



# ALIEN VS PREDATOR

## SONG OF ALIENS AND MARINES

SUPPLEMENT FOR MDRG (MUTANTS AND DEATH RAY GUNS)  
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This supplement is a work inspired by the Alien and Predator films using Andrea Sfiligoi rules. It is non-profit and not intended to violate any copyright law. It is a "Fan Made" realized only with the intention of praising both products.





## XENOMORPHS:

### FACEHUGGER

**Q 5+ C 2, 21 points.**

**Special rules:** Clinging, Free Disengage, Sprint, Stealth.

### DRONE

**Q 4+ C 4, 74 points.**

**Special rules:** Big, Clinging, Fear of Fire, Hand-to-Hand Specialist, Savage, Stealth, Tailslap, Terror.

### PRETORIAN

**Q 3+ C 5, 126 points.**

**Special rules:** Big, Fear of Fire, Hand-to-Hand Specialist, Savage, Tailslap, Terror, Tough.

### QUEEN

**Q 3+ C 6, 140 points.**

**Special rules:** Fear of Fire, Hand-to-Hand Specialist, Huge, Savage, Tailslap, Terror, Tough.



## YAUTJAS:

### YOUNG BLOOD

**Q 4+ C 4, 62 points.**

**Special rules:** Big, Clinging, Flak Jacket, Laser Gun, Stealth.

### HUNTER

**Q 3+ C 5, 98 points.**

**Special rules:** Big, Clinging, Flak Jacket, Laser Gun, Savage, Stealth.

### GREAT WARRIOR

**Q 3+ C 5, 128 points.**

**Special rules:** Big, Clinging, Flak Jacket, Hero, Laser Gun, Savage, Stealth



## ARMY:

### MARINE

Q 4+ C3, 44 points.

Special rules: Assault Rifle, Flak Jacket

### MARINE WITH FLAMETHOWER

Q 4+ C3, 48 points.

Special rules: Flak Jacket, Flamethrower, Pistol.

### MARINE WITH GRENADE LAUNCHER

Q 4+ C3, 48 points.

Special rules: Assault Rifle, Flak Jacket, Grenade: Fragmentation (Grenade-launcher combined in the rifle).

### OFFICIAL

Q 3+ C3, 80 points.

Special rules: Flak Jacket, Leader, Pistol.

### MARINE SNIPER

Q 4+ C3, 47 points.

Special rules: Assault Rifle, Flak Jacket, Sharpshooter.

### SYNTHETIC ASSISTANT

Q 3+ C3, 60 points.

Special rules: Artificial, Flak Jacket, Gunsmith, Pistol.

## WEYLAND-YUTANI CORP:

### MERCENARY

Q 4+ C3, 44 points.

Special rules: Assault Rifle, Flak Jacket.

### COMBAT ANDROID

Q 3+ C3, 90 points.

Special rules: Artificial, Laser Gun, Powered Armor, Superior Senses.

### ASSASSIN

Q 3+ C4, 72 points.

Special rules: Free Disengage, Needler, Poison, Stealth, Superior Senses.

### AGENT OF THE COMPANY

Q 3+ C3, 80 points.

Special rules: Flak Jacket, Leader, Pistol.

### SYNTHETIC ASSISTANT (Civil)

Q 3+ C3, 40 points.

Special rules: Artificial, Gunsmith.





## CIVILIANS:

### SETTLERS

Q 5+ C1, 12 points.

Special rules: Pistol.

### SECURITY AGENT

Q 4+ C2, 35 points.

Special rules: Shotgun, Pistol.

### SYNTHETIC ASSISTANT (Civil)

Q 3+ C3, 40 points.

Special rules: Artificial, Gunsmith.

### OPERATOR ON POWER LOADER

Q 4+ C4, 40 points.

Special rules: Big, Flamethrower, Powered Armor, Slow.



## CRIMINALS:

### GANGSTER

Q 5+ C1, 16 points.

Special rules: Frenzy Drug, Pistol.

### THUG

Q 4+ C2, 32 points.

Special rules: Frenzy Drug, Pistol.

### BOSS

Q 3+ C3, 88 points.

Special rules: Frenzy Drug, Drug:Stimulant, Leader, Pistol.



## **CAMPAIGN:**

In this section there appear the differences between MDRG's basic campaigns and those who are contemplated in this supplement.

### **FEEDING YOUR CHARACTERS**

#### **Xenomorphs:**

The xenomorphs devour the corpses of his enemies. When they win in a battle every opponent who is not a xenomorph, they was counting as two points of food.

The Queens need two points of food a week.

#### **Yautjas:**

These aliens need a point of food weekly in campaign. They can devour the bodies of his defeated enemies if they win in the battle, but alone human corpses (They Count as two shares of food).

#### **Humans:**

The persons need from a point of food a week like in MDRG's basic rules.

The miniatures with the leading skill (Official, Agent of the Company or Boss) need two points of food.

The Androids / Synthetics use a point of food or a energy cell weekly, to the choice of the player.

### **PROFILES AND SKILLS**

The profiles and skills are used by this supplement and not for the MDRG's basic one. Therefore there is no "champion" with +1 to the Combat or -1 to the Quality of the Leader. Neither it has rolls skills.

## **EQUIPMENT**

The equipment that the different miniatures use to the beginning of the campaign is the one that comes reflected in his attributes.

#### **Xenomorphs:**

These aliens were not using ever additional equipment. They begin the campaign with 1D6 of points of food.

#### **Yautjas:**

These creatures are not dishonored using human equipment. Only they use own equipments of his species. They begin the campaign with 1D6 of points of food and 1D6 of energy cells .

#### **Humans:**

The persons can use human equipment that they capture if they win in a battle. They will not have to do an roll of dice of Figuring Out Artifacts except if it is the first time that there use the flame-thrower, the grenade-launcher or the power armour. To use a gun laser (yautja or of a combat android) the issue will have a modifier of -1.

The army and civilians begin with 1d6 + 3 points of food at the beginning of the campaign. In addition the army will obtain 1D6 fragmentation grenades for the grenade-launcher and the civilians 1D6 of batteries of energy. The members of Weyland-Yutani's company began with 1D6+3 points of food and 1D6 energy cells. Criminals get 1d6 + 3 points of food and 1D6 Drugs (stimulants or frenzy, player's choice).



## ADVANCES

This section is different to that used in MDRG system. Each species has its own system. They usually continue to use the following advances:

- Extra Energy Cells. - Extra Food.
- Increased Quality. - Champion.

### **Xenomorphs:**

- Facehuggers: If a miniature that was finishing in the battle with an enemy receives an advance it would happen to turn into a Drone.
- Drone: Is possible to give it two advances (one for battle) in order that it pass to being a Pretorian.
- Pretorian: Is possible to give it two advances (one for battle) in order that it pass to being a Queen. There can only be one queen in a warband.

### **Yautjas:**

- Young Blood: If a miniature that was finishing in the battle with an enemy receives an advance it would happen to turn into a Hunter.
- Hunter: Is possible to give it two advances (one for battle) in order that it pass to being a Great Warrior.

### **Humans:**

- Extra Follower: The human will be a settler (rescued or recruited).
- Skills (Roll 1D6):
  - 1/ Hero, 2/ Hand to Hand Specialist,
  - 3/ Sharpshooter, 4/ Stealth, 5/ Steadfast
  - 6/ Free Disengage
- Equipment (Roll 1D6):
  - 1-2/ 1 Grenade-frag, 2-3/ 1 Stimulant,
  - 4/ 1D6 Cells, 5/ 1D6 Foods, 6/ Shotgun

## **SCENARIOS:**

Here, propose a series of missions of example if players want to realize a campaign of game.

### **"THE HUNT BEGINS"**

#### **BACKGROUND:**

Xenomorphs have discovered a human colony in the planet LV-301 and want to finish with it. The human bands will be allied to each other. The Yautjas not let pass the opportunity to join the hunt.

#### **SCENARIO:**

From 6 to 8 elements of scenery that represent settlers' houses or a military base (or of the company).

#### **DEPLOYMENT:**

The human side is the defender and place the scenery. Deploy in the center of the table. The aliens deployed on one of the side of the table of your choice. If multiple alien bands deployed on a different sides.

#### **VICTORY:**

The player to kill or expel all the other bands members wins. The winner of the scenario receives the loot and one advance.

## **"WAR IN HELL"**

### **BACKGROUND:**

Clashes between the human population of LV-301. May be between different types of bands. For example it may be the army suppressing a civil uprising, clashes between criminal, corporate policy, etc. The aliens might join the battle.

### **SCENARIO:**

From 6 to 8 elements of scenery that represent settlers' houses or a military base (or of the company).

### **DEPLOYMENT:**

The defender (humans) place the scenery. The attacker (humans) deploy in one of the sides of the table to his election and the defender in the opposite side. If there are several bands of aliens each of them deployed in a different edge.

### **VICTORY:**

The player to kill or expel all the other bands members wins. The winner of the scenario receives the loot, one advance, 1D6 points of food and 1D6 of Energy Cells.

## **"ESCAPE"**

### **BACKGROUND:**

A rescue ship came to LV-301 to board the human survivors. But will have to reach the take off to escape the planet, and transport has failed...

### **SCENARIO:**

From 6 to 8 elements of scenery that represent hills or rocks. At one end of the board will be a spaceship and on the opposite side a transport truck.

### **DEPLOYMENT:**

The defender (aliens) place the scenery and then deploy his miniatures in the center of one side of the table of his choice where they are neither the ship nor the truck. If another alien band deployed on the opposite side. Humans display next to the truck. If there is more of a human side deployed at a distance of two long sticks together.

The group of human being who puts more figures in the ship wins. It obtains an advance but don't receive the loot. If no human band manages to put more than 50% of the figures on the ship, winning the alien band has killed more enemies (including other aliens). Receives an advance and shall devour the corpses.