

Hide and Seek

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	<i>TITLE :</i> Hide and Seek		
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REVISION HISTORY

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Chapter 1

Hide and Seek

1.1 Hide & Seek

Hide & Seek
a TaskForce scenario by Jens Granseuer

That was a good job. Those were your first thoughts after you had left the storehouse. But now, you were not so sure any more. You had been assigned to the team only two days ago, and this was your first real assault. And it was an important one! Only 24 hours ago intelligence had reported that they had located the local headquarters of the Syndicate, an organisation that had once been an associate of your employer, but now tried to establish connections with rival companies, because they did not agree to your employer's business philosophy. Just because he blew up the R&D facility of one of his rivals! Ridiculous.

But now they should pay for their arrogance. During the last half an hour you had planted an impressive amount of explosives in the storehouse which served as the Syndicate's headquarters. Everything went as smoothly as expected... until you got out.

Then you got a call from the group south of the building: Beta, have you seen Bragg? He must still be in there. That was sort of bad news. Your employer would not be very pleased if you had to tell him you had lost one of his best mercenaries. It will probably be a more comfortable fate to die right now than to face him that way. The only alternative is to go in, find Bragg and get him out before the building finally crumbles. According to your calculations you have still about five minutes left until the first bombs detonate...

Find Sergeant Bragg and bring him to the waypoint south of the storehouse in less than 14 turns, alive. You have about 5 turns left until the first bombs will detonate. Do not engage in time-consuming firefights!
