

ALIEN

THE ROLEPLAYING GAME

ODYSSEY

Notes for an incomplete scenario and colony campaign for ALIEN RPG by
[@jonathanpay](#)

INTRODUCTION

Alien: Odyssey was born from the question, “what would the USCSS *Covenant*’s journey to colonise Origae-6 in *Alien: Covenant* have been like if they didn’t get side-tracked by David-8’s signal?” The campaign was to be made up of several parts, the first being the prologue journey: maintenance of the ship along the journey, and then later parts would include the early colonisation and the challenges that it holds within the setting of the *Alien* franchise, after all, *it’s a hard life among the stars*.

This was a living document. This was drafted before Stefan Isberg fan-made [\[Colonies of the Middle Heavens\]](#) supplement or Dave Semark’s [\[Alien: The Colony AP\]](#), so Colony management rules are non-existent here.

The campaign’s direction was not set, but it may yet see life in your hands - so if you or your group have any ideas for how they’d like to take this, give it the life it deserves!

CAMPAIGN OVERVIEW

This campaign explores the hardships of colonisation in a setting that is harsh and always plotting against you. The colonists make it to their destination and must establish the colony against all odds.

A NOTE FOR THE GM

As a GM I’m most comfortable with an episodic format, so you might think of it as a series of linked one shots that builds up the story rather than a single continuous story with real life breaks. Obviously if you’re reading this you may have other plans for how you’d like to use this, and that’s great!

Under the characters section 15 character roles based on the source material and spread for the RPG have been suggested.

At the time of planning this in late 2019 I’d never run an RPG online before and while those 15 roles in the source material exist not all of them need to be PCs.

CHARACTERS

The *USCSS Odyssey* has a crew of 15, many of which are senior roles among the promised colony. Not all will be awake during maintenance, and not all have to be players.

*One thing to note is the concept, certainly in *Alien: Covenant* that the crew, and colonists are paired up. This does not have to be the case in this campaign, but the buddy system certainly assists where this might be implemented*.

I’m proposing the following as guides for the crew based on the roles in *Prometheus* and *Alien: Covenant*.

- Officer (Captain)
- Officer (Executive Officer)
- Pilot ()
- Pilot ()
- Medic (Medical Officer)
- Medic (Synthetic)
- Scientist (Chief Science Officer)
- Scientist (Biologist)
- Scientist (Geologist)
- Roughneck (Chief Engineer)
- Roughneck (Engineer / Mechanic)
- Roughneck (Comms Tech)
- Colonial Marshal or Marine (Chief Security Officer)
- Colonial Marshal or Marine (Security Officer)
- Colonial Marshal or Marine (Security Officer)

GETTING AROUND THE ODYSSEY

[WY C-78.3 COLONISATION VESSEL]

LENGTH 1219.2m

SPEED 0.08 Light Years per sidereal day

CREW 15

PASSENGERS 2000 colonists in hypersleep; 1140 embryos.

There are 3 levels – A, B and C. Levels are connected by stairwells in octagonal ‘knuckles’ (identified by the prefix ‘K’). Hexes 5 and 6 house the Terraforming bays, and feature large bay doors, starboard and port on decks A and C. The other Hexes do not feature these doors.

FORWARD SECTION

Bridge, Wardrooms, Landers and Cargo Lifter Access, Recharge sails, Hex 1 and 2.

MIDSHIP SECTION

Hypersleep, Embryo bay, Access to Colonists and embryos via A22, followed by A23, A24, A25 etc.. Forty cryotubes in each bay, Medical bay, Crew quarters, Showers, Galley, Nursery, Hex 3 and 4.

AFT SECTION

Greenhouse, Stores, Terraforming, Disposal, Engineering, Plasma engines, Hex 5 and 6.

LANDERS

LENGTH 29 metres

CREW 2

PASSENGERS 10

STANDARD ARMAMENT None

Orbit to surface transport. Fully equipped weapons locker and medical lab.

CARGO LIFTER

[WY 37B Flatbed Cargo Lifter]

LENGTH 33.7 metres

CREW 1

STANDARD ARMAMENT None

Sub-orbital mobile cargo crane.

TRACTORS

Daihotai All Terrain Transport Tractor

LENGTH 6.6m

CREW 1

PASSENGERS 4

TOP SPEED 148 km/h

STANDARD ARMAMENT None

General purpose utility vehicle.

ATVS

[WY NR-9 ATV]

LENGTH 3.2m

CREW 1

PASSENGERS 1

TOP SPEED 140 km/h

STANDARD ARMAMENT None

Small all-terrain vehicle.

PROLOGUE: MAINTENANCE

Aboard USSCS ODYSSEY, some of the crew are brought out of Cryo for routine maintenance.

Give the characters room to roleplay - they've been in cryo for a long time and this is possibly the first or last of eleven maintenance "shifts" on the journey. Some of the crew may have been late additions and do not have as strong existing relationships among the rest of the crew.

They have one Shift between waking up and the start of their maintenance tasks with which they can roleplay or explore the ship that the characters should have some existing familiarity with.

MAINTENANCE

Traveling through the vacuum of space for extended periods still brings wear and tear to any ship. The Odyssey has several planned maintenance shifts along its extended journey, in which the crew are woken up to perform routine inspections and repairs or replacements to the colony ship.

EVENT SUGGESTIONS

REPLACEMENT PARTS

A critical part requires replacement before it fails, requiring most of the crew's participation. (e.g. drive pump, plasma coil, coolant pump, water recycler, gravity compensator control unit, sensor gimbal motor, etc.)

Replacement parts are kept in the AFT SECTION in the stores. The replacement requires a shift, and a hard heavy machinery roll (with assistance).

SECURE THE CARGO

There is a serious problem with the cargo, either moving, leaking, overheating or catching fire and the PCs need to attend to the issue.

Items are damaged, NPCs may get trapped underneath and must be rescued.

SABOTAGE

A serious malfunction or crisis (fire, etc.) quickly turns out to be sabotage, but who is the saboteur and what is their motive?

INTERCEPT COURSE

Long range scanner picks up an object on a near intercept course. As the object gets closer more details are made available.

It is a derelict Engineer Juggernaut, coasting through space out beyond the furthest reaches of Human settlement at the time.

THE JUGGERNAUT

The derelict is leaking exotic radiation which triggers the sensor reading. On approach a hull breach is discovered, allowing for "easy" access to this alien vessel for exploration.

THE COLONY

There are some excellent planet generation tables and online tools out there for you to conjure up a location for the campaign to take place, or you can do it collectively with your players.

Looking at the likes of the Hadley's Hope map included in the Alien RPG rulebook, you can include or exclude any of the following as you see fit for your purposes:

- Recreation Center
- Family Services/School
- Medcenter/Labs
- Offices
- Command/Administration
- Housing
- Maintenance Storage
- Vehicle Storage
- Warehousing
- Farming
- Energy Panels
- Water Recycler
- Comms Array

CHALLENGES

Pages 351-357 of the Alien RPG rulebook include some Encounters you can use as well as a list of ready-made NPC stats. These will be key for keeping the campaign going. Other sources of inspiration for me were *Lost In Space*, *The Expanse*, *Life*, *The Nightjar*, *Battlestar Galactica*, *Another Life*. The list could go on...

THE SEASONS

Searing summer heat, rainstorms in fall, icy winter snow, or the slow thaw of spring. Decide which of the four seasons it is when the game starts.

ANTAGONISTS

Using the Rivals system you can have PCs or NPCs be antagonistic to some or all of your PCs. Again, take from other sources to create dramatic tension between characters.

XENOMORPHS AND ENGINEERS?

As I was planning this campaign originally I knew I wanted the "end game" to involve Engineers and maybe even some sort of Xenomorphs. This was after all, inspired by wanting to alter the story of *Alien Covenant*. Perhaps the colony comes across the remains of an Engineer structure, long lost or abandoned. Perhaps a small group of lead scientists are more extreme in their approach to scientific discovery and part of the campaign plot is them moving the PCs like pawns?

SESSION ZERO

Take some time to work out with your players what they want from the campaign. What their preferred tones and goals are (lines, veils, consent, etc) and how you'll be creating your destination and early: pure table generation or more collaborative world building?

A NOTE FROM THE GM

The prologue on the ship is partially there, and can be picked up easily enough by any GM with a little extra work. If you're going to take these notes and start a colony campaign, a good part of session zero, or session zero-point-five (if you start with the prologue before working out the destination) would be to look at placing and mapping the burgeoning colony. I had a world map generated and photoshopped but didn't pre-pick a region to settle the campaign instead I was leaving that for the players.

COLONY PLANNING

I had some initial ideas for the destination, but did not get this far with my group.

Star: Small, yellow, main sequence type V star.

Planet: 15,000 km (1.3G), temperate-dry, dense atmosphere.

ADDITIONAL NOTES AND LINKS

[\[DONJON SCI-FI WORLD MAP GENERATOR \]](#)

[\[DONJON SCI-FI STAR SYSTEM GENERATOR \]](#)

[\[DONJON SCI-FI RANDOM GENERATOR \]](#)

[\[NEWT BLUEPRINT BUILDER \]](#)

As i shared at the beginning of this brief document, this campaign didn't get very far for life reasons, and while it's not a full-blown fan-made cinematic like some of the other things I've seen shared online for Alien RPG, I did want to share what small notes, ideas and prompts I had made for what would have been, I hope, an exciting long-form campaign of exploration and survival.

What you do with this is now up to you. I'd love to hear from you if you do use anything that I've suggested in this document. You can find me on the ARPG discord, or tweet me [\[@jonathanpay \]](#)

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HEADING 1

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