



OPTIONAL RULES GAZETTE

Wuhan-Baxter Internal Use Only

EXECUTIVE

Starting Health: 3

Skills:
GUILF, SEARCH, SNEAK

+1 to any Career skill

Aware: 1

Job:
Act in the best interest of The Company.

Collaborate to achieve goals (DRIVE is awarded regardless of outcome).

Team Stress:
Other Employees take STRESS when the Exec fails GUILF or chosen Career rolls

Loadout:
Override Key - [1 Use, Secret] Overrides one Company system/device/door

1 Piece of equipment determined by chosen Career skill

Some operations require extra oversight by Executive level field agents. These "Suits" accompany teams on sensitive or high clearance missions.

The Exec knows 1 secret about the mission (determined by the GM) that the other Employees do not. If exposed; +2 Stress and roll burnout. Every time an Employee learns your secret, they take 2 Stress.



PERKS

Company Suit
+1 to all rolls made when dealing with The Company or Company employees directly.

Slimy
1/hour, +GUILF to any roll. This effect can stack.

Not My Problem
Ignore STRESS taken from Employees failing Career rolls.

"We suffered heavy losses but the cargo is secured and loaded. Wheels up in five. You owe me a drink after this one, Control."
Final Transmission of Sam Davis, Executive, Emerging Biotech Div.

PERSONAL ITEM (1d10)

1	Brass Pencil
2	Business Card Case
3	Expensive Watch
4	Heavily Redacted Document
5	Patch "WB"
6	Tinted Glasses
7	Engraved Cuff links
8	Yellow Legal Pad
9	Metal Comb
10	Company ID Badge



NAME _____

CAREER CAREER

HEALTH **STRESS** **DRIVE**

3

SKILLS

BODY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DODGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIRST AID	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GUILF	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HACK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REPAIR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RESEARCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SEARCH	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SNEAK	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AWARE

☒ ☐ ☐

JOB

Act in the interest of The Company

Collaborate to achieve goals.

CAREER

COMBAT	<input type="checkbox"/>	<input type="checkbox"/>
ENGINEER	<input type="checkbox"/>	<input type="checkbox"/>
MEDICINE	<input type="checkbox"/>	<input type="checkbox"/>
SCIENCE	<input type="checkbox"/>	<input type="checkbox"/>
TECH	<input type="checkbox"/>	<input type="checkbox"/>

PERKS

TEAM STRESS

Other employees take stress when the Exec fails GUILF or [Career] rolls

EQUIPMENT

EMPLOYEE OPTIONS

PERKS

Rabbits Foot

You have a lucky charm you keep close. Once per hour, add +1 to an Unskilled roll. If you roll a 1 on the die for such a roll, lose your charm and this perk.

Fast Track

You've earned the attention of someone (or something) important and they're pulling the strings. Once per mission you can lower the difficulty tier of a roll by 1.

Monster Hunter

+1 FIGHT against monstrous enemies. -1 STRESS from monstrous sources.

Eerie Insight

You sometimes know things, and you don't know why. Once per mission, you can automatically succeed on a roll to learn something, and take +1 STRESS.

Paranoia

+1 to AWARE rolls. +1 STRESS from all failed rolls.

ARC Veteran

Once per hour, remove 1 STRESS.

Multidisciplinary

+1 to a Career Skill of your choice. You may upgrade the selected Skill as normal. Failing a check of this Skill gives Team Stress.

Specialist

Choose a Skill. Once per mission, automatically succeed a check for this Skill of any difficulty. This Perk can be taken more than once but must be assigned to a different Skill each time.

ITEMS

Items recovered from missions (that aren't confiscated by The Company) can be equipped and used later. Further, at the GM's discretion, Drive can be invested in items to represent a modification or customization. Some examples include:

Item	Cost	Effect
Signature Weapon	2 Drive	+2 COMBAT w/weapon.
Scope	1 Drive	Double Weapons Range
Extended Magazine	1 Drive	Double Shots Before Reload
Shock Knife	1 Drive	+1 DMG/AWARE 0 for 1 Turn
Advanced Drone Scan	2 Drive	Drone Scans through walls out to 100ft using thermal imaging.
Modified Datapad	2 Drive	+2 to HACK. Reroll 1 HACK check/hour
Custom Toolset	2 Drive	+2 to REPAIR. +1 to COMBAT
Experimental Hypo	2 Drive	+2 to FIRST AID Patient: -1 STRESS
Bespoke Field kit	2 Drive	+2 to RESEARCH. Automatically capture small specimens.

MISSIONS

Mission Parameters

In order to make sure our Manager's are best equipped to fulfill their role, we have compiled an expanded list of guidelines and parameters to help in the fabrication of ARC division missions.

The Company's Role

WB is consistently engaged in research projects of weird and unearthly natures, with a near limitless budget. These projects tend to have negative outcomes which is where ARC teams come in. An ARC team's main goal is always to protect and secure company property. This goal takes precedent over all others. The property they are there to protect represents a significant investment, and it would be unacceptable to lose it.

Timelines And Clocks

When designing missions, a timeline of events that occurred before the ARC teams arrival can be helpful in placing variables and clues. Likewise, a timeline of what will happen if the team does nothing can be a handy road map for the GM when used in conjunction with Clocks (MM pg. 04).

A Job For Everyone

Careers and their Jobs are designed to focus on certain aspects of a mission. Create challenges for every career to engage with and excel at. This will inevitably lead to conflict between Employees in regards to their priorities and time management. Use career specific challenges as an opportunity to let these tensions arise naturally. Creating situations that would benefit from multiple careers cooperating together can help ease some of this tension and provide instances for Collaboration (EH pg. 03).

Avoid having mission progression rely on a single Career's skill set and be sure to provide alternate paths to mission success in case of catastrophe or untimely death.

You Can't Win Them All

Teams are often faced with realities and truths that they are not equipped to handle much less comprehend. These situations are a core part of The Company and should be harrowing, leading to rash decisions in the face of doom. Create variables that take more than brute force to defeat and situations that require great sacrifice to overcome or where running away isn't the worst option.

Above Your Pay Grade

Missions don't need to tell the whole story of what happened (there usually isn't enough time). Focus on need-to-know info in the moment. Hide larger exposition behind time consuming skill rolls or searches in order to give these pursuits stakes and encourage conflict. Teams very rarely get away with the whole story and their lives.

Hard Work Pays Off

Employees should earn DRIVE (EH pg. 06) rewards for completing specific tasks during the mission beyond survival. The GM should assign these bonuses after mission completion.

Quickfire Variable Creation

Assign each of a variable's traits from a pool of 01, 02 and 03. Then give the variable an object, weapon or power as determined by the situation. This method is good for creating variables on the fly that have well defined strengths and weaknesses.

CAMPAIGN PLAY

DUTY CALLS

While survival is awarded, its only a matter of time before the next mission comes along. For GMs running campaigns, below are some optional rules to help facilitate longer play:

BURNOUT RECOVERY

Keep track of every time Employees BURNOUT. After a mission, assign Employees 1 STRESS for each BURNOUT. Employees must use Connections and Downtime to reduce this STRESS or they begin the next mission with it.

DOWNTIME

Company policy is to give ARC teams 2 weeks off after a mission but this isn't always possible. During Downtime, Employees are naturally relieved of 1 STRESS per week. Engaging in activities like research, tinkering or learning can relieve an additional 1 STRESS per week (also may provide DRIVE or other rewards determined by the Game Manager).

CONNECTIONS

The people in Employees lives that help to relieve STRESS through their interactions are Connections. These people can be family members, friends or even other members of their team. The closer a connection, the more STRESS they can help to relieve. Spending time with connections allows Employees to remove as much STRESS as they would like, up to the Connection's STRESS Limit. A Connection relieves their own STRESS at the same rate as an Employee (1/Week). If a Connection's STRESS limit is reached, that Connection is severed and the Employee can no longer use that connection to relieve STRESS.

Close Friends/Family	10 Stress	*Time spent with teammates outside of a mission relieves 1 STRESS for all Employees involved. These Connections cannot be severed.
Friends	7 Stress	
Acquaintances	4 Stress	
Teammates	1 Stress*	

LEAVING THE COMPANY

Employees may find that they no longer wish to pursue The Company's interests. This presents the opportunity for teams to become Independent Contractors. Perhaps they now sell their services to a rival company, or are attempting to expose WB by infiltrating their operations. Teams will have less access to company supplied resources but may find new and unique allies outside the job.

EXPANDED BURNOUT

If an Employee initiates a BURNOUT roll with 20+ STRESS, roll 1d10 on this table instead of the normal BURNOUT table.

1	DEATH
2	-2 HEALTH; +1 Light weight item
3	DEATH
4	-2 HEALTH; -5 STRESS
5	DEATH
6	-2 HEALTH; Instantly take 2 actions
7	DEATH
8	-2 HEALTH; Employees present remove half their STRESS
9	DEATH
10	-2 HEALTH; +2 to all rolls until end of mission