

15 PVT T. CROWE
ASSAULT TEAM



F 4
M 3

ADVANCE.....4



30 PVT T. CROWE
ASSAULT TEAM



F 4
M 3

ADVANCE.....3

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE



15 PVT T. WIERZBOWSKI
ASSAULT TEAM



F 4
M 3

ADVANCE.....4



30 PVT T. WIERZBOWSKI
ASSAULT TEAM



F 4
M 3

ADVANCE.....3

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE



15 PVT C. DIETRICH
ASSAULT TEAM



F 4
M 3

ADVANCE.....4



30 PVT C. DIETRICH
ASSAULT TEAM



F 4
M 3

ADVANCE.....3

Med Kit
Begin mission with
a Medkit Item

TREATMENT.....3



25 CPL. D. HICKS
SHOTGUNNER



F 6
M 3/4

ADVANCE.....4



40 CPL. D. HICKS
SHOTGUNNER



F 6
M 3/4

ADVANCE.....3

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE



30 PVT J. REMAR
FIRE TEAM



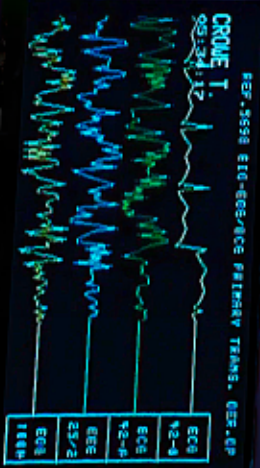
F 3
M 4

ADVANCE.....3

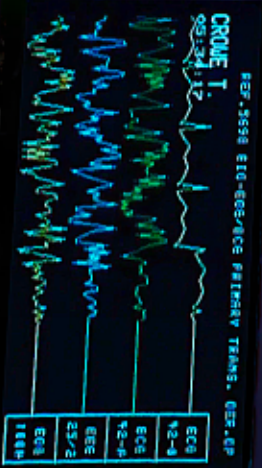
Light
BEGIN MISSION WITH:
LIGHT RESOURCE



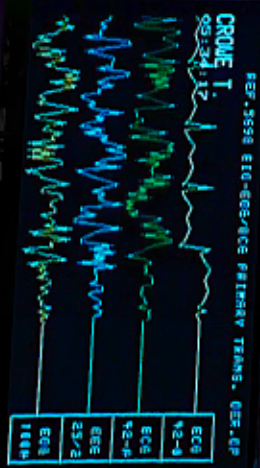
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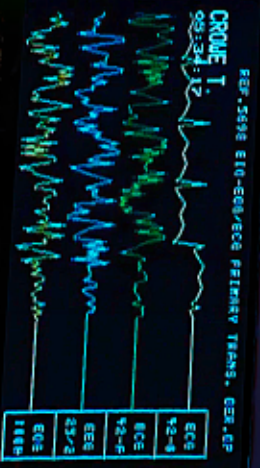
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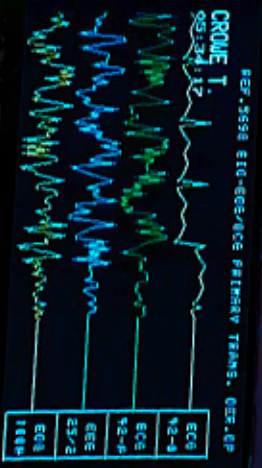
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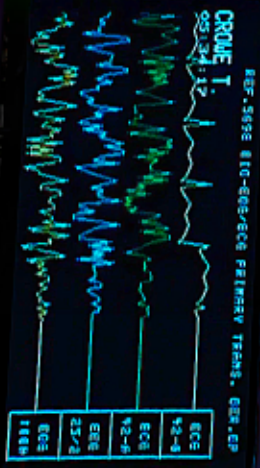
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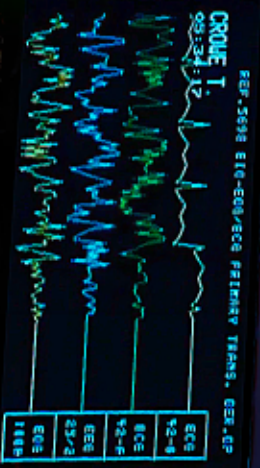
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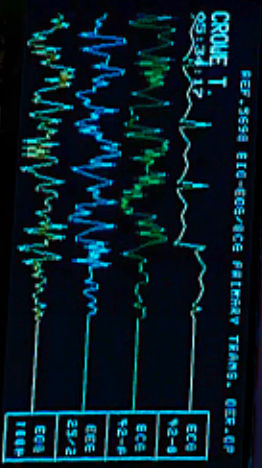
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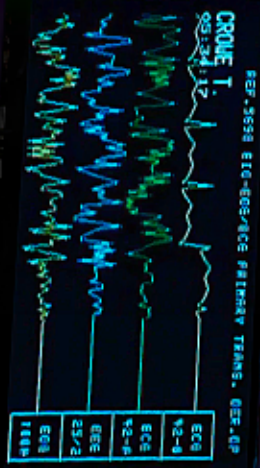
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



15 PVT J. REMAR
FIRE TEAM



F 3
M 4

ADVANCE.....4



30 PVT M. DRAKE



F 3/4
M 4/5

SMART-CHIP
RAM
1A

40 PVT M. DRAKE
- M56 SMARTGUN



F 3/4
M 4/5

ARMOR PIERCING
ANTI-VEHICLE.....5



SMART-CHIP
RAM
1A

30 FLAME UNIT
FLAMER



F 5
M 3

ADVANCE.....5

FLAME THROWER:
IN MELEE USE THE "FLAME"
SPECIAL RULE



40 FLAME UNIT
FLAMER



F 5
M 3

ADVANCE.....5

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE

FLAME THROWER:
IN MELEE USE THE "FLAME"
SPECIAL RULE



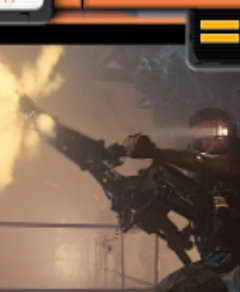
30 M56 SMART-GUNNER
HEAVY WEAPONS



F 3/4
M 4/5

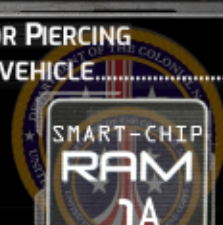
SMART-CHIP
RAM
1A

40 M56 SMART-GUNNER
HEAVY WEAPONS



F 3/4
M 4/5

ARMOR PIERCING
ANTI-VEHICLE.....5



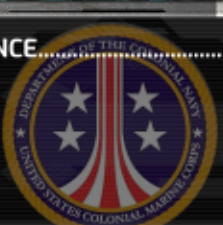
SMART-CHIP
RAM
1A

15 PVT R. FROST
FIRE TEAM



F 3
M 4

ADVANCE.....4



30 PVT R. FROST
FIRE TEAM

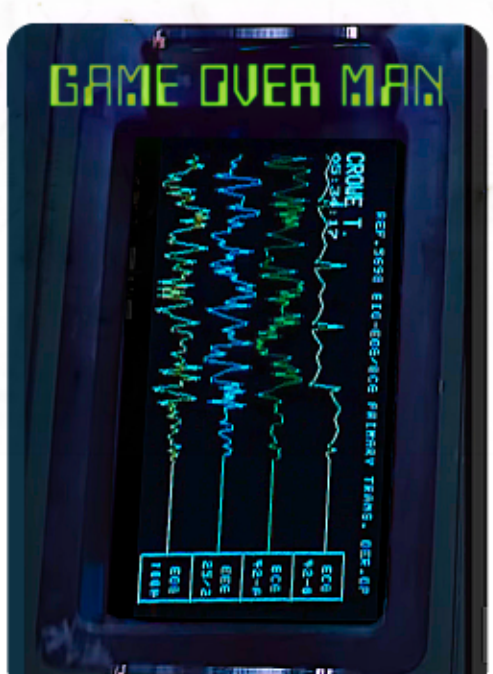
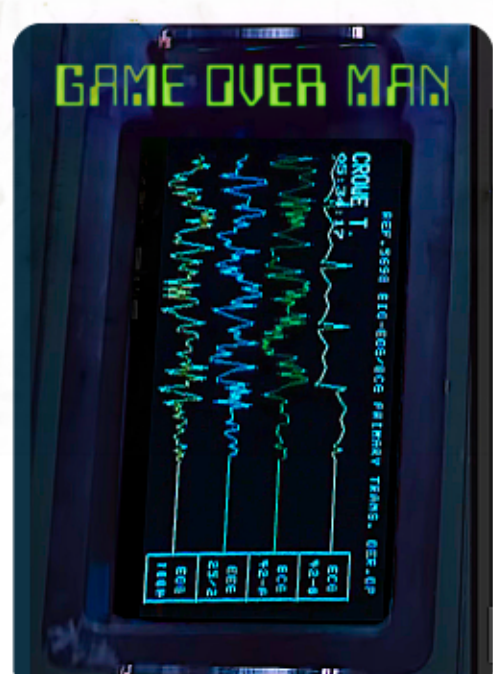
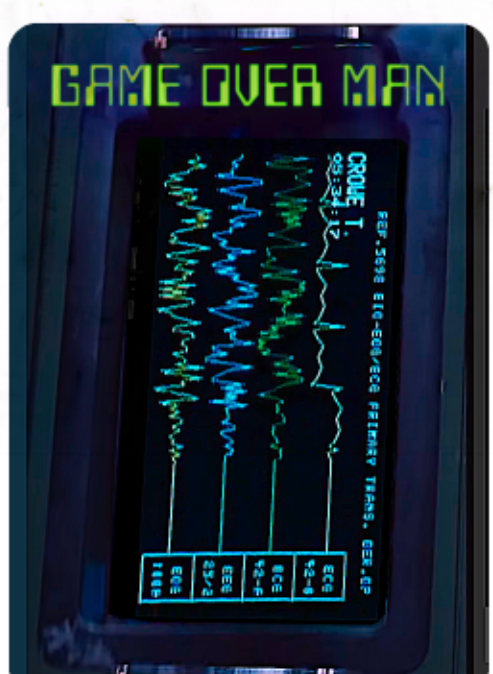
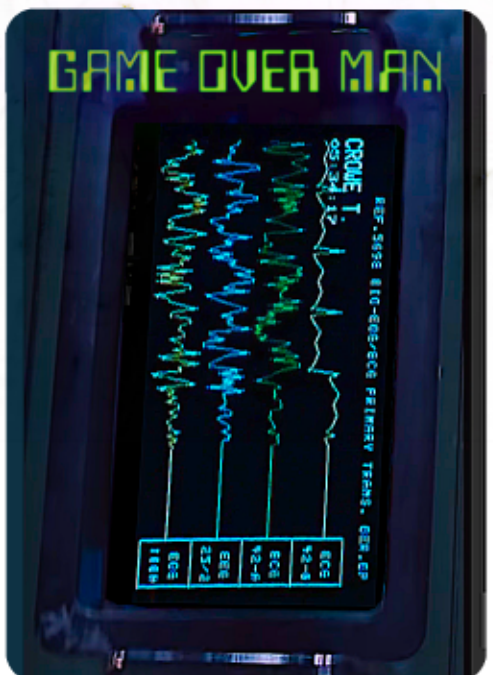
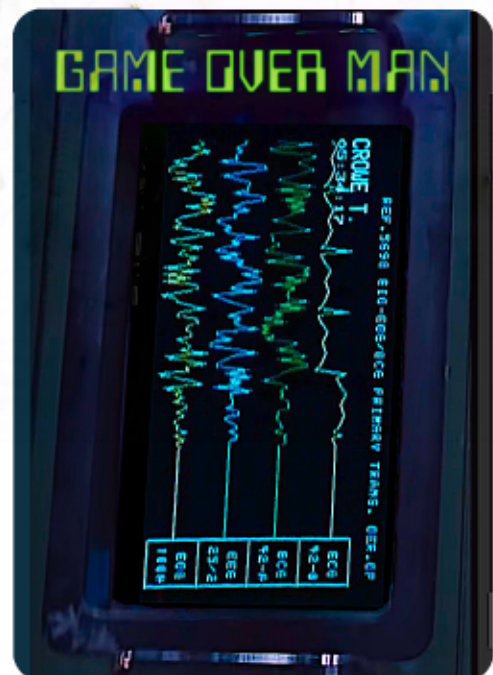
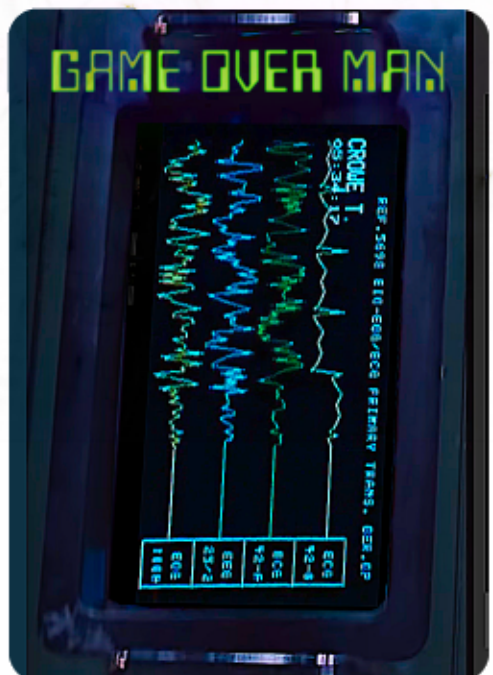
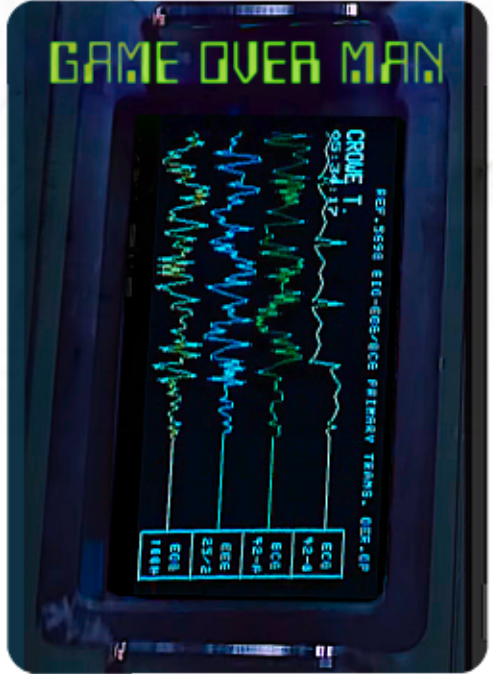
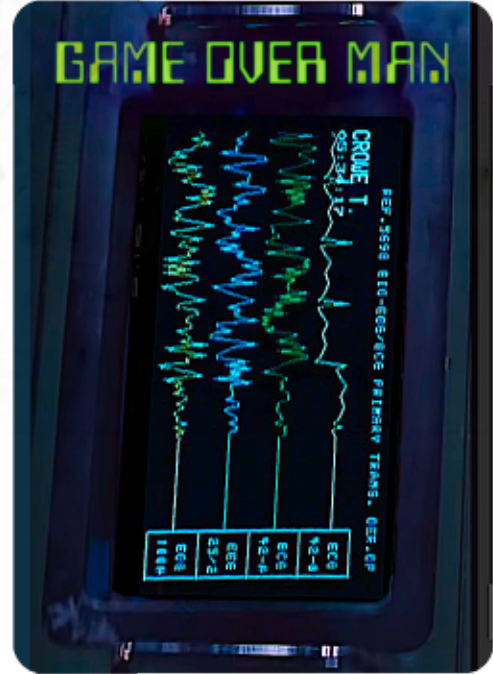
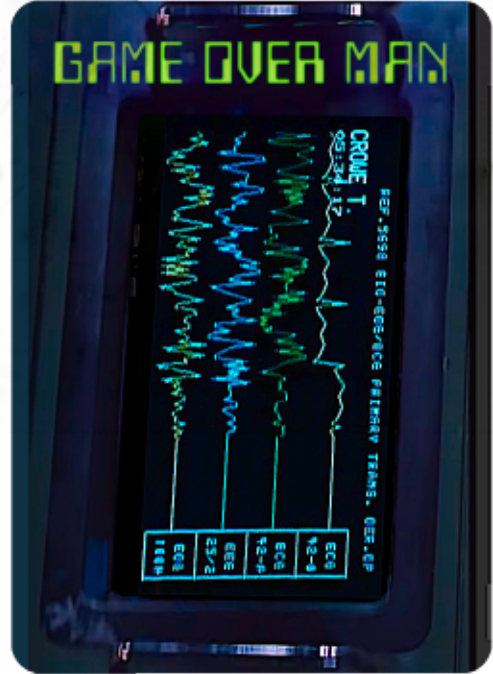


F 3
M 4

ADVANCE.....3

BEGIN MISSION WITH:
LIGHT RESOURCE



15 PVT R. FROST
FIRE TEAM



F 3
M 4

ADVANCE..... 4



30 PVT R. FROST
FIRE TEAM



F 3
M 4

ADVANCE..... 3

BEGIN MISSION WITH:
LIGHT RESOURCE



30 PVT J. VASQUEZ
M56 SMARTGUN



F 3/4
M 4/5

SMART-CHIP
RAM
1A



40 PVT J. VASQUEZ
M56 SMARTGUN



F 3/4
M 4/5

ARMOR PIERCING
ANTI-VEHICLE..... 5

SMART-CHIP
RAM
1A



15 PVT W. HUDSON
FIRE TEAM



F 3
M 4

ADVANCE..... 6

COMMUNICATION..... 6



25 PVT W. HUDSON
FIRE TEAM



F 3
M 4

ADVANCE..... 5

BEGIN MISSION WITH:
LIGHT RESOURCE

COMMUNICATION..... 6



LOCAL MILITIA



F 4
M 5

ADVANCE..... 6

BEGIN MISSION WITH:
STYMPACK RESOURCE



30 PVT. J DELINGPOLE
ZERO-S TEAM




F 4
M 3

ZERO-G..... 3

ADVANCED TRAINING:
+1 AP WHEN ROLLING ZERO-G




20 PVT. J DELINGPOLE
ZERO-6 TEAM

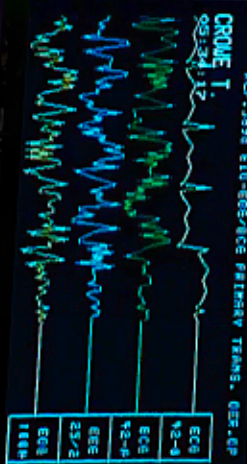


F 4
M 3

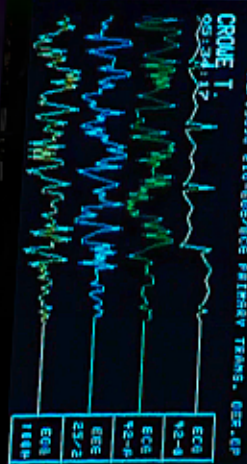
ZERO-G..... 3



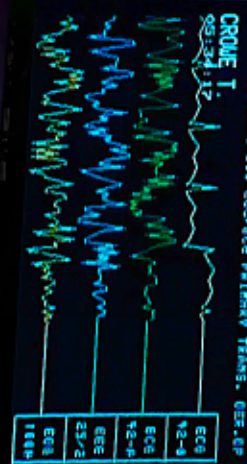
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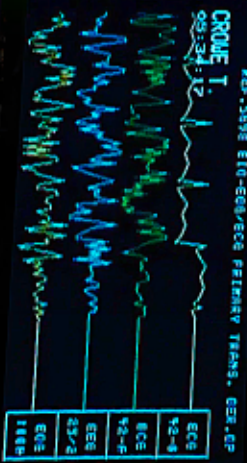
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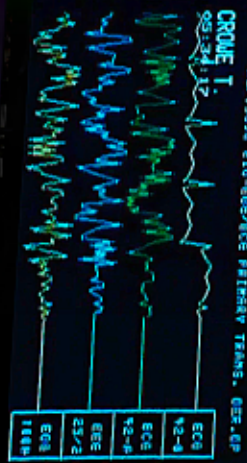
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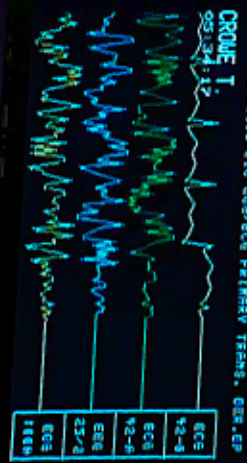
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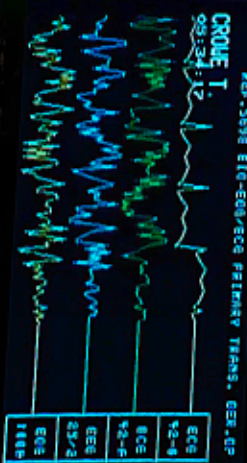
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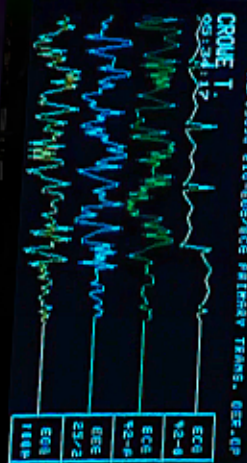
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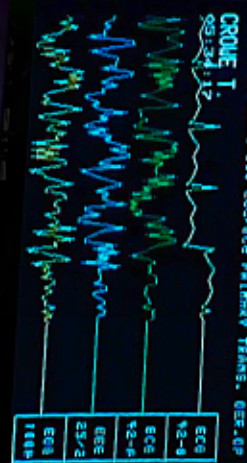
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



25 **M577 APC**
- PILUM VARIANT

MISSION TIME 05:12:37

F **5**
M **4/5**

VEHICLE
ADVANCE.....**2** PILOT.....**3**

COMS ARRAY:
+1 AP TO COMMUNICATION SKILL CHECK

ARMOR PIERCING:
FIRE SKILL CHECKS GENERATE AP WOUNDS

30 **M22A3 JACKSON**
- A.P.E.R. TANK VARIANT

MISSION TIME 05:12:37

F **4**
M **4**

VEHICLE A-V (PEN 1).....**3**

HEAVY ARMOR:
DMG.....**4+**

ARMOR PIERCING:
ENEMIES MAY NOT USE ARMOR AGAINST FIRE WOUNDS

15 **Pvt B. Kováč**
FIRE TEAM

MISSION TIME 05:12:37

F **3**
M **4**

ADVANCE.....**4**

25 **Pvt B. Kováč**
FIRE TEAM

MISSION TIME 05:12:37

F **3**
M **4**

ADVANCE.....**4**

BEGIN MISSION WITH:
LIGHT RESOURCE

20 **'NEWT JORDEN**
- CIVILIAN

MISSION TIME 09:16:42

F **5**
M **3**

ADVANCE.....**5**

FLAME THROWER:
IN MELEE USE THE "FLAME" SPECIAL RULE

30 **'NEWT JORDEN**
- CIVILIAN

MISSION TIME 09:16:42

F **5**
M **3**

ADVANCE.....**5**

SURVIVALIST: START MISSION WITH MEDKIT

FLAME THROWER:
IN MELEE USE THE "FLAME" SPECIAL RULE

25 **Pvt P. Beard**
- DOG TEAM A

MISSION TIME 05:56:17

F **5**
M **4/5**

ADVANCE.....**3**

WHILST ALIVE:
DURING A MISSION YOUR SQUAD CANNOT BE AMBUSHED.

SEARCH*.....**5**

35 **Pvt P. Beard**
- DOG TEAM A

MISSION TIME 05:56:17

F **5**
M **4/5**

ADVANCE.....**3**

WHILST ALIVE:
DURING A MISSION YOUR SQUAD CANNOT BE AMBUSHED.

SEARCH*.....**5**

40 **Pvt W. Bolton**
Heavy Weapons

MISSION TIME 08:13:41

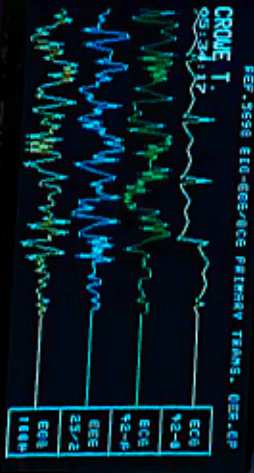
F **2**
M **4**

ANTI-VEHICLE.....**4**

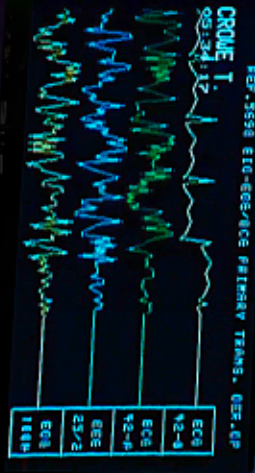
ADVANCED TRAINING:
+1 AP WHEN ROLLING FIRE

ARMOR PIERCING:
ENEMIES MAY NOT USE ARMOR AGAINST FIRE WOUNDS

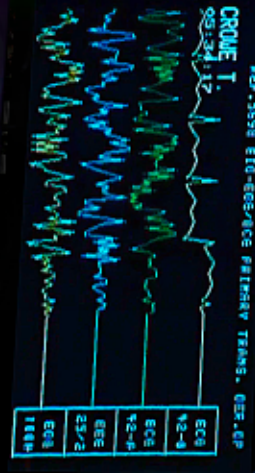
GAME OVER MAN.



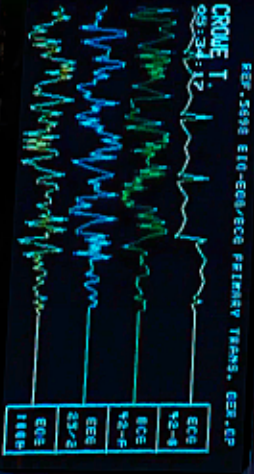
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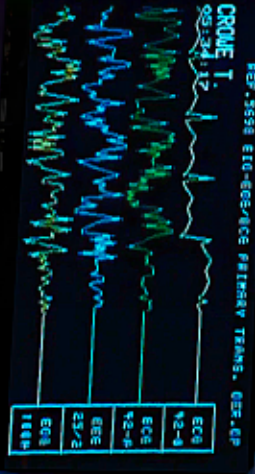
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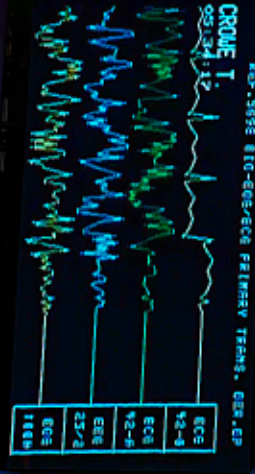
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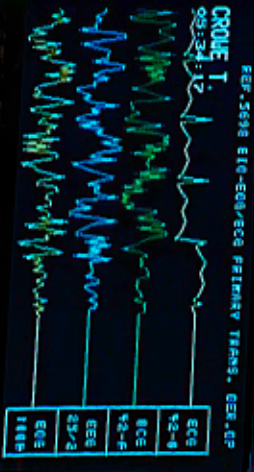
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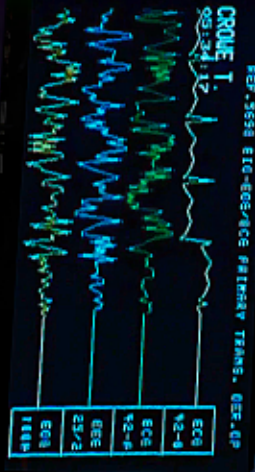
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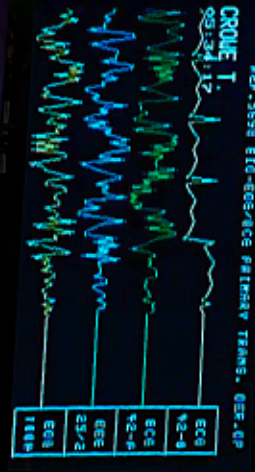
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



30 PVT W. BOLTON
HEAVY WEAPONS

MISSION TIME 02:13:45

F 2
M 4

ANTI-VEHICLE.....4

ARMOR PIERCING:
ENEMIES MAY NOT USE ARMOR AGAINST FIRE WOUNDS

25 PVT A. NICOLALLIS
- DOG TEAM A

MISSION TIME 03:29:31

F 5
M 4/5

ADVANCE.....3

WHILST ALIVE:
DURING A MISSION YOUR SQUAD CANNOT BE AMBUSHED.

35 PVT A. NICOLALLIS
- DOG TEAM A

MISSION TIME 03:29:31

F 5
M 4/5

ADVANCE.....3

WHILST ALIVE:
DURING A MISSION YOUR SQUAD CANNOT BE AMBUSHED.

SEARCH*.....5

20 PVT. J. FIELDING
- DRONE PILOT

MISSION TIME 06:19:45

F 3/4
M 6

ADVANCE.....6

30 PVT. J. FIELDING
- DRONE PILOT

MISSION TIME 06:19:45

F 3/4
M 6

ADVANCE.....6

ADVANCED TRAINING:
+1 AP WHEN ROLLING FIRE

15 PVT D. OMORAN
FIRE TEAM

MISSION TIME 04:26:56

F 3
M 4

ADVANCE.....4

25 PVT D. OMORAN
FIRE TEAM

MISSION TIME 04:26:56

F 3
M 4

ADVANCE.....4

BEGIN MISSION WITH:
LIGHT RESOURCE

25 PVT J. COLEMAN
C-C TEAM

MISSION TIME 09:14:54

F 4
M 3

ADVANCE.....5

35 PVT J. COLEMAN
C-C TEAM

MISSION TIME 09:14:54

F 4
M 3

ADVANCE.....5

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE

20 PVT. Z. GOLDMAN
SNIPER

MISSION TIME 07:25:53

F 3/4

M 6

ADVANCE 6

30 PVT. Z. GOLDMAN
SNIPER

MISSION TIME 07:25:53

F 3/4

M 6

ADVANCE 6

ADVANCED TRAINING:
+1 AP WHEN ROLLING FIRE

TERRY REFUGEE

MISSION TIME 04:34:19

F 5

M 6

20 PVT T. MALONE
ASSAULT TEAM

MISSION TIME 02:33:07

F 4

M 3

ADVANCE 3

30 PVT T. MALONE
ASSAULT TEAM

MISSION TIME 02:33:07

F 4

M 3

ADVANCE 3

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE

20 PVT G. STEWARTS
ASSAULT TEAM

MISSION TIME 04:53:22

F 4

M 3

ADVANCE 3

30 PVT G. STEWARTS
ASSAULT TEAM

MISSION TIME 04:53:22

F 4

M 3

ADVANCE 3

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE

15 PVT. S YATES
ZERO-G TEAM

MISSION TIME 03:29:33

F 4

M 4

ZERO-G 3

25 PVT. S YATES
ZERO-G TEAM

MISSION TIME 03:29:33

F 4

M 4

ZERO-G 3

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE

30 PVT P. ROLAND
- M56 SMARTGUN

MISSION TIME 04:32:25



F 3/4
M 4/5


ROLAND P.
AD1-/SER-D-416768

DEPARTMENT OF THE COLONIAL MARINE CORPS

SMART-CHIP
RAM
1A

40 PVT P. ROLAND
- M56 SMARTGUN

MISSION TIME 04:32:25



F 3/4
M 4/5

ROLAND P.
AD1-/SER-D-416768

DEPARTMENT OF THE COLONIAL MARINE CORPS

SMART-CHIP
RAM
1A

ARMOR PIERCING
ANTI-VEHICLE.....5

30 UD-4L CHEYENNE
- PILOT VARIANT

MISSION TIME 07:36:21



F 3/4
M 5

VEHICLE
ADVANCE.....2 PILOT.....3

COMS ARRAY:
+1 AP TO COMMUNICATION SKILL CHECK

ARMOR PIERCING:
FIRE SKILL CHECKS GENERATE AP WOUNDS

15 PVT A. SAMSON
FIRE TEAM

MISSION TIME 05:36:21



F 3
M 4

SAMSON A.
AD1-/SER-D-417768

DEPARTMENT OF THE COLONIAL MARINE CORPS

ADVANCE.....4

25 PVT A. SAMSON
FIRE TEAM

MISSION TIME 05:36:21



F 3
M 4

SAMSON A.
AD1-/SER-D-417768

DEPARTMENT OF THE COLONIAL MARINE CORPS

ADVANCE.....4

ADVANCED TRAINING:
+1 AP WHEN ROLLING FIRE

SAM REFUGEE

MISSION TIME 07:36:21



F -
M 5/6

30 W-Y ASSAULT A
ASSAULT TEAM

MISSION TIME 00:54:13



F 4
M 3

<classified>
AD1-/SER-D-278424

WEYLAND-YUTANI CORP

ADVANCE.....3

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE
"Building Better Worlds"

25 M577A3 APC
- PILOT VARIANT

MISSION TIME 00:54:13



F 4/5
M 5

WEYLAND-YUTANI CORP

VEHICLE
ADVANCE.....2 PILOT.....3

COMS ARRAY:
+1 AP TO COMMUNICATION SKILL CHECK

ARMOR PIERCING:
"Inter Worlds"
FIRE SKILL CHECKS GENERATE AP WOUNDS

35 M40 RIDGEWAY
- A.P.E.R. TANK VARIANT

MISSION TIME 00:54:13



F 3/4
M 5

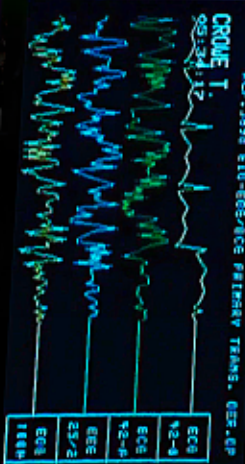
WEYLAND-YUTANI CORP

VEHICLE
A-V (PEN2).....3

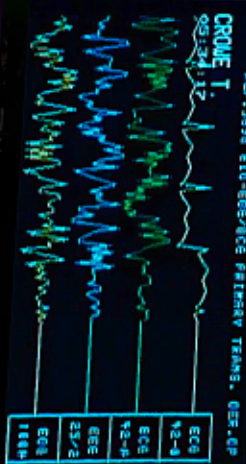
HEAVY ARMOR:
DMG.....5+

ARMOR PIERCING:
"Inter Worlds"
ENEMIES MAY NOT USE ARMOR AGAINST FIRE WOUNDS

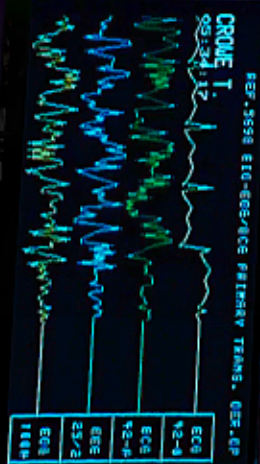
GAME OVER MAN.



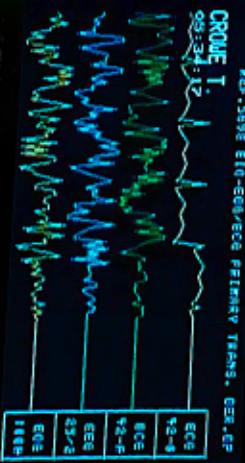
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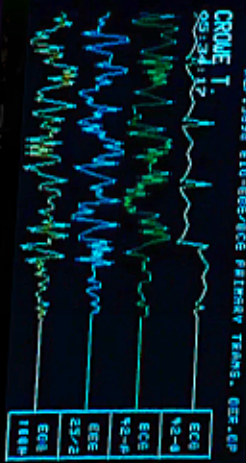
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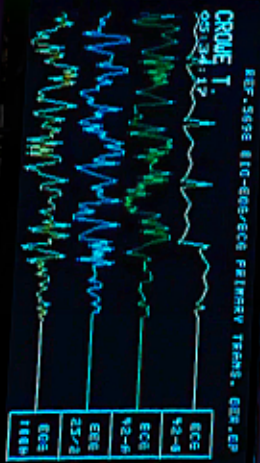
GAME OVER MAN.



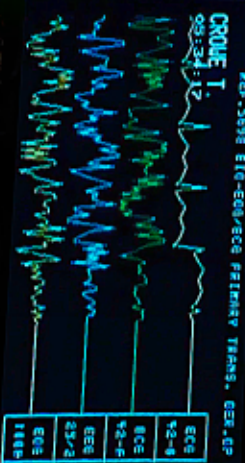
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



20 W-y ASSAULT A
ASSAULT TEAM

MISSION 00:56:13



F 4
M 3

<CLASSIFIED>
ADJ./SIR-D: 278624

ADVANCE.....3

WEYLAND-YUTANI CORP



"Building Better Worlds"

20 W-y ASSAULT B
ASSAULT TEAM

MISSION 05:24:37



F 4
M 3

<CLASSIFIED>
ADJ./SIR-D: 795332

ADVANCE.....3

WEYLAND-YUTANI CORP



"Building Better Worlds"

30 W-y ASSAULT B
ASSAULT TEAM

MISSION 05:24:37



F 4
M 3

<CLASSIFIED>
ADJ./SIR-D: 795332

ADVANCE.....3

WEYLAND-YUTANI CORP

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE



"Building Better Worlds"

25 W-y SPECIAL FORCE
ZERO-G TEAM



F 3
M 4

ZERO-G.....3

WEYLAND-YUTANI CORP



"Building Better Worlds"

30 W-y SPECIAL FORCE
ZERO-G TEAM



F 3
M 4

ZERO-G.....3

WEYLAND-YUTANI CORP

ADVANCED TRAINING:
+1 AP WHEN ROLLING FIRE



"Building Better Worlds"


25 W-y SPECIAL FORCE
ZERO-G TEAM



F 3
M 4

ZERO-G.....3

WEYLAND-YUTANI CORP



"Building Better Worlds"

30 W-y SPECIAL FORCE
ZERO-G TEAM



F 3
M 4

ZERO-G.....3

WEYLAND-YUTANI CORP

ADVANCED TRAINING:
+1 AP WHEN ROLLING FIRE



"Building Better Worlds"

20 W-y CAKE-WALK
ZERO-G TEAM



F 4
M 3

ZERO-G.....3

WEYLAND-YUTANI CORP



"Building Better Worlds"

30 W-y CAKE-WALK
ZERO-G TEAM



F 4
M 3

ZERO-G.....3

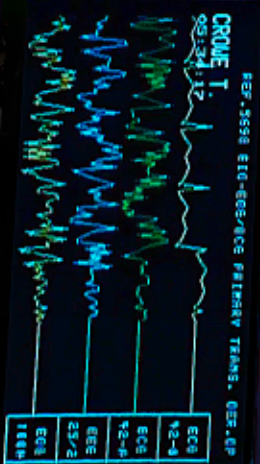
WEYLAND-YUTANI CORP

BEGIN MISSION WITH:
SMOKE GRENADE RESOURCE

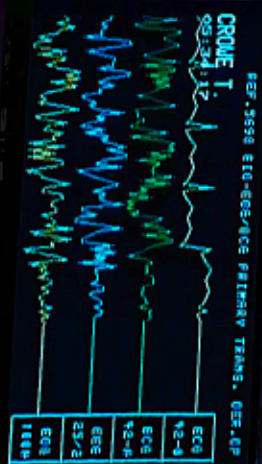


"Building Better Worlds"

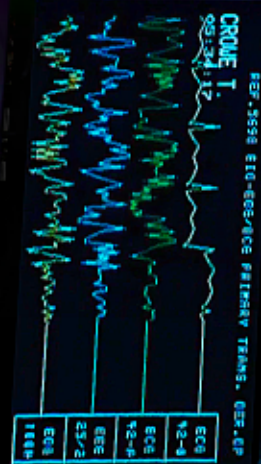
GAME OVER MAN.



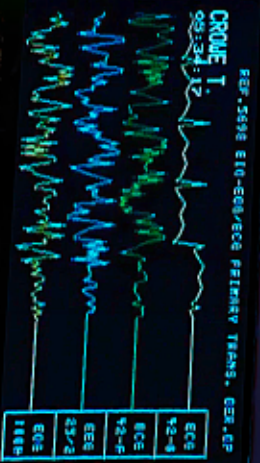
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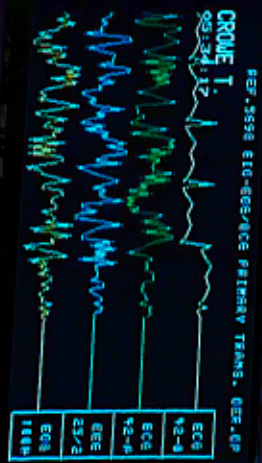
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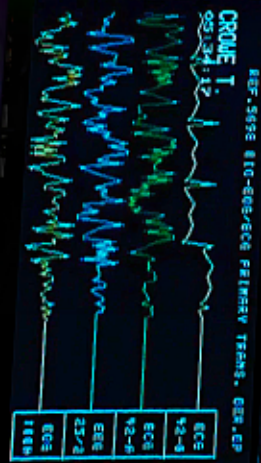
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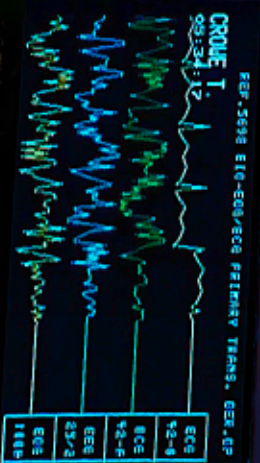
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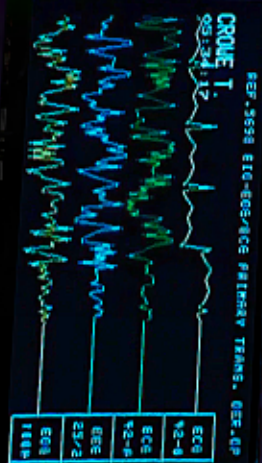
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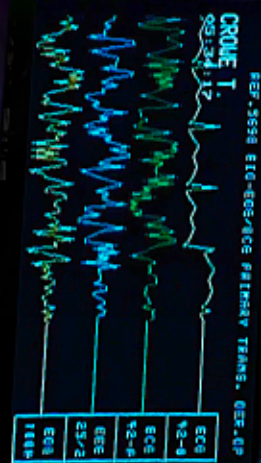
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



30 W-y FIRE TEAM A
FIRE TEAM

MISSION TIME 03:29:43

F 3
M 4

ADVANCE.....3

WEYLAND-YUTANI CORP

BEGIN MISSION WITH:
LIGHT RESOURCE
"Building Better Worlds"

30 W-y STORMTROOP B
C-C TEAM

MISSION TIME 03:34:01

F 4
M 3

ADVANCE.....3

WEYLAND-YUTANI CORP

"Building Better Worlds"

40 W-y STORMTROOP B
C-C TEAM

MISSION TIME 03:34:01

F 4
M 3

ADVANCE.....3

WEYLAND-YUTANI CORP

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE
"Building Better Worlds"

25 W-y COMMANDO
- SPECIAL FORCES

MISSION TIME 04:23:56

F 5
M 3/4

ADVANCE.....4

WEYLAND-YUTANI CORP

CLIMB*.....4
"Building Better Worlds"

35 W-y COMMANDO
- SPECIAL FORCES

MISSION TIME 04:23:56

F 5
M 3/4

ADVANCE.....4

WEYLAND-YUTANI CORP

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE
"Building Better Worlds"

CLIMB*.....4

20 W-y DRONE PILOT
SNIPER

MISSION TIME 13:59:36

F 4/4
M 5

ADVANCE.....5

WEYLAND-YUTANI CORP

"Building Better Worlds"

30 W-y DRONE PILOT
SNIPER

MISSION TIME 13:59:36

F 4/4
M 5

ADVANCE.....5

WEYLAND-YUTANI CORP

ADVANCED TRAINING:
+1 AP WHEN ROLLING FIRE
"Building Better Worlds"

30 W-y STORMTROOP A
C-C TEAM

MISSION TIME 01:53:23

F 4
M 3

ADVANCE.....3

WEYLAND-YUTANI CORP

"Building Better Worlds"

40 W-y STORMTROOP A
C-C TEAM

MISSION TIME 01:53:23

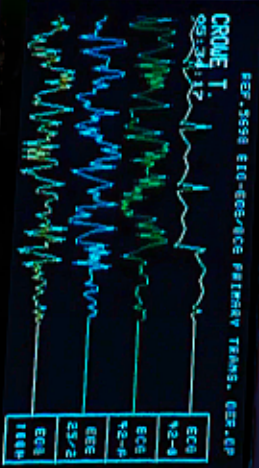
F 4
M 3

ADVANCE.....3

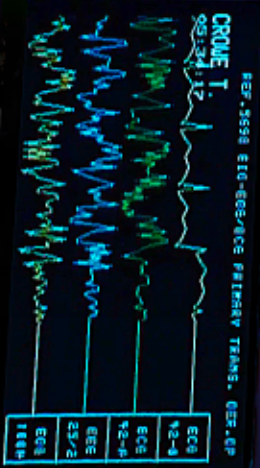
WEYLAND-YUTANI CORP

ADVANCED TRAINING:
+1 AP WHEN ROLLING MELEE
"Building Better Worlds"

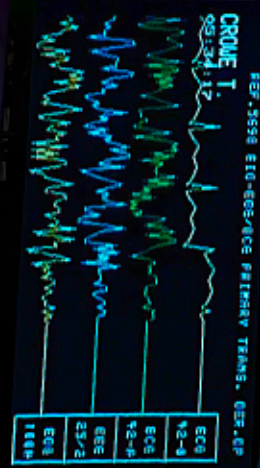
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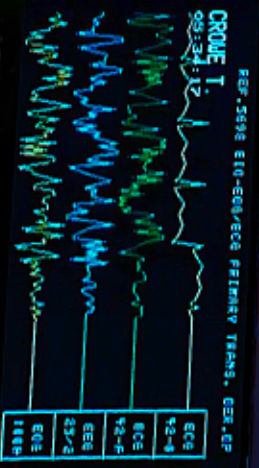
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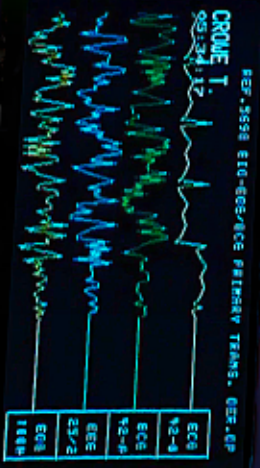
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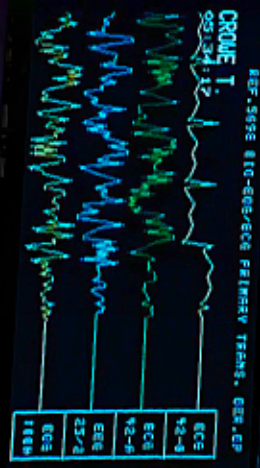
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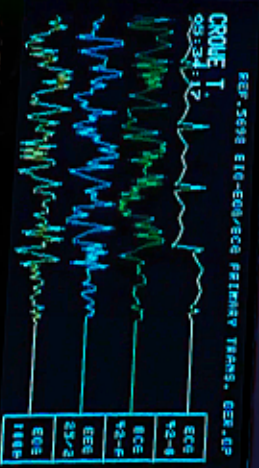
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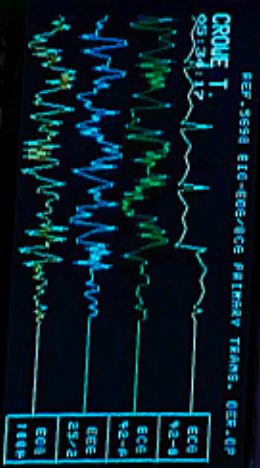
GAME OVER MAN.



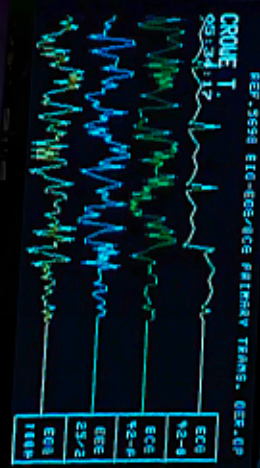
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



20 W-y FIRE TEAM B
FIRE TEAM

MISSION TIME: 01:42:51



F 3
M 4

ADVANCE.....3

WEYLAND-YUTANI CORP
"Building Better Worlds"

30 W-y FIRE TEAM B
FIRE TEAM

MISSION TIME: 03:42:51



F 3
M 4

ADVANCE.....3

WEYLAND-YUTANI CORP
BEGIN MISSION WITH:
LIGHT RESOURCE
"Building Better Worlds"

20 W-y FIRE TEAM A
FIRE TEAM

MISSION TIME: 03:29:41



F 3
M 4

ADVANCE.....3

WEYLAND-YUTANI CORP
"Building Better Worlds"

30 W-y SMARTGUN A

MISSION TIME: 02:30:41



F 3/4
M 4/5

WEYLAND-YUTANI CORP
SMART-CHIP RAM
"Building Better Worlds" 1A

40 W-y SMARTGUN A

MISSION TIME: 02:30:41



F 3/4
M 4/5

ARMOR PIERCING ANTI-VEHICLE.....5

WEYLAND-YUTANI CORP
SMART-CHIP RAM
"Building Better Worlds" 1A

30 W-y SMARTGUN B

MISSION TIME: 07:43:41



F 3/4
M 4/5

WEYLAND-YUTANI CORP
SMART-CHIP RAM
"Building Better Worlds" 1A

40 W-y SMARTGUN B

MISSION TIME: 07:43:41



F 3/4
M 4/5

ARMOR PIERCING ANTI-VEHICLE.....5

WEYLAND-YUTANI CORP
SMART-CHIP RAM
"Building Better Worlds" 1A

25 W-y HITMAN
CORPORATE AGENT

MISSION TIME: 06:42:41



F 3/4
M 4

ADVANCE.....5

WEYLAND-YUTANI CORP
TRACKING*.....3
"Building Better Worlds"

35 W-y HITMAN
CORPORATE AGENT

MISSION TIME: 06:42:41



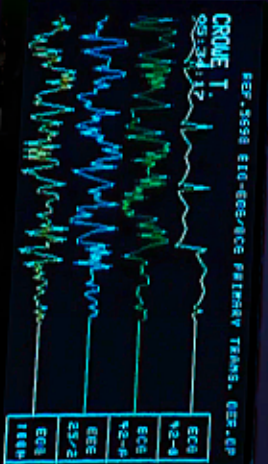
F 3/4
M 4

ADVANCE.....5

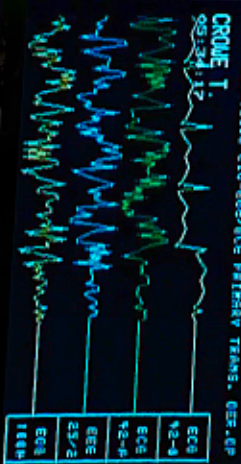
WEYLAND-YUTANI CORP
ADVANCED TRAINING:
+1 AP WHEN ROLLING FIRE
"Building Better Worlds"

TRACKING*.....3

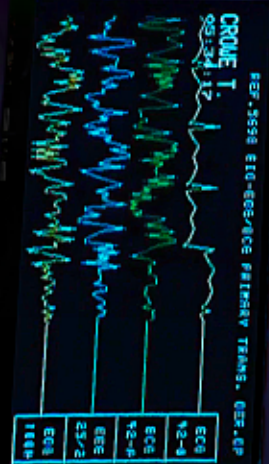
GAME OVER MAN.



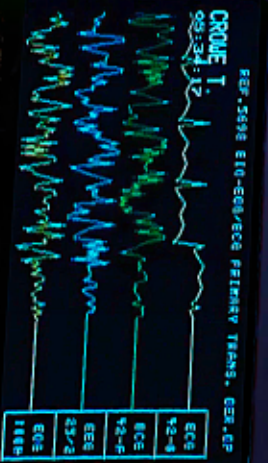
GAME OVER MAN.



GAME OVER MAN.



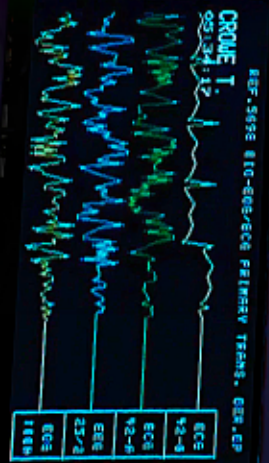
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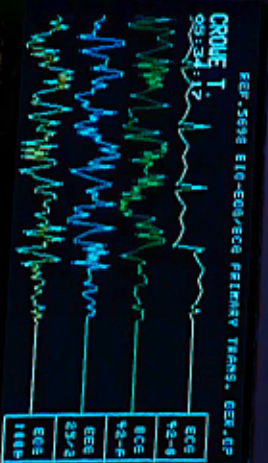
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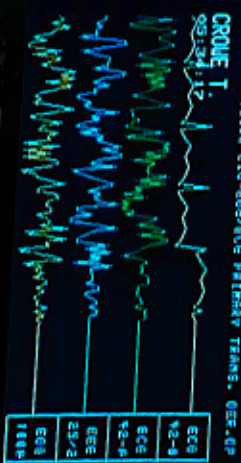
GAME OVER MAN.



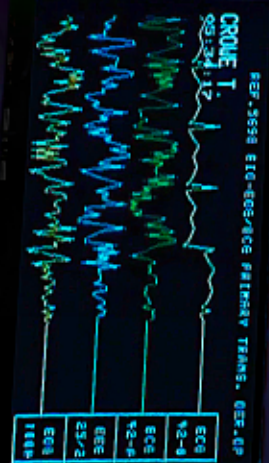
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



SGT Y. ARCHER
USCMC MEDIC

MISSION TIME
04:25:11

F 5
M 4

TREATMENT*3
COMPUTER*5

Begin mission with a Medkit Item

SPC. C. STONE
USCMC ENGINEER

MISSION TIME
03:43:02

F -
M 6

COMPUTER*5
ENGINEERING*2
REPAIR*4

SGT C. HOPKINS
USCMC DEMOLITIONS

MISSION TIME
04:21:26

F -
M 4

DEMOLITIONS*3
SECURITY*5
REPAIR*5

SGT D. POLLARD
USCMC SCOUTS

MISSION TIME
06:29:17

F -
M 4

TRACKING*3
SCOUT*3
CLIMB*4

FRANK
REFUGEE

MISSION TIME
08:35:10

F -
M -

COMPUTER*4
REPAIR*5

DR N. MILNER
USCMC SCIENTIST

MISSION TIME
12:46:27

F -
M 5

SEARCH*3
SCIENCE*3
COMPUTER*4

SGT T. MANSON
USCMC RECON

MISSION TIME
14:23:11

F 6
M 4

TRACKING*3
SCOUT*3
CLIMB*4

OFF. P. ANDERSON
USCMC SECURITY

MISSION TIME
09:21:11

F -
M 4

SEARCH*5
SECURITY*3
COMPUTER*3

BISHOP 341-B
USCMC SYNTHETIC

Mk 1a
+1
VEHICLE PILOT SKILL CHECKS

SCIENCE*3
SECURITY*3
COMPUTER*4

10 **SPC. B. CUNLIFF**
USCMC TECHNICIAN

MISSION TIME
03:47:33

F -
M **4**

Cunliff B.
ABN: 7316 ID: 847733

REPAIR*3
SECURITY*3
COMPUTER*4

10 **WORKING JOE**
USCMC ANDROID

Beegson. Tomorrow. Together.
SEEGSON

Some say God created Adam in his own image, but here at Seegson, we know where our boundaries lie. Our Working androids are an industry revolution and doing exactly what they were designed and programmed to do that way.

F -
M -

Mk 1a
+1
ENGINEERING

COMPUTER* ..3
ENGINEERING* ..3
REPAIR*5

15 **WALTER 1**
USCMC SYNTHETIC

WALTER
79
LAGOS
COLONIAL
MARINE
WY47892

F -
M -

REPAIR*3
SECURITY*3
COMPUTER*4

RAM
1A/2B

5 **'NEWT' JORDEN**
CIVILIAN

CAN'T BE SHAKEN

F -
M **4**

SEARCH*3
SECURITY*5
SCOUT*5

15 **WALTER 1**
W-Y SYNTHETIC

WEYLAND-YUTANI CORP
"Building Better Worlds"

F -
M -

SCIENCE*3
SECURITY*3
COMPUTER*4

RAM
1A/2B

15 **DAVID 8**
W-Y SYNTHETIC

WEYLAND-YUTANI CORP
"Building Better Worlds"

F -
M **4**

Mk 1a
+1
SCIENCE

SCIENCE*3
SECURITY*3
COMPUTER*4

10 **CARTER J. BURKE**

F -
M **4**

REPAIR*3
SECURITY*3
COMPUTER*4

WEYLAND-YUTANI CORP
"Building Better Worlds"

10 **SPC V. MORRIS**
W-Y DEMOLITTONS

MISSION TIME
03:47:28

F -
M **4**

Morris V.
ABN: 7316 ID: 354762

DEMOLITIONS*3
SECURITY*5
REPAIR*5

WEYLAND-YUTANI CORP
"Building Better Worlds"

10 **SPC H. GREENE**
W-Y ENGINEER

MISSION TIME
03:07:43

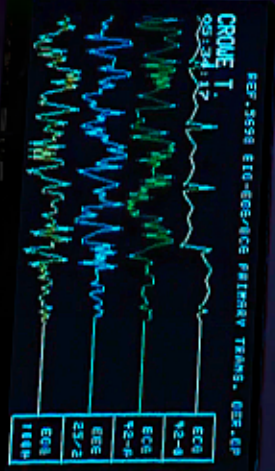
F -
M **4**

Greene H.
ABN: 7316 ID: 154432

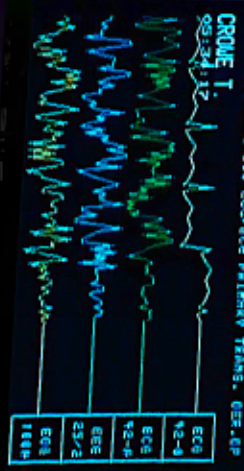
COMPUTER*4
ENGINEERING*3
REPAIR*5

WEYLAND-YUTANI CORP
"Building Better Worlds"

GAME OVER MAN.



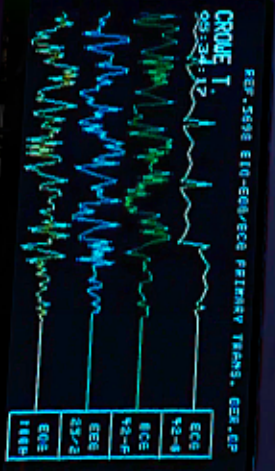
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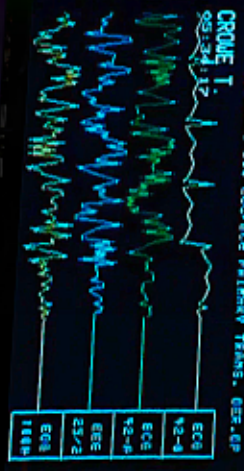
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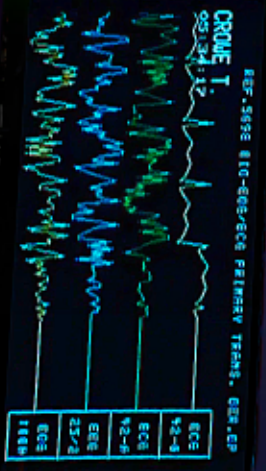
GAME OVER MAN.



GAME OVER MAN.



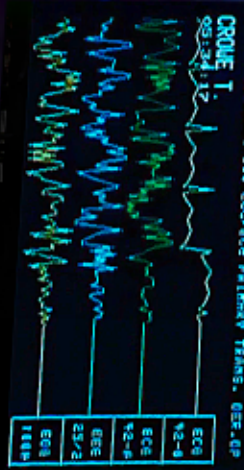
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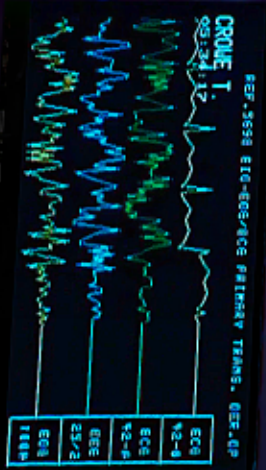
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



SPC A. BRIGHT
W-Y TECHNICIAN

MISSION TIME
00:52:15

F -

M **4**

REPAIR*3
WEYLAND-YUTANI CORP
SECURITY*3
"Building Better Worlds"
COMPUTER*4

DR H. LANGDALE
W-Y SPECIMEN CAPTURE

MISSION TIME
02:12:10

F -

M **6**

TRACKING*3
WEYLAND-YUTANI CORP
SCIENCE*5
"Building Better Worlds"
SEARCH*4

OFF F. ALLEN
W-Y SECURITY

MISSION TIME
00:21:52

F -

M **4**

SEARCH*5
WEYLAND-YUTANI CORP
SECURITY*3
"Building Better Worlds"
COMPUTER*3

OFF Q. WILLIAMS
W-Y SECURITY

MISSION TIME
02:14:57

F **6**

M **4**

SEARCH*5
WEYLAND-YUTANI CORP
SECURITY*3
"Building Better Worlds"
COMPUTER*3

DR C. DEXTER
W-Y MEDIC

MISSION TIME
03:17:00

F -

M **4**

TREATMENT*3
WEYLAND-YUTANI CORP
COMPUTER*5

 Begin mission with a Medkit Item

SGT E. HAMMER
W-Y SCOUTS

MISSION TIME
00:21:07

F **6**

M **4**

TRACKING*3
WEYLAND-YUTANI CORP
SCOUT*3
"Building Better Worlds"
CLIMB*4

DR H. BECKMANN
W-Y SCIENTIST

MISSION TIME
00:13:50

F -

M -

SEARCH*3
WEYLAND-YUTANI CORP
SCIENCE*2
"Building Better Worlds"
COMPUTER*4

ARTHUR-CS 5
- COMMAND SYNTHETIC

RAM
2B/3D

COMMAND3
WEYLAND-YUTANI CORP
COMMUNICATION3
"Building Better Worlds"
INTELLIGENCE3

CORPORATE SPONSOR
SQUAD LEADER

MISSION TIME
00:33:04

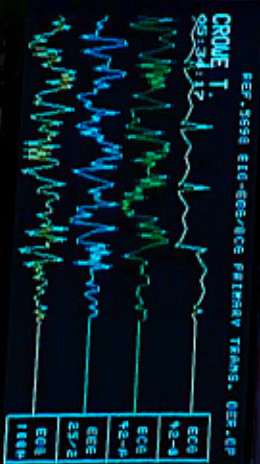
F -

M -

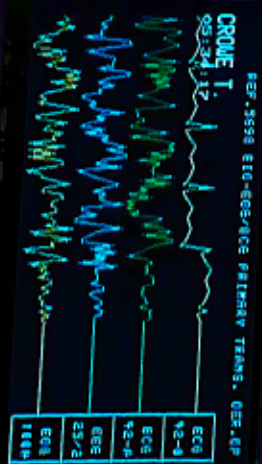
COMMAND4
WEYLAND-YUTANI CORP
COMMUNICATION4
"Building Better Worlds"
INTELLIGENCE2

 BEGIN MISSION WITH:
INTEL RESOURCE

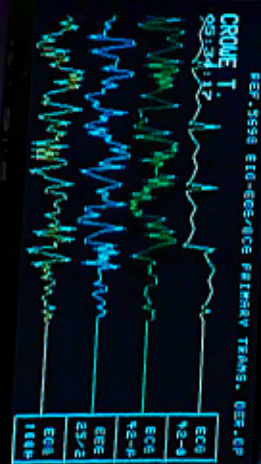
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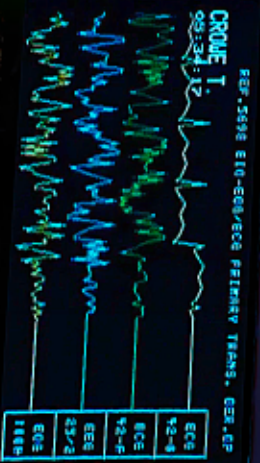
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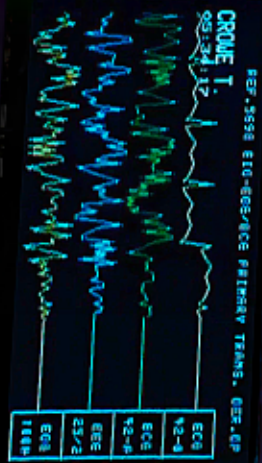
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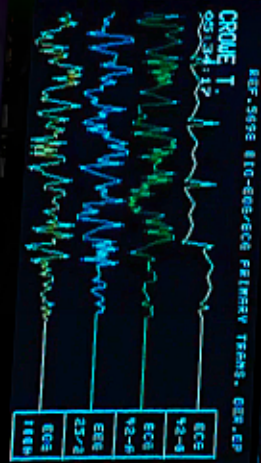
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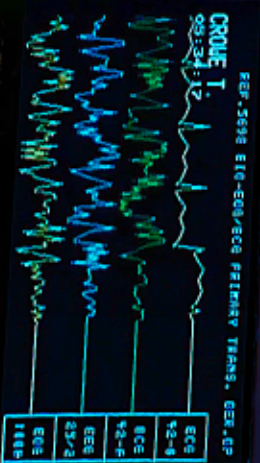
GAME OVER MAN.



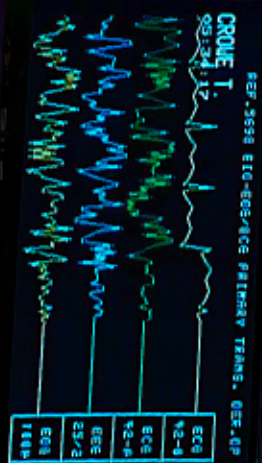
GAME OVER MAN.



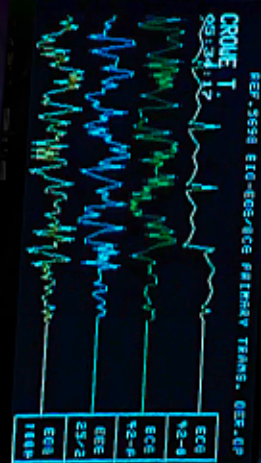
GAME OVER MAN.



GAME OVER MAN.



GAME OVER MAN.



Sgt. D. Sanford
SQUAD LEADER

MISSION TIME
04:34:53

F

M

COMMAND.....4

COMMUNICATION.....3

INTELLIGENCE.....3

MSG. A. APONE
SQUAD LEADER

MISSION TIME
03:13:54

F

M

COMMAND.....3

COMMUNICATION.....5

INTELLIGENCE.....4

Lt. W. Travis
SQUAD LEADER

MISSION TIME
03:13:54

F

M

COMMAND.....3

COMMUNICATION.....5

INTELLIGENCE.....4

Lt. S. Gorman
SQUAD LEADER

MISSION TIME
05:14:22

F

M

COMMAND.....5

COMMUNICATION.....3

INTELLIGENCE.....4

Cpl. D. Hicks
SQUAD LEADER

MISSION TIME
05:14:22

F

M

COMMAND.....3

COMMUNICATION.....4

INTELLIGENCE.....5

Lt. D. Hicks
SQUAD LEADER

MISSION TIME
05:14:22

F

M

COMMAND.....2

COMMUNICATION.....4

INTELLIGENCE.....5

Lt. C. Hill
SQUAD LEADER

MISSION TIME
05:14:22

F

M

COMMAND.....3

COMMUNICATION.....3

INTELLIGENCE.....3

