



<<<<<<INCOMING TRANSMISSION – CLASSIFIED MISSION DOCUMENTATION.>>>>>>
>>>>>THIS Classified Information is for “your eyes only”.
READ ALL ENCLOSED MISSION DOCUMENTS CAREFULLY – Your life may depend on it.

[Further operational intelligence will be issued to operators on deployment.]
[Certain aspects of Project DeadZone remain CLASSIFIED until revealed during missions.]

<<<<<< DOWNLOAD COMPLETE END TRANSMISSION >>>>>>



#MISSION ONE "The Lost Intelligence"

Three active factions need to find out what is happening so that they can utilise the research.

Each of the Faction's Command needs to know whether the facility can still be entered.

The Safe Zone has automatically activated its emergency security systems and all known access points have been locked down. There may be several ways to gain entry. But the information required to determine those methods has been scattered throughout the Deadzone.

Each faction will have an opportunity to enter the woodland and recover intelligence hidden within the area.

The information you recover may reveal crucial details about the facility and the possible methods of overcoming its security systems.

But there is a problem.

The intelligence will remain sealed. You won't know exactly what you've recovered.

You won't know what it means. And you won't know which piece of information could ultimately save your faction.

Recover as much intelligence as possible. Protect it.

Because when night falls, Command will finally allow it to be opened. And what you discover inside could determine your entire route into the facility.



MISSION TWO “The Supply Run”

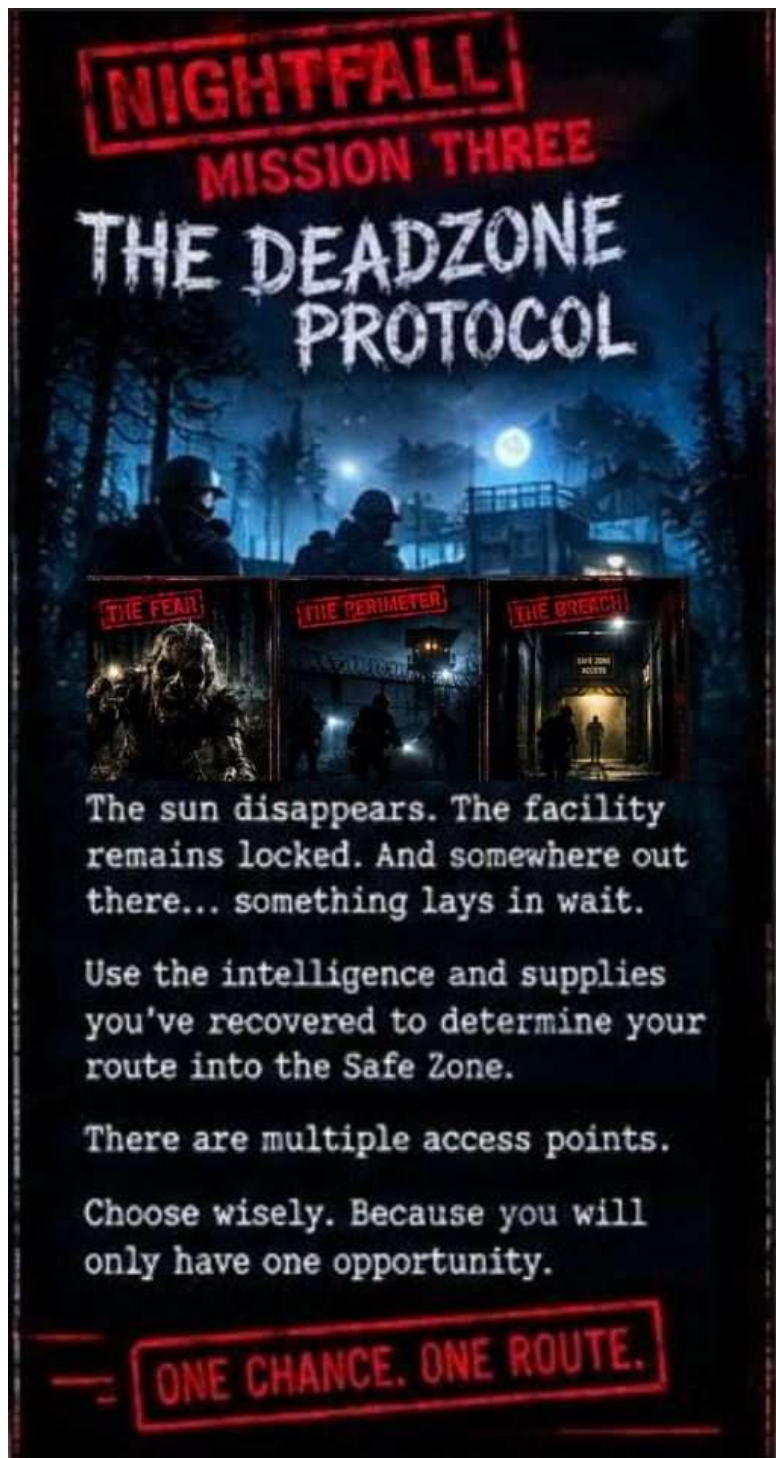
Intelligence alone won't be enough. If the reports are correct, the escaped subjects are already moving through the woodland. Command has therefore identified a number of supplies that could prove useful during the final operation.

But those supplies are located within a heavily defended area.

Each faction will take its turn defending the supply zone while the other two attempt to penetrate the defences and recover whatever they can. Every successful recovery will increase your faction's chances of surviving the final operation. But choose carefully.

Because you won't know exactly what you'll need until the final phase begins.

And the supplies you recover during daylight may become the difference between survival...and becoming another victim of Project Deadzone.



💀 NIGHTFALL # MISSION 3 “The DeadZone Protocol”

The sun disappears. The woodland becomes dark. The facility remains locked. And somewhere out there... something lays in wait.

Faction Command has authorised the final operations. Each faction will gain access to the intelligence and supplies they successfully recovered during the earlier missions.

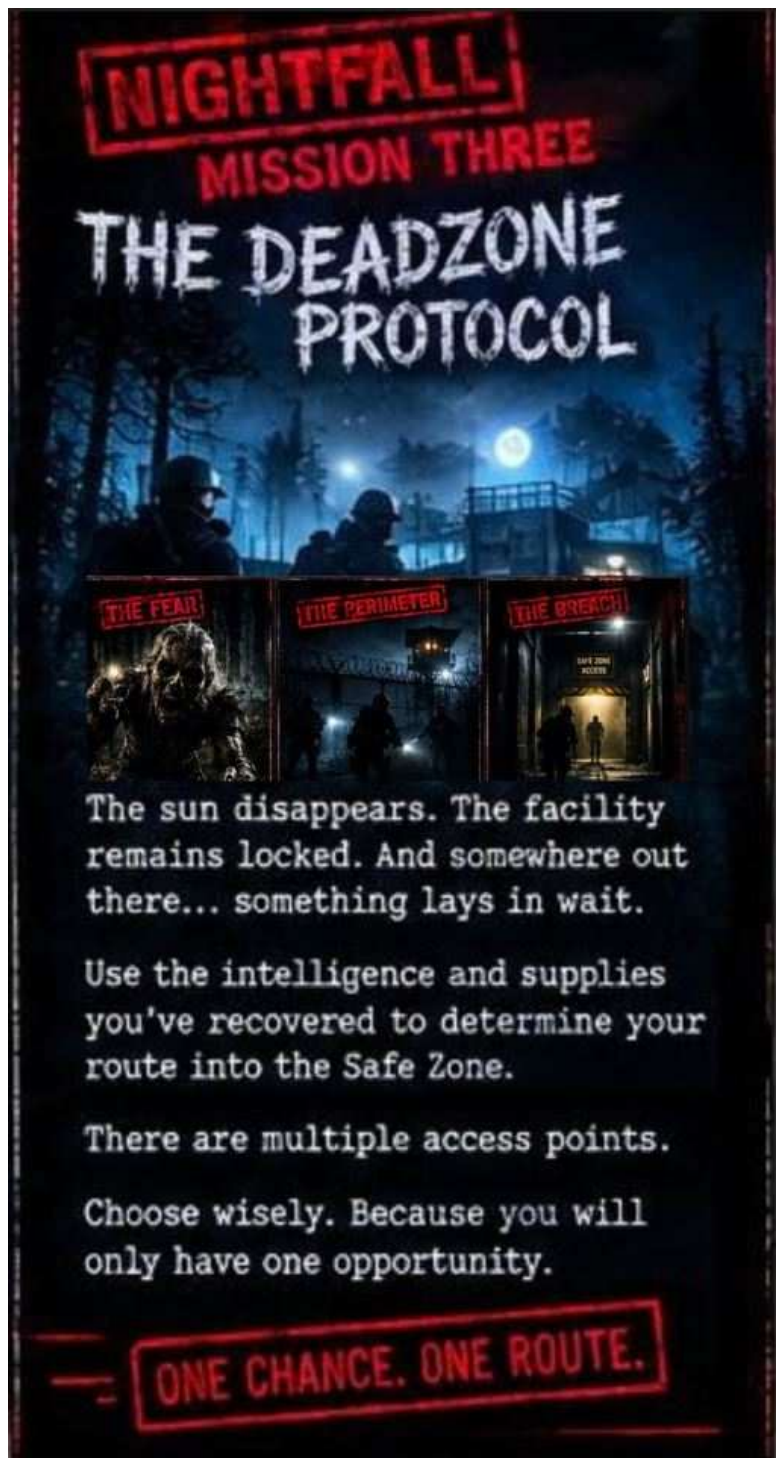
Only now will the truth begin to emerge. The intelligence will reveal information about the facility's security systems and the possible routes into the Safe Zone.

Your faction will have to work out what equipment and resources you possess that can be used to overcome them.

There are multiple security access points. Your intelligence will determine which options are available.

Choose wisely. Because you will only have one opportunity and 3 things to contend with in this one.

THE FEAR – THE PERIMETER – THE BREACH



MISSION 3 - PART A – “The Fear”

Things have changed since daylight. Something has begun moving through the woodland.

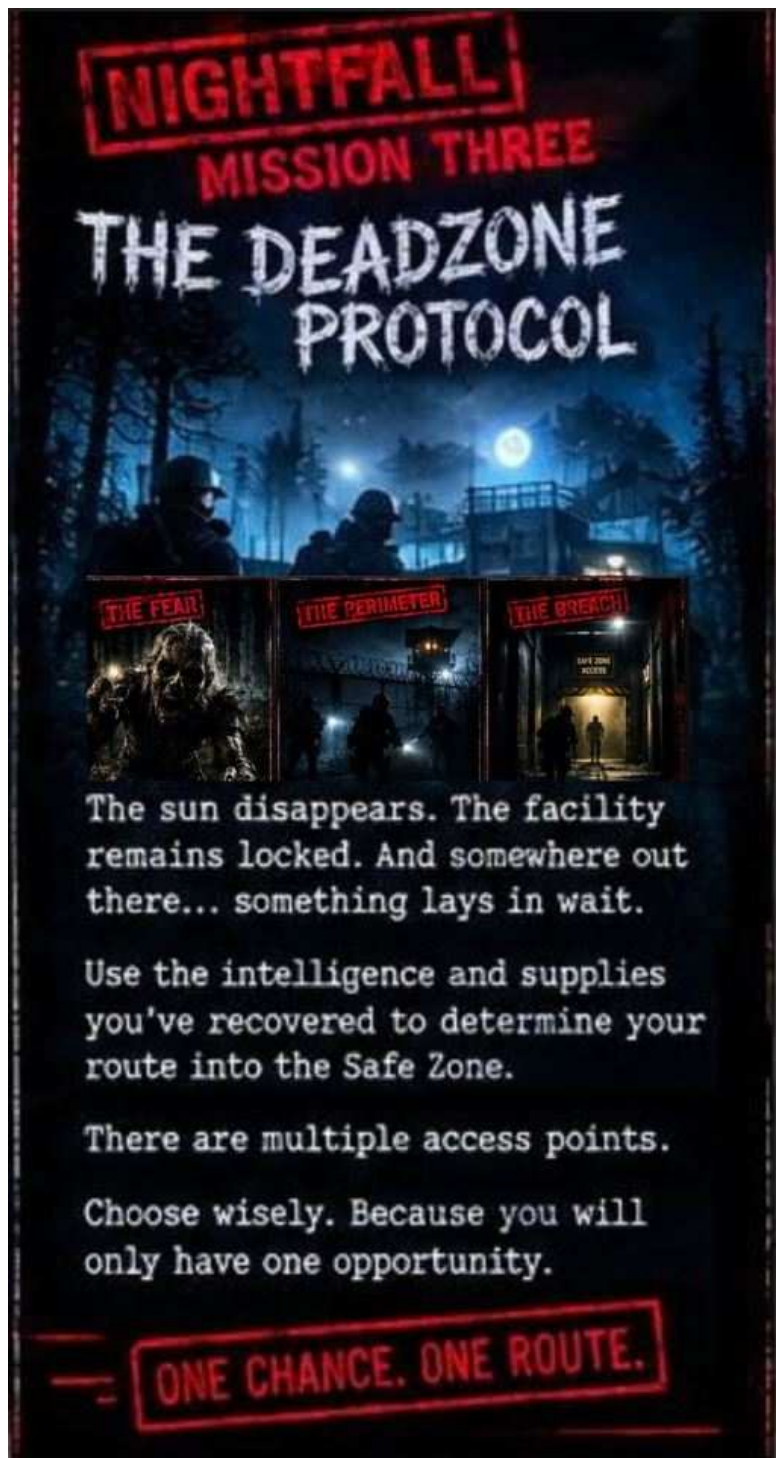
Is this the survivors of Project Deadzone or something else??

Something that cannot be reasoned with, cannot be intimidated, cannot be frightened away.

Command states that they cannot be engaged with conventional weapons.

Your faction will have to rely upon the specialist equipment recovered during earlier operations if you encounter them.

Get past them... and you will reach the perimeter.



MISSION 3 – PART B - “The Perimeter”

The Safe Zone is still protected. The other two factions will be assigned to patrol the outer perimeter.

They may know you're coming. They definitely know the facility must remain secure. And their objective is simple: STOP YOU FROM GETTING INSIDE.

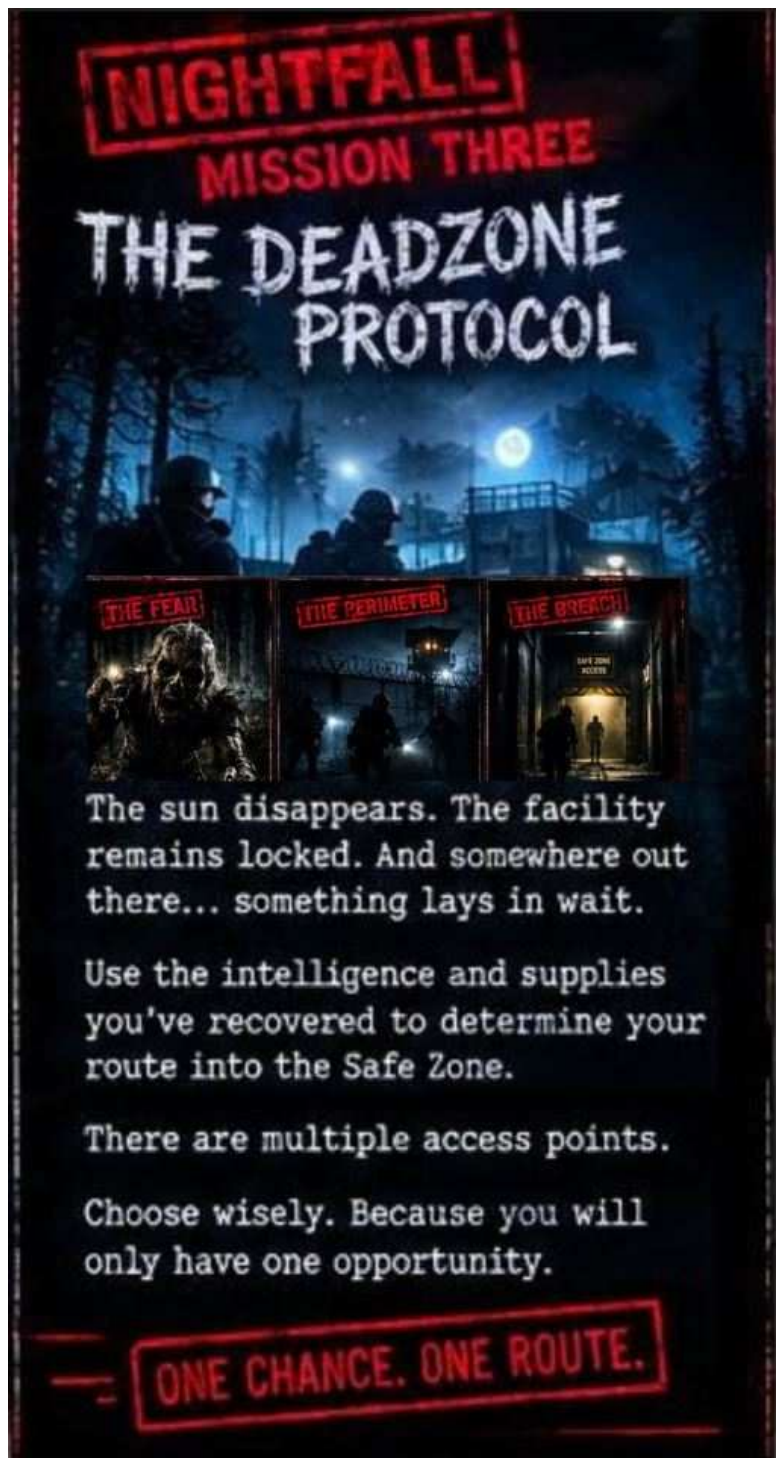
But darkness has changed the rules.

The patrolling force will have extremely limited visibility. They will have only a restricted number of lights with which to search and patrol the woodland deadzone.

You may attempt to move silently through the darkness... or take your chances and fight your way through.

But there is one rule that applies to everyone.
ONE LIFE ONLY. There are no respawns.
No second attempts. No returning to the fight.

If you are eliminated by a Patrolling player or one of the things in the woods, your mission is over. Your faction must continue without you.



MISSION 3 – PART C - “The Breach”

If your faction manages to survive the woodland... If you overcome the things out there... If you evade or defeat the perimeter patrols... And if you successfully overcome the facility's security... you will finally gain access to the Safe Zone.

But your mission isn't complete.

You must report back to your Faction Command. Your transmission must confirm exactly how many members of your team survived the breach.

Because in the end, this isn't simply about getting inside. ...It's about how many of you make it there alive.

THE SURVIVORS

The surviving faction will be the one that successfully gains access to the Safe Zone with the [greatest number of surviving faction members] and successfully reports their survival count back to their Command.

REMEMBER Every faction member matters. Every piece of intelligence matters. Every supply matters. Every decision matters. And every life matters.

Good luck - Operator, please note that operators may be split up for faction balancing..... “Command Out”