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| Mission: | 1 | Pay: | 1800c | Hirer: | RSPH |
| Briefing: | The RSPH has contracted the bar to retrieve any documents of historical significance. We’ve heard some ne’er-do-wells may have dug some up recently, go and retrieve them.*A bunch of scavengers/bandits have dug up a cache of old Sellafield memorabilia and have been trying to sell it. The Royal Society for the Preservation of History has deployed people into the Zone to try and gather up as much as they can.* |
| Props & Kit: | MemorabiliaKendal Mint CakeOther misc bandit loot |

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| Mission: | 2 | Pay: | 1800c | Hirer: | The Bar |
| Briefing: | A shipment of food items specifically requested by a buyer has not arrived. Find the courier and recover the shipment.*The courier is dead, killed by an explosion in their bag, caused by The Bends anomaly rupturing a can of food. The corpse has shrapnel wounds from the can and injuries consistent with a sudden change in air pressure.* |
| Props & Kit: | The Bends anomaly kitFredMisc food itemsQR codes for corpse (medical, demolitions) |

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| Mission: | 3 | Pay: | 1600c | Hirer: | Corporate |
| Briefing: | Proceed to designated coordinates and take samples of any animal life in the immediate area. You are the second team to be sent. Bonus pay will be awarded for a report on what happened to the first team.*The bugs in this anomaly reproduce with a retrovirus that mutates the DNA of the host. In certain kinds of bug this only really affects reproduction methods but in other species it can be fatal.**The bugs are attracted to heat sources and can be made aggressive by loud noises or rapid movement. If a bug lands on a player it will sting them after 20 seconds or the first fast/loud action, whichever is sooner.* *The anomaly has a corpse in it, covered in bugs and webbing. There are other bugs around, mostly resting. If players move slowly and quietly then they will attract some attention and bugs will come and land on them (see above). If they also make efforts to shield their body heat (e.g. foil blanket) then the bugs may well fly around but will not land.**If the bugs are turned aggressive by noise or rapid movement then the bugs will sting much more quickly. Anyone stung should be given a Stung! QR code.* |
| Props & Kit: | Murder Hornet anomaly kitPlastic bugsFredCobwebsQR codes (surgery/biology) for the bug DNA and retrovirus |

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| Mission: | 4 | Pay: | 1800c | Hirer: | Government |
| Briefing: | Proceed to given location, locate device in the area and activate it.*This is a government-run R&D project test firing a sonic weapon. Once the device is activated anyone within 5m of the device is instantly paralysed. They are entirely aware of their surroundings but they cannot move any muscles (yes, this includes eye muscles) at all. The paralysis lasts for 10 seconds after the noise from the device stops.**Efforts have been made to bulletproof the device so it will take 5-10 seconds of reasonably sustained fire to shut the device off. In theory, it can be de-activated with the Electronics skill, but it will burn out after 60 seconds of continuous use, sooner than the skill would take.**There is a government observer nearby watching the events unfold. If found and questioned they will deny everything, but if threatened they will reveal their involvement and give some limited details about the experiment.**The “device” is simply a Bluetooth speaker someone put in a stronger casing, and the button to activate the device is a fake. The device itself is entirely controlled by the observer.* |
| Props & Kit: | DeviceCamo NetSpeakerQR codes on device and speaker |

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| Mission: | 5 | Pay: | 1700c | Hirer: | High Rollers |
| Briefing: | I need a supply shipment delivered to a forward observation base. Take supplied package to given coordinates*On the surface a fairly straightforward milk run mission, entirely on the level.**When the players arrives at the base there is a Truther tied to a tree who has been savagely beaten. High Rollers in the camp continue to occasionally beat the Truther as they carry on with other duties. They caught the Truther spying on them and are having some fun before they kill him/her. The goal here is to present a bit of a moral dilemma.* |
| Props & Kit: | Bag of supplies (food and water)RopeFake blood etcGeneral camp kit |

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| Mission: | 6 | Pay: |  | Hirer: |  |
| Briefing: | Head to designated coordinates and take readings and samples of the anomaly in the area.*The second instance of the Seymour anomaly and a slight variant. As per the previous instance the anomaly contains a large plant giving off pheromones but these do not induce a coma.* *The pheromones induce hallucinations of something highly desirable to the target. Anyone approaching within three metres of the plant will feel drowsy, and will fall asleep after 10 seconds. They will then start their deathcount. Anyone that dies in the anomaly will start to visibly decompose (full decomposition taking about 3 days).**Anyone that leaves within the 10 seconds will remain awake. Anyone asleep that is taken out of the area will remain asleep but can suspend their deathcount. It will take a concerted effort to wake someone up (30 seconds of shaking, water in the face, etc etc)**The hallucination that draws the players in will be a cache of medical supplies sitting in an open case. Should anyone openly count or describe the contents then other players with similar line of sight may notice that what they see does not match the description given.**The area will smell strongly of rotting meat and there will be several dead animals in various states of decomposition around the area.* *Anyone in an environment suit before they arrive on the scene will not see the supplies or smell the rotting meat. Anyone putting the suit on after arriving at the site will see the supplies for about 5 minutes after putting the suit on, after which they will disappear. Anyone in an environment suit will not be put to sleep. A gas mask alone offers no protection.* |
| Props & Kit: | Seymour anomaly kitQR code trippy1 (Tracking, animals converging on the area)QR code trippy2 (Biology, stuff is decomposing faster)QR code trippy3 (Data Gathering, plant is giving off pheromones)QR code trippy4 (Chemistry or Biology, pheromone is absorbed through skin, triggers desire areas of the brain)Fred |

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| Mission: | 7 | Pay: | 1900c | Hirer: | Government |
| Briefing: | Proceed into designated area, locate and terminate Cpt Sam Hollis. Hollis will be accompanied by a large team, they should be eliminated if they put up any resistance but they are not targets. Hollis is highly trained and extremely adept at evading pursuit.*A further chapter in the ongoing conflict between MI5, MI7 and the military. Hollis is MI5, his team is partly MI5 and partly a bandit unit they have scraped together. Since the MI7 attacks, Hollis has managed to evade capture several times. He is a threat to no-one and is only focused on staying alive within the Zone, If the players talk to him then he will happily co-operate with efforts to fake his death so that the players get paid. He will explain that MI5 have more or less disintegrated and all the other agents he knew have gone to ground to stay alive.* |
| Props & Kit: | Yellow memory stick |

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| Mission: | 8 | Pay: | 1800c | Hirer: | The Hidden |
| Briefing: | Locate and assassinate Dr. Jay Burkowski. He will be conducting experiments on an anomaly and will be under heavy guard. Coordinates will be provided.*Dr. Burkowski is in the Air Like Jam anomaly. Bullets will not have any effect in the anomaly, so the crew member playing Burkowski should keep their headband concealed whilst in there. Should Burkowski stay there someone will have to enter to stab him. One crew member will need to sit the fight out and police the bounds of the anomaly. Other crew in the fight will need to be aware of the anomaly and try to avoid putting it between them and the players.* |
| Props & Kit: | Air Like Jam anomaly kitEnvironment suitGeneral experiment trappingsOrange memory stick |

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| Mission: | 9 | Pay: | 1800c | Hirer: | Awakened |
| Briefing: | Locate device buried in marked area. Bring device back to the Bar intact.*The “device” is conspiracy theory driven bullshit. It does nothing and never will. A small group of Awakened buried it to scan for alpha waves (which aren’t real) but the area became a bandit haunt. The players will have a fight on their hands.**The players will be able to use a series of tracking QR codes to locate the burial site.* |
| Props & Kit: | QR codes with arrows on the back, flip from left to right to get the arrow.Device |

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| Mission: | 10 | Pay: | 1700c | Hirer: | Long Gamers |
| Briefing: | Find and eliminate targets in marked area. No witnesses. Bonus paid for discretion.*The Long Gamers are paying to have a large number of The Hidden killed. The briefing as stated is incredibly vague, but the Barkeep will explain who the targets are. No reasons for the attack have been given and the Bar will happily admit this.**The Long Gamers have no specific reason for this, they’ve simply been hoping to thin out Hidden numbers for a while now and the perfect confluence of having the money and an opportunity finally came about. By removing a lot of members they deplete the Hidden’s resources and access to funds, and a lot less scientists get assassinated, leaving them free for the Long Gamers to steal their work.* |
| Props & Kit: | Hidden manifestoGeneral bandit lootGreen memory stickRed armbands for all crew |