

PharmaCorp Warehouse Raid

For use with The Company RPG



The Key to Your Future

The Company Mission Module – PharmaCorp Warehouse Raid

Introduction

Welcome to the PharmaCorp Warehouse Raid. Recently, PharmaCorp has developed effective antiviral medication for use against dengue fever, but despite pressure from medical organizations, it has refused to sell the antiviral below cost—making it unavailable to the majority of countries in Africa, Central America, and Asia where dengue is a serious threat. Rather than wait the 50 or so years for patent protection to expire, the terrorist humanitarian group, Doctors with Guns, has decided to raid a PharmaCorp warehouse, absconding with medication precursors that they can use to cheaply mass-produce the drug in China.

Mission Objectives

Main Objective

Retrieve all three medication precursors and reach the extraction point.

Time Limit

50 rounds. Breaking into the warehouse automatically generates a silent alarm. PharmaCorp armed security will arrive 5 minutes later, at which point any team members still inside the warehouse will be captured and/or killed.

Exception

If the team enters through the Employee Break Room Exterior Door, the silent alarm is not triggered. However, once your team is discovered, that alarm will be triggered manually by the Engineer in the Turret Control Room and the countdown will begin. If your team can prevent this, there will be no time

limit for the main objective.

Secondary Objective

Retrieve the production formula. The computer in the oversight room contains schematics for the entire production process. Acquiring these will make mass-production of the antivirals much easier.

Time Limit

Once the team has been detected by the guards inside the warehouse, they will begin deleting the data. They must reach the computers within 10 rounds, or the data will be irretrievable.

Mission Rewards

Only Main Objective Completed

Standard JP

Only Secondary Objective Completed

1.5 x Standard JP

Both Objectives Completed

2 x Standard JP

Opposition

The Pharmacorp warehouse is guarded by a night shift of 8 Security Guards and 2 Basic Hitmen. There is also 1 Basic Engineer in the turret control room. All are constantly in contact via earpieces. Also spaced throughout the warehouse are 5 Zombien Light Turrets.

Basic Engineer III - Software Specialist (x1)

Abilities

HAR 1. MOV 3. AWA 3.
Base Evasion: 1.

Certifications

- General – Defensive Equipment 1. Light Weapons 1.
- Engineer – Electronic Hardware 4. Software 4.

Weapons

- Airborne Falcon (x1) – Rated 1.
Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 10. Firing Cost: 30 AP. Reload Cost: 30 AP.

Ammo

- Clips (x4) for Airborne Falcon

Defensive Equipment

- Head: None
- Torso: Stabilify Combat Vest – 1/0 Normal.
- Left Arm: None
- Right Arm: None
- Left Leg: None
- Right Leg: None

Other Equipment

- Basic Engineering Toolkit
- Enhanced Circuit Board (x1) – Rated 4.
Uses: 10. Effect: +2 to an Electronic Hardware check. Stacks with Others.
- Clustered Circuit Bypass (x2) – Rated 1.
Uses: 5. Effect: +1 to an Electronic Hardware check. Stand-Alone.

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- TASM Protocol Library (x1) – Rated 3.
Uses: Unlimited. Effect: +3 to a Software check. Stacks with Others.

- Krakcers and Cheese (x1) – Rated 1.
Uses: Unlimited. Effect: +2 to a Software check. Stand-Alone.

Basic Hitman I - Squad Support (x2)

Abilities

HAR 5. MOV 2. AWA 0.
Base Evasion: 1.

Certifications

- General – Defensive Equipment 2.
- Hitman – Heavy Weapons 4. Grenades 4.

Weapons

- Mach Smalltime FF7 (x1) – Rated 4.
Damage: d6. Damage Type: Normal.
Range: Medium. Rounds/Clip: 5. Firing Cost: 35 AP. Reload Cost: 30 AP.

- Mach Antipersonnel Grenades (x3) – Rated 4.
Damage: d6-2. Damage Type: Normal.
Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP. Reload Cost: N/A. Blast Radius: 10 ft.

Ammo

- Clips (x16) for Mach Smalltime FF7

Defensive Equipment

- Head: Stabilify Combat Helmet – 1/0 Normal.
- Torso: Pristine Corp. Combat Vest – 3/1 Normal.
- Left Arm: Pristine Corp. Combat Mesh

– 3/1 Normal.

- Right Arm: Pristine Corp. Combat Mesh – 3/1 Normal.
- Left Leg: Pristine Corp. Combat Mesh – 3/1 Normal.
- Right Leg: Pristine Corp. Combat Mesh – 3/1 Normal.

Other Equipment

- None

Security Guard I - Light (x8)

Light security guards comprise the bulk of most corporations' visible presence.

Abilities

HAR 2. MOV 2. AWA 0.
Base Evasion: 1.

Certifications

- General – Defensive Equipment 2. Light Weapons 2.

Weapons

- Airborne Falcon – Rated 0.
Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 10. Firing Cost: 30 AP. Reload Cost: 30 AP.

Ammo

- Clips (x2) for Airborne Falcon.

Defensive Equipment

- Head: None
- Torso: Pristine Corp. Combat Vest – 3/1 Normal.
- Left Arm: None
- Right Arm: None

- Left Leg: None
- Right Leg: None

Zombien Light Turret

Like its namesake, zombies, the Zombien Light Turret keeps firing even after you think it should have gone down.

General

- AP/round: 30.
- Behavior: If instructed to do so by its operator, the turret can spend 30 AP to attack a target within range.
- Special: Turrets can't purchase any action other than attacking targets.

Abilities

HAR: 4. MOV: 0. AWA: 4.
Base Evasion: 0

Attacks

Accuracy: Operator's Software bonus.
Damage: d6. Damage Type: Normal.
Range: 50 ft. Cost: 30 AP.

Scan for Weakness

Mechanical Hardware DR 14

Hit Boxes

- Head – Critical Systems
Armor: 5/2 Normal
Failure Effect: The turret is permanently disabled.
- Torso – Main Chassis
Armor: 4/2 Normal
Failure Effect: The turret is destroyed.
- Left Arm – Targeting Scanners I
Armor: 4/2 Normal
Failure Effect: The turret takes a -1 penalty

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to the Accuracy of its attacks. (If both scanners are disabled, it takes a -2 penalty instead.)

• Right Arm – Targeting Scanners II
Armor: 4/2 Normal.

Failure Effect: The turret takes a -1 penalty to the Accuracy of its attacks. (If both scanners are disabled, it takes a -2 penalty instead.)

• Left Leg – Main Weapons I
Armor: 4/2 Normal

Failure Effect: The turret takes a -2 penalty to damage. (If only one Main Weapon is offline, this turret deals a d6-2 normal damage. If both are offline, it deals a d6-4 normal damage.)

• Left Leg – Main Weapons II
Armor: 4/2 Normal

Failure Effect: The turret deals takes a -2 penalty to damage. (If only one Main Weapon is offline, this turret deals a d6-2 normal damage. If both are offline, it deals a d6-4 normal damage.)

Opposition Behavior

Before Intruder Detection

1. During night shifts, four guards/hitmen patrol the warehouse floor at all times. While patrolling, they spend 10 AP to Scan the Area, 20 AP to move, 10 AP to Scan the Area, and 20 AP to move.
2. All guards patrol in pairs.
3. About once every ten rounds, the Engineer in the Turret Control room glances at the turret's targeting screens. He Scans the Area through each turret's targeting scanners, spending 10 AP each time. Since he's using the

scanners, he gets the turret's AWA as a bonus to the roll. (Anyone who isn't Stealthed is automatically detected.) His first scan of the room occurs 2d6 rounds after the mission clock begins, on his initiative.

After Intruder Detection

1. After being notified, the Security Guard in the oversight room will spend 30 AP to begin the data deletion and then assist as necessary.
2. When encountering enemies, Light Security Guards will fight a delaying action. Any attackers are probably much better armed than they are, but they only have to hold out for 3 minutes until reinforcements arrive. Rather than attempting to kill intruders, they prefer to Give Suppressing Fire in order to pin them down.
3. The Basic Hitmen, on the other hand, will shoot to kill, and Give Suppressing Fire when necessary.
4. When moving between locations in combat, the Guards and Hitmen act in pairs—one covers while the other advances or retreats.
5. The Engineer will target as many people with the turrets each turn as he is able.
6. Light Security Guards will attempt to drag any fallen comrades to safety. The employee break room, with its bullet-proof windows, makes an excellent bunker.

Environmental Conditions

The lighting conditions in the PharmaCorp warehouse are standard nighttime lighting. Anyone Using Stealth takes a -1 penalty to the check.

Mission Map Key

Chair



Computer Bank/Shelf



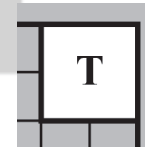
Door



Ladder



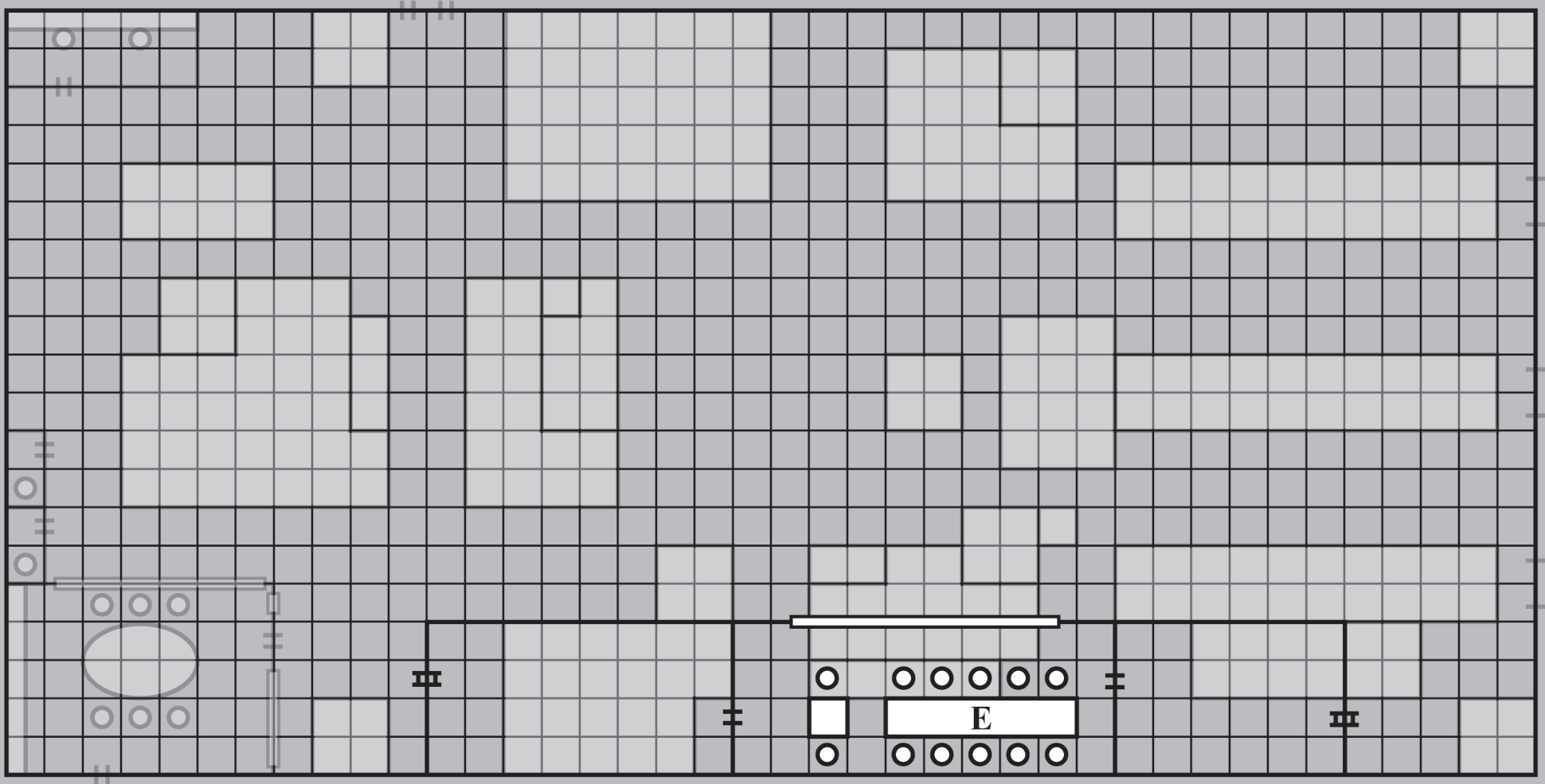
Turret



Window



PharmaCorp Warehouse – 2nd Floor



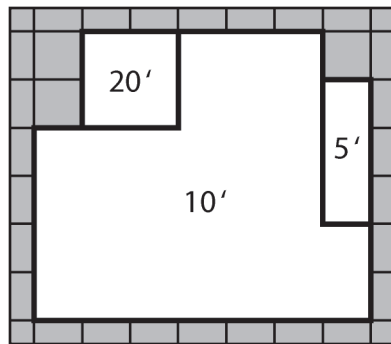
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Warehouse Floor

- Basic Hitman I – Squad Support (x1)
- Security Guard I – Light (x3)

At the beginning of the mission, there are 4 enemies patrolling the warehouse floor in pairs. Their position is chosen randomly by the MC before the team chooses their entry point.

Crates



Each cluster of crates contains a different medication precursor. In order to ensure that all precursors have been obtained, the team will need to acquire samples from at least three different groups. Bypassing a crate's seals requires a successful DR 14 Mechanical Hardware check. It costs 20 AP to attempt, and can only be attempted by people equipped with a Basic Engineering Toolkit. On success, crate contents can be Looted as normal.

If, on the other hand, the team would rather abscond with an entire crate, any member may spend 10 AP to attempt to move the crate. If they succeed on a DR 14 HAR check, they may move the crate up to 5 ft. in any direction (including up).

To climb a crate, team members must succeed on a DR 8 Movement check. The elevation of each crate is listed on the Mission Map.

Finally, the crates are impervious to most forms of weapons fire and provide full cover.

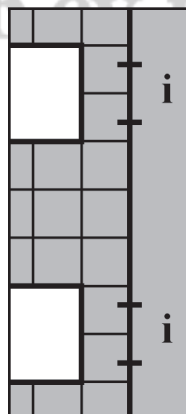
Second Story Platform

The second story platform is 20 ft. off the ground. It is accessible by ladders (a DR 3 Movement check) and floored with a metal mesh which grants partial cover from attacks. The oversight room (E) has no extra flooring and so combatants may exchange fire through the floor.

Entrances

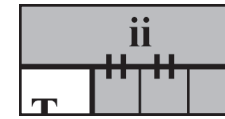
To facilitate the mission, Doctors with Guns will use additional resources to aid your team's entry. Your team has 4 entrances to choose from. They may enter through as many or as few as they like, but the mission clock starts as soon as one team member triggers it.

i – Loading Doors



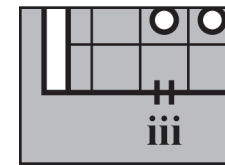
These large, corrugated metal doors are typically used by trucks backing up to the conveyor belts. Doctors with Guns can override the electronic locks for 5 rounds and your team can open and close the doors as normal. Doing so begins the mission clock.

ii – Emergency Exit



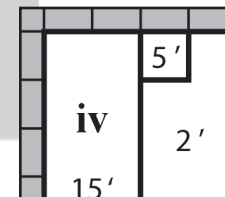
The emergency exit is usually locked from the outside. Again, Doctors with Guns can override those electronic lock for 5 rounds. Doing so begins the mission clock.

iii – Break Room Exterior Door



The break room exterior door is not locked. Entering through this door does not begin the mission clock.

iv – Ceiling Entry



Doctors with Guns is willing to provide your team with one-time-use, automated metal cutters. These cutters silent burn hole through the ceiling, through which your team can slide down on ropes, landing on the 15-foot crate. (They may choose any valid square to land on.) This cutting occurs at the beginning of the round, and begins the mission clock.

Extraction Point

The extraction point is just outside the Loading Doors (i). Your team must call for the extraction, which costs 5 AP, and may do so at any time. Doctors with Guns vehicles will arrive in 5 rounds and wait until all surviving members of the team have reached the extraction point. The only exception is if the

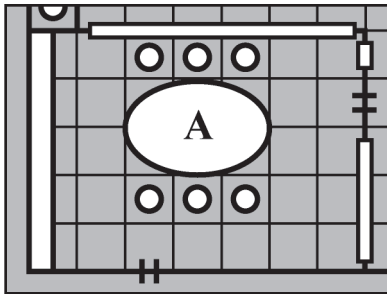
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Main Objective time limit has expired. Then, in order to avoid destruction, they'll leave. Anyone who doesn't make it is left behind.

Room Descriptions

A – Employee Break Room

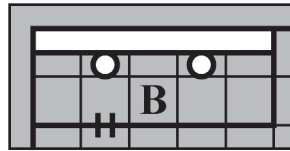
- Security Guard I – Light (x2)



The employee break room has two doors: an exterior one to the south, and an interior one to the east. There is a large table with six chairs near the center of the room and a long counter, complete with cupboards and coffee maker, on the west side. The large windows are bulletproof and, in addition, a variation on piezoelectric technology makes them laser and radiation-proof as well. The energy from the beams is absorbed by the windows, making that area opaque. (This effect is limited to a small area surrounding the cross-section of the window actually hit by the beams; it's impossible to darken an entire window using normal weapons.)

B – Turret Control Room

- Basic Engineer III – Software Specialist (x1)
- Security Guard I – Light (x1)



This room contains the controls for the turrets, as well as the main electronics for the silent alarm. The bank of controls are on the north end of the room.

Turret Controls

It takes 30 AP to fire a turret at a target within range. Because targeting is manual, the turret's Accuracy bonus is equal to the operator's bonus to Software checks. They deal d6 Normal damage, and each turret may only fire on one target per turn. (The operators may make both Called and General shots.)

Silent Alarm Systems

Tampering with the silent alarm requires a DR 16 Electronic Hardware check. It costs 60 AP to attempt, and can only be attempted by people equipped with a Basic Engineering Toolkit. On a success, 10 rounds are added to the Main Objective Time Limit.

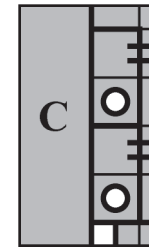
It costs 10 AP to manually trigger the alarm.

Conveyor Belt Controls

By spending 10 AP, anyone may turn a conveyor belts on, turn a conveyor belt off, or change a conveyor belt's direction.

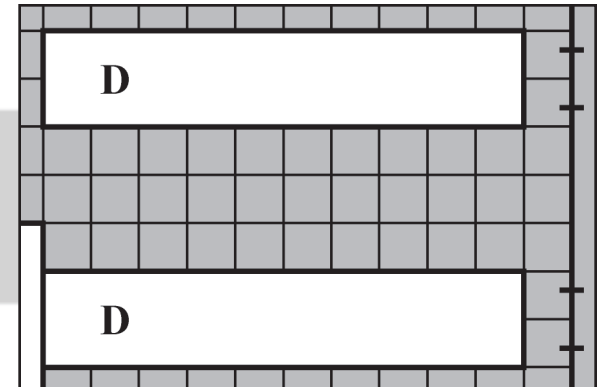
C – Restrooms

- Security Guard I – Light (x1)



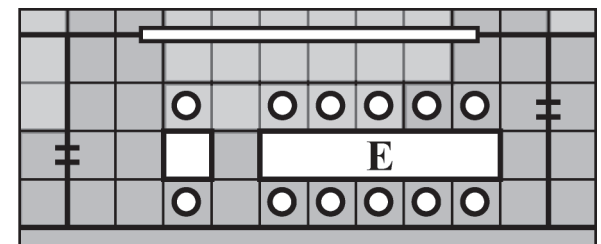
The men's restroom is north, the women's south. When the mission begins, there is a guard using the men's restroom. When the guards are alerted, it will take him 10 AP to pull his pants up (after he Stands from Kneeling/Sitting).

D – Conveyor Belts



If active, the conveyor belts move anything on them 10 ft. (or 2 squares) in the appropriate direction. They act last in a round, on an Initiative of 0.

E – Oversight Room



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- Security Guard I – Light (x1)
- Basic Hitman I – Squad Support (x1)

Located on a raised, mesh platform 20 ft. above the ground, the oversight room contains general computing equipment, including the complete production schematics. When intruders are detected, the Security Guard in this room will spend 30 AP to begin wiping the computers. The team will have 10 rounds to successfully cancel the process. An Engineer must make spend 30 AP to make a Software check of DR 16. If the Engineer succeeds, the deletion process is halted. If the Engineer doesn't succeed, he/she may try again.

Once the deletion process is halted, anyone may spend 30 AP to download the information onto portable data storage (already in the computer systems). This device occupies an ammunition slot.

Once alarmed, the Basic Hitman here will exit onto the mesh platform and attempt to pick off easy targets.

Good Luck.



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