

IN HARM'S WAY: WILD BLUE



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Flying Mice Games
Evolve or Die



A JADE SOLUTIONS INC. ADVENTURE

COLD FRONT

by Peter C. Spahn

Cold Front is an IHW: Wild Blue mercenary company adventure that takes place in the weeks following the 2008 South Ossetia War. The adventure involves a mercenary company named Jade Solutions, Inc., that has been contracted to train Georgian paramilitary forces, patrol the border zones, and conduct other open and covert military operations as needed. Contracts are paid through Georgia with secret backing from the U.S government.

Cold Front is divided into four parts (**Contract Negotiations, In Country, Crossing the Border, and Up Country**), each part containing a series of freeform missions. Maps are included when necessary and the GM is encouraged to tailor roleplaying encounters to his individual group. By the end of the adventure, the PCs should have a chance to either instigate or stop a full-scale war between Georgia and Russia-South Ossetia.

Although *Cold Front* missions are designed for JSI, each gaming group should feel free to substitute their own mercenary company and the GM should take the new company's capabilities into account when running missions.

Note:

Georgia

Georgia is a small country in the Caucasus Mountain region, situated at the dividing line between Europe and Asia. Georgia is bordered to the north by the Russian Federation, to the east by Azerbaijan, to the south by Armenia, and to the southwest by Turkey. Its capital, Tbilisi, lies upon the banks of the Mtkvari River and serves as the country's industrial, social, and cultural center.



Georgia became part of Russian Empire during the 19th century. After a brief period of independence following the Russian Revolution of 1917, Georgia was forcibly incorporated into the Soviet Union in 1922. Independence was restored in 1991 after the fall of the Soviet Union, but

like many post-communist countries, Georgia suffered from economic crises and violent civil unrest during the 1990s. New leadership eventually established efficient government institutions, reformed the economy, and guided the country's growth.

Georgia is a representative democracy currently led by President Mikheil Saakashvili. It is a member of the United Nations, the Council of Europe, the World Trade Organization, the Organization of the Black Sea Economic Cooperation, and GUAM Organization for Democracy and Economic Development. The country seeks to join NATO and, in the longer term, accession to the European Union despite Russia's opposition to Georgia's independence and its ties to the West.

Georgia's climate and landscape are extremely diverse, ranging from lowland marshes to temperate forests to eternal snows and glaciers and even semiarid plains. Snowy mountain peaks dominate much of Georgia's geography with the Greater Caucasus Mountain Range in the north, the Lesser Caucasus Mountains in the south, and the Likhi Range dividing the country into eastern and western halves. The Rioni and the Mtkvari rivers are Georgia's two major waterways, but numerous smaller rivers and streams wind through the country's mountain valleys and gorges, providing quick transit for riverine forces. At this time of year, the weather is cold and the threat of snow or freezing rain is always present.

Terrain

Republic of South Ossetia

South Ossetia is a disputed region in northern Georgia that lies on the southern side of the Greater Caucasus, separated by the mountains from the more populous North Ossetia (part of Russia), and extending southwards almost to the Mtkvari River in Georgia. It is extremely mountainous, with most of the region lying over 1,000 m (3,300 ft) above sea level. Its capital, the industrialized city of Tskhinvali, lies along the banks of the Greater Liakhvi River.



South Ossetia declared its independence from Georgia in 1991 as the Republic of South Ossetia, during a Soviet-backed Georgian-Ossetian conflict that raged off and on for several years. When the Soviet Union finally collapsed and Georgian independence was recognized by the international community, South Ossetia continued to assert its own independence. Skirmishes between Georgian nation-

alists and Russian-backed Ossetian separatists frequently occurred, but seldom made international headlines.

In 1996 the Organization for Security and Cooperation in Europe (OSCE) brokered an agreement allowing Russian and Georgian peacekeepers to patrol different sectors of the region, but Russian forces remained to defend the South Ossetian separatist region, and minor clashes with Georgian nationalists continued to take place.

The threat of war has hung over Georgia and South Ossetia for many years. Georgia has tried to distance itself from its communist neighbor while Russia has long sought to humiliate Georgia for their anti-Russian sentiment and alliance with the US. The Kremlin made it clear time and again that if Georgia attacked South Ossetia, Russia would come to its aid. . .

The 2008 South Ossetia War was an armed conflict between Georgia on one side, and Russia and the separatist republics of South Ossetia and Abkhazia on the other. It occurred in August 2008 and involved land, air, and sea warfare.

2008 South Ossetia War

On the evening of August 7th, 2008 Georgia launched a ground- and air-based military attack on South Ossetia's capital Tskhinvali. Russia responded by sending troops into South Ossetia and launching bombing raids deep into Georgia. On August 8th, Russian naval forces blockaded Georgia's ports and landed ground forces and paratroopers along the Georgian coast. Abkhazian forces opened a second front by invading western parts of Georgia's interior. After five days of heavy fighting, Georgian forces were ejected from South Ossetia and Abkhazia, and Russian troops invaded Georgia proper, occupying several Georgian cities.

On August 12th, under mediation by the EU chairman, the combatants reached a preliminary ceasefire agreement. Russian President Medvedev ordered a halt to Russian military operations in Georgia, but the fighting did not stop immediately. After signing the ceasefire, Russia began withdrawing its troops from Georgia, but established "buffer zones" around Abkhazia and South Ossetia, and checkpoints in parts of Georgia's interior.

Russia completed its withdrawal from Georgia on October 8th, however, Russian troops remain stationed in Abkhazia and South Ossetia, including areas that were under Georgian control before the war.

Despite the ceasefire agreement, violent incidents continue to occur throughout the border conflict zones. Embarrassed by the ease with which their forces were overrun, the Georgian military has begun fortifying their front against another invasion. Georgia views South Ossetia as "Russian-occupied territory" and many believe the whole region is simply a powder keg waiting to explode.

Such instability is ideal ground for a skilled mercenary company such as Jade Solutions, Inc.



Resources: Moderate

1 Flight F4-E Phantoms (Poor)

---AIM-7 (Meager) - AIM-9B/D (Meager)

1 C123K (2 x Meager)

1 Squadron PBR (Meager)

2 Squadron Borghammar (Meager)

1 Company Special Forces (Scraping By)

1 Company Security (Meager)

1 Company Mechanized Infantry (Poor)

1 Field Trauma Team (Meager)

1 Photo Recon (Meager)

1 Small Air Base: Third World (Poor)

(1 Scraping By) Maintenance/Logistics (1/4 Moderate Resources)

Extra Resources: 10

JSI specializes in SpecOps, personal and asset security, and river patrolling. The majority of its forces are currently located in Indonesia where they have been contracted to destabilize the country of East Timor. Under pressure from the UN, the Indonesian government has called a halt to all mercenary activity and given JSI one month to leave the country. If JSI cannot obtain a new contract before the month is through, they must pay for transportation back to their home base on an island in international waters south of Miami.

**Jade Solutions,
Inc. (JSI)**



Prologue: Contract Negotiations

The bulk of JSI's forces are currently located in Indonesia. Although the Georgian government has expressed interest in hiring the company, the Staff characters must negotiate the actual contract.

Tactics:

The initial contract includes only Profit and Local Base. Other Sweeteners must be negotiated. The characters have three chances to close the deal within the month.

Contract:

Protection of Assets/Resources, Cadre/Training, Counter-Insurgency

Profit:

Poor

Sweeteners:

Transportation Costs, Free Fuel, Hospital

Applicable Skills:

Business, Convince, Negotiate

Other Skills:

Characters who think to make a successful History or Research check may learn background information on the Georgia-Ossetian conflict that bestows a bonus of +5 to the Business, Convince, or Negotiate checks used during the negotiations.

Development:

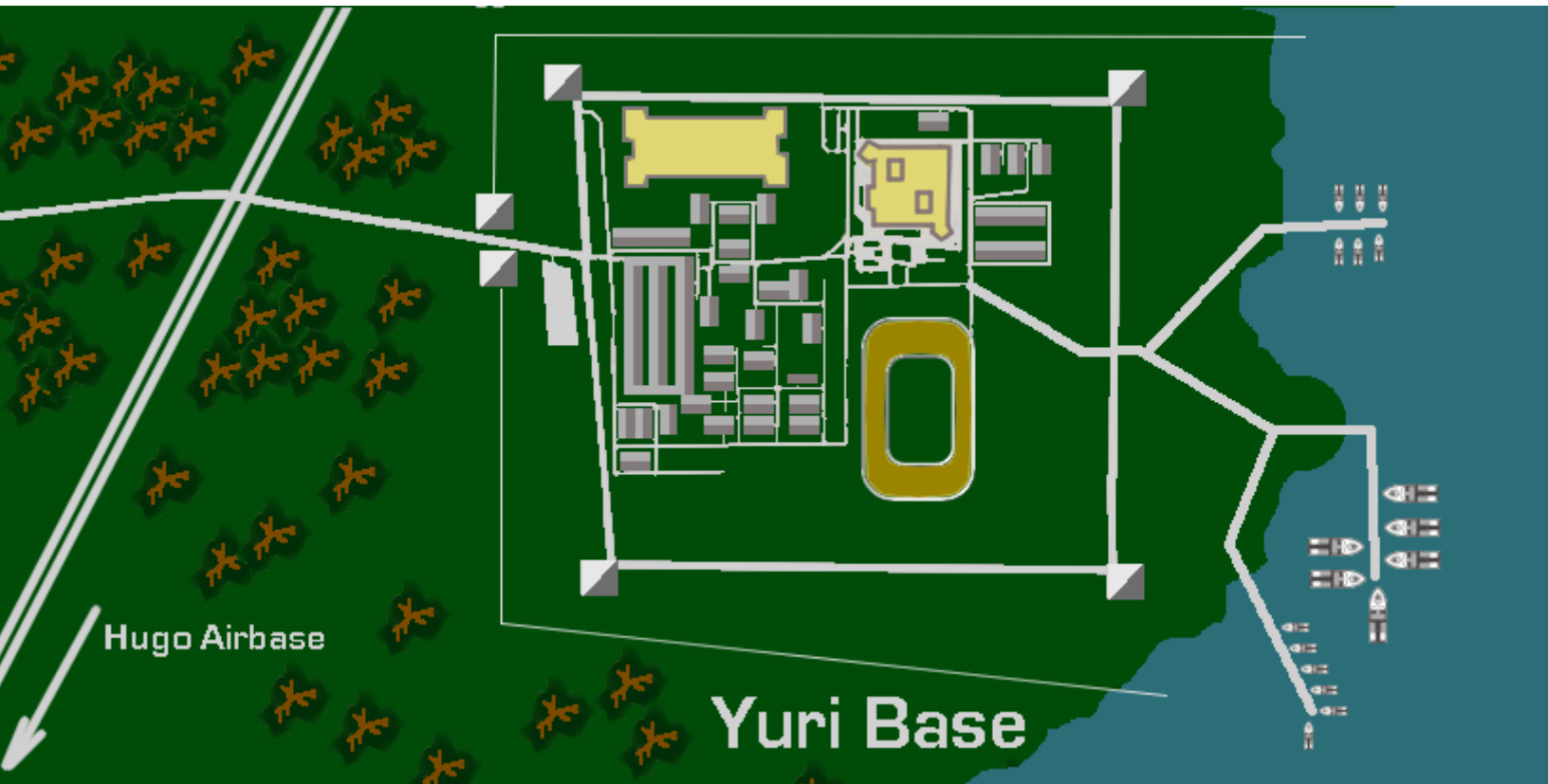
If the characters fail to reach a contract agreement within one month, they must pay transportation costs from Indonesia to their home base near Miami. Once there, they can continue negotiations with the Georgian government indefinitely.

Once a contract is signed, any extra resources may be used to equip the company.

Sealift Costs: Meager x 2

Yuri Base is an old Soviet base now occupied by the Georgian military. The base is located in a mountainous region close to the South Ossetian border and can be reached by air, road, or river. The base contains everything needed to accommodate military ground forces and their families.

Yuri Base

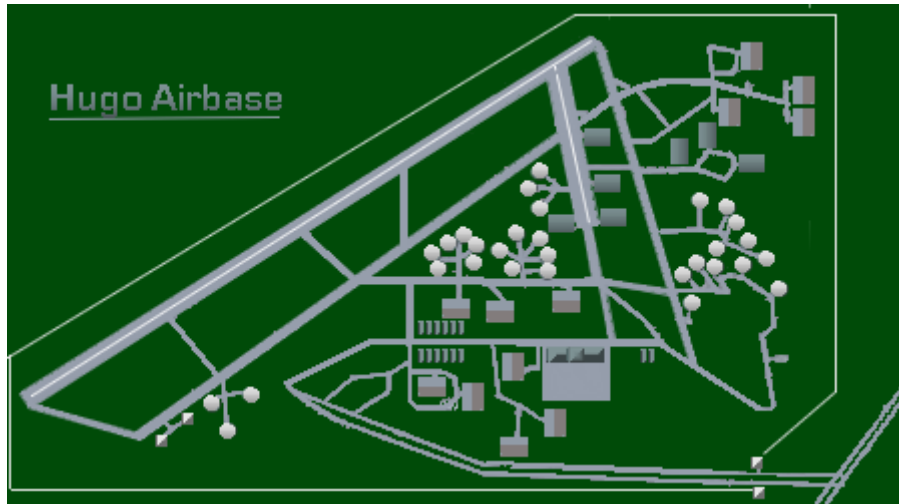


The base is currently on High Alert following the cease-fire. It was cut off and surrounded during the invasion, but the Soviets were content to isolate the base rather than overrun it.

Development:

The abandoned Hugo airbase is located southwest of the main base. The base is large, but the facilities are outdated and the utilities unreliable. The Georgian military uses a much smaller slightly more modern airstrip located off the main base.

Hugo Airbase



- Tactics:** Characters must allocate Meager resources to get the base fully operational. Alternately, Staff characters may make a Business or Logistics check to get the Georgian military to do the work for free. If the characters do not get the base fully operational, all Maintenance checks receive a (-10) penalty.
- Development:** An occasional Georgian military official visits the airbase, but otherwise, JSI is usually left to conduct its own business.
- Flight Dangers*** The Georgian Air Force consists of several dozen helos, only a few of which are stationed at Yuri. Passenger and cargo flights routinely arrive at the main Yuri airstrip, but because of the Air Force's inexperience coordinating flights, there is a cumulative 01% chance of a possible air collision every time the characters take off or land at Hugo Base.
- Tactics:** If a possible collision is rolled, pilot characters must make a React or Observe check to avoid collision. The GM must determine damage to the character or aircraft, but the damage should never be fatal.

Part 1: In Country Missions

Training

Despite the ceasefire agreement following the 2008 South Ossetian War, cross-border incidents continue to occur, many of which are initiated by a militant group known as the Ossetian Freedom Brigade. The Georgian government wants JSI to train Georgian paramilitary forces to deal with these incursions.

The Staff characters must make an Instruct check to successfully coordinate training the Georgian paramilitaries. A Leadership check made by any character provides a +5 bonus to the Instruct check.

An unruly soldier challenges a PC to a fight. If the PC wins, a +5 bonus is applied to the Instruct check. If the PC loses, a -5 penalty is applied to the Instruct check.

If the Instruct check is successful, a +5 bonus is applied to all social checks involving Georgian military personnel (including General) and all Georgian soldiers receive Discipline +1.

STR:9 COOR:9 AGY:9 END:9

Weapon Skill:+4

Brawl +2, Firearms +2

360,

270,

180,

90

Brawl Damage:+9 To Hit: 65%

Possessions: AK-47 (Assault Rifle), dagger

Tactics:

Complication:

Development:

Unruly Georgian Soldier [1]:

Other Relevant Skills:

Full Constitution:

Hindered Level:

Stunned Level:

Critical Level:

River Patrols

South Ossetian militants of the Ossetian Freedom Brigade are using several rivers to sneak into Georgia and wreak havoc. JSI riverine boats are ordered to patrol these waterways and capture or kill the militants.



Tactics:

Troupe characters must patrol the rivers and the small towns which lie upon its banks. The OFB militants enter the country in small groups aboard various Borghammar

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boats. They may be encountered on the river or at town docks where they are setting IEDs and scuttling civilian boats. OFB militants immediately engage any other Borghammar boats on the river. They attempt to outrun PBRs, but may ambush them later from the shore.

River Patrol missions can be undertaken more than once.

Borghammars: see **IHW: Wild Blue** for statistics.

OFB Militants (2-10): see **NPCs** for statistics. AK-47, knife, RPG (one per boat).



Defectors

A group of South Ossetian defectors attempts to sneak into Georgia aboard a civilian boat. These are former government officials led by a man named Gregor Arsov who carry valuable information on Russian troop deployment and future plans.

Tactics:

While on river patrol, the Troupe characters hear the sound of the defectors' boat. The defectors attempt to flee if attacked, but happily surrender if given the opportunity.

Development:

Once the characters have dealt with the defectors, a Russian Muravey class Patrol Boat comes knifing down the river in search of the defectors. The characters may either attempt to flee or fight off the Russians. The Russian forces take no prisoners. Smart characters may think to call in air support, although whether it arrives in time is up to the GM.

Russian Muravey class Patrol Boat: see **"Other Craft"** on **page 41** for statistics.

Russian Officers (3): see **NPCs** for statistics.

Russian Soldiers (17): see **NPCs** for statistics.



JSI is asked to fly air cover for Georgian troops moving close to the border.

Air Cover

This is a standard air patrol mission. As the troops are deployed, four Russian MIG-29 fighters are dispatched to the area. The Russian fighters cross over into Georgian airspace and order the Pilot characters to withdraw, claiming that JSI has invaded South Ossetian airspace. The Russian pilots are spoiling for a fight and attack whether the characters obey or not. The Russians retreat if one or more of their aircraft are shot down.

Tactics:

After the incident, the Georgian government contacts the Staff characters for a debriefing. Russia launches a formal protest with the U.N., demanding immediate intervention. In response, the U.N. agrees to investigate the incident and issue a stern reprimand against the offending party.

Development:

MIG-29: see **IHW: Wild Blue** for statistics.

Russian Pilots (4): see **NPCs** for statistics.



Part 2: Crossing the Border Missions

JSI's Special Forces unit is tasked with entering South Ossetia, mapping an important airbase, and either kidnapping or assassinating a prominent Russian general named Andrei Mirov during a planned Georgian invasion. General Mirov is housed near the South Ossetian capital of Tskhinvali. Russian and South Ossetian forces have closed the border, so the characters must choose one of the following ways to get into South Ossetia or come up with one of their own.



General Kobach Gorbenko (see **NPCs** for statistics) is an established Georgian general who is thought by many to have more pull than Georgian President Saakashvili. Gorbenko opposed the recent invasion of South Ossetia and is displeased with the Saakashvili's decision to recruit mercenaries. Gorbenko has a large network of contacts in South Ossetia and has been ordered to assist JSI in crossing the border, but does so grudgingly unless the characters win him over first.

The Staff characters are invited to dine with General Gorbenko at his home. The conversation at dinner centers mainly around JSI's capabilities and its role in the current conflict

The characters must make an Endear check to win the General over. An Adapt, History, or Strategy check adds +10 to the Endear check. Good roleplaying might also provide a bonus of +5 to +10 to the check (GM's discretion).

As dessert is served, General Gorbenko turns the conversation towards physical prowess and feats of strength. The general boasts that the Georgians are known for their wrestling and that no foreigner can outwrestle one of his men. This is a direct challenge to the PCs. If they accept, one of the characters must compete in a wrestling match against a Georgian soldier. The general leads the characters to a pavilion where the soldiers have gathered for R&R. A match is quickly set up and bets are taken as the fighters are introduced.

The first wrestler to achieve five takedowns wins the match. Takedowns may be attempted through the use of Martial Art: Brawl (Charge) or Martial Art: Unarmed (Takedown). See **IHW: Wild Blue** Non-Weapon Combat for details. No strikes are allowed.

Insertion #1: The General

Dinner with the General

Tactics:

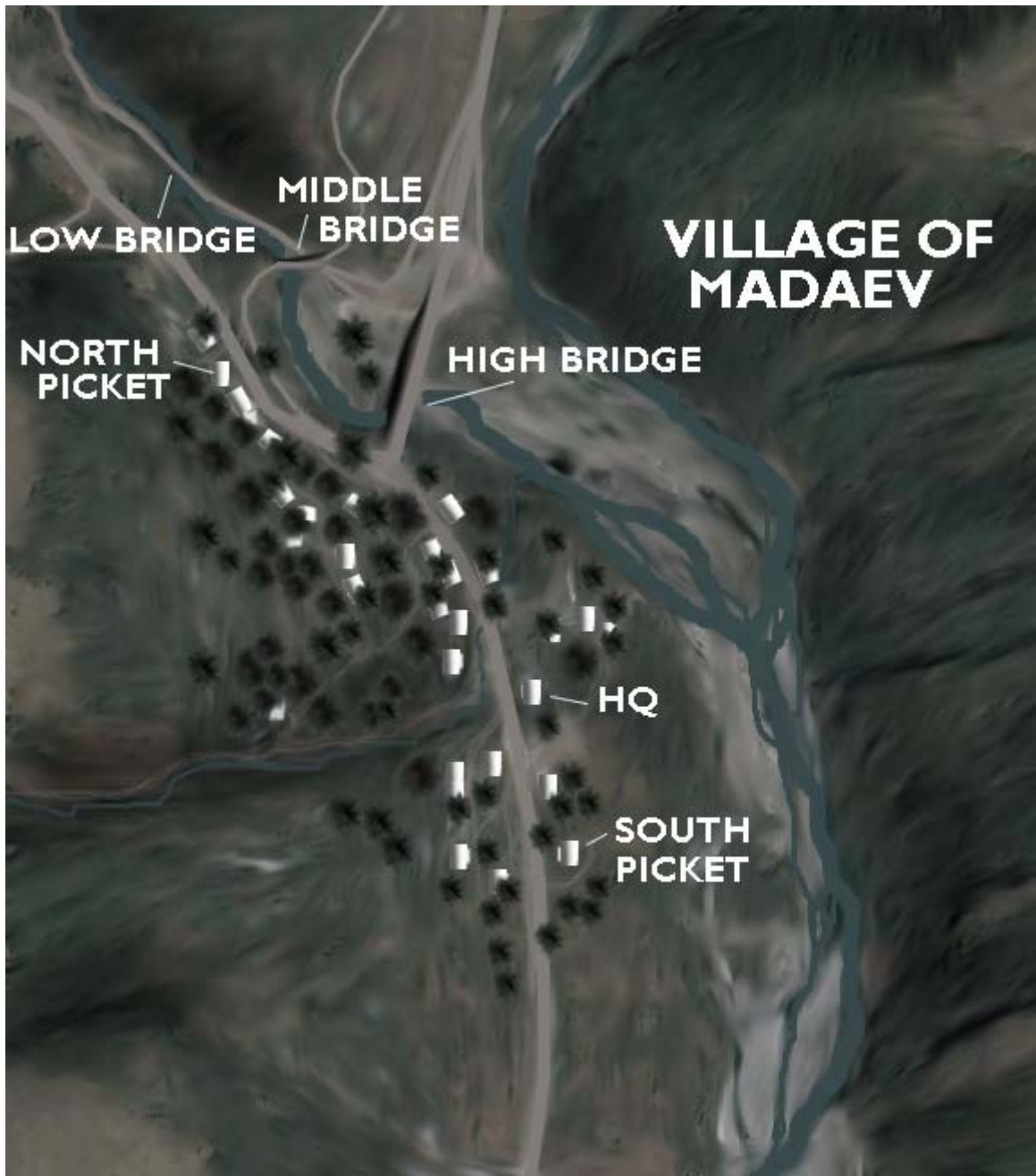
Physical Prowess

Tactics:

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<i>Georgian Wrestler:</i>	STR:9 COOR:9 AGY:9 END:9 Weapon Skill:+4
<i>Other Relevant Skills:</i>	Firearms +2, Unarmed +3 Brawl Damage:+9 To Hit: 65%
<i>Full Constitution:</i>	360
<i>Hindered Level:</i>	270
<i>Stunned Level:</i>	180
<i>Critical Level:</i>	90
<i>Possessions:</i>	AK-47 (Assault Rifle), dagger

Asset Protection



General Gorbenko is in high spirits after the match, whether his man won or lost. He leads the characters back to his private study where maps on troop deployment occupy the table. Over a glass of wine, he outlines the current situation and asks the characters to clear a town named Madaev located close to the South Ossetian border.

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Tactics:

The characters must enter the town and clear it of OFB militants. The mission involves house-to-house fighting with entrenched militants. Pilot characters can become involved for bombing runs, but these runs should be coordinated with ground forces.

OFB militants (28): see **NPCs** for statistics.

Development

If the characters fail at more than one of these events, Gorbenko provides only marginal assistance in crossing the border. If they succeed, he supplies them with a number of radio contacts and his spy network provides additional help to the PCs while they are in South Ossetia including medical aid, resupply, and safe haven (all at the GM's discretion).



Russia has authorized a humanitarian mission into South Ossetia. Various aid groups (Christian missionaries, Red Cross, Human Rights Watch, etc.) are to be bundled together and placed upon buses bound for the South Ossetian capital of Tskhinvali. The number of unfamiliar faces should make it easy for Troupe characters to blend in.

Insertion #2: Humanitarian Aid

Tactics: The PCs are given papers to produce at five checkpoints on the way to the capital. The checkpoints are manned by one **Armor Patrol** and two **Mechanized Patrols**. One Staff character must make a Business or Forgery check at every checkpoint. A failed check results in immediate arrest, disarmament, and transport to the Gregori Airbase (see below). The downside to this method is the PCs can only carry small arms and equipment, but the upside is they can potentially arrive at the capital without trouble.

If the characters slip away from the convoy before reaching Tskhinvali, treat the mission as an **Infiltration**.

Armor Patrol (1): see **South Ossetian Encounter Table** for statistics.

Mechanized Patrol (2): see **South Ossetian Encounter Table** for statistics.

Insertion #3: Infiltration

The characters may slip into South Ossetia through normal military ops (HALO, hiking in, boating in, etc.). Tskhinvali is located in a mountainous region just north of the border, so travel time varies with the method of insertion.

Tactics:

See the **South Ossetian Encounter Table** if the characters decide to infiltrate the country on their own.

South Ossetian Encounters

The GM should roll 1d10 at least once per day (GM's discretion) to see what the characters encounter. Characters should normally be able to detect River, Mechanized, and Armor patrols that are on the move, but the GM may have the characters make Observe checks if the patrols are parked. The GM should try to spice up encounters by having them take place near (or in) bombed-out villages, rivers, ravines, etc. and describing terrain features such as smoking bomb craters, wrecked vehicles, minefields, corpses, etc.

Most patrols can be avoided by Sneak checks. If detected, patrols immediately issue a challenge, attacking if the characters resist. Minor incursions into South Ossetia have become commonplace, so there is little chance of such clashes causing an international incident. Any combat between the characters and Russian-South Ossetian forces attracts another unit of the same type within 2d10 minutes. If an Armor or Helicopter patrol is defeated, a flight of MIG-29s is dispatched to investigate the incident within 30 minutes, so characters may not wish to hang around the area.

MIG-29: see **IHW: Wild Blue** for statistics.

Russian Pilots (2): see **NPCs** for statistics.

South Ossetian Encounter Table

01-35 Foot patrol

36-40 River Patrol

41-45 Helicopter Patrol

46-50 Mechanized Patrol

51-55 Armor Patrol

56-60 Antiaircraft Encampment

61-70 OFB Militant Camp

71-75 SEAL Encounter

76-80 Humanitarian Aid Encounter

81-85 Lucky Find

86-95 Villagers

96-00 Refugees

This Russian-South Ossetian patrol consists of 1 officer and 6 soldiers on foot. The patrol is not expecting trouble. Characters who attempt to ambush or hide from them receive a +10 bonus to any Sneak check.

Foot Patrol

Russian-South Ossetian Officer (1): see **NPCs** for statistics.

Russian-South Ossetian Soldiers (6): see **NPCs** for statistics.

This Russian-South Ossetian patrol consists of 1 officer and 6 soldiers in a Saigak boat. If the patrol spots the characters on shore, they radio a nearby **Foot Patrol** (70%) or **Mechanized Patrol** (30%) to investigate.

River Patrol

Russian-South Ossetian Officer (1): see **NPCs** for statistics.

Russian-South Ossetian Soldiers (6): see **NPCs** for statistics.

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Saigak Fast Attack Craft: see "Other Craft" on page 41 for statistics.

Helicopter Patrol

The patrol consists of two Mi-24 Hind D gunships on routine patrol. The gunships are equipped with state of the art surveillance equipment and cannot be avoided at night. If the characters are spotted, the gunships immediately open fire.

Mi-24 Hind D (2): see **IHW: Wild Blue** for statistics.

Mechanized Patrol

This Russian-South Ossetian unit consists of 1 officer and 10 soldiers in an APC (30%) or 1 officer and 6 soldiers in two UAZ-469s (70%). If combat lasts more than 5 turns, two more **Mechanized Patrols** arrive as reinforcements. If combat lasts more than 10 turns, an **Armor Patrol** arrives.

Russian-South Ossetian Officer (1): see **NPCs** for statistics.

Russian-South Ossetian Soldiers (10): see **NPCs** for statistics.

APC: see **IHW: Wild Blue** for statistics.

OR

Russian-South Ossetian Officer (1): see **NPCs** for statistics.

Russian-South Ossetian Soldiers (6): see **NPCs** for statistics.

UAZ-469 (ATV equivalent) (2): see **IHW: Wild Blue** for statistics.

Armor Patrol

This Russian unit consists of 1 officer and 3 soldiers in a light tank. If combat lasts more than 5 turns, two more **Armor Patrols** arrive. If combat lasts more than 10 turns, a **Helicopter Patrol** arrives. A flight of MIG-29s is dispatched to investigate the incident within 30 minutes.

Russian-South Ossetian Officer (1): see **NPCs** for statistics.

Russian-South Ossetian Soldiers (3): see **NPCs** for statistics.

tics.

T-62 (Light Tank equivalent): see **IHW: Wild Blue** for statistics.

This Russian-South Ossetian tent encampment consists of 1 officer and 2 soldiers manning a parked AA vehicle. A Sneak check is needed to bypass the encampment, but security is lax (+15 bonus to Sneak checks) and the characters may wish to disable the vehicle before proceeding.

Antiaircraft Encampment

AA Vehicle: see **IHW: Wild Blue** for statistics.

Russian-South Ossetian Officer: see **NPCs** for statistics.

Russian-South Ossetian Soldiers (2): see **NPCs** for statistics.

This camp consists of 7 male and 3 female South Ossetian militants taking refuge in an abandoned home. The militants are preparing to launch a raid into Georgia and their targets are marked on a map the leader carries in his pack.

OFB Militant Camp

OFB Militants (10): see **NPCs** for statistics.

This team of US Navy SEALs is prepared to provide aid, intelligence, and supplies to characters (all at the GM's discretion).

SEAL Encounter

The SEALs make contact if they detect the PCs first. Otherwise, the characters can choose to initiate or avoid contact with the team. If attacked, the SEALs defend themselves, but attempt to retreat. Attacking a fully trained, fully equipped band of Navy SEALs is beyond the scope of this adventure, so the GM should assume the SEALs have enough skill to avoid harm and evade capture.

Tactics:

Assuming the PCs recognize them as friends, the SEALs can help with intel and resupply.

Development:

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Humanitarian Aid Encounter

The PCs come across an aid group named the Christian United Alliance being robbed by South Ossetian bandits.

Tactics:

The PCs can decide to help or ignore the event. The bandits use hostages if possible, but flee if three or more of their number are killed. If the characters chose the Humanitarian Aid method of insertion, they might recognize some of the CUA members being attacked.

Development:

The CUA members are traumatized by the event and want to leave the country. Their leader Mary Johnston decides to take the group back to Tskhinvali where she reports the incident to the proper authorities. The PCs should receive an Honor Point for helping the aid group, however, a **Helicopter Patrol** is quickly sent to find and eliminate the characters.

Note: This encounter only happens once.

Bandits (12):

STR 8 COOR 8 AGY 8 END 8
Weapon Skill: +2

Other Relevant Skills:

Intimidate +2

Full Constitution

320

Hindered Level

240

Stunned Level

160

Critical Level

80

Brawl Damage: +2 To Hit: 50%

Possessions:

AK-74 (Assault Rifle), dagger

Lucky Find

The PCs encounter a Russian-South Ossetian **Mechanized Patrol** (see above) near a bombed village. They have the choice to hide or fight. Either way, they discover a hillside cave that was uncovered during a recent bombing run. The cave leads to the tomb of an ancient Turkish prince that is filled with treasure and other artifacts.

Resolution:

If the goods are brought back to Georgia, Staff characters must make a Business check in order to smuggle them out of the country for a Poor profit, each character gaining a

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point of Practicality. If turned over to the Georgian government, the characters receive an Honor Point each instead.

This encounter only happens once.

Note:

South Ossetian villagers can be encountered anywhere, going about their daily business.

Villagers

If confronted by armed forces, the villagers drop what they are doing and attempt to flee. If captured, the terrified villagers comply with their captors to the best of their ability.

Tactics:

Villagers who come in contact with the characters notify the local authorities at the first opportunity and a **Mechanized Patrol** is sent to investigate.

Development:

The characters encounter a band of Georgian refugees living in caves. These refugees were driven from their homes in South Ossetia and are poorly equipped and hungry. There are 5 men, 9 women, and 4 children in the group.

Georgian Refugees

Their leader, Mikhail Modin, offers to shelter the characters as long as needed, but begs food for the children. A refugee named Spalko Kovalev is a traitor. If the characters spend more than an hour at the caves, an Observe check reveals the man using a radio to transmit their location. If he is not stopped, 20 minutes later, the refugees are attacked by two **Foot Patrols** and a **Mechanized Patrol**.

Tactics:

This encounter only happens once.

Note:

Part 3: Up Country Missions

Recon



The Troupe characters must map the Gregori airbase located north of Tskhinvali. The airbase is a former Soviet base that was occupied by Georgian military forces until the recent conflict. Russian-South Ossetian forces have reclaimed the base and use it as one of the primary staging grounds for Russian air forces stationed in South Ossetia. Complete mapping of the base in a reasonable amount of time requires observation from four key points (located on the map).

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This rocky hill overlooks the northern side of the airbase. A **Foot Patrol** passes through the area every two hours. Characters must make a Sneak check to avoid the patrol. There is a 25% chance the patrol is accompanied by a German Shepherd dog, imposing a +20 penalty on the Sneak check.

Point #1 (Hill):

This roadway provides a clear view of the eastern side of the base. Shortly after the characters reach this point, a military supply convoy appears headed towards the base. Characters must make Sneak checks to remain undetected. If the checks fail, the convoy continues on to the base, but a **Mechanized Patrol** is sent to investigate. The characters must make Sneak checks in order to avoid the patrol.

Point #2 (Roadway):

These garish buildings once housed a military brothel that was closed after the fall of the Soviet Union. The roof of the tallest building provides a clear view of the western side of the base. The buildings are empty except for molding shag carpet, battered furniture, and gaudy decorations. No one visits these buildings anymore, so the characters may rest here for as long as they like.

Point #3 (Abandoned Buildings):

This 50' guard tower overlooks a surplus fuel depot south of the base. The tower is manned by four soldiers. The soldiers are not suspecting an attack and security is lax (+10 Sneak bonus). The characters may either attack the soldiers or attempt to climb up to the roof of the tower without alerting the soldiers. This requires successful Climb and Sneak checks.

Point #4 (Guard Tower):

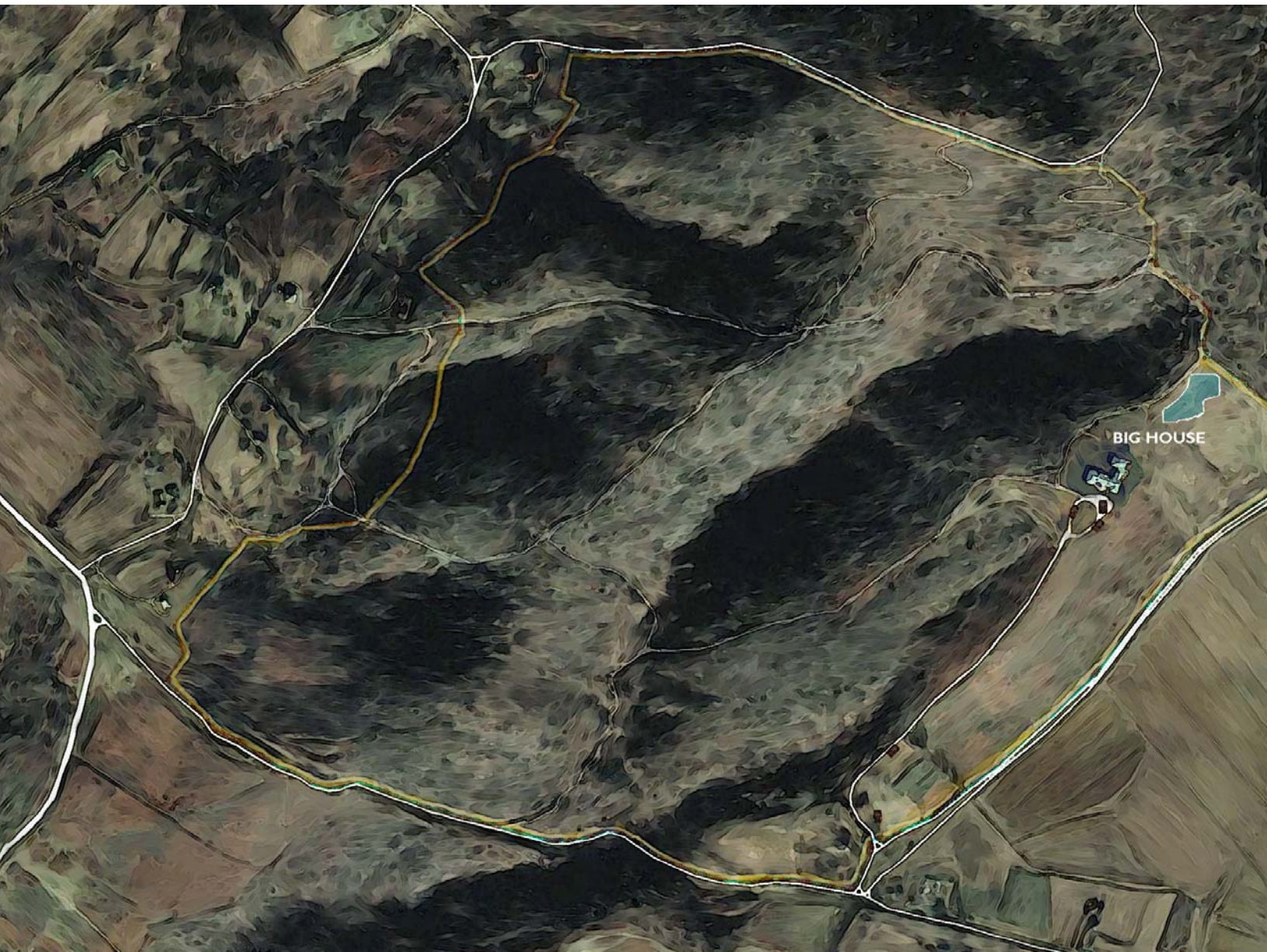
Mostly stealth skills are utilized here. If the characters are detected and an alarm raised, a **Mechanized Patrol** and three **Foot Patrols** are dispatched from the base to hunt them down. If the patrols are eliminated, a **Helicopter Patrol** and three **Mechanized Patrols** are sent to deal with the threat.

Tactics:

Successfully mapping the base is vital to the **Bombing Run** mission (see below). Each mapped point provides a bonus of +5 on the Abstract Bomb/Rocket Damage table to any pilots participating in the run.

Development:

Extraction/Elimination



The characters must assassinate or capture a Russian general named Andrei Mirov living on an estate near the South Ossetian capital of Tskhinvali. The general's estate is located in an isolated valley. The grounds are surrounded by forest with manicured lawns, a hedge maze, gardens, fishing pond, and several outbuildings. The house itself is protected by an electronic security system requiring an Electronics check to disarm.

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An armor unit with tanks and mechanized vehicles man key checkpoints along the main drive. **Foot Patrols** (with dogs) patrol the grounds and a flight of MIG-29s routinely overflies the valley. Various servants (cooks, gardeners, etc.) move about the grounds during the day. They raise the alarm if possible, but not at risk to their own lives.

This is primarily a stealth mission. Characters must infiltrate the estate and deal with General Mirov. The general rarely leaves the villa and is confident in its security. He spends the typical morning exercising and walking the grounds alone. Afternoons are spent in the estate in conference with Russian and South Ossetian military and government officials. In the evenings he dines in with a South Ossetian escort named Yvette Stanislava and retires early to his bedroom.

The general occasionally visits various military installations throughout South Ossetia. He always travels under a heavily armed guard that consists of tanks, mechanized vehicles, and helicopter escorts. The GM can decide the makeup of these escorts in the unlikely event that the characters attempt to intercept him outside of the estate.

This mission is designed to be run concurrently with the **Bombing Run** mission (see below). See **Concluding the Adventure** for more details as to how this mission plays out.

Tactics:

Development:

Bombing Run

JSI pilots are ordered to make a bombing run on the Gregori airbase as the Georgian military (backed by other merc companies) launches an offensive on several fronts along the border. This mission is designed to run concurrently with (and provide a distraction for) the **Extraction/Elimination** mission.

Tactics:

This mission provides plenty of opportunity for aerial combat. Pilot characters encounter 1 group of three MIG-29s as soon as they enter South Ossetian airspace. Another three join the combat every 5 turns until the Gregori airbase has been neutralized.

The Gregori airbase is defended by antiaircraft guns and missiles.

Development:

Missile	Country	Range	PK	Damage	Warhead	Launch Platform	Guidance
SA-3 GOA	Russia	15 km	40%	+50	65 kg	Truck	AR

The characters must achieve a result of Heavily Damaged or greater on the Abstract Bomb/Rocket Damage Chart (see **IHW: Wild Blue: Munitions** chapter) to prevent the Russian planes from scrambling.

The characters must escape South Ossetia. This mission may be planned as part of the **Extraction/Elimination** and **Bombing Run** missions.

Evac

Tactics vary depending on the method of evac and whether or not General Mirov is in tow. If captured, General Mirov makes trouble for the characters along the way. Once he realizes they are mercenaries, he offers to triple the amount of their contract and tosses in a few Sweeteners as well. If the characters agree, he upholds his end of the agreement and uses JSI's knowledge of Georgian troop deployment and tactics in the upcoming Russian-South Ossetian invasion. If the characters do not agree to switch sides, the general attempts to escape or alert patrols whenever the opportunity arises.

Tactics:

The characters should encounter at least one **Foot Patrol**, one **Mechanized Patrol**, one **Armor Patrol**, and one **Helicopter Patrol** during their flight from South Ossetia. These patrols are on high alert, imposing a -10 penalty to any Sneak checks. The **Helicopter Patrol** is equipped with high-tech surveillance imaging and cannot be avoided at night.

Part 4: Concluding the Adventure

How JSI handles the **Extraction/Elimination** mission determines how this adventure plays out. If General Mirov is assassinated or allowed to escape, Russia and South Ossetia launch an all-out war against Georgia. JSI is certain to become entangled in the conflict, willing or not, as Russia seals off Georgia's borders, blockades its ports, and takes control of Georgian airspace. The tiny conflict has the potential to blossom into WWII if the GM desires.

If General Mirov is captured and delivered to General Gorbenko, the Russian government eagerly negotiates, rather than let the world know that its esteemed generals can be so easily kidnapped. In a series of secret meetings with the Georgian government, Russia agrees to return its troops to pre-war levels and locations. Russia also agrees to support Georgia's induction into NATO, but whether or not they uphold this part of the bargain is left to the GM.

In the meantime, Georgian troops take control of South Ossetia and the Georgian government offers JSI a new contract to continue cadre training, asset protection, and conduct counterterrorism operations against OFB militants. Whether or not JSI accepts the contract, the company earns the attention of the FSB, and the Russian military is seething for revenge.

NPCs

OFB militants are fanatic Ossetian nationalists who seek to liberate South Ossetia and destabilize the Georgian government. Trained and funded by Russian agents, the OFB is quickly gaining notoriety as a capable and ruthless terrorist organization.

STR 8 COOR 8 AGY 8 END 8

Weapon Skill: +2

Demolition +1, Insertion +1

320

240

160

80

Brawl Damage: +2 To Hit: 50%

AK-74 (Assault Rifle), dagger, RPG-7 (Shoulder Launched Rocket)

OFB Militants

OFB Militant

Other Relevant Skills:

Full Constitution

Hindered Level

Stunned Level

Critical Level

Possessions:

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Russian and South Ossetian Forces

Russian and South Ossetian military forces are well trained and well equipped. Their recent victory over Georgia has made them supremely confident and they are eager to see more action. Russian and South Ossetian forces tend to have little respect for the Georgian military (including any mercenary forces) and this often makes them careless in the field.

Russian-South Ossetian Soldier

STR:9 COOR:9 AGY:9 END:9
Weapon Skill:+4

Other Relevant Skills:

Tactics+2, Discipline+2, Firearms +2

Full Constitution:

360

Hindered Level:

270

Stunned Level:

180

Critical Level:

90

Brawl Damage:+9 To Hit: 65%

Possessions:

AK-74 (Assault Rifle), dagger

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STR:10 COOR:10 AGY:10 END:10

***Russian-South Ossetian
Officer***

400

Full Constitution:

300

Hindered Level:

200

Stunned Level:

100

Critical Level:

Weapon Skill:+5

Tactics+2, Dash+2, Firearms +3, React+2

Other Relevant Skills:

Brawl Damage:+10 To Hit: 70%

AK-74 (Assault Rifle), dagger

Possessions:

STR:9 COOR:9 AGY:9 END:9

Russian Pilot

Weapon Skill:+3

360

Full Constitution:

270

Hindered Level:

180

Stunned Level:

90

Critical Level:

Pilot+1, Alert+1, Observe +2, React +2

Other Relevant Skills:

+8 To Hit:60%

Brawl Damage:

Automatic Pistol

Possessions:

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General Kobach Gorbenko

General Gorbenko is a prominent Georgian general, outspokenly anti-Russian, and a hero of the 1992 Georgia-South Ossetia conflict. Gorbenko takes great pride in his country and its military, and finds the mercenary profession distasteful. He has long been at odds with Georgian President Mikheil Saakashvili, and never believed the U.S. would provide assistance if Georgia was invaded.

STR:10 COOR:10 AGY: 10 END:10

Weapon Skill: +6

Other Relevant Skills:

Discipline+3, Entice+2, Evaluate+3, Firearms+3, Goad+2, Intimidate +5, Leadership +4, Linguistics+2, Negotiate+3, Organize +2, Strategy +4, Tactics +4, Taste+2 , Unarmed +4

Full:

400

Hindered Level:

300

Stunned Level:

200

Critical Level:

100

Brawl Damage: +11 To Hit: 75%

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General Mirov is an aging Russian officer who commands the Russian and South Ossetian forces stationed near Tskhinvali. Mirov was responsible for much of the planning of the Russian invasion. He is due to retire in less than a year, and the victory over Georgia was supposed to cap off his distinguished career.

General Alexei Mirov

STR 9 COOR 9 AGY 9 END 9

Weapon Skill: +3

Discipline+2, Endear+3, Engrace+2, Entice+2, Evaluate+1, Firearms+3, Goad+2, Intimidate +3, Leadership +5, Linguistics+2, Negotiate+3, Organize +2, Psychology+3, Strategy +4, Tactics +5, Taste+2, Unarmed +2

Other Relevant Skills:

360

Full

270

Hindered Level:

180

Stunned Level:

90

Critical Level:

Brawl Damage: +4 To Hit: 60%

Automatic Pistol

Possessions:

Other Craft

Muravey Patrol Boat

Range 425
Armor 1
Frame 7,7,7,7
Crew 25
Pass 15
Speed 9
Type Littoral
PWeap +60
SWeap -+20 and Grenade Launcher
OWeap -2 Torpedo Tubes PK 25
Maint 20
Accel 4
Sensors +10 RADAR 10

Saigak Fast Attack Craft

Range 250
Armor 1
Frame 5,5,5,5
Crew 5
Pass 11
Speed 9
Type Littoral
PWeap +10
SWeap +5 X3
OWeap 2 X Grenade Launcher
Maint 15
Accel 4
Sensor +0 RADAR 3

