You can use your **COMMAND** skill to order other non-officer PCs and NPCs around, as long as they belong to the same organization as you. To force someone to follow your orders and perform a specific action, roll **COMMAND** against the target’s **MANIPULATION**. If successful, the target must follow your order, even if it means harm or danger to themselves. Your **STRESS LEVEL** increases by one each time you do this. Note also that each roll only covers one specific action. You cannot stop actions triggered by Panic Rolls using this talent.
Wick Johns

Find a leader to follow and help them to save human lives

Clayton

Pistol reload (x1)

Key card

M4A3 pistol

+1

1

Medium
OVERKILL

You don’t run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy. You can trigger different, more aggressive effects when you make a Panic Roll. This lets you replace the effect of a Panic Roll result of 11 or higher by the Overkill effect, if you have any enemies in sight. When triggering Overkill, you must immediately attack your enemies and you won’t stop until you or all enemies in sight are Broken. Also, all other PCs in SHORT range of you must make an immediate Panic Roll.

//SLOW ACTIONS (usually requires a roll)
> Slow Action - Prerequisite: Skill
> Crawl - You can prone. //
> Close combat attack - You can close combat
> Shot - Firearm - Ranged Combat
> Shot - Full auto firearm - Firearm - Ranged Combat
> Throw weapon - Thrown weapon - Ranged Combat
> Knockout - Firearm //
> First aid - Broken or dying victims - Medical Aid
> Stop a panic - Panicking character - Command
> You're attacked by a strange alien creature that you've never seen before
> A truly horrifying event occurs, as determined by a scenario or the GM

//FAST ACTIONS
> Fast Action - Prerequisite: Skill
> Run - No area at engaged range. //
> Move through door/hatch - // //
> Shoot - You are prone
> Draw weapon - // //
> Black magic attack - Attacked in close combat //
> Push - Enemy at engaged range - Close Combat
> Grapple attack - You've grabbed an opponent - Close Combat
> Retreat - Enemy at engaged range - Mobility
> Run - Ranged weapon //
> Seek cover - Cover in base zone //
> Grab the wheel - Vehicle //
> Drive - Vehicle - Piloting
> Make item -Variety - Variety

//GAIN STRESS
> You pass a skill roll.
> You fire a burst of full auto fire (see page 62)
> You suffer one or more points of damage
> You go without sleep, food, or water (see page 75)
> A scientist in your team fails to analyze something (see page 33)
> A member of your own crew attacks you.
> A person nearby is revealed to be an alien.
> You encounter another creature or location, as determined by the scenario or the GM.

//DIFFICULTY

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Time Units</th>
<th>Duration / Primary Use</th>
<th>Recovery/sleep hours</th>
<th>Stealth/attack &amp; ambushes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trivial</td>
<td>3</td>
<td>Turn 5-10 minutes / Combat</td>
<td>3-5 hours Recovery</td>
<td>Stealth</td>
</tr>
<tr>
<td>Simple</td>
<td>2</td>
<td>Turn 15-20 minutes / Stealth</td>
<td>5-10 hours Recovery</td>
<td>Stealth</td>
</tr>
<tr>
<td>Easy</td>
<td>1</td>
<td>Turn 30-40 minutes / Stealth</td>
<td>10-20 hours Recovery</td>
<td>Stealth</td>
</tr>
<tr>
<td>Average</td>
<td>0</td>
<td>Turn 1-2 hours / Stealth</td>
<td>20-30 hours Recovery</td>
<td>Stealth</td>
</tr>
<tr>
<td>Hard</td>
<td>-1</td>
<td>Turn 2-3 hours / Stealth</td>
<td>30-40 hours Recovery</td>
<td>Stealth</td>
</tr>
<tr>
<td>Expert</td>
<td>-2</td>
<td>Turn 3-4 hours / Stealth</td>
<td>40-50 hours Recovery</td>
<td>Stealth</td>
</tr>
<tr>
<td>Master</td>
<td>-3</td>
<td>Turn 4-5 hours / Stealth</td>
<td>50-60 hours Recovery</td>
<td>Stealth</td>
</tr>
</tbody>
</table>

//RANGE

<table>
<thead>
<tr>
<th>Range</th>
<th>Grouping</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Engaged</td>
<td>1</td>
<td>You are in the same zone.</td>
</tr>
<tr>
<td>To you</td>
<td>2</td>
<td>You are 10m away.</td>
</tr>
<tr>
<td>Short range</td>
<td>3</td>
<td>You are 10m away.</td>
</tr>
<tr>
<td>Long range</td>
<td>4</td>
<td>You are 10m away.</td>
</tr>
<tr>
<td>Extreme</td>
<td>5</td>
<td>You are 10m away.</td>
</tr>
</tbody>
</table>

//STEALTH

<table>
<thead>
<tr>
<th>Mobility Roll</th>
<th>Range Modifiers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stealth</td>
<td>MOBILITY ROLL</td>
</tr>
<tr>
<td>Triangle</td>
<td>10</td>
</tr>
<tr>
<td>Medium</td>
<td>10</td>
</tr>
<tr>
<td>Short</td>
<td>20</td>
</tr>
<tr>
<td>Extreme</td>
<td>30</td>
</tr>
</tbody>
</table>

//RANGED FIRE

<table>
<thead>
<tr>
<th>Modification</th>
<th>Factor Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aimed shot</td>
<td>+2</td>
</tr>
<tr>
<td>Large target</td>
<td>+2</td>
</tr>
<tr>
<td>Short range</td>
<td>+2</td>
</tr>
<tr>
<td>Medium range</td>
<td>+2</td>
</tr>
<tr>
<td>Dim light</td>
<td>+2</td>
</tr>
<tr>
<td>Darkness</td>
<td>+2</td>
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</tbody>
</table>

//COMMON types of COVER

<table>
<thead>
<tr>
<th>Cover Armor Rating</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shrubs</td>
<td>2</td>
</tr>
<tr>
<td>Foliage</td>
<td>3</td>
</tr>
<tr>
<td>Door</td>
<td>4</td>
</tr>
<tr>
<td>Dusty bulkehead</td>
<td>5</td>
</tr>
<tr>
<td>Outer bulkehead</td>
<td>6</td>
</tr>
<tr>
<td>Armored bulkehead</td>
<td>7</td>
</tr>
</tbody>
</table>

//MAKE PANIC ROLL IF:

1. You roll on or above your STRESS dice in a skill roll. If this happens, you can’t use the skill roll in a skill roll for panic.
2. You release a helpless character suffering from a certain panic effect, see the table.
3. You are pinned down by a ranged attack.
4. You suffer a critical injury.
5. A truly horrifying event occurs, as determined by a scenario or the GM.
Valerie Reid

Terminate all threats to the Cronus crew with extreme prejudice, no matter the risks for you.

Overkill

Johns

Flynn

Armat 37A2 12-gauge pump action shotgun

BONUS  +2

DAMAGE  3

RANGE  Short

Shotgun reload (x2)
COMPASSION

This isn’t just a job for you. You truly care about the people under your care. You can push any skill roll based on Empathy twice, not just once like other characters. Each push increases your STRESS LEVEL by one.
Get out of this mess alive, no matter what the cost or what lies you need to tell

**Liam Flynn**

**Compassion**

**RELATIONSHIPS**
- **BUDDY:** Cooper
- **RIVAL:** Reid

**STRESS LEVEL**

**HEALTH**

**RADIATION**

**CRITICAL INJURIES**

**CONDITIONS**
- STARVING
- DEHYDRATED
- EXHAUSTED
- FREEZING

**CONSUMABLES**
- AIR
- FOOD
- POWER
- WATER

**GEAR**
- Personal medkit
- Surgical kit

**EXPERIENCE POINTS**

**STORY POINTS**

**PERSONAL AGENDA**

**NAME**

**CAREER**

**APPEARANCE**

**TALENTS**

**CLOSE COMBAT**

**HEAVY MACHINERY**

**STRENGTH**

**STAMINA**

**RANGED COMBAT**

**MOBILITY**

**AGILITY**

**PILOTING**

**ATTRIBUTES**

**OBSERVATION**

**SURVIVAL**

**COMTECH**

**MEDICAL AID**

**MANIPULATION**

**COMMAND**

**EMPATHY**

**SIGNATURE ITEM**

**ATTRIBUTES**

**MUSCLE**

**BONES**

**HEART**

**LUNGS**

**INSIDE BEINGS**

**OUTSIDE BEINGS**

**ARMOR**

**WEAPONS**

**RATING**

**ENCUMBRANCE**

**BONUS**

**DAMAGE**

**RANGE**
ANALYSIS

You can roll for **Observation** to gain insight about strange and alien artifacts or creatures that you encounter and get a chance to analyze for at least one Turn. For every success you roll, you get to ask the GM one of the questions below.

Is it human or alien? Is it dead or alive? How old is it? What is its purpose? How does it work? What problems could it cause?

The GM must answer truthfully, but is allowed to give vague or incomplete answers. A successful Analyze roll also reduces the **Stress Level** of all other PCs within **Short** range by one, while a failed roll increases other PCs’ **Stress Level** by one.
Make sure the 26 Draconis Strain does not become a threat to human civilization

Daniel Cooper

Analyze

Flynn
Clayton

Personal data tablet
The interests of the company always come first, no matter what. And you represent the company. That means your own safety is paramount—other crew members are expendable. If you are attacked or otherwise end up in fatal danger, and if another PC or friendly NPC is within SHORT range (the same zone), you can make a MANIPULATE roll (straight roll, not opposed, and does not count as an action). If you succeed, the other character suffers the attack or hazard instead of you. Using this talent increases your STRESS LEVEL by one.
Bring both Flynn and a sample of the 26 Draconis Strain back to Weyland-Yutani for a nice fat paycheck -- no matter who you need to kill to get there.