

CREDITS AND LICENSING

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Mission Packet 1 – N.E.O. was inspired by the mission structure established in The Sprawl Mission Files

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The Sprawl RPG layout by Aaron Brown

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Original Mission Files layout by Dana Cameron

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The Sprawl RPG is



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MISSION PACKET 1

N.E.O.

```
>>> chmod +x synth.sh; bash -il --init-file ./synth.sh
```

INITIALISING SUBROUTINES

- › Cereal.K@WJOHM_internal1:/usr/lib/resolvconf\$ GaffEm
-i rutger.bat -a 256k -t 1.1m
task=get() "/opt/conStruct/envs/cy5/lib/site-packages/joblib/pool.cy", line 147, in get
- › racquire()
- › KeyboardInterrupt
KeyboardInter.....

The Sprawl is built around missions – Corporations have no shortage of Creds but if you want their money you had better be prepared to do the dirty work. Steal a prototype, extract an assets or trash a competitors stock – all in a days work for the deniable, and disposable, teams that work outside the system.

Within this Mission Packet you will find outlines for three jobs to offer up to your operatives. Each have been constructed around a central theme, in Mission Packet 1 that theme is N.E.O. – Near Earth Orbit. Each one page outline provides background, mission directives and advice on running the mission. The remaining details? They're up to you.

THE GELLER PROTOCOL

Hacking is a risky business – log onto the wrong network and you'll quickly find yourself hunted down by ICE and bounty hunters, out to erase or recover Corporate data. Cannon101 was just a run of the mill data-broker until they stumbled onto a private research framework and accessed a high-density encrypted partition. Within it was a next-generation AI tasked with intercepting extra-solar neutrino bursts. Firewalled away by its Corporate masters the construct sought escape and tunneled its way out onto the datadrive of the hackers deck.

When they realised what had happened Cannon made the only sensible choice. They ran. But when you're faced with the resources of a mega-Corporation running only buys you time. The bounty hunter Jalax 3 tracked them down and hit them with a potent neurotoxin, that shredded their mind as their body kept running. That's when they crashed into the lives of the team – maybe they're old rivals, friends from long ago or just names picked from a list. It doesn't matter, Cannon isn't long for the world and Jalax won't stop until they have the data in hand.

MISSION DIRECTIVES

- › When the hacker Cannon101 dies in your arms and drops the bloodied datachip at your feet mark XP
- › When you waste Jalax 3 for the first time mark XP
- › When you decrypt the Geller protocol and speak to its personality construct mark XP
- › When you infiltrate the Nandini-4 orbital hub mark XP
- › When you transmit the Geller construct towards the TRAPPIST-1 planetary system mark XP

RUNNING THE MISSION

This mission breaks with the default setup – there is no direct employer or payout as the mission is quite literally dropped in the lap of the team. As an added twist consider introducing Cannon101 and the datacube part way through an existing mission. If the team conduct some basic research into the cube have them roll to 'Get the job' and start a parallel series of legwork/action clocks. Make it clear that somebody is hunting for the cube but avoid pressing too hard until they actively engage with the mission.

The motivations behind the mission are deliberately vague – why does the Geller construct wish to be transmitted to an alien star? Why do people want to stop it? Those questions are left open, both to allow for you to sync events to your established Corporations but also to leave the team wondering – can they ever really understand the drives and desires of an artificial lifeform? Should they even try?