

AGENT:

HP: [ ] [ ] [ ] [ ] [ TOUGHNESS: [ ] [ ] ] [ 4-PLAYER: [ ] [ ] ]

LEGEND:

- # [ ] [ ] [ ] [ ] MISSION OBJECTIVES
- ➔ ESCAPE POINTS
- ➞ 4-PLAYER ESCAPE POINTS

MOVEMENT:

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- 40 MISSION END

ABANDONED HEADQUARTERS

The map is a 32x32 grid with columns labeled A1-W1 and rows labeled 1-32. Key features include:

- Entrances:** A1, A3, A6, A9, A11, A14, A17, A19, A21, A22, A24, A25, A26, A27, A29, A31, A32.
- Escapes:** A10, A11, A14, A17, A19, A21, A22, A24, A25, A26, A27, A29, A31, A32.
- Mission Objectives:** Various dice icons (1, 2, 3, 4) are placed at specific grid intersections.
- Obstacles:** Walls, doors, and furniture are scattered throughout the grid.