

BREAK Tactical Mission Sheet (TMS)

Name:		Date:	
Progress: (AM)	NOON	(PM)	EVE?
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RADAR

Location:		PEEP:
Difficulty (1-3):	Distance (1-3):	Rating (5-13):

REFER: Crew Reputations (RP) & Skills Available (⊙), Used (⊗)

Insider RP ○○○○○○	Cypher RP ○○○○○○	Fixer RP ○○○○○○
Enforcer RP ○○○○○○	Tinkerer RP ○○○○○○	Charmer RP ○○○○○○
Watcher RP ○○○○○○	Driver RP ○○○○○○	Smuggler RP ○○○○○○
Escalation: (AM) ① ② ③		Escalation: (PM): ① ② ③

ROTATOR

Allotted Hours:	Elapsed Hours:
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LEVEL: Bystanders (AM only), Artifacts (Boon)

Grid 1	Bystander (%) Persuaded (P) Used (U)	Artifacts (?) Found Boon (B) Curio (C)
Grid 2	Bystander (%) Persuaded (P) Used (U)	
Grid 3	Bystander (%) Persuaded (P) Used (U)	

NOON

Vault (1-6):	Risk: (1/6) ▲ △ △ △ △ (5%)	Loot (0-9 each):
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STATS (etc)

Reputation (RP):	REVIVER Majority: ⑤ ⑥ ⑦ ⑧ ⑨								
(NOON Loot) + (Location Rating) ± (ROTATOR Adjustment) – (Crew Shares) + (Point of Honour) + (RADAR Loot) = (Your Loot)									
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