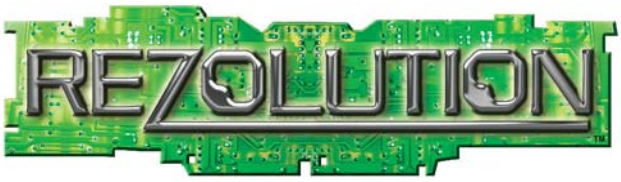

Your Assignment for Today

By Tony Kenealy

"So let me get this straight." Kendo turned to the smartly dressed man in front of him. "You want us to break through the high level security gate of PharmaCon?"
"Yes," a quiet but forceful voice replied.
"Then you want us to break into the chemical lab, avoiding the guards and security cameras?"
"Yes."
"Then you want us to break through the data encryption on the master computer and download the formula for Phalan 2000?"
"Yes," came the reply, patience starting to wear thin.
"Then you want us to plant a virus to destroy all records of the formula and get out of the building with the formula?"
"Yes, exactly what I told you when I contacted you. Can you do it?"
Kendo, glanced at the rest of his crew standing close by. He smiled.
"No problem."

When playing Rezolution: A Dark Tomorrow, we would highly recommend a more tactical game than just a firefight, although destroying your opponent to the last man is a valid objective, and can, under a lot of circumstances, be a lot of fun, you should let your imagination run riot when trying to think up new and exciting challenges. So where can you look for inspiration? All around you is the answer to that one. Think about your favorite films or books, these need not be solely science fiction, any story, whether it be a war film or a medieval epic, can provide situations and ideas that can be translated into a Rezolution assignment.

The best place to start for inspiration is the Rezolution Core Rulebook. This book contains lots of background information as well as fiction specifically designed to inspire not only a believable world in which to play, but a wealth of inspiration for assignments.

When designing an assignment, the first thing to decide upon is location. This may sound strange but it is important to decide up front what kind of game you want to play. Do you want a sneak around inside a complex with multiple corridors and rooms or fight it out in the outer city, or perhaps a mixture of both? Or even a set of linked assignments as presented in the Rezolution Core Rulebook where the result of the assignment affects the way the next one plays. A Mars colony could provide a good location for an assignment where crews are trying to take control of a piece of equipment that is vital to extracting minerals from the surrounding hills or a CSO Marshal calling in support to track down and detain a criminal who is being protected by a corporate or Ronin crew. Serenity base on the moon could be used as an interior location for a search for highly sought after data that any corporation would pay good money to get their hands on. Don't forget locations on Earth, a chase through the outer cities, to find a missing piece of equipment or person can provide an excellent assignment for any faction. One member of the Rezolution forum suggested an assignment ion the outer cities with rail tracks and adding the random element of a train rushing passed. Another location could be on the train itself in a similar situation to the train fiction in the core rulebook.

For a lot of people the choice of location is related to the scenery and terrain they have available. Don't let this limit your choice of location. With a little imagination there are lots of items that can

Copyright 2005-2006 Aberrant Games Permission granted to print or copy for personal use only

be used. Although playing your assignment in an Elysium pyramid looks great when you have lots of walls and door pieces made up and painted, you can have as much fun with a gaming table filled with strips of wood or plastic to represent walls. When checking line of sight, just hold a sheet of card in place of the wall. An easy method of making walls is to cut out strips of foam board, about 3 to 4 inches high, mounted on a strip of card as a base. Spray then grey and you have instant configurable walls. In fact, it is amazing how different a plastic food container or food carton looks when sprayed grey or black and used as a run down building in the outer cities. The CDROM in the Rezolution starter sets can provide lots of terrain and many of the photographs in the book can provide other ideas for terrain that, in most cases was built using everyday objects that can be found around the house and painted.

So you have chosen you location, now it is time to work out why your crews will be there. It could be as simple as a CSO patrol sent to arrest a Ronin Maven to a multiple faction game where all factions are after the same piece of equipment or data. Be as creative as you like. Some gamers go as far as to set the scene for the assignment by describing the events that led up to the crews being at the location at that specific time. This is a great way to get the players involved in the game, in Rezolution you should care about your crew, no one should be sacrificed (unless you are of course a Dravani feeding off a vassal but that is a totally different story). No player should consider an assignment a total success if they find that most of their crew has been killed, even if the objective was achieved. In the world of Rezolution it takes time to build up a crew and sacrificing your crew would always be a last resort, but don't rule it out. A betrayal of a random person in a crew could add an interesting twist to an assignment.

Once the location and objective are decided upon now it is time to add some interesting elements to the assignment. The Rezolution core rulebook provides some optional assignment rules that can be applied to any assignment that you wish to play. These include unacceptable losses where a crew will withdraw giving their opponent the victory if they lose more than 50% of their starting force. The random appearance of toxic zombies can cause chaos in a game and have surprising consequences. One game played at Aberrant had the two opponents working together to fight off a random attack of toxic zombies who kept appearing at different locations and randomly moving across the table. It's surprising how a game can change when this happens. If they assignment is being played inside a high security building, the placement of sentinel turrets can add am extra element of danger when activated by hacking into the Grid. Imagine the panic when a crew is walking down a corridor and a sentinel turret activates and starts shooting. Don't forget potential weather effects for exterior games. The weather on the Earth is unpredictable, as it is on the recently terra formed Mars. The Core rulebook gives the optional rules for an electrical storm that can scatter across the table causing damage to any model that it passes over, adding a deadly and totally random element in any assignment. If the location you have chosen to stage your assignment is in one of the many cluster cities or a space freighter, remember that beyond an exterior wall there is nothing. The hull breach rules in the core rulebook can be used to simulate a hull breach for any range weapon that misses its target.

The hacking rules can provide a wide range of varied play. In any assignment, declaring that systems such as doors, security cameras etc are either passive, neutral or aggressive systems can add a totally new level of game play. In the world of Rezolution, computer systems are everywhere, and where there's a computer system, there is always a hacker who will attempt to control it. If you are running an interior assignment, declare the system that controls each door, that way a model with the hack ability can either hardwire into the Grid using a Hard point terminal and control the door or use a remote board to hack into the system directly. Most doors would tend to be neutral but that is not to say that the odd aggressive system can't be defined. Just imagine how frustrating it would be for a long range CSO trooper to be lining up the perfect shot down the corridor at the oncoming Ronin, when the door between him and his targets suddenly closes.

Copyright 2005-2006 Aberrant Games Permission granted to print or copy for personal use only

There are no rules to building assignments, you should let your imagination go wild and create the perfect game that you and your opponents want to play. If you create the perfect game, share it with others. Remember, the object of Rezolution is to have fun with your friends.

Virus Dawn

Briefing

Virus Dawn is a sample assignment that can be played with any factions and utilizes some of the optional rules and assignment ideas that have been mentioned above.

Recommended Points Value: 500 per side **Play Area:** 4'x4'

Objective

One player takes on the role of attacker, while the other takes on the role of defender. The object of the game for the attacker is to infiltrate one of three buildings in a corporate complex, to firstly download three points of data and secondly, upload a virus. Each objective room is protected by an aggressive defense system that can be deactivated with a successful hack roll of 12. The door to each objective room is protected by a passive system; this can be opened with a successful hack roll of 10, either remotely or from a hard point terminal. The data can only be downloaded from the HPT"s located in the objective rooms but are only protected by a passive system. 3 points of data must be downloaded,1d3 for each successful hack roll and, once the data has been downloaded, the virus is uploaded on a successful hack roll of 10. Once the virus is uploaded the defender must get back to their set-up area with the data.

The defender must stop the attackers from downloading the data and ultimately uploading the virus. The defenders cannot move within 6" of the objective rooms if the aggressive defense system for that room is still active.

Set-up

The table should be set-up as an exterior complex with the attackers entering from the one side and the defenders setting up in a 12"x8" area at the opposite end. The objective rooms should be small buildings set-up in the defenders half of the table, two of them no more than 12 inches from the centre of the table, the third no more than 18 inches from the centre of the table. No room can be less than 6 inches from another objective room. Inside each room is a HPT. In addition to the three objective rooms, one additional HPT should be placed in the attackers half, no more than 10 inches from the center of the table.

Additional Rules Used

This assignment takes place in the early morning light and as such the Low light Environment rules in the Rezolution Core rulebook should be used. If the objective has not been achieved after 5 rounds, the sun has risen and the Low Light rules are no longer applied.

The unacceptable losses additional rule should also be applied. If either the defender or attacker is reduced to 50% or less of it's starting models, they will withdraw and their opponent gets the victory.

Let the battle commence.

Copyright 2005-2006 Aberrant Games Permission granted to print or copy for personal use only