
Computer Sabotage

Dunwich Training Centre has five main base mainframes scattered throughout it, relics from when the base was first established. Ancient as they are, they're critical to the centre's proper operation. They maintain the paranormal geas protecting the base and, with the imminent threat of a giant rift opening in spacetime, are all that keeps the base together.

If you have this greensheet, you have enough specialized knowledge to open up and sabotage these computers. If enough of the computers are broken at game end, Laundry will be unable to close the extradimensional rift slowly opening in Dunwich, and it will stabilize and become a permanent feature of the training center.

To sabotage a working computer, you'll need to find a **Screwdriver** in order to get the case open.

Once you've opened the case, you need to choose which part to break. Only one part can be sabotaged at a time – if a computer is already broken, you can't do any more to it.

There are three components each computer needs to function, and each can be broken in a different way:

RAID Array

1. Find a **sledgehammer**
2. Spend a minute attacking the computer
3. Remove and destroy the contents of the "RAID" packet.

Interdimensional Mesh Interface

1. Find a **Grounding Cable**
2. Find a **pair of wire cutters**
3. Spend two minutes with your hands on the computer. Destroy the grounding cord and wire cutters.

Power Supply

1. Perform two **CR 4** attacks against the computer using a **edged** weapon.