

The Colonel

You’ve got natural leadership abilities, and years of experience in the field. People tend to respect your authority, and your tactical instincts are very well honed. You can handle yourself in a fight, but you use your wits to avoid violence when possible.

Charm
Manipulate Someone

Cool
Act Under Pressure, Help Out

Sharp
Investigate, Read a Bad Situation

Tough
Kick Some Ass, Protect Someone

Technobabble
Reverse the Polarity

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Harm

When you reach 4 or more harm, mark Unstable.

Unstable

Experience

Mark experience when you roll a 6 or less, or a move tells you to.

Moves

You get all the basic moves, plus three Colonel moves.

Pick three of these:

- Cover fire:** When you protect someone, you don’t take any harm on a success. On 10+, you deal 1 harm to the enemy
- Pull rank:** Others respect your authority, and are more likely to do what you say (+1 manipulate someone)
- Combat tactics:** Take 1 less harm than usual when you kick some ass
- Weapons training:** You can carry one more serious weapon than normal
- Situational awareness:** You’re training has honed your senses to potential danger (+1 read a bad situation)
- Seasoned professional:** Take +1 cool (max +3)
- Natural leader:** Your leadership ability helps your team perform up to their potential (+1 help out)
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Gear

You get a standard issue sidearm: 9mm handgun (2 harm, close, loud). Then you may pick a serious weapon and either armor or special equipment.

Serious weapons (pick one):

- Submachine gun** (3 harm, close, area, loud, reload)
- Assault rifle** (3 harm, far, area, loud, reload)
- Grenades** (2 harm, close, area, loud, many)
- Sniper rifle** (4 harm, far, slow, reload)
- Tactical knife** (1 harm, hand, quick)

Armor and special equipment (pick one):

- ☐ **Flak jacket** (2 armor, heavy)
- ☐ **Protective vest** (1 armor, light)
- ☐ **Night vision goggles** (+1 investigate, read a bad situation in the dark)
- ☐ **Binoculars** (+1 investigate, read a bad situation at a distance)
- ☐ **Plastic explosives** (plant, then detonate from a safe distance)

Introductions

When you get here, wait for everyone else to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Colonel by name and look, and tell the group what they know about you.

History

Go around the group again. When it’s your turn, pick one of each for the other explorers.

- This explorer trained under you a long time ago
- This explorer questions your leadership whenever hard choices need to be made
- You saved this explorer’s life
- You made a decision that led to the death of someone this explorer cared for
- This explorer has a tendency to not follow your orders
- This explorer outranks you
- This explorer considers you a mentor and looks up to you
- This explorer thinks you’re unqualified for your job
- This explorer is inexperienced with violence, and needs to be babysat during combat

Leveling Up

Whenever you roll a 6 or lower, or a move tells you to do so, mark an experience box. Once you’ve marked all five boxes, you level up. Erase the marks and pick an improvement from the following lists.

Improvements

- ☐ Get +1 Cool (max +3)
- ☐ Get +1 Charm (max +2)
- ☐ Get +1 Sharp (max +2)
- ☐ Get +1 Tough (max +2)
- ☐ Take another Colonel move
- ☐ Take another Colonel move
- ☐ Gain an team for backup and support
- ☐ Take a move from another archetype
- ☐ Take a move from another archetype

Advanced Improvements

Once you have leveled up 5 times, you may pick options from the Advanced Improvements list.

- ☐ Get +1 to any rating (max +3)
- ☐ Get back one used Luck point
- ☐ Change this explorer to a new type
- ☐ Create a second explorer to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this explorer