

## Events

Posted by stark - 08 Sep 2012 22:19

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### The Defector -----

A defector from Modular Technologies has contacted our intelligence network in an attempt to share essential corporation information in exchange for protection. Corporate operatives are tasked with locating this defector and escorting them back to PROTUS. It is essential the defector remains alive long enough for us to gather the information.

Expect resistance from undisclosed security details. The information is essential to ascertaining the location of a rumored weapons development cache. The defector hinted that Modular Technologies has been reverse engineering VASC technologies in an attempt to underbid next quarters weapon contracts. SOG is authorized to investigate the matter thoroughly utilizing the full extent of corporate law.

Event is concluded on the safe extraction or termination of the defector.

(Investigation, Security, Interrogation)

\*for Mars based players

Behind the scenes: This is a simple capture the flag scenario where the flag is a VIP. The VIP can be any metered NPC who has to go from point A to point B alive. should the VIP be KIA then they can be revived by a player and the event continues. Should all players be KIA including the VIP then the event is over and the players defeated.

The two teams are any mars security forces vs modular technologies players. Standard combat is enforced for this event, meaning no airborne or specialized units. No combat vehicles however drop ship and HALO units are allowed.

unbalanced teams will be authorized the use of one automated turret for every enemy player that outnumber the team.

VIP starts locked in a room with the Modular Tech inhabiting the station trying to break in. VASC players will have to clear the location and extract the VIP.

Modular Tech if defeated will fall back to Mars surface and set position on the path between South Mars and North Mars.

[insilico.gemini-cybernetics.net/events/the-defector](https://insilico.gemini-cybernetics.net/events/the-defector)

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## Re: Events

Posted by stark - 26 Oct 2012 03:09

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### Operation Snatch & Grab

Sani has been located as being held in a prison complex known as free town. Division has approved direct VASC intervention into the Modular Tech prison facility to get her back. Expect them to deny any knowledge of this, we don't expect them to make it easy on us to get her back.

This event is for combatant and non combatant players and uses the following factions, prisoners (non combatant), mercenaries, modular tech security forces, Mars civilian players & VASC players. If you want to stand in as an NPC or just be part of the fun just IM us and let us know.

Event will be completed on the safe return of Sani Yazzi and will be using the updated K9 system. Standard combat load outs ok, no jet packs allowed. no movement enhancers. grenades ok.

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(Investigation, Security, sneak) 1500c +1 research credit

location: [maps.secondlife.com/secondlife/INSILICO%20EAST/5/159/1592](https://maps.secondlife.com/secondlife/INSILICO%20EAST/5/159/1592)

\*for everyone

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## Re: Events

Posted by stark - 05 Jan 2013 17:36

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The Great Train Robbery -----

The Mars transit system that runs from north sector to south has been hijacked and several VIP have been captured and moved through the desert. Local response teams as well as local Martian inhabitants have been contracted to investigate the matter.

During this investigation a large storm has cut off communications and any line of retreat forcing players to fend for themselves during the duration of the storm. During this time players will have to rescue the VIP. Activate life support and make due with any provisions available while under constant threat.

Event is concluded on the safe extraction of all players.

(Investigation, Security, Stealth)

\*for Mars based players

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