



THE COMMAND STAFF OF THE RECON UNIT BRIEFING



- You are tasked with dispatching the squads into the hazardous zone, and decontamination procedures.
- hq staff will be marked with a squad marker bearing "hq" designation. Markers will be worn on the right arm and chest.

Specification of tasks

- Custody over the tactical map. The map of the area will be devoid of up to date intel about current situation. One person from the Command Staff will organize gathering of the information from returning squads and updating the map. This person will be also responsible for downloading photos and recordings obtained by the squads, and organising them into folders.
- Dispatching the squads. As there will be a limited time for every venture, there is a need to animate the discussion of the squads about which route they will be assigned next. This Staff member should also be the one to keep track of remaining oxygen tanks and assign resources to specific squads based on their exploration plans. (Also! Do bear in mind that this person is EXPLICITLY responsible for keeping the track of squads arrival, as it translates directly to the amount of oxygen remaining).
- "Decontamination" of the squads. Every squad will be bonded with a rope, and one of the members will be equipped with a protective suit. They will also be granted 2 flashlights (led and uv). That's a lot of stuff to be handled, especially if they need to put it on every time they go into the field, and take it off every time they come back. Hence one of the Command Staff should be trained in tying bowline and handcuff knots, and put in charge of Decontamination Procedure, overseeing it and collecting gear afterwards.

MATTER OF IMPORTANCE

1. You animate the discussion, not decide for the participants. Let them be creative and make their own mistakes in the beginning.
2. You need to know the briefs for the squads as well.
3. Advise them to work in pairs of squads. Nearly all the tasks exempt from collecting the logs are better done in coordination with another squad. For example, a Ghoul can be baited and drawn away by one squad to open the way for another.
4. Know the Caesar cipher. You will have to convey knowledge about it to participants. Do not solve the puzzle for them, however. Also, it may be advisable if for example one of the squads should not go for the exploration and focus on cracking the code instead, while being fed with information from the field. If they get stuck, you may suggest that option.
5. Dwindling resources:
 - Medkits. Every squad is assigned 2 medkits. They will be stored in the hq, and should the squad be badly mauled by a ghoul, or poison themselves with toxic fumes in the field, the medkit will allow them to carry on with their mission. If the medkits run out the squad is out of the game.
 - Oxygen. When in the field (not in the hq), squads will use up oxygen. Every squad has designated 75 minutes of oxygen for the entire mission, but they may "carry" only 15 minutes of it at any given time. To streamline the math, it is assumed that every squad has (only!) 5 canisters of oxygen, 15 minutes of oxygen each. Also, should the squad return to hq after their 15 minutes have expired, they are considered poisoned, which effects in using up one of the medkits and another of their canisters of oxygen. It also prohibits that squad from taking part in another venture – they need to recover.