

D&M Skyscraper

Location

OPERATION: GREY UNICORN (1)

Facility Record

Method / Objective

Extract / Shipment Info

Additional Features

Threat

1 2 3 4 5

Static Targets

Won / Lost

Area Name	Offices	Guards
		5
Static Targets & Notes	Camera Controls (Retrieve) Unlocked Computer (Retrieve) Document Safe (Crack)	
Features	Camera Network The Same Team	Order
		1

Area Name		Guards
Static Targets & Notes		
Features		Order

Area Name		Guards
Static Targets & Notes		
Features		Order

Biker Bar

Location

OPERATION: GREY UNICORN (2)

Facility Record

Method / Objective

Trace / Weapon Stockpile

Additional Features

Threat Starts at 2

Threat

1 2 3 4 5

Static Targets

Won / Lost

Area Name	Bar	Guards
		9
Static Targets & Notes	Shared Sympathies (Manipulate) Grab the Mouth (Ambush)	
Features		Order
		1

Area Name		Guards
Static Targets & Notes		
Features		Order

Area Name		Guards
Static Targets & Notes		
Features		Order

<p><u>Industrial Park</u> Location</p> <p>Method / Objective <u>Destroy / Factory</u></p> <p>Additional Features <u>Parking Lot gains Wired to Blow</u></p> <p>Threat 1 2 3 4 5</p> <p>Static Targets Won _____ / _____ Los</p>	<p>OPERATION: GREY UNICORN (3)</p>	<p>Facility Record</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%;">Area Name</td> <td><u>Parking Lot</u></td> <td style="width: 10%;"></td> <td style="width: 10%; text-align: center;">Guards</td> <td style="width: 10%;"></td> </tr> <tr> <td>Static Targets & Notes</td> <td><u>Drug Dealer's Truck (Crack)</u> <u>Blueprint (Sneak)</u></td> <td></td> <td style="text-align: center;">5</td> <td></td> </tr> <tr> <td>Features</td> <td><u>Barracks (5)</u></td> <td></td> <td></td> <td style="text-align: center;">Order</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td style="text-align: center;">1</td> </tr> </table>	Area Name	<u>Parking Lot</u>		Guards		Static Targets & Notes	<u>Drug Dealer's Truck (Crack)</u> <u>Blueprint (Sneak)</u>		5		Features	<u>Barracks (5)</u>			Order					1																				
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<p><u>Shipyards</u> Location</p> <p>Method / Objective <u>Recover / Weapons Stockpile</u></p> <p>Additional Features <u>Outskirts gains Turrets (2)</u></p> <p>Threat 1 2 3 4 5</p> <p>Static Targets Won _____ / _____ Los</p>	<p>OPERATION: GREY UNICORN (4)</p>	<p>Facility Record</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%;">Area Name</td> <td><u>Shipyards Outskirts</u></td> <td style="width: 10%;"></td> <td style="width: 10%; text-align: center;">Guards</td> <td style="width: 10%;"></td> </tr> <tr> <td>Static Targets & Notes</td> <td><u>Tame Guard (Manipulate)</u> <u>Weapon Cache (Crack)</u></td> <td></td> <td style="text-align: center;">9</td> <td></td> </tr> <tr> <td>Features</td> <td><u>Time Limit</u> <u>Gang Fight (4)</u></td> <td></td> <td></td> <td style="text-align: center;">Order</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td style="text-align: center;">1</td> </tr> </table>	Area Name	<u>Shipyards Outskirts</u>		Guards		Static Targets & Notes	<u>Tame Guard (Manipulate)</u> <u>Weapon Cache (Crack)</u>		9		Features	<u>Time Limit</u> <u>Gang Fight (4)</u>			Order					1																				
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