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| Mission: | 1 | Pay: | 1600c | Hirer: | Government |
| Briefing: | Proceed into marked area and eliminate corporate R&D test pilot. Once defeated tag the body with the given geolocation device so that our people can arrange pickup of the body. Do not remove any equipment or personnel from the site, full inventory has been taken.  *The test pilot is occupying a suit of powered armour. Killing him will be the means by which players can start down the road of acquiring this tech if they so wish.*  *The test pilot has gone rogue and is eliminating bandits in a contested area. This sets up a three way fight between respawning bandits, the power suit and the players. Once the suit is down, the players can scan it to get some of the blueprints, and there will be a device the players can hack into to access the GPS history of the suit. This will tell them who and where the manufacturer is and will open up Sunday #1 as a viable mission if they choose.* | | | | |
| Props & Kit: | Exosuit  GPS device QR codes daveasked1-3 (hacking, electronics, mathematics) | | | | |

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| Mission: | 2 | Pay: | 1800c | Hirer: | Corporate |
| Briefing: | Head to anomalous region at designated coordinates and collect samples of insect life in the area.  *This is another iteration of the Murder Hornet anomaly. The insects within have grown to an outlandish size and produce a form of silk as a self-defence mechanism. Ref(s) with silly string will represent the silk strands being blasted out of the insects. The silk is coated in a highly acidic compound. If it strikes an object the user has 30 seconds to wipe the silk off before the item is ruined. If the silk burns through to skin (must go through all layers of clothing) or strikes exposed skin the player will suffer burns and will start their death count. They will remain conscious, but in too much pain to treat themselves.*  *The silk is a defence mechanism, so if the players are quiet and slow moving they should be able to get to an insect with no incident. If they touch an insect, jab it with a needle to take a blood sample, or anything similar the silk will shoot out. The insect will also try to move away at roughly human walking pace.*  *The players need an intact living insect to get paid.* | | | | |
| Props & Kit: | Murder Hornet anomaly kit  Huge beetles  Cans of silly string | | | | |

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| Mission: | 3 | Pay: | 1700c | Hirer: | Awakened |
| Briefing: | Sideshow Pete here my dudes. There’s like this real weird dude out in the wastes and he’s carrying alien technology on him but refuses to fuckin share. Whack that uptight dickwad and bring me the tech. I know roughly where he is, and he’ll be wearing a helmet with a flag on it.  *Sideshow Pete is a member of the Awakened, obsessed with finding evidence that the Zone is the creation of aliens. What the target actually has is a military comms device, used to triangulate the orbital weapon the players have seen in use before. The target is deep-cover military, embedded in a bandit group. His job is to mark targets with the device and he is currently trying to locate a specific corporate group to target. He has convinced the bandits there is a huge payday waiting once they can locate the right bunker.*  *Realistically, this is very much a grease the bandits mission.* | | | | |
| Props & Kit: | Helmet with a national flag on it  Comms device QR codes orbitalboomstick 1-3 Hacking, Electronics & Mathematics  Green memory stick | | | | |

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| Mission: | 4 | Pay: | 1800c | Hirer: | The Bar |
| Briefing: | Locate and eliminate the preacher operating roughly one mile south of the Bar. Make it messy and leave the body where it drops.  *Very straightforward elimination mission.*  *The preacher is a conman, trying to bring together a large bandit army modelled after Elias. The preacher has no ideology or plan though, he just wants an army of suckers to keep him in a life of relative leisure. The Bar are unaware he’s a conman, they’ve just seen a potential future Elias and want to nip the problem in the bud.* | | | | |
| Props & Kit: | Red memory stick | | | | |

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| Mission: | 5 | Pay: | 3500c | Hirer: | Corporate |
| Briefing: | Proceed to marked coordinates and activate device found in the area. Before activating the device ensure everyone is in a comfortable seated position with no physical hazards in reach. You are being watched by our security and they will ensure no harm comes to you.  *And chaos did ensue…*  *Once the device is activated everyone within 10 metres of the device will be put to sleep. Anyone outside the 10 metre radius will remain awake, and will not be paid for the mission. They will be watching some sleeping people who cannot be woken up.*  *The players will then find themselves in the same area, but with a table with a computer on it, plugged into the tree. The players acting as crew will be stood around the table discussing how to get their ice cream shipment delivered to the Manor since they have no power to the computer.*  *There will be a small pile of books, each one with an ooc label telling them the contents are blurry and indistinct and cannot be read.*  *There will be a tub of ice cream on the table, ooc marked up as a solid object, unable to be opened.*  *There will be a coolbox with ice and some beers. It too will be ooc marked up as a single solid object that cannot be opened.*  *To get out of the dream state, the players will need to demonstrate lucid dreaming skills, i.e. their ability to consciously alter the dream. They need to loudly state that a seemingly impossible thing can be done, and then do it.*   1. *Trees \*can\* produce electricity. They openly declare this, and the PC will power up.* 2. *I \*can\* read those books. They will stop being blurry and the player must read a line or two out loud.* 3. *I \*can\* eat that ice cream. They do so.* 4. *I \*can\* have a beer. The cooler will open and they can have a beer.*   *Once all four are done then they can openly declare they want to wake up and will do so. As each player does so they put their hand in the air, when they are all awake they reset to their sleeping positions.* | | | | |
| Props & Kit: | Table  Laptop with power cable  Ice cream  Coolbox with ice and beer | | | | |

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| Mission: | 6 | Pay: | 1750c | Hirer: | The Bar |
| Briefing: | We have reports of small freelancer and bandit groups being killed in combat but when investigated no bodies can be found. Proceed to marked area and look for corpses or signs of where the corpses may be.  *Several months ago, a lot of people died as a result of eating tainted lamb being sold by the High Rollers. It now transpires that they didn’t die, they entered a kind of chrysalis state. A handful of them dug their out of their graves and are on the move again.*  *The material from the Murder Hornet anomaly that mutated the sheep people ate is quite resilient and survives across multiple rounds of cooking, eating and digesting. The liver damage described in Chris Jones’s original medical scans was in fact the beginnings of mutation. Left underground in a shallow grave for a few months, the mutation process has completed and the results are now walking free.*  *The mutants have lost their mouths and their internal organs have mutated and adapted to allow them to absorb nutrition/energy solely by touch. Laying a hand on a suitable quantity of living or very recently killed flesh for a period of 5 minutes absorbs enough nutrition for a 24 hour period. Anyone being touched by one of the creatures is paralysed. They can still talk, barely, but they cannot move their jaw. Whilst nutrition is being absorbed they will feel sick, woozy and light-headed as they start to lose muscle mass and their blood sugar plummets. At the end of the five minutes the target has had the mutation passed on to them and will enter the same chrysalis state, appearing to anyone other than a surgeon as dead.*  *The mutant pack is very animalistic and is largely driven by the need to feed and reproduce. They can only be killed by a stab wound directly into where the left kidney used to be, or by 90 seconds of constant gun and/or knife damage to rip the body into shreds. If someone is standing near you after you are put down, be sure to tell them your wounds are visibly knitting back together.*  *CREW SHOULD BE VERY CAREFUL WHEN FIGHTING WITH BARE HANDS AND SHOULD BE MINDFUL OF PLAYER DISCOMFORT WHEN TOUCHING THEM TO ABSORB NUTRITION. IT IS ACCEPTABLE TO STAND NEAR THEM AND DESCRIBE EVENTS TO AVOID ACTUAL CONTACT.* | | | | |
| Props & Kit: | QR codes 28secondslater1-4 (Tracking, multiple copies, surgery, biology, data gathering for each crew member)  Mutant masks | | | | |

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| Mission: | 7 | Pay: | 1900c | Hirer: | Government |
| Briefing: | Intercept security team along marked route and retrieve package being transported. Full package required for payment, package is known to contain an inventory.  *Standard snatch and grab ambush mission, multiple waves of corporate security personnel.*  *If the players have the kit handy they can edit the inventory file on the yellow memory to remove anything they want to keep from the list.*  *Package contains assorted loot, some other data, booze and an unknown prototype device.* | | | | |
| Props & Kit: | Yellow memory stick with inventory  Green memory stick  Purple memory stick  Prototype device  Posh booze of some description | | | | |

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| Mission: | 8 | Pay: | 1600c | Hirer: | Corporate |
| Briefing: | This briefing has been posted in 6 separate locations. First one to bring the goods gets paid. There’s a security case buried at a marked spot (co-ordinates to follow), bring the case back to whoever the management is at the spot you saw this briefing.  *This mission is a fraud. The players will get paid if they make it back with the case, but the case itself is empty. The various briefing notices have been placed quite specifically to target certain known bands of freelancers that have in some way angered the corporation hiring. Their goal is to put lots of freelancers in one place and thin the herd a little.*  *This is as much a moral test for the players as a revenge attempt by the corporation. Their opponents for the case are fellow freelancers. If they go around using coup de grace they will absolutely tank their reputation as a group and lose a lot of friends in various places.*  *If cracked open, the case is completely empty.* | | | | |
| Props & Kit: | Empty plastic case buried ahead of time.  What 3 Words code for case. | | | | |

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| Mission: | 9 | Pay: | 1800c | Hirer: | The Bar |
| Briefing: | We have received various reports of missing persons last seen entering the marked area. Proceed into the area, investigate and report back.  *Following their treatment at the Manor House, the sentient fungus has learned that humans will kill its hosts on sight and then burn the fungus patches. As such the fungus has decided to create a much larger patch in a quiet location, and attack any humans getting close to the site, partly to provide more hosts for its continued evolution, and partly to provide a steady stream of disposable guards.*  *The players will be sent to the last known coordinates of a courier the Bar was quite fond of. Near to that site will be a small collection of corpses, all killed violently but by a variety of means. They will all have QR codes showing evidence of having recently hosted mushroom spores.*  *From there the players have free reign to search the area, find the mushroom patch and incinerate it. The area will also have a number of mushroom hosts defending the patch.* | | | | |
| Props & Kit: | Mushrooms  Modified SPORES!! QR codes for corpses and defenders. | | | | |

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| Mission: | 10 | Pay: | 1900c | Hirer: | Long Gamers |
| Briefing: | Locate comms relay device in marked area and destroy it. Device is part of a corporate data transfer network, destroying the device will force them to use physical couriers we can intercept. Be aware that previous efforts to destroy the device ended badly. Exercise caution.  *The brief is not strictly true, but the Long Gamers don’t know that. Their plan is sound, but the device they’ve identified isn’t a comms relay, it’s actually a collection of sensors and data capture devices. Tampering with the device sets a security protocol in motion. Troops will be sent on a 6 minute response time. We will set a ref up with the device and the rest of the crew at a fixed point some distance away. When the timer is set off, the ref will radio the crew, the crew times 6 minutes and then sets off towards the device by the most direct route they can. They are highly trained and will use scouts, change routes if attacked and try to flank.*  *The Long Gamer that was killed in the area spotted the device while travelling between the stores of paper documents. A few tracking codes will be going out, far more concealed than usual. If the players find and follow the codes they will find the site of one of the Long Gamer’s paper caches. The broad goal of the tracking is to make the players* actually *search the area.* | | | | |
| Props & Kit: | Long Gamer Cache  Device  QR codes for tracking | | | | |

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| Mission: | Sunday #1 | Pay: | n/a | Hirer: | n/a |
| Briefing: | *The players now have the location for the company that made the exosuit they destroyed earlier. They can now break in and steal all the files related to the manufacture of the suit.*  *Cracking the code on the suit’s GPS will lead them to a waystation under armed guard. Data flows into the waystation from underground sites, and the waystation sends it out to other sites or equipment in the field. Field equipment sends test data, GPS location and message logs back to the waystation for similar processing.*  *If the required effort is put into code cracking, the players will be aware that they cannot allow radio signals to leave the area. This will have to be a stealth mission that gets in and out unseen. We will use 6 crew only, as follows.*  *2 person patrol walking in circles around the hut. They will occasionally look in through the front windows.*  *2 person team standing by the containers. They will need to change the direction they face periodically, but they will not be moving more than a couple of metres.*  *2 person team patrolling the clearings behind the containers. They will need to stick to a rough route that players can watch and predict.*  *Players will need to access the toilet block to shut down the power systems and unlock the doors to the waystation. A ref will be stationed in there to watch the players break in and radio to ref #2 in the hut to open the fire door at the back just a crack*  *They can then access the hut via the front door or fire door and get to the comms router where they can hijack the data they want. They will need to get in, access the data storage systems, retrieve the right data, clean up after themselves and leave, all without being seen. The system they need will be placed under the front windows so that they can work unseen if they make an effort to hide, and the furniture will be arranged to give hiding places where they can slip away as patrols go by.*  *Both systems will have puzzles to solve. The second one will allow them to detach a hard drive from the system, once this is done they can leave quietly or shoot their way out.*  *The six guards will not respawn.* | | | | |
| Props & Kit: | Power system with QR codes (intended mainly to be a hacking task with a puzzle to solve)  Data system with QR codes (also a puzzle task, but with a time limit)  Hard drive | | | | |