

MILLER'S AGENDA ACT I

Follow company protocol, get the job done and cash in. Don't do anything to risk your paycheck. Maybe the next run pays better.

MILLER'S AGENDA ACT II

Finding the Cronus is a huge opportunity, even with monsters onboard. Find a way to get out from under the corporate yoke with an upgraded ship or enough money to buy a new one.

MILLER'S AGENDA ACT III

Things are going south, fast. Get all the cash you can and get the hell out of dodge, by any means necessary.

DAVIS'S AGENDA ACT I

God, these cargo runs are fucking boring. Take any chance to break the monotony.

DAVIS'S AGENDA ACT II

Shit, you really need another fix right now. Search the labs on the Cronus for stimulants.

DAVIS'S AGENDA ACT III

This will all go to hell, unless you save the day. Take any risk necessary to kill the monsters and other enemies on the Cronus.

RYE'S AGENDA ACT I

Find any angle to get more money out of this shit cargo run. Your sick brother back home needs the cash badly.

RYE'S AGENDA ACT II

Search the Cronus for cash or any other valuable items that you might sell back home if you survive. The ship is a derelict anyway, right?

RYE'S AGENDA ACT III

Strike any deal to get enough money to support yourself and your family for good, no matter what the cost to your soul.

CHAM'S AGENDA ACT I

Do your duty and help your fellow crewmates as best you can.

CHAM'S AGENDA ACT II

The crew is in danger and the crew is your family. Protect them with your life, if need be.

CHAM'S AGENDA ACT III

Get all the surviving crew from the Montero to safety off the Cronus, by any means necessary.

WILSON'S AGENDA ACT I

Shortly before the cargo run to Sutter's World, you received Special Order 766 from Weyland-Yutani headquarters. (see below). The Montero will be redirected en route to investigate the USSC Cronus, a Weyland-Yutani science ship missing for 73 years. Make sure the Montero crew investigates the Cronus, but tread carefully—don't do anything to raise suspicions. Be helpful and make the crew trust you.

SPECIAL ORDER 966:

TO: USCSS MONTERO - AGENT WILSON
JOHN J - 942/T2-009R - FROM
NETWORK

COMCON 01500 - WEYLAND YUTANI
MESSAGE RECEIVED

NEW DIRECTIVE - SPECIAL ORDER 966
QUARANTINE SCIENCE TEAM
DIRECT CREW TO REPAIR AND RETURN
USCSS CRONUS

TRANSFER CREW TO SCIENCE VESSEL
REPEAT - DO NOT ABANDON CRONUS

BRING BACK ALL XENOMORPHIC
MATERIALS

PRIORITY ONE

ALL OTHER PRIORITIES RESCINDED

AWAITING ACKNOWLEDGMENT

AWAITING ACKNOWLEDGMENT

AWAITING ACKNOWLEDGMENT

USE OF FORCE AUTHORIZED
REMOVE MONTERO FROM EQUATION

WILSON'S AGENDA ACT II

The discoveries on the Cronus are beyond your wildest dreams. It's dangerous to be sure, but if you pull this off and manage to salvage the xenomorphic material, you can parlay it into a fortune. No matter what, Special Order 966 is your goal—but don't risk open confrontation with the rest of the Montero crew. You still need them.

WILSON'S AGENDA ACT III.

This is the endgame. With the Montero gone, your goal is to bring the Cronus back to Earth at any cost. Join forces with Clayton if need be, but even she is expendable for you to reach your goal—just like the rest of the crew.

LUCAS'S AGENDA ACT I

You are not who you seem to be. You are, in fact, a synthetic undercover agent codenamed Lucas, working for Bionational—a corporate rival to Weyland-Yutani. None of the rest of the crew know this. You have been informed that the Montero will be redirected en route to investigate the USCSS Cronus, a Weyland-Yutani science ship missing for 73 years. Make sure to follow along with this investigation, to learn whatever you can about what's onboard the derelict ship. And whatever you do—don't expose yourself as an android.

NOTE TO LUCAS

It is up to you when you expose your true nature. Only if you suffer a critical injury will you be automatically revealed—as you bleed white, not red. You can mimic human behavior to perfection, so as long as you're not exposed, you follow the rules for humans.

When you are exposed as an android, you show your true power (STRENGTH and AGILITY +3 each, also affecting Health, including current Health), but you must also start following the rules for androids (see page 111 of the core rulebook).

LUCAS'S AGENDA ACT II

You must learn more about the xenomorphic materials onboard the Cronus. Ask the crew, access ship's logs, and do anything else you can to learn more about this threat. But be careful not to raise suspicions among the crew and don't expose yourself as an android.

LUCAS'S AGENDA ACT III

You must stop Weyland-Yutani from getting an alien specimen back to Earth at any cost—even if it means murder and suicide. Kill anyone with detailed knowledge about the 26 Draconis Strain.

INFECTED AGENDA

Something is wrong. Your skin itches and hurts, red blotches appear first on your hands, then your arms and the rest of your body. Then, a crippling headache sets in. It feels like your head is changing shape. Finally it fades, giving way to a growing urge to ... kill. Your fellow crew members are no longer your friends. They are your prey. You must kill all humans with your bare hands.

EFFECTS OF INFECTION

Your STRENGTH increases by 3 (and Health along with it), and AGILITY by 1, while your EMPATHY is reduced to 1. You cannot use EMPATHY-based skills, nor firearms and other technological items. You are immune to MANIPULATION, stress and panic. You cannot push rolls.