

# ALIEN FILES:

SPACE TRASH

OR

HOW WE DROPPED SO MUCH CRUD ON MARS THAT THEY  
RETURNED THE FAVOR

A Mini Adventure for The Basic System©

## The Quick Set-up

For the last sixty years humanity has been sending satellites and other crud into space. We think that no one out there cares. We aren't even sure if there is life out there. But each year tons of space debris falls to Earth and each year more and more unexplained occurrences happen. So before you scream "Oh, X-Files." Think again. The government watchdog group "Big Brother" has spent years taking preventative measures to keep the alien mess from becoming messy. Their mission: *Exterminate the Alien Threat and make sure that no one knows.*

## Character Creation

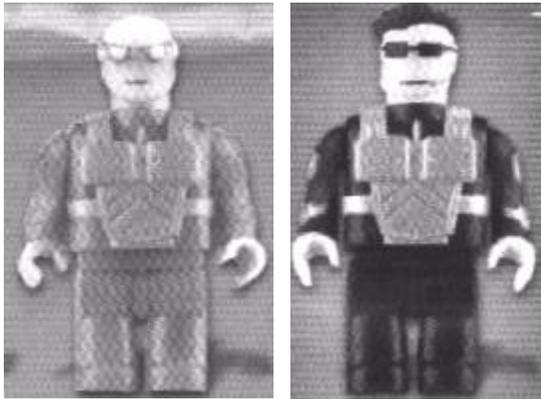
Players should think conspiracy minded with a touch of paramilitary mixed in. When rolling up characters players start with their base **10** in all **Main Stats**. They then **roll 1d10 for each Main Stat and add that in.** So if Joe is rolling on his **STR** & rolls a **4** on a **1d10** then his **STR** is **14**. This should make characters formidable enough.

When it comes to skills players should take investigation type skills and science skills. Those who wish to play military type characters should at least have some science skill. All players should also have at least one firearms skill. Afterall you can't kill Aliens with your looks now can you?

## New Armor Types

When hunting Aliens you need to be well protected. So here is some new armor for TBS.

Name	AC	HP	Max AGI	Location	Special
Full Protection Suit	20	20	6	All	Protects wearer from biological and chemical contamination
Chest Armor MK5	15	15	9	Chest, stomach, back	This body armor is made of alien metals providing great protection against alien attacks. Flame and energy resistant. Also acid resistant.
Concealed	8	8	10	All below neck	This armor is worn under the suit of the agent offering minimum protection.



The figure to the far left represents the Full Protection Suit with a Chest Armor. The figure to the left represents the Chest Armor MK5. Most agents just wear light concealed armor. Chest Armor may be combined with other armors. GMs can hand these out as they wish.

Because this is not a full blown military operation, players are limited to Sub-machineguns and light firearms. No heavy machineguns, rocket launchers and other ungodly overkill items. **Standard weapon** for "Big Brother" is a **Medium SMG** and **sidearm**. Players are also given a communication piece that fits into the ear with a mike that hangs down by the mouth. **Sunglasses** that are **infrared** are also given to players. This allows them to see in the dark. Science based characters are given special goggles that allow them to see radiation trails. A micro Geiger counter is also provided. This tells what the radiation levels are.

Players are also authorized government vehicles. Of course they are unmarked. Vans are equipped with mini labs to carry out the simplest tests. Massive 18 wheelers are equipped with full labs and cryogenic chambers to freeze specimens.

Onto the game.

## The Scenario

### The Briefing:

"Two hours ago we detected an object fall to Earth in Idaho. It did not impact like a normal rock and we believe that it slowed down before making contact. We have been monitoring the local police bands, but they aren't reporting anything, yet. Players are to head out to the landing site and isolate the zone. Make sure that nothing has escaped. "

From here players grab their gear and head to the landing site. When pulling into town players will notice that the town is empty. No one is in sight. In the distance a small fire can be seen burning in the location of the landing zone.

**GM's note:** Have players roll Perception difficulty 20. It has been almost 24 hours since the rock has landed. If players succeed they will see broken windows and empty shell casings on the ground. They will also notice cars parked crooked on the side streets. There is a chattering sound coming from the rooftops. If they don't pass then they can go to the landing zone.

### The Landing Zone

The farm where the rock landed is ablaze. There are deserted fire trucks parked on the side of the road. A few boots and helmets rest in the dirt. Players will notice wet marks on the side of the truck and in the dirt. Upon closer examination the wetness appears red. Blood red. The fires are slowly going out on their own. There is no sign of life anywhere. Radian levels are normal, but anyone using the special goggles will see a trail heading into town.

### The Town

When the players get back to town they realize that they missed something big. While the little town looks empty, there is a constant chattering sound that is now loud enough to be heard over the engines. In the middle of the road there is a creature, it stands about four feet tall and has a glowing green skin. It is round with legs and a large toothy mouth that is indulging in a tire. It looks at the headlights of the vehicle the players are driving and gets a rounded grin. Two more creatures will then jump down from the roof of a nearby building and make a dash for the vehicle as well. Players can either retreat or make a stand and fight.

**GM's Note:** Any player that rolls a Perception check will notice two creatures looking down from a nearby roof. There will also be one sitting in the middle of the road eating a tire.

**GM's Note:** These creatures are not interested in flesh, but the rubber on the tires. The town is empty after the local police tried to stop the aliens from eating their tires. The aliens love rubber. If players try to flee the aliens won't follow, they just want the tires. If the players try to fight then the aliens will munch on anything to get to the rubber. GMs are now required to use their imagination. Take it from here.

Alien		Rubber Muncher		
Stat	#	MSB	Secondary	#
INT	5	-5	Hit Points	36
WILL	10	0	Stun Points	36
CHA	2	-8	Initiative	6
AGI	16	6	Punch	18
STR	18	8	Kick	20
END	18	8	Run	20
SPD	10	0	Lift	324
Skills	LvL	MSB	Main Stat	
Attack	6	6	AGI	
Dodge	5	6	AGI	
Perception	6	-5	INT	
Education	0	-5	INT	
Weapon	DMG	RNG	Special	
Bite	1d4x10	2		
Armor	AC	MxAGI	Special	
Natural	15			

### Rubber Muncher

Mars needs tires. Well not really. Most of the junk we have dropped on Mars has some type of rubber in it. So the Martians create the Rubber Muncher to let loose on Earth. They figure that the muncher will eat all the rubber and then humans won't be able to send anymore junk to Mars. The rubber monster isn't a hostile creature unless someone is trying to prevent it from eating rubber. The ore rubber they eat the bigger they get and the hungrier they get. Baby munchers (which is what you see in this small adventure) aren't that tough. But a full grown muncher can take a hit from a tank. Their skin is rubbery allowing it to bounce attacks off of its skin. Hence the natural 15 AC.

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**Blender Production**

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