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# The Company

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Intelligence Briefings (ver. 1.1.0)

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**The Key to Your Future**

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## Credits

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Welcome to the Intelligence Briefings, a quick guide to designing missions for the Company. A few NPCs are provided at the end, as well as rules for nonhuman enemies. Other than that, just use your imagination (or the forums).

## The Company's World

The world of The Company isn't as much a traditional, cohesive RPG setting as it is an opportunity for satire. It's much like our own, except that large corporations are completely and unashamedly in control. Advertising is, quite literally, everywhere. All the abuses of corporate greed are on display. And the corporations are engaged in a quiet shadow war with each other.

The original inspiration for The Company was hack-and-slash style campaigns where players are more interested in blowing things up and looking cool doing it than in saving the world (though if saving the world gets them a bigger reward, they're all for it). In keeping with that theme, gameplay is focused around combat missions. Players can be corporate soldiers, furthering the aims of big business, or renegades fighting The Man. But, as is often the case, things will get blown up either way—the difference between good and evil lies in who and what the players are destroying.

Since missions are the bread-and-butter of The Company, let's get to it.

## Mission Premises

Missions that fit well with The Company's flavor are extensions of current corporate behavior. For example, music publishers are up in arms about unlicensed sharing of music, specifically

trading on peer-to-peer networks where users connect directly to each other. (Unlike Napster, these have no central servers and so can't be shut down easily.) Using that as a mission premise for corporate soldiers:

Music4Everyone is an indexing site that works much like The Pirate Bay, facilitating the (illegal) transfer of copyrighted media. Big Music, a major music publisher, has gotten tired of this, but rather than raising a lawsuit, they're just going to destroy the building with a surgical strike. If anyone dies, well, they shouldn't have been pirating copyrighted material. However, Music4Everyone's security force is well-trained and well-armed. Breaking in and planting the bombs won't be a walk in the park.

The renegade side follows similar themes:

Big Pharma, the world's major pharmaceutical company, has recently refused to ship free medical supplies to central Africa (or even allow humanitarian organizations to purchase the supplies at a reduced cost). Rather than pay exorbitant amounts, the humanitarian organizations have decided they're going to raid a Big Pharma facility and steal the formulas. That way, they can produce the medicine themselves.

Nothing is too absurd to work. For the mission included in the introductory pack, I'm going to develop the latter idea. (Good guys rule!)

## Object-Oriented Mission Design

On to mission design. One issue many people run into when creating missions is thinking too linearly. "The players will do this, and then this will happen. After that, this will happen. Etc..." At the end of it all, you have an excellent and exciting storyline. Unfortunately, players have a tendency to not do what you expect them to, and it's extremely easy for this kind of mission to go off the rails. Designing missions that don't

have a storyline is a good way to avoid that.

Instead, these missions are made up of interconnected parts, or objects. Each object does what it does, and when you combine them, you get a mission. This is a little abstract, so let's get started building a mission. Hopefully it will become clear.

### ***Mission Objectives and Object Behavior***

First, I need an objective. My mission premise, stealing medical formulas, is extremely straightforward:

Objective: The players must break into a secured warehouse and steal medical supplies.

The objective, in turn, gives me a vague outline of the mission map. I need a warehouse. At the very least, inside this warehouse are armed guards and medical supplies. Since this is corporate warfare, this warehouse is going to be defended by automated turrets. This gives me starting three mission objects:

- Guards
- Turrets
- Medical Supplies

Next, I need to decide how each of these objects acts and reacts. Using short sentences to describe their behavior is usually best.

#### Guards

1. By default, guards patrol the warehouse and/or man their stations.
2. If a guard sees an intruder, he alarms the other guards.
3. Once guards are alarmed, they act in pairs to try to hunt the intruders down.

#### Turrets

1. Turrets fire on intruders.
2. Turrets have a base range of 50 ft.

#### Medical Supplies

1. This one's easy. They just sit there.

### ***The Initial Map***

The next step is to create a basic map. A warehouse, a few crates, and locations for my objects are all I need to make a minimally functional level

But while this works, breaking down the door, killing everyone inside, and stealing the loot is also boring. So now that I have a rough draft of the mission it's time to move on.

### ***Make It Interesting***

Making a mission interesting is not the same as making it more difficult. Anyone can plop more enemies into a mission, but that doesn't make players sit up and take notice. Instead, there are two main ways to increase interest:

#### Novelty

Basically, novelty means new things. This can be unusual situations or, as RPGs often focus on, new powers and abilities as players level up. Novelty is a double-edged sword; while it can keep players interested, it also creates a constant demand for more. Once the new becomes familiar, it's no longer interesting. Thus, for replay value, the second option usually works better.

#### Choice

Giving players choices with meaningful, open-ended consequences is very effective at enhancing interest. But open-ended choices are more than "choose the right path or die" or even "choose the right path and the mission becomes a cakewalk." Open-ended choices create hard-to-foresee consequences and no one choice is immediately better than another.

For this mission, I'm going to start by improving the map. Since combat is such an important part of The Company, tactical choices—where to

stand, where to move, and who to shoot at—are very important in creating an interesting mission. Because this is a warehouse, I'm going to add crates in various locations. These will provide cover for players, especially from turrets. Now, because the turrets aren't as dangerous, I can put more of them in the warehouse.

I'm also going to add a second floor. Not much—it's basically a raised platform people can shoot down from—but it does add another choice. Do the players want to take the high ground? It will be accessible by a ladder at each end.

Also in line with this idea, the stacks of crates are going to have varying heights, one of which leads up to the second level. Now the cover and opportunities for tactical play are greatly increased.

### ***Make It Real***

Pausing there for a moment, I'd like to make the warehouse a little more real—to make it feel like more than just an opportunity for carnage. At the very least, it will need loading bays for trucks, a break room for employees and guards, restrooms, and multiple exits. While I'm at it, I'll add some conveyor belts to further break up the space.

### ***Make It Challenging***

Missions that are too easy aren't that fun. I'm going to add a time limit to increase the pressure. Maybe 5 minutes, or 50 rounds. This doesn't sound like much, but it's a lot of time in RPG combat. (And it ended up being more than enough time during some playtesting.) In the interest of making it real, I'll say that the warehouse has a silent alarm. As soon as the players enter the warehouse (start the mission), they have three minutes before reinforcements arrive. At that point, they're pretty much dead.

### ***Make Sure Everyone Has Something To Do***

There are four classes in *The Company*. While they're not strongly-enforced—eventually, everyone can pick up all Certifications—they still represent a division of labor. There's nothing

more boring than going on a mission and having nothing to do, so I need to make sure everyone can contribute. Let's see.

Hitmen have people to kill.

Medics have a team to keep alive and people to poison.

Engineers have...um...

Infiltrators have...um...

I'm going to give the Infiltrator the possibility for stealth by adding an entrance point from the top—while this also sets off the silent alarm, an Infiltrator can sneak around a bit without being detected by the guards for a bit.

I'm going to give Engineers something to do by making the turrets manually targeted. There's someone in a control room who fires them, much like a video game. Since this involves manipulating inputs, the bonus to hit of the turrets is the determined by the operator's Software Skill. In the control room, Engineers can also hotwire the silent alarm, via Electronic Hardware. If they succeed, the team gets another minute—10 more rounds—before enemy reinforcements arrive.

### ***Iterate...***

And from here, I lather, rinse, and repeat—refining object behavior, changing the maps, adding and removing objectives—until I have a mission I'm satisfied with. I've already done a lot of iteration and rather than bore you with all of the details, let's skip to the last step.

### ***Dress the Mission Up***

Finally, I'll write the actual mission briefing, describing all the elements in the mission and adding some flavor. Because this is the step everyone sees first when picking up a module from the gaming store, people tend to focus on surface shine rather than level design. While cool scenarios can suggest mission elements, it can never replace them. That's why I've listed this step last. Most of the time it's flash, not substance.

### **Mission Rundown**

## *Choices*

### Points of Entry

Players now have a choice of four entrances. They can enter through the truck loading bays, through the emergency exit double doors at the north of the map, through the break-room exterior door, or through a hole cut in the ceiling. Each choice has certain advantages and disadvantages. The loading bay doors are further from likely guard patrols, but on the other side of the warehouse from the turret controls. The emergency exit double doors are closer to the turret control room, but closer to guard patrols and in one of the turret's direct line-of-sight. The break-room exterior door lets the players burst in gangster style and could catch most of warehouse security with their pants down, so to speak. However, such a firefight will probably be extremely lethal to both parties. Finally, more than likely not everyone will be an Infiltrator—so one or two people person will have to sneak around a warehouse without backup. If they succeed, they'll probably be fine. If they don't, they're probably dead and the mission is botched.

### Multiple Objectives

Instead of one objective, there are now two. In order to complete the mission, all players have to do is abscond with some samples of the medication. An Engineer can break into a crate pretty easily and they'll be out. However, they can also steal the formula, which is now held on computers in a room on the upper platform. However, once they've alarmed the guards, they have 15 rounds before the computers are wiped. Now, their JP rewards look like this:

- Escape with the samples. Base JP.
- Escape with the formula, but not the samples. Base JP, plus an extra 50%.
- Escape with both formula and the samples. Twice base JP.

### Non-Straightforward Combat

With the crates breaking up the terrain, not to

mention the choice of whether to disable/co-opt the turrets, players have a variety of options. They might even try to avoid combat completely.

### *Class Specialities*

Medics and Hitmen will pretty much always have something to do. In this mission, Engineers have the turrets and conveyor belts to control, an alarm system to rewire, and the ability to get information to help Hitmen disable turrets by force. They're also necessary to jimmy open the crate with the supplies.

With the addition of the ceiling entry, Infiltrators have the opportunity to sneak around and kill people with silenced weapons. Hopefully that's enough.

### *Intensifiers*

Both objectives have a time limit. Players must acquire the supplies and escape within 30 rounds, and, to achieve the secondary objective, they must reach the upper platform computers within 15 rounds of being detected.

Sounds good, let's try it out.

### **Do-overs**

Not all missions have to be lethal upon failure. And, even if they are, letting players get a second crack at one isn't prohibited, especially if they epically fail the first time. If you do this regularly, your game will be closer to a tactical board game than a traditional RPG.

### **Nonhuman Enemies**

To avoid stretching the combat system, nonhuman enemies are going to use the same Hit Box system, and follow the same rules, with one caveat. Animals and other biological creatures will have a Death Clock, but mechanical enemies won't. Instead of limbs, they have systems, and these can be taken out one piece at a time. Once they fail a check, that system goes down, with varying results. But while mechanical enemies don't have a

Death Clock, the cumulative damage rule still applies.

And because there's a wide variety of technology, players can't make called shots on unfamiliar robots, drones, and other implements of destruction—they just don't know where the vital components are. However, Engineers can Analyze for Weakness in order to give their teams the ability to do so.

Generally, critical systems occupy the head slot. The torso slot is typically the chassis—if it goes down, the drone is destroyed—and other systems are assigned by how hard they are to hit. If you're interested in further tweaking the Hit Boxes, the straight shot percentages for each number are also

Hit Box Percentages	
Hit Box	Hit Percentage
Head	3.7%
Torso	48.2%
Left Arm	7.41%
Right Arm	7.41%
Left Leg	16.6%
Right Leg	16.6%

available.

### Opponent Listings

Expanded Hit Box Percentages	
Box Number	Hit Percentage
3 or 18	.46%
4 or 17	1.39%
5 or 16	2.78%
6 or 15	4.63%
7 or 14	6.94%
8 or 13	9.70%
9 or 12	11.6%
10 or 11	12.5%

And now, some readymade NPCs.

### Automated Attack Drone

#### General

- AP/round: 60
- Behavior: Each round, on its turn, the exploration drone first spends 10 AP to Scan the Area. If a target is visible and in range, it attacks using its AP. If there are no targets, the drone patrols its assigned area. If a target is behind cover, the drone will fire once and then attempt to find a better angle.
- Special: This drone can't run.

#### Abilities

HAR: 3. MOV: 0. AWA: 2.  
Base Evasion: 0

#### Attacks

Accuracy: +2. Damage: d6-2. Damage Type: Normal. Range: Short. Cost: 25 AP.

#### Scan for Weakness

Mechanical Hardware DR 16  
Electronic Hardware DR 16

#### Hit Boxes

- Head – Central Computer.  
Armor: 4/2 Normal  
Failure Effect: The drone shuts down
- Torso – Main Chassis  
Armor: 4/2 Normal  
Failure Effect: The drone is destroyed
- Left Arm – Targeting Scanner (Left)  
Armor: 3/1 Normal  
Failure Effect: The drone takes a -2 penalty to Accuracy.
- Right Arm – Targeting Scanner (Right)  
Armor: 3/1 Normal  
Failure Effect: The drone now deals a d6-4 damage.
- Left Leg – Main Weapons Assembly  
Armor: 4/2 Normal  
Failure Effect: The drone may no longer attack.
- Right Leg – Engine  
Armor: 3/1 Normal

Failure Effect: The drone can no longer move.

### ***Basic Engineer I - Field Mechanic***

#### Abilities

HAR 2. MOV 3. AWA 2.

Base Evasion: 1.

#### Certifications

- General – Defensive Equipment 2. Light Weapons 2.
- Engineer – Mechanical Hardware 4. Software 2.

#### Weapons

- Airborne Falcon (x1) – Rated 0.
- 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: Pristine Corp. Combat Vest – 3/1 Normal.
- Left Arm: None
- Right Arm: None
- Left Leg: None
- Right Leg: None

#### Other Equipment

- Basic Engineering Toolkit
- Enhanced Field Repair Kit (x1) – Rated 4. Uses: 10. Effect: +2 to a Mechanical Hardware check. Stacks with Others.
- Generic Lubricant (x2) – Rated 0. Uses: 5. Effect: +1 to a Mechanical Hardware check. Stand-Alone.

### ***Basic Engineer II - Electronics Specialist***

#### Abilities

HAR 2. MOV 3. AWA 2.

Base Evasion: 1.

#### Certifications

- General – Defensive Equipment 2. Light Weapons 2.
- Engineer – Electronic Hardware 4. Software 2.

#### 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: Pristine Corp. Combat Vest – 3/1 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.

### ***Basic Engineer III - Software Specialist***

#### 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.
- 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***

### 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

## ***Basic Hitman II - Point Man***

### Abilities

HAR 3. MOV 4. AWA 0.  
Base Evasion: 2.

### Certifications

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

### 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.
- Pristine Corp. Laser Rifle (x1) – Rated 2.  
Damage: d6 – 2. Damage Type: Laser. Range: Short. Rounds/Clip: 5. Firing Cost: 40 AP. Reload Cost: 25 AP.

## Ammo

- Clips (x8) for Mach Smalltime FF7
- Clips (x8) for Pristine Corp. Laser Rifle

## Defensive Equipment

- Head: Safeguard Kevlar Helmet – 4/2 Normal.
- Torso: Safeguard Kevlar Vest – 4/2 Normal.
- Left Arm: Safeguard Combat Mesh – 4/2

Normal.

- Right Arm: Safeguard Combat Mesh – 4/2

Normal.

- Left Leg: Safeguard Combat Mesh – 4/2

Normal.

- Right Leg: Safeguard Combat Mesh – 4/2

Normal.

#### Other Equipment

- None

### ***Basic Hitman III - Combat Coordinator***

#### Abilities

HAR 3. MOV 2. AWA 2.

Base Evasion: 1.

(+4 to AWA checks with Awareness Training)

#### Certifications

- General – Awareness Training 2. Defensive Equipment 3.
- Hitman – Heavy Weapons 3. Grenades 2.

#### Weapons

- Pristine Corp. Laser Rifle (x1) – Rated 2. Damage: d6 – 2. Damage Type: Laser. Range: Short. Rounds/Clip: 5. Firing Cost: 40 AP. Reload Cost: 25 AP.

- Ankle Biters (x1) – Rated 1.

Damage: 1. Damage Type: Normal. Range:

Short. Rounds/Clip: 5. Firing Cost: 30 AP.

Reload Cost: N/A. Blast Radius: 5 ft.

#### Ammo

- Clips (x8) for Pristine Corp. Laser Rifle

#### Defensive Equipment

- Head: Pristine Corp. Combat Helmet – 3/1 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

### ***Basic Infiltrator I - Breaking and Entering***

#### Abilities

HAR 1. MOV 3. AWA 3.

Base Evasion: 1.

(+4 to AWA checks with Awareness Training)

(+8 to Stealth checks with Equipment)

#### Certifications

- General – Awareness Training 2. Climbing 1. Swimming 1.
- Infiltrator – Silent Weapons 2. Stealth 4.

#### Weapons

- Modified Infrared Laser Pistol (x1) – Rated 2. Damage: d6 – 4. Damage Type: Laser. Range: Short. Rounds/Clip: 10. Firing Cost: 20 AP. Reload Cost: 30 AP.

- Smoke Grenades (x2) – Rated 3.

Effect: -2 to AWA checks. Duration: 1 round.

Range: Short. Rounds/Clip: 5. Firing Cost: 30

AP. Blast Radius: 10 ft.

#### Ammo

- Clips (x8) for Modified Infrared Laser Pistol

#### Defensive Equipment

- Head: None

- Torso: Stabilify Combat Vest with Stealth Equipment – 0/0 Normal.

- Left Arm: None

- Right Arm: None

- Left Leg: None

- Right Leg: None

#### Other Equipment

- Pristine Corp. Lightweave – Rated 4

Effect: +4 to Stealth checks.

### ***Basic Infiltrator II - Apprentice Assassin***

#### Abilities

HAR 2. MOV 3. AWA 2.

Base Evasion: 1.

(+4 to AWA checks with Awareness

Training)  
(+8 to Stealth checks with Equipment)

## Certifications

- General – Awareness Training 2.
- Infiltrator – Silent Weapons 4. Stealth 4.

## Weapons

- Dynaside Plasma Pistol (x1) – Rated 3.  
Damage: d6 – 3. Damage Type: Radiation.  
Range: Short. Rounds/Clip: 15. Firing Cost: 25 AP. Reload Cost: 25 AP.
- Smoke Grenades (x2) – Rated 3.  
Effect: -2 to AWA checks. Duration: 1 round.  
Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP. Blast Radius: 10 ft.

## Ammo

- Clips (x8) for Dynaside Plasma Pistol

## Defensive Equipment

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

## Other Equipment

- Pristine Corp. Lightweave – Rated 4  
Effect: +4 to Stealth checks.

## **Basic Infiltrator III - Security Specialist**

### Abilities

HAR 2. MOV 2. AWA 3.  
Base Evasion: 1.  
(+4 to AWA checks with Awareness Training)  
(+2 to Stealth checks)

### Certifications

- General – Awareness Training 1. Defensive Equipment 2.
- Infiltrator – Silent Weapons 2. Stealth 2. Traps 3.

### Weapons

- Modified Infrared Laser Pistol (x1) – Rated 2.  
Damage: d6 – 4. Damage Type: Laser. Range: Short. Rounds/Clip: 10. Firing Cost: 20 AP. Reload Cost: 30 AP.

- Flashbang Grenades (x2) – Rated 1.  
Effect: -1 to AWA checks. Duration: 1 round.  
Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP. Blast Radius: 5 ft.

### Ammo

- Clips (x8) for Modified Infrared Laser Pistol

### Defensive Equipment

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

### Other Equipment

- None

## **Basic Medic I - Combat Medic**

### Abilities

HAR 1. MOV 3. AWA 3.  
Base Evasion: 1.  
(+9 to Triage/Healing with Sticky Skin, +4 otherwise)

### Certifications

- General – Defensive Equipment 2. Light Weapons 2.
- Medic – Performance Enhancing Compounds 2. Triage/Healing 4.

### Weapons

- Airborne Falcon (x1) – Rated 0.  
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: Stabilify Combat Helmet – 1/0 Normal.
- Torso: Torso: Pristine Corp. Combat Vest – 3/1 Normal.
- Left Arm: None
- Right Arm: None
- Left Leg: None
- Right Leg: None

#### Other Equipment

- Sticky Skin (x3) – Rated 3.  
Uses: 4. Effect: +5 to a Triage check.
- Dermoplastiform B (x3) – Rated 3.  
Uses: 8. Damage Healed: 2. Hit Box Healed: Torso and Limb. Speed: 30 AP.
- StimulanTacs (x3) – Rated 1.  
Uses: 3. Duration: 10 rounds. Effect: +1 to AWA.

#### Special

May go Comfortably Numb once per mission.

### **Basic Medic II - Toxin Attack Medic**

#### Abilities

HAR 2. MOV 2. AWA 3.  
Base Evasion: 1.  
(+3 to Triage/Healing with Bandages, +2 otherwise)  
(+1 to Accuracy with TDS)

#### Certifications

- General – Defensive Equipment 3. Light Weapons 1.
- Medic – Toxins 4. Triage/Healing 2.

#### Weapons

- Toxin Delivery System.  
Damage: d6-4. Damage Type: Pseudodamage.  
Range: Short. Firing Cost: 30 AP. Reload Cost: 30 AP.
- Genovese Variant B (x3) – Rated 4.  
Uses: 5. Toxicity: 15. Duration: 22 rounds.  
Effect: -3 to HAR.
- Airborne Falcon (x1) – Rated 0.  
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: Safeguard Kevlar Helmet – 4/2 Normal.
- Torso: Safeguard Kevlar Vest – 4/2 Normal.
- Left Arm: Safeguard Combat Mesh – 4/2 Normal.
- Right Arm: Safeguard Combat Mesh – 4/2 Normal.
- Left Leg: Safeguard Combat Mesh – 4/2 Normal.
- Right Leg: Safeguard Combat Mesh – 4/2 Normal.

#### Other Equipment

- Bandages (x3) – Rated 1.  
Uses: 6. Effect: +2 to a Triage check.
- Dermoplastiform A (x3) – Rated 1.  
Uses: 6. Damage Healed: 1. Hit Box Healed: Limb. Speed: 30 AP.

#### Special

May go Comfortably Numb once per mission.

### **Exploration Drone**

#### General

- AP/round: 40
- Behavior: Each round, on its turn, the exploration drone first spends 10 AP to Scan the Area, 10 AP to send the information gathered last round to its controller, and then uses its remaining 20 AP to travel somewhere else. It doesn't try to hide or conceal its presence.
- Special: This drone can't run.

#### Abilities

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

#### Scan for Weakness

Mechanical Hardware DR 18  
Electronic Hardware DR 13

#### Hit Boxes

- Head – Central Computer.  
Armor: 2/1 Normal  
Failure Effect: The drone shuts down

- Torso – Main Chassis  
Armor: None  
Failure Effect: The drone is destroyed
- Left Arm – Engine  
Armor: None  
Failure Effect: The drone can no longer move
- Right Arm – Communications  
Armor: None  
Failure Effect: The drone can no longer send information to its controller; however, it still spends 10 AP and tries.
- Left Leg – Sensors  
Armor: None  
Failure Effect: The drone takes a -3 penalty to its Scan the Area checks. (If both Sensors are destroyed, it takes a -6 penalty instead.)
- Right Leg – Sensors  
Armor: None  
Failure Effect: The drone takes a -3 penalty to its Scan the Area checks. (If both Sensors are destroyed, it takes a -6 penalty instead.)

**Riot Shield Drone**

General

- AP/round: 30
- Behavior: By spending 10 AP, a combatant may direct the Riot Shield Drone to spend 30 AP of movement. Without this input, the drone stays put.
- Special: This drone can't run. This drone provides full cover 7 ft. from the ground.

Abilities

HAR: 8. MOV: 0. AWA: 0.  
Base Evasion: 0

Scan for Weakness

Mechanical Hardware DR 14  
Electronic Hardware DR 10

Hit Boxes

- Head – Riot Shield Area  
Armor: None  
Failure Effect: None
- Torso – Riot Shield Area  
Armor: None  
Failure Effect: None
- Left Arm – Riot Shield Area  
Armor: None

- Failure Effect: None
- Right Arm – Riot Shield Area  
Armor: None  
Failure Effect: None
- Left Leg – Riot Shield Area  
Armor: None  
Failure Effect: None
- Right Leg – Engine  
Armor: 4/2 Normal  
Failure Effect: The drone may no longer move

**Security Guard I - Light**

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

**Security Guard II - Heavy Armed**

One step up from light security, armed security guards have training in grenades and heavy weapons.

Abilities

HAR 3. MOV 2. AWA 0.

Base Evasion: 1.

### Certifications

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

### Weapons

- Pristine Corp. Laser Rifle (x1) – Rated 2.  
Damage: d6 – 2. Damage Type: Laser. Range: Short. Rounds/Clip: 5. Firing Cost: 40 AP.  
Reload Cost: 25 AP.
- Airborne Falcon (x1) – Rated 0.  
Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 10. Firing Cost: 30 AP.  
Reload Cost: 30 AP.
- Ankle Biters (x1) – Rated 1.  
Damage: 1. Damage Type: Normal. Range: Short. Rounds/Clip: 5. Firing Cost: 30 AP.  
Reload Cost: N/A. Blast Radius: 5 ft.

### Ammo

- Clips (x2) for Airborne Falcon
- Clips (x2) for Pristine Corp. Laser Rifle

### 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 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.)