

MISSIONS:

Mission--1: Leather Shop

Pre-requisites: None

Task: collect 20 units of hides (cattle, deer, bison) and map hunting trails

Benefit: Unlocks: leather armor, boiled leather breastplate, metal-studded coat

Mission--2: Rabies Cure

Pre-requisites: None

Benefit: Allows characters bitten by rabid animals to be cured of the disease.

Task: collect Pasteur Treatment books and medical glassware

Mission--3: Bowyers

Pre-requisites: Leather Shop

Benefit: Unlocks Good Long Bow and Good Short Bow.

Task: collect wagon load of yew wood, 20 units of antelope antlers, 2 good bows

Mission--4: Metal Works

Pre-requisites: None

Benefit: Unlocks: basic metal breastplate, basic steel helmet, bayonet, good sword, two-handed sword, good crossbow.

Task: collect wagon load of scrap steel, wagon load of solid stone blocks, book on gearing, plans for belt-driven tools for water-wheel.

Mission--5: Expanded Distillery

Pre-requisites: None

Benefit: Unlocks: doubles available whiskey and/or Molotov supply for expeditions

Task: collect wagon load of copper tubing and 6 large metal vessels.

Mission--6: Horse Ranch

Pre-Requisite: None

Benefit: allows Outlander team to take 2 wagons and to all ride horses on missions.

Task: rustle 30 horses

Mission--7: Powder Mill

Pre-requisites: None

Benefit: Unlocks: unlimited powder and shot, black powder grenado, big black bomb

Task: clear bat cave, bring back wagon of guano, mark trail. Collect wagon load of sulfur from salt domes. Collect large marble stones for mill grinder.

Mission--8: Gun Shop

Pre-requisites: Metal Works

Benefit: Unlocks: bad pistol, bad musket

Task: collect 20 units of small hand-tools, collect 4 baskets of flint and wagon of scrap iron. Either collect and disassemble 3 sample good muskets and 2 sample good pistols or snatch a gunsmith from Smileytown.

Mission--9: Improved Gun Shop

Pre-requisites: Gun Shop, Powder Mill

Benefit: Unlocks: good pistol, good musket, blunderbuss, long rifle

Task: capture a New Laramie musket, 1 set of gun-smith tools (or patterns to make them), and a cart of high quality steel

Mission--10: Improved Metal Works

Pre-requisites: Metal Works,

Benefit: Unlocks: bad cannon, good metal breastplate, good steel helmet

Task: find a large smelting caldron, and lengths of metal belting for water-hammer.

Mission--11: Chem Lab

Pre-requisites: Powder Mill, Improved Metal Works

Benefit: Unlocks: dynamite, poor grenade, flame thrower

Task: collect 20 units of different industrial chemicals, chemistry lab equipment, 10 empty propane or other gas canisters.

Mission--12: Cartridge Works

Pre-requisites: Chem Lab

Benefit: Unlocks: all sorts of cartridge ammunition

Task: collect mercury ore from deposits in Nevada (1 wagon load), collect one wagon load of scrap copper and brass.

Mission--13: Advanced Gun Shop

Pre-requisites: Improved Gun Shop, Cartridge Works

Benefit: Unlocks: bad carbine, bad rifle, shotguns, bad revolver

Task: collect 10 different pre-disaster firearms, half of which are in working condition.

Mission--14: Precision Gun Shop

Pre-requisites: Advanced Gun Shop,

Benefit: Unlocks: good carbine, good rifle, good revolver, bad semi-auto pistol

Task: collect a pre-disaster industrial lathe, die-press and repairable diesel engine

Mission--15: Master Gunworks

Pre-requisites: Precision Gun Shop,

Benefit: Unlocks: good semi-auto pistol, bad SMG, bad machinegun, bad assault rifle

Task: collect good-quality pre-disaster auto-pistol, smg, machinegun and assault rifle.