Expert	1D6	+3 Dex, -1 Mind, +2 to Ranged Attacks
Recon	1D6+1	+3 Dex, +1 Str, -2 Mind
Hacker	1D6	+2 Mind, +5 Know, +2 to Hacking DC checks
Medic	1D6	+2 to Mind, +5 to know, 1 Free Med-kit per mission.
Demolitions	1D6+1	+1 Str, +2 Mind, -1 Dex, +5 Know, +2 to Bomb Defusal

\*Humans stats are for level 1 and they get 9 Credits of gear each, by default.

## ANDROID NPC/ENEMIES

Type	HP	Bonuses
Soldier	4D6+2	+3 Dex, +2 Str, +5 Phys, +5 Subt
Scientist	4D6	+5 Mind,+10 Know
Engineer	4D6+3	+3 Str, +2 Mind, +5 Phys, +5 Know
Worker	4D6+5	+5 Str, +10 Phys

\*Androids get 4 Credits of gear each, by default.

## VEHICLES

Type	Maneuvers	AC	Hardness	HP	Crew	Cargo T.	Max Speed MPH
APC	-4	20	64	6	2 (12 Passengers)	N/A	150
Tank	-4	20	64	6	5 (5 Passengers)	N/A	60
Drop Ship	-4	10	40	6	2 (Pilot, Gunner)	7.25	9207
Space Craft	-4	20	40	350	90	70	1,000

\*All vehicles can launch Smoke, Chaff, Flares.

APC Weapons	Damage	Amount	Rate	Notes
20mm cannon	3D8	1000	Auto	3 Shots (First Shot,-5,-10 to Hit)
Guided Missile	4D10	2	20	+2 to Hit (Guided)

Tank Weapons	Damage	Amount	Rate	Notes
115mm cannon	4D8	50	Single	1 Turn to Reload cannon
50. Cal MG	2D10	2000	Auto	6 Shots (First Shot,-2,-4,6,8,8 to Hit)
Mine Launcher	4D6	12	10	Can drop 12 mines (4D6 damage each)

Drop Ship Weapons	Damage	Amount	Rate	Notes
Rotary Cannon	4D8	1000	Auto	6 Shots (First Shot,-2,-4,6,8,8)
Guided Missile	4D10	4	20	+2 to Hit (Guided)
Missile	4D10	16	10	No bonus to hit