GHOST OPS OSR

OPERATION SHATTERED BOW

You are currently in a chopper flying over the borders of Thailand, Laos and Myanmar commonly referred to as the Golden Triangle.

Listen up people

You are on your way to the Golden Triangle, to be exact 3 klicks out from the Ruak River. This is a dangerous area and you will not be welcomed by the locals so be aware.

Three days ago, a prototype stealth fighter belonging to the Russians was brought down, or crashed in this region, the Russians immediately scrambled a rescue operation, but with no luck. The coordinates they have indicates an area close to Ruak and near the Mekong rivers, nearest civilisation is a village called Wiang. The area is dense jungle which is ideal for the drug traffickers that call the place home and the reason the CIA built a research station there back in 83'.

Our sponsors fear that the research station which was abandoned in the 90's has now been utilised by the local colourful characters and this is where the aircraft is being held, more disturbing reports indicate that 2 years ago Brightcross had patrols in the area and they are the ones now in possession of the aircraft.

Your mission is to retrieve the stealth technology that fighter held, the Russians are being quiet on the subject but intel suggests that they have even considered a burn and purge approach to the problem, which indicates that this is big, it could also pose problems for you if they decide to go this route, you do not want to be in that jungle when they burn it, so get in and get out, this is a retrieval mission with extreme prejudice, no witnesses people. Is that understood?

THE SITUATION

Three days ago, the Fighter was brought down by Brightcross who had been expecting its approach due to information gathered through spies in the Russian high command. Brightcross have indeed taken over the old CIA research station and have refitted the whole place and brought it into the 21st century.

The stealth technology is organic and will adjust to environments, this is highly classified and specialised technology that the Russians do not want it to fall into anyone else's hands and will destroy it rather than lose it.

Brightcross have been using the tech to experiment on living subjects in the attempt to create military stealth for soldiers on the ground, this has had mixed affects from driving the subject insane, them disappearing completely, or in the rare occasions working. Brightcross are also willing to protect this tech with their lives and have no idea about the Russian plan to burn the jungle.

ARRIVAL

The team will rappel from the chopper into the jungle 1 klick from the village and 2 klicks from the research station. It is suggested that the team be made aware of their destination so they can choose appropriate loadouts.

THE JUNGLE

The jungle is hot and humid, travel through involves lifting you legs high to avoid vines and it feels like for every 10 steps you are actually only moving 5. If they stop, they get covered in insects, buzzing mosquitoes and inch long ants. They will need to wade across rivers, making them wet and muddy, leaches could be a problem.

The jungle is also home to drug traffickers and some wild beasts such as Tigers. Tripwires may be discovered, and the team will need to keep their eyes open. An encounter with a Tiger or a group of cartel members is possible but best avoided if the team wishes to approach the research station using stealth.

THE RESEARCH STATION

As you push through the jungle you eventually reach the research station, a grey block of concrete that seems to stand out amongst the lush greenery surrounding it. Above it stretched across from tree to tree a large camo net hangs above the entire building shielding it from view, and the roof is home to at least a half dozen satellite dishes.

Cameras can be seen scanning the forest and a lone steel door is flush with the outside wall. The original access code has been changed and the keypad will need to be hacked in order to gain access to the building. This will be a Skill roll against a Difficulty of 15, a fumble (1) will trigger an internal alarm.

Once inside the team have 4 hrs to grab the technology and get to the evac site 2 klicks back to the river or they get caught in the firestorm.

INSIDE

Once inside the operators will need to search for the tech whilst avoiding or dealing with the BrightCross security and scientists within.

If the alarm was tripped whilst hacking the keypad the operators can expect resistance as soon as they enter from BrightCross security (See PMCs on page 50 of core rules).

RESEARCH STATION - FIRST FLOOR

1. Entrance Hall - Directly ahead of the entrance door stands another steel door marked Research Labs, to the right a corridor leads to the security wing and to the left two corridors one marked Communications, the other marked Servers and dormitories.
A metal staircase leads up to a metal grill and disappears beyond it.

2. Communications - This is where the information from the satellite dishes and other communications come into the station. There is always 2 security stationed here.
The room also has a small room which is equipped

RESEARCH STATION - FIRST FLOOR
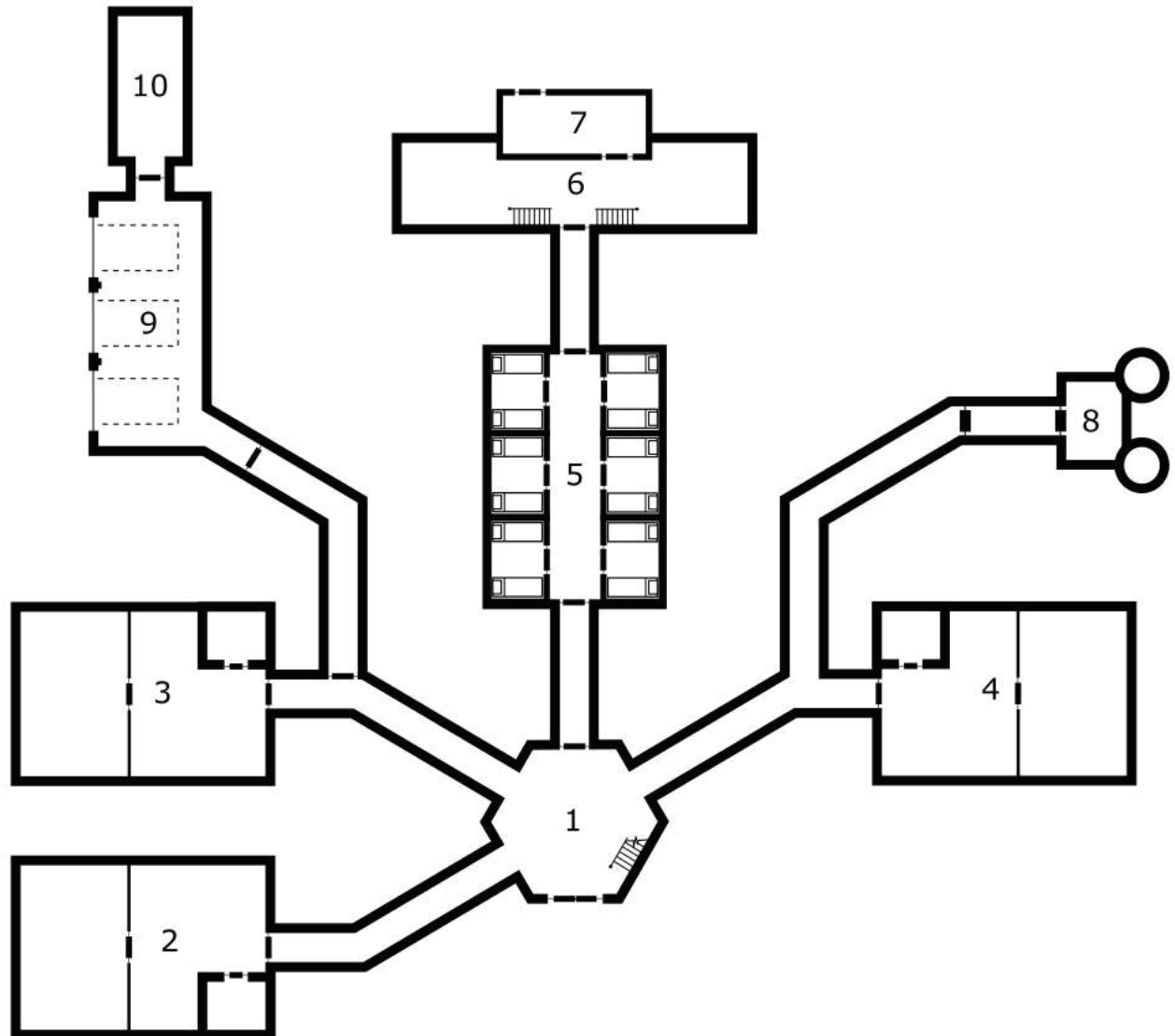
Coffee maker, various cupboards holding food and a weapons rack. This rack will be empty and the 2 security will be armed if the alarm was tripped, otherwise the security will only be equipped with sidearms.

3. Server Room - This is the main server room for the station, all computer infromation passes through here and is stored. The room is hot and the sound of fans will create a din making any attempts to listen for sounds a challenging task, but allowing anyone using stealth to gain a bonus.
The room will be occupied by a computer tech who will not be armed, unless the alarm was tripped in which case the room will be locked down and guarded.

4. Security - This is the main security room and armoury, at anyone time there will be at least 4 security guards in this area, if the alarm was tripped that number will be doubled and the room will be locked down.

5. Containment Area - Human test subjects are kept in reinforced plastic boxes. Notes are hung up about each subject. As the operators pass by they will experience some of the test subjects exhibiting strange behaviour, the Handler should roll 2d6 and consult the following table.

If the alarm was triggered these containment boxes have been opened and the occupants released, some will do nothing but others will act violently against the operators (or anyone that looks military). Most are locals but some may be from other countries. (use the militia stats on page 49 core book). The Handler should still roll on the following table for the symptoms seen by the operators.

2d6	Symptoms
2 -3	Occupant rocks back and forth
4-5	Occupant slams their head against the plastic wall, which is now covered in blood.
6-7	Occupant screams at the operators as they pass, punching and kicking the wall (if released they attack)
8-9	Occupant seems to flicker in and out of existence. If released this makes their AC whilst invisible 18.
10-11	Occupant stares at the operators as they pass, and begins shouting at them.
12	Room seems empty until one operator notices something being lifted and thrown at them before hitting the wall.

6. Main Research Lab - The door to this room is guarded by at least 1 security guard, if the alarm was tripped this will increase to 3. Inside the room will always be occupied by at least 4 scientists and a further 2 security.
This room is where the research is conducted, surgical tables are set out some with occupants that are unconscious or in the proceeds of being operated upon.
The seen is pretty macabre and the operators are reminded that many of the victims have been kidnapped locally or taken against their will from other countries.
If the alarm was tripped then the head of the research along with the tech will be spotted running up the metal stairs and exiting through the door at the top as they flee to the chopper on the roof.

7. Office - This is the office of the head researcher and the location of the tech. The room has an office and computers as well as a safe locked with a digital keypad. if the operators have managed to reach here without triggering any alarms they will find the researcher here typing up notes.
Threatening the researcher will get him to open the safe but he will also trip an alarm, killing him will not change this as with his dying breath he will reach out and flip the switch.

This will make the way out a lot more dangerous for the operators and it will be a fight.

8. Escape Hatch - Built by the CIA as a way out during the cold war this has been pretty much overlooked by BrightCross but could be a second exit for the operators if everything turns FUBAR.

9. Dormitories - This are the main living area for the researchers and security. If the alarm was not triggered this place will be occupied by around D6 off-duty researchers and security, if it was triggered the door will be locked and the only occupants will be researchers armed with sidearms (use the Rogue Scientist stats on page 52 of core book).

10. Head Researchers Room - This is where the head researcher sleeps, though he is more often in his office (7). There is a bed, desk and various pieces of furniture. A laptop sits on the desk and a successful hack (DN 12) will show that he has been emailing his family in France. For some operators this information could be used for leverage.

RESEARCH STATION - UPPER FLOOR AND ROOF

The upper floor is only accessible from the stairs in the Entrance Hall (1) or via the Research labs (6).

1. Entrance Hall - The stairs pass through a metal grill before coming to a platform that leads to the helipad (11).

6. Research Labs - The stairs here lead up to a door marked Roof Exit.

11. Platform - The platform rises around 10ft above the metal grill that blocks sight of the entry hall below. Straight ahead a corridor leads to the north to a locked door, Whilst to the west there is a metal door marked Helipad.

12. Aerial Defense and Armoury - This room is access via the stairs in the Research Lab or via the Platform. The doors to this area are both locked with keypads. if the alarm was triggered this area will be secured by at least 8 guards, who will attempt to aid the head researcher to reach the helipad and escape with the tech.

The room has the computers that operate the newly fitted Anti-Aircraft missiles on the roof and racks of guns and other armaments, including body armour.

If the operators attempt to flee by stealing the chopper before disabling the air defense they will be attacked. Air Defense have a +5 to hit. Likewise the operators could use the air defense to shoot down the fleeing head researcher.

13. Helipad - The Helipad will have an Apache Attack Chopper parked on it, this is what the head researcher will attempt to escape in. If the alarm is not triggered and the operators investigate this area they will find 2 security and the pilot on the helipad. If and when the alarm is triggered the number of security will triple.

RESEARCH STATION - UPPER FLOOR & ROOF
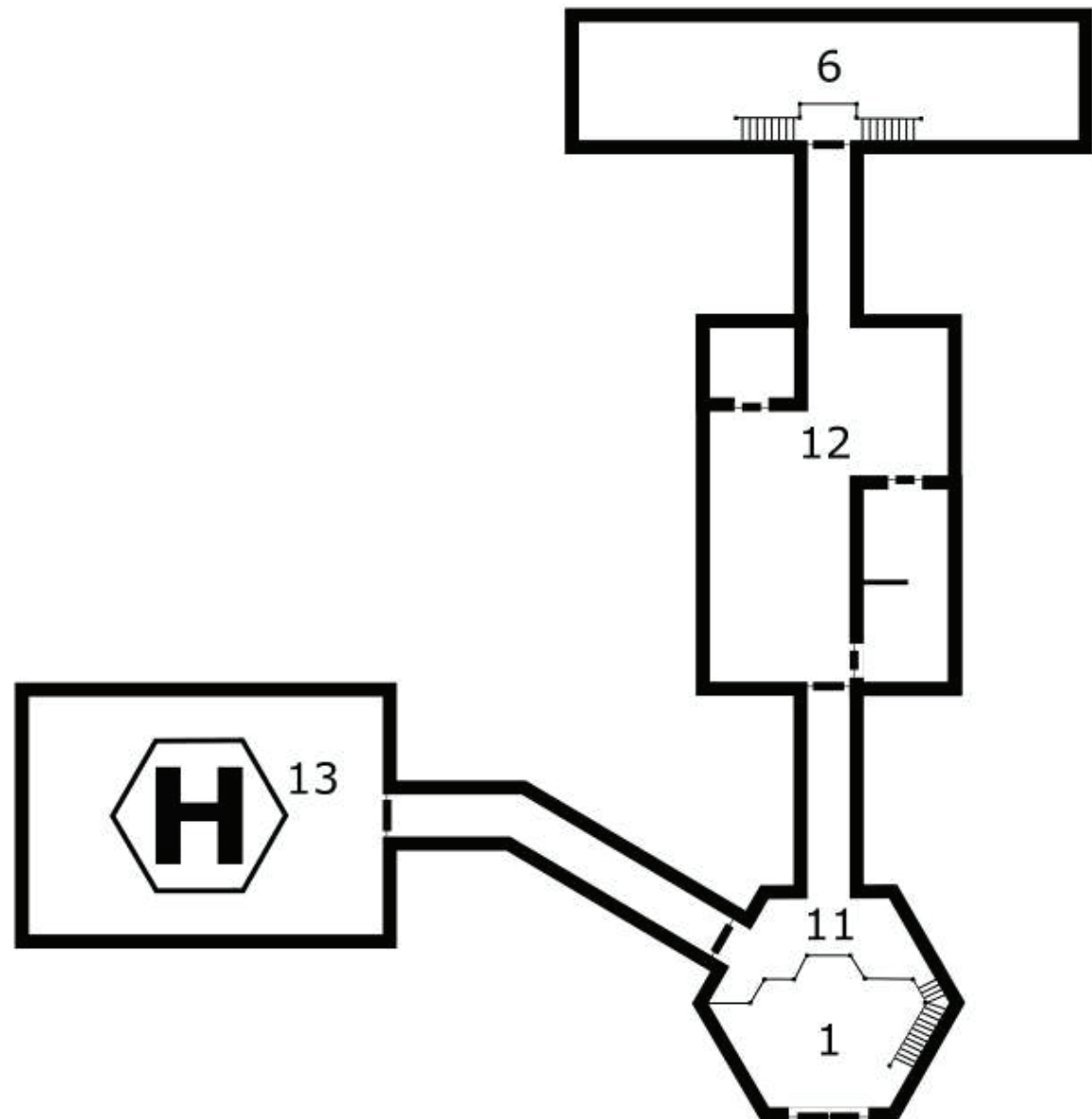
MISSION ACCOMPLISHED

To accomplish the mission the operators need to grab the tech and get out of the jungle and exfil before the Russians burn the place to the ground. They then have two choices, and this will depend on the nationalities of the operators.

They can hand over the tech to the ICO.

They can hand the tech back to the Russians and earn some kudos and allies, (if there is a Russian operator in the group they should argue for this).

They could claim the mission was a fail and keep hold of the tech.

MISSION FAIL

A Mission Fail will happen if:

The operators escape but fail to secure the tech. Or

The operators die in the firestorm, Or ...

The Head Researcher escapes with the tech.

EXTRA MISSION OBJECTIVES

The Handler can throw in late mission objectives:

The operators get a call from the ICO stating that the CIA want the Head Researcher alive.

The Operators must access the servers and allow access so the ICO can download the contents.

if the head researcher escapes then the operators (if they survive) or another team must hunt him down starting with his family.

RUNNING THE MISSION

Handlers must not make this easy for the operators but make sure there is a lot of cover to get behind. If the players want to search everything, let them, include files that are plots for other missions, give them clues to what BrightCross are up to, link in terrorist groups from across the world or Cartels and links to drugs etc.

The important thing is to expand upon this mission, we have left it vague enough for you to add your own flavour or make it part of an ongoing mission. You could even have the research station based somewhere else, even in the rich areas of the USA, maybe the station looks like the home of someone wealthy in the Hollywood Hills.

Have fun with the mission and allow the operators to be heroic, reward them for acting as a team and covering each others backs.

Credits

Written by
FeralGamersInc

Maps by
Phil Bate