

EXECUTIVE OVERVIEW

Examples of System generated missions.

COURIER MISSION TYPES

In a courier mission, the characters must pick up an object at one location, and drop it off at another location. For lower level missions either the pick up or drop off location will have no obstacles (i.e. hotel room, or apartment). But for more difficult missions, the locations will be secure.

Variations

- *Courier* – the characters must pick up an object at one location and drop it off at another location.
- *Escort* – in an escort mission, the object to be transported is an NPC.
- *Shadow* – Shadow missions are actually a variation of Escort, where you are following a NPC to a specific location, but cannot let them know you are there.

Rules

- The object can only be carried by a PC that is a member of the mission team, and can be passed between different mission team members.
- The system will not allow the object to be dropped, only given to others.
- Once the object is given to the specified NPC, the mission is complete, but experience isn't awarded until every character has left the mission area.
- Any character that dies during the mission is not allowed back into the mission area. If they die during the first leg of a mission, they can rejoin the mission in the city, and enter the next leg of the mission.

Mission Flow Charts

The following charts describe the gameplay flow for Courier, Shadow, and Escort missions. The size and complexity of the charts are dictated by the time limit it takes to complete a goal. These time limits are broken into Short, Medium, and Long sizes.

These Obstacle charts may vary in obstacle types and branches.

Link missions are short missions which act as connectors from mission origins to the mission areas.

Link Mission: Short/Medium/Long

- Time Limit: Random
- Single to multiple locations
- One required obstacle
- No class requirements
- No mission team size limit

Time Limit: Short

- Time Limit: Less than 15 Minutes
- Single location
- Maximum of 3 obstacles per path
- No class requirements
- No mission team size limit
- Low number of enemy spawns

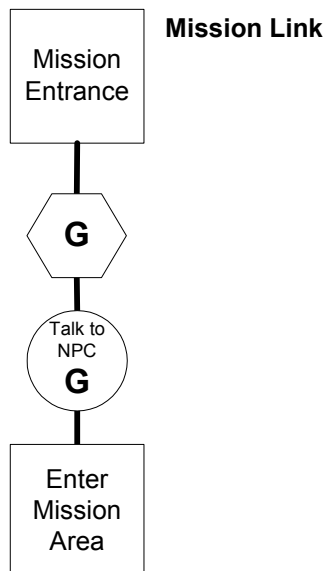
Time Limit: Medium

- Time Limit: Less than 15 - 30 Minutes
- Maximum of 2 locations
- Maximum of 4 obstacles per path
- Single class requirement
- No mission team size limit
- Medium number of enemy spawns

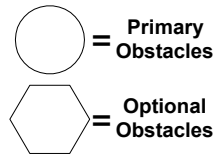
- May include up to 2 mission layout sizes (Short and Medium) depending upon number of locations

Time Limit: Large

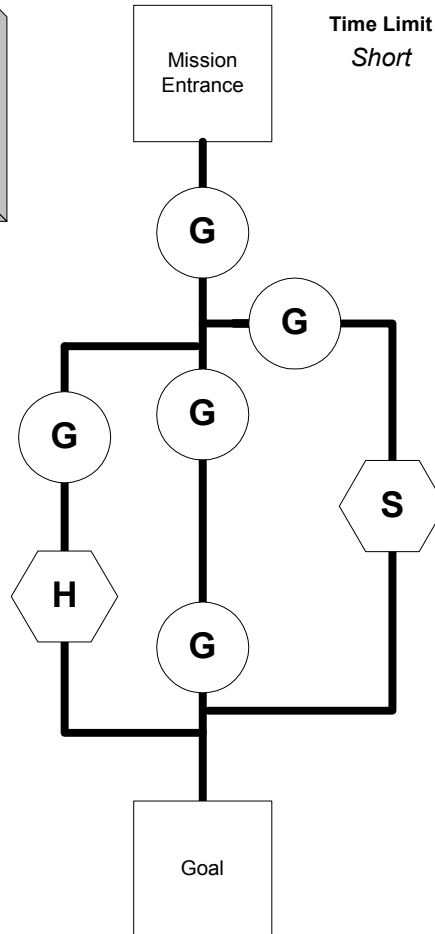
- Time Limit: 30+ Minutes
- Maximum of 5 locations
- Maximum of 6 obstacles per path
- Multiple class requirements
- Requires 2 different Class types
- Large number of enemy spawns
- May include all 3 mission layout sizes (Short, Medium and Long) depending on number of locations



Obstacles
H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random Class
* = If class is in
your Crew



Time Limit
Short



Obstacles

H = Hacker Only

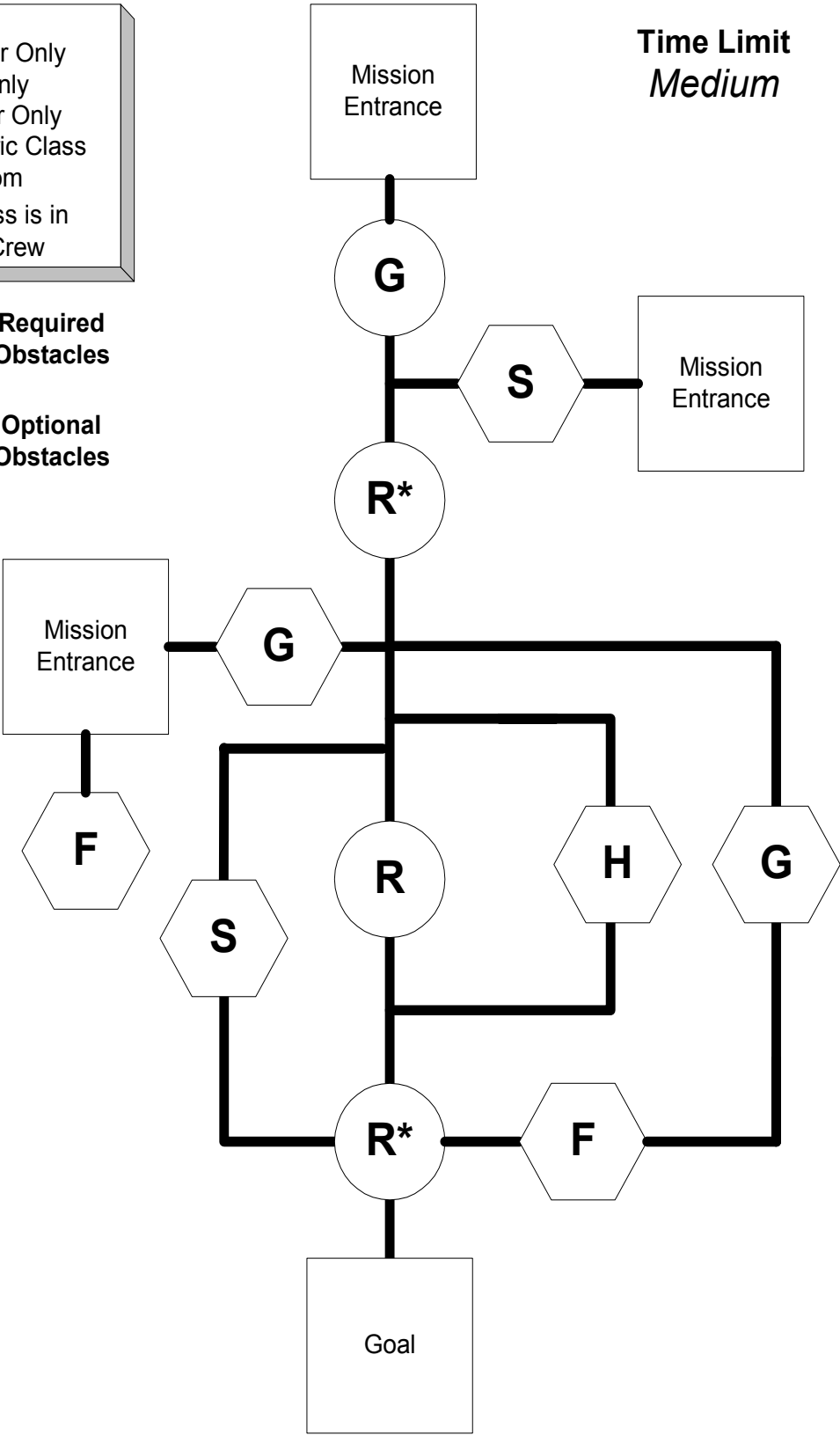
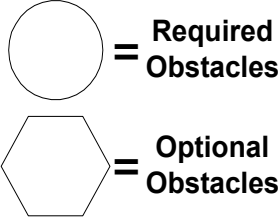
S = Spy Only

F = Soldier Only

G = Generic Class

R = Random

***** = If class is in your Crew



Obstacles

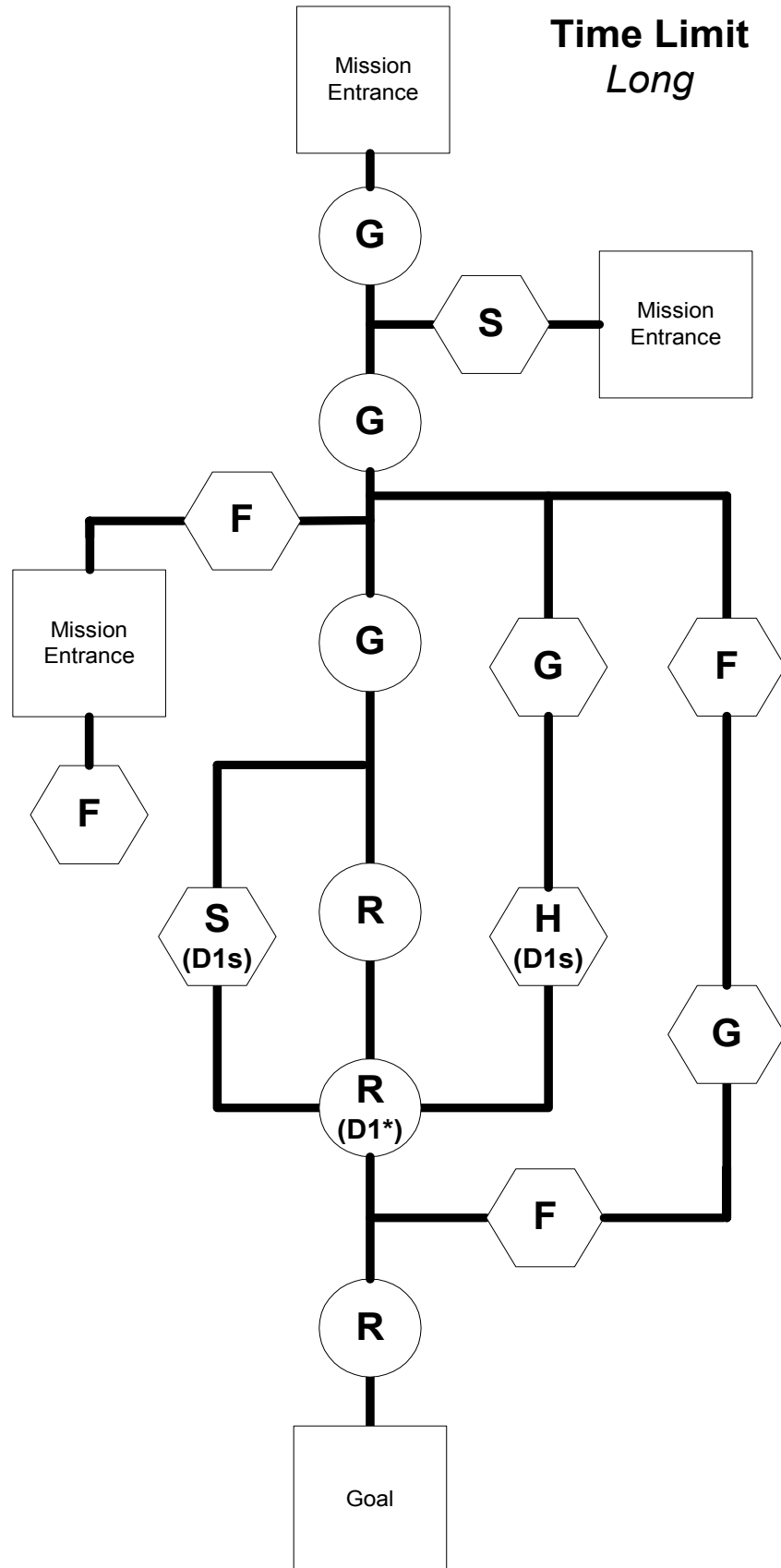
H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random Class
D = Secured Door
***** = If class is in
your Crew

D1* = Door 1 must
be opened by Spy
and Hacker
simultaneously.
* Door 1 can only
exist if the Crew
contains a Hacker
and a Spy

D1s = Door 1 must
be opened by Spy
and Hacker
simultaneously by
completing an
obstacle (switch,
computer terminal,
etc...)

○ = Required
Obstacles

⬡ = Optional
Obstacles



Courier Obstacles

Hacker Obstacles:

- *Computers (Hack Computer)*
 - Find Passwords
 - Read e-mails
 - Steal Software (part of mission objective)
 - Turn off local power
 - Format Harddrive (deletes sensitive information)
 - Upload Virus (destroys programs, etc...)
 - Upload Macro Virus (records keystrokes of NPC. The PC can then read the computer and get passwords)
- *NPCs*
 - Use Hack CopperTop to scout ahead
 - Heal NPC before he will talk to player
- *Electronic (Locked) Doors*
 - Hack door panel to open door
 - Hack computer to open door
- *Encrypted Objects*
 - Must first Crypt or Decrypt a piece of code before giving to NPC
- *Stealing Objects*
 - Decompile then Compile objects to give to an NPC

Spy Obstacles:

- *Locked Door*
 - Spy uses Open Locks
- *Finding an NPC*
 - Use Locate Person to find an NPC
- *Finding an Item*
 - Use Locate Item to find an item for retrieval
- *Security Devices*
 - Use Disable Security Devices to turn off security cameras
 - Use Disable Security Devices to turn off motion detectors
 - Use Disable Security Devices to turn off thermal detectors
 - Use Disable Security Devices to unlock secure doors off motion detectors
- *Traps*
 - Use Detect and Disarm traps
- *Breaking into safe*
 - Use Open Locks to break into a safe

Soldier Obstacles:

- *Locked Door*
 - Soldier kicks the door down
- *Jumping over gaps/traps*
 - Hyper Jump between buildings
 - Hyper Jump over laser trip wires
- *Running past obstacles*
 - Hyper Run through a door before it closes
 - Hyper Run past a security camera
 - Hyper Run past patrolling guards
- *Destroying Blocking Objects*
 - Use Hyper Strength to kick a door down
 - Use Hyper Strength to break an object blocking a path
 - Use Hyper Strength to move an object blocking the path

Generic Obstacles:

- *Locked Door (Secured)*
 - All Classes must find key

- *NPCs*
 - Get key from NPC
 - Kill Guards
 - Get information (passwords) from NPCs
 - Give password to NPCs to progress through an obstacle
 - Follow an NPC through a secured area
 - Keys and other objects dropped from an NPC
 - Paying an NPC for information
- *Timed encounters*
 - Waiting for NPCs to show up
 - Door opens at specific time
 - Alarm turns on at a specific time
 - Alarm turns off at a specific time
 - Patrolling Guards
 - Timed Traps
- *Environment Obstacles*
 - Steam
 - Fire
 - Electricity
 - Poisonous Air
 - Hot Water
 - Toxic Sludge
 - Cold Air
 - Gaps
 - Sharp Objects
 - Extreme Heat
- *Large Vehicles*
 - Subway Cars
 - Trains
- *Telephones*
 - Talk to NPCs
 - Listen to Voice Mail

Courier Missions

In a courier mission, the characters must pick up an object at one location, and drop it off at another location. For lower level missions either the pick up or drop off location will have no obstacles (i.e. hotel room, or apartment), but the other location will be secure.

Technical Requirements

The following is a list of all the technical requirements imposed by the mission systems, including generation and resolution.

- **Setup**
 - Mission object is placed at source.
 - Drop off point is placed at destination.
 - Source and destination have varying levels of obstacles.
- **Rules**
 - Mission object is placed at source.
 - Mission object cannot be dropped.
 - Player/mission team can only carry mission object.
- **Resolution**
 - Success - Mission object must be brought to drop off point and player/mission team must exit mission area.
 - Failure – Time expires.

Sample Mission

Mission Briefing

Mission Info	Descriptions
<i>Mission Type</i>	Courier
<i>Primary Objective</i>	Find the two Zion Control Operatives, get the Code Fragments and transport them to Simon McKay
<i>Secondary Objective</i>	Take a look at the fragments and make copies if the information is worthwhile
<i>Items Required</i>	Security Computer
<i>AI Required</i>	<ul style="list-style-type: none"> Operatives - Geoff Liman and Tom Foster Contact – Simon McKay
<i>Assigned By</i>	GrayShanks
<i>Mission Time Limit</i>	Long
<i>Narrative</i>	<i>GrayShanks needs someone to courier Code Fragments. Zion Control Spies are currently located at 2445 Columbia St. on the third floor of the Glenn Freeman Building. The security in Glenn Freeman is medium, and you can expect light security at Location 2. When fragments have been acquired, return them to Simon McKay.</i>

Mission Info	Mission Failure Descriptions
<i>Result of Failure</i>	<ul style="list-style-type: none"> Enemy Guards will spawn in. Doors to secure areas will lock
<i>Objective</i>	<ul style="list-style-type: none"> Vacate the area immediately using any available path Do not attempt to make contact with the spies. Any contact will result in their termination
<i>Threat Level</i>	Heavy

Personnel	
<i>Required</i>	<ul style="list-style-type: none"> 1 Spy 1 Hacker
<i>Recommended</i>	<ul style="list-style-type: none"> 4 Spies 1 Hacker 2 Soldiers

Mission Locations		
<i>Location A</i>	<i>Address</i>	Brice's House of Carpet 574 Beaver Ave.
	<i>Contacts</i>	GreyShanks
	<i>Threat Level</i>	Low
	<i>Mission Area</i>	None
<i>Location B</i>	<i>Address</i>	Alley 985 Peterson St.

	<i>Contacts</i>	SeattleSpike
	<i>Threat Level</i>	Low
	<i>Mission Area</i>	None
<i>Location C</i>	<i>Address</i>	Glen Freeman Building 2445 Columbia St.
	<i>Contacts</i>	Geoff Liman and Tom Foster
	<i>Threat Level</i>	Med/Heavy
	<i>Mission Area</i>	Glen Freeman Building Third Floor
<i>Location D</i>	<i>Address</i>	Glen Freeman Building 2445 Columbia St.
	<i>Contact</i>	Simon McKay
	<i>Threat Level</i>	Med/Heavy
	<i>Mission Area</i>	Glen Freeman Building Second Floor

Mission Requirements

Mission Info	Description
<i>Mission Type</i>	Courier
<i>Mission Time Limit</i>	Long
<i>Primary Goal</i>	Deliver Item
<i>Secondary Goal</i>	Copy Item
<i>Required AI Sockets</i>	<ul style="list-style-type: none"> • Contact • Operative 1 • Operative 2 • Contact
<i>Secondary AI Sockets</i>	<ul style="list-style-type: none"> • Hostile NPC's <ul style="list-style-type: none"> • Guards • Agents (if time expires) • Non-Hostile NPC's (Civilians) <ul style="list-style-type: none"> • Office Workers
<i>Organization</i>	<ul style="list-style-type: none"> • Agents • Zion Control • Exiles
<i>Required Object Sockets</i>	<ul style="list-style-type: none"> • Secretary's Key • Code Fragment 1 • Code Fragment 2 • Tom's Key
<i>Secondary Object Sockets</i>	N/A

Primary Obstacles	Required Gameplay Elements
<i>Requirement 1</i>	Find NPC <ul style="list-style-type: none"> Use <i>Locate Person</i> to find first contact
<i>Requirement 2</i>	Find NPC <ul style="list-style-type: none"> Use <i>Locate Person</i> to find first operative
<i>Requirement 3</i>	Locked Door <ul style="list-style-type: none"> Unlock door with key from secretary Pick lock door Kick in door.
<i>Requirement 4</i>	Generic Combat <ul style="list-style-type: none"> Kill NPC using player abilities.
<i>Requirement 5</i>	Hack Computer <ul style="list-style-type: none"> Use <i>Hack Computer</i> to unlock secured doors
<i>Requirement 6</i>	Find NPC <ul style="list-style-type: none"> Use <i>Locate Person</i> to find second operative
<i>Requirement 7</i>	Find NPC <ul style="list-style-type: none"> Use <i>Locate Person</i> to find second contact to give fragments too
<i>Requirement</i>	Exit Mission <ul style="list-style-type: none"> Mission team must exit mission and return the code fragments to contact

Abilities Used (based on a mission team of 6):

Mission Area: 2nd and 3rd Floor of Glenn Freeman Building

The mission consists of one link mission and three sub-missions.

Part 1 (Link Mission):

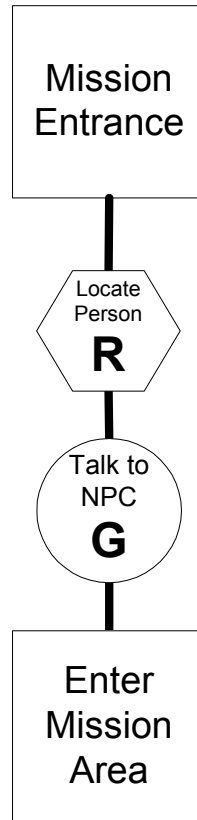
The mission team meets GreyShanks in Brice's House of Carpet. GreyShanks tells the mission team to talk to SeattleSpike located somewhere around Columbia St. and Burton Ave. for further detail on their mission.

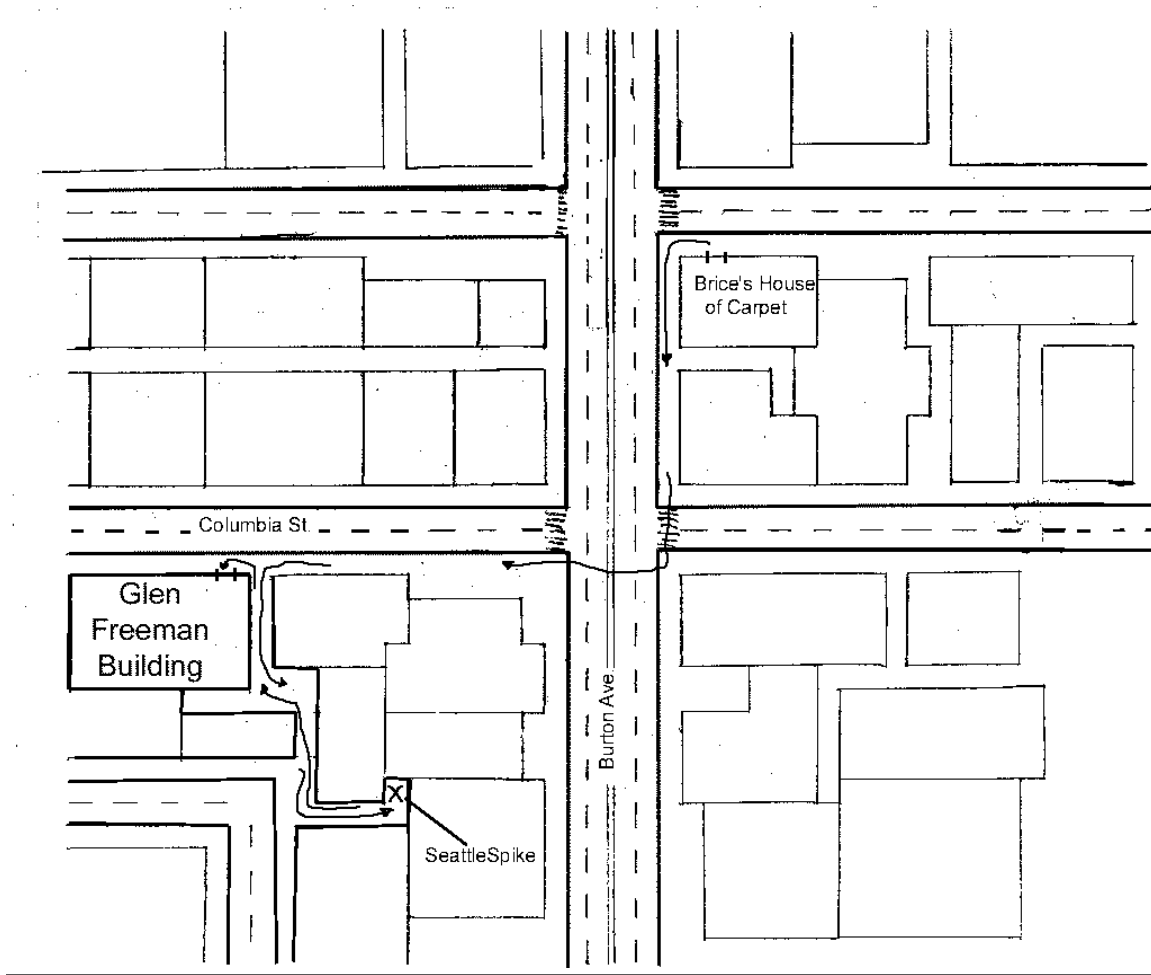
Required Obstacle 1: Find Person

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> <i>Locate Person</i> – use to find SeattleSpike
<i>Hacker</i>	<ul style="list-style-type: none"> No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> No abilities required

The mission team enters Glen Freeman Building through the front door and walk up the stairs to the third floor.

Courier
Mission Link
Part 1





Part 2 (Sub-Mission):

(A) The mission team stands at the entrance to the *mission area*.

(B) Once the mission team enters the *mission area*, the players have the option of doing the following:

Required Obstacle 2: Find Person

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Locate Person</i> – use to find Geoff Liman and Tom Foster
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

Obstacle: Scouting the Location

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>No Abilities Required</i>
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Hack CopperTop</i> – use to scout ahead
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

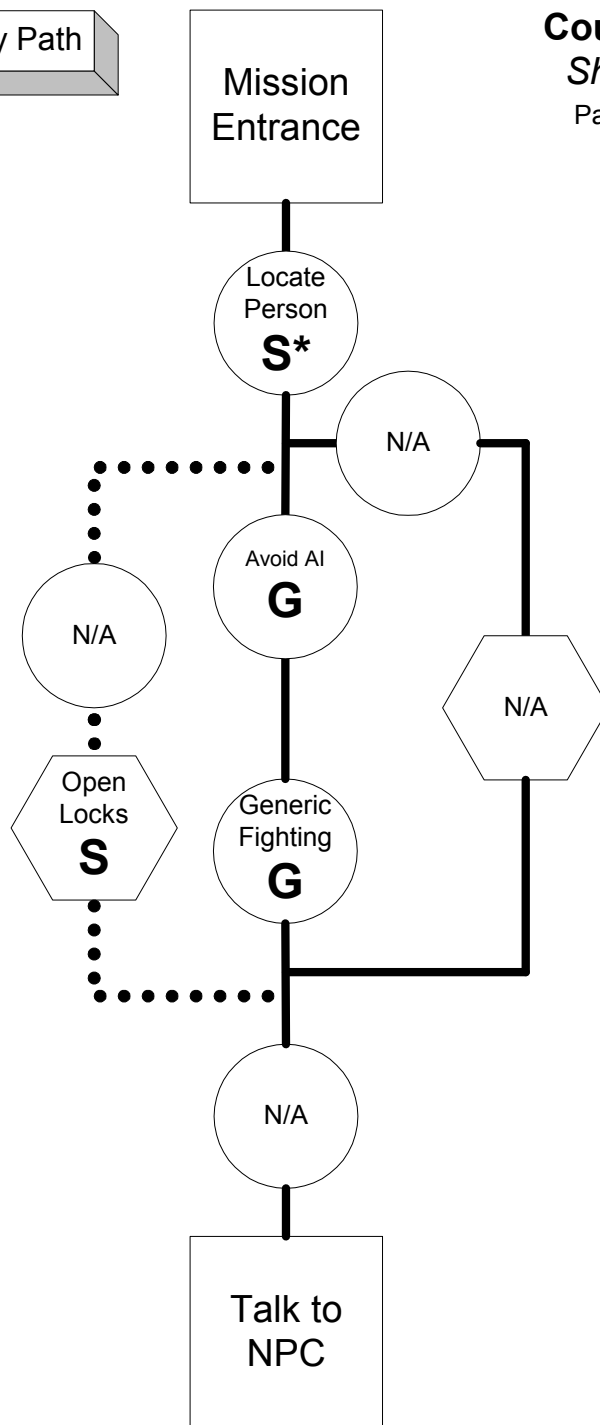
Obstacle: Avoidance of enemy AI

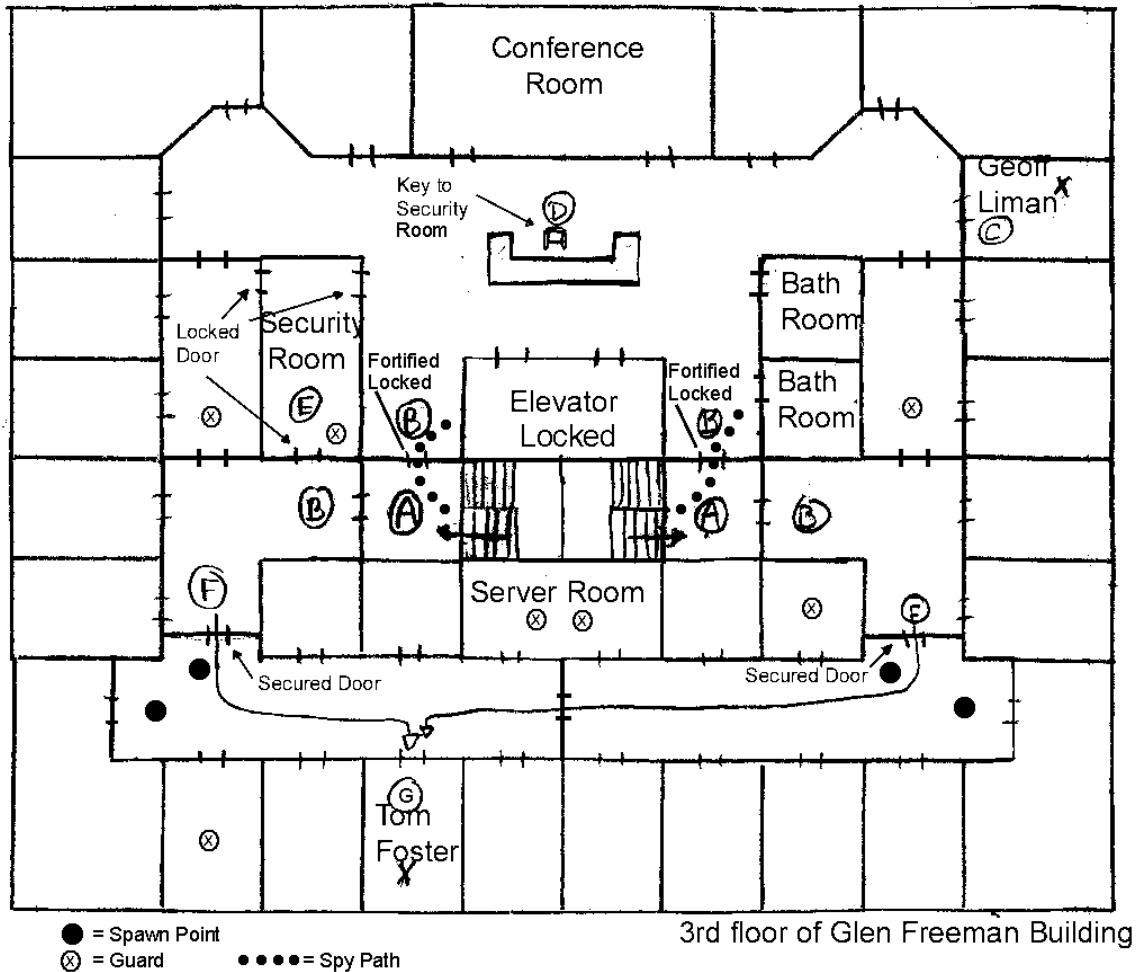
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• <i>Disguise</i> – use to conceal yourself from enemy AI's• <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Hacker</i>	<ul style="list-style-type: none">• <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

(C) The operatives are found but only Geoff Liman is accessible. The mission team talks to Liman and is given the first code fragment.

..... = Spy Path

Courier
Short
Part 2





Part 3 (Sub-Mission):

(D) Geoff Liman informs the mission team that Tom Foster is in a secured area on the south end of the third floor. The mission team must find the security room and unlock the doors leading into the secured area. To get into the security room, the mission team must steal the *key card* from the secretary.

Obstacle: Avoidance of enemy AI

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> <i>Disguise</i> – use to conceal yourself from enemy AI's <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Hacker</i>	<ul style="list-style-type: none"> <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldier</i>	<ul style="list-style-type: none"> No abilities required

Obstacle: Get key from secretary

Class	Solution Abilities
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<i>Spy</i>	<ul style="list-style-type: none"> • <i>Disguise</i> – use to conceal yourself from enemy AI's • <i>Invisibility</i> – use to conceal yourself from enemy AI's • <i>Slight of Hand</i> – use to steal the key away from the secretary • Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself • Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none"> • Generic Combat (see below)

Required Obstacle 3: Unlock Door (may or may not have key)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Open Locks</i> – use to unlock any locked door without a key
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

(E) With the key card in hand, the mission team enters the security room. There is a guard in the security room.

Required Obstacle 4: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none"> • Generic Combat (see below)

Required Obstacle 5: Hacking Security Computer

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Hack Computer</i> – use to hack the computer in order to disable security doors
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

(F) The security doors are open. The mission team proceeds toward the rendezvous with Tom Foster.

Required Obstacle 6: Find Person

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Locate Person</i> – use to find Tom Foster
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

Obstacle: Scouting the Location

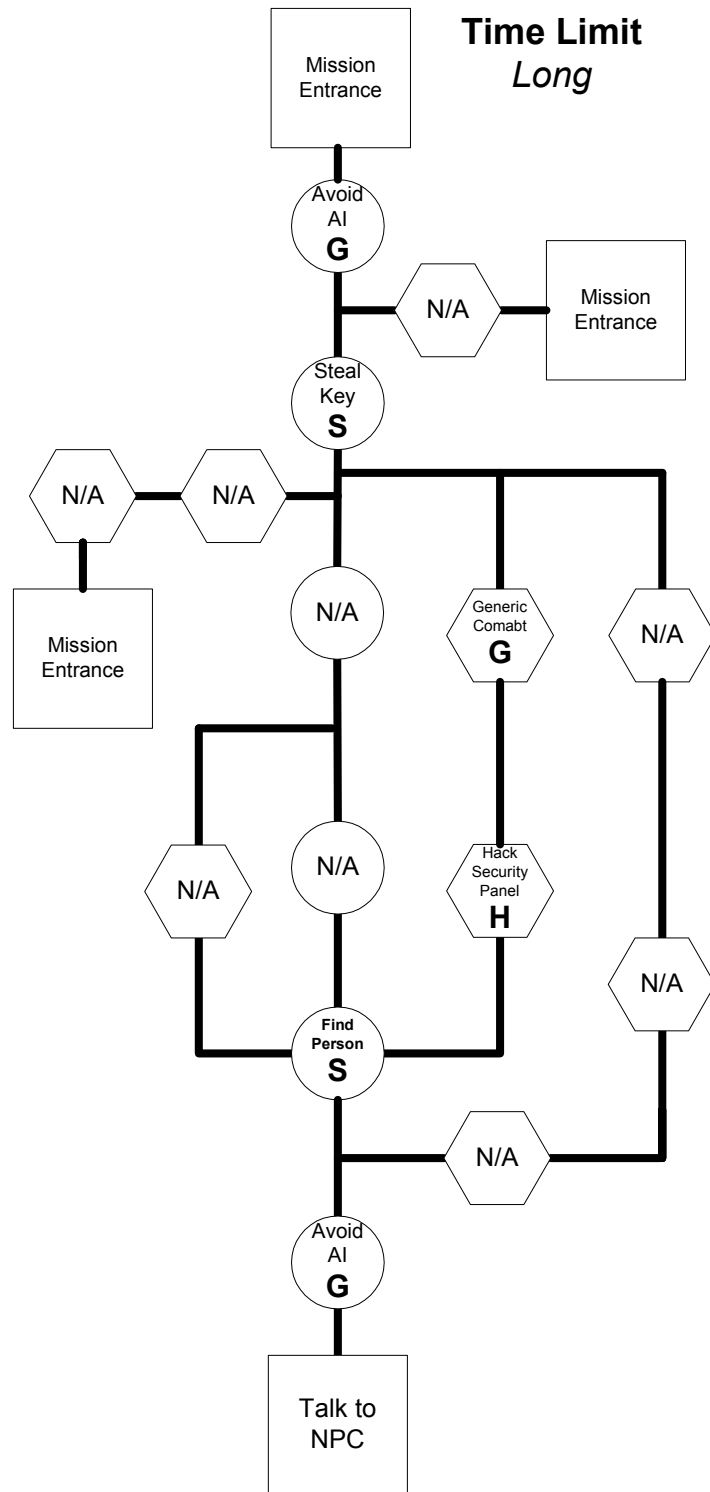
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>No abilities required</i>

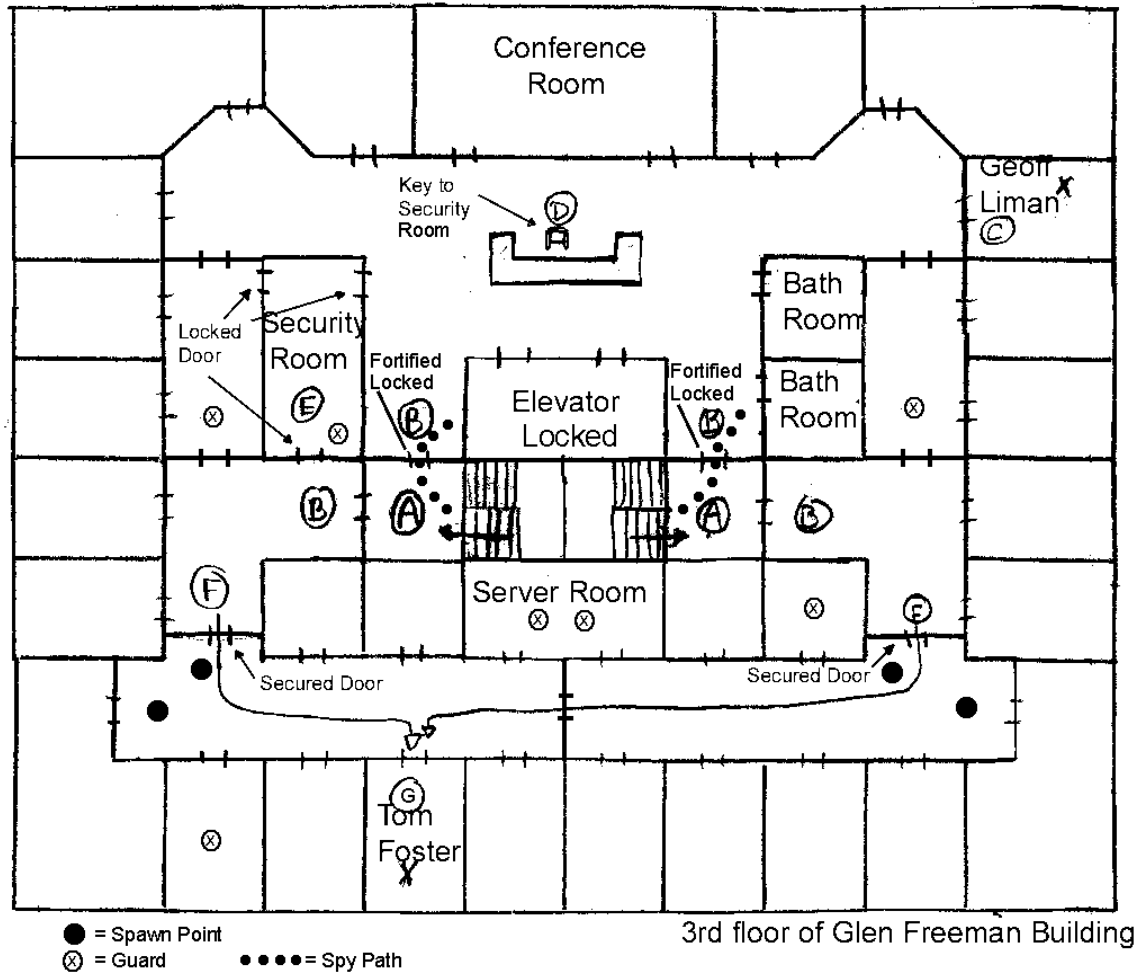
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Hack CopperTop – use to scout ahead</i>
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

Obstacle: Avoidance of enemy AI

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Disguise</i> – use to conceal yourself from enemy AI's • <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

(G) The mission team receives the second Code Fragment from Tom Foster





Part 4 (Sub-Mission):

After the mission team has successfully received both code fragments, they must proceed to the second floor of the Glen Freeman Building and locate Simon McKay.

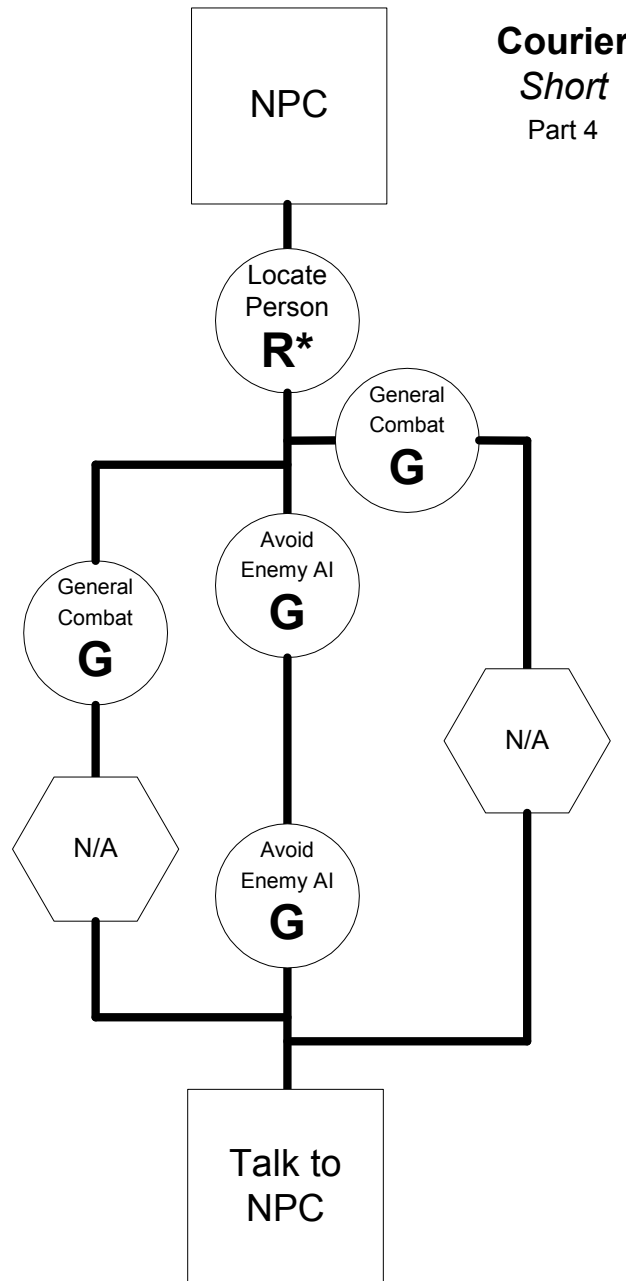
(H) After giving Simon McKay both fragments, they must leave the mission area by force or by stealth. They also have the option of hacking into several any available computers on their way out for additional experience or information.

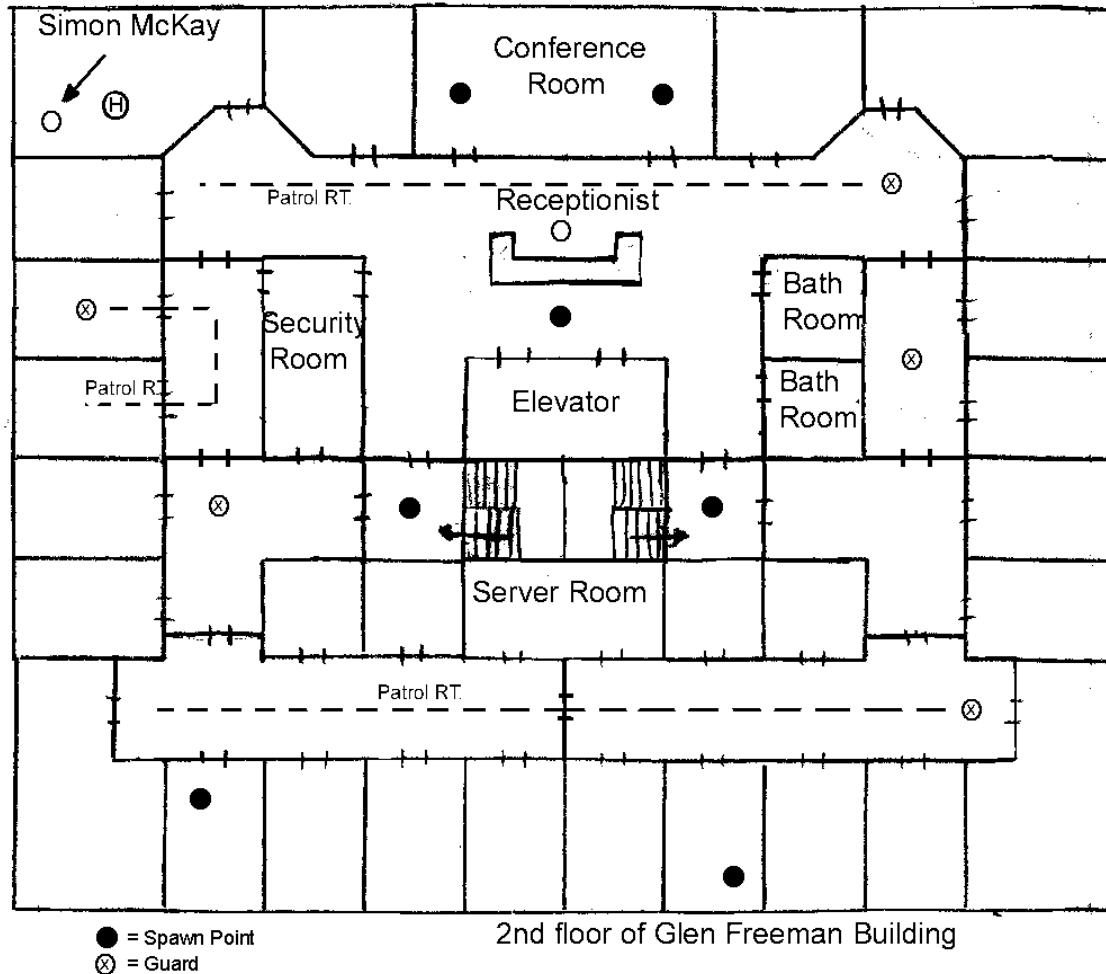
Obstacle: Avoidance of enemy AI

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> <i>Disguise</i> – use to conceal yourself from enemy AI's <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Hacker</i>	<ul style="list-style-type: none"> <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldier</i>	<ul style="list-style-type: none"> No abilities required

Required Obstacle 7: Find Person

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Locate Person</i> – use to find Tom Foster
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required





Obstacle: Generic Combat Example

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Analyze Weakness</i> of enemy AI • <i>Sneak Attack</i> on enemy AI • <i>Disrupt Connection</i> of enemy AI
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus</i> to enemy AI • <i>Repair and Upgrade</i> (used on mission team) • <i>Inoculation</i> (used on self and mission team)
<i>Soldier</i>	<ul style="list-style-type: none"> • <i>Generic combat based on available abilities</i>

Escort Missions

In an escort mission, the object is to transport an NPC to a specified location.

Technical Requirements

The following is a list of all the technical requirements imposed by the mission systems, including generation and resolution.

- **Setup**
 - NPC is placed at source.
 - Drop off point is placed at destination.
 - Source and destination have varying levels of obstacles.
 - Obstacles are placed along path from source to destination.
- **Rules**
 - NPC will follow player/mission team.
 - Obstacles will engage player/mission team/NPC while en route.
- **Resolution**
 - Success - NPC must be brought to drop off point and player/mission team must exit mission area.
 - Failure – NPC is killed or time expires.

Sample Mission

Mission Briefing

Mission Info	Descriptions
<i>Type</i>	Escort
<i>Primary Objective</i>	Escort Matt August to First Union Bank
<i>Secondary Objective</i>	Collect four RP security passes
<i>Items Required</i>	None
<i>AI Required</i>	<ul style="list-style-type: none"> • Matt August
<i>Assigned By</i>	SeattleSpike
<i>Mission Time Limit</i>	Short
<i>Narrative</i>	<i>SeattleSpike</i> needs someone to <i>Escort Matt August</i> to <i>First Union Bank of Unionville</i> . <i>Matt August</i> is currently stationed at <i>2552 Main St</i> . The security in <i>August's Convenience Store</i> is <i>light</i> , and you can expect <i>heavy</i> security at <i>Location 2</i> .

Mission Info	Mission Failure Descriptions
<i>Result of Failure</i>	<ul style="list-style-type: none"> • Fail mission when Escorted person dies
<i>Objective</i>	<ul style="list-style-type: none"> • Protect Escort till he reaches his destination
<i>Threat Level</i>	Heavy

Personnel	
<i>Required</i>	<ul style="list-style-type: none"> • 1 Soldier
<i>Recommended</i>	<ul style="list-style-type: none"> • 1 Hacker • 1 Soldier

Mission Locations		
<i>Location A</i>	<i>Address</i>	August's Convenience Store 2552 Main St.

	<i>Contacts</i>	SeattleSpike; Matt August
	<i>Threat Level</i>	Light
	<i>Mission Area</i>	None
	<i>Address</i>	First Bank of Unionville 2938 Union Ave.
	<i>Contact</i>	None
	<i>Threat Level</i>	Heavy
	<i>Mission Area</i>	Outside

Mission Requirements

Mission Info	Description
<i>Mission Type</i>	Escort
<i>Mission Time Limit</i>	Short
<i>Primary Goal</i>	Escort NPC
<i>Secondary Goal</i>	Collect Items
<i>Required AI Sockets</i>	<ul style="list-style-type: none"> • NPC to escort
<i>Secondary AI Sockets</i>	<ul style="list-style-type: none"> • Hostile NPC's <ul style="list-style-type: none"> • Gang Members • Non-Hostile NPC's (Civilians) <ul style="list-style-type: none"> • Generic
<i>Organization</i>	<ul style="list-style-type: none"> • Agents • Zion Control • Exiles
<i>Required Object Sockets</i>	<ul style="list-style-type: none"> • Destination Point
<i>Secondary Object Sockets</i>	<ul style="list-style-type: none"> • Four RP security passes

Primary Obstacles	Required Gameplay Elements
<i>Requirement 1</i>	Generic combat
<i>Requirement 2</i>	Escort NPC to target area

Abilities Used (based on a mission team of 2):

Mission Area: *Outside of August's Convenience Store*

Part 1:

(A) The mission team talks to SeattleSpike inside the August's Convenience Store.

Getting Mission

Class	Solution Abilities
<i>Hacker</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

(B) The mission team encounters one of Ragman's men. They can try to sneak around them by taking an alternate path or fight through them.

Obstacle: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none">• Generic Combat (see below)

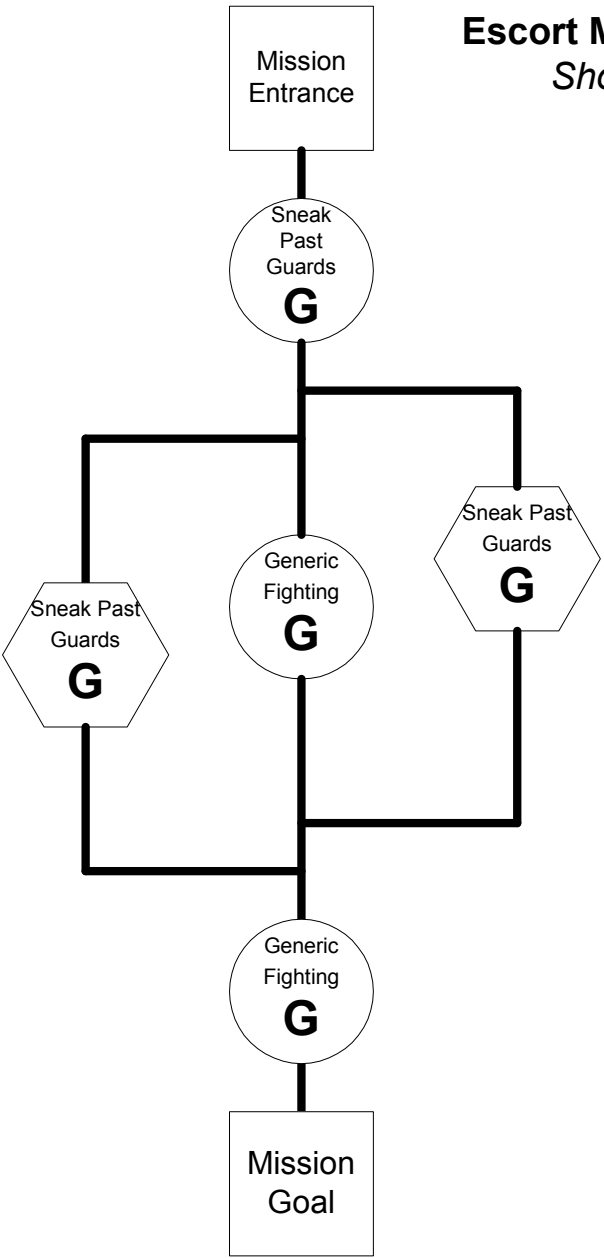
(C) The mission team reaches the bank where two of the Ragman's men are waiting.

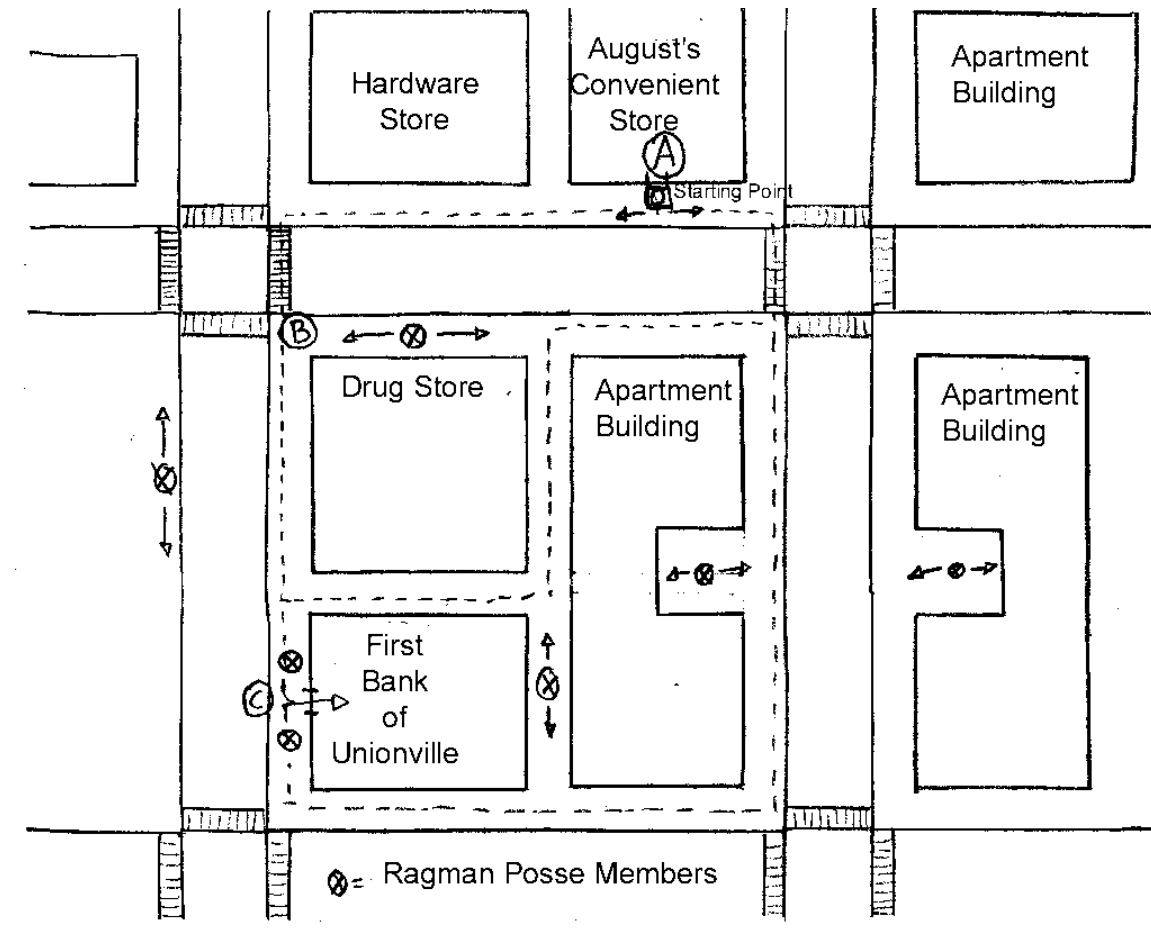
Required Obstacle 1: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none">• Generic Combat (see below)

Once Matt August reaches the door to the bank, the mission is finished and the mission team collects their reward.

Escort Mission
Short





Obstacle: Generic Combat

Class	Solution Abilities
Hacker	<ul style="list-style-type: none"> • <i>Transmit Virus</i> to enemy AI • <i>Repair and Upgrade</i> (used on mission team) • <i>Inoculation</i> (used on self and mission team)
Solder	<ul style="list-style-type: none"> • <i>Generic combat based on available abilities</i>

Shadow Missions

Shadow missions are a variation of Escort, where you are following a NPC to a specific location, but cannot let them know you are there.

Technical Requirements

The following is a list of all the technical requirements imposed by the mission systems, including generation and resolution.

- **Setup**
 - NPC is placed at source.
 - NPC is placed at source.
 - Arrival point is placed at destination.
- **Rules**

- NPC will begin following path to destination when player/mission team reaches source.
- NPC will check to see if it can detect player/mission team.
- **Resolution**
 - Success - NPC must be followed to arrival point without detecting player/mission team and player/mission team must exit mission area.
 - Failure – NPC is killed, NPC detects player/mission team, NPC loses player/mission team, or time expires.

Sample Mission

Mission Briefing

Mission Info	Descriptions
<i>Type</i>	Shadow
<i>Primary Objective</i>	Shadow Johnny Diggs. Once the contact has been identified, terminate Johnny Diggs and his contact with extreme prejudice.
<i>Secondary Objective</i>	Find out what information is being passed
<i>Items Required</i>	<ul style="list-style-type: none"> • Computer • Database Node • Keycard access panel • Security Access panel
<i>AI Required</i>	<ul style="list-style-type: none"> • <i>Spy</i> - Johnny Diggs • <i>Associate</i> - Rufus Liman
<i>Assigned By</i>	ShockBolt
<i>Mission Time Limit</i>	Long
<i>Narrative</i>	<i>Shock Bolt</i> needs someone to shadow <i>Johnny Diggs</i> . We believe he has information concerning our secured hard lines. <i>Johnny Diggs</i> is currently stationed at <i>4399 43rd Street</i> . The security in <i>Columbia Hotel</i> is <i>light</i> , but you can expect <i>heavy</i> security at <i>Location 2</i> . We have word that <i>The Hopeslayer's</i> henchman <i>Barak (D)</i> may be at this location as well. You'll need to get in and out of <i>Location 2</i> in <i>30 minutes</i> or we might have Agent interference.

Mission Info	Mission Failure Descriptions
<i>Result of Failure</i>	<ul style="list-style-type: none"> • Enemy Guards will spawn in.
<i>Objective</i>	<ul style="list-style-type: none"> • Vacate the area immediately using any available path • Do not attempt to make contact with Johnny Diggs or any of his associates. Any contact will result in failure of the mission.
<i>Threat Level</i>	Very Heavy

Personnel	
<i>Required</i>	<ul style="list-style-type: none"> • 1 Spy • 1 Hacker • 1 Soldier

<i>Recommended</i>	<ul style="list-style-type: none"> • 2 Spies • 2 Hackers • 4 Soldiers
--------------------	--

Mission Locations		
<i>Location A</i>	<i>Address</i>	Columbia Hotel 4399 43 rd Street
	<i>Contacts</i>	ShockBolt
	<i>Threat Level</i>	Light
	<i>Mission Area</i>	None
<i>Location B</i>	<i>Address</i>	Unknown
	<i>Contact</i>	Johnny Diggs
	<i>Threat Level</i>	Very Heavy
	<i>Mission Area</i>	Unknown

Mission Requirements

Mission Info	Description
<i>Mission Type</i>	Shadow
<i>Mission Time Limit</i>	Long
<i>Primary Goal</i>	Shadow and assassinated NPC's
<i>Secondary Goal</i>	Find Item
<i>Required AI Sockets</i>	<ul style="list-style-type: none"> • NPC to shadow and then assassinate • NPC to assassinate
<i>Secondary AI Sockets</i>	<ul style="list-style-type: none"> • Hostile NPC's <ul style="list-style-type: none"> • Guards • Agents (<i>if time expires</i>) • Barak • Non-Hostile NPC's (Civilians) <ul style="list-style-type: none"> • Office Workers
<i>Organization</i>	<ul style="list-style-type: none"> • Agents • Zion Control • Exiles
<i>Required Object Sockets</i>	N/A
<i>Secondary Object Sockets</i>	<ul style="list-style-type: none"> • Note

Primary Obstacles	Required Gameplay Elements
<i>Requirement 1</i>	Find NPC <ul style="list-style-type: none"> • Use <i>Locate Person</i> to find NPC

<i>Requirement 2</i>	Locked Door (<i>fortified</i>) <ul style="list-style-type: none"> Pick Lock the door
<i>Requirement 3</i>	Use Skill <ul style="list-style-type: none"> Use <i>Hyper Jump</i> to jump a crossed buildings
<i>Requirement 4</i>	Search Database <ul style="list-style-type: none"> Finding an NPC
<i>Requirement 5</i>	Assassinate Target <ul style="list-style-type: none"> Must use player's abilities in defeating NPC's
<i>Requirement</i>	Exit Mission <ul style="list-style-type: none"> Need to leave mission area to end mission

Abilities Used (based on a mission team of 8):

Mission Area: *7th Floor of Banner Tower A*

Part 1:

(A) The mission team gets the mission from ShockBolt.

Getting Mission

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none"> No abilities required
<i>Hackers</i>	<ul style="list-style-type: none"> No abilities required
<i>Soldiers</i>	<ul style="list-style-type: none"> No abilities required

The mission team now needs to Locate Johnny Diggs.

Required Obstacle 1: Find Person

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none"> <i>Locate Person</i> – use to find Johnny Diggs
<i>Hackers</i>	<ul style="list-style-type: none"> No abilities required
<i>Soldiers</i>	<ul style="list-style-type: none"> No abilities required

(B) A Spy from the mission team can track Johnny Diggs easier by hiding himself and following more closely.

Obstacle: Avoidance of enemy AI

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none"> <i>Disguise</i> – use to conceal yourself from enemy AI's <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Hackers</i>	<ul style="list-style-type: none"> <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldiers</i>	<ul style="list-style-type: none"> No abilities required

..... = Spy Path

Mission
Generation

Part 1
Link Mission

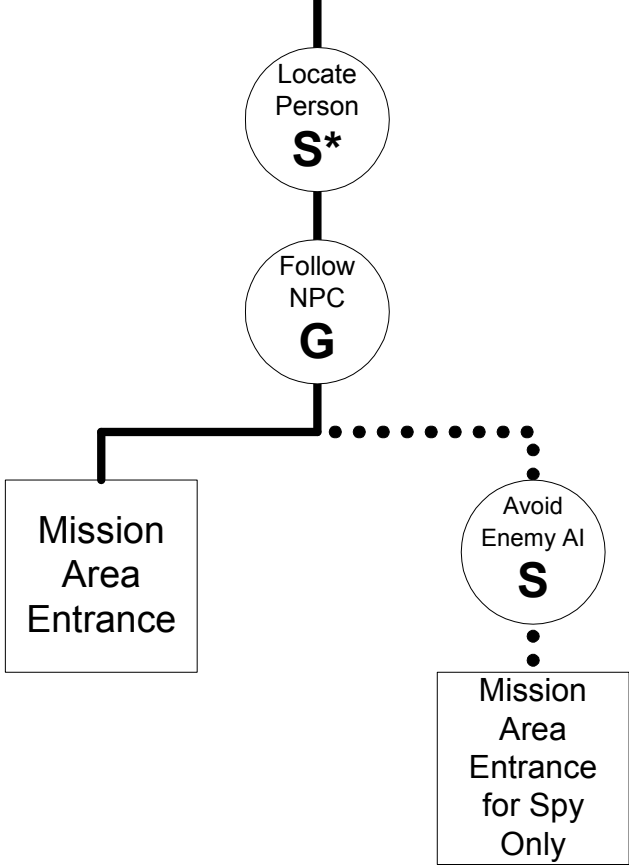
Locate
Person
S*

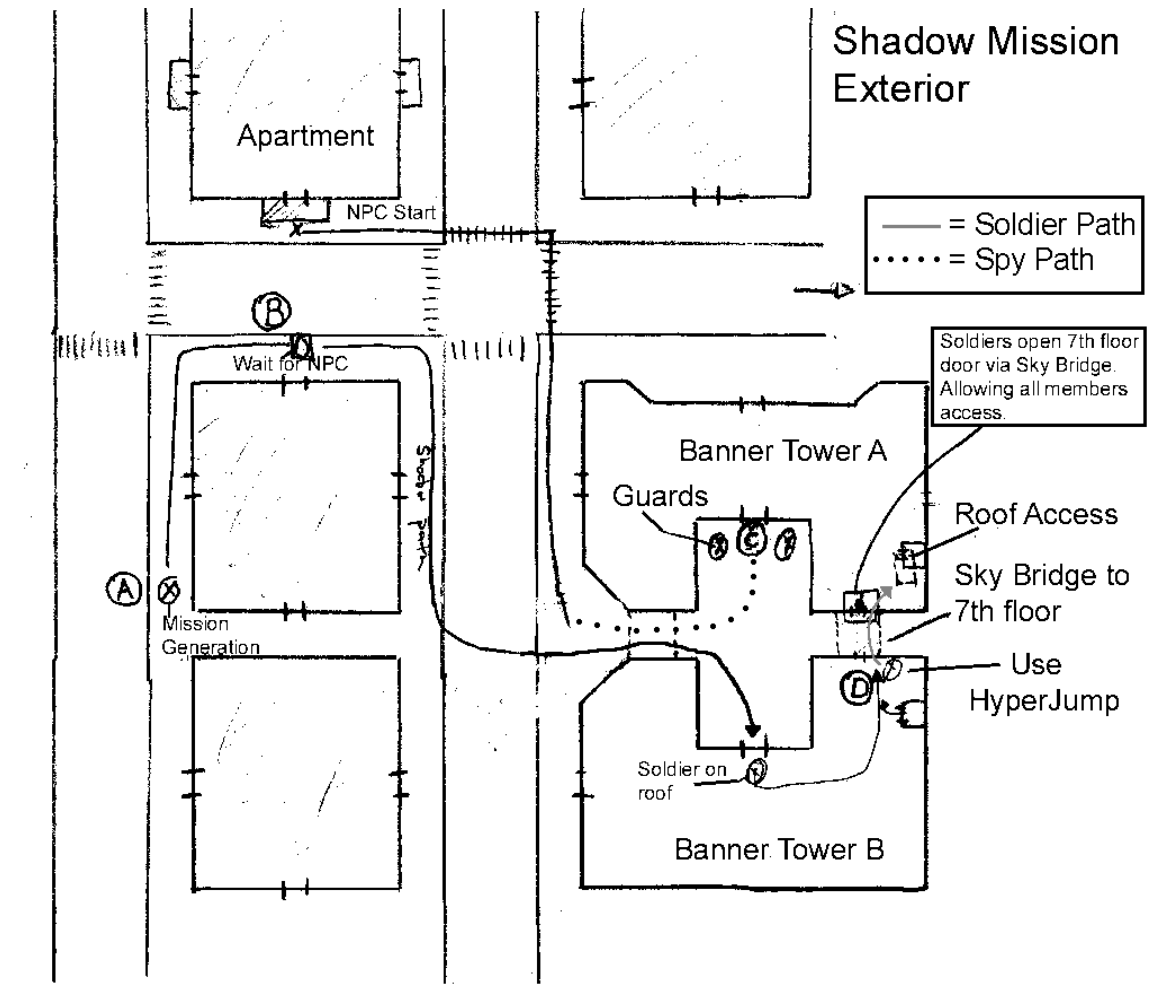
Follow
NPC
G

Mission
Area
Entrance

Avoid
Enemy AI
S

Mission
Area
Entrance
for Spy
Only





Part 2: Breaking into 7th floor of Banner Tower A

(C) The spies follow Johnny Diggs into Banner Tower A and up to the 6th floor. From there, the spies must work their way past security cameras and AI's to the stairwell then up to the 7th floor lobby.

Required Obstacle 2: Avoidance of enemy AI, Lock Picking

Spy Path

Class	Solution Abilities
Spies	<ul style="list-style-type: none"> <i>Disguise</i> – use to conceal yourself from enemy AI's <i>Invisibility</i> – use to conceal yourself from enemy AI's <i>Open Locks</i> – Attempt to pick lock door

Class	Solution Abilities
Spies	<ul style="list-style-type: none"> <i>Open Locks</i> – Used to unlock door leading to stairwell

(C1) The Hackers and Spies enter Banner Tower B and work their way to the 7th Floor.

Obstacle: Avoidance of enemy AI

Hacker/Soldier Path

Class	Solution Abilities
-------	--------------------

<i>Hackers</i>	<ul style="list-style-type: none"> • <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldiers</i>	<ul style="list-style-type: none"> • No abilities required

Obstacle: Generic Combat

Hacker/Soldier Path

Class	Solution Abilities
<i>Hackers</i>	<ul style="list-style-type: none"> • Generic Combat
<i>Soldiers</i>	<ul style="list-style-type: none"> • Generic Combat

The other members can search the 7th floor of Banner Towner B for the key to the sky bridge located at (**). Or else the soldiers can move to the rooftop and *Hyper Jump* to Banner Tower A.

Obstacle: Moving to Rooftop

Class	Solution Abilities
<i>Soldiers</i>	<ul style="list-style-type: none"> • General Combat

(D) The 4 soldiers jump to Banner Tower A rooftop and proceed to the roof access.

Required Obstacle 3: Hyper Jumping

Class	Solution Abilities
<i>Soldiers</i>	<ul style="list-style-type: none"> • <i>Hyper Jump</i> – used to jump long distances

(E) On the 7th floor, the 4 soldiers encounter 2 guards and have to fight.

Obstacle: Generic Combat Example

Class	Solution Abilities
<i>Soldiers</i>	<ul style="list-style-type: none"> • Generic Combat (see below)

One of the guards drops a security card. The security card opens up the sky bridge to let the hackers join their party.

Obstacle: Opening Door

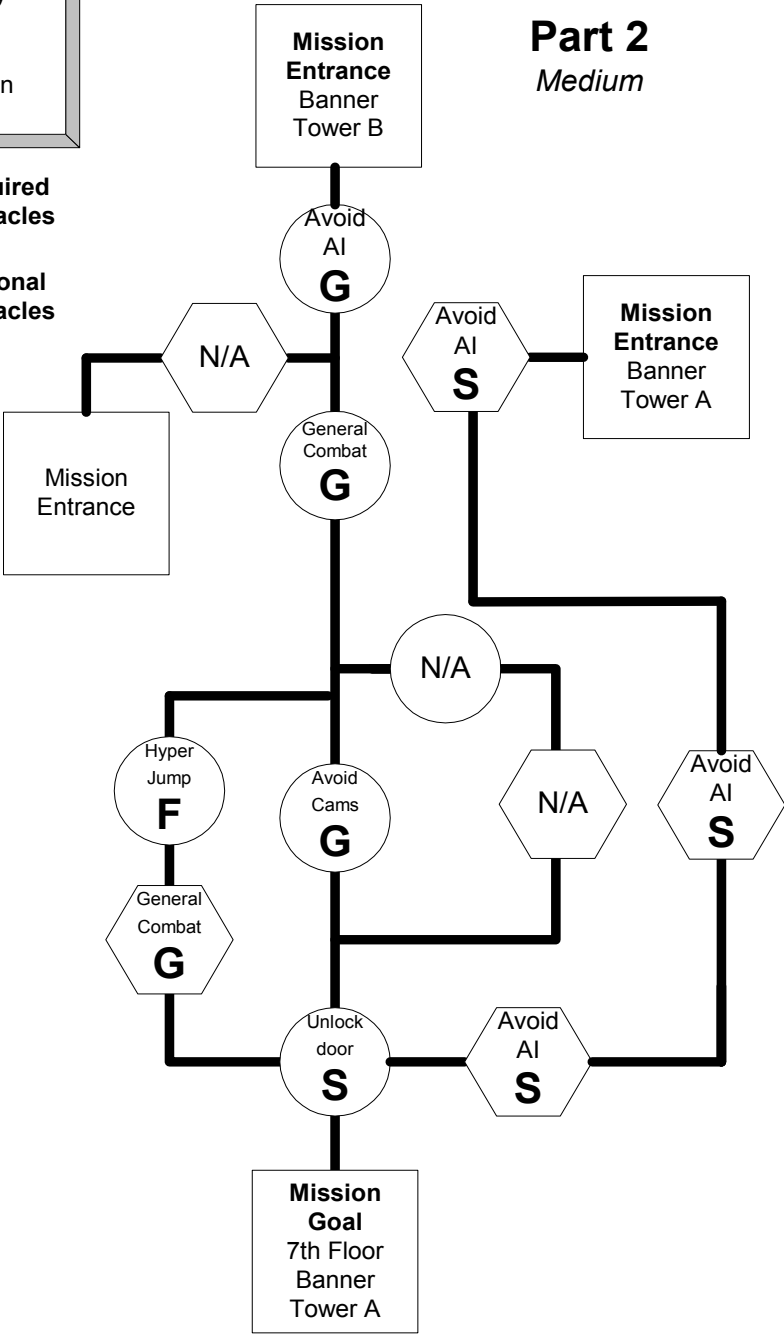
Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none"> • No abilities required
<i>Hackers</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldiers</i>	<ul style="list-style-type: none"> • No abilities required

Obstacles
H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random
* = If class is in
your Crew

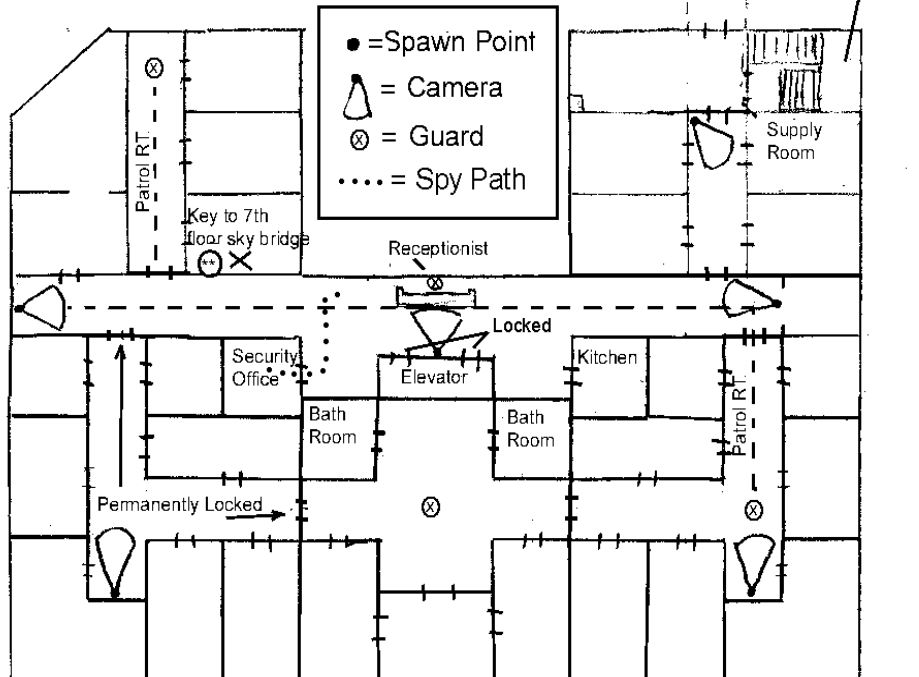
= Required
Obstacles

= Optional
Obstacles

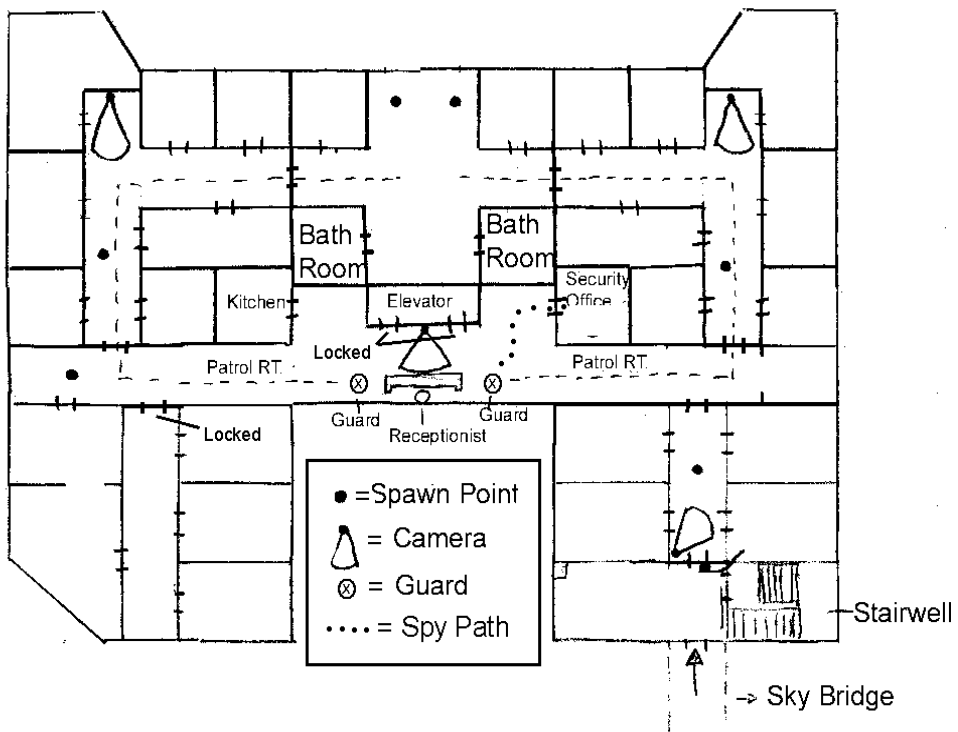
Part 2
Medium



7th floor of Banner Tower B Sky Bridge



6th Floor Banner Tower A



Part 3: Entering 7th floor of Banner Tower A

Hackers create whatever items the mission team may need to precede.

Obstacle: Creating Items

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none">• No abilities required
<i>Hackers</i>	<ul style="list-style-type: none">• <i>Compile</i> – used to create items• <i>Write Ware</i> – used to create items• <i>Write Code</i> – used to create items
<i>Soldiers</i>	<ul style="list-style-type: none">• No abilities required

The spies check for traps on door leading into the secured 7th floor.

Obstacle: Trap Locating and Disarming

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none">• <i>Detect and Disarm Traps</i> – used to locate and disarm any nearby traps
<i>Hackers</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldiers</i>	<ul style="list-style-type: none">• No abilities required

The Soldier then uses the security card dropped by the guard to open the door.

Obstacle: Opening Door

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none">• No abilities required
<i>Hackers</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldiers</i>	<ul style="list-style-type: none">• No abilities required

Once inside, the mission group must avoid security cameras and patrolling Guards.

Obstacle: Avoidance of Security Cameras and Guards

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none">• <i>Disguise</i> – use to conceal yourself from enemy AI's• <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Hackers</i>	<ul style="list-style-type: none">• <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldiers</i>	<ul style="list-style-type: none">• No abilities required

(F) In the security room, the spies need to shut down the cameras and open the secured doors.

Obstacle: Disabling Security Cameras

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none">• <i>Disable Security Devices</i> – used to deactivate security cameras
<i>Hackers</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldiers</i>	<ul style="list-style-type: none">• No abilities required

Required Obstacle 4: Opening Secured Doors

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none">• No abilities required
<i>Hackers</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldiers</i>	<ul style="list-style-type: none">• <i>Hack Computer:</i> Use to open secured doors

(G) The mission team finds Johnny Diggs. The mission team now has to fight Johnny Diggs and Barak.

Required Obstacle 5: Enemy AI (Barak and Johnny Diggs)

Class	Solution Abilities
<i>Spies</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Hackers</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Soldiers</i>	<ul style="list-style-type: none">• Generic Combat (see below)

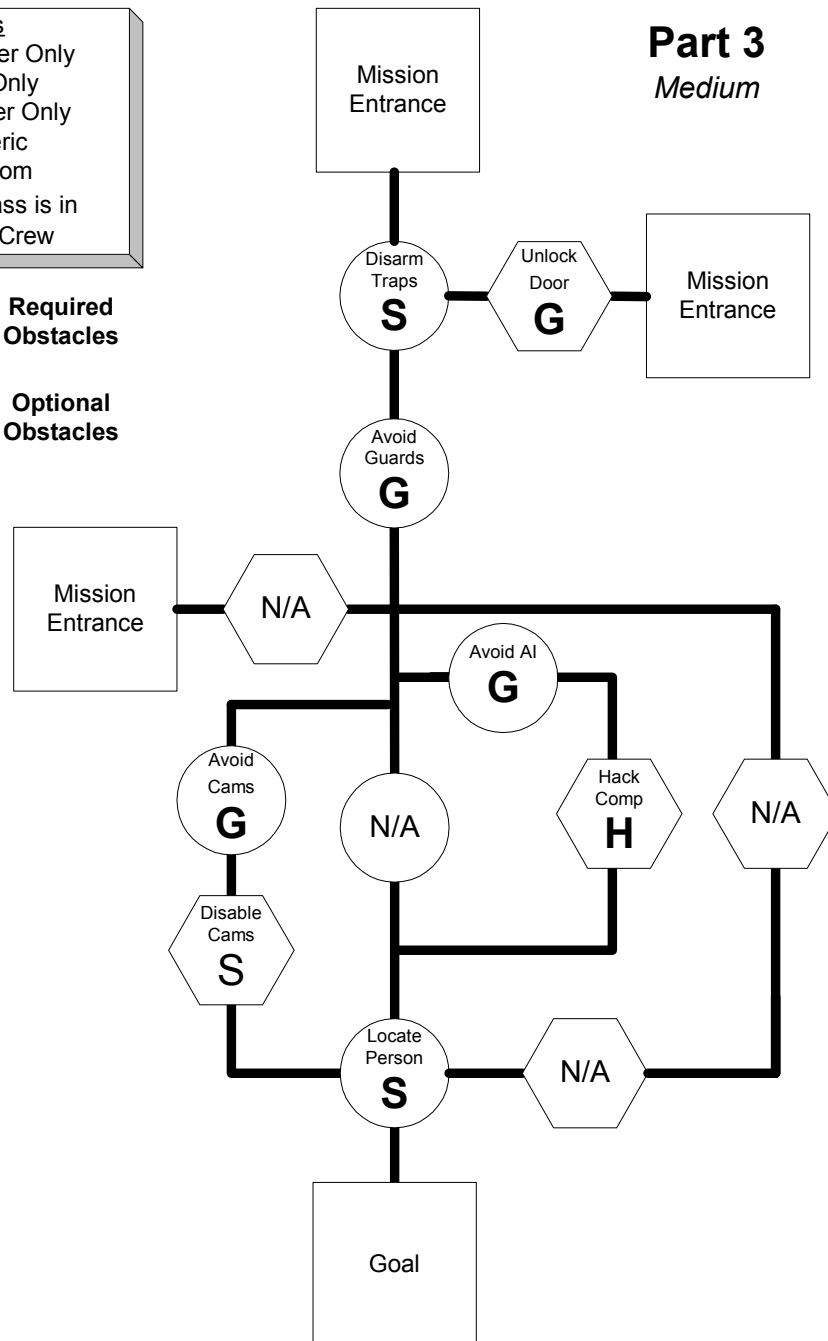
The mission team quickly leaves the building. They meet up with ShockBolt and collect their reward.

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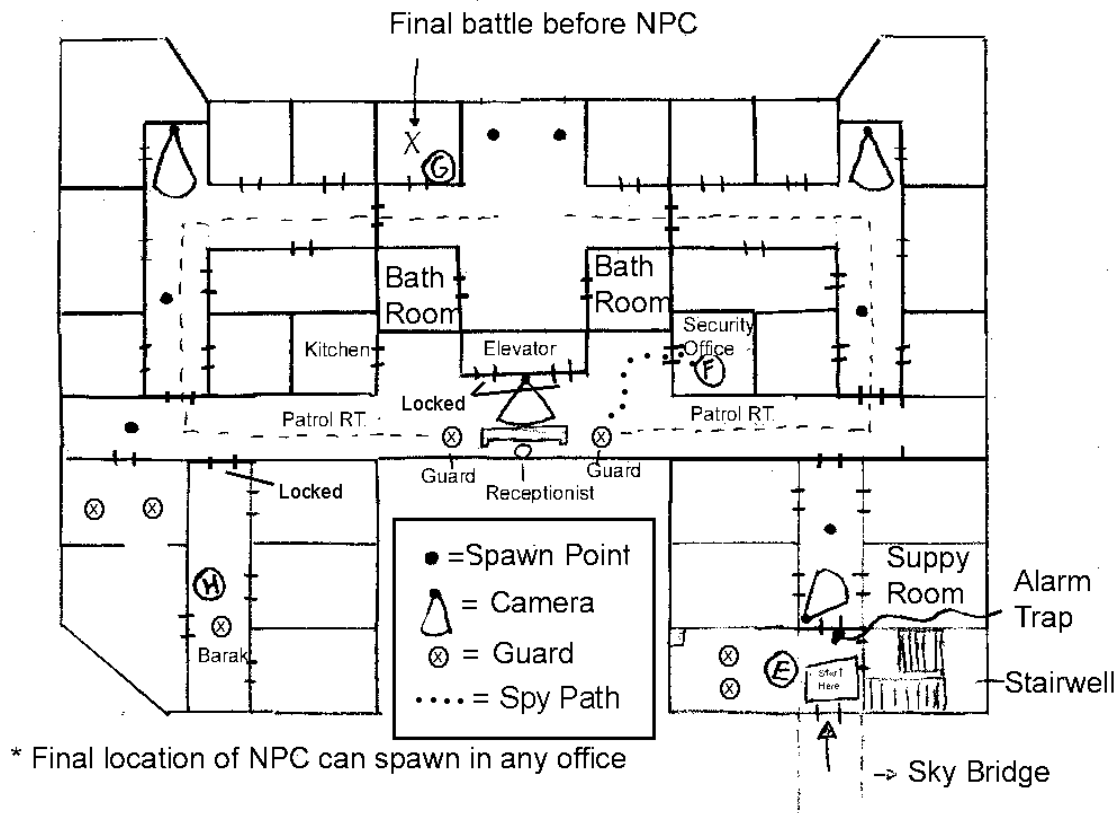
Obstacles
H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random
* = If class is in
your Crew

○ = Required
Obstacles

⬡ = Optional
Obstacles



7th floor of Banner Tower A



Obstacle: Generic Combat Example

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Analyze Weakness</i> of enemy AI • <i>Sneak Attack</i> on enemy AI • <i>Disrupt Connection</i> of enemy AI
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus</i> to enemy AI • <i>Repair and Upgrade</i> (used on mission team) • <i>Inoculation</i> (used on self and mission team)
<i>Soldiers</i>	<ul style="list-style-type: none"> • <i>Generic combat based on available abilities</i>

RETRIEVAL MISSION TYPES

Retrieval missions involve breaking into a location, and removing an object. The object is usually in a locked room, enclosed in a safe, or computer. The object can be anything, a computer file, a tool, a laptop, surveillance tape, etc.

Variations:

- *Object Placement* – Placing wiretaps, bombs, viruses, etc ...
- *Surveillance* - gathering info

- *Operate* – In an Operate mission, a character must break into a location, and use a stationary item (valve, switch, already placed explosive, etc) and escape.

Rules:

- The mission is complete when the character with the goal object has left the mission area, and reached a hard-line. Experience is not awarded until all players have left the mission area.
- The goal object is removed from the character's inventory when the mission has been completed.

Mission Flow Charts

The following charts describe the gameplay flow for Courier, Shadow, and Escort missions. The size and complexity of the charts are dictated by the time limit it takes to complete a goal. These time limits are broken into Short, Medium, and Long sizes.

These Obstacle charts may vary in obstacle types and branches.

Link missions are short missions which act as connectors from mission origins to the mission areas.

Link Mission: Short/Medium/Long

- Time Limit: Random
- Single to multiple locations
- No required obstacles
- No class requirements
- No mission team size limit

Time Limit: Short

- Time Limit: Less than 15 Minutes
- Single location
- Maximum of 3 obstacles per path
- No class requirements
- No mission team size limit
- Low number of initial enemy spawns
- Maximum of 1 Goal Complete enemy spawns
- Maximum of 2 Exits

Time Limit: Medium

- Time Limit: Less than 15 - 30 Minutes
- Maximum of 2 locations
- Maximum of 4 obstacles per path
- Single class requirement
- No mission team size limit
- Medium number of initial enemy spawns
- Maximum of 2 Goal Complete enemy spawns
- May include up to 2 mission layout sizes (Short and Medium) depending upon number of locations
- Maximum of 4 Exits

Time Limit: Large

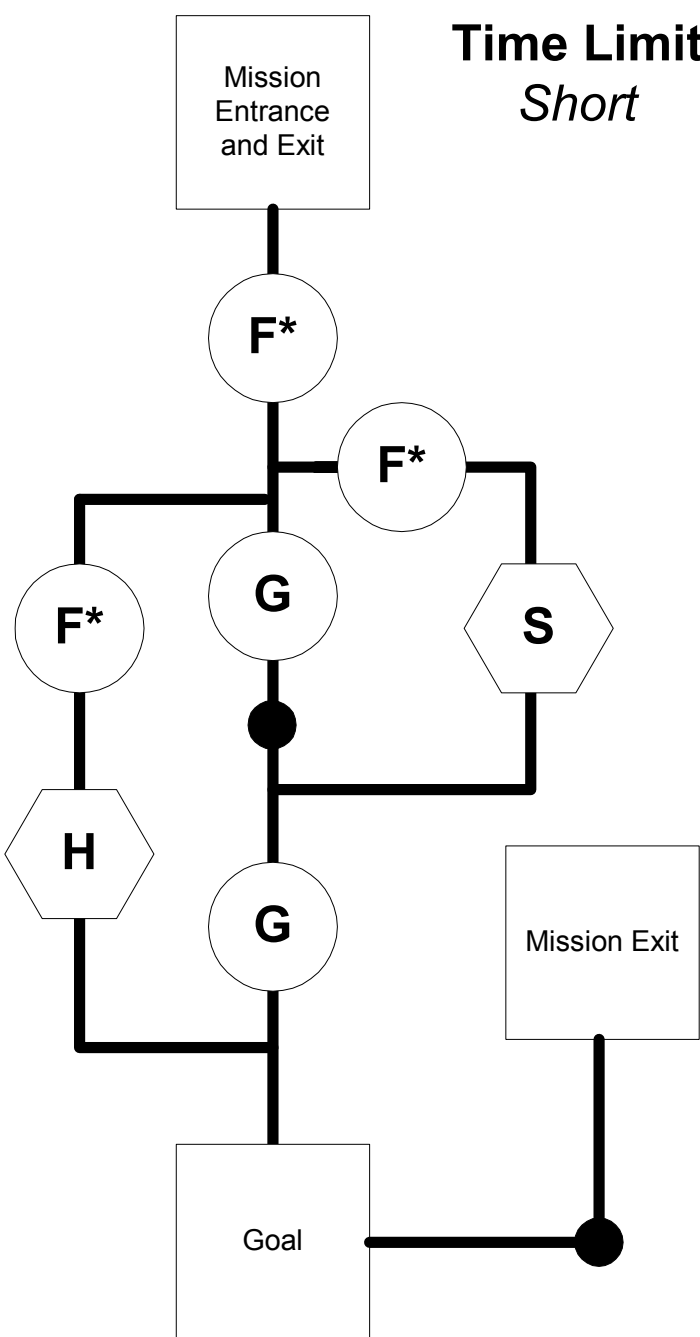
- Time Limit: 30+ Minutes
- Maximum of 5 locations
- Maximum of 6 obstacles per path
- Multiple class requirements
- Requires 2 different Class types
- Large number of initial enemy spawns
- Maximum of 3 Goal Complete enemy spawns
- May include all 3 mission layout sizes (Short, Medium and Long) depending on number of locations
- Maximum of 4 exits

Obstacles
H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random Class
* = If class is in
your Crew

= Primary Obstacles

= Optional Obstacles

= Goal Complete
Enemy Spawns



Obstacles

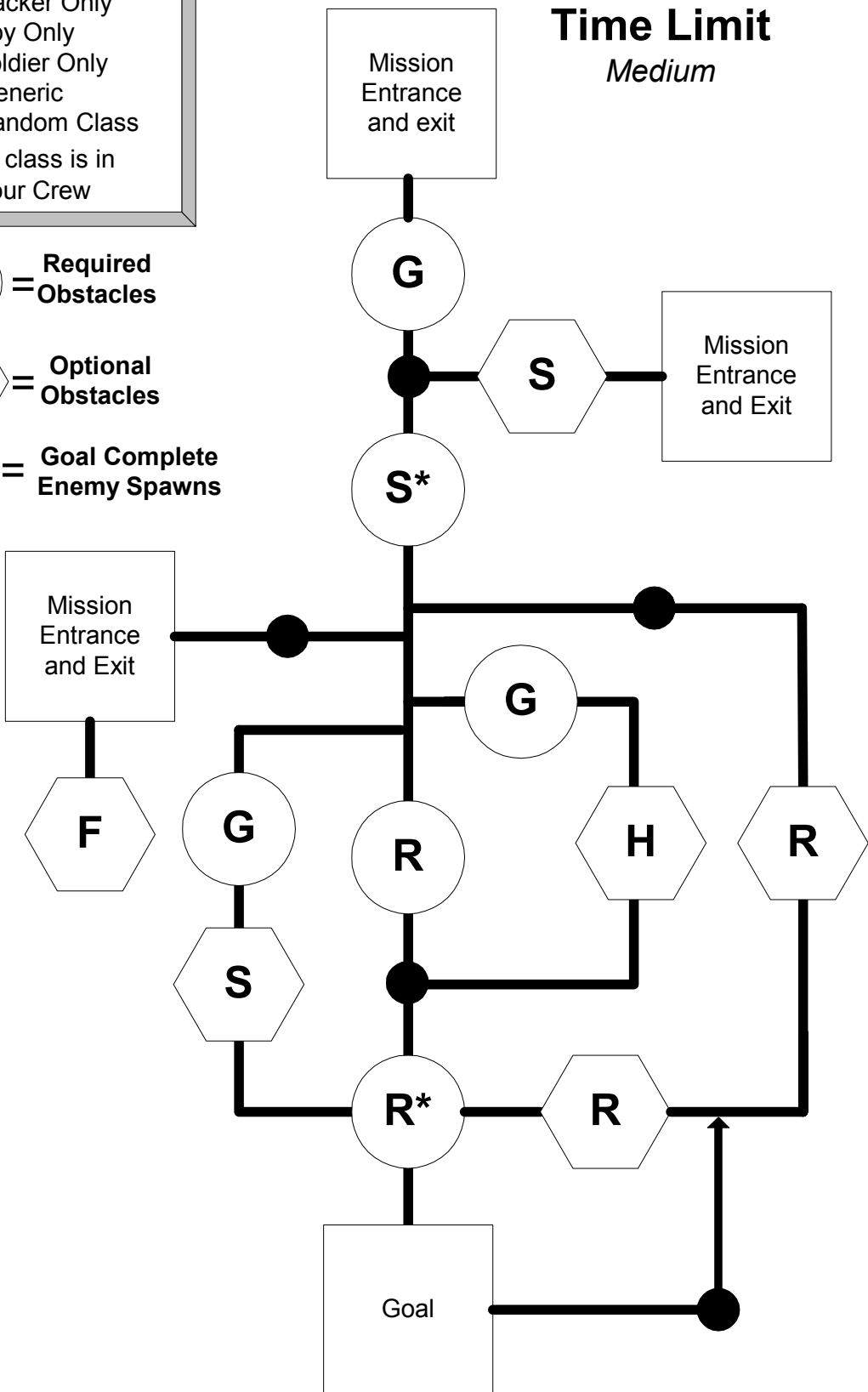
H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random Class
* = If class is in your Crew

= Required Obstacles

= Optional Obstacles

= Goal Complete
Enemy Spawns

Time Limit
Medium



Obstacles

H = Hacker Only

S = Spy Only

F = Soldier Only

G = Generic

R = Random Class


D = Secured Door


* = If class is in your Crew

D1* = Door 1 must be opened by Spy and Hacker simultaneously.

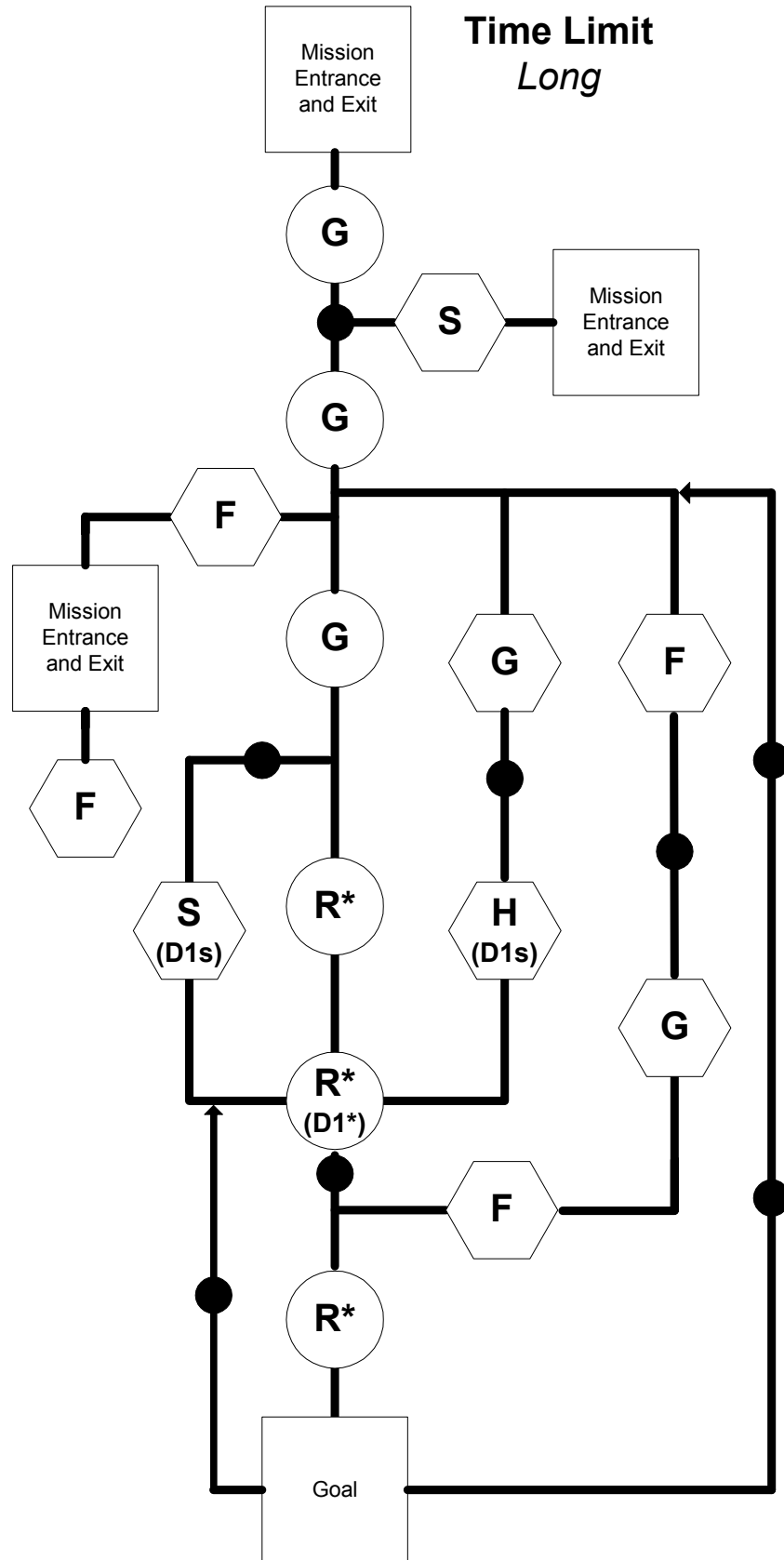
* Door 1 can only exist if the Crew contains a Hacker and a Spy

D1s = Door 1 must be opened by Spy and Hacker simultaneously by completing an obstacle (switch, computer terminal, etc...)

 = Required Obstacles

 = Optional Obstacles

● = Goal Complete
Enemy Spawns



Retrieval Obstacles

Hacker Obstacles:

- *Computers (Hack Computer)*
 - Find Passwords
 - Read e-mails
 - Steal Software (part of mission objective)
 - Turn off local power
 - Format Harddrive (deletes sensitive information)
 - Upload Virus (destroys programs, etc...)
 - Upload Macro Virus (records keystrokes of NPC. The PC can then read the computer and get passwords)
- *NPCs*
 - Use Hack CopperTop to scout ahead
 - Heal NPC before he will talk to player
- *Electronic (Locked) Doors*
 - Hack door panel to open door
 - Hack computer to open door
- *Encrypted Objects*
 - Must first Crypt or Decrypt a piece of code before giving to NPC
- *Stealing Objects*
 - Decompile then Compile objects to give to an NPC

Spy Obstacles:

- *Locked Door*
 - Spy uses Open Locks
- *Finding an NPC*
 - Use Locate Person to find an NPC
- *Finding an Item*
 - Use Locate Item to find an item for retrieval
- *Security Devices*
 - Use Disable Security Devices to turn off security cameras
 - Use Disable Security Devices to turn off motion detectors
 - Use Disable Security Devices to turn off thermal detectors
 - Use Disable Security Devices to unlock secure doors off motion detectors
- *Traps*
 - Use Detect and Disarm traps
- *Breaking into safe*
 - Use Open Locks to break into a safe

Soldier Obstacles:

- *Locked Door*
 - Soldier kicks the door down
- *Jumping over gaps/traps*
 - Hyper Jump between buildings
 - Hyper Jump over laser trip wires
- *Running past obstacles*
 - Hyper Run through a door before it closes
 - Hyper Run past a security camera
 - Hyper Run past patrolling guards
- *Destroying Blocking Objects*
 - Use Hyper Strength to kick a door down
 - Use Hyper Strength to break an object blocking a path
 - Use Hyper Strength to move an object blocking the path

Generic Obstacles:

- *Locked Door (Secured)*
 - All Classes must find key

- *NPCs*
 - Get key from NPC
 - Kill Guards
 - Get information (passwords) from NPCs
 - Give password to NPCs to progress through an obstacle
 - Follow an NPC through a secured area
 - Keys and other objects dropped from an NPC
 - Paying an NPC for information
- *Timed encounters*
 - Waiting for NPCs to show up
 - Door opens at specific time
 - Alarm turns on at a specific time
 - Alarm turns off at a specific time
 - Patrolling Guards
 - Timed Traps
- *Environment Obstacles*
 - Steam
 - Fire
 - Electricity
 - Poisonous Air
 - Hot Water
 - Toxic Sludge
 - Cold Air
 - Gaps
 - Sharp Objects
 - Extreme Heat
- *Large Vehicles*
 - Subway Cars
 - Trains
- *Telephones*
 - Talk to NPCs
 - Listen to Voice Mail

Object Placement

Object placement requires the player to infiltrate a facility and plant a bomb, wiretap, or virus at the described mission area.

Technical Requirements

The following is a list of all the technical requirements imposed by the mission systems, including generation and resolution.

- **Setup**
 - Mission object is given to player/mission team.
 - Drop off point is placed at secured/guarded location.
- **Rules**
 - Mission object cannot be dropped.
 - Player/mission team can only carry mission object.
- **Resolution**
 - Success - Mission object must be placed at secured (locked/guarded) location and player/mission team must exit mission area.
 - Failure – Time expires.

Sample Mission

Mission Briefing

Mission Info	Descriptions
Type	Object Placement
Primary Objective	Place a bomb next to the disruptor device and exit the building
Secondary Objective	Find out who developed the Disruption Device
Items Required	Bomb, Power Supply Key
AI Required	<ul style="list-style-type: none"> Zion Operative – gives the mission team the bomb
Assigned By	ShockBolt
Mission Time Limit	Medium
Narrative	ShockBolt needs someone to go to the <i>phone booth on the corner of 8th and Main</i> . There, <i>an operative</i> will call and give the location of an operative that has a bomb. We need someone to <i>blow up</i> the <i>power generator</i> in the <i>Wolf Industrial Building</i> located at <i>765 18th Ave</i> . The security at <i>Cable's van</i> is <i>light</i> , the security at the <i>phone booth</i> is <i>light</i> , and the security at the <i>Wolf Building</i> is <i>heavy</i> .

Mission Info	Mission Failure Descriptions
Result of Failure	<ul style="list-style-type: none"> Enemy Guards will spawn in.
Objective	<ul style="list-style-type: none"> Vacate the area immediately using any available path
Threat Level	High

Personnel	
Required	<ul style="list-style-type: none"> 1 Spy 1 Hacker
Recommended	<ul style="list-style-type: none"> 1 Spy 1 Hacker 2 Solders

Mission Locations		
Location A	Address	ShockBolt 's van 644 Rockwell Blvd.
	Contacts	ShockBolt
	Threat Level	Light
	Mission Area	None
Location B	Address	Phone Booth Corner of 8th and Main St.
	Contact	None
	Threat Level	Light
	Mission Area	None

<i>Location C</i>	<i>Address</i>	Alley 2234 Meyer St.
	<i>Contact</i>	Operative
	<i>Threat Level</i>	Light
	<i>Mission Area</i>	None
<i>Location D</i>	<i>Address</i>	Wolf Building 765 18th Ave.
	<i>Contact</i>	Operative
	<i>Threat Level</i>	High
	<i>Mission Area</i>	2 nd floor of the Wolf Building

Mission Requirements

Mission Info	Description
<i>Mission Type</i>	Object Placement
<i>Mission Time Limit</i>	Medium
<i>Primary Goal</i>	Deliver Item
<i>Secondary Goal</i>	Get Information
<i>Required AI Sockets</i>	<ul style="list-style-type: none"> NPC to be get item from
<i>Secondary AI Sockets</i>	<ul style="list-style-type: none"> Hostile NPC's <ul style="list-style-type: none"> Guards Agents (<i>if time expires</i>) Non-Hostile NPC's (Civilians) <ul style="list-style-type: none"> Office Workers Worker that will tell player who developed the Disruption Device
<i>Organization</i>	<ul style="list-style-type: none"> Agents Zion Control Exiles
<i>Required Object Sockets</i>	<ul style="list-style-type: none"> Disruption Device
<i>Secondary Object Sockets</i>	<ul style="list-style-type: none"> None

Events	Required Gameplay Elements
<i>Requirement 1</i>	Locate Object <ul style="list-style-type: none"> Needs to answer phone to get next part of mission
<i>Requirement 2</i>	Get Item <ul style="list-style-type: none"> Go to location described in mission and get a bomb from an NPC
<i>Requirement 3</i>	Locked Door <ul style="list-style-type: none"> Pick Lock the door Kick in the door

<i>Requirement 4</i>	Drop Item <ul style="list-style-type: none"> Drop bomb near the Disruption Device
<i>Requirement 5</i>	Exit Mission <ul style="list-style-type: none"> Need to leave mission area to end mission

Abilities Used (based on a mission team of 3):

Mission Area: *2ndFloor of the Wolf Building*

Part 1:

(A) The mission team talks to ShockBolt near his parked van.

Getting Mission

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> No abilities required

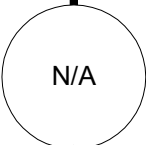
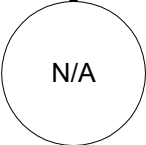
(B) The mission team hears ringing coming from the pay phone and quickly answer.

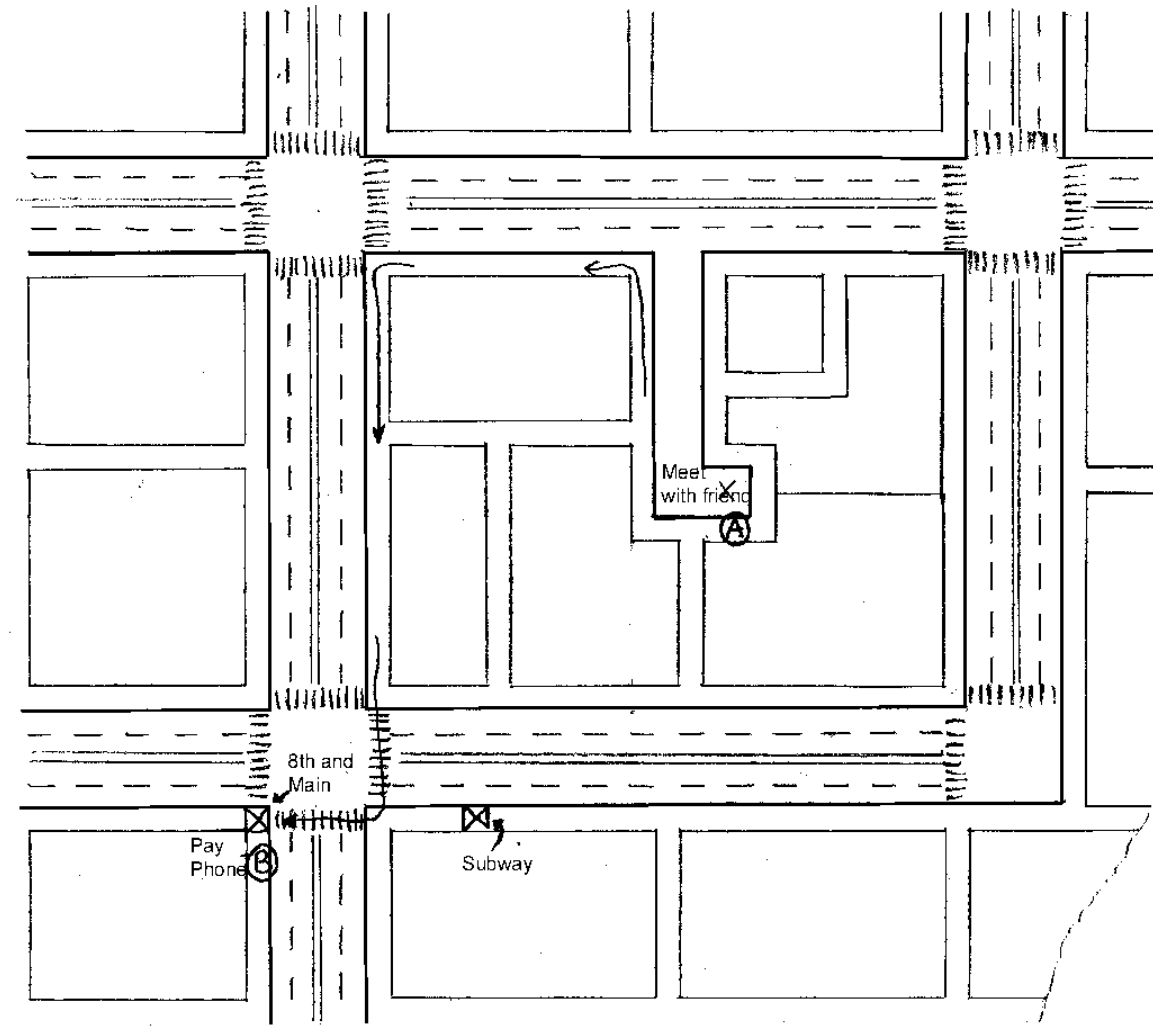
Required Obstacle 1: Answering Phone

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> No abilities required



Part 1
Mission Link





Part 2:

(C) The mission team meets with the operative in the alleyway. The operative gives the leader of the mission team the bomb.

Required Obstacle 2: Getting Bomb

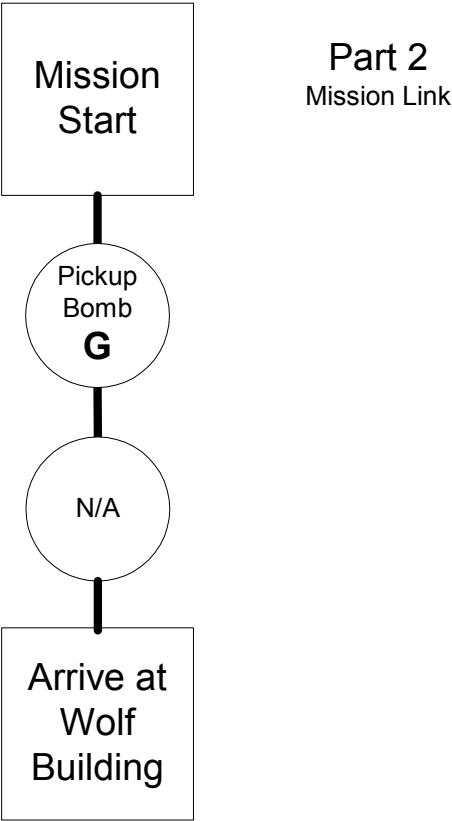
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> No abilities required

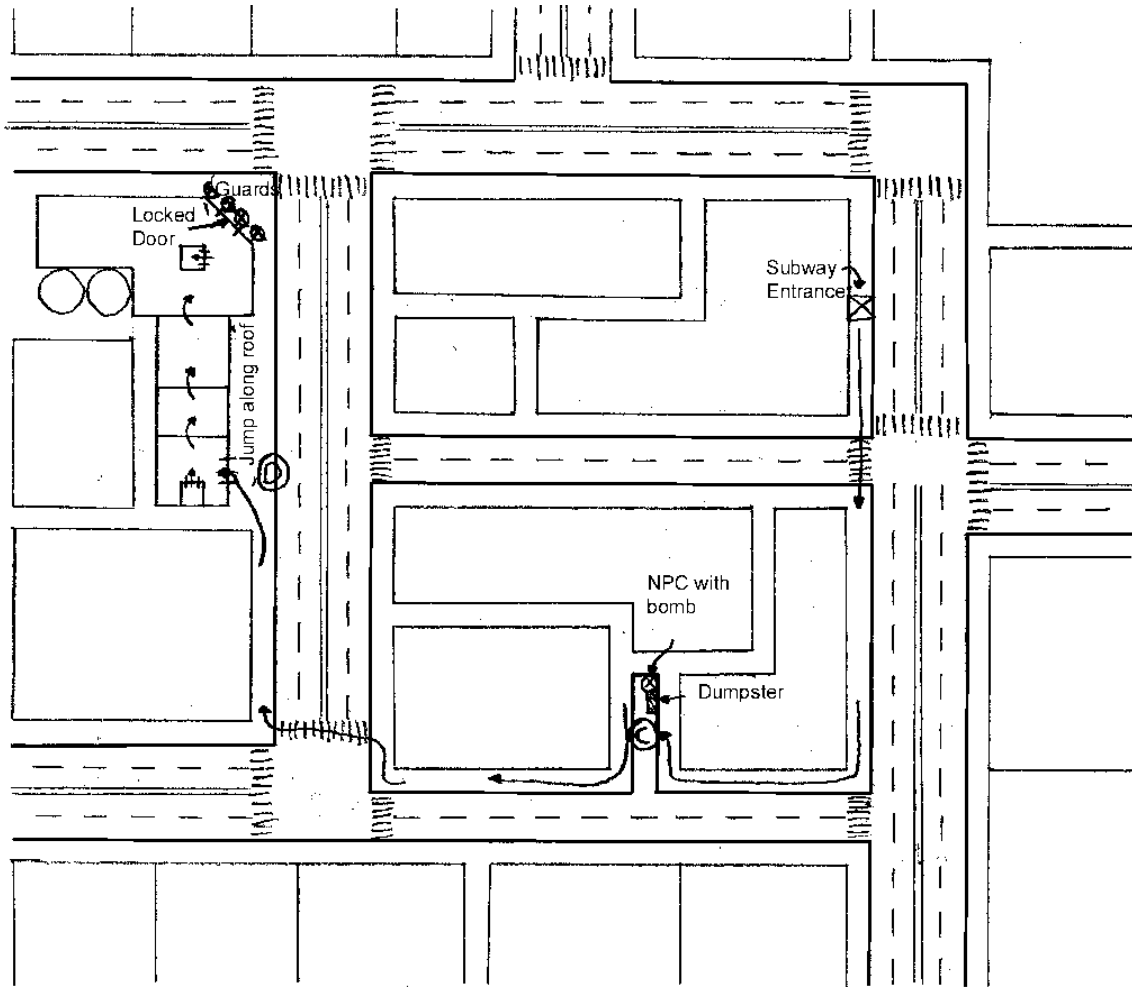
(D) The mission team scouts the building to find the best way inside.

Obstacle: Scouting the Location

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> <i>Hack CopperTop – use to scout ahead</i>
<i>Soldier</i>	<ul style="list-style-type: none"> No abilities required

The primary entrance is too dangerous so the mission team climbs up a nearby fire escape and jumps along the rooftops of nearby connection building until they reach the rooftop entrance to the Wolf Building.





Part 3:

(E) The mission team attempts to disable the security cameras.

Obstacle: Hacking Security Computer

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> <i>Computer Hacking</i> – use to hack the computer in order to disable security doors
<i>Soldier</i>	<ul style="list-style-type: none"> No abilities required

(F) The mission team tries to slip by a patrolling guard. If failed, they are forced to fight.

Obstacle: Avoidance of enemy AI

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> <i>Disguise</i> – use to conceal yourself from enemy AI's <i>Invisibility</i> – use to conceal yourself from enemy AI's

<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus (Blindness, Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

Obstacle: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none"> • Generic Combat (see below)

(G) The Door to the stairwell is locked

Required Obstacle 3: Unlock Door

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Open Locks</i> – use to unlock any locked door without a key
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • Kick in door

(H) The mission team plants the bomb.

Required Obstacle 4: Planting Bomb

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

After the mission team plants the bomb, a timer will be set and counting down from 3 minutes. They must exit the building in that amount of time or else agents will spawn in around them and kill them.

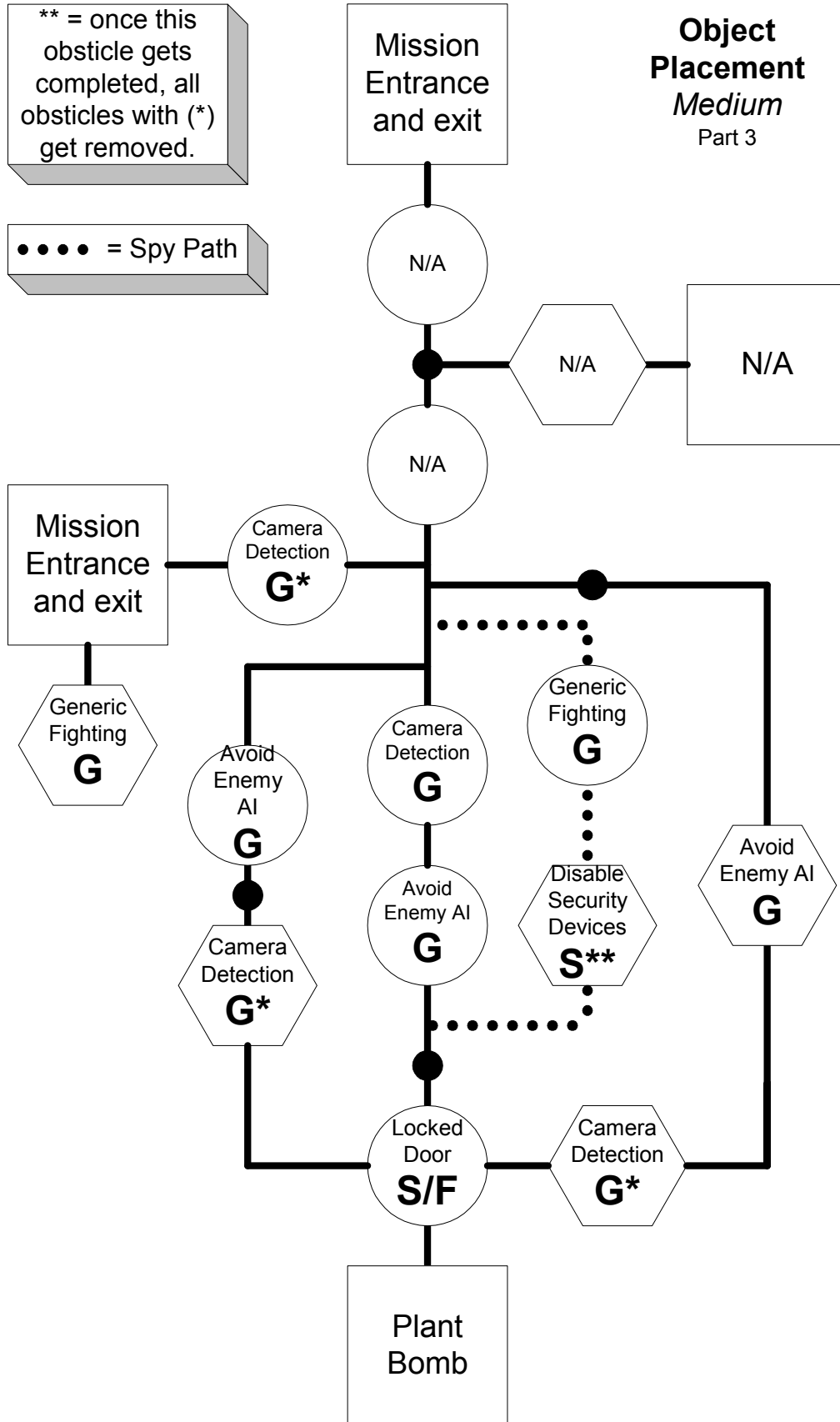
Required Obstacle 5: Returning to ShockBolt

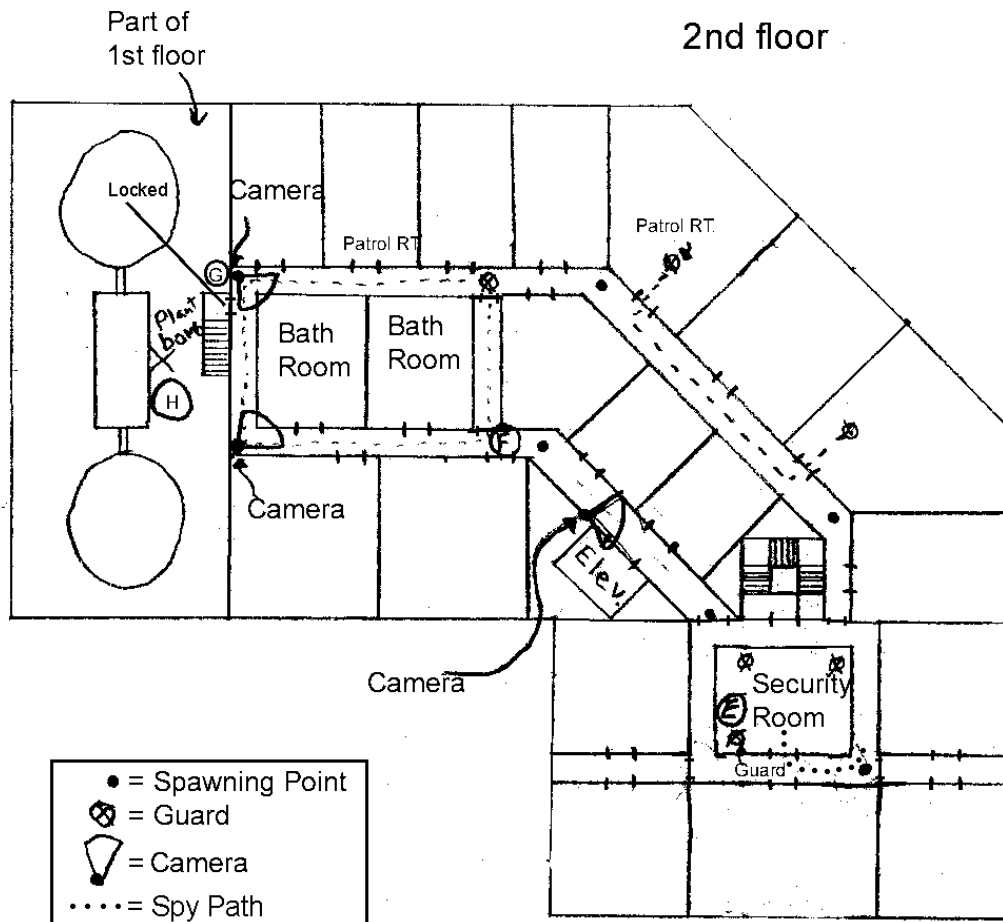
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

** = once this obstacle gets completed, all obstacles with (*) get removed.

..... = Spy Path

Object Placement Medium Part 3





Obstacle: Generic Combat Example

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Analyze Weakness</i> of enemy AI • <i>Sneak Attack</i> on enemy AI • <i>Disrupt Connection</i> of enemy AI
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus</i> to enemy AI • <i>Repair and Upgrade</i> (used on mission team) • <i>Inoculation</i> (used on self and mission team)
<i>Soldier</i>	<ul style="list-style-type: none"> • <i>Generic combat</i> based on available abilities

Operate

In an Operate mission, a character must break into a location, and use a stationary item (valve, switch, already placed explosive, etc) and escape.

Technical Requirements

The following is a list of all the technical requirements imposed by the mission systems, including generation and resolution.

- **Setup**
 - Object is placed at source location.
 - Object Placement point is placed at secured/guarded location.
- **Rules**
 - PC must pick up object.
 - PC will place the object at a specific point.
- **Resolution**
 - Success – PC places object and object performs its function
 - Failure – PC is killed or fails to place the object before time expires.

Sample Mission

Mission Briefing

Mission Info.	Descriptions
<i>Type</i>	Operate
<i>Primary Objective</i>	Locate and activate the control panel to divert the train
<i>Secondary Objective</i>	Search the area for hidden objects
<i>Items</i>	None
<i>Assigned By</i>	<i>DandySpire</i>
<i>Mission Time Limit</i>	Medium
<i>Narrative</i>	<i>Zion Control has located Ragman's hideout but needs time to place surveillance cameras in that location. DandySpire needs you to delay Ragman's return for as long as possible. You can do this by closing down the 68th Street Subway Terminal. To do this, operate the control panel located in the abandoned subway on 68th Street. This will close down that section of the tunnel. The security in the abandoned subway is high.</i>

Mission Info.	Mission Failure Descriptions
<i>Result of Failure</i>	<ul style="list-style-type: none"> • Enemy Guards will spawn in.
<i>Objective</i>	<ul style="list-style-type: none"> • Vacate the area immediately using any available path
<i>Threat Level</i>	Heavy

Personnel	
<i>Required</i>	<ul style="list-style-type: none"> • 1 Spy
<i>Recommended</i>	<ul style="list-style-type: none"> • 2 Spies • 4 Soldiers • 2 Hackers

Mission Location		
Location A	Address	Subway 674 68 th St.
	Contacts	None
	Threat Level	Heavy
	Mission Area	Abandoned subway

Mission Requirements

Mission Info	Description
Mission Type	Operate
Mission Time Limit	Medium
Primary Goal	Operate Object
Secondary Goal	N/A
Required AI Sockets	N/A
Secondary AI Sockets	<ul style="list-style-type: none"> • Hostile NPC's <ul style="list-style-type: none"> • Werewolves • Non-Hostile NPC's (Civilians) <ul style="list-style-type: none"> • Homeless man
Organization	<ul style="list-style-type: none"> • Agents • Zion Control • Exiles
Required Object Sockets	<ul style="list-style-type: none"> • Control Panel
Secondary Object Sockets	N/A

Events	Required Gameplay Elements
Requirement 1	Get past gate <ul style="list-style-type: none"> • Get token from token dispenser
Requirement 2	Locate NPC <ul style="list-style-type: none"> • Kill NPC and get key from him • Pick pocket NPC and get key from him • Give donation and NPC will give key as reward
Requirement 3	Locked Door <ul style="list-style-type: none"> • Pick Lock the door • Kick in the door
Requirement 4	Operate Object <ul style="list-style-type: none"> • Pull switch
Requirement	Exit Mission <ul style="list-style-type: none"> • Need to leave mission area to end mission

Abilities Used (based on a mission team of 8):

Mission Area: Abandoned subway

Part 1:

(A) The mission team stands at the entrance to the *mission area*.

Mission team needs to get tokens from the token dispenser to get through the gate.

Required Obstacle 1: Get past gate

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">No abilities required

(B) Once the mission team enters the *mission area*, the players have the option of doing the following:

Obstacle: Try to detect any traps

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"><i>Detect and Disarm Traps</i> – use to find and disable nearby traps
<i>Soldier</i>	<ul style="list-style-type: none">No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">No abilities required

Obstacle: General Combat

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none">Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none">No abilities required

(C) Leaving the subway tunnel, the mission team finds themselves in the underground maintenance section.

Obstacle: Scouting the Location

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"><i>Disguise</i> – use to conceal yourself from enemy AI's<i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Soldier</i>	<ul style="list-style-type: none">No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">No abilities required

(D) The mission team comes upon a crazed lunatic that's begging for money.

Required Obstacle 2: NPC

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"><i>Slight of Hand</i> – use to steal the key away from a crazed lunatic.<i>Give any amount of money to a crazed lunatic and he will give the key as reward</i>

<i>Soldier</i>	<ul style="list-style-type: none"> • <i>Give any amount of money to a crazed lunatic and he will give the key as reward</i>
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required

Obstacle: Kill NPC

If the lunatic is attacked, he'll morph into a monster.

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none"> • Generic Combat (see below)

(E) With the key in hand, the mission team enters the control room. If the mission team doesn't have the key, they can attempt to picklock the door or kick it down.

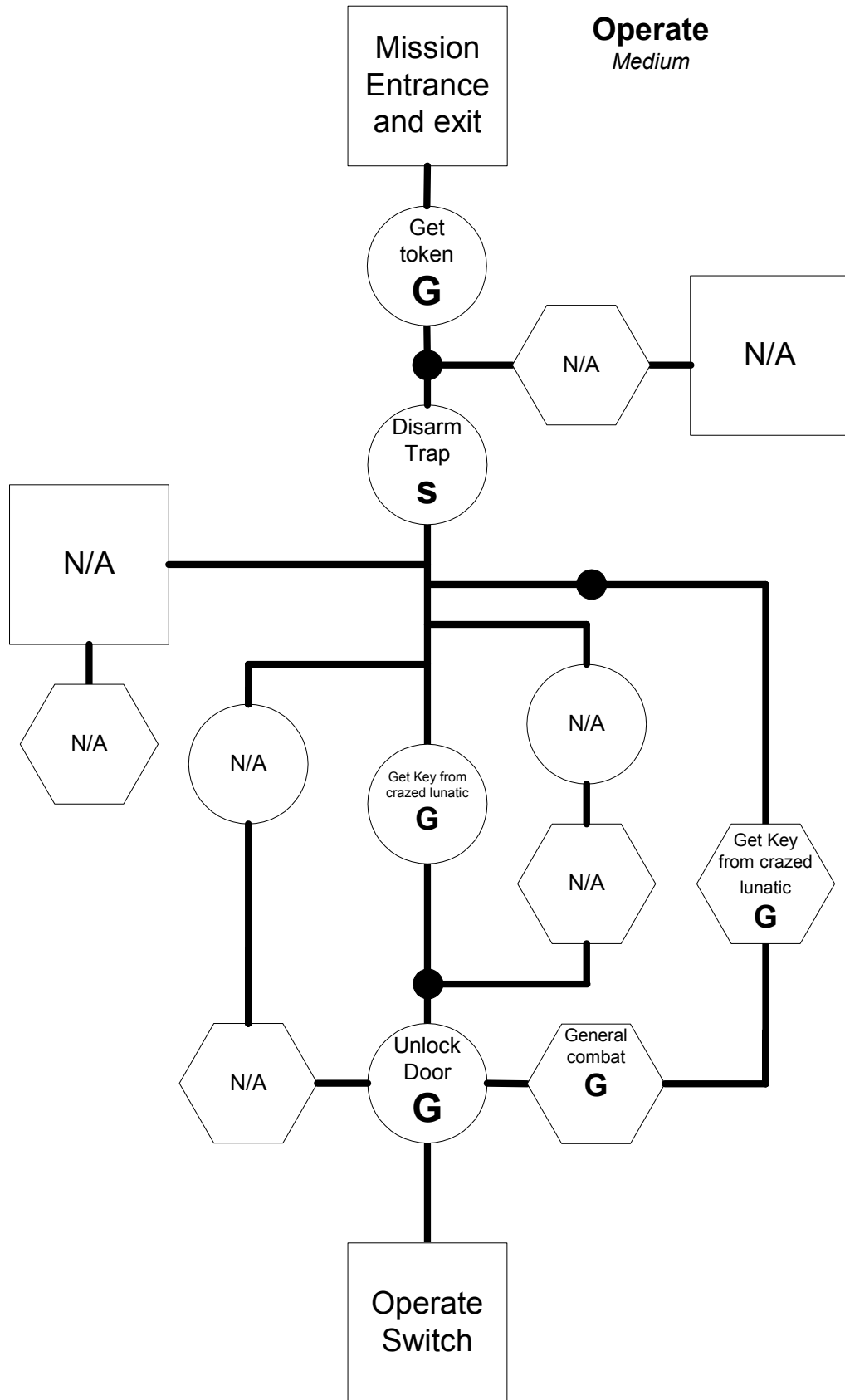
Required Obstacle 3: Locked Door

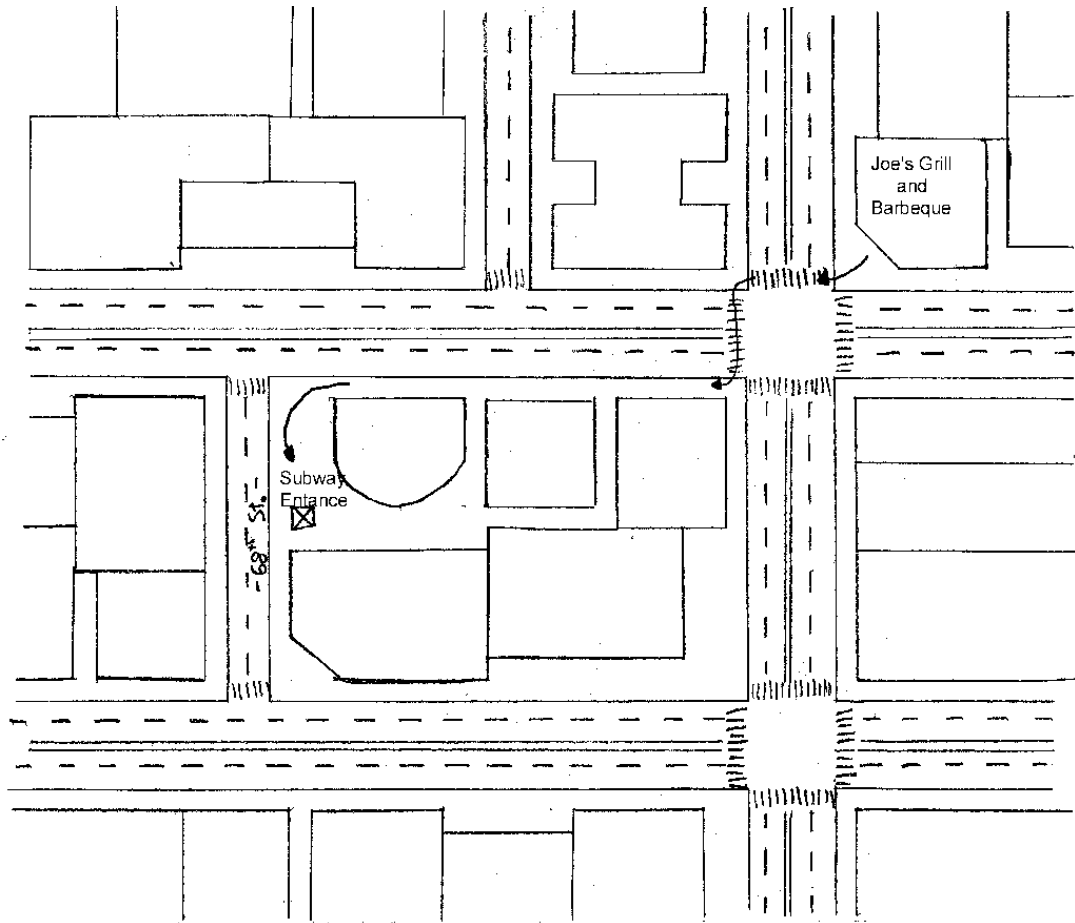
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Open Locks</i> – use to unlock any locked door without a key
<i>Soldier</i>	<ul style="list-style-type: none"> • Kick in door
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required

Required Obstacle 4: Operating Object

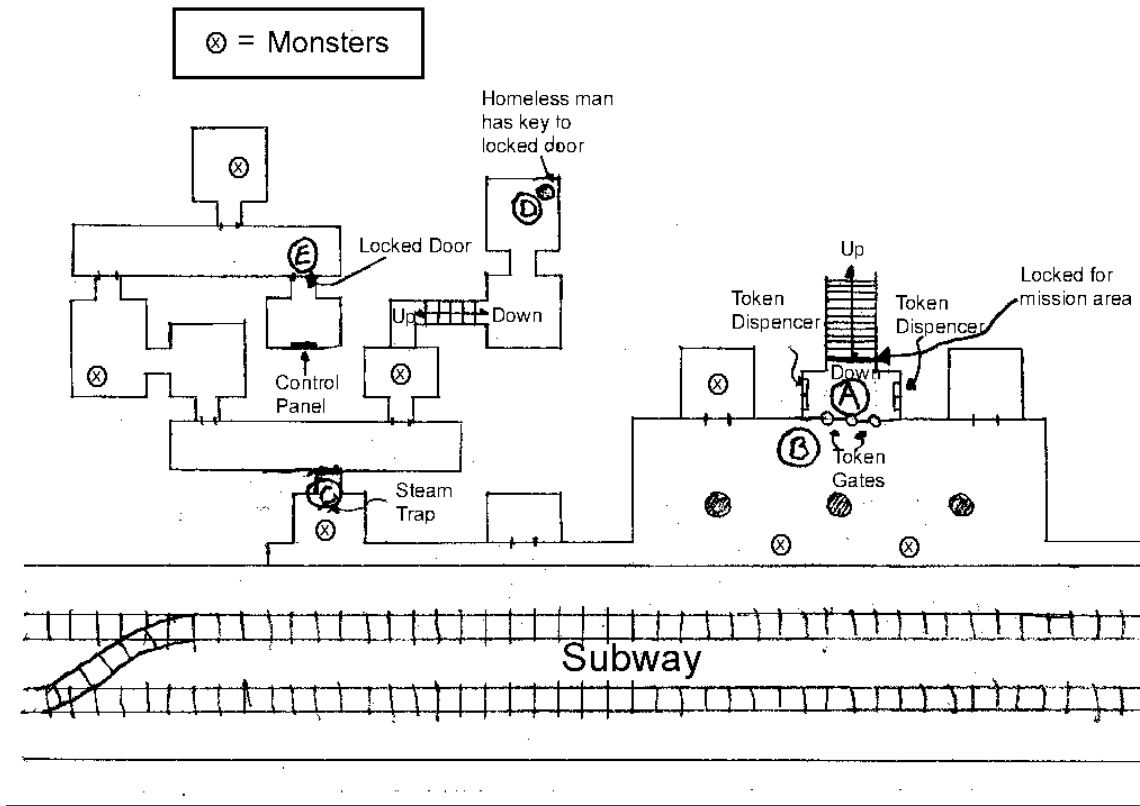
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required

(F) After activating the control panel, the mission team must now get out. They can either exit the mission area by force or by stealth.





Abandoned Subway



Obstacle: Generic Combat

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Analyze Weakness</i> of enemy AI • <i>Sneak Attack</i> on enemy AI • <i>Disrupt Connection</i> of enemy AI
<i>Solder</i>	<ul style="list-style-type: none"> • <i>Generic combat</i> based on available abilities
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required

Surveillance

The player must enter a location and attempt to record an event. These missions lean heavily toward stealth.

Technical Requirements

The following is a list of all the technical requirements imposed by the mission systems, including generation and resolution.

- **Setup**
 - Surveillance point is placed at secured/guarded location.

- **Rules**
 - Test to see if player/mission team is observing surveillance point.
- **Resolution**
 - Success - Mission object must observe surveillance point for sufficient length of time and player/ mission team must exit mission area.
 - Failure – Time expires.

Sample Mission

Mission Briefing

Mission Info	Descriptions
<i>Type</i>	Surveillance
<i>Primary Objective</i>	Find Scott Freeman and video tape smugglers
<i>Secondary Objective</i>	None
<i>Items Required</i>	Video Camera
<i>AI Required</i>	<ul style="list-style-type: none"> • Smugglers – Scott Freeman and 4 of Ragman's men
<i>Assigned By</i>	Hammering Man
<i>Mission Time Limit</i>	Short
<i>Narrative</i>	<i>Hammering Man</i> needs someone to <i>videotape</i> <i>Scott Freeman</i> selling stolen weapon codes in a warehouse located at 673 Ruth Dr., which will take place around 11 o'clock PM. When done, bring the <i>video camera</i> back to <i>Hammering Man</i> at <i>Dixie's Bar and Grill</i> located on 2624 Summit Ave. The security in the alley behind the bar is <i>light</i> , and the security in the warehouse is <i>medium</i> .

Mission Info	Mission Failure Descriptions
<i>Result of Failure</i>	<ul style="list-style-type: none"> • Enemy Guards will spawn in. Doors to secure areas will lock
<i>Objective</i>	<ul style="list-style-type: none"> • Vacate the area immediately using any available path • Do not attempt to make contact with the smugglers. Any contact will result in failure of the mission.
<i>Threat Level</i>	Medium

Personnel	
<i>Required</i>	<ul style="list-style-type: none"> • 1 Spy
<i>Recommended</i>	<ul style="list-style-type: none"> • 1 Spy

Mission Locations		
<i>Location A</i>	<i>Address</i>	Frank's Bar and Billiards 2624 Summit Ave.
	<i>Contacts</i>	Bartender
	<i>Threat Level</i>	Light
	<i>Mission Area</i>	None

<i>Location B</i>	<i>Address</i>	Alley behind Frank's Bar and Billiards
	<i>Contact</i>	Hammering Man
	<i>Threat Level</i>	Light
	<i>Mission Area</i>	None
<i>Location B</i>	<i>Address</i>	Warehouse 673 Ruth Dr.
	<i>Contact</i>	Scott Freeman
	<i>Threat Level</i>	Medium
	<i>Mission Area</i>	1 st Floor of warehouse

Mission Requirements

Mission Info	Description
<i>Mission Type</i>	Surveillance
<i>Mission Time Limit</i>	Short
<i>Primary Goal</i>	Watch NPC
<i>Secondary Goal</i>	N/A
<i>Required AI Sockets</i>	<ul style="list-style-type: none"> NPC's to spy on
<i>Secondary AI Sockets</i>	<ul style="list-style-type: none"> Hostile NPC's <ul style="list-style-type: none"> Gang Members Agents (<i>if time expires</i>) Non-Hostile NPC's (Civilians) <ul style="list-style-type: none"> Laborers
<i>Organization</i>	<ul style="list-style-type: none"> Agents Zion Control Exiles
<i>Required Object Sockets</i>	<ul style="list-style-type: none"> Video Camera
<i>Secondary Object Sockets</i>	N/A

Events	Required Gameplay Elements
<i>Requirement 1</i>	Find NPC <ul style="list-style-type: none"> Needs to locate NPC behind building
<i>Requirement 2</i>	Talk to NPC <ul style="list-style-type: none"> Talk to NPC to get final mission instructions
<i>Requirement 3</i>	Find NPC <ul style="list-style-type: none"> Needs to locate NPC behind building
<i>Requirement 4</i>	Watch NPC <ul style="list-style-type: none"> Needs to video tape NPC for a short period of time

<i>Requirement</i>	Exit Mission <ul style="list-style-type: none"> • Need to leave mission area to end mission
--------------------	--

Abilities Used (based on a mission team of 1):

Mission Area: *1st Floor of Warehouse*

Part 1:

(A) The spy talks to Bartender in bar and finds out that Hammering Man is waiting in back of bar in an alleyway.

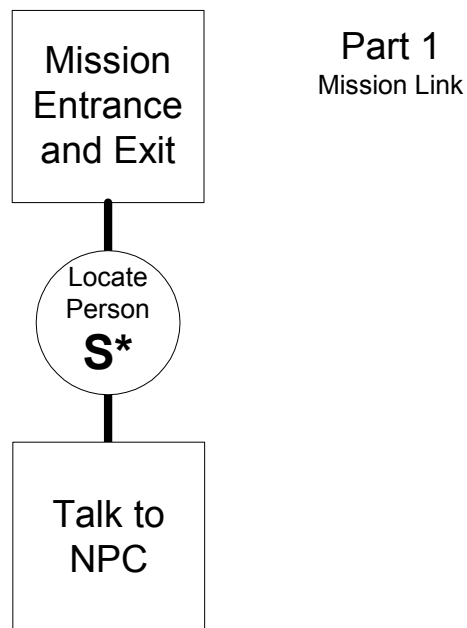
Getting Mission

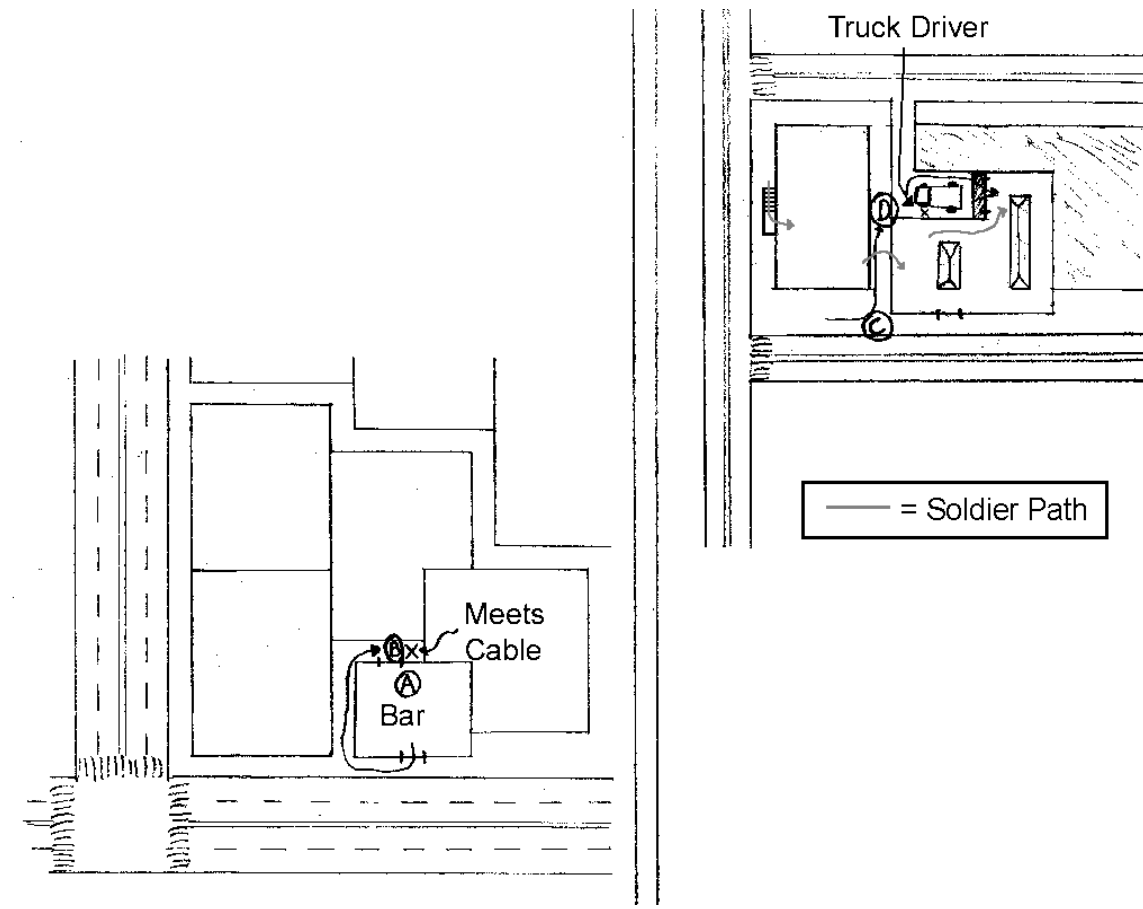
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • Talk with bartender

(B) The spy talks to Hammering Man and gets the mission.

Required Obstacle 1 and 2: Getting Mission

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • Use <i>Locate Person</i> to find contact • Talk with Hammering Man





Part 2:

(C) The spy arrives at the warehouse and scouts ahead for the best way to enter.

Secondary Obstacle: Scouting the Location

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> <i>Invisibility</i> – use to conceal yourself from enemy AI's

(D) The spy enters the back alley and sees a truck driver waiting by his vehicle.

Secondary Obstacle: Avoidance of enemy AI

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> <i>Disguise</i> – use to conceal yourself from enemy AI's <i>Invisibility</i> – use to conceal yourself from enemy AI's

(E) The spy slips into the warehouse. He attempts to locate Scott Freeman.

Required Obstacle 3: Find Person

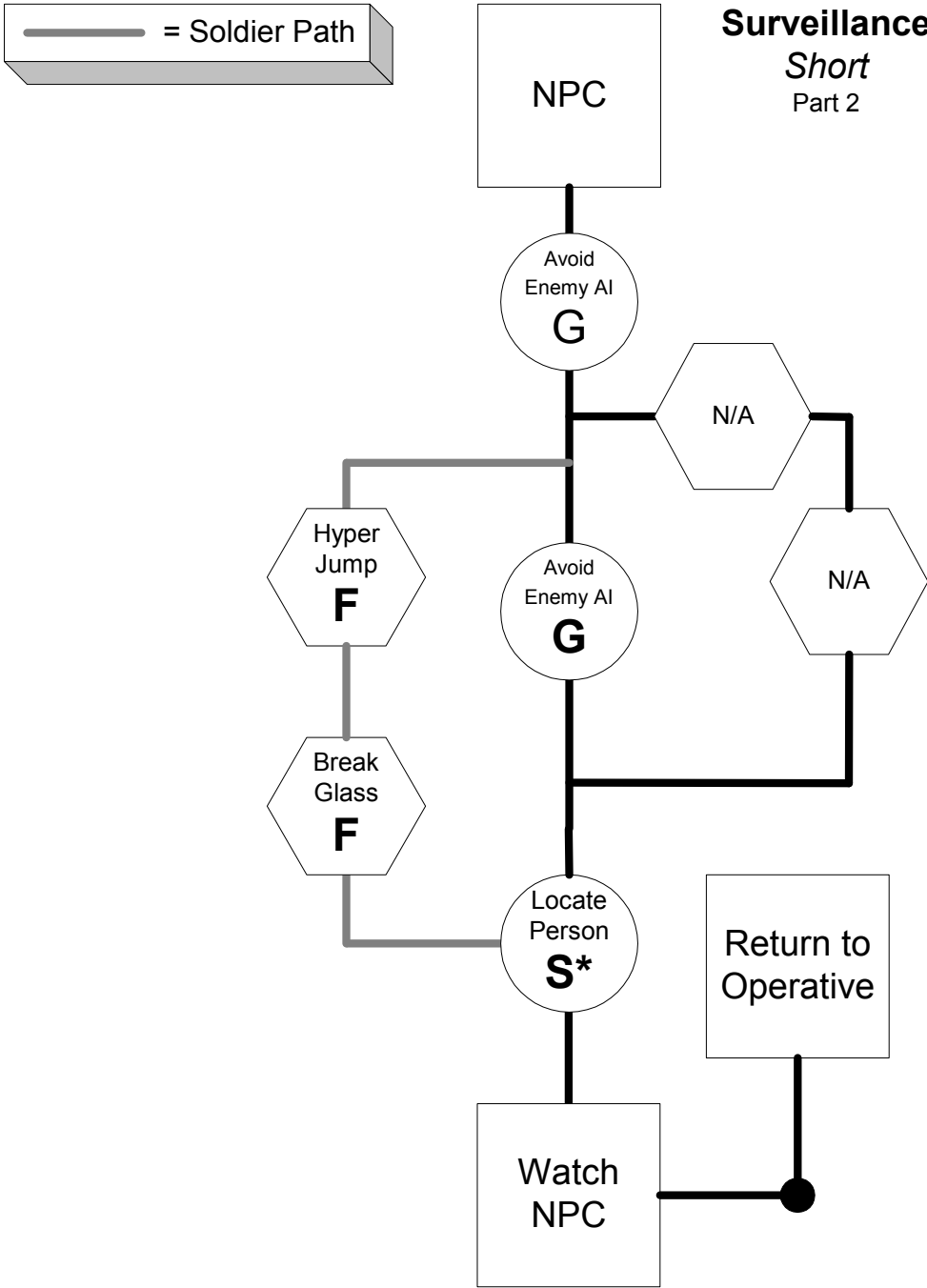
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> <i>Locate Person</i> – use to find Scott Freeman

(F) The mission team finds Scott Freeman and videotapes him making the trade at precisely 11 O'clock PM.

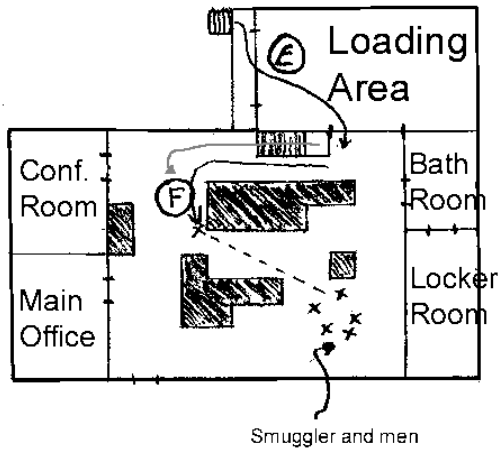
Required Obstacle 4: Use Item

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">Activates the video camera given by Hammering Man

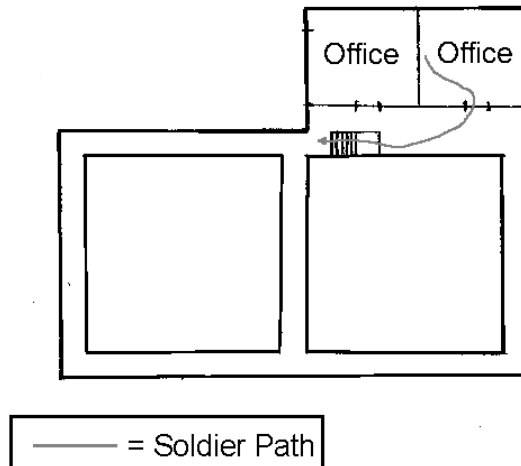
After videotaping is complete, the PC should vacate the area using any means possible.



First Floor



Second Floor



RESCUE MISSION TYPES

Rescue mission types require PCs to enter a mission area, find a specific NPC, and escort it out of the mission area.

Variations:

- *Assassination* - In an assassination mission, a NPC must be killed.
- *Escorted Infiltration* - in an Escorted Infiltration mission, the characters must bring an NPC into a location, the NPC will perform a task, and then be escorted out again.
- *Medical Emergency* - same as Rescue, except the person to be rescued will need to be healed before being moved.
- *Protection* - In a protection mission, you must enter an area, and defend an NPC from an attack.
- *Rescue* - During a rescue mission, the characters must break into a location, free an NPC, and escort them to the nearest Hard-line.

Rules:

- If the target NPC dies, the mission is failed.
- Once the target NPC reaches a hard-line, the mission is complete. Experience is not awarded until all characters have left the mission area.

Mission Flow Charts

The following charts describe the gameplay flow for Courier, Shadow, and Escort missions. The size and complexity of the charts are dictated by the time limit it takes to complete a goal. These time limits are broken into Short, Medium, and Long sizes.

These Obstacle charts may vary in obstacle types and branches.

Link missions are short missions which act as connectors from mission origins to the mission areas.

Link Mission: Short/Medium/Long

- Time Limit: Random
- Single to multiple locations
- No required obstacles
- No class requirements
- No mission team size limit

Time Limit: Short

- Time Limit: Less than 15 Minutes
- Single location
- Maximum of 3 obstacles per path
- Short Travel Time
 - 1 block or less
- No class requirements
- No mission team size limit
- Low number of initial enemy spawns
- Maximum of 1 Goal Complete enemy spawns
- Maximum of 2 Exits

Time Limit: Medium

- Time Limit: Less than 15 - 30 Minutes
- Maximum of 2 locations
- Maximum of 4 obstacles per path
- Medium Travel Time
 - Maximum of 3 blocks
- Single class requirement
- No mission team size limit
- Medium number of initial enemy spawns
- Maximum of 2 Goal Complete enemy spawns
- May include up to 2 mission layout sizes (Short and Medium) depending upon number of locations
- Maximum of 4 Exits

Time Limit: Large

- Time Limit: 30+ Minutes
- Maximum of 5 locations
- Maximum of 6 obstacles per path
- Medium Travel Time
 - Maximum of 6 blocks
- Multiple class requirements
- Requires 2 different Class types
- Large number of initial enemy spawns
- Maximum of 3 Goal Complete enemy spawns
- May include all 3 mission layout sizes (Short, Medium and Long) depending on number of locations
- Maximum of 4 exits

Obstacles

H = Hacker Only

S = Spy Only

F = Soldier Only

G = Generic

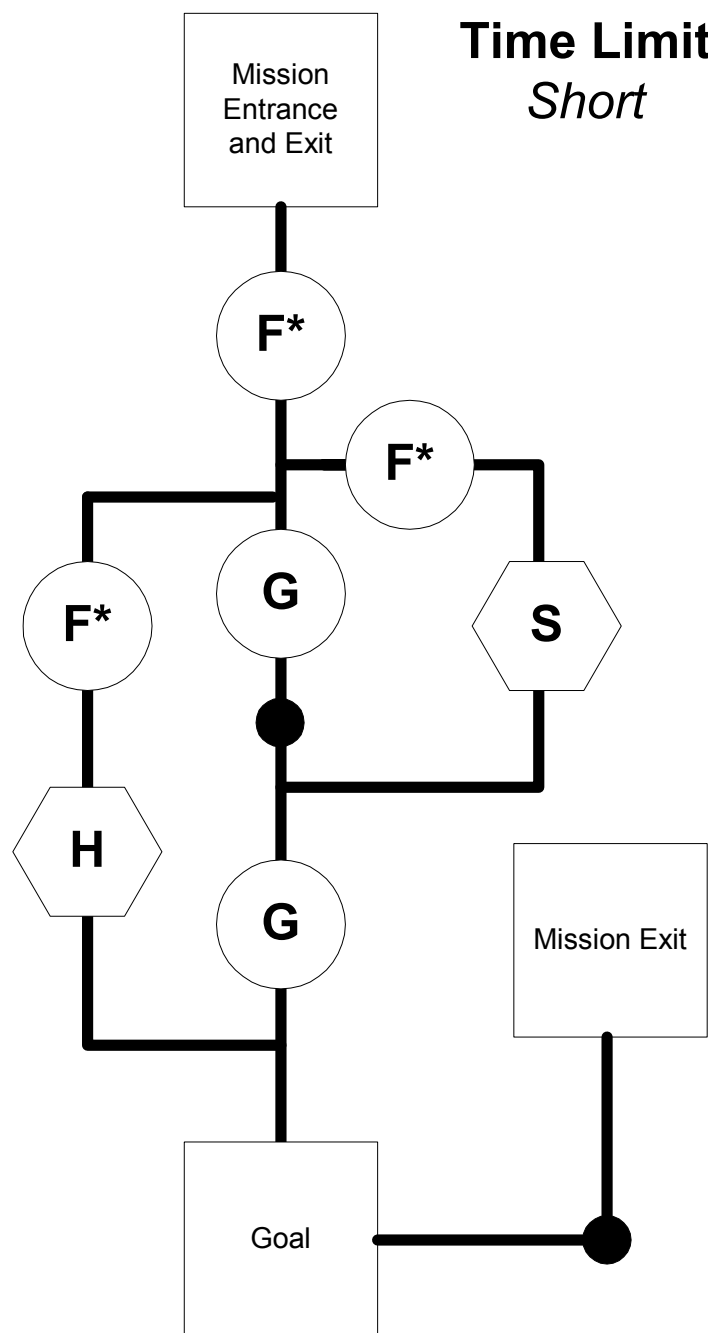
R = Random Class

***** = If class is in your Crew

= Primary Obstacles

= Optional Obstacles

= Goal Complete Enemy Spawns

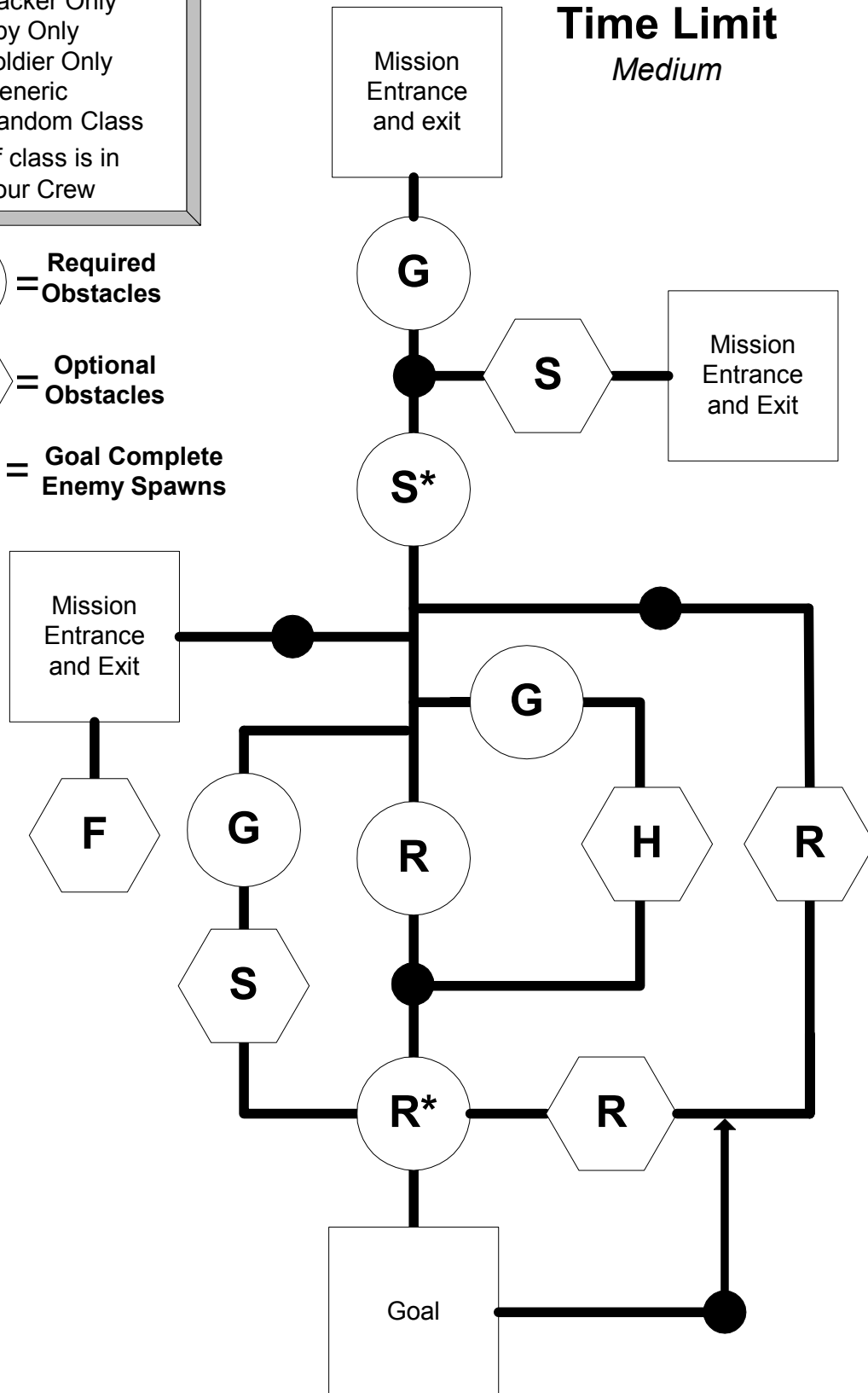


H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random Class
* = If class is in
your Crew

* = If class is in your Crew

● = Goal Complete
= Enemy Spawns

Medium



Obstacles

H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random Class
D = Secured Door
***** = If class is in your Crew

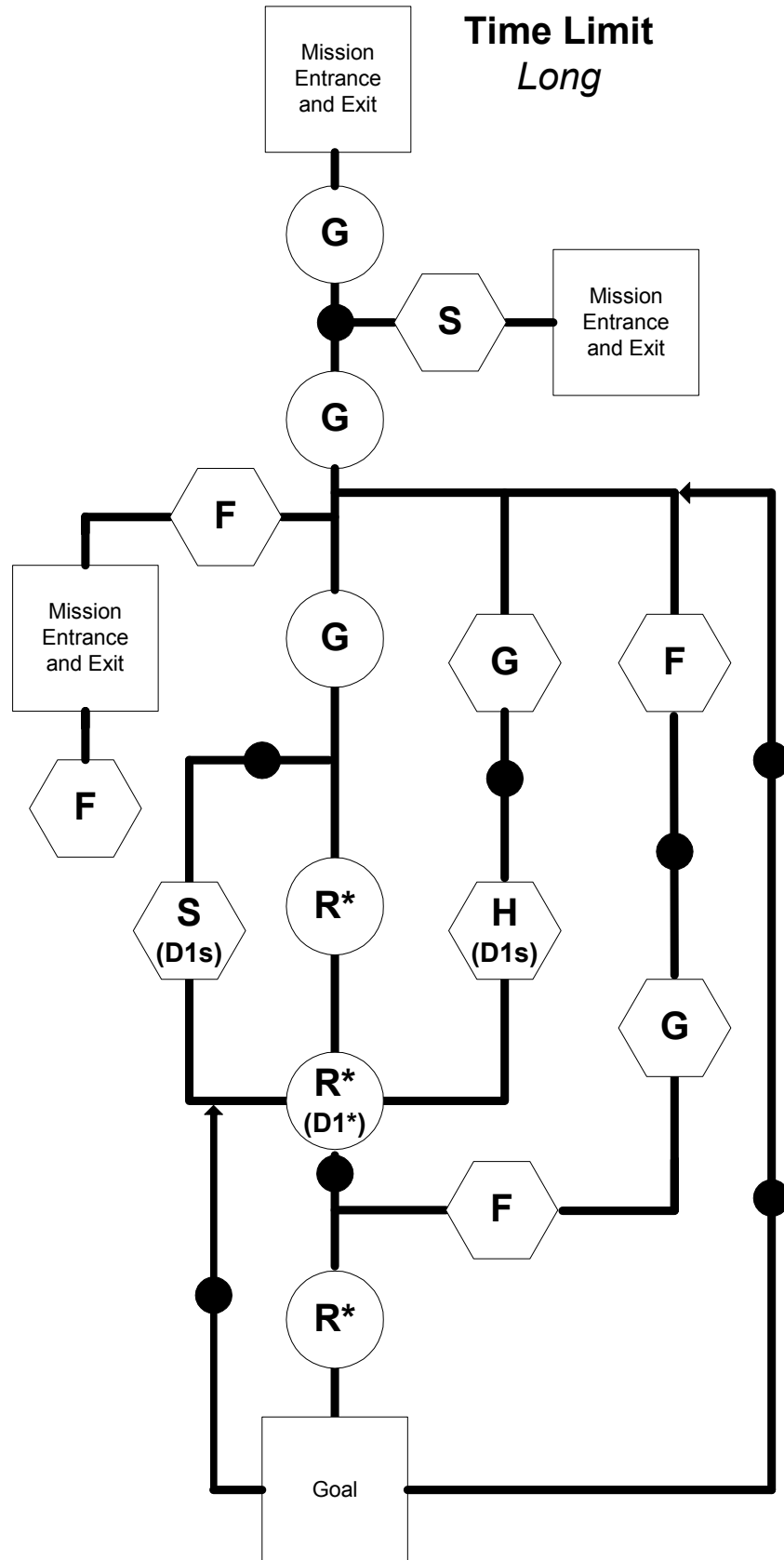
D1* = Door 1 must be opened by Spy and Hacker simultaneously.
* Door 1 can only exist if the Crew contains a Hacker and a Spy

D1s = Door 1 must be opened by Spy and Hacker simultaneously by completing an obstacle (switch, computer terminal, etc...)

○ = Required Obstacles

⬡ = Optional Obstacles

● = Goal Complete
● = Enemy Spawns



Rescue Obstacles

Hacker Obstacles:

- *Computers (Hack Computer)*
 - Find Passwords
 - Read e-mails
 - Steal Software (part of mission objective)
 - Turn off local power
 - Format Harddrive (deletes sensitive information)
 - Upload Virus (destroys programs, etc...)
 - Upload Macro Virus (records keystrokes of NPC. The PC can then read the computer and get passwords)
- *NPCs*
 - Use Hack CopperTop to scout ahead
 - Heal NPC before he will talk to player
- *Electronic (Locked) Doors*
 - Hack door panel to open door
 - Hack computer to open door
- *Encrypted Objects*
 - Must first Crypt or Decrypt a piece of code before giving to NPC
- *Stealing Objects*
 - Decompile then Compile objects to give to an NPC

Spy Obstacles:

- *Locked Door*
 - Spy uses Open Locks
- *Finding an NPC*
 - Use Locate Person to find an NPC
- *Finding an Item*
 - Use Locate Item to find an item for retrieval
- *Security Devices*
 - Use Disable Security Devices to turn off security cameras
 - Use Disable Security Devices to turn off motion detectors
 - Use Disable Security Devices to turn off thermal detectors
 - Use Disable Security Devices to unlock secure doors off motion detectors
- *Traps*
 - Use Detect and Disarm traps
- *Breaking into safe*
 - Use Open Locks to break into a safe

Soldier Obstacles:

- *Locked Door*
 - Soldier kicks the door down
- *Jumping over gaps/traps*
 - Hyper Jump between buildings
 - Hyper Jump over laser trip wires
- *Running past obstacles*
 - Hyper Run through a door before it closes
 - Hyper Run past a security camera
 - Hyper Run past patrolling guards
- *Destroying Blocking Objects*
 - Use Hyper Strength to kick a door down
 - Use Hyper Strength to break an object blocking a path
 - Use Hyper Strength to move an object blocking the path

Generic Obstacles:

- *Locked Door*
 - All Classes must find key

- *NPCs*
 - Get key from NPC
 - Kill Guards
 - Get information (passwords) from NPCs
 - Give password to NPCs to progress through an obstacle
 - Follow an NPC through a secured area
 - Keys and other objects dropped from an NPC
 - Paying an NPC for information
- *Timed encounters*
 - Waiting for NPCs to show up
 - Door opens at specific time
 - Alarm turns on at a specific time
 - Alarm turns off at a specific time
 - Patrolling Guards
 - Timed Traps
- *Environment Obstacles*
 - Steam
 - Fire
 - Electricity
 - Poisonous Air
 - Hot Water
 - Toxic Sludge
 - Cold Air
 - Gaps
 - Sharp Objects
 - Extreme Heat
- *Large Vehicles*
 - Subway Cars
 - Trains
- *Telephones*
 - Talk to NPCs
 - Listen to Voice Mail

Assassination

In an assassination mission, a NPC must be killed.

Technical Requirements

The following is a list of all the technical requirements imposed by the mission systems, including generation and resolution.

- **Setup**
 - NPC is placed at secured/guarded location.
- **Rules**
 - NPC will flee from players if it detects them.
- **Resolution**
 - Success – NPC must be killed and player/mission team must exit mission area.
 - Failure - Time expires or NPC escapes.

Sample Mission

Mission Briefing

Mission Info	Descriptions
Type	Assassination
Primary Objective	Eliminate Knightmare
Secondary Objective	Bring the harddrive of his computer back to Zion Control
Items Required	Computer with harddrive
AI Required	Knightmare
Assigned By	ShadyHank
Mission Time Limit	Medium
Narrative	ShadyHank is looking for someone to eliminate a hacker known as <i>Knightmare</i> . <i>Knightmare</i> broke into the <i>Zion</i> database and may have stolen all the names and addresses of our <i>Zion Control operatives</i> . Luckily, we pinged his IP in time and know his exact location. He is located in the west side of the <i>Jackson Building</i> on the 23 rd floor at 4509 107 th Ave.

Mission Info	Mission Failure Descriptions
Result of Failure	No payment will be received
Objective	N/A
Threat Level	Unknown

Personnel	
Required	<ul style="list-style-type: none"> 1 Spy
Recommended	<ul style="list-style-type: none"> 1 Spy 1 Soldier

Mission Locations		
Location A	Address	O'Hara's Restaurant 2948 Cain St.
	Contacts	ShadyHank
	Threat Level	Light
	Mission Area	None
Location B	Address	Jackson Strom Building 4509 107 th Ave.
	Contact	Knightmare
	Threat Level	Medium
	Mission Area	23 rd floor of the Jackson Strom Building

Mission Requirements

Mission Info	Description
<i>Mission Type</i>	Assassination
<i>Mission Time Limit</i>	Medium
<i>Primary Goal</i>	Kill NPC
<i>Secondary Goal</i>	Return Item
<i>Required AI Sockets</i>	NPC to be assassinated
<i>Secondary AI Sockets</i>	<ul style="list-style-type: none"> • Hostile NPC's <ul style="list-style-type: none"> • Guards • Agents (<i>if time expires</i>) • Non-Hostile NPC's (Civilians) <ul style="list-style-type: none"> • Office Workers
<i>Organization</i>	<ul style="list-style-type: none"> • Agents • Zion Control • Exiles
<i>Required Object Sockets</i>	<ul style="list-style-type: none"> • N/A
<i>Secondary Object Sockets</i>	<ul style="list-style-type: none"> • External Hard Drive

Events	Required Gameplay Elements
<i>Requirement 1</i>	Locked Door <ul style="list-style-type: none"> • Pick Lock the door • Kick in the door
<i>Requirement 2</i>	Locked Door (<i>fortified</i>) <ul style="list-style-type: none"> • Pick Lock the door • Since door is <i>fortified</i>, it can not be kicked in
<i>Requirement 3</i>	Glass Partition (<i>Optional</i>) <ul style="list-style-type: none"> • Kick in, or break the glass
<i>Requirement 4</i>	Assassinate Target <ul style="list-style-type: none"> • Must use player's abilities in defeating NPC
<i>Requirement</i>	Exit Mission <ul style="list-style-type: none"> • Need to leave mission area to end mission

Abilities Used (based on a mission team of 2):

Mission Area: 23rdFloor of the Jackson Strom Building

(A) The mission team talks to ShadyHank inside the Restaurant.

Getting Mission

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

(B) The front door of the building is locked.

Required Obstacle 1: Locked Door

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• <i>Open Locks</i> – Attempts to picklock door but fails
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

(C) The mission team finds a fire escape that leads to the rooftop of a nearby building.

Obstacle: Fire Escape

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

The mission team enters the Jackson Strom Building from the rooftop stairwell.

(D) Sneaking past the patrolling guards.

Obstacle: Avoidance of enemy AI

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• <i>Disguise</i> – use to conceal yourself from enemy AI's• <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

Obstacle: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none">• Generic Combat (see below)

(E) Disabling the security cameras.

Obstacle: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• <i>Computer Hacking</i> – use to hack the computer in order to disable security cameras
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

(F) Door to database room is locked.

Required Obstacle 2: Locked Door

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• <i>Open Locks</i> – Attempts to picklock door
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

(G) If door can't be picked, they can enter the side room where the soldier can break the glass wall to enter.

Required Obstacle (Optional) 3: Breaking Glass Wall

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

Once glass breaks, an alarm will sound. After 2 minutes, guards will spawn into the hallways. After 6 minutes, agents will start to spawn in.

(H) The mission team fights the hacker.

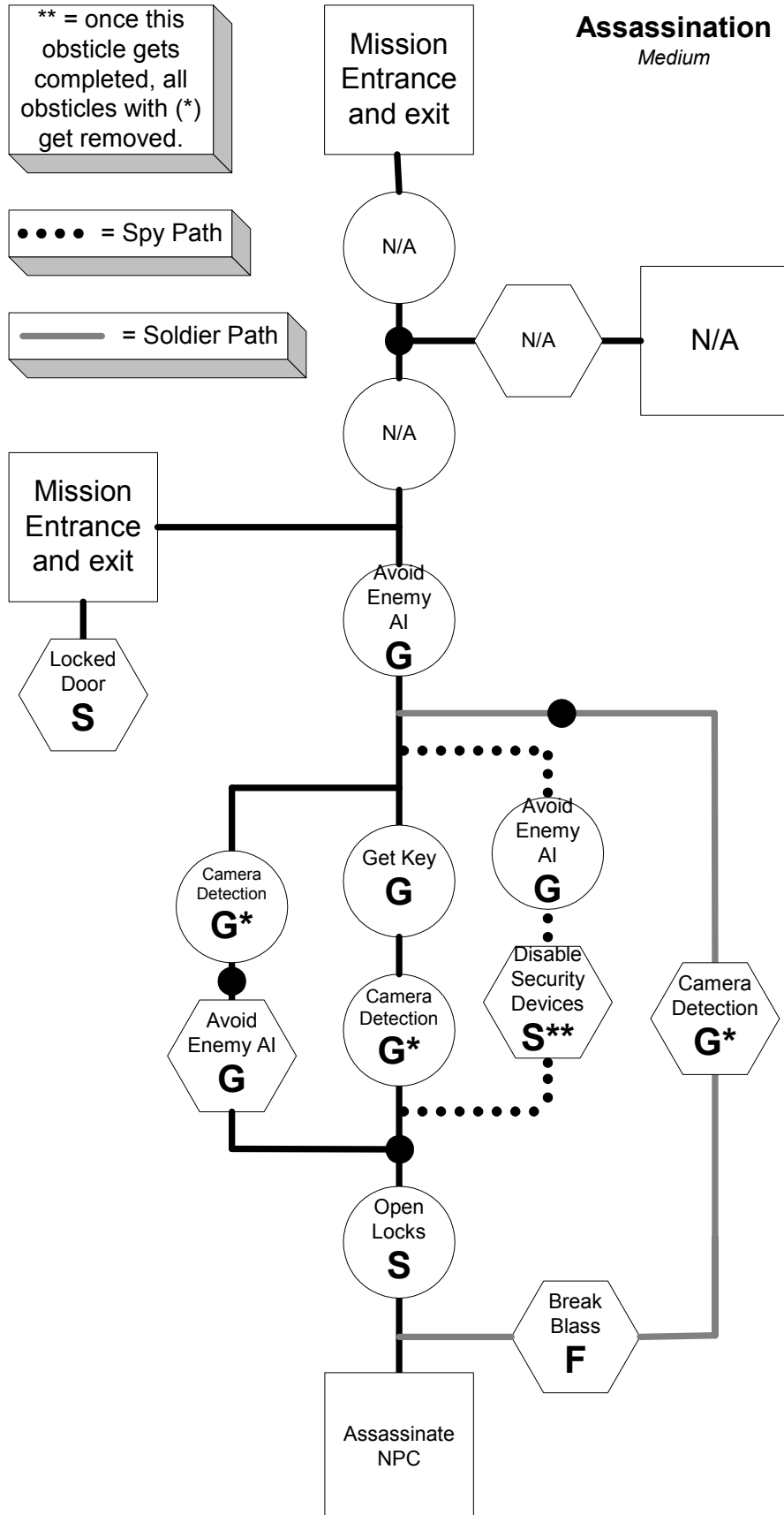
Required Obstacle 4: Enemy AI (Guard)

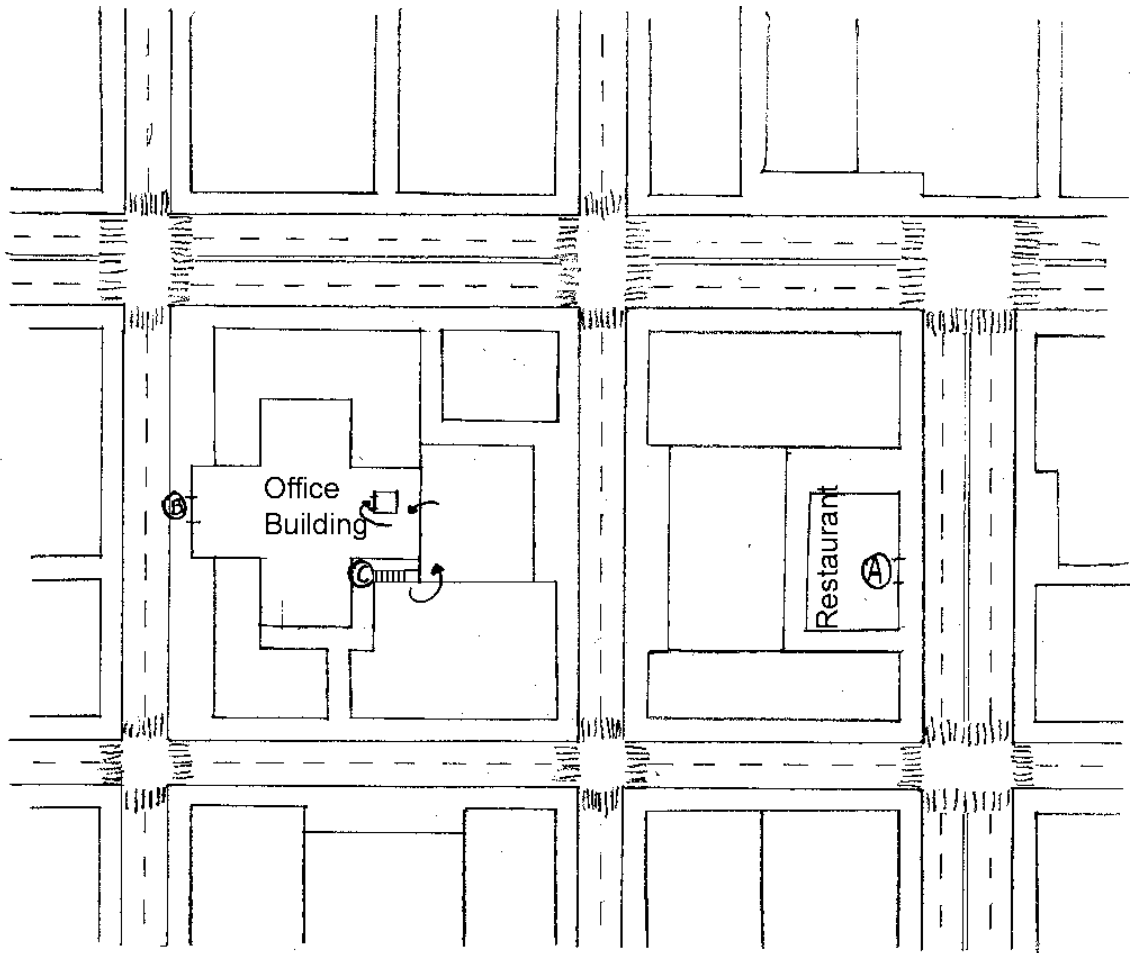
Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none">• Generic Combat (see below)

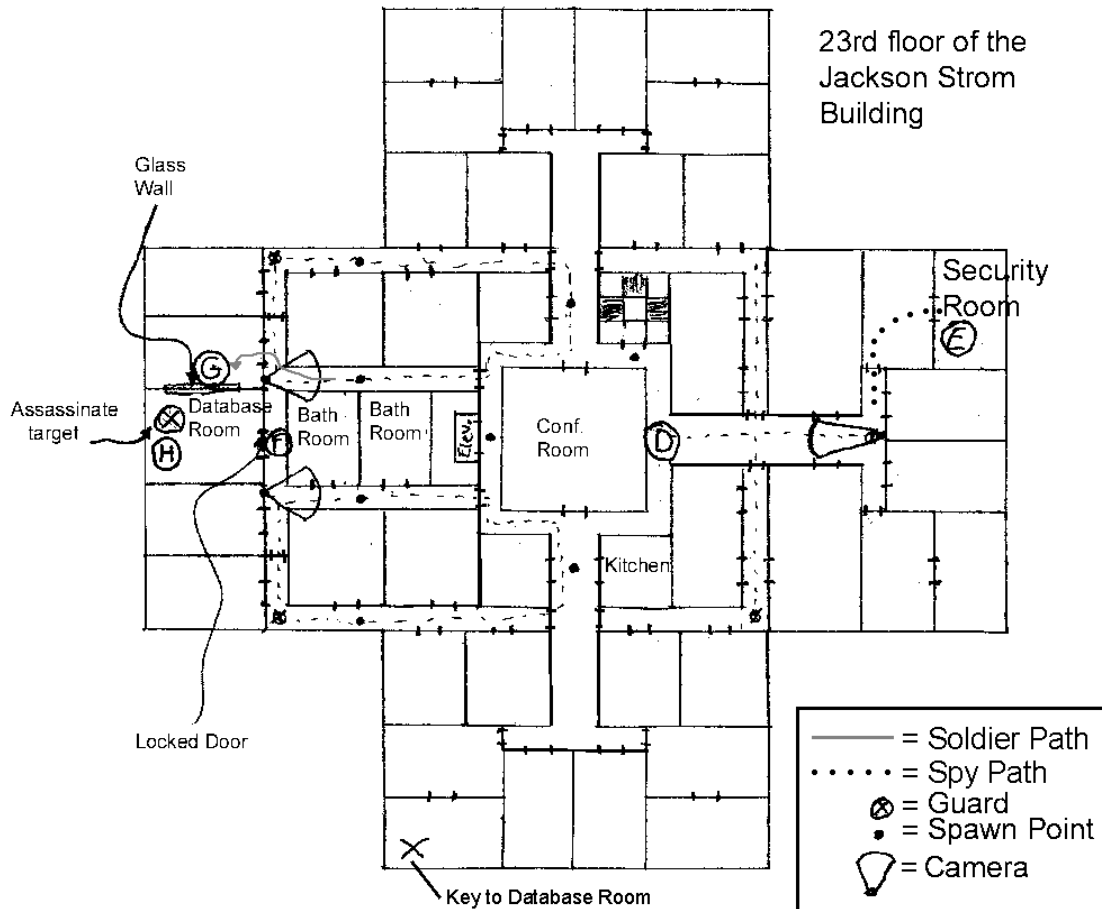
Obstacle: Obtaining the hard drive

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

Once the mission team kills the hacker and picks up the hard drive, they must exit the building as quickly as possible before guards come to investigate.







Obstacle: Generic Combat

Class	Solution Abilities
Spy	<ul style="list-style-type: none"> Analyze Weakness of enemy AI Sneak Attack on enemy AI Disrupt Connection of enemy AI
Solder	<ul style="list-style-type: none"> Generic combat based on available abilities

Escorted Infiltration /Rescue/Medical Emergency Combo

In an Escorted Infiltration mission, the characters must bring an NPC into a location; the NPC will perform a task, and then be escorted out again.

Technical Requirements

The following is a list of all the technical requirements imposed by the mission systems, including generation and resolution.

Escorted Infiltration

- Setup
 - NPC is placed at source.
 - Drop off point is placed at destination.

- Source and destination have varying levels of obstacles.
- Obstacles are placed along path from source to destination.
- **Rules**
 - NPC will follow player/mission team.
 - Obstacles will engage player/mission team /NPC while en route.
- **Resolution**
 - Success - NPC must be brought to drop off point and player/mission team must exit mission area.
 - Failure - NPC is killed or time expires.

Rescue

- **Setup**
 - NPC is placed at secured/guarded location.
 - Valid exit hard lines are placed.
- **Rules**
 - NPC will follow player/mission team.
- **Resolution**
 - Success - NPC must be brought to hard-line and player/mission team must exit mission area.
 - Failure – NPC is killed or time expires.

Medical Emergency

- **Setup**
 - NPC is placed at secured/guarded location.
 - Valid exit hard lines are placed.
- **Rules**
 - NPC will follow player/mission team.
 - Player/mission team must heal NPC before it will follow them.
- **Resolution**
 - Success - NPC must be brought to hard-line and player/mission team must exit mission area.
 - Failure – NPC is killed or time expires.

Sample Mission

Mission Briefing

Mission Info	Descriptions
<i>Type</i>	Escort Infiltration
<i>Primary Objective</i>	Primary Objective: Meet up with ShockBolt and rescue SeattleSpike then take SeattleSpike and ShockBolt to a Hard-line
<i>Secondary Objective</i>	Collect 5 HopeSlayer Security Badges
<i>Items Required</i>	None
<i>AI Required</i>	<ul style="list-style-type: none"> • ShockBolt • SeattleSpike
<i>Assigned By</i>	Shady Hank
<i>Mission Time Limit</i>	Long

<i>Narrative</i>	<i>Zion Headquarter</i> needs someone to rescue <i>SeattleSpike</i> . <i>SeattleSpike</i> has been arrested and locked up in the <i>HopeSlayer's detention center</i> located at 456 Claire Ave. Before he can be rescued, we need someone to pickup <i>ShockBolt</i> . He's already obtained the jail key and needs an escort. From there <i>ShockBolt</i> will need to be escorted to the <i>Detention Center</i> to rescue <i>SeattleSpike</i> . After he is rescued, they both will need to be escorted to a hard-line we have made ready at 734 <i>Wilson Dr.</i> on the 3 rd floor.
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Mission Info	Mission Failure Descriptions
<i>Result of Failure</i>	<ul style="list-style-type: none"> • Enemy agents will spawn in.
<i>Objective</i>	<ul style="list-style-type: none"> • Vacate the area immediately using any available path • Find quickest and easiest way to the hard-line
<i>Threat Level</i>	High

Personnel	
<i>Required</i>	<ul style="list-style-type: none"> • 1 Spy • 1 Soldier
<i>Recommended</i>	<ul style="list-style-type: none"> • 2 Spies • 1 Hacker • 3 Soldiers

Mission Locations		
<i>Location A</i>	<i>Address</i>	Zion HQ 679 Rockberry Ave.
	<i>Contacts</i>	Shady Hank
	<i>Threat Level</i>	Light
	<i>Mission Area</i>	None
<i>Location B</i>	<i>Address</i>	Street Corner 45 th St. and Pine
	<i>Contact</i>	ShockBolt
	<i>Threat Level</i>	Medium
	<i>Mission Area</i>	None
<i>Location C</i>	<i>Address</i>	HopeSlayer's Detention Center 456 Claire Ave.
	<i>Contact</i>	SeattleSpike
	<i>Threat Level</i>	High
	<i>Mission Area</i>	1 st Floor of HopeSlayer's Detention Center
<i>Location D</i>	<i>Address</i>	Apartment Building 734 Wilson Dr. 3 rd floor, Apt. 301
	<i>Contact</i>	SeattleSpike

	<i>Threat Level</i>	Medium
	<i>Mission Area</i>	3 rd Floor of Apartment Building, Apt. 301

Mission Requirements

Mission Info	Description
<i>Mission Type</i>	Escorted Infiltration / Medical Emergency
<i>Mission Time Limit</i>	Long
<i>Primary Goal</i>	Escort NPC
<i>Secondary Goal</i>	Collect 5 Items
<i>Required AI Sockets</i>	<ul style="list-style-type: none"> NPC to be escorted NPC to be rescued (<i>damaged</i>)
<i>Secondary AI Sockets</i>	<ul style="list-style-type: none"> Hostile NPC's <ul style="list-style-type: none"> Guards Agents (<i>if time expires</i>) Non-Hostile NPC's (Civilians) <ul style="list-style-type: none"> Tenants
<i>Organization</i>	<ul style="list-style-type: none"> Agents Zion Control Exiles
<i>Required Object Sockets</i>	<ul style="list-style-type: none"> Telephone (<i>Hard-line</i>)
<i>Secondary Object Sockets</i>	<ul style="list-style-type: none"> 5 HopeSlayer Security Badges

Events	Required Gameplay Elements
<i>Requirement 1</i>	Find Escort <ul style="list-style-type: none"> Use <i>Locate Person</i> to locating NPC to escort Player can talk to local NPCs about the whereabouts of the escort
<i>Requirement 2</i>	Locked Door (<i>fortified</i>) <ul style="list-style-type: none"> Pick Lock the door Since door is <i>fortified</i>, it can not be kicked in
<i>Requirement 3</i>	Locked Door (<i>Secured</i>) <ul style="list-style-type: none"> Let escort unlock door with his key Since door is <i>Secure</i>, it can not be kicked in or pick locked
<i>Requirement 4</i>	Heal NPC <ul style="list-style-type: none"> Hacker must <i>repair NPC before he can be rescued</i>
<i>Requirement 5</i>	Locked Door <ul style="list-style-type: none"> Pick Lock the door Kick in the door
<i>Requirement 6</i>	Locate Hard-line <ul style="list-style-type: none"> Need to find Hard-line to end mission

Abilities Used (based on a mission team of 3):

Mission Area: *1st Floor of HopeSlayer's Detention Center*

Part 1:

(A) The mission team talks to Shady Hank inside the Zion HQ.

Getting Mission

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

The mission team needs to locate ShockBolt.

Obstacle: Locate Person

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• <i>Locate Person</i> – use to find ShockBolt
<i>Hacker</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

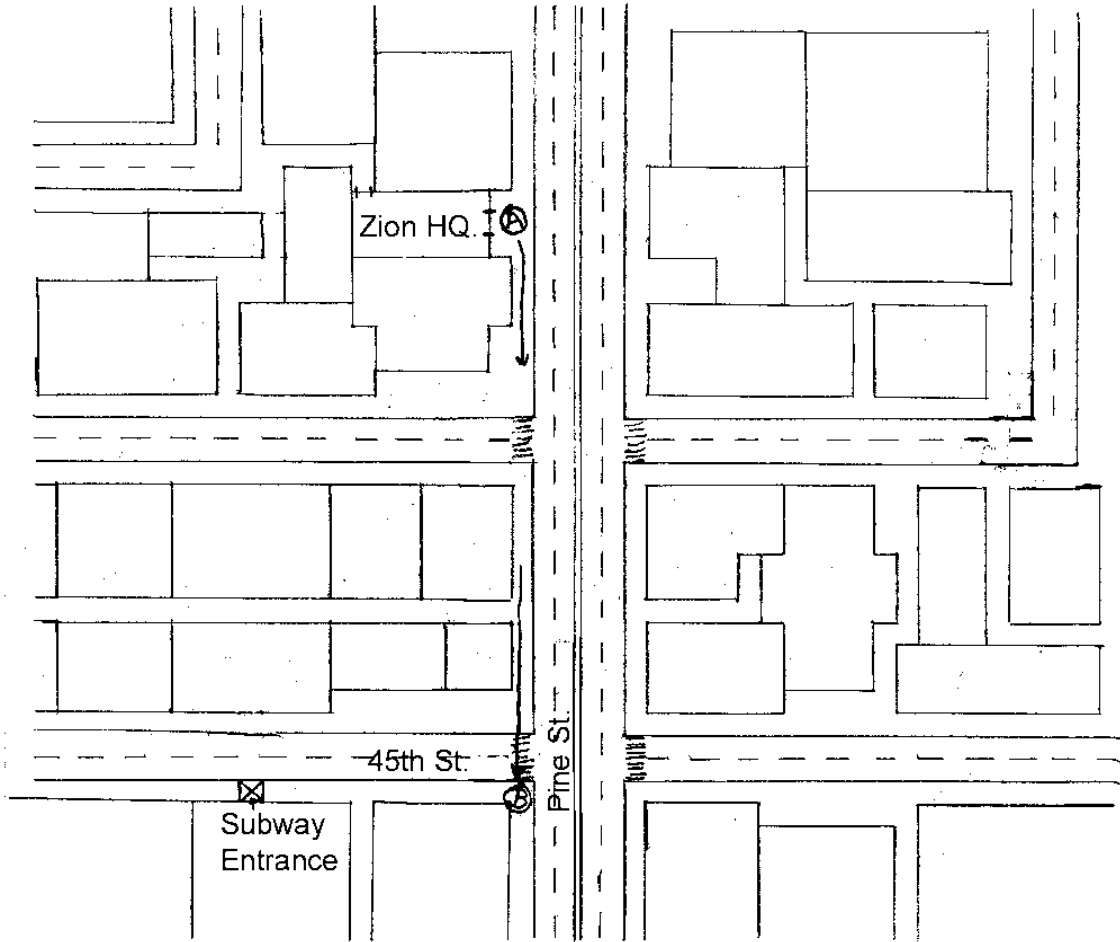
(B) The mission team meets up with ShockBolt on the corner of 45th St. and Pine.

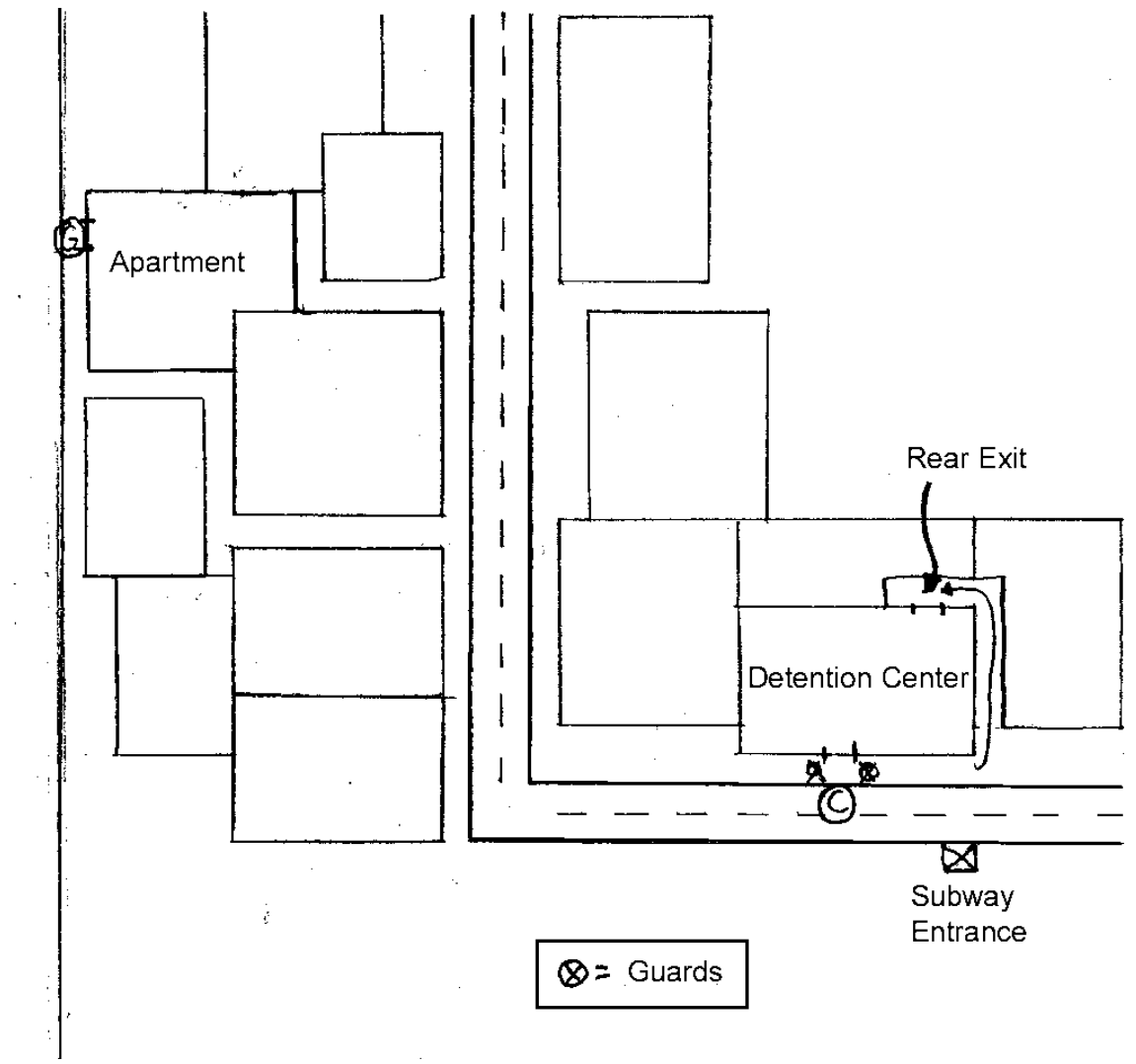
Required Obstacle 1: Escorting Person

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required



Part 1
Mission Link





Part 2:

(C) The mission team arrives at the Detention Center and spots two guards in front of the building. Here, the mission team can do two things, try to sneak by the guards or kill them. If they kill the guards, guards spawn inside the building, also there will be a 20-minute count down before agents start spawning in.

(C – 1) Sneaking past the entrance guards.

Obstacle: Avoidance of enemy AI

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Disguise</i> – use to conceal yourself from enemy AI's • <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus (Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

Obstacle: Avoidance of Security Cameras

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Disguise</i> – use to conceal yourself from enemy AI's • <i>Invisibility</i> – use to conceal yourself from enemy AI's
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus (Sensory Disruption)</i> to any nearby enemy AI in an attempt to conceal yourself
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

(C – 2) Attacking the guards.

Obstacle: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none"> • Generic Combat (see below)

(D) The spy sneaks into the front desk area where the security camera switch is.

Obstacle: Security cameras

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Slight of Hand</i> – use to deactivate the cameras
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

(D - 1) The soldiers kill the desk guard and flick the security switch

Obstacle: Desk Guard

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none"> • Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none"> • Generic Combat (see below)

(E - 1) The spy goes to the back exit and opens the door for the rest of his part waiting on other side.

Obstacle: Security cameras

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • No abilities required
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

(E - 2) The mission team fights the guards.

Obstacle: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none">• Generic Combat (see below)

The spy has to pick lock the door to the holding cell entrance.

Required Obstacle 2: Locked Door (Fortified)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• <i>Pick lock</i> the door
<i>Hacker</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

(F) The mission team must fight the guard before ShockBolt can open the jail cell.

Obstacle: Enemy AI (Guard)

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Hacker</i>	<ul style="list-style-type: none">• Generic Combat (see below)
<i>Soldier</i>	<ul style="list-style-type: none">• Generic Combat (see below)

Required Obstacle 3: Escort Opens Door

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

SeattleSpike is too injured to move. He must be healed first.

Required Obstacle 4: Healing

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">• <i>Repair and Upgrade</i> – used for healing purposes
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

After ShockBolt unlocks the jail, SeattleSpike joins the mission team.

Obstacle: Rescuing Person

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

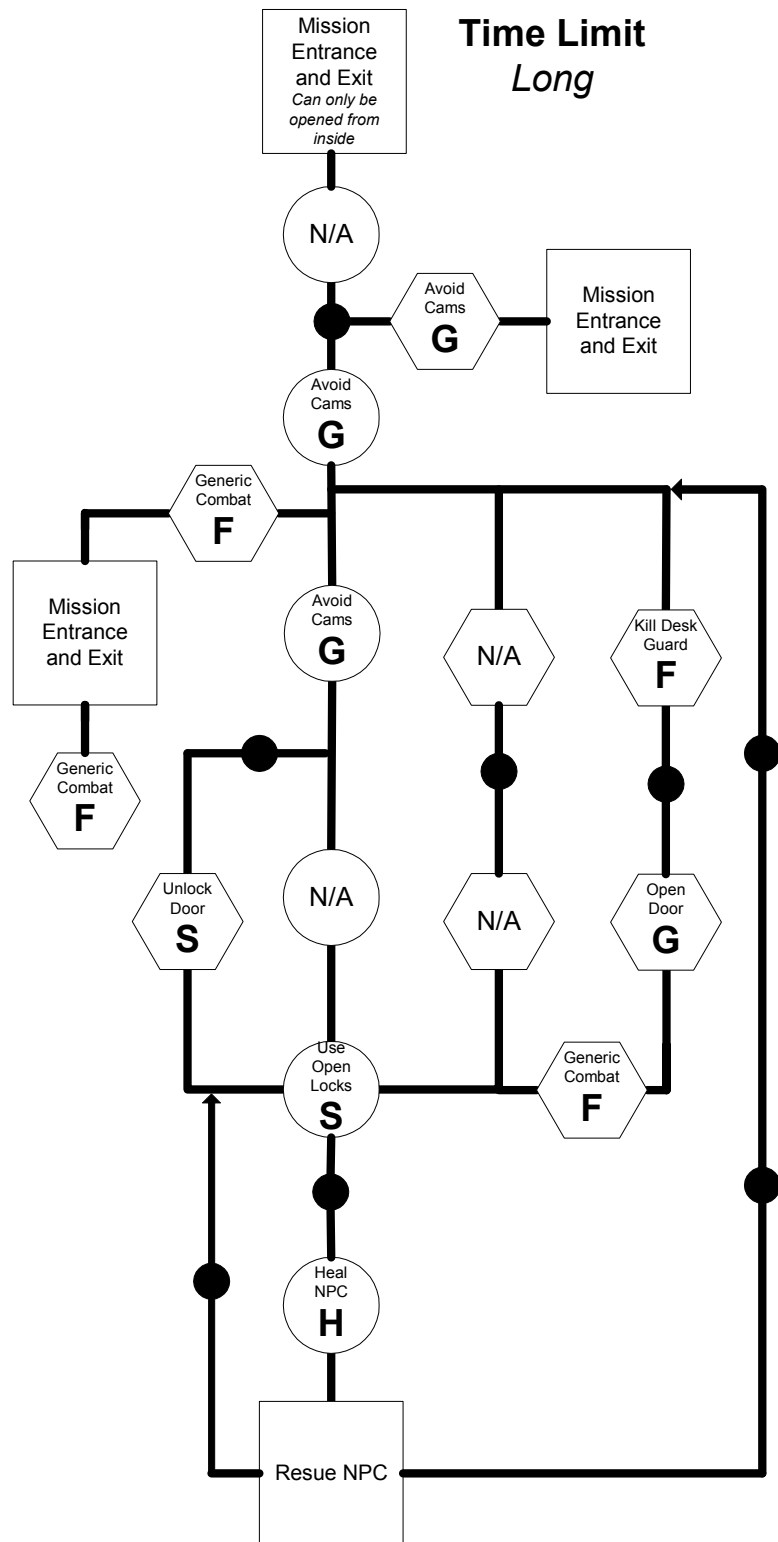
After rescuing SeattleSpike, the mission team can either fight their way out through the front of the building where there will be 2 freshly spawned in guards waiting for them, or they can sneak out the back.

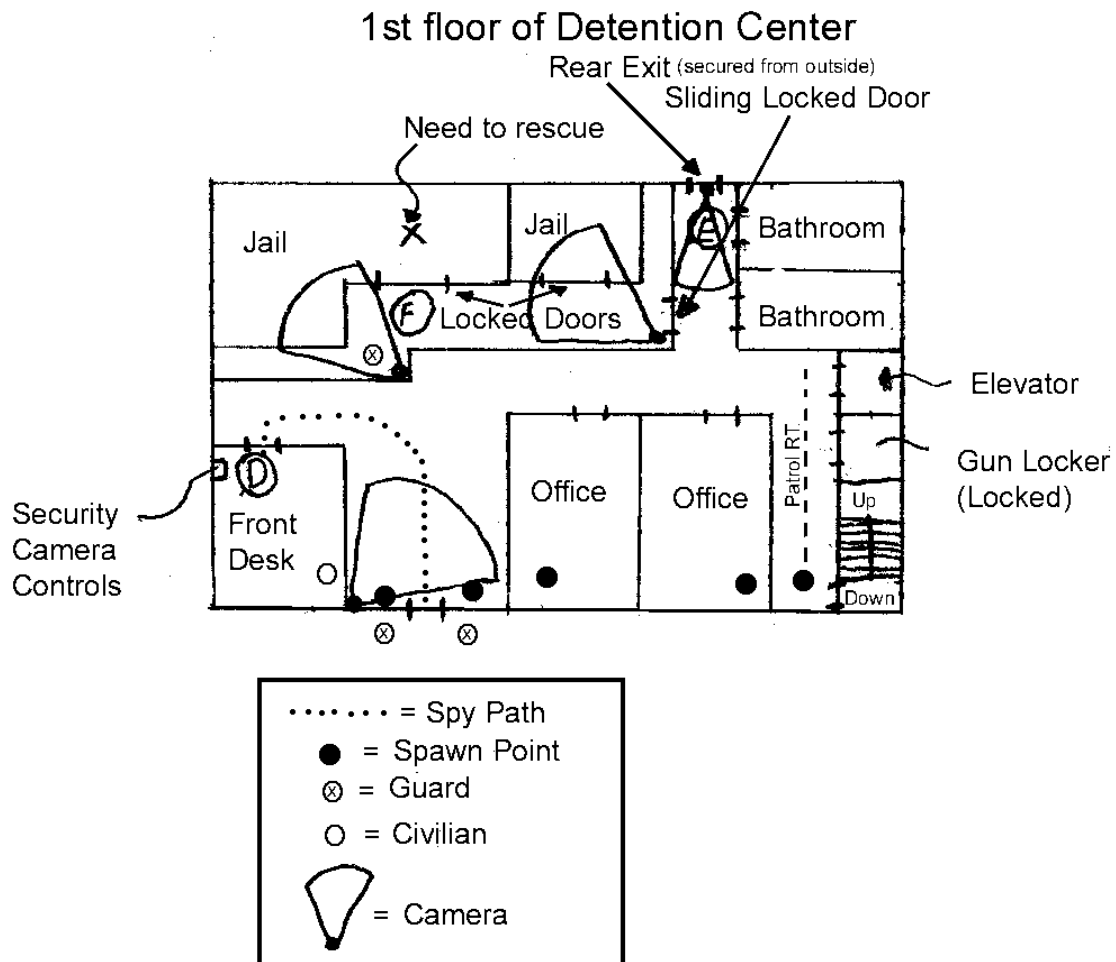
Obstacles
H = Hacker Only
S = Spy Only
F = Soldier Only
G = Generic
R = Random Class
D = Secured Door
* = If class is in your Crew

○ = Required Obstacles

⬡ = Optional Obstacles

● = Goal Complete
Enemy Spawns





Part 3:

(G) The mission team finds the building that contains the hard-line.

Required Obstacle 5: Locked Door

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Open Locks</i> – Front door needs to be pick locked
<i>Hacker</i>	<ul style="list-style-type: none"> • No abilities required
<i>Soldier</i>	<ul style="list-style-type: none"> • No abilities required

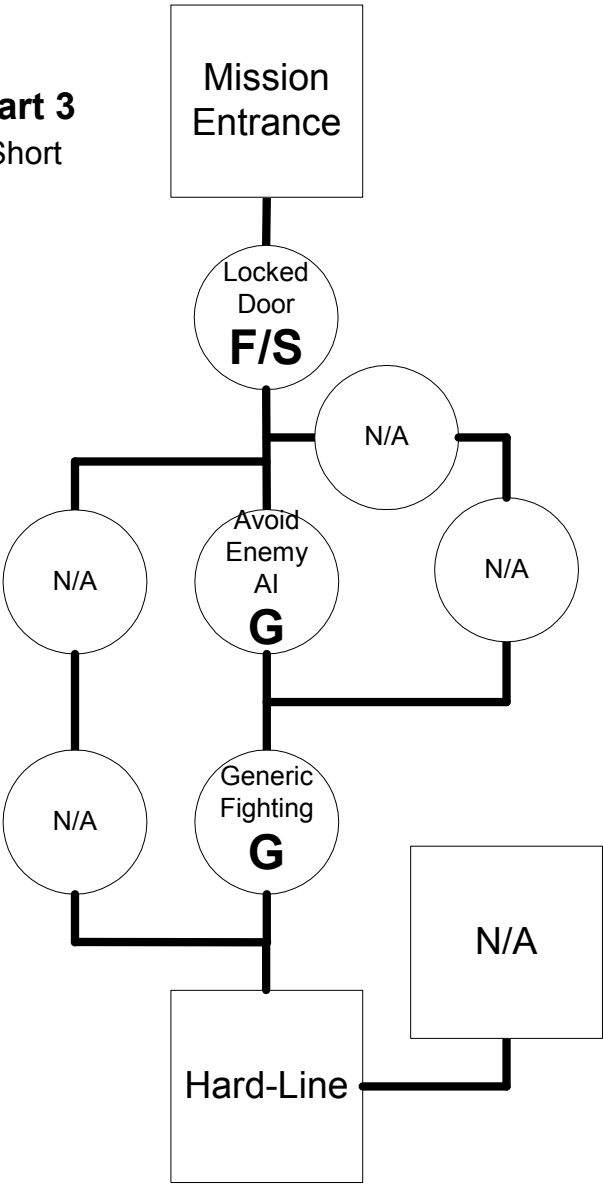
The mission team enters the front door to the apartment from the stairwell.

(I) The mission team reaches the hard-line and the phone starts to ring.

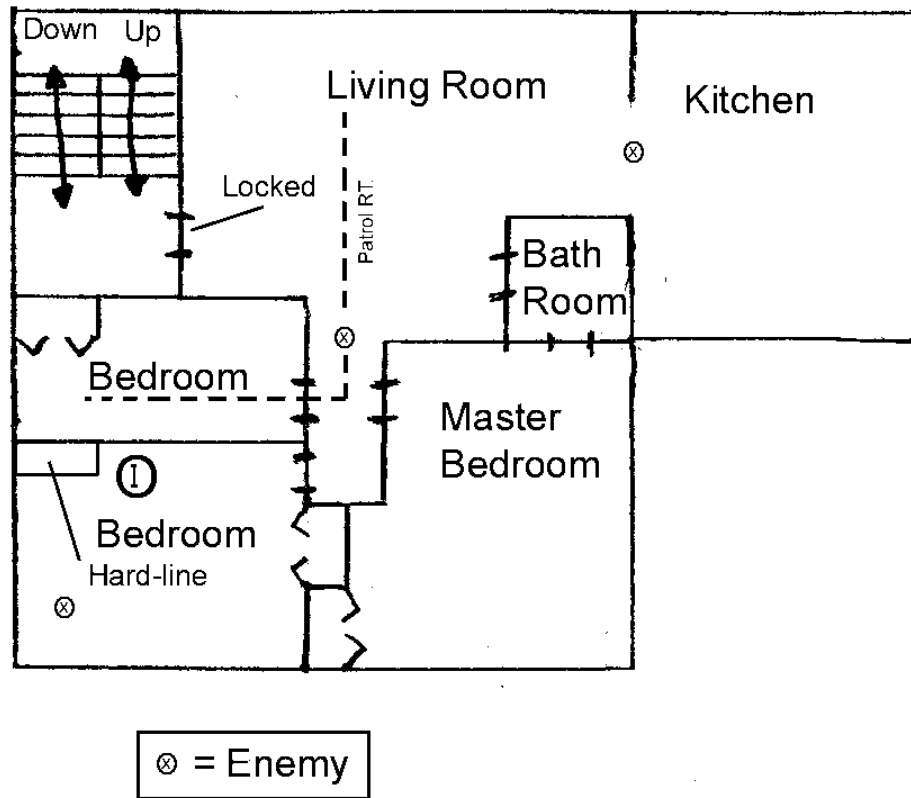
Required Obstacle 6: Reaching Hard-Line

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none">• No abilities required
<i>Hacker</i>	<ul style="list-style-type: none">• No abilities required
<i>Soldier</i>	<ul style="list-style-type: none">• No abilities required

Part 3
Short



3rd story apartment



Obstacle: Generic Combat

Class	Solution Abilities
<i>Spy</i>	<ul style="list-style-type: none"> • <i>Analyze Weakness</i> of enemy AI • <i>Sneak Attack</i> on enemy AI • <i>Disrupt Connection</i> of enemy AI
<i>Hacker</i>	<ul style="list-style-type: none"> • <i>Transmit Virus</i> to enemy AI • <i>Repair and Upgrade</i> (used on mission team) • <i>Inoculation</i> (used on self and mission team)
<i>Solder</i>	<ul style="list-style-type: none"> • <i>Generic combat</i> based on available abilities