

EDEN

Planetary designation *82 G.Eridani f.* Called Eden for its staggering biodiversity, “just waiting to be named.” First two exploration/precolonization missions lost to unknown predators. You are Exploration/Precolonization Mission Three.

One of you should be the Eden player. Choose who, now. Eden player, oversee the other players as they create the Landfall Marines of the mission, then skip down to the “Eden player” section that follows.

Everyone else, your characters are Landfall Marines trained to establish an initial pre-colonization foothold on a hostile planet.

LANDFALL MARINES

There are 12 Landfall Marines in the mission. Invent names for your share of the 12, then choose one of them to be your own PC Landfall Marine. The remainder are NPC Landfall Marines. (PC for Player Character, NPC for Non-player Character.) Consider the PC Landfall Marines to be the highest ranking and/or most natural leaders in the mission; do not look to NPC Landfall Marines for orders or critical decision making.

Otherwise, consider all Landfall Marines to be equal in training, competence, discipline, and equipment. Screwups don't make landfall.

In play, your job is to say what your PC Landfall Marine looks like, says, and does. Always ask questions about what your PC Landfall Marine can see, hear, or experience. Whenever anyone asks questions about your PC Landfall Marine, answer them; if you don't already know the answer, make an answer up. Your PC Landfall Marine's goal is to successfully follow the mission orders below.

In play, any player can say what an NPC Landfall Marine says or does, including the Eden player. It's the Eden player's job to answer questions about NPC Landfall Marines, though. Furthermore, only the Eden player is allowed to know what NPC Landfall Marines see, hear, and experience, so don't ask and don't presume.

As play begins:

Your dropship smashes into alien jungle three kilometers from the drop site and initial survival position/zone of security of Exploration/Precolonization Mission Two.

- Which of you is first out the hatch?
- Ask the Eden player what you see, hear, smell.
- What do you do?

Your mission orders:

- Establish an initial survival/debarkment position.
- Traverse the intervening jungle to approach and make contact with the remains of Exploration/Precolonization Mission Two.
- Establish a defensive perimeter, shelter, and zone of security, making use of any of Exploration/Precolonization Mission Two's surviving matériel.
- 66 hours after drop, Mission Three Orbital (M3O) will return to position overhead. Signal M3O for resupply and further orders.

Landfall Marines, good luck.

FACTS

Eden is Earthlike. Its day is slightly longer (31 hours), its gravity imperceptibly less (96%), its atmosphere breathable and slightly denser than Earth's. Its biodiversity is much greater than Earth's, but includes no sign of anytechnologically sophisticated species. For landfall, a region of relative low biodiversity was chosen, but even so it equals Earth's tropical rainforests.

A Landfall Marine's contactsuit is lightweight and flexible, not much heavier than a wetsuit. It provides safe, filtered contact with Eden's environment. It is armored against non-ballistic attack, but provides no ballistic protection. The threats on Eden are presumed to be animal attacks, toxins, and parasites, not firearms. The helmet includes short-range communication (A/V), a directional/location system, a pattern recognizing "smart" threat alert system, lights, and night vision.

In addition to the contactsuit, a Landfall Marine's personal equipment includes an assault weapon, a sidearm, a knife, an entrenching tool, traversal gear, a personal first aid kit, a sleep kit, personal meal supplies and water filtration equipment, and a hygiene kit. The mission's additional equipment at drop, to be distributed among the Landfall Marines for carriage, includes one support weapon (machine gun), one tactical weapon (scoped hunting/sniper rifle), one deployable permanent shelter of canvas and sprayable cement, and an emergency medical kit. Any given Landfall Marine may be considered qualified to use any of this equipment.

After the mission's drop, Mission Three Orbital (M3O) remains in orbit with a crew of 2 astronauts and bays of matériel. M3O's mission is to contact the abandoned Mission Two Orbital and retrieve its mission recordings, then return to position above the current mission. Upon signal from the Landfall Marines, it will make its first resupply drop, which includes infirmary supplies, food supplies, ammo, more deployable shelters, etc.

Exploration/Precolonization Mission Two failed 19 weeks ago, after 11 days on the ground. Its orbital crew debarked on day 8 in a final drop of all of its remaining supplies. Mission Two's losses are presumed absolute, but some or all of its matériel may remain intact in the vicinity of its initial drop site.

CONSEQUENCES & ROLLS

Consequences

All of the following consequences are on the table. You should expect to suffer the worst of these without recourse. Do not expect a fair warning. Do not expect an opportunity to avoid unexpected and unwanted consequences. Be grateful when you get them.

- You're killed in action. It's a clean kill.
- You're killed in action. It's a messy kill.
- You're captured. You can be presumed dead.
- You're missing in action. You can be presumed dead.
- You're mutilated. It's debilitating, disfiguring, and painful.
- You're wounded. You can worry about it later.
- You're pinned down. You won't be able to extricate yourself without help.
- You're lost and separated from the mission. Maybe you'll find your way back to them.
- You're stunned. You lose track of what's happening.
- Your contactsuit is damaged. This poses an infection risk.
- You're infected by an alien parasite. You can worry about it later.
- Your body or brain is taken over by an alien parasite. You can be presumed dead.

Rolls

When you survey a site or traverse your route, roll 2 dice.

2-5: Your survey or traversal might bring you into contact with an alien threat. Ask the Eden player if it does, and if so, what.

6-8: Your survey or traversal might attract the attention of an alien threat. Ask the Eden player if there are any visible signs, or if your "smart" threat recognition system alerts you to anything.

9-12: Your survey or traversal might uncover evidence of Exploration/Precolonization Mission One or Two. Ask the Eden player if there are any visible signs, or if your "smart" threat recognition system alerts you to anything.

When you check an established perimeter, roll 2 dice.

2-5: An alien threat might have already crossed your perimeter. Ask the Eden player if there are any visible signs, or if your "smart" threat recognition system alerts you to anything.

6-8: An alien threat might be approaching your perimeter. Ask the Eden player if there are any visible signs, or if your "smart" threat recognition system alerts you to anything.

9-12: An alien threat might be watching you from outside your perimeter. Ask the Eden player if there are any visible signs, or if your "smart" threat recognition system alerts you to anything.

When you come under attack, make sure the Eden player tells you the nature of the attack and the danger you're in, then roll 2 dice.

In all cases, if you have any questions about what you can do, or how, or what the likely outcomes will be, ask the Eden player. Ask all the questions you want before you decide what to do.

2-5: You might be able to get help. If someone will and can effectively help you, they reduce, redirect, or eliminated the consequences of the attack. Example questions: "What would it take for Acharya or somebody to get it off of me?" "Can I yell for help, or can I only gasp?" "If Acharya or somebody draws its attention, will it still have bitten off my hand?"

6-8: You might be able to get away. If you will and can disengage and withdraw or flee, you reduce, redirect, or eliminate the consequences of the attack. Example question: "Can I kick free?" "I get that they've surrounded me, but have they left a space where I might be able to break out, if I surprise them?" "How could I surprise them? Is there a way?"

9-12: You might be able to turn the tables. If you can avoid or survive the initial attack, your enemy will be exposed to a counterattack. "If I just grit my teeth and suck it up, will it kill me or will I be able to fight back?" "Is there any way for me to get out of its way before it hits me?" "Okay, so, crap, at this point, while it's biting off my hand, can I get my sidearm out?"

When you come under stress, roll 2 dice.

2-5: You might do something inhuman. Ask the Eden player whether you do, and if so, what. Otherwise, do as you choose.

6-8: You might do something cowardly. Ask the rest of the group, including the Eden player, what you might do that's cowardly. Decide yourself whether you do it. Otherwise, do as you choose.

9-12: You might do something stupid. The Eden player asks you whether you do, and if so, what. Otherwise, do as you choose.

EDEN PLAYER

Your job: create alien predators and parasites to attack the mission. Their goal: find the mission's vulnerabilities and exploit them, to infest, butcher and devour the mission's Landfall Marines before they can signal Mission Three Orbital (M3O) for resupply. Play to find out whether the mission's Landfall Marines can survive to that point.

The Rules

Treat NPC Landfall Marines as disposable. Review the list of consequences above. Inflict them on NPC Landfall Marines freely.

Hit each of the checkpoints, in appropriate place & time combinations.

STUFF GOES HERE

Checkpoints

Times:

- Day 1
- Night 1
- Day 2
- Night 2
- Day 3
- _____

Places:

- the initial drop site
- jungle traversal kilometer 1
- jungle traversal kilometer 2
- jungle traversal kilometer 3
- Mission Two's drop site/secure zone
- _____

ALIEN LIFE

Alien Landscape

For the alien jungle the Landfall Marines must traverse, think of your yard or someplace interesting and familiar to you. Think of the Landfall Marines as 1cm tall. Imagine their progress through the space, drawing upon the details of the space to inspire landmarks and terrain.

Don't let on.

An alien predator is:

- What it looks like
- What it can do to its prey
- What it does with its environment
- Something weird

An alien parasite is:

- What it looks like
- Where it lives between hosts
- What it does to its host
- How its host experiences it
- Something weird

Benign alien life is:

- What it looks like
- What it does in its environment
- How it responds to approach
- Something weird

Features

1. eyes
2. spines
3. jaws
4. fingers
5. gills
6. tentacles
7. frills
8. carapace
9. tail
10. legs
11. wings
12. face
13. hide
14. body
15. stinger
16. ears
17. snout
18. gills
19. ovipositor
20. _____

Inspiration

1. fishlike
2. plantlike
3. buglike
4. snakelike
5. birdlike
6. catlike
7. wolflike
8. sharklike
9. apelike
10. froglike
11. treelike
12. skunklike
13. crablike
14. wormlike
15. elephantlike
16. ratlike
17. eellike
18. mantislike
19. mothlike
20. _____

Predatory

1. silence
2. camouflage
3. swarming
4. patience
5. striking
6. spitting
7. leaping
8. flying
9. poisoning
10. mauling
11. impaling
12. tearing
13. stalking
14. sprinting
15. burrowing
16. planning
17. coordinating attacks
18. targeting strikes
19. mimicry
20. _____

Parasitic

1. infection by inhalation
2. infection by injection
3. infection by ingestion
4. infection by skin contact
5. infection by mucous contact
6. some infected hosts are asymptomatic carriers

Host experiences...

7. coughing/vomiting/fever/sweating/bleeding/discharge
8. ravenous or bizarre appetite
9. violent moods
10. self-destructive impulses
11. fugue state
12. paranoia, anxiety, insecurity
13. hallucinations
14. bodily change
15. cognitive impairment or hyperactivity
16. happiness, tranquility, acceptance of the horrific
17. debilitating pain and muscle spasms
18. deep, comatic sleep
19. disassociation, indifference, loss of empathy
20. _____