



# SQUADS BRIEFING



Due to the carelessness of mankind and slow reaction to the changes in the climate created by the rampant emission of greenhouse gasses into the atmosphere, the weather patterns and the ecosystem collapse. Migrants from the sun ravaged or submerged areas of the continents flocked to areas that still had any food production capabilities. Tensions on racial, societal and religious grounds reached their peak, as human concentration went beyond its critical mass. Governments tried to put a halt to the increasing radicalisation of the society, but ultimately they failed. Entire world plunged into anarchy, civil unrest and war for dwindling resources.

Participants of the game are a part of an elite recon group consisting of those born after the fall of civilisation. Their unit was tasked with exploring the remnants of hq of 74 iep District, and retrieving data about infrastructure and hidden warehouses of materiel that might have survived the unrest. During their mission they will find logs and notes that will paint the horrible story that took place barely a generation ago. They will see the effects of misplaced ideas, short sightedness and radical behaviour that ultimately lead to the downfall of humanity.



## 1. Main objective

- Recover database containing vital information about infrastructure and supplies that may have survived the fall.

## 2. Secondary objective

- Recover all available data (logs – sheets of A4 paper).
- Reboot Ghosts – artificial intelligences located in the area (in the classrooms).
- Avoid all contact with hostile entities that may be present in the area. Ghouls cannot be killed or fought with. If they approach you at the distance of 3 meters they will charge. If caught, do not resist.

## 3. Standard equipment

- Harness – rope around your waist. Never to be removed.
- Lifeline – rope connecting harnesses of the entire squad. Never to be removed in the field. Remove only in the Decontamination Chamber.
- Oxygen tank – allows for 15 minutes of exploration. You need to return to hq before it runs out. Each squad is assigned 5 of them. May be found somewhere in the facility.
- Medkit – standard issue pack of medical supply and stimulants, allow you to recover from injury. Each squad is assigned 2 of them. May be found somewhere in the facility.