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THE DOWNTOWN DATAHEIST

CONTINUE? [Y/N]

ARDENS LUDERE



POWERED BY THE
APOCALYPSE

The Downtown Dataheist,

a supplement for *The Sprawl*

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WHAT ARE WE LOOKING AT HERE?

The Downtown Dataheist is a two-hour quickstart mission for *The Sprawl*. This mission uses pregenerated corporations, a cut down version of character creation, an abbreviated Legwork Phase in which the players will quickly create the facility they are about to infiltrate, and a timed planning phase. Then it's all Action.

This mission was originally created for two-hour Games on Demand slots at Gen Con. Try to give it a test run before you commit to a two-hour slot: keep track of how long each part takes and adjust your time management next time you run it if necessary.

WHAT [GEAR] DO I NEED TO PREP?

It is a framework for play, not an abbreviated set of rules. It assumes that you own and have read *The Sprawl*. As well as the general rules, you should make sure you are familiar with:

- » Chapter 9: Running *The Sprawl* (especially pp.168-176 and 187-191)
- » Chapter 10: The First Session (especially the section on One-Off Missions on p.200)

In addition, you'll need:

- » an MC (probably you!)
- » 2-4 players
- » all the usual playbooks and move sheets
- » enough copies of the Mission Briefs in this document to allow each player to look at their own while they create characters and during play.
- » a space to collaboratively draw a map
- » some kind of timing device. I use my phone.

HERE'S HOW THIS IS GOING TO WORK...

1. **Briefly discuss cyberpunk and establish tone.** Just like in a regular game of *The Sprawl*, an important part of your prep is to dream cyberpunk dreams. Don't spend as long on this as you usually would. This is a quick-play version, so spray the table with imagery and go.
2. **Describe the five corporations.** Read out or summarise the [Corporate Overview](#) section below (p.5). Print it out so that everyone can look at it during play.
3. **Choose playbooks.** Describe the playbooks in a sentence or two. The simplest way is to read out the summaries on p.69 of *The Sprawl*. If there are some playbooks that you don't like, don't get, or don't think are appropriate for the mission, leave them out. Unless someone knows the game and really wants to play it, I leave out the Reporter. Have the players choose from the available playbooks.
4. **Choose Mission Briefs.** Read out the italicised introductory paragraph for each Mission Brief. Have the players choose from the available Mission Briefs.
5. **Make characters.** The players make their characters and the MC asks questions as they do so. Follow Steps 2 to 6 of the usual character creation procedure:
 - » Step 2: Name and Describe Your Character
 - » Step 3: Assign Stats
 - » Step 4: Choose Cyberware
 - (Ask Question 1 only: "Why did you get part of your body cut out and replaced with electronics?")
 - » Step 5: Choose Playbook Moves
 - » Step 6: Choose Gear

That means the players are omitting:

- » The second cyberware question in Step 4 (How did you afford to have someone cut out part of your body and replace it with electronics?) This is covered by the Mission Briefs.
- » Step 7: Consider Background and Contacts.
- » Step 8: Choose Directives.

Steps 7 and 8 are important for connecting the character to the wider world. There is far less time to dwell on these connections in a two-hour game. You should be aiming to keep the session fast, action-packed, and focused on the corporate intrigue baked into the Mission Briefs. Players who are particularly interested in these aspects will develop them for their characters anyway.

- » Step 9: Links. This is replaced by a section on the Mission Brief.

If you're worried about time, you can partially generate characters by filling out parts of the playbooks and omit the relevant step. A good choice for this is Step 3: Assign Stats, in part because it will save you from having to explain the stats in detail while the players are creating their characters.

6. **The Job.** The MC describes the meeting with Ms Singh. Have the players introduce their characters to the group as part of this scene. Ask them questions to establish their characters:

- » Who arrives first?
- » Who arrives last?
- » Who does the talking?
- » Who scopes out the security?
- » Who is studying Ms. Singh.

Stick to a single follow up question. You want to be finishing this scene no more than 30-45 minutes after you started. You can start describing this scene and asking these questions while the players are creating their characters.

7. **Create Links.** After all the characters have been introduced, each player writes in two other characters in the Links section of their Mission Brief and asks or answers any relevant questions.

This structure reduces Step 9: Links to something more like Bonds from Dungeon World.

8. **Legwork.** One at a time, the players make any playbook moves that trigger "before the mission", then describe and roll for their Legwork. Draw the facility on a shared map that everyone can see. The MC tracks the Legwork Clock and records the strengths and weaknesses of the facility.

9. **The Plan.** Once everyone has done some Legwork, the MC should quickly summarise the strengths and weaknesses of the team and the facility. Then show the players the Mission Directives. They mark experience for the first. Then set a five-minute timer for the second directive. Make sure all the players can see the current time on the timer

For a convention one-shot, have the characters take an advance when they mark five experience. You might think that marking one experience wouldn't be enough to motivate a team to make a plan in less than five minutes. I was surprised to find that almost every group I've run this for to date has made a plan in less than two.

10. **Begin the mission.** Start playing out the dataheist! After each player has had at least one scene, start having them each frame flashbacks to reveal their secrets. See "The Catch" on the Mission Briefs.

MISSION PROTOCOLS: THE DOWNTOWN DATAHEIST

OVERVIEW

The team are hired by Ms. Singh to steal a data file from a Downtown research facility. Once they have the file, they are to call Ms. Singh for instructions on where to exchange the file for their payment.

This section presents the mission in the standard format for missions in *The Sprawl*.

PEOPLE AND PLACES

Ms. Singh is a corporate fixer employed by HelixTec. She is professional, efficient, unflappable, Canadian, and definitely not hiding anything. Unless she is.

Vizer Hakim is a major underworld figure. When a character crosses him, ask another player which of part of his enemies he keeps when he has them killed.

Yihdego and **Gidey** are a pair of Ethiopian twins; highly trained assassins, their stylish European fashions conceal all manner of bladed and barrelled death. Their loyalty to their employer is only exceeded by their loyalty to each other.

Simon Hicks leads his corporate strike team because he's the best. Too good in the shadows to be promoted into the light. He hates it and is actively looking for a way out.

Wolfgang al-Awil is a freelance asset with a score to settle. Who with? The characters better hope it's not with them! They've all heard of him. When he shows up, ask the players what their characters have heard. Decide if it's true.

Ms Singh is the team's employer, the rest of these characters can be slotted in as needed.

Prep by creating a few more. Look at the characters' links questions for inspiration.

QUESTIONS

- » *Hunted by Shanghai Security*
 - A member of your old team who you thought was dead is in the facility. What are they doing?
 - A Shanghai Security Strike Team is in the facility. Have they seen you?
- » *Hunted by Solar Investments*
 - A few days ago, a fixer asked you to recover a file from this facility. Who is the fixer and do you trust them? *When you recover the file, mark experience.*
 - The paydata you stole from Solar Investments will cause a complication in the current mission. What is that complication?
- » *Owned by HelixTec*
 - One of your team knows that you were involved in planning this job with Ms. Singh. Which other character knows and how did they find out? Ask them why they don't trust Ms. Singh.
 - One of your team knows that this is a HelixTec job. Which other character knows and how did they find out? Ask them what they know about the mission that you don't.
- » *Owned by Ecuadine Petrochem*
 - Your handler at Ecuadine gave you a code chip to run on the facility's server. What happened last time you did this? *When you run the code chip, mark experience.*
 - You are keeping this job secret from your Ecuadine handler. Why?
- » *Owned by Existence Entertainment*
 - Describe the object or event that triggers the flashback and describe what new information you remember about your history with Existence Entertainment.
- » *Independent Operative*
 - A contact wants you to plant evidence in the facility to incriminate a rival. Who is the contact? Who is the rival? What are you planting? *When you plant the evidence, mark experience.*
 - A corporation is leaning on you to sabotage the mission. Which corporation? What leverage do they have over you?

Rather than a set of questions for the MC to consider as they prep and run the mission, these are the questions that the players will answer for their characters when they frame flashbacks (see "The Catch" on each Mission Brief).

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LEGWORK CLOCK

1500	The team is making some noise, but nothing serious... yet.
1800	Existence Entertainment hears vague rumours.
2100	Existence Entertainment hears definite, but unconfirmed rumours. The opposition clock starts at 1500.
2200	Existence Entertainment has reliable information about the time of the run and has alerted the facility. The opposition clock starts at 1800.
2300	Existence Entertainment has reliable information about the team and prepares to strike any team members who don't infiltrate the facility. The opposition clock starts at 2100.
0000	The team is precisely identified. Advance the target's threat clock.

ACTION CLOCK

1500	Facility security is wary and suspicious.
1800	Facility security are on edge and alerted.
2100	Existence Entertainment deploys indiscreet security measures.
2200	Existence Entertainment calls in external drone support.
2300	Existence Entertainment deploys additional military-grade forces and locks down the facility.
0000	Further vehicular support and security teams.

MISSION DIRECTIVES

- » When you accept the job, mark experience.
- » If you finish making the plan within five minutes, mark experience.
- » When you infiltrate the facility, mark experience.
- » When you secure the datafile, mark experience.
- » When the mission ends, mark experience.

RUNNING THE DATAHEIST

This is an improv heavy mission. The players will create the facility and its security forces, perhaps even the surrounding area. Make sure they stick to a cyberpunk tone, but otherwise roll with what they give you. As they make their plan, make a few notes on potential complications to insert if they miss their rolls.

Prepping for this style of mission involves dreaming cyberpunk dreams and thinking of the kind of things you'd like to see happen. Write down a few snapshots that you can build from as required: black clad corporate soldiers rappelling from VTOL panzers; Black ICE in the form of the sphinx scattering waves of sand as it aims deadly blows at a hacker; the ominous glint of server lights reflecting in chrome eyes; etc. Create a few NPCs that you can slot in: a CFO with a secret career as an underground fighter; a skateboarding corporate hacker with an enormous ego and all the tech money can buy; a rival team after the same data file.

Think of some options for the endgame. If the team gets in and out quick and you still have some time, throw in a final twist at the meet with Ms Singh. What is Ms Singh's security detail like? What kind of force might another corporation exert to disrupt the meeting and steal the data file? Be prepared to adapt these depending on how the mission goes.

The key to all the prep is to make it specifically cyberpunk, but not specifically attached to a given faction or goal. Look at the People and Places listed above; leave your prep general enough to attach to any of the corporations or threats that enter play.

HACKING THE DATAHEIST

Hack this quickstart mission by writing new corporations or new mission briefs or by modifying the Legwork or The Catch sections of the Mission Briefs.

CORPORATE OVERVIEW

SHANGHAI SECURITY (MILITARY AND HEAVY INDUSTRY)

Shanghai Security are an Anglo-Chinese military-industrial megacorporation. They have active defense contracts with half the world's governments and are actively attempting to undermine the other half through covert operations or outright warfare.

HELIXTEC (GENETICS, CYBERNETICS, MILITARY ENHANCEMENTS)

HelixTec got their start with genetic sequencing and have expanded to sit at the bleeding edge of cybernetics research. Their elite paramilitary units have the best cyberware around and they regularly test their new models in covert operations in those regions where Shanghai is destabilising non-compliant governments.

SOLAR INVESTMENTS (FINANCIAL OPERATIONS AND EXCLUSIVE RESIDENCES)

Solar Investments are a financial conglomerate who operate exclusive orbital habitats both for data security and as exclusive communities for the ultra-wealthy.

ECUADINE PETROCHEM (OIL, MINING, HEAVY INDUSTRIES, EXPANDING UPWARDS)

Ecuadine Petrochem are an oil and mining conglomerate in the process of building a space elevator as part of their expansion into asteroid mining. This project is a major threat to Solar Investments' domination of near-earth transport and habitat construction.

EXISTENCE ENTERTAINMENT (VIRTUAL MEDIA AND SIMSENSE)

Existence Entertainment focuses on cyberspace and media, especially simsense, recorded sensory experiences. They are world leaders in the theory and application of corporate propaganda and memetic hacking, and thanks to widespread simsense abuse, their slogan "It's better than real life!" is all too true for many users.

MISSION DIRECTIVES

- » When you accept the job, mark experience.
- » If you finish making the plan within five minutes, mark experience.
- » When you infiltrate the facility, mark experience.
- » When you secure the datafile, mark experience.
- » When the mission ends, mark experience.

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YOU ARE HUNTED BY SHANGHAI SECURITY

Shanghai Security are an Anglo-Chinese military-industrial megacorporation. They have active defense contracts with half the world's governments and are actively attempting to undermine the other half through covert operations or outright warfare.

The more tours you served with Shanghai, the more you realised that you'd signed up for indentured servitude, not employment. So, when the Miami job blew up in everyone's face, you figured you'd lie low for a while and pretend to be as dead as the rest of your team. Turns out Shanghai Security has a damn fine Intel division. They know you're alive and they want their asset back.

LINKS

You worked with _____ in Bolivia. What was the job? Take +1 Links with them.

_____ helped you out on an extraction in Vladivostok. Take +1 Links with them. Describe how they were crucial to the mission.

THE JOB

Your team was assembled by Ms. Singh to steal a data file from a research facility in the Downtown area. Once the team has the file, you are to call Ms. Singh for instructions on where to exchange the file for your payment.

LEGWORK

You spent a few days preparing for this job. Describe how you discovered useful information about the facility.

- » If you are physically snooping, roll Edge.
- » If you are researching electronically, roll Mind.
- » If you are knocking heads together, roll Meat.
- » If you are talking to people, roll Style.

10+: Describe one aspect of the facility and a critical security weakness that exists there. Take [intel] and [gear].

7-9: Describe one aspect of the facility. Take [intel] or [gear]. Choose 1:

- 🔌 A Shanghai Security Intel team has been watching you.
- 🔌 Describe how your investigations alerted the facility's security team. Advance the Legwork Clock.
- 🔌 Describe an aspect of the facility's security that will make the job harder.

6-: All of the above happen. Take [intel].

THE PLAN

The MC will describe the strengths and weaknesses of the facility and frame a planning montage. Together with your teammates, make a plan for how you will get into the facility and steal the file.

THE CATCH

When the MC has you frame a flashback, pick one of these to be true and incorporate it into the flashback you describe, answering the question as you do:

- 🔌 A member of your old team who you thought was dead is in the facility. What are they doing?
- 🔌 A Shanghai Security Strike Team is in the facility. Have they seen you?

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YOU ARE HUNTED BY SOLAR INVESTMENTS

Solar Investments are a financial conglomerate who operate exclusive orbital habitats, both for data security and as exclusive communities for the ultra-wealthy.

Boring security assignments on cramped orbital habitats gave you a dangerous amount of time to think. Dangerous, because your thoughts always came back to how easy it would be to run an inside job. All that paydata sitting around was just too tempting in the end. Now that you're independent, life is far more interesting—the Solar Kill Teams make sure of that.

LINKS

How did _____ help you get out with the paydata? Take +1 Links with them.

_____ helped you fence it. Take +1 Links with them. What was the biggest obstacle to getting paid?

THE JOB

Your team was assembled by Ms. Singh to steal a data file from a research facility in the Downtown area. Once the team has the file, you are to call Ms. Singh for instructions on where to exchange the file for your payment.

LEGWORK

You spent a few days preparing for this job. Describe how you discovered useful information about the facility.

- » If you are physically snooping, roll Edge.
- » If you are researching electronically, roll Mind.
- » If you are knocking heads together, roll Meat.
- » If you are talking to people, roll Style.

10+: Describe one aspect of the facility and a critical security weakness that exists there. Take [intel] and [gear].

7-9: Describe one aspect of the facility. Take [intel] or [gear]. Choose 1:

- 🔌 A Solar Investments Kill Team is mobile in the area and hot on your trail.
- 🔌 Describe how your investigations alerted the facility's security team. Advance the Legwork Clock.
- 🔌 Describe an aspect of the facility's security that will make the job harder.

6-: All of the above happen. Take [intel].

THE PLAN

The MC will describe the strengths and weaknesses of the facility and frame a planning montage. Together with your teammates, make a plan for how you will get into the facility and steal the file.

THE CATCH

When the MC has you frame a flashback, pick one of these to be true and incorporate it into the flashback you describe, answering the question as you do:

- 🔌 A few days ago, a fixer asked you to recover a file from this facility. Who is the fixer and do you trust them?
When you recover the file, mark experience.
- 🔌 The paydata you stole from Solar Investments will cause a complication in the current mission. What is that complication?

YOU ARE OWNED BY HELIXTEC

HelixTec got their start with genetic sequencing and have expanded to sit at the bleeding edge of cybernetics research. Their elite paramilitary units have the best cyberware around and they regularly test their new models in covert operations in those regions where Shanghai is destabilising non-compliant governments.

If you want the best, you have to work for the best. You did and now you do. Working for HelixTec isn't so bad: you have competent handlers, the pay is decent, and the medical benefits are great. Of course, its harder to turn down jobs that you might find "questionable", but your benefits package has drugs for that.

LINKS

You brought _____ in as an external contractor on a HelixTec job in Manilla. Why? Take +1 Links with them.

_____ ran an op on the HelixTec facility in Sydney that you were working security for. Ask them what they did and take +1 Links with them. How did you come out of that mess looking good?

THE JOB

You and your HelixTec handler, Ms. Singh, assembled this team to steal a data file from an Existence Entertainment research facility in the Downtown area. When you have the file, you are to call Ms. Singh for instructions on where to exchange the file for your payment. Your team does not know that you helped assemble the team, that you know the identity of Ms. Singh, that this is a HelixTec job, nor (initially) that the target is an Existence Entertainment facility.

LEGWORK

You spent a few days preparing for this job. Describe how you discovered useful information about the facility.

- » If you are physically snooping, roll Edge.
- » If you are researching electronically, roll Mind.
- » If you are knocking heads together, roll Meat.
- » If you are talking to people, roll Style.

10+: Describe one aspect of the facility and a critical security weakness that exists there. Take [intel] and [gear].

7-9: Describe one aspect of the facility. Take [intel] or [gear]. Choose 1:

- 🔌 Ms. Singh isn't on the level. Is she running a private op for herself or is this a set-up against the team?
- 🔌 Describe how your investigations alerted the facility's security team. Advance the Legwork Clock.
- 🔌 Describe an aspect of the facility's security that will make the job harder.

6-: All of the above happen. Take [intel].

THE PLAN

The MC will describe the strengths and weaknesses of the facility and frame a planning montage. Together with your teammates, make a plan for how you will get into the facility and steal the file.

THE CATCH

When the MC has you frame a flashback, pick one of these to be true and incorporate it into the flashback you describe, answering the question as you do:

- 🔌 One of your team members knows you were involved in planning this job with Ms. Singh. Who knows and how? Ask them why they don't trust Ms. Singh.
- 🔌 One of your team knows this is a HelixTec job. Which other character knows and how? Ask them what they know about the mission that you don't.

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YOU ARE OWNED BY ECUADINE PETROCHEM

Ecuadine Petrochem are an oil and mining conglomerate in the process of building a space elevator as part of their expansion into asteroid mining. This project is a major threat to Solar Investments' domination of near-earth transport and habitat construction.

You only recently even thought to question the official EP line. When you grow up in a corporate facility, you are raised to see the world in a certain way. In your case, the Ecuadine way. Earth is a giant sack of resources waiting to be used for the benefit of us all. Where "us" are Ecuadine shareholders, executives, and employees. In that order.

LINKS

_____ worked with you in Naples. Take +1 Links with them. What was the best thing about that mission?

You freelanced with _____ in New York. Take +1 Links with them. How did that mission change your perspective on Ecuadine?

THE JOB

Your team was assembled by Ms. Singh to steal a data file from a research facility in the Downtown area. Once the team has the file, you are to call Ms. Singh for instructions on where to exchange the file for your payment.

LEGWORK

You spent a few days preparing for this job. Describe how you discovered useful information about the facility.

- » If you are physically snooping, roll Edge.
- » If you are researching electronically, roll Mind.
- » If you are knocking heads together, roll Meat.
- » If you are talking to people, roll Style.

10+: Describe one aspect of the facility and a critical security weakness that exists there. Take [intel] and [gear].

7-9: Describe one aspect of the facility. Take [intel] or [gear]. Choose 1:

- 🔌 Which other corporation is showing active interest in this facility?
- 🔌 Describe how your investigations alerted the facility's security team. Advance the Legwork Clock.
- 🔌 Describe an aspect of the facility's security that will make the job harder.

6-: All of the above happen. Take [intel].

THE PLAN

The MC will describe the strengths and weaknesses of the facility and frame a planning montage. Together with your teammates, make a plan for how you will get into the facility and steal the file.

THE CATCH

When the MC has you frame a flashback, pick one of these to be true and incorporate it into the flashback you describe, answering the question as you do:

- 🔌 Your handler at Ecuadine gave you a code chip to run on the facility's server. What happened last time you did this? *When you run the code chip, mark experience.*
- 🔌 You are keeping this job secret from your Ecuadine handler. Why?

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YOU ARE OWNED BY EXISTENCE ENTERTAINMENT

Existence Entertainment focuses on cyberspace and media, especially simsense, recorded sensory experiences. They are world leaders in the theory and application of corporate propaganda and memetic hacking, and thanks to widespread simsense abuse, their slogan "It's better than real life!" is all too true for many users.

Sometimes, when the contract is in front of you and the stylus is in your hand, you have no choice but to sign it. Sometimes they convince you it's for the best. Sometimes they make you want to sign it. You don't remember how it went down anymore, but whatever happened, you signed and Existence still owns you.

LINKS

You worked with _____ in Denver. Take +1 Links with them. What did you think of having to pull a simsense star out of a warzone?

_____ brought you in on a job in Santiago. Take +1 Links with them. What memory did this mission bring to clarity?

THE JOB

Your team was assembled by Ms. Singh to steal a data file from a research facility in the Downtown area. Once the team has the file, you are to call Ms. Singh for instructions on where to exchange the file for your payment.

LEGWORK

You spent a few days preparing for this job. Describe how you discovered useful information about the facility.

- » If you are physically snooping, roll Edge.
- » If you are researching electronically, roll Mind.
- » If you are knocking heads together, roll Meat.
- » If you are talking to people, roll Style.

10+: Describe one aspect of the facility and a critical security weakness that exists there. Take [intel] and [gear].

7-9: Describe one aspect of the facility. Take [intel] or [gear]. Choose 1:

- 🔌 What memory did you recover that makes the job harder.
- 🔌 Describe how your investigations alerted the facility's security team. Advance the Legwork Clock.
- 🔌 Describe an aspect of the facility's security that will make the job harder.

6-: All of the above happen. Take [intel].

THE PLAN

The MC will describe the strengths and weaknesses of the facility and frame a planning montage. Together with your teammates, make a plan for how you will get into the facility and steal the file.

THE CATCH

When the MC has you frame a flashback, describe the object or event that triggers the flashback and describe what new information you remember about your history with Existence Entertainment.

Consider:

- 🔌 your recruitment
- 🔌 life before Existence
- 🔌 missions for Existence
- 🔌 people you had forgotten
- 🔌 things you saw that you wish you hadn't
- 🔌 things that change, reinforce, or inform your perspective

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YOU ARE AN INDEPENDENT OPERATIVE

While other shadow operatives were signing away their independence to the Corps, you scrimped and saved to buy your cyberware yourself.

Choose one tag to apply to each piece:

- +*damaging*: sometimes it hurts and eventually it'll do permanent nerve damage
- +*hardware decay*: it works now, but it's just a matter of time...
- +*substandard*: it works, but not as well as it should
- +*unreliable*: sometimes it doesn't work

LINKS

You worked with _____ in Helsinki. Take +1 Links with them. What made you wish you had corporate cyberware?

You worked against _____ in Cape Town. Take +1 Links with them. What made you glad you didn't sign a corporate contract?

THE JOB

Your team was assembled by Ms. Singh to steal a data file from a research facility in the Downtown area. Once the team has the file, you are to call Ms. Singh for instructions on where to exchange the file for your payment.

LEGWORK

You spent a few days preparing for this job. Describe how you discovered useful information about the facility.

- » If you are physically snooping, roll Edge.
- » If you are researching electronically, roll Mind.
- » If you are knocking heads together, roll Meat.
- » If you are talking to people, roll Style.

10+: Describe one aspect of the facility and a critical security weakness that exists there. Take [intel] and [gear].

7-9: Describe one aspect of the facility. Take [intel] or [gear]. Choose 1:

- 🔌 Vizer Hakim, a major underworld figure, has taken an interest in this mission. What does he want from you?
- 🔌 Describe how your investigations alerted the facility's security team. Advance the Legwork Clock.
- 🔌 Describe an aspect of the facility's security that will make the job harder.

6-: All of the above happen. Take [intel].

THE PLAN

The MC will describe the strengths and weaknesses of the facility and frame a planning montage. Together with your teammates, make a plan for how you will get into the facility and steal the file.

THE CATCH

When the MC has you frame a flashback, pick one of these to be true and incorporate it into the flashback you describe, answering the questions as you do:

- 🔌 A contact wants you to plant evidence in the facility to incriminate a rival. Who is the contact? Who is the rival? What are you planting? *When you plant the evidence, mark experience.*
- 🔌 A corporation is leaning on you to sabotage the mission. Which corporation? What leverage do they have over you?

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