

ALIENS VS VIKING DEATH SQUAD



This is a Tribute to Runehammers adventures with the Viking Death Squad

Start the song *Humans Are Such Easy Prey* by Perturbator before reading

<https://youtu.be/Y8DekFFCE5c>

The Yautja, or as we call them Predators, have been involved with human society on Midgård for thousands of years. Using Earth as a hunting ground since the dawn of our time they are now on the move yet again. In the year 2587 humans discovered ancient runic scriptures telling legends about five mythical guardian warriors called the Children of Azatoth. Keeping a close eye on the resourceful humans the Yautja learned of this discovery as well. Comparing these runes with other findings throughout this part of the galaxy called Yggdrasil they came to the exciting conclusion that these legendary warriors were indeed real and they would rise again should Midgård's existence be threatened. So the Yautja did what they do best. Treat us a prey...

THE WHOLE TRUTH

After the discovery of the legends of the Viking Death Squad the Predators decided to go big. Capturing yautja Bad Bloods and using them as hosts for xenomorphs they extracted only the female Predaliens and sent them to every major population center on Earth where they quickly spread and dominated the food chain.

The Crew of a Warp Shell had on the whims of the ship excavated ancient cryogenic chambers from the depths of a frozen world. Just when they got the old failing pods jury rigged to the Warp Shell the ship jumped through time and space, emerging just beyond Earth orbit. The Crew saw the world wide infestation of the alien xenomorphs on the planet and just when they were going to prepare a mission five Elite yautja infiltrated the ship and slew them all. But one warrior saved his last breath and in the presence of the Children of Azatoth's cryo chambers he prayed for their return just before a yautja combistick impaled him to the floor where he hangs with praying hands...

ACT I : WAKE UP, GEAR UP & BRACE FOR IMPACT

The Vikings are inside a busted up Warp Shell on crash course to Midgård, they wake up in their jury rigged Cryo Chambers and Facehuggers stuck to the glass slowly melting their way into their ancient pods! A dead man in armor stands on his knees in prayer before them impaled to the floor by a strange looking spear. According to the Warp Shell unknown entities boarded the ship as they warped into near Earth orbit, killed the crew and blew up crucial parts of the ship. The Warp Shell saved the last of it's YOG energies to keep the Vikings alive until they finally woke up. Earth is in danger, they must fight the Facehuggers, gear up fast and jump ship!

- SOUNTRACK: *Perturbator-Humans Are Such Easy Prey*
- TIMER: 4 Rounds until ship Atmosphere Entry Warning, after that 1d4 Rounds until ship tears apart and crashes into Earth
- THREAT: Facehuggers! Crashing into the planet!
- TREAT: Escape pods, a combistick and a single Krell Battle Suit near their location! Also risk Loot chances from Warp Shell, Epic and Ancient Loot.
- DAMAGE: None if jumping ship. Insta-kill if they are inside when the ship crashes.
- DISRUPTION: Roll 1D6. 4-6 nothing happens. 1-3 DEX check or fall over due explosions rocking the ship and entering the atmosphere. The Facehuggers take away time for looting.
- DURATION: Long, a whole 8 rounds! Time to mix a pina colada.
- DANGER: Getting stuck inside the ship when it hits ground or kiss a Facehugger.
- ENERGY: Midgård is in danger! The Warp Shell has brought you here to save it!
- WONDER: As the Squad jumps the exploding ship the rainbow colors of Bifrost comes shooting from the blackness of space, beaming them past a big space station and down to the ground in godlike fashion

ACT II : WHEN THE WAVES KEEP CRASHING

The Vikings slam down into a square in [Insert Ruins of Favored Major City Here] where as the dust settles they have a few moments to find their wits as something unseen hovers overhead and then a shriek breaks the dead silence of the city. Four Predators have jumped out of their stealthed ship, waiting for their chance to hunt down the Vikings and get the most spectacular kill. Aliens start pouring out from every dark place in the area, causing the hidden Predators to wait but they will not let the Aliens get their prey and “assists” the Vikings from afar if they are in big trouble. If any Viking dies, let the Player choose a target to insta-kill each Round, then give the Players of the dead Vikings control of three confused Colonial Marines each after the battle is over. The Aliens back away and all run down a nearby subway entrance for the Vikings to follow...

- **SOUNDTRACK:** *Trivium-In Waves*
- **TIMER:** 4 Waves with a 1D4 timer that spawns 8 Drone Xenomorphs
- **THREAT:** Aliens, Acid Blood
- **TREAT:** High Ground, Predators picking off xenos, bodies of dead Colonial Marines to loot for Plasma Rifles and Frag Grenades
- **DAMAGE:** 1D6 per hit so Medium, but a lot of Aliens and acid blood spray can easily thunk this up to High
- **DISRUPTION:** Lots of rubble and old acid-made potholes makes for a DEX check when moving in combat, take 1 damage on a fail due to scrapes and bruises
- **DURATION:** In 6 Rounds, spawn 6 Warrior Xenomorphs to further spread the chaos
- **DANGER:** Humanity does not have a chance against the Alien threat
- **ENERGY:** On each player's turn paint the situation they are in with few words, have them make a snap decision to act or lose their turn, Roll the dice, Apply the results and Narrate in Short before transitioning in to the next player, repeat! Keep the Vikings on their toes!
- **WONDER:** Crashed military vehicles, mutilated bodies of the fallen, burning skyscrapers and the cracking of thunder above! Thor is with you and he is furious!

ACT III : THIS IS SURVIVAL OF THE FITTEST, THIS IS DO OR DIE

Following the Aliens down the subway tunnel is an easy task, and not very far in the whole tunnel is coated with some kind alien resin. Enter, the lair. They have entered what once was the central train and subway station. The Vikings come into a big open space that used to be field HQ for Colonial Marines [The Station Main Hall] that is filled with standing egg-pods all over the place. Here the Predators, who have intercepted the Vikings by traveling above ground, lie in wait. This will be a MOSH PIT!

- **SOUNDTRACK:** *Drowning Pool-Bodies, Dope-Die MF Die*
- **TIMER: 1D4 Hunt-timer** until the Predators goes for the glory of killing the Vikings.
Sometime during the battle a lot of eggs are bound to be destroyed or something big like an explosion goes off and that is where you start the next timer
1D4 Xenomorph-timer spawning 1D8 Drone Aliens, 1D8 Warrior Aliens and 1D4 Praetorian Aliens!
When a Praetorian is killed start the next timer
1D4 Royal-timer spawn the Predalien Queen!!!
- **THREAT:** Predators, Eggs with Facehuggers, Aliens
- **TREAT:** A lot of cover, Colonial Marines to free from the resin
- **DAMAGE:** HIGH! This will be a miniature Ragnarök ALIENSVSVIKINGSVSPREDATORS.
- **DISRUPTION:** Medium. Big open space with several spots for cover. Stay by an egg for a whole round and a Facehugger will climb out to kiss your face!
- **DURATION:** The Vikings win when the Predators and the Queen dies, though they still have the rest of the world to save. If the Vikings die they get to play any surviving Predators who will have the goal to escape but maybe they want the glory of killing a Predalien Queen? If there are not enough Predators or Marines for the players then let the rest of them play the Aliens and the Queen and duke it out. The Aliens win if the Vikings AND Predators are dead!
- **DANGER:** Everything is out to get YOU!
- **ENERGY:** Portray the chaos and the species deathmatch where there are no alliances! But maybe some Predators are having a hard time killing the Vikings and starts to respect them realizing nobody is getting out alive unless they cooperate against the xenomorphs?
- **WONDER:** The aliens resin-coated lair dominating what once was human. Interspecies Total War!

THE CAST

VIKING DEATH SQUAD

The merry band of Vikings here are 10 point builds, but I suggest that you as the GM decide all for your damn self how badass the Squad should be. Schmaybe let the players build their Viking to their Liking. Otherwise be a benevolent GM and prepare them for them. These are my builds.

If you want to go crazy instead of running with the loot I've put in here have the players roll on the Ancient and Epic Loot Tables one time on each and divide the loot between the Vikings.

ARROW ODD

She is an expert marksman that have assassinated dossens of Kings

STR		HEARTS	💖💖	GEAR:
DEX	+3	ARMOR	+1	Chain Energy Bow, Magical, Hit all Close to Target
CON		BASIC	+2	Speed Quiver, attack again on a mod roll of 13+
INT		WEAPON	+2	
WIS	+2	MAGIC		
CHA		ULTIMATE		

VANIR

A mighty warrior blessed by Thor himself

STR	+3	HEARTS	💖💖💖	GEAR:
DEX		ARMOR	+2	Ragged Battleaxe, -2 to hit, Ultimate Effort
CON	+2	BASIC		Amulet of Thunder, Re-roll <6 on Ultimate
INT		WEAPON	+3	
WIS		MAGIC		
CHA		ULTIMATE		

SVELDA

A powerful sorceress with a face shrouded in the pure darkness inside of her hood

STR		HEARTS	♥♥♥	GEAR:
DEX		ARMOR		Red Gar: Food, Heal to full HP, absorb the next attack unharmed
CON	+1	BASIC		Fireball, INT Spell, Blast any targets within NEAR range of a designated location you can see
INT	+3	WEAPON		Translocate, INT Power, swap places with an Ally
WIS	+2	MAGIC	+4	Freeze, WIS Power, Immobilizes all NEAR enemies for 1D4 Rounds
CHA		ULTIMATE		

SKARR

This mountain of a man answers to no one

STR	+3	HEARTS	♥♥♥♥	GEAR:
DEX		ARMOR	+3(+1)	Dwarven Axe: Magic Weapon, roll Double ULTIMATE on nat 20s
CON	+4	BASIC		Fighter's Girdle: Armor, +1 Armor, When DYING, add 2 to your roll
INT		WEAPON		
WIS		MAGIC		
CHA		ULTIMATE		

OLAF

As wise as Odin himself this venerable Hero stands his fellows by

STR	+2	HEARTS	♥♥♥♥	GEAR:
DEX		ARMOR	+2 (+2)	Mithril Vest: Subtract 2 from all Weapon Damage done against you
CON	+1	BASIC		Lion Shield: Armor, +2 Armor, Allies that are NEAR also get +2 Armor
INT	+2	WEAPON	+2	
WIS		MAGIC		
CHA		ULTIMATE		

THE PREDATORS

If the Players bite the dust they can play a Predator, and this is how I'd run 'em.

BERSERKER

A Super Predator set on becoming the leader of his clan. Fights close and dirty.

STR	+5	HEARTS		GEAR:
DEX		ARMOR	(+4)	Mask: +1 Armor, always see enemies unless magical invisibility
CON		BASIC		Yautja Heavy Armor: +3
INT		WEAPON	+3	Scimitar: Double Weapon Effort, a big wristblade
WIS		MAGIC		
CHA		ULTIMATE		

OLD TIMER

This veteran Elite has seen many battles and shows confidence in combat

STR	+2	HEARTS		GEAR:
DEX		ARMOR	+2 (+3)	Mask: +1 Armor, always see enemies unless magical invisibility
CON		BASIC		Bone Maul: Weapon, On hit STR Check get knocked prone
INT		WEAPON	+2	Yautja Medium Armor: +2
WIS		MAGIC		Speargun: Weapon, FAR, pin the victim in place if in front of wall
CHA		ULTIMATE	+2	

DOMINATOR

This hunter keeps a small distance to his prey

STR	+2	HEARTS		GEAR:
DEX	+3	ARMOR	(+3)	Mask: +1 Armor, always see enemies unless magical invisibility
CON		BASIC	+1	Plasmacaster: Weapon, FAR range, must wear Mask, melts Armor
INT		WEAPON	+2	Wrist wips: Weapon, Near range, not Close, can attack two targets
WIS		MAGIC		Netgun: Shoots a pinning metal net that tightens. STR check to get out, does 1D4 damage per Round
CHA		ULTIMATE		Yautja Medium Armor: +2 Armor

RANGER

Expert marksman that always keeps his distance waiting for the kill-shot

STR		HEARTS	♥♥	GEAR:
DEX	+4	ARMOR	+2 (+2)	Mask: +1 Armor, always see enemies unless magical invisibility
CON		BASIC		Light Yautja Armor: +1
INT		WEAPON		Plasmacaster: Weapon, FAR, must wear Mask, melts Armor
WIS	+2	MAGIC		Combistick: Weapon, Melee and Thrown
CHA		ULTIMATE		Smart Disc: Weapon, FAR range, can hit targets around corners

LITTLE KNIFE

Machiko Noguchi, the only human accepted by the yautja. Her prey is human?! What does she do?!

STR		HEARTS	♥	GEAR:
DEX	+2	ARMOR	+2	Mask: +1 Armor, always see enemies unless magical invisibility
CON		BASIC		Plasmacaster: Weapon, FAR, must wear Mask, melts Armor
INT		WEAPON	+2	Revolver: NEAR range, Double damage
WIS		MAGIC		Wristblades: Weapon, two attacks CLOSE
CHA		ULTIMATE		Light Yautja Armor: +1 Armor

THE MARINES

The only Marines left on Earth are the Colonial Marines called back from their missions in outer space.

COLONIAL MARINE

Game over man! Game over!

1 HEART, +2 Stats Pulse Rifle: Weapon Damage, infinite ammo Frag Grenade: Double Weapon damage Near

THE XENOMORPHS

They mostly come at night. Mostly...

Facehugger

"Looks like some kind of scorpion..."

Only 1 HP, +2 STR, +3 DEX
Moves:
Hug Your Face! - Jumps up at your face. If hit roll a STR contest, fail and it hugs your face. You are rendered unconscious for 6 Rounds by a neurotoxin. In 1D4 Rounds malignant cells are implanted inside of you and the Facehugger lets go and dies. A Chestburster instantly kills you in 1D4 Hours.

Drone

"I admire its purity. A survivor... Unclouded by conscience, remorse, or delusions of morality."

1 HEART, +2 Stats
Moves:
<i>Rake</i> - Slashes its claws at you for Weapon Damage
<i>Impale</i> - Hard roll. Its tail whips out ignoring Loot Armor modifiers and deals Double Weapon Damage
<i>Acid Spit</i> - Spits a ball of acid doing 1D4 Damage for 1D4 Rounds. Can be negated by sacrificing one Loot!
<i>Acid Blood</i> - When killed everyone Close roll 1D6, on a 1-3 you are splashed with acid blood for 1D4 damage.

Warrior

"Its structural perfection is matched only by its hostility."

2 HEART, +3 Stats
Moves:
<i>Rake</i> - Slashes its claws at you for Weapon Damage
<i>Impale</i> - Hard roll. Its tail whips out ignoring Loot Armor modifiers and deals Double Weapon Damage
<i>Headbite</i> - Contested STR, it grabs you and shoots its inner jaw inside of your skull and drops you to 0 HP
<i>Acid Blood</i> - When killed everyone Close roll 1D6, on a 1-3 you are splashed with acid blood for 1D4 damage.
<i>Acid Explosion</i> - If killed by 10 Damage or Fire, it explodes showering all Near with acid blood dealing 1D8 Damage and destroys 1 Item.

Praetorian

"There was one big motherfucker, like twice the size of the others..."

That thing could really scream. I never heard anything like it."

3 HEART, +4 Stats
Moves:
<i>Rake</i> - Slashes its claws at you for 2x Weapon Damage
<i>Impale</i> - Hard roll. Its tail whips out ignoring Loot Armor modifiers and deals 3x Weapon Damage
<i>Ram</i> - Contested STR roll, get slammed for Basic Damage and get knocked prone
<i>Shriek</i> - Summon 1D4 Warriors
<i>Bulletproof</i> - All rolls to hit are Hard

Predalien Queen

"She's badass, man, I mean BIG!"

4 HEART, +6 Stats
Moves:
<i>Rake</i> - Slashes its claws at you for 2x Weapon Damage
<i>Impale</i> - Hard roll. Its tail whips out ignoring Loot Armor modifiers and deals 3x Weapon Damage
<i>Ram</i> - Contested STR roll, get slammed for Weapon Damage and get knocked prone
<i>Psionic Screech</i> - WIS Power, FAR range, Stuns all enemies for 1D4 Rounds
<i>Bulletproof</i> - All rolls to hit are Hard