

BUILDING A BETTER YOU

AN ALIEN RPG SCENARIO FOR USE IN THE FRONTIER WAR CAMPAIGN

BY

MARTIN V. PARECE II

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This scenario is purely meant for recreational use, just like whatever you sickos do on a Tuesday night in the privacy of your own home.

Any events, names or faces used may very well be representative of past, current, future, factual or fictional events, but I'll never tell... BWAHAHAHA!

A big thanks to Free League for such a phenomenal RPG, Andrew E.C. Gaska for all he does, Ridley Scott, James Cameron, my wife and children, God (through whom we secured the Big W) and the people of Italy. Last but not least, thanks to <https://newtbb.netlify.app/> for the awesome map software. I AM CRAP AT MAPS.

V1.1 Notes – Added a few tiny, but important details. Added a player handout section for maps and graphics.

V1.2 Notes – Added a pretty epilogue in case you used Lt. Casados' death.

V1.3 Notes – Changed the Comic Sans font in the Cyberdyne logo due to all the Comic Sans hate! lol

SUMMARY:

The Tamb'Itam and its platoon have received Leave Orders for a week R&R on the GL-22 colony of New Houston, a bustling metropolis. While there, the PC who lost an eye, ear or limb in the last mission has an appointment at the Cyberdyne Systems building for consultation to receive a cybernetic replacement. This meeting will go perfectly and in 24 hours, the PC will have their new implant. The operation takes a shift, and everything works perfectly. A day later, Cyberdyne will have the skin graft ready to go, an operation that takes another shift. Meanwhile, the other PCs will have been approached by a Seegson representative who has spotty information on Cyberdyne's Project 101. He wants the PCs to infiltrate and investigate the Cyberdyne facility and find out exactly what 101 is, and oh, when they find out... Oh and by the way, you will need the Colonial Marine Operations Manual for this scenario – there are weapons from the book here for which you'll need stats, and I've noted the page numbers as necessary.

WHAT'S REALLY GOING ON:

Cyberdyne System Project 101 is Weyland-Yutani's attempt to bypass the laws against combat synthetics and provide an answer to the highest bidder for the David 7 units currently employed by the UPP. It is exactly what you think it is... The Terminator. The company has been working tirelessly for years on A.I. and hardware to make this a reality, and they've finally done it. In fact, the first completely successful unit has been produced and secreted out of Cyberdyne's New Houston complex right before the PCs take the job from the Seegson rep. The production system has been temporarily shut down while the Cyberdyne's on-site VP of Special Operations personally delivers the unit to the board and their 3WE investors. They're already off planet.

There are no units there to find, but also there are no records. The PCs will eventually find themselves down in Project 101's restricted area, looking at an assembly line. Dare they activate it? If they do, they'll get to watch the entire production process, setting off Security Alerts in the process, but will end up facing a Terminator unit that will attack the moment it realizes they are not Cyberdyne employees. If they don't, they can likely collect enough evidence to indicate that Cyberdyne is producing some sort of combat robot, but they'll likely be unable to determine the exact nature of the unit.

ACT I

It's just after 11:00 hours when Lt. Casados' tinny voice comes over ship-wide intercom. "Attention, marines. We've received a pass for R&R. We're headed New Houston on GL-22 in the Corridor, where we'll spend about a week before going back on patrol. With things heating up out here on the Frontier, this is probably the last chance we're going to get, so make the most of it. Since we're not going to cross UPP territory, GL-22 is 6 parsecs out. Get lunch and report to the Freezers at 13:00 hours."

Casados intercepts the lame PC on his way to cryo.

"So, you've decided to stay with the Corps then, <name>?"

"Usually, we would send you back to Camp Pendleton on Earth or maybe to the Crestus Sector to train new recruits or find you some kind of desk job, but that's not why you're here is it?"

"Of course not. So look, have you heard of Cyberdyne Systems?"

"They came out of nowhere a few years ago, offering cybernetic limb replacements for disabled marines and the like. Their work has advanced parsecs in just a few years. You have an appointment with them at 09:00 hours the day after we reach New Houston."

“It’s just a consultation to see if you’re a candidate for cybernetic ocular replacement. If you want to stay in the Corps in a combat capacity, this is what has to happen. If they can’t do it, or if you don’t want to do it, you’re out.”

The PCs awaken 12 days later in orbit of GL-22 (adjust bank accounts) at 14:30 hours. Szyborska and Roy are getting everyone up, and a random PC will notice that Casados is not among them. In fact, her cryo tube is completely gone, as if it has been removed, and there are scorch marks on the wall and floor around where it should be. If questioned about it, Roy will defer to the Sergeant, and he’ll endeavor to shut down the discussion for now (“We’ll talk about it later.”). If he’s pushed, he’ll simply say there was an accident, and she’s gone. Roy will be a little more forthcoming:

“Four days ago, a fire broke out on the cryo deck. When I arrived, the lieutenant’s chamber was aflame, and she was already dead inside. There was nothing I could do, but put out the fire and remove her chamber to the medbay for burial services when we arrived.”

If questioned as to why he didn’t awaken anyone at the time, he’ll point out that the event would not have changed their orders at this point.

The PCs will find this extremely suspicious. (In my game, the LT had a talk with the team’s NCO in the cantina, off the record. She was worried that something bigger was going on, and she wasn’t going to keep dropping marines into the meat grinder with incomplete intel, just to have their objectives snatched away by these Blackguard guys). Unfortunately, there is nothing they can do about it right now. They are sent to the mess hall to eat and hydrate before stowing all of their combat gear in their lockers. Immediately after that, the entire platoon will be gathered in the dropship bays to go planetside. Roy will stay aboard to bring them home. Give the PCs no time to poke around or try to research what went wrong on the cryo deck. Should they try to, Szyborska will show up and get them in line.

If he and Roy haven’t told everyone what happened already, Szyborska will address the platoon in the mess hall. At this time, he will also let everyone know that once R&R is over, the Tamb’Itam will deploy to the Crestus sector to pick up their new commanding officer. Until then, he is acting CO.

Again, the PCs will be asked to stow all of their combat gear. They can bring anything relatively innocuous, and they can attempt to hide ½ slot or smaller items in their duffle bags. Have a random PC’s bag spot checked by Szyborska before they leave the ship.

New Houston is a thriving metropolis of over 250k people. The planet is highly earthlike, making it an ideal colony in the American Corridor. The lush flora and fauna made for ideal farming conditions, and the discovery of large oil reserves made people flock to GL-22. Everything you could ask for can be found here. I have not made a map of the city, so adlib it as you go. The entire colony is about 700 square kilometers. With substantial tax dollars coming in, New Houston has provided 5-passenger electric cars with charging stations throughout the city. A person need only find one, drive to their destination and leave it in a charging station for the next person.

The city is divided like a four leaf clover with the spaceport at the center:

North: Business quarter. All major corporations with a presence on GL-22 have offices and facilities here, including Cyberdyne. Also, there are several high rise apartment buildings for upper echelon corporate employees.

East: Residential quarter. About 80% of New Houston's population lives here, with obvious divisions in the neighborhoods based on wealth. Also, any of the colony's shopping and commercial services not found in the North are located here.

South: Entertainment quarter. Everything from a rollercoaster park to dive bars brothels to anything else fun you can think of to pay for.

West: Industrial Quarter. Almost all of the raw manufacturing power of New Houston is found in the West, including its primary oil extraction and refining facilities.

Center: Spaceport with 6 landing pads for Class-M ships and a dozen for smaller vessels. Also, home to several dozen warehouses used for import/export and storage of goods

The PCs will take a shuttle bus from the Spaceport to their accommodations at the near edge of the South Quarter, at which time they'll see this infomercial on the onboard monitors:

A screen above your head snaps on to a skyward view of New Houston. A voice booms, "Cyberdyne Systems welcomes you to New Houston! When Cyberdyne Systems began, it was a small company with a dream of making lives better. Our original T-100 Neurological Interface Firmware was meant to bridge the gap between mind and machine." The screen shifts to a man with a metal arm trying to pickup a glass of water in the middle of a table. The caption reads, "Two days." He has no control and the arm swings somewhat wildly. "It took months for NIF and the brain to work together." Another video clip of the same man with the caption "Two Months", his metal hand grips the glass slowly, and then crushes it with a shatter of glass. "But even longer for them to really understand one another." Another clip of the same guy reaching out, taking the glass and lifting it to his mouth to drink. The caption says, "Four Months." The voice continues as the scene cuts to a man running with a robotic leg, "But with success comes more advancements, and Cyberdyne unveiled the new T-500 NIF. Working under contract with the United States Colonial Marine Corps, Cyberdyne began providing full functional limb replacements to disabled vets across UA space, with only a month of recovery time!" The man stops running and says to the camera, "Serving my country led me to stepping on a mine, but as of last year I'm running marathons again. Thank you, Cyberdyne!" The video switches to a woman in deck fatigues. She's in a dropship bay, where a Cheyenne is being prepped, and the narrator continues, "And our new state of the art T-800 NIF has made recovery time on any implant less than 48 hours, even allowing Cyberdyne to help marines stay in the Corps." The woman turns to the camera and says, "A powerloader fell on me and crushed my arm, but thanks to Cyberdyne, I'm back in action and pulling my weight!" She reaches down and picks up a guided missile with one otherwise normal looking hand and feeds it into the Cheyenne's

launcher. The screen changes to a black field with the company's logo, and the narrator says, "Cyberdyne Systems! Building a better you!"



The shuttle drops the platoon at the South District Mega 80 Hotel, where they check in and can drop their bags if they like. Allow the PCs to explore and entertain themselves any way they like. At some point (maybe in line for a rollercoaster or at a blues bar, whatever), allow them to overhear a conversation between two Cyberdyne employees still wearing their company badges.

"I can't believe Tia wouldn't come out with us tonight."

"She can't, you know that."

"Yeah, yeah. Promoted to Project 101. No fraternizing."

"We should be happy for her. She's going places."

"Just shows where her loyalties really lie. Bitch."

"Yeah, sure. And you wouldn't do the same?"

If the PCs engage in the conversation, the Cyberdyne employees clam up and leave, quickly.

If they ask around, they won't run into any Cyberdyne employees that will say anything. This is mostly because they don't know anything about Project 101, and all company information is proprietary. No one wants to get sued so badly that their great grandchildren will live in poverty. However, they may run into a company sales rep who'll gladly talk up all the great things they're doing with limb and sensory component replacement.

However, they may hear a number of rumors about Cyberdyne, especially if they carouse some locals at one of the bars. You may let them hear these randomly, or it may work really well as a conversation between a drunken bar goer and a bartender perhaps.

Rumor Mill:

- Cyberdyne found alien tech. That's the only way they could make their software or whatever work. (False)
- Cyberdyne employees won't say anything about the company or their jobs besides what's in the ads. They're scared. (True)
- The company is W-Y's answer to Hyperdyne. (Somewhat True)
- Cyberdyne is "upgrading" human beings to test biological weapons on them. (False)
- The company has huge amounts of resources shipped in monthly. (True)
- They've signed some kind of deal with the Three Worlds Empire. (True)
- They've signed some kind of deal with the UPP. (False)
- Project 101 is a conspiracy. When they're ready, they'll flip the switch and take control of everyone they've "helped". (False)
- Cyberdyne is cloning people. That's where they get the skin and stuff for the new limbs. (Generally false)
- Even ICC inspectors aren't allowed full access to Cyberdyne's facility. (True)

Regardless, its their nosing around that puts them on Michael Spease's radar, a Seegson company rep. Spease has been tasked with the VP of sales to find out exactly what Project 101 is, and to somehow damage it if it could impact Seegson's growing business in any way. He'll follow the PCs movements and inquiries very closely, and he is adept at remaining unseen. He'll wait for an opportune moment to approach the PCs with his offer. If he can't find one, he'll send a note to whomever he thinks is in charge at their hotel room, asking for a meeting. He should invite them to a dark corner in a bar, a back alley or some similar noir place.

MICHAEL SPEASE Seegson Company Representative	STRENGTH 2 AGILITY 3 <ul style="list-style-type: none">• Mobility 3 WITS 4 <ul style="list-style-type: none">• Comtech 2• Observation 3 EMPATHY 5 <ul style="list-style-type: none">• Command 1• Manipulation 3
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Spease is exactly what you'd expect from a slimy but affable company man.

Gear:

- Encrypted P-DAT
- secure briefcase containing \$100,000 in cash
- Samani E-Series Watch (Gold Edition)

Spease needs a team to infiltrate Cyberdyne's facility in the North Quarter and find away into the secure Project 101, and he's willing to pay handsomely for the job. He'll start by offering the PCs \$10,000 cash each, but he is willing to spend up to the entire contents of his briefcase. He can also provide some basic gear, though this goes against the budget. If the PCs negotiate him all the way to his max amount, gear will be their problem. Additionally, he suggests that Seegson will bonus them heavily if the information provided about Project 101 indeed indicates that it will impact Seegson's business. That bonus may increase if someone were to somehow damage the project on their way out. Let the conversation flow naturally, but here are some talking points that may help. He will avoid telling the PCs he works for Seegson until they pin him down on it.

You're Colonial Marines, right? Here on leave, while your buddy gets fixed up by Cyberdyne? How much do you know about Cyberdyne? Who are they? What do they really do?

My company is very concerned about Cyberdyne's operations, especially this new thing called Project 101. We have some information about it, but just surface stuff. It's a cybernetic project, but Cyberdyne's a cybernetic and robotics company, so that doesn't mean much. I'm going to cut to the chase on this, I need a team to go in there and get me everything on 101.

There's a lot of money on the line to my company, which means a lot of money on the line for whoever wants to do this.

Look, they've made a deal with 3WE around 101. They've signed some sort of contract with that government which has given them immense economic resources. A government is willing to pay ludicrous amounts of money for whatever Project 101 represents. It has to be a weapon of some kind, and UA relations with 3WE aren't at their best right now. Doesn't that make it your duty as marines to check it out?

The UA will never commit to investigating this, being on the edge of all out war with the UPP. The Colonial Marshalls will never investigate without enough evidence for a warrant, and there is NONE at all. But even the ICC isn't allowed access to anything other than the front office. Something big is going down in there.

Your friend is getting an implant from them, right? Don't you want to know what kind of people he's getting "help" from?

If the PCs choose not to move forward at this point, Spease will disappear into the darkness. If they bring it up to any USCMC superiors, they'll simply shrug it off. **"These companies and their espionage. None of our business, and you were right not to get mixed up in it."** The next day a briefcase will arrive at one of the PC's rooms. It will be unlocked and full of cash. A handwritten note reads, **"I'm dead now. Do the right thing."** Of course at this point, the PCs can just take the cash and end the adventure, but what's the fun in that?

If at any point the PCs accept the mission from Spease, he will not offer his help in any way. Outside of being able to talk his way out of hot water, he says that he wouldn't be much good except to monitor their situation remotely. He will source all of the equipment requests the PCs make, but if they ask for any heavy firepower, he'll point out this isn't a combat mission. "Going loud" as you marines put it likely won't get you very far. He cannot access anything military grade on this short notice, but if the PCs have managed to smuggle some of their own weapons down, he can get suppressors for them.

THE CONSULTATION:

This should occur during Act I, though it may be somehow used at the end of the act to lead into Act II. The PCs may accompany their comrade to the Cyberdyne facility, but they will not be allowed into the examination or surgical rooms. Basically, they're left in the lobby to do whatever poking around they can decide upon while he's back there. A successful Manipulation roll at -2 will convince the receptionist to give them a tour of the non-surgical side of the facility, as well as the second floor's employee amenities. Otherwise, requests for a tour must be submitted in writing to the corporate office on Earth.

The PC is taken back to the exam room where he/she meets two men – Doctors Bruce Rogers and Steve Banner. The docs have the PC lie down while they take blood, do exams, check him/her with all sorts of apparatuses, make small talk and generally ignore the PC. Reminder – in my scenario, the PC lost his right eye. You should make adjustments where necessary.

“Okay, now sit up and put your head right here. Are we on for Saturday?”

“Tee time? Yeah, nine. We need to find a replacement for Dr. Alexander.”

“Jason? He's not coming?”

“Yeah, I didn't invite him. I just can't deal with his antics anymore. Looks like a size G-35. Can you hand me the Inducting Fluxor, please?”

“Here. How about Clint?”

“Some damage around the orbital ridge... nothing major. Dr. Stark? Should be good. He'll definitely help me look good.”

“He's so bad, right? Need the Transverse Inhibitor next?”

“Yes, perfect. And Tony from upstairs confirmed, too. Looks like a good match.”

“Great, another win for the Eye Guys!” They pound fists.

“Great news, Mr. <name>. We're going to win again on Saturday, but as far as you're concerned, everything is perfect candidate for Ocular Implantation. We have the exact eye in stock, and we'll have you back at 8 AM tomorrow. Surgery will take a few hours. With the blood we drew, we should have the organic cover ready by the next day. Attaching that is quick. You want the same color as your other eye, right?”

The doctors are impatient to leave, but they'll answer any questions the PC has about the procedure. They'll even show the PC one of the implants and that it works just like a human eye, though probably better. It is gun metallic in color, has a large black pupil and a mechanical iris inside. The T-800 NIF firmware will be connected right to his optic nerve, which is, fortunately, almost completely intact, and it will learn to work with his brain within minutes of the first time he opens his eyes. The unit is battery powered with a tiny access port that he can access himself

with a pair of fine tweezers! The organic cover will be adhered to the eye and will make the eye look completely normal and human to anyone other than a trained medical professional making a close exam.

THE CYBERDYNE FACILITY

Shocker – infiltration will NOT be easy. Cyberdyne is a state of the art W-Y company. They have cameras and sensors on every possible angle of the building's exterior and interior. Shooting their way in is not going to work, as there are Cyberdyne security forces on site, plus they will call for backup from the local police force. They certainly could try posing as Cyberdyne employees or third party contractors. This may work at first, but the Manipulation checks will continue to become more and more difficult the further they penetrate the facility.

This is where we as GMs should reward the PCs for ingenuity, but if they get stuck, Spease will suggest that he could likely cut the power to the city grid for a few minutes. It wouldn't be down long, but it would probably buy the PCs about three minutes. Spease can also offer that he knows the VP of Special Operations maintains an apartment on Level 2.

The facility employs 24 security personnel, with eight on duty at all times and the other 16 off duty but on-site. Fortunately for the PCs, half of the security has left with the VP and the working Model 101, leaving only 12 and 4 on active duty at any given time – 1 in the Main Lobby, 1 in Security on Level 2 and 1 in each at the Checkpoints on Sub Level 1. The other eight are off duty, with some up on Level 2 and others out on the town (Dealer's Choice as to how many).

All doors, elevators and airlocks can be operated with correct access codes, though it is highly unlikely the PCs will secure any of those.

There are really only three methods of ingress into the building. The first is obviously through the Main Lobby. The second would be through the HVAC system mounted on the roof, which is also monitored by cameras and sensors. It will require a Heavy Machinery check to get in, and there is no way to do it without alerting Security, unless the power is off. This should be a cramped crawl, preventing the PCs from bringing large equipment and forcing them to make regular mobility rolls to remain quiet. The PCs will likely assume the entire exterior of the building is heavily monitored, but some time spent on recon and Observation rolls should quickly confirm this.

Also, there are access terminals throughout the building, in virtually every section, and these can be used to pull maps of Level 1 and 2 but not Sub-Level 1.

The third way in is from the Cyberdyne warehouse in the northern section of the Spaceport Center. A secret tunnel connects the two buildings, and this is how VP Miles Richard Dyson, along with half of the security staff and some project specialists, smuggled out the first fully functioning T-800 Model 101. Again, they are all off world already. The warehouse is protected by a 5 meter chain fence which is easily climbable. However, impact sensors are wired into the fence to detect this, and two guards, armed with Weyland ES-4 pistols monitor the compound's camera and sensors from the main gate. Two more guards roam the interior of the warehouse with shotguns.

A map of the Warehouse has not been provided (use your imagination). Inside are weaving paths between 10 meter tall stacks of crates. Most are easily accessed, and if the PCs poke around, they'll realize the warehouse is divided between incoming and outgoing freight. Incoming contains many raw materials (plasti-steel, titanium, silicon, long-life power supplies and batteries

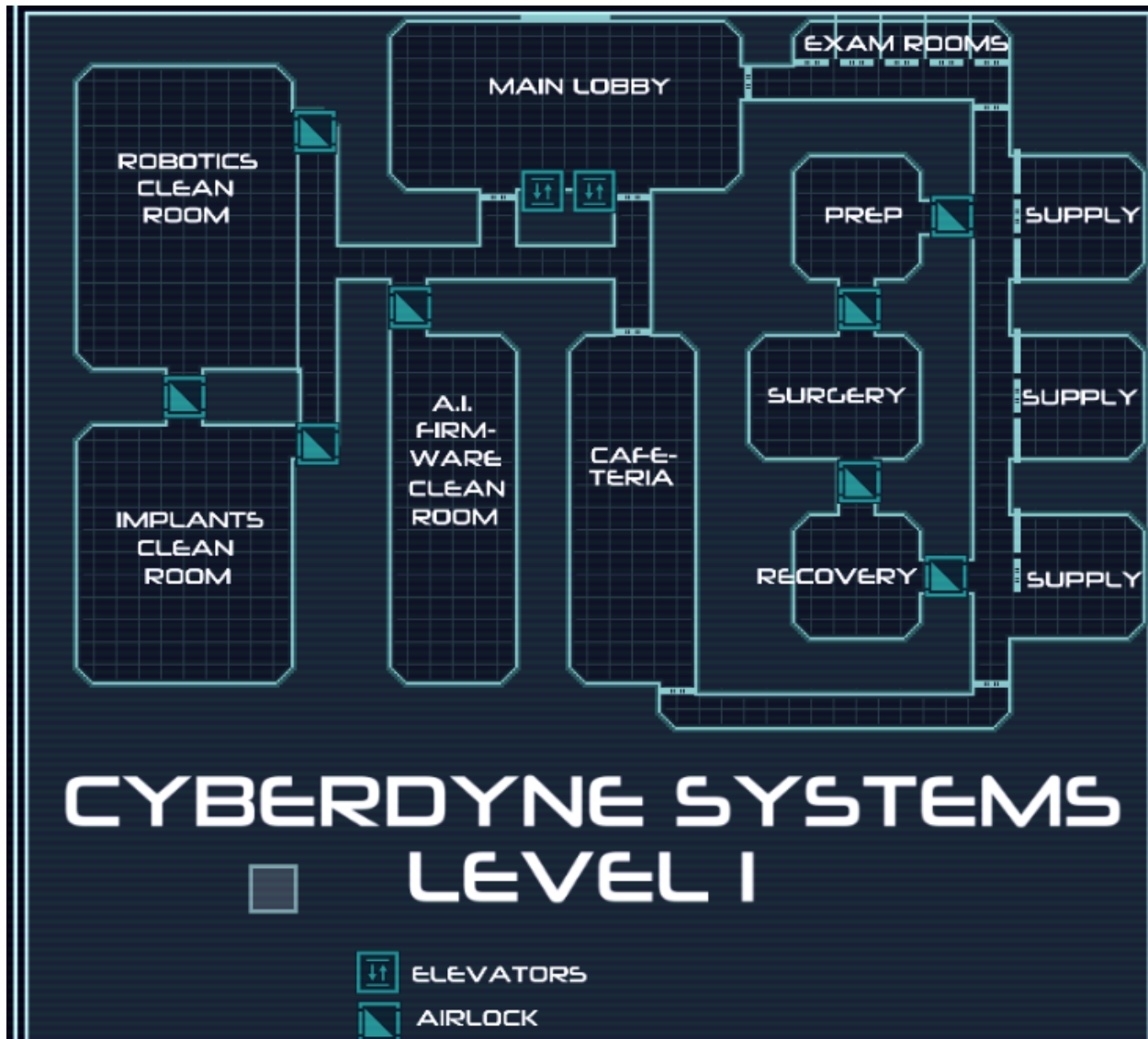
for example), and outgoing contains skeletal, robotic arms and legs. They may even find a crate of metallic eyes.

The tunnel connecting to Sub-Level 1 is disguised and will require a Difficult (-2) Observation check to find. All Cyberdyne security personnel know about the tunnel, though they do not have access to it, and they will fault their NDA if they talk about it to anyone, even each other. Accessing the tunnel requires a Difficult (-2) Comtech check or a standard Heavy Machinery, but any entrance will alert Security on Level 2 of the main building, unless the PC using Comtech uses the “Cover My Tracks” stunt. On this end of the tunnel, there are several electric carts that can transport the PCs to the Cyberdune building in 5 turns. Otherwise, it is 10 turns to walk it.

Finally, if the PCs start a firefight anywhere in either complex without clearing the Security Center in Cyberdyne, the security guard there will call in for police backup.

<div>CYBERDYNE SYSTEMS SECURITY PERSONNEL</div> <div>Health: 4 Armor: 4</div> <div>Blue jumpsuit uniform with Cyberdyne shoulder logos and last name on right breast. Kevlar riot vest over jumpsuit.</div>	<div>STRENGTH 4</div> <ul style="list-style-type: none">• Close Combat 2• Stamina 1 <div>AGILITY 4</div> <ul style="list-style-type: none">• Mobility 1• Ranged Combat 2 <div>WITS 3</div> <ul style="list-style-type: none">• Comtech 1• Observation 2 <div>EMPATHY 3</div> <ul style="list-style-type: none">• Command 1 <div>Gear: Variable weapon, Kevlar Riot Vest, Headset Radio</div>
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LEVEL 1



Main Lobby. This fifteen meter wide room consists of a synthetic marble floor and a wide, faux wood reception desk. The whole room is very sleek, very modern. There is a waiting area on the eastern side with about twenty chairs and the western side has a lounge-like area with network TV and a VR wall (as seen at the beginning of Aliens). The three doors and two elevators all require a basic access security code or a successful Comtech roll to open. The elevators go up to Level 2. There is one security guard here at all times, armed with a Weyland ES-4 Semi-Auto Electrostatic Pistol, and the Lobby is open 24 hours for employees to come and go.

Exam Rooms. These tiny 2x2 meter rooms provide just enough space for Cyberdyne docs to examine potential customers, ummm, I mean patients. The doors are conventional, open in and lock from the inside with a basic, mechanical lock.

Prep. Patients and surgeons are prepped for here. Everything from sterilization of instruments to administering anesthesia happens here. The airlocks to the hall and the surgery sections require a successful Comtech check at -2, though they could be forced open with Heavy Machinery (would alert Security).

Surgery. This is where the magic happens! There is an Autodoc, a Pauling Medpod and an actual surgical table, complete with barbaric looking instruments for those jobs the machines can't handle. The airlocks to the hall and the recovery section require a successful Comtech check at -2, though they could be forced open with Heavy Machinery (would alert Security).

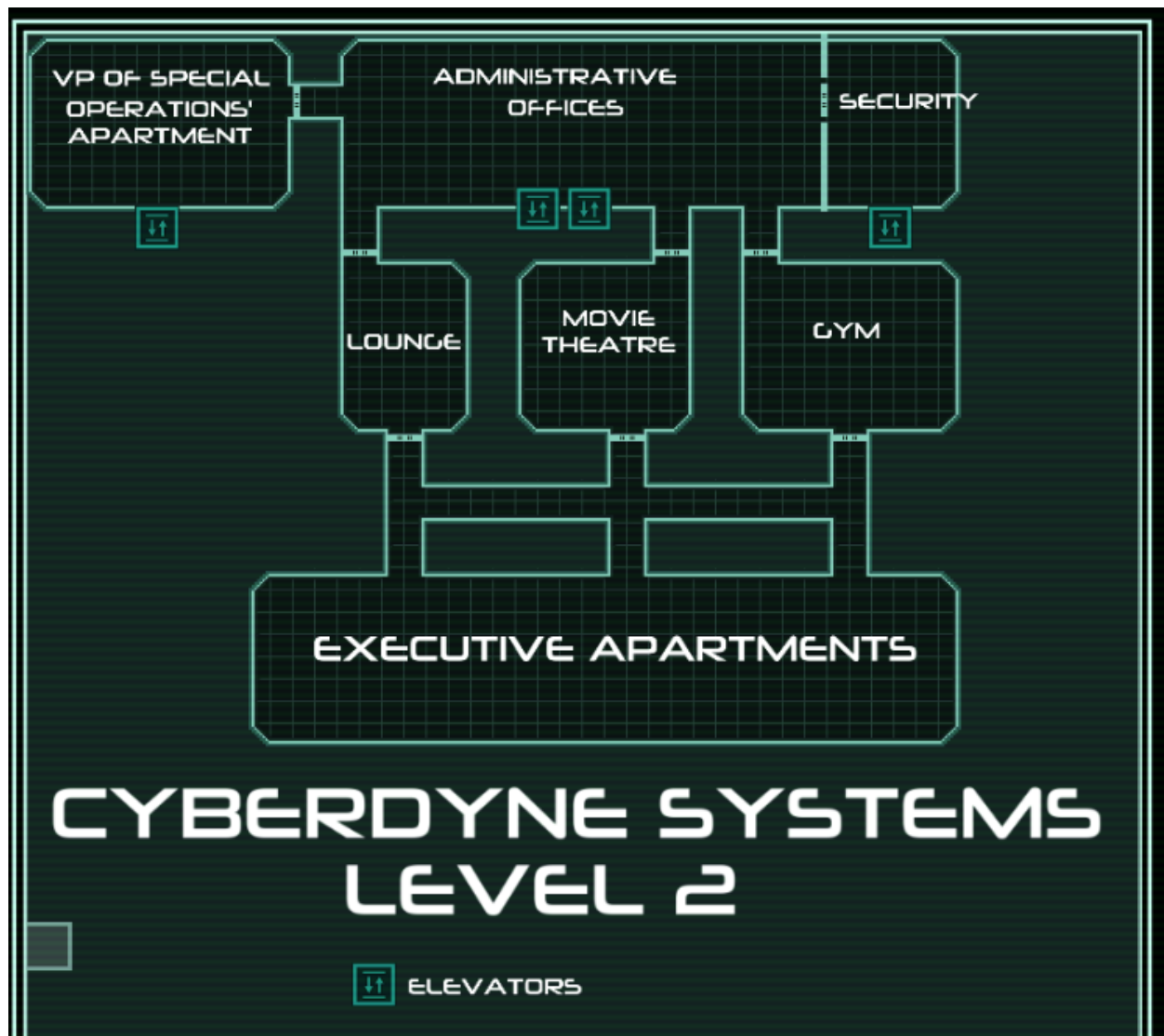
Recovery. After surgery, patients are brought here as the anesthesia wears off. The airlocks to the hall and the surgery sections require a successful Comtech check at -2, though they could be forced open with Heavy Machinery (would alert Security).

Supply. The supply closets have every potential pharmaceutical or tool any of the medical personnel could possibly need. Medkits, surgical kits and even things like electronic tools for programing the Medpod/Autodoc can be found here. The doors are basic electronic locks requiring a successful Comtech check to open.

Cafeteria. Pretty obvious what you'll find here! A basic Comtech check opens either door. Any PC left to wait in the lobby while their buddy is in surgery will likely be offered a meal here.

The Clean Rooms. These rooms are all protected by airlocks containing static free suits that all employees must don before entering. Opening the airlocks requires level 2 access codes (security or one of the scientists/engineers working here would have them or a successful Comtech check at -2. A Heavy Machinery check can force the doors open, but would alert Security on Level 2. In Robotics, the PCs will find metal arms and legs of a decidedly skeletal nature that makes their skin crawl, as well as all the equipment necessary to build them. The Implants Clean Room is where aural and ocular implants are designed and produced, and again, the PCs will find a selection of these ready to go. The "organic coverings" for the implants and replacements are also grown here in large oven-like machines. All of the chips are designed, built and stored in the A.I. room. Also, all three rooms have a conveyer system of some sort that seems to deliver parts down into the complex, too small for a human being to fit through. As a side note, the Robotics room has large plexi windows so that people on tour can see inside from the hallway.

LEVEL 2



Administrative Offices. This 22 meter wide, 8 meter deep room is a warren of cubicles where all of the office execs work. The PCs will find terminals here, but nothing of any note regarding Project 101. The three doors leading south require basic access codes or a standard Comtech check. They can be forced with Heavy Machinery, but will alert Security. The doors leading to the VP's Apartment and Security require a difficult Comtech check (-2), and if the PCs don't use the "Cover Your Tracks" stunt, Security will be alerted of unauthorized entry.

VP of Special Operations' Apartment. Mr. Miles Richard Dyson's apartment/office is lavishly furnished with real wood furniture, an actual cherry poster bed, a self-contained kitchen and a workspace. There is an access terminal here, requiring a difficult (-2) Comtech roll. This will gain access to all of the VP's emails and files, but unfortunately nothing about Project 101 is spoken about in any clear terms, and half of it seems to be in

some sort of non-sensical code, with the exception of a final network message dated two days previously:



The elevator here only goes to Sub-Level 1 and requires a difficult (-2) Comtech roll to open, followed by a similar roll to operate. Again, if the PCs do not use the “Cover My Tracks” stunt for both rolls, it will alert Security.

Security. This room contains Cyberdyne’s security arsenal, as well as one guard tasked with keeping watch on all the monitors and indicators. If he becomes alerted to the PCs presence, he will immediately lockdown the building and grab a shotgun while reaching out to the other guards. The two in the Checkpoints on Sub-Level 1 will take up cover positions and train their guns on the elevator doors. If the guard in the Main Lobby is still active, he’ll attempt to intercept the PCs. Also, whatever security personnel are still on site but off duty will begin to wake up and move towards security to arm themselves.

The weapons and two reloads each stored here include:

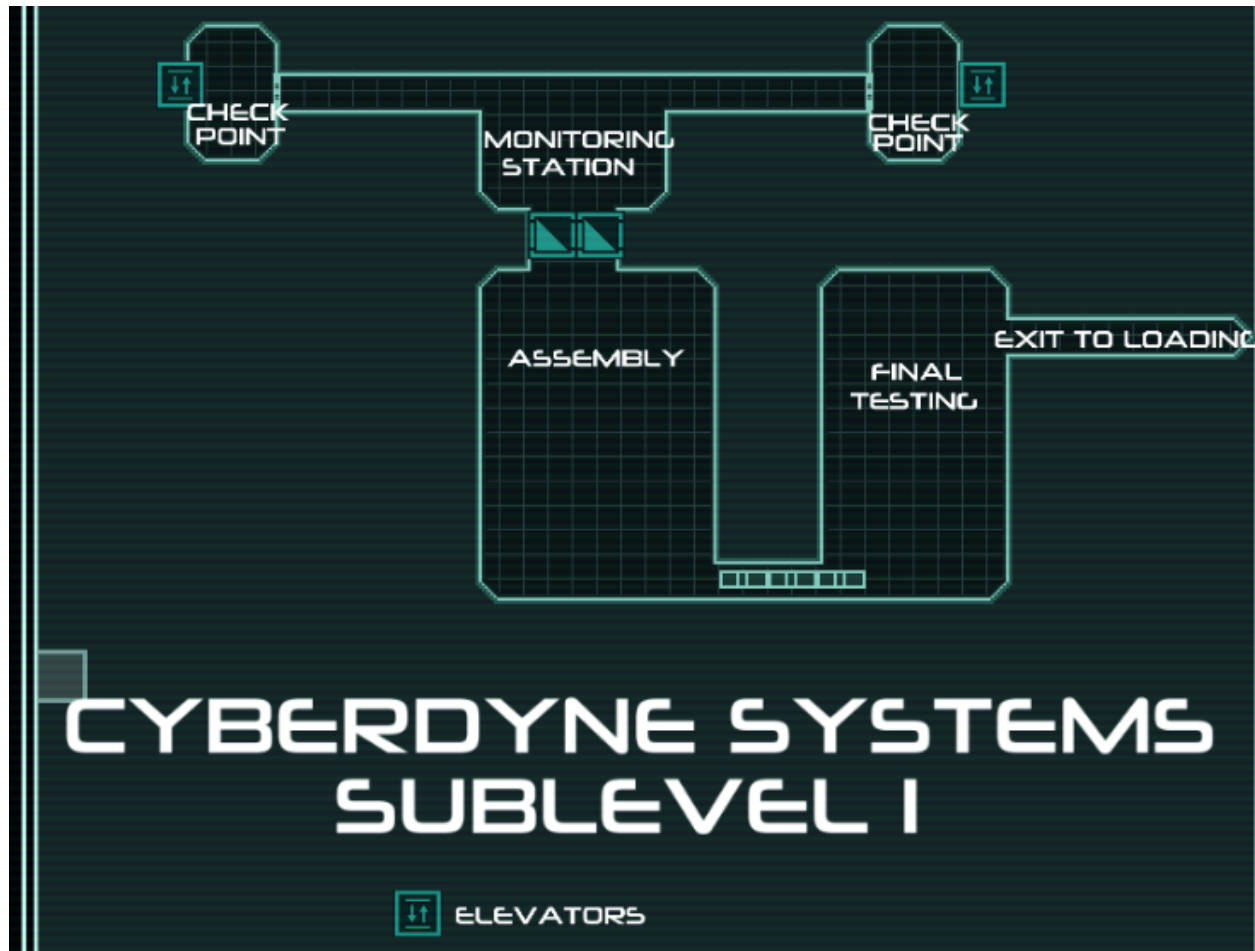
- 4 W-Y NSG23 Assault Rifles (CMoM p.69) – all checked out
- 2 Weyland 72A LEW (CMoM p.72) – 1 checked out
- 4 Shotguns (ARPG) – 2 checked out
- 4 Pistols (Bonus +1, Damage 1, Range Medium) – 2 checked out
- 10 Weyland ES-4 Semi Auto Electrostatic Pistols (CMoM p.67) – 6 checked out

The elevator here only goes to Sub-Level 1 and requires a difficult (-2) Comtech roll to open, followed by a similar roll to operate. Again, if the PCs do not use the “Cover My Tracks” stunt for both rolls, it will alert Security. All though, they’re in Security, so...

Lounge, Movie Theatre and Gym. These areas are exactly what they sound like. They contain various amenities for off duty Cyberdyne employees, especially those that live on site (like Project 101 scientists and engineers). It is very likely, even in the middle of the

night to encounter Cyberdyne employees taking advantage of these amenities. Only basic access or a normal Comtech roll is necessary to enter these areas.

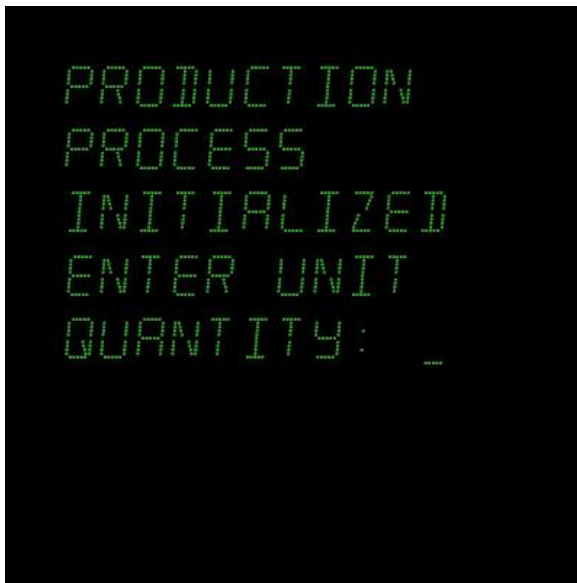
Executive Apartments. This area contains nearly three dozen apartments, none of them much larger than a walk in closet, for the employees that live on-site. This will include any Project 101 workers and the Security Personnel. Dealer's Choice if the PCs find anything useful here, but if they explore this area, they'll likely just endanger the entire operation.



Checkpoints. These security stations guard the entrance into Project 101. There is a metal detector for weapons, and anyone entering must show their access to the guard on duty. Generally, there would be two at all times, but there is only one in each checkpoint right now, armed with an NSG23 assault rifle. If they have been tipped off, each guard has taken up a firing position aimed at the elevator gaining +2 armor for cover. A lack of immediate compliance will start a firefight. Also, any Manipulation checks on these guards should be made at -2 or -3 if they know there are trespassers. The doors heading to Project 101's main hallway require top access codes, a Comtech roll at -2 or a Heavy Machinery roll. Not covering their tracks or forcing the door will alert the Security

station (which has probably happened already). After these doors, there is no monitoring on this level (the project is secret), and no more access codes will be required, as it's assumed that anyone passing this point has appropriate access.

Monitoring Station. Banks of computer terminals cover the walls of this area, flanking the airlock doors into Assembly. The computers are off, and the entire area is on low light, having been shut down as Dyson and his people deliver their prototype. The airlock has windows looking into Assembly, but everything is pitch black, excluding a couple blinking lights that provide almost no illumination. A simple Comtech roll starts everything up, and the PCs will be facing what looks like an assembly line monitoring station. The different screens report status on Chassis Assembly, Myomer Fiber Integration, Power Supply and CPU Integration, Structure Reinforcement, Laser/EMP Shielding and Tissue Generation. Only one computer has any controls, and it simply blinks:



The PCs can do nothing else here. If they activate production, the airlocks become completely sealed during the process which takes two full turns. Anyone in the monitoring station will be able to see very little of the production process, just glimpses of bits and pieces. Each monitor will in turn show a progress bar that builds up to 100%, before reporting, "PROCESS COMPLETE. NO ANOMALIES." The conveyer belt will then move to the next station.

NOTE: Once the production process has begun, it cannot be stopped. This is a safety mechanism built into the software to prevent the assembly line from being damaged.

Assembly. This area has a wide conveyer belt built into the floor that snakes through huge numbers of specialized assembly robots. The room is dark until production is begun, then everything comes to life at once. Unfortunately, until this happens there isn't much to see except for some lifeless machines whose exact purpose anyone could guess. The belt travels through several booths that appear to be stopping points for some task, as well as a

large cubic machine that is on some sort of tracks to open and close. Walkways follow the conveyer belt, allowing anyone inside to follow along with the construction. Anyone inside will see a Model 101 being built, going through all of the steps listed on the monitors above, though Chassis Assembly is enclosed. When that step is complete, a robotic skeleton will appear from a door that opens upward, and will stand on the belt as it travels through each task. Myomer Fiber Integration adds robotic muscles. Power Supply and CPU Integration is a booth where those components are added, and machines add huge amounts of armor plating all over the machine at Structure Reinforcement. At Laser/EMP Shielding, the unit is sprayed with some sort of coating, followed by some sort of laser treatment that moves up and down the entire unit's height. At Tissue Generation, the belt stops and the unit turns ninety degrees under its own power. A huge metal contraption completely encloses around the unit for a full turn. When it is complete, the system opens and a huge, apparently human man stands there. The belt then continues on through the access area to Final Testing. Feel free to add stress to any PC actually watching this process!

Final Testing. This long gallery contains a small target range, stacks of cement blocks, four inch thick steel bars about a foot long and numerous other random objects. Some of the cinder blocks are in a destroyed heap, several of the steel bars are bent, and there's even a fist imprint in a steel wall. The target range has been the victim of a huge number of bullseye hits. If the PCs activated production (which they pretty much have to do to complete their mission), the completed unit is standing here, awaiting instruction. As soon as they move into its eyeline, it will immediately ask for Cyberdyne Level 3 Voice Imprint Identification, which the PCs are unable to provide. It will ask a second time, explaining they have 10 seconds to respond before security protocols engage. The PCs will like attack or run at this point. The machine cannot be surprised, so allow one PC one attack action before drawing initiative. If they run, they may go the way they came or toward the loading exit toward the warehouse. Understand, the machine has a Speed of 2 and does not get tired, so running is probably not a viable option unless a PC or two get all noble. The unit will not pursue them past Cyberdyne property, unless it witnesses them attacking the company's personnel or property (this includes the unit itself). This is a tough fight, and if they haven't picked up some of the weaponry available up until this point, it's going to be rough.

ENDING THE SCENARIO

Assuming the PCs haven't gotten themselves killed, Spease makes good on his word, and they find themselves in possession of a very large amount of cash. What marines will do with that, who knows? Invest it in W-Y stocks for future retirement, make a down payment on a house or plan for their kids' college will probably be top options, I'm sure! If the PCs have managed to get themselves locked up, Spease and Seegson's additional bonus contribution will probably be getting them released quietly with all charges dropped and the incident forgotten. That being said, there's a strong chance that Cyberdyne and W-Y know who the PCs are, and that's a powerful enemy. Unfortunately, the company can't just have them arrested without blowing the lid on their entire

operation. Within 24 hours, the entire Cyberdyne complex will be cleaned out. No one knows if they took business elsewhere, and there is still one T-800 Model 101 out there. Somewhere.

EPILOGUE

This section is optional and meant to be used if the GM included Casados' death at the beginning of the scenario. Staff Sergeant Szymborska will pull a PC aside, probably the NCO or a corporal if the PCs don't have a sergeant, and will quietly ask, "Before we hike off to the Crestus Sector, I want some answers about the L.T. How about you?"

Szymborska will lead the PC medical, where he expects to find Casados' remains as well as her burned out cryo-tube, but, of course, it's gone! He'll nearly lose his shit and call for Roy on the double. When the android arrives:

Szymborska (angry, barely holding it together): "Where the hell is the L.T.'s body? Where's the cryo-tube?"

Roy: "I'm sorry, Staff Sergeant, but a team arrived while you were on shore leave to take possession of Lieutenant Casados and her tube."

Szymborska: "And you just let them?!"

Roy: "They had orders from UAAC, signed by General Vaughan herself. All was in order."

Szymborska: "Why wasn't I informed?!"

Roy: "You were on leave and out of contact. Additionally, the general's orders supersede your need to know, Staff Sergeant. Also, there is a recorded message from the general. She requires that it be played for the entire platoon before we disembark for the Crestus Sector."

Szymborska will be nearly out of control, but he'll shout at the android to leave and stay out of his sight. If the PCs look into this further, they will find the order, and everything is legit. Also, all ship's records around the time of the accident have been completely expunged from the system.

Frustrated, angry and probably blaming Roy for everything, Szymborska will call for the platoon to gather in mission briefing in one hour, where he'll play the following message:

A translucent blue-white holographic projection of General Vaughan's head appears before the assembled platoon. She says, "Marines of the 33rd MAU – it seems I address you with bad news all too often. I am deeply concerned regarding the loss of Lieutenant Casados. She was a good, young marine with a bright future in the corps. She clearly cared for everyone under her command. Her untimely death is disquieting, and I can promise to you that my personal team is investigating the accident. In the meantime, you will be underway shortly for the Crestus Sector, where you will receive your new Commanding Officer. Captain James Javelin is one of the finest marines with whom I have ever served – a fitting


commander for a fine and capable unit. You should be proud to follow him. Good luck, Gunfighters.” She fades away.

If the PCs try to look up any official record on James Javelin, they will find that most of his file is redacted, but that he graduated the academy with top honors in 2182. He has made Captain in just two years (!!) and has been twice decorated, receiving the Silver Star and Purple Heart from General Vaughan and the Medal of Honor from the Secretary of Defense herself! Javelin is, of course, an artificial womb soldier and a member of Deep Void.

If the PC’s platoon has lost marines in the previous mission, he will bring additional personnel with him (other AW soldiers, completely loyal to him and Vaughan).

Finally, Captain Javelin will likely call a debriefing with the PCs’ fireteam, where he will allude to their activities on New Houston. Though Seegson covered everything up publicly, he’ll let them know that General Vaughan is extremely impressed by their abilities and actions, bringing a dangerous threat to the U.A. to light.

He’ll dismiss them, and it’s off to the next!

<p>CYBERDYNE SYSTEMS T-800 MODEL 101</p> <p>For Combat, Infiltration and Assassination</p>  <p>Fire damages the unit's Health as normal, but has no impact on the armor or chassis and causes no critical hits.</p>	<p>STRENGTH 7</p> <ul style="list-style-type: none"> • Close Combat 3 <p>AGILITY 4</p> <ul style="list-style-type: none"> • Ranged Combat 3 <p>WITS 7</p> <ul style="list-style-type: none"> • Observation 3 <p>EMPATHY 1</p> <p>Health: 9 (see below) Armor: 10 (see below) Speed: 2 Base Melee Attack: 10 dice, 2 base damage Talents: Heavy Hitter, Terrifying, Tough</p>
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The Cyberdyne Systems T-800 Model 101 is Cyberdyne's next generation response to the UPP's recently employed David 7 Combat Synthetics. The unit contains the same problem solving firmware as is in use in the company's limb, aural and ocular implants, allowing the machine, once programed with an objective to find the most effective way of accomplishing that objective. This differs from a simple robot, which would find the fastest path to the objective. Where the system differs from an actual synthetic is its lack of original thought and sentience. Synthetics, while often programed with certain safety protocols and objectives, are also capable of following their own wills and even varying from their programming. The T-800 Model 101 is not.

The unit has a heavily armored endoskeleton, resistant to most weapons fire, that has been shielded from EMP, electroshock weapons and a wide variety of radiations, allowing the unit to function even in space. It is also immune to laser weapons. The brain-casing, which contains the primary CPU and hard drives, is virtually impenetrable and can only be crushed with force in excess of 2000 psi. The endoskeleton is covered with living tissue, grown skin, complete with a circulatory system, hair, pores, sweat glands etc. etc. On cursory glance, even a basic medical exam, 101 is completely indistinguishable from a human being. It even has synthetic lungs and heart to feed oxygen to the tissue, though none of this is necessary for the unit's function.

All T-800 Model 101s are programed with extensive knowledge of weaponry and hand to hand combat. The CPU contains a 500 TB storage capacity, allowing it to be programmed with detailed, extensive files on virtually anything, up to and including a personality for infiltration purposes. Last, all units are pre-programed with security protocols to protect all Cyberdyne property and employees. While on Cyberdyne property, they will attack trespassers on sight, and if a Cyberdyne employee comes under attack, regardless of location, it will defend that employee. It will also immediately attack anyone or anything that attacks Cyberdyne property.

COMBAT MECHANICS:

The T-800 Model 101 has no signature attack table. It will use the most effective form of attack available to it at the moment. Simply put, if it has an assault rifle at medium or further range, it will simply move a zone closer to the target and shoot. At short range, 101 will use its fast action to move to engaged. If it is in engaged range, it will favor a close combat attack, preferring an improvised weapon of some sort. It does 2 base damage without a weapon, and any handheld weapon or improvised weapon increase this to 3, with all additional successes on attack increasing the damage by 1. If it has its fast action available, it will use the Hard Hitter Talent to add +2 dice to its attack.

If 101 breaks an opponent, it will move to the next perceivable threat, regardless of distance to the next target. If no other targets are available, it will immediately coup-de-grace the broken character.

Model 101 has 9 health, but this only refers to its organic components, which it can function without. However, opponents must get through its skin in order to damage the actual machine underneath. Reducing 101's health to 0 does not break the unit, it just truly reveals the machine underneath.

Attacks reduce the health as normal, but no attack will reduce it by more than 2. If an attack does more than 2 damage, reduce the health by 2, and then roll the unit's armor against the remaining damage, accounting for armor piercing reductions where appropriate. If any damage remains after the armor roll, consult the critical hit table below. The only way to completely end Model 101 is to knock out both power supplies.

- 11-36 **Armor Damaged.** The attack causes metal bits to fly away from 101, reducing its armor permanently by 1. The first time this happens, all PCs seeing it receive 1 stress. When the armor is reduced to 0, re-roll the critical hit.
- 41-43 **Arm Servo Damaged.** The unit has lost the use of one arm. -2 modifier to all Strength based rolls. Once both arms are disabled, the unit may no longer manipulate tools or weapons, though it can still make Close Combat attacks at a total -4 penalty. Re-roll if both arms are disabled.
- 44-46 **Leg Servo Damaged.** Speed reduced to 1 and -2 to all Agility based rolls.. When both legs are gone, the unit can only crawl, making movement a slow action, and incurring a -4 to all Agility based rolls. Re-roll if both legs are disabled.
- 51-54 **Center Mass Hit.** *DING!* The attack hit the most heavily armored part of the endoskeleton, causing no damage. +1 Stress to all PCs.
- 55-56 **Headshot.** The head snaps back with an instant kill shot... on a human. It ricochet's off the brain-casing, causing no damage, and the head ominously tilts back toward the PC. +1 Stress to all PCs.
- 61-63 **Main Power Supply Damaged.** The attack finds a weak point and takes out the unit's main power supply. It shuts down, apparently destroyed, for one round while

it re-routes power. When it reactivates, +1 Stress and an immediate Panic roll for all PCs. If the Secondary Power is already knocked out, the unit is deactivated.

64-66 Secondary Power Supply Damaged. The secondary power supply is knocked out. This has no apparent effect if the Main Power is still active. If the Main Power is already down, this deactivated Model 101.

On a final note, the first time an attack actually hits armor, whether it penetrates or not, give the PCs +1 Stress as they hear the attack ding off the armored chassis underneath. If a PC sees Model 101 kill another character outright, increase their Stress +1 and make an immediate Panic roll.

CYBERDYNE SYSTEMS ENHANCEMENTS

While their work in cybernetic enhancements lead them down the path of developing Project 101, there's no doubt that the company's work has had significant benefits for many people. Unfortunately, one cannot continuously replace organic parts with cybernetic parts without losing something. Every time a character receives an enhancement/replacement, he/she must make an Empathy roll. On a failure, their Empathy drops by one point as the T-800 NIF quite literally makes them care less for their fellow man. After all, aren't machines simply superior? If the character opts to not have organic material grafted over their enhancement, the Empathy loss is automatic.

Also, there are fringe benefits to these replacement parts:

- Arm: +1 Strength, additional +1 to Stamina rolls involving lifting or carrying loads as the arm doesn't tire, all Close Combat attacks (armed or unarmed) deal an additional 1 base damage.
- Leg: +1 Agility, +2 to Stamina rolls involving running as the leg doesn't tire
- Eye: +1 to Observation (on spotting rolls) and +1 to Ranged Combat
- Ear: +2 to Observation (on listening rolls)

Truthfully, the GM isn't limited to these four enhancements. You can come up with anything you want, though I'm not sure what need anyone would have for cybernetic kidneys!

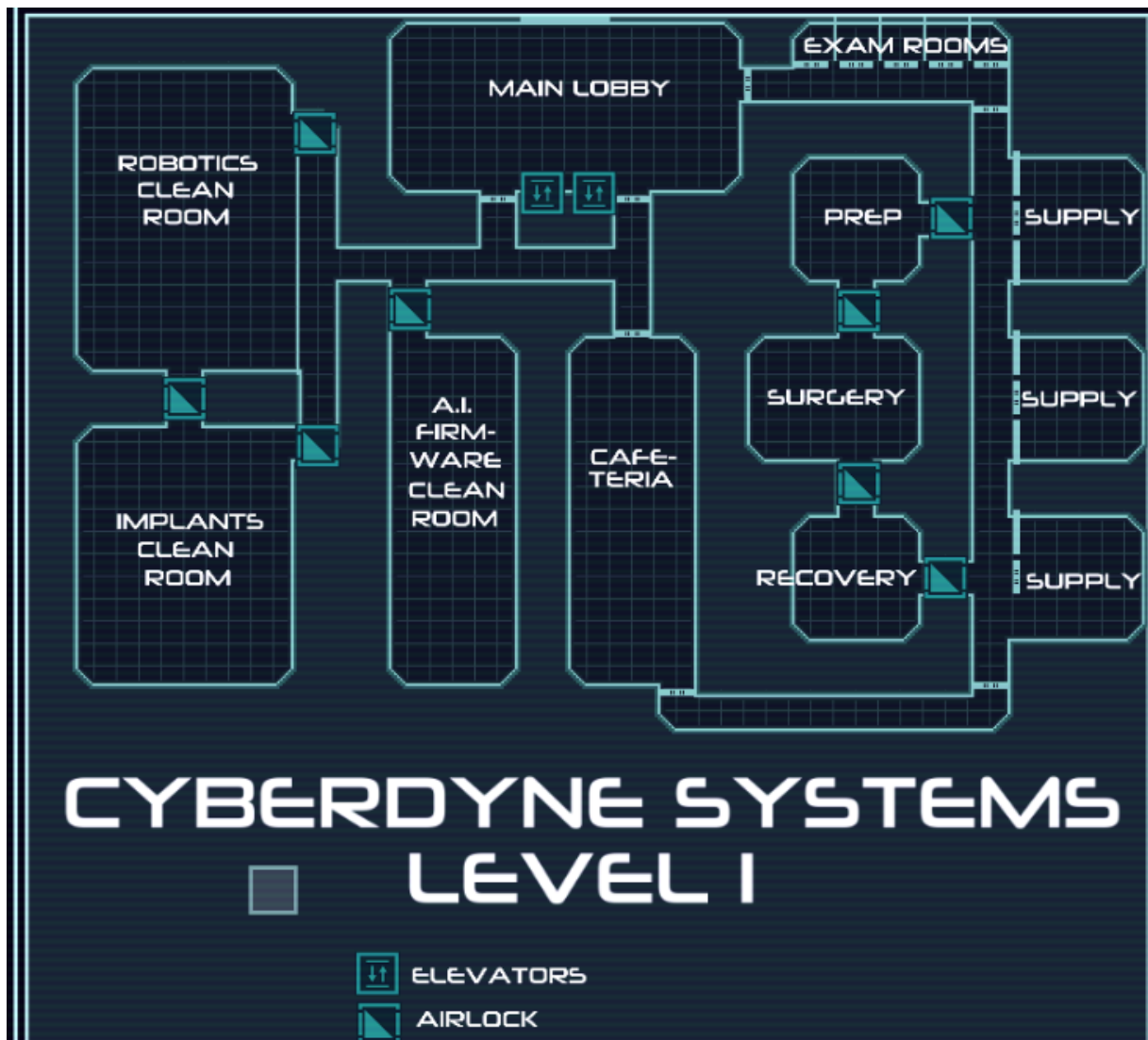
If in future combat a critical hit would destroy the enhancement, it should be considered disabled by the hit. It would need to be repaired by Cyberdyne Cybernetic Surgeons. Other characters may attempt to repair it with one Heavy Machinery check and one Comtech check, both at a -2 penalty due to the complexity of the hardware. The repair would take a shift of work and can be completed by the user him/herself. The unit could be removed with a Heavy Machinery check and one turn of work, but the T-800 firmware will remain, forever a part of the character...

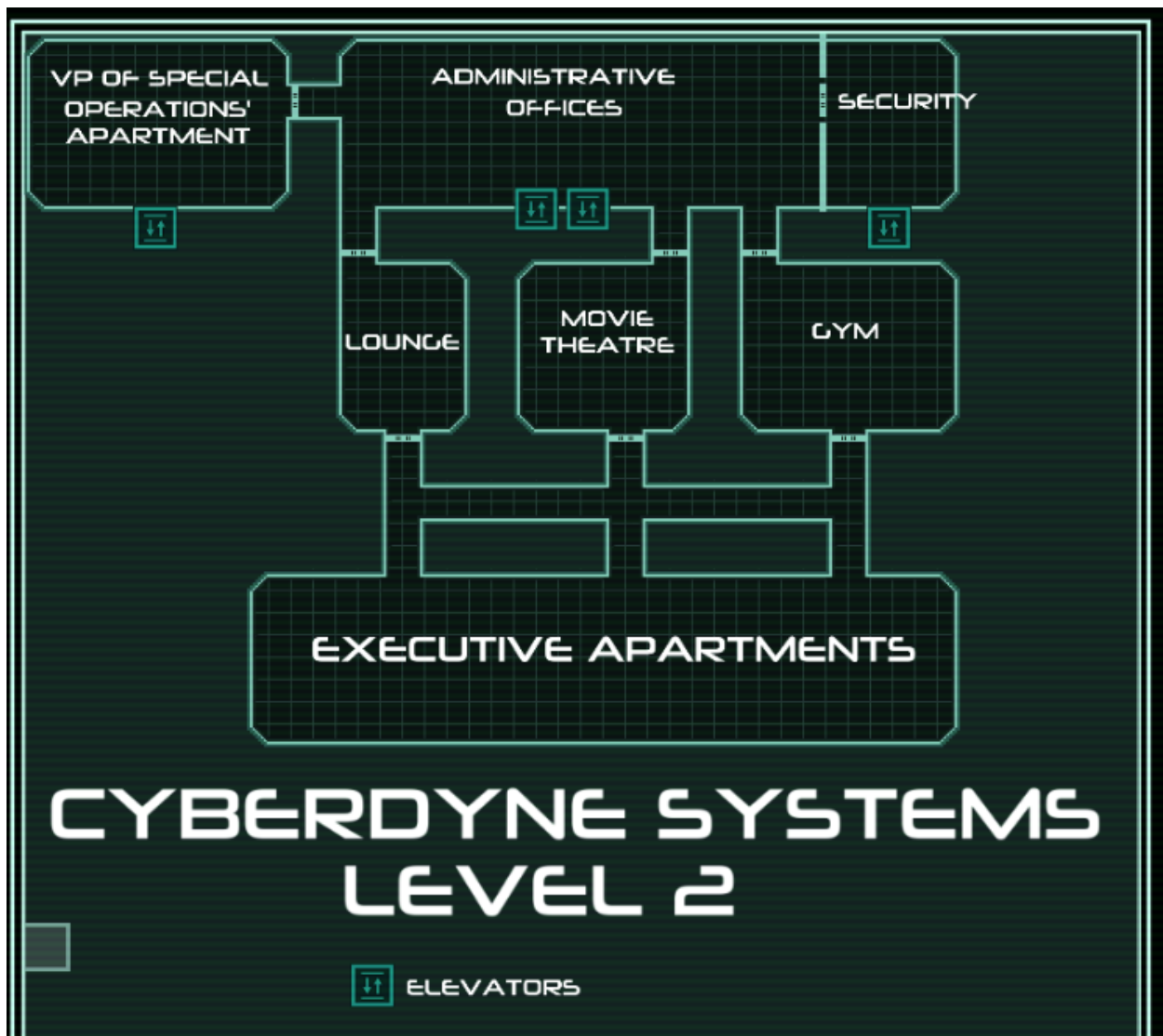
OPTIONAL PLAYER HANDOUTS

**CYBERDYNE
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