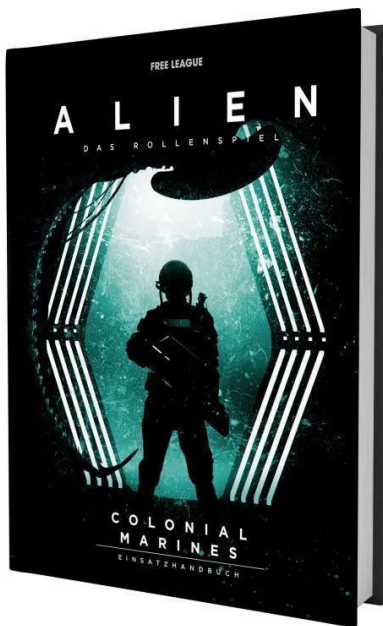


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US88032 - ALIEN: The Role-Playing Game - Colonial Marines Operations Manual (DE Edition)

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Product Description

ALIEN: The Role-Playing Game - Colonial Marines Operations Manual (EN Edition)

Volleys of armour-piercing ammunition from your M41A pulse rifle rend flesh and bone, while jets of plasma sear your irritated retinas. Acrid smoke takes your breath away before you realise it's you who's on fire. Toxic gases liquefy your armour, boil your eyeballs and fuse your helmet to your skull, while living bioweapons rip out your guts and leave you a twitching heap of blood and guts.

Welcome to war at the far edge of known space, Marine - where firing nuclear missiles is commonplace, 10mm calibre pulse ammunition is cheap and a human life is only worth its weight in stock options. Life here is hell, but none of it is as bad as the flash of metallic fangs you see clearly in front of you every time you close your eyes; as if some cursed monster had split your head straight open and crept into your dreams.

But no more of this philosophy crap! You are paid to follow orders, not to ask questions. You're a frontline pig (no offense intended), so: Load and lock pulse rifle, Marine - you have a job to do. Protect the citizens of the Outer Rim colonies, no matter the cost.

The Colonial Marines Operations Manual is a complete campaign module for the award-winning official ALIEN role-playing game. It contains everything you need to start a campaign in the harsh world of the Colonial Marines. On a total of 352 pages you will find in this book, among other things:

- History and Organisation - Take a look behind the scenes of the glorious USCMC
- Creating Marines - Advanced character creation rules for frontline pigs of all kinds
- Weapons and Vehicles - An extensive, richly illustrated chapter with new equipment
- The Frontier Space War - More background and basic knowledge for a Colonial Marines campaign
- Factions on the Frontier - Illuminates the real powers and their dark intentions
- Missions - Six gripping missions for your Marines, playable in any order
- The Endgame - The final confrontation with the deadliest of enemies is finally revealed!

Note: The ALIEN Roleplaying Rulebook is required to use this book.

- Type: Campaign volume
- Language: German
- Number of pages: 352

Specifications

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