

NINJA MISSION

You are a Ninja Secret Agent from the Japanese Intelligence Agency in a dystopian 1985, where robotics and genetic modification are on the rise and evil organizations are threatening the world with bioterrorism. Break in the Complex and get all the code disks, deactivate the biological weapon and escape on time.

Preparation:

First of all, you need to read the Mission Briefing, and prepare the map for the mission:

Allocate enemies: If the mission specify that there are X enemies in each sector, throw 2 dices. Put an enemy in the room whose number match with the dices, on the 3 sectors.

So, if the dice are 2 and 5, put an enemy in the room 25 of each sector. If the mission briefing doesn't specify the type, draw a '?' in the room. When you reach that room, Roll on the Encounter Table to know the enemies in there. If the mission briefing specify the enemy, write the initials (for example, EG for Elite Guard) in the room.

Disks: If the briefing specify that there ARE X amount of disks by sector, throw d6 and strike the disks for that number in each sector, until you have left X disks by sector. If the mission doesn't specify how many disks are, only how many you need to take, we assume that all the disks drawn on the map are in there.

Computer or Remote: The briefing may specify what computer number (or remote number) is active. Strike all the other. If it says d6, it means that you have to throw a d6 to see what Computer or Remote is active. The briefing can specify other conditions, like using any computer, a computer of a specific sector or even several computers. Same for Remote. If we ask for enter disks in computer, you need to use the computer after you have all the disks. The remote can be used in any moment, but some missions could ask for escape in less than X time since the remote is used.

Elevators: If the briefing specify that only X elevators of each type (or even X from blue type and Y from orange type) are active, the player has to choose what elevators are better to activate for his planned mission route. Draw a line through the elevator. A mission can specify modifications in the elevators behaviour in certain moments of the game. For example, deactivate the elevators after introducing the disks on the computer.

Access Points: The mission may specify what entry and exit point to use. Or leave it random or to the decision of the player. Or specify

the vehicle (Helicopter, any of the access 1,2,3, Motorbike, any of the access 4,5,6)

In the Mission Sheet, mark the Mission Briefing with the correct information, to not lose the track of what you need to do. Write the Alert Trigger. And put a line in the Time Bar, just over the value of the Mission Time. Mark also in the Inventory if the Mission Briefing specify any initial equipment.

MISSION BRIEFING

☒ ENTER THROUGH 2 ACCESS POINT

☒ RETRIEVE 1 DISKS (IN TOTAL / IN EACH SECTOR)

☐ KILL _____ (ENEMY TROOPS / _____)

☐ ENTER DISKS ON COMPUTER NUMBER _____

☐ USE REMOTE CONTROL NUMBER _____ TO OPEN EXIT

☐ EXTRA: _____

☒ ESCAPE THROUGH 5 ACCESS POINT

45
40
35
30
25
20
15
10
5
0
GAME OVER

Actions

The player can do several actions, and those actions consume time. You have to check as many squares in the Time Bar (starting by the line drawn during the mission briefing, and going down to zero) as the time cost of the action.

Movement: Player can move only left or right, and only one room on each action. Exceptions are when there is a stair, that it will allow to move up or down on that room, or if you are in a room with an active elevator. In that case, on a single action, you can move directly to any other room covered by the elevator. When the player move to a room never visited before, he has to make an Encounter Check to see if there is any Random Encounter. If the player enter in a room

with a Fixed Encounter (the ones that we marked with '?' on the briefing), we should Roll in the Encounter Table to see what enemy is on the room. Each time that you enter in a new room, mark it as visited (for example, circle the room number). Each movement cost 1 time. Each time that you enter in a new room, your Finding Level increase in 1 (check a square in the section Finding Level on the Mission Sheet)

There are special rules to move if there is an enemy on the same room (see Stealth)

Search: Player can search a room, for that, he must do a Search Check. The Search Check require throwing 2d6.

If $2d6 + \text{Finding Level}$ is 12 or more, you find something. Throw 1d6 on the Finding Table. Subtract the value of Luck from the Table from your Finding Level. If your new Finding Level is still bigger than 0, you get the Lucky Item on the table. If your new Finding Level is 0, you get only the Regular Item on the table.

Anything that is not in the Inventory section on the Mission Sheet is used automatically when you find it (like the Medikit). For the rest of items, mark the matching square in the Inventory.

Player can't have more than a throwing weapon at the same time. Katana and Kendo bonus are not added, you can only use one of them (so Kendo is kind of useless if you already got the Katana).

A room can be searched only once.

Get/Leave Weapon: Leaving a weapon in the room, or getting it back has no cost in time. Write or draw the weapon in the room on the Mission Sheet. You can leave only 1 weapon in each room.

Heal: The Ninja can heal his wounds through meditation. He will recover all the HP, but it will require 5 time.

Get Disk, Use Computer/Remote, Get on Motorbike/Helicopter: Each of those interactions with the mission elements cost 1 time.

Stealth + Action: If there are enemies on the same room as the player, it's not yet an automatic combat. The player can still act without engaging the enemy, spending 2 extra time for each action, and fulfilling a Stealth Check for each action. So, if the player reached the Computer Room and there is an enemy, the player could still use the computer (2 time for stealth + 1 time of using computer) and after that leave the room undetected (2 time for stealth + 1 time for movement).

You can even use Stealth + Combat to start the combat with an enemy. The combat will follow the same rules, but the enemy won't attack you back during the first round. If the player fail the Stealth Check, or if he try to do any action (even going back to the previous

room) without Stealth, the player will enter in Combat with all the enemies on the room.

Combat: The combat is composed by turns, and each turn cost 1 time. In one turn first attack the ninja, doing d6 damage to the enemy that he choose, then all the enemies on the room make a fixed amount of damage, depending on the stats of that enemy (check Enemy Table).

Katana or Kendo make 1 extra damage on each attack (kendo only during for 10 attacks, before it breaks). The ninja can also use throwing items in any moment. The attack always hit, and make a fixed amount of damage to the enemy (depending on the type of item).

Aside of attacking, there is another option for the Ninja, during of a Combat, that is Run Away. If the player decide to run away, the enemies will do the damage of that turn, but the player will enter in Run Away.

Run Away: When in combat, the Ninja can Run Away in order to try to escape from the enemies. During Run Away, the only that the Ninja can do is to Move/Use Elevator or Getting/Dropping Weapon (that has no time cost). But they can't do any other action, like use computers, get action disks, stealth, or even using the motorcycle or the helicopter.

Each time that the player Move to a new location meanwhile is on Run Away, there is an Encounter Check, even if the room has already been visited before.

The enemies will follow Ninja to the new location, the only way to successfully escape from the enemies is to use an elevator. In this case, Run Away mode ends and the pursuing enemies will remain in the room of the elevator.

If there are more than one enemy in the room, Ninja can't Run Away. If the Ninja was already on Run Away and now there are more than one enemy in the room, he can't Move (he still can use the Elevator to escape, if there is one on the room) until he enter in Combat and finish with all enemies except one.

Encounter Check: Player do an encounter check each time that he visit an unexplored room or when he move to another room being in

Run Away. Each time that you do an Encounter Check, Alert Level is increased in 1 (check one square in the section Alert Level on the Mission Sheet).. The Encounter Check require throwing 2d6. If 2d6 + Alert Level is equal or more than the Alert Trigger, there is an enemy in the Room. Your Alert Level go back to 0 (erase all squared checked in Alert Level).

If there is an enemy in a Room, throw 2d6 in the Encounter Table and select the enemy depending on the dice result and the Sector of the Room

Missions

1: PROOF OF CONCEPT

Countdown 30 Minutes. Alert Trigger 16. 4 Enemies/Sector. Infiltrate through Access Point 2, get one Code Disk and Escape through Access Point 5.

2: SMALL INCURSION

Countdown 40 Minutes. Alert Trigger 15. 5 Enemies/Sector. Infiltrate through any Helicopter Access, get one Code Disk on each Sector and Escape through any Motorcycle Access.

3: GATHERING DATA

Countdown 50 Minutes. Alert Trigger 15. 5 Enemies/Sector. Infiltrate through any Access, get a total of 5 Code Disk, enter them on any Computer and Escape through any Access.

4: CHECK ALL SECTORS

Countdown 50 Minutes. Alert Trigger 15. 5 Enemies/Sector. Infiltrate through any Access, get two Code Disk on each Sector, introduce it through any Computer and Escape through any Motorcycle Access. Only 4 elevators of each type are operative.

5: IN AND OUT

Countdown 60 Minutes. Alert Trigger 14. 6 Enemies/Sector. Infiltrate through any Access, get the Code Disk number d6 on each Sector, introduce it through Computer d6 and Escape through the same access where you enter. Only 4 elevators of each type are operative.

6: DESTROY THE ROBOTS

Countdown 60 Minutes. Alert Trigger 14. 6 Enemies/Sector. Infiltrate through any Access, Kill one Robot Guard, use remote d6 to activate the exit and escape through a Helicopter Access. Only 4 elevators of each type are operative.

7: GATHERING MORE DATA

Countdown 70 Minutes. Alert Trigger 14. 6 Enemies/Sector.

Infiltrate through any Motorcycle, get 6 Code Disk, introduce it through Computer d6 and Escape, use remote d6 to activate the exit and escape through a different Motorcycle Access. Only 3 elevators of each type are operative.

8: EXPLORE THE CAVE

Countdown 60 Minutes. Alert Trigger 14. 6 Enemies/Sector. Infiltrate through any Cave Access, get all 6 Cave Disks, introduce then in Computer 6, use Remote 5 to activate the exit and escape through any Cave Access. Only 1 elevators of each type are operative.

9: DECIMATE ENEMY FORCES

Countdown 90 Minutes. Alert Trigger 14. 6 Enemies/Sector. Infiltrate through any Access, Kill 10 enemies. Escape through any Access. You can't keep alive any enemy that saw you.

10: TIMED ESCAPE

Countdown 70 Minutes. Alert Trigger 14. 6 Enemies/Sector. Infiltrate through any Helicopter entry. There are 3 Code Disk in each Sector, you need to get 2 from each Sector, introduce it through d6 Computer. Use remote d6 to activate the exits during 10 minutes, and Escape through any Access in that timeframe. Only 4 elevators of each type are operative.

11: ACTIVATE THE ELEVATORS

Countdown 70 Minutes. Alert Trigger 14. 6 Enemies/Sector. Infiltrate through any Access. All the elevators are deactivated. Use the 6 Computers. Each one will activate 1 elevator of each type (at your choice). When all the Elevators are activated, leave through the same Access that you used to enter.

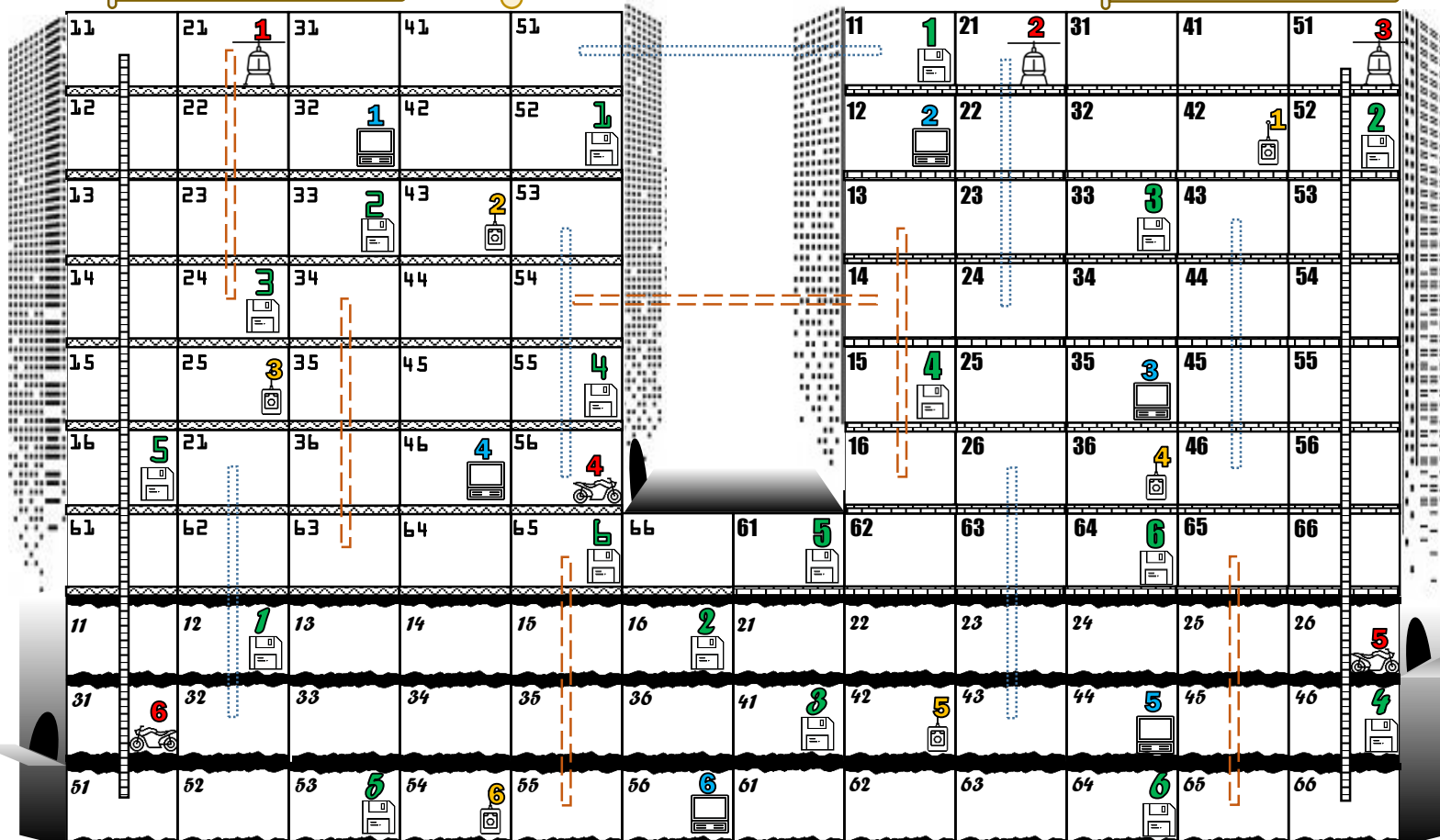
12: SECURITY INCREASING

Countdown 80 Minutes. Alert Trigger 14. 6 Enemies/Sector. Infiltrate through d6 entry. For each of the 3 Sectors, Get 3 Code Disk on that Sector, and introduce them in a computer of the same Sector Alert Trigger will reduce in 1 each time you use a computer. Escape through d6 Access. Only 3 elevators of each type are operative.

NINJA MISSION

TECH SECTOR

CORPORATE SECTOR



CAVE SECTOR

Finding Table

d6	Luck	Regular Item	Lucky Item
1	3	Alert Level -3	Alert Level = 0
2	5	Stone	Knife
3	7	Wrench	Shuriken
4	9	Knife	Grenade
5	11	Medical Kit, Heal 5 HP	Charm (if repeated, Medical Kit)
6	13	Kendo	Katana (if repeated, Shuriken)

FINDING LEVEL	5	10	15	20

Each time that you move in unexplored room, Finding Level get a +1. When Search, if 2d6 + Finding Level >= 12, you find something. Throw d6, subtract Luck value from Finding Level. If Finding Level still bigger than 0, you get Lucky Item. If it's 0, you get Regular Item

COMBAT & RUN AWAY

If there are enemies, Player can choose Combat or Stealth + Action to do that action undetected. If fail Stealth, enter Combat. In Combat, each turn Player do 1d Damage to an enemy, enemies do fixed Damage. Player can use a throwing item in any moment. Player can run away if there is only 1 enemy. The enemy will follow the Player, so Player can only Move or Use Elevator. Using an elevator means escaping. The enemy will remain in the room of the elevator.

Enemy Stats Table

Enemy	HP	Damage	Stealth
Guard	8	2	3+
Dog	4	3	5+
Alarm Bot*	6	1	4+
Elite Guard	12	3	4+
Robot Guard	16	2	6+

*increase menace level +1 each turn of combat or runaway

Encounter Table

2d6	Tech Sector	Corporate Sector	Cave Sector
2-3	Elite Guard	Guard + Dog	Robot Guard
4-5	Guard	2 Guards	Guard
6-7	Alarm Bot	Guard	Dog
8-9	Guard + Dog	Dog	2 Guards
10-11	Robot Guard	Elite Guard	Guard + Dog
12	Robot Guard + Alarm Bot	Robot Guard	Robot Guard + Guard

ALERT LEVEL	5	10	15	20

Encounter Check in each unexplored room or any room where you move while in run-away. Alert Level +1. Each Encounter Check, if 2d6 + Alert Level >= Alert Trigger, you have a Random Encounter. Throw 2d6 on Encounter Table, depending on the current Sector, to select the Enemy. Alert Level is back to 0

ALERT TRIGGER

ENEMY MARKERS

GUARD	GUARD	GUARD
GUARD	DOG	DOG
ELITE GUARD	DOG	ALARM
ALARM	ROBOT GUARD	



Access Points
Elevators (blue/orange)
Stairs (no elevator)
Disk
Computer
Remote



INVENTORY

ONLY ONE AT SAME TIME

- ☐ STONE: 3 Damage
- ☐ WRENCH: 4 Damage
- ☐ KNIFE: 6 Damage
- ☐ SHURIKEN: 8 Damage
- ☐ GRENADE: 12 Damage All Enemies
- ☐ CHARM: Heal spend 3 time
- ☐ KATANA: +1 Damage all attacks
- ☐ KENDO: +1 Damage on 10 attacks

Action Time Cost Table

Combat	1 time each turn
Move, Use Elevator	1 time
Stealth	+2 time to action
Search	1 time
Heal	5 time
Use Computer, Get Disk	1 time
Leave/ Get Weapon	No cost

Special Rules Table

Tech Sector	+2 Finding Level on new rooms (instead of 1)
Cave Sector	+1 in Stealth Checks

MISSION BRIEFING

- ☐ ENTER THROUGH _____ ACCESS POINT
- ☐ RETRIEVE _____ DISKS (IN TOTAL / IN EACH SECTOR)
- ☐ KILL _____ (ENEMY TROOPS / _____)
- ☐ ENTER DISKS ON COMPUTER NUMBER _____
- ☐ USE REMOTE CONTROL NUMBER _____ TO OPEN EXIT
- ☐ EXTRA: _____
- ☐ ESCAPE THROUGH _____ ACCESS POINT

TIME BAR

	180
	175
	170
	165
	160
	155
	150
	145
	140
	135
	130
	125
	120
	115
	110
	105
	100
	95
	90
	85
	80
	75
	70
	65
	60
	55
	50
	45
	40
	35
	30
	25
	20
	15
	10
	5
	0

GAME OVER