

TOM CLANCY'S GHOST RECON[®] BREAKPOINT

THE ROLE PLAYING GAME



INTRODUCTION



Experience the Ghost Recon universe through a pen and paper role playing game! One of you will be the Game Master while the others will each take on the role of a Ghost.

This section contains rules for the role-playing game and an introductory scenario. To play, you will also need a few six-sided dice, pencils and erasers. (Stocking up on Snacks and drinks is also advised.)

IF YOU ARE THE GAME MASTER, start by reading these rules. You will have multiple roles as Game Master: bringing the story to life for the other players, describing the situations they encounter, interpreting the characters they come across, deciding when a test is necessary, and controlling the enemies' behavior during combat. Don't worry, it's much easier than you think.

You can choose to play the Ghost Recon Breakpoint campaign laid out in this guide, or come up with the follow-up to operation Greenstone yourselves. Do the Wolves clash with Sentinel once Walker is out of the picture? Does Stone discover Erehwon and attempt to wipe out the Home-steaders? What sort of threats could emerge from Golem island, north-east of Maunga Nui? The world of Breakpoint is rife with possible scenarios that could push your team of Ghosts to their limits.

IF YOU ARE A PLAYER, reading these rules is optional. The Game Master will be able to explain the rules to you over the course of the game. When you create your Ghost, imagine their personality and background. Why did they enlist? Why did they become a Ghost? What sort of relationship do they have with members of the squad? What are their ambitions and desires? A role-playing game offers the ultimate escapism, the option of becoming someone else—make the most of it. Finally, trust your Game Master; you aren't playing against them! They are the game's referee; it's important to respect their decisions.

THE GHOSTS



Players can step in the boots of Nomad from Ghost Recon Breakpoint or create their own Ghost.

The weapons, equipment and vehicles already outlined on the character sheet are yours. Skills and other items can be discovered or earned through experience (XP). Ghost dice allow you to change the course of destiny, like only heroes can. (The character sheets are provided in the appendix on P.20.) The Ghosts are trained to accomplish the following actions:

» GHOST ACTIONS

INFILTRATE

Hiding or moving about in enemy territory without being seen.

MOVE

Moving under enemy fire by taking advantage of the zone's cover.

DRIVE

Driving in dangerous situations (combat, retreating, pursuit).

PILOT

Piloting a helicopter, a plane, or parachuting into a dangerous situation.

RECON

Detecting enemies, gathering Intel.

INTERROGATE

Gleaning information from a civilian or prisoner.

FIRE

Using firearms or grenades against enemies.

SABOTAGE

Destroying infrastructure with an explosive.

ASSAULT

Hand to hand combat or capturing an enemy.

RESCUE

Rescuing a fallen Ghost.

» CREATING YOUR GHOST

THE GAME SYSTEM



A Ghost (or an enemy) can only complete a single action per game turn. As the Game Master, it is up to you to decide when an action requires a test. Don't forget that the Ghosts are elite Special Forces. Limit tests to dangerous situations or combat. It's pointless to call for a test when a vehicle is driving peacefully!

A test consists of adding the action's value to the result of a die roll (D6) and then to modifiers tied to any items or skills used, as well as those specific to your Ghost's class. The test is passed if the total is 10 or higher.

» TEST ACTIONS

TEST GHOST'S ACTION

+

D6

+

ITEM MODIFIER

+

SKILL AND CLASS MODIFIER

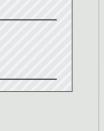
EXAMPLE

Nomad tries to infiltrate Tiger Camp.

INFILTRATE

$8 + 2 \text{ (result of D6)} + 2 \text{ (LIGHT TAC VEST modifier)}$
 $= 12$: passed! Nomad escapes the Wolves' surveillance.

A test lower than 10 means the action has **FAILED**, excluding RECON, INTERROGATE and RESCUE. These pass the test but require more time (one additional turn per number below 10). A test lower than 10 for Drive does not mean that the Ghost has **FAILED**. In this case, it means that the vehicle had an accident and the vehicle loses a hit point for each number below 10.



OPTIONAL RULE

At the Game Master's discretion: players can bolster their Ghost's initial load out by spending an allotted budget of 500 XP on equipment from the Gear List.

THE COMBAT

"Stealth is the best protection during combat: before shooting you must first have a target. As long as the enemy has not detected you and you haven't fired, you are safe."

EXCERPT FROM THE GHOST FIELD MANUAL

» FIRE!

In combat, the Ghosts always have the initiative. They act first every turn. A successful **FIRE** action allows the Ghost to hit the enemy. The **FIRE** test result determines the number of hits; there is one hit for each number starting from 10. For example: If Nomad scores 13 in his test, he gets 4 hits. The player is given the option to spread out the hits among several targets located in the same zone or focus all hits on a single target.

Each hit takes away a **VITALITY** point. When the target reaches 0, they fall unconscious and need a **RESCUE** action to be revived. When revived, unconscious targets recover all their **VITALITY** points.

If all Ghosts are injured and unconscious, the Game Master has several options:

- } The Homesteaders can rescue them and nurse them back to health. Ghosts regain consciousness in a Bivouac.
- } The enemy can capture them. Once they regain consciousness, Ghosts must escape and recover their equipment.
- } The enemy can kill them. This is an extreme decision which should be avoided because it means that new Ghosts must be created.

If the target is wearing a form of protection (a **TAC VEST** for example), the Protection absorbs a number of hits equal to its value. For example: Nomad is struck and receives 3 hits. He is wearing a **LIGHT**

TAC VEST (protection 1). He loses **2 VITALITY** points ($3-1=2$). Additionally, because his class is Assault, his injury is further reduced by 1. As a result, Nomad only loses **1 VITALITY** point.



» WEAPONS

Every weapon has a different modifier according to its range: Short range (0-50 m), Medium range (50-200 m), or Long range (over 200 m). For example, assault rifles have the following modifiers: SR=2, MR=3, LR=1. Use the correct range modifier for each **FIRE** test situation (as determined by the game master).

Attachments can be used to modify weapons by influencing their range modifiers. Details of range modifiers and attachments modifiers are outlined in the Gear List (P.8). It's important to note that not every weapon can be fired from all ranges (N). Others have special effects outlined in the Gear List.

A target in cover is completely protected from an attack if the cover's value is greater than the weapon's range modifier. For example: heavy cover (3 points) protects against assault rifle shots at LR (1 point).

There are **3 COVER** types: light (1 point), medium (2 points), and heavy (3 points). Note that if the cover's modifier does not exceed the weapon's modifier, it is not taken into account when determining the value of the hit and its effects. A successful **ASSAULT** action allows a player to capture or kill an enemy. The choice is up to them. (Note that this action cannot be used against a drone.)

THE BATTLEFIELD

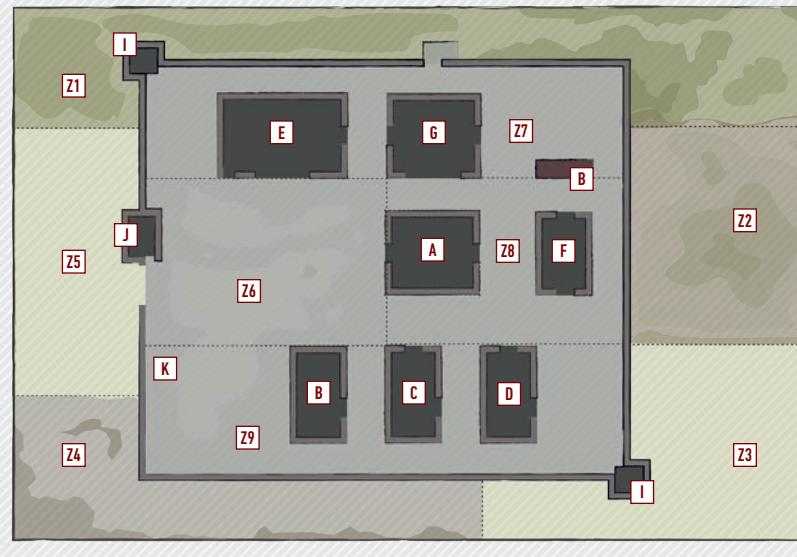
"Monitoring the battlefield lets you dominate it and gives you the upper hand in combat."

EXCERPT FROM THE GHOST FIELD MANUAL

As Game Master, it is your job to clearly map out the battlefield. Without a map your players will be at a disadvantage. A clear map of the battlefield identifies various zones of the battlefield, gives them different cover point values, and spreads the enemies throughout the zones.

Use the maps in this book to create your own battlefields. You can copy the map onto a whiteboard so that your players can discover it as the game unfolds. Using counters or figurines allows you to locate where Ghosts and enemies are on the map.

Here is an example map of a Sentinel PMC outpost:



In the outpost example, enemy soldiers in the tower and the blockhaus engage the Ghosts from their zones. The enemies in A, B, C & D gather in Z8 to then engage the Ghosts at medium range.

Vary tactics depending on the type and rank of the enemies. Sentinel Corp. prefers long range encounters using maximum fire power. The Wolves prefer to maneuver and seek out close combat.

It's very possible that the enemy will stop fighting before being annihilated, especially if their leaders or best soldiers have been killed. Some will flee, others will take refuge in buildings and the rest will surrender to the Ghosts. As Game Master, you get to decide when the enemy has reached its breakpoint.

Location	Cover	Equipment	Enemy
Z1	Copse	2	1 Succubus drone
Z2	Swamp	1	
Z3 & Z5	Meadow	0	
Z4	Rocky area	2	
Z6	Outpost's courtyard	0	1 Sentinel elite, 1 Sentinel trooper
Z7	Technical area	1	1 Sentinel trooper
Z8	Command area	0	1 Incubus drone
Z9	Living area	0	3 Sentinel troopers
A	HQ	2	1 Sentinel officer, 2 Sentinel NCOs
B	Mess hall	2	4 Sentinel troopers
C	Sleeping quarters	2	4 Sentinel troopers
D	Break room	2	4 Sentinel troopers
E	Garage	2	1 Sentinel driver, 2 Sentinel troopers
F	Armoury	3	Ammunition, EMP grenades
G	Hangar	2	Equipment, supplies
H	Power generator	3	
I	Watch tower	1	1 Sentinel watcher
J	Bunker	3	2 Sentinel troopers
K	Wire fence	0	



MOVEMENT



"Every tactical situation is carried out in its own way."

EXCERPT FROM THE GHOST FIELD MANUAL

Near the enemy, **INFILTRATE** allows Ghosts to move undetected. The number of enemy soldiers patrolling the zone affects an **INFILTRATE** test. The test result reveals the number of enemies who do not detect the Ghost (one for every number starting from 10). For example, a score of 14 allows the Ghost to remain undetected in a zone with a maximum of five enemy soldiers.

During active combat, **MOVE** allows Ghosts to move around using cover to remain unharmed by enemy fire. Travel making use of the cover and therefore staying sheltered from enemy shots.

Away from the enemy, **DRIVE & PILOT** allow vehicles to be used for fast travel over long distances. Ghosts can drive or pilot any form of transport that they come across.

| **HP** at 0 hit points, vehicles are destroyed. Passengers lose 1 VITALITY point if the vehicle they are in is destroyed.

| **PROTECT** Extra vehicle protection (exterior shell, armor) protects the vehicle and the passengers (according to cover rules).

| **ROAD** Modifier for DRIVE test when driving on the road. TRACK, OFF ROAD: likewise, for tracks and off-road.

| **AIR** Modifier for the PILOT test.

The number of passengers is stated for every vehicle as well as the weapons that is has on board.

All vehicles are described in the Gear List (P.8)



INTERACTIONS WITH THE INHABITANTS OF THE WORLD



"A successful mission is not just a series of battles. Intel gathering is a priority and human Intel remains essential."

EXCERPT FROM THE GHOST FIELD MANUAL

on their side, the Ghosts will also have to help them regularly. This could involve helping to free a prisoner from Sentinel Corp. or breaking through roadblocks to deliver resources useful to the rebel's cause.

Enemies are the last resort for information. **A RECON** test must be passed to get information from computers, phones, and paper files. Captured enemies will refuse to cooperate with Ghosts. It's up to the Ghosts to find a way to crack them; for example, by bribing them, using threats, etc. These encounters can be acted out as role-playing or as an **INTERROGATE** test.

HOSTS' PROGRESS

“Training and experience are the pillars of a Ghost’s education.”

PT FROM THE GHOST FIELD MANUAL }

A successful mission or battle adds to a Ghost's experience. Experience points (XP) can be used to get new gear, gain new skills, or to level up. Each player gets to decide where to invest their XP.

A successful mission earns 1000 XP. A defeated enemy earns the number of points outlined in the Greenstone files. For example, a Wolf veteran=30 XP. XP points earned benefit all players. A successful mission awards 1000 XP to each Ghost, a defeated Wolf elite earns 30 XP for everyone.

The XP cost of each item or skill is stated in the XP COST column in the Gear List. For example, 100 XP for a short barrel. 'X' means an item is already available as part of the Ghost's default load out. 'E' denotes that an item must be discovered by exploring the world.

KP points also allow Ghosts to level up and earn the following bonuses. (Actions can be increased without going over the specified maximum).

Lv	XP Cost	Title	Advantage
1	0	Ghost	
2	500	Tested Ghost	+ 1 in an action, maximum possible 8
3	2,000	Veteran Ghost	+ 1 in 2 actions, maximum possible 8
4	5,000	Expert Ghost	+ 1 in 3 actions, maximum possible 8
5	10,000	Legendary Ghost	+ 1 in 5 actions, maximum possible 9

The number of Ghost dices available can also be increased (without exceeding 3). Overcoming a dangerous situation can reward players with a Ghost die. (That decision is up to the Game Master)

YEAR LIST

Equipment represents all the gear and skills that Ghosts can use.
Range is an impossible range for a weapon.
Default is a weapon or basic piece of gear available in a Ghost's default load out.
Discovery is equipment or a vehicle discovered through exploration.

	SR	MR	LR	Special Effect	XP Cost
	3	N	N	People close to the blast are also hit.	X
CHER	3	2	0	People close to the blast are also hit.	1000
ENADE	3	N	N	People in the zones are inactive for this turn and the next.	250
	3	N	N	Drones in the zones are inactive for this turn and the next.	250
	2	N	N	FIRE while remaining in INFILTRATE.	X
	4	0	N	Allows MOVE and FIRE in one action.	X
	3	1	N	Allows MOVE and FIRE in one action.	X
	2	3	1	—	X
	0	4	2	Enemies in the targeted zone cannot fire.	X
	1	3	3	Only hits a single target per turn.	X
	0	2	4	Disables all protection. Only hits a single target per turn.	X
HER	0	7	0	People close to the blast are also hit.	E
	0	5	3	Enemies in the targeted zone cannot fire. Weapon cannot be moved.	E
	N	3	4	People close to the blast are also hit. Weapon cannot be moved.	E
	N	N	7	Can only target flying vehicles. Weapon cannot be moved.	E

S	SR	MR	LR	Special Effect	XP Cost
	1	0	0	Specific to one type of gun.	100
	0	0	1	Specific to one type of gun.	100
X1.4	1	1	0	—	250
/5.5	0	1	1	—	250
PE X6	0	0	2	Specific to SNIPER RIFLE	500
AZINE	1	1	1	Specific to one type of gun.	500
				Used with SMG, AR, DMR, and SNIPER RIFLE. FIRE while remaining in INFILTRATE. Disables the gun's modifier.	500
DR				Used with SMG, AR, DMR, and SNIPER RIFLE. FIRE while remaining in INFILTRATE	1000



VESTS	Protec	Special Effect	XP
Light	1	DRIVE, PILOT, MOVE, INFILTRATE +2	>
Medium	2	DRIVE, PILOT+2	>
Heavy	3		>

VEHICLES	Protec	Road	Track	Off Road	HP	Special Effect	XP
	0	3	2	2	1	1 passenger	
	1	3	0	0	2	5 passengers	
	1	5	0	0	2	2 passengers	
	1	2	2	2	4	5 passengers	
	2	2	1	0	6	10 passengers	
	4	2	2	2	9	8 passengers. Weapon: Turret-mounted LMG	

NAME	Protec	Air	HP	Special Effect	XP
UAV	1	4	2	5 passengers	100
Drone	1	5	2	5 passengers	100
Copter	3	3	5	8 passengers. Weapon: LMG for passengers	100
Copter	3	4	5	2 passengers. Weapons: Gatling Gun & Rocket Launcher for pilot	100
Drone	0	0	1	1 passenger	100

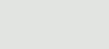
ICLES	Protec	Sea	HP	Special Effect	XP
	1	2	2	4 passengers	
	1	5	3	5 passengers	
	3	3	6	8 passengers. Weapon: LMG for passengers	

Special Effect	XP Cost
ECON +1	X
ECON+2	X
ECON+2, day & night	250
night RECON*	X
ABOTAGE	X
tracts all enemies in a zone to the explosion's point of impact	250
reveals all hostiles in a 100m radius	100
destroys any vehicles that drive over it	500
ABOTAGE +2	1000
secretly cuts an opening in a fence in a single turn	250
ESCUCE +1	E
ESCUCE +2	E

E	Special Effect	XP Cost
ANGE FIRE	FIRE Medium Range +1	500
ANK FIRE	FIRE Short Range +1	500
GE FIRE	FIRE Long Range +1	500
EUTRALIZATION	Adds an additional impact per shot aimed at a vehicle	500
E	MOVE +1	1000
ING	DRIVE +1	500
	INFILTRATE +1	1000
	PROTECTION +1	1000
	PILOT +1	500
DIC	RESCUE +1	500
	VITALITY +1	1000
EHICLE	An unarmed 4X4 is available at a bivouac.	250

/Night cycle is determined by the game master

HOSTILE NPCS/GREENSTONE FILES



The enemies (Wolves, Sentinel and drones) and the Ghosts' allies (the Rebels) are described on small character sheets, similar to the Ghosts' sheets. The only difference is the amount of XP earned for neutralizing an enemy.

Of course, you can use these templates to create new enemies for your players. Make sure that they are well balanced: avoid invulnerable "monsters" as well as enemies that are too weak. Finally, assign an XP value to each of them according to the threat they pose.

Beware, some drones are particularly deadly. Make sure that your players' Ghosts are capable of neutralizing them.

As the Behemoth & Aamon drones have two weapons indicated as Weapon 1 they can perform two **FIRE** tests on the same target.

REBEL	Rebel	Veteran	Spy	Leader	Auroa Civilian
XP	5	20	10	30	0
Recon	4	5	6	5	3
Drive	4	4	5	4	3
Move	4	5	4	5	2
Assault	2	3	2	3	1
Fire	4	5	4	5	0
Protection	0	1	0	2	0
Vitality	1	2	1	2	1
Weapon 1	SMG	AR	Handgun	AR	none
Weapon 2	Grenade				none

SENTINEL	Trooper	Elite	NCO	Sniper	Watcher	Heavy	Scout	Officer	Driver or Pilot	Drone Operator
XP	5	20	30	20	10	30	10	50	10	10
Recon	4	5	5	5	6	5	6	5	5	5
Drive	4	4	4	4	4	4	4	4	6	5
Move	4	4	5	4	4	4	6	4	4	4
Assault	4	5	5	3	4	4	6	4	4	4
Fire	5	5	6	6	5	5	5	5	4	4
Protection	1	1	2	2	1	3	1	2	0	1
Vitality	1	2	2	1	1	3	2	2	1	1
Weapon 1	AR	AR	AR	Sniper Rifle	AR	LMG	SMG	SMG	Handgun	Handgun
Weapon 2	Grenade	Handgun	Handgun		Handgun	Grenade	Handgun			

WOLF	Wolf	Veteran	Pack Leader	Sniper	Drone Operator	Heavy	Assault	Officer	Driver	Pilot
XP	10	30	30	30	15	40	30	50	10	20
Recon	5	6	6	5	6	5	6	5	5	7
Drive	5	5	5	5	5	5	5	5	7	7
Move	5	6	6	5	5	5	6	6	5	4
Assault	5	6	6	5	5	5	6	6	5	4
Fire	5	6	7	7	6	6	6	6	5	5
Protection	1	2	2	2	2	3	2	2	1	1
Vitality	1	2	3	1	1	3	3	2	1	1
Weapon 1	AR	AR	AR	Sniper Rifle	SMG	LMG	Shotgun	SMG	Shotgun	Handgun
Weapon 2	Grenade	Lance Gre.	Lance Gre.	Handgun		Handgun	Grenade	Handgun		

DRONE	Murmur	Stolas	Malphas	Succubus	Cherubim	Sky	Aamon	Andras	AYM	Incubus	Behemoth
XP	30	50	80	20	5	100	120	150	80	300	
Recon	7	7	8	7	6	6	6	6	5	6	
Drive	8	8	8	7	6	6	6	6	5	5	
Move	6	5	5	6	5	4	4	4	4	4	
Fire	6	7	8	5	0	6	7	8	5	8	
Protection	1	2	2	1	0	3	3	4	3	4	
Vitality	2	2	3	1	1	5	6	6	4	9	
Weapon 1	SMG	SMG	SMG	SMG	AR	2xLMG	LMG	LMG	LMG	2x Gatling	
Weapon 2	Grenade					Gre. Launcher	Gre. Launcher	Gre. Launcher	Sam Launcher		



MISSION: CODE AMOK



Amok: a word of Malaysian origin describing an indiscriminate killing frenzy.

THE SETTING

This mission takes place at the same time as operation Greenstone. It is suitable for first time players as well as level 1 Ghosts. **WARNING: If you are a player, do not read what follows. Reading the mission is reserved for the Game Master.**

The mission begins after the Ghosts have established trust with the Outcasts. Haruhi Ito, their leader, contacts them and entrusts them with a priority mission. One of their agents has received a surprising message. A stranger claims to be able to control the lethal drones and bring about their destruction! They offer to sell their secret to the Outcasts. As a show of good faith, the stranger invites them to a demonstration, taking place on the same day at 1400 hours near VIPER CAMP in the LAKE COUNTRY region. Haruhi therefore asks the Ghosts to head on site, observe the demonstration, and then report back to her with their observations. Haruhi Ito has her doubts, it might well be a trap set by the Wolves... If it was true, however, the Outcasts would then be able to take out every lethal drone on Auroa in one fell swoop, inflicting a decisive blow to their enemies. Without the help of its drones, Sentinel Corp. would soon lose control of the archipelago. Whatever the case may be, Haruhi asks the Ghosts to proceed with extreme caution.

During the mission, the Ghosts have access to a base camp set up in the wild by the Outcasts. It's here that communications with Haruhi take place. Several Outcasts are permanently living there.

THE DEMONSTRATION

The Ghosts must make haste to reach the site before the designated time. Organize this journey like a race against the clock; some driving and piloting tests are a sure-fire way to put your players under pressure.

Sentinel's presence increases as they get near Viper Camp. It appears that the enemy is organizing some military exercises... or a deadly trap. The density of the forces deployed is so overwhelming that it is preferable for the Ghosts to content themselves with occupying a look-out post far from the camp. The ridges surrounding the camp offer many good spots to recon from.

At precisely 1400 hours, dozens of land and aerial drones present at the site suddenly alter their trajectories. They spin in circles to the astonishment of the PMC soldiers, then open fire on each other. In just a few minutes, the drones wipe each other out. The PMC manages to withdraw its troops during the carnage, but not without sustaining some serious collateral damage in the process.

The Ghosts then take advantage of the confusion to slip away. Chaos gives rise to order after a few minutes, as Sentinel secures a perimeter around the drone remains. The demonstration is conclusive proof that the stranger holds the power to destroy the drones.

ROMANCE AND TERRORIST ATTACK

It all began when Aby Wang and Karen Rojas met on board the flight to Auroa on 04/10/19. Both young talents recruited by Skell Tech, the young women fell in love and shared five blissful years together on Auroa. Aby, an ambitious young financier, climbed to N°3 of Skell Invest in INFINITY while Karen stood out as one of the best engineers in A.I. Their happiness ended in 2024, the day when the Outcasts organised an attack against the Skell Foundation in **INFINITY**, during which Aby was seriously injured. Mutilated, her spirit embittered by the injury and loss of her job as well as the five million dollars in stock options that awaited her, Aby has since been filled with brooding anger aimed at the Outcasts and Skell Tech.

To give Aby moral support, Karen joined Project Omega: a program aimed at building lethal drones. The young idealist rejected her non-violent libertarian ideals with the hopes of helping the one she loves, who day by day was trapping herself in a cycle of constant hatred. Unable to stomach the idea of creating killing machines, however, Karen disseminated hidden instructions into their A.I. program—the Amok code. If the drones receive a specific ultrasound signal, their behaviour switches to a single directive: the complete destruction of other lethal drones. This is exactly what happened during the demonstration.

The takeover of Auroa at the hands of Sentinel poisoned the relationship between Aby and Karen. Aby suggested that Karen sell her Amok code to the PMC in exchange for five million... Appalled, Karen refused. Since then, the gap between the two women has been widening by the day. Resolved to go through with it, Karen requested a transfer to the **MAINTENANCE AREA** where she officially controls the lethal drones in service and secretly inserts pre-programmed ultrasound transmitters, like the one responsible for compromising the drones during the demonstration. On her end, Aby secretly contacted both the Outcasts and Sentinel to sell the Amok code to the highest bidder.



THE PROTAGONISTS

ABY WANG

Aby's goal is simple, to get her hands on the five million dollars that she feels are owed to her... no matter the cost. This idea has become an obsession which prevents her from seeing the risks and consequences of her actions. Her attributes are those of an Auroa civilian with 8 points in **DRIVE**.

KAREN ROJAS

Karen's aim is to destroy as many drones as possible before being apprehended by Sentinel. She knows that sooner or later she will be exposed. She doesn't see any other alternatives, vehemently refusing to join the Outcasts who have destroyed her happiness. Her attributes are those of an Auroa civilian.

HAUPTMANN WALT STAHLER

A former German KSK officer as well as an engineer in A.I., Cole D Walker entrusted him with the mission of discovering and neutralising those responsible for sabotaging their drones. Walt joined the Wolves out of conviction; he shares their values and their desire to rebuild a mighty nation ruled by force. In his eyes, morals are nothing more than a delusion invented by the weak to shield themselves from reality. Walt displays an unshakable composure and formidable efficiency under all circumstances. He inspires both fear and respect among the Wolves who see in him a real pack leader. His attributes are those of a Wolf officer with 9 points in **FIRE**.

THE GHOSTS

Making the most of the Outcasts' information, their objective will be to extract the individual or individuals responsible for the creation of the Amok code. Through this plan, the Outcasts hope to neutralise all lethal drones on Auroa.

COLLECTING INFORMATION

Throughout the mission, the Ghosts can obtain info via interrogations or by hacking PCs.

- } **Civilians** No info related to this mission.
- } **Sentinel soldiers** Rumours speak of drones going crazy and firing at everything that moves.
- } **Sentinel officers** At least three cases of drones going crazy and firing at other drones have occurred over the last month.
- } **Hacking Sentinel PC** Any information regarding the saboteurs is to be sent to Walt Stahler of the Wolves.
- } **Wolves soldiers** The exercise organised (the demonstration) to test the firmware fix for the A.I. was a failure. The drones went crazy.
- } **Wolves officers** The priority is to identify the saboteurs, almost assuredly scientists working in the drone sector.

Mission area map	
0	Base camp, Outcasts' hideout.
1	The demonstration, the training ground.
2	The drone remains camp.
3	Fort Knox.
4	The meeting with the stranger (Aby).
5	Aby & Karen's residence.
6	Hauptmann Stahler's camp.





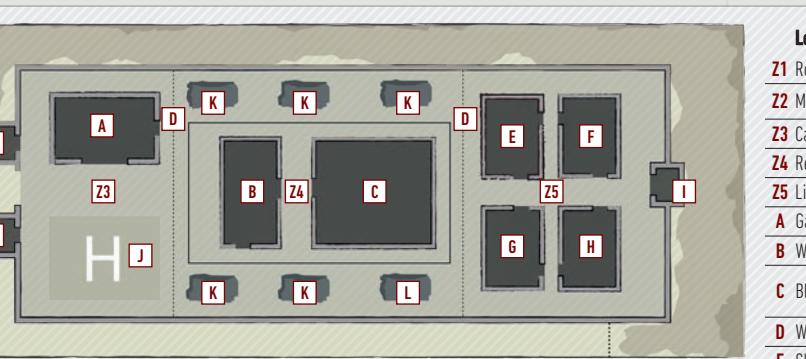
» SCRAP MERCHANTS AND WRECKS

The demonstration proving conclusive, the Outcasts contact the mysterious stranger to confirm their interest. While awaiting the response, Haruhi Ito asks the Ghosts to bring back the black boxes of the drones destroyed during the demonstration. The remains were hauled off to a temporary camp by Sentinel. Studying them should provide some info on the method used for the sabotage. A strong enemy presence is to be expected, however, as Sentinel are also showing great interest in the data contained within these black boxes.

THE DRONE REMAINS CAMP

This camp is controlled by Wolves transferred from the neighbouring outpost. Under surveillance, scientists study the remains and analyze the black boxes. If the Ghosts are detected, reinforcements (4 Wolves and a Pack Leader) arrive from **RED VIPER OUTPOST** after 1D6 + 6 turns.

- } The black boxes are found in two zones: C & L
- } Interrogating a Wolf lets you gain the code to enter the analysis building.
- } Interrogating a scientist lets you discover the mechanism (ultrasound signal which activates a priority instruction in the drones' A.I.)



The analysis of the black boxes by the Outcasts leads you to discover that an ultrasound signal altered the A.I. of the drones. It would appear that upon receiving this signal, instructions in the code controlling the A.I. of the drones overrode all the other inputs and ordered the machines to destroy each other. This is the product of an A.I. engineer who worked on the deepest layers of the A.I. It's likely that these are hidden instructions; the work of a single person who decided to create an Achilles heel in these death-bringers. A person involved with Project Omega who developed a guilty conscience... But why did they want to sell this secret now?

Location	Cover Equipment	Enemy
Z1 Rocky area	2	
Z2 Meadow	0	
Z3 Camp courtyard	0 1 4X4, 1 APC	1 Wolf assault
Z4 Research area	1 Drone remains	2 Wolves veterans
Z5 Living quarters	0	1 Wolf assault
A Garage	2	2 Wolves drivers
B Wolves HQ	2	1 Wolf Officer, 1 Wolf Pack Leader
C Black box analysis building	2 Access via code only. 8 civilian scientists. Some black boxes are here.	1 Wolf veteran
D Wire fence	0	
E Sleeping quarters	2	2 Wolves
F Mess hall	2	1 Wolf, 1 Wolf pilot
G Armory	3 2 Rocket launchers	
H Hangar : Equipment and Supply	2	
I Bunker	3 Gatling	1 Wolf
J Helipad	0 1 Heavy Helicopter	
K Drone remains (no black boxes)	3	
L Drone remains (with black boxes)	3 Taking apart the black boxes requires a SABOTAGE test.	1 Wolf Pack Leader

» 111 KILOS OF PURE GOLD

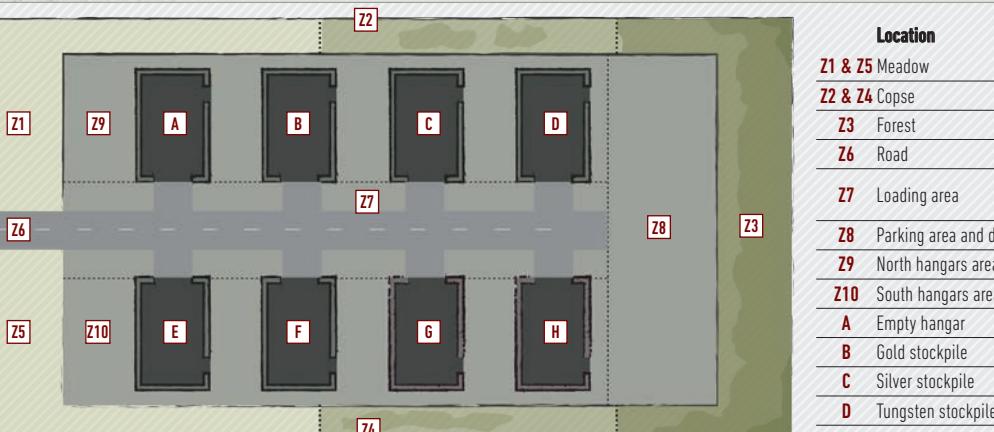
A few days later, the stranger (Aby) sends a message to the Outcasts' agent. They are ready to hand over their secret in exchange for 111 kilos of pure gold, or five million dollars. Haruhi does not have this gold but knows where to find it: in the precious metal reserves planned by Skell for the manufacture of the drones.

FORT KNOX

Skell Tech stockpiled the large quantities of rare metals necessary for the manufacture of the drones on Auroa. A gold deposit is situated in a strategic location monitored by drones. The stockpile contains 500 kilos of gold stored in 10 kilogram containers.

MEETING

Once the Ghosts have secured the gold, the stranger (Aby) sets a meeting: GPS co-ordinates, located at the base of **LOCKET CLIFF IN INFINITY**. The stranger asks that the gold be deposited at 2300 hours. If anyone stays on site, the exchange will be voided. If the way is clear, the stranger will leave a container in the location with



detailed instructions to sabotage the drones. Haruhi Ito asks the Ghosts to capture the stranger; she wants to know the whole truth of this matter.

The Ghosts must therefore reach the meeting site and remain invisible. At precisely 0000 hours, a 4X4 comes out of **RAVEN WOOD** (located to the east) at full speed, rushes to the site and stops in its tracks. The driver seems rather gifted. A frail and disabled figure gets out and starts to laboriously load the gold. If Aby detects the Ghosts before being captured, she gets back in her vehicle and tries to reach her residence through the woods hoping to lose her pursuers. Although capturing her on foot is easy, catching up to her in a car will prove more difficult. If the pursuit is prolonged, get Sentinel patrols or drones involved. Aby has indeed brought with her instructions for sabotaging the drones.

Once brought back to the base camp, the Ghosts can start to interrogate Aby. She's furious and ill-tempered and tries to pretend that she's the creator of the Amok code. You can play this situation as a roleplay or via **INTERROGATION** tests. They easily extract Aby's motivations from her and discover her hatred of the Outcasts and Skell Tech. Why the gold? She no longer trusts in Skell and its electronic currency. The Ghosts also discover that she doesn't have the skills or the profile necessary to create the Amok code. Who's its creator then?

Location	Cover Equipment	Enemy
Z1 & Z5 Meadow	0	
Z2 & Z4 Copse	1	
Z3 Forest	2	
Z6 Road	0	
Z7 Loading area	1 An automatic truck loaded by drones in front of hangar C.	5 Cherubim sky drones.
Z8 Parking area and drone charging area	1	2 Cherubim Sky drones charging
Z9 North hangars area	0	2 Cherubim sky drones
Z10 South hangars area	0	2 Cherubim sky drones
A Empty hangar	2	
B Gold stockpile	2	
C Silver stockpile	2	
D Tungsten stockpile	2	
E Hangar	2	3 Aamon drones on standby.*
F Empty hangar	2	
G Cobalt stockpile	2	
H Indium stockpile	2	

*They are activated when a Ghost is spotted or a Cherubim drone is destroyed. The three Aamon then head out and seek to engage the intruders. A warning is sent straight away. Ten minutes later a patrol of 3 Stolas drones arrives on site, then 6 extra Stolas ten minutes later.



» AMOK MOTHER

The question becomes even more pressing when it appears that the files "given" by Aby are incomplete and aren't enough to identify and reproduce the signal necessary to trigger the Amok code. Aby thought she took all the necessary files, but in reality she only took a small part of the Amok code...

The Ghosts must redouble their efforts to make Aby crack. They then finally learn about Karen's existence, her role as the creator of the Amok code as well as her relationship with Aby. The Ghosts now have a solid lead: Aby & Karen's house.

ABY & KAREN'S HOUSE

Located in the **ALPHA CENTAURI RESIDENCE** in the **INFINITY** region, this beautiful and luxurious house is being searched by the Wolves when the Ghosts arrive on site. Four Wolves are securing the perimeter, while four more search it from top to bottom. An officer supervises the search. While the Ghosts were busy chasing Aby, the noose was closing around Karen, who ended up being unmasked and captured. A group of Wolves was sent by Stahler in order to search her house and bring back any document related to the Amok code.

The Ghosts can obtain the following info and items

WOLF SOLDIER

The saboteur was identified and captured.

WOLF OFFICER OR WOLF LAPTOP PC HACK

Karen was taken to Hauptmann Stahler's camp for interrogation.

KAREN'S GARAGE WORKSHOP

An ultrasound transmitter capable of activating the Amok code.

WHERE IS KAREN?

Karen was brought to Hauptmann Stahler's camp, the Ghosts' next objective. Haruhi Ito insists that the Ghosts do everything in their power to save her. Her knowledge would be a major asset in the fight against Sentinel and the Wolves.

A surprise awaits the Ghosts on their return to base camp. Aby succeeded in evading her captors and fled by stealing a vehicle. They were unable to catch her.



» TOTAL AMOK

Hauptmann Stahler's camp is located in **RESTRICTED AREA 01** near **OMEGA R&D CENTER**. It's a temporary camp made of mobile units like Sentinel camps built after operation Citadel. This camp is heavily defended, but the Ghosts have an advantage: the ultrasound transmitter! What they aren't aware of is that this model emits another sound signal which activates a new behaviour in the Amok code. A behaviour causing the drones to target and attack anyone carrying weapons!

Persuaded that Karen was acting alone, Stahler requested extra drone protection for his camp following her arrest. The drones have been inspected and the pre-programmed ultrasound transmitters installed by Karen have been disassembled. Stahler thinks he's won. Now he just needs to make his prisoner talk in order to learn how to deactivate the Amok code for good. And to do this he has the ultimate bargaining chip: Karen's lover, Aby. Sentinel arrested her at a checkpoint. She had been flagged since Karen's arrest. Stahler intends to get Karen to crack by forcing her to witness Aby's brutal torture.

HAUPTMANN STAHLER'S CAMP

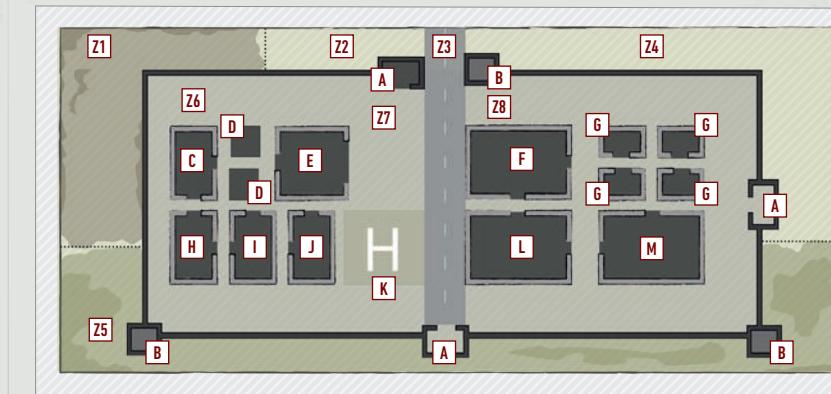
This camp is an impossible nut to crack for the Ghosts and the number of drones and Wolves there turns any infiltration attempt into a high-risk mission. The simplest solution is to create chaos using the ultrasound transmitter. Once this happens, the majority of the Wolves will be locked in combat with the drones. Only a handful will be available to try to intercept the Ghosts. The players will be able to determine the drone's new protocols by noticing that they are only targeting the Ghosts and their enemies, but not the unarmed civilians. If one of the Ghosts

gets rid of all their weapons, they can then infiltrate the camp without fear of the drones. They might have to occasionally grab a dead Wolf's weapon to neutralise troublesome Wolves.

Karen and Aby are in the camp's interrogation room when the Ghosts swing into action. Stahler has succeeded in getting Karen to crack by torturing Aby in front of her eyes. Karen handed over all the information necessary to neutralize the Amok code, information which was sent to Colonel Cole D. Walker. In 24 hours' time a patch will be downloaded by all the drones to erase the Amok code for good. Stahler has completed his mission but he probably won't survive to see his victory...

When the Ghosts have cleared out the interrogation room (Stahler and his 2 guards) they can free Karen and Aby. Karen is in tears, while Aby is hunched over, her body showing multiple signs of torture and her spirit forever broken.

Location	Cover	Equipment	Enemy
Z1	Rocky area	2	1 Stolas drone
Z2 & Z4	Meadow	0	1 Stolas drone
Z3	Road	0	2 Aamon drones
Z5	Bushes	1	3 Stolas drones
Z6	Technical and Living area	1	Various equipment 1 Andras drone, 1 Wolf assault
Z7	Camp path	0	Three 4X4s An Andras drone & a heavy Wolf
Z8	Command area	0	1 Andras drone, 2 Wolves heavies
A	Blockhaus	3	Gatling 1 Wolf
B	Watch tower	1	1 Wolf sniper
C	Break room.	2	3 Wolves, 1 Wolf pilot
D	Generator	2	
E	Garage	2	1 APC 2 Wolves drivers
F	Mobile laboratory	2	6 civilian scientists
G	Cell	2	3 civilian prisoners
H	Mess hall	2	3 Wolves, 1 Wolf veteran
I	Sleeping quarters	2	3 Wolves, 1 Wolf veteran
J	Armory	3	EMP, Flash bang grenades, 2 Rocket launchers
K	Helipad	0	1 Attack helicopter
L	Interrogation room	2	Karen, Aby, Stahler 2 Wolves Pack Leaders
M	HQ	2	EMP grenades Two Wolf officers.



EPILOGUE

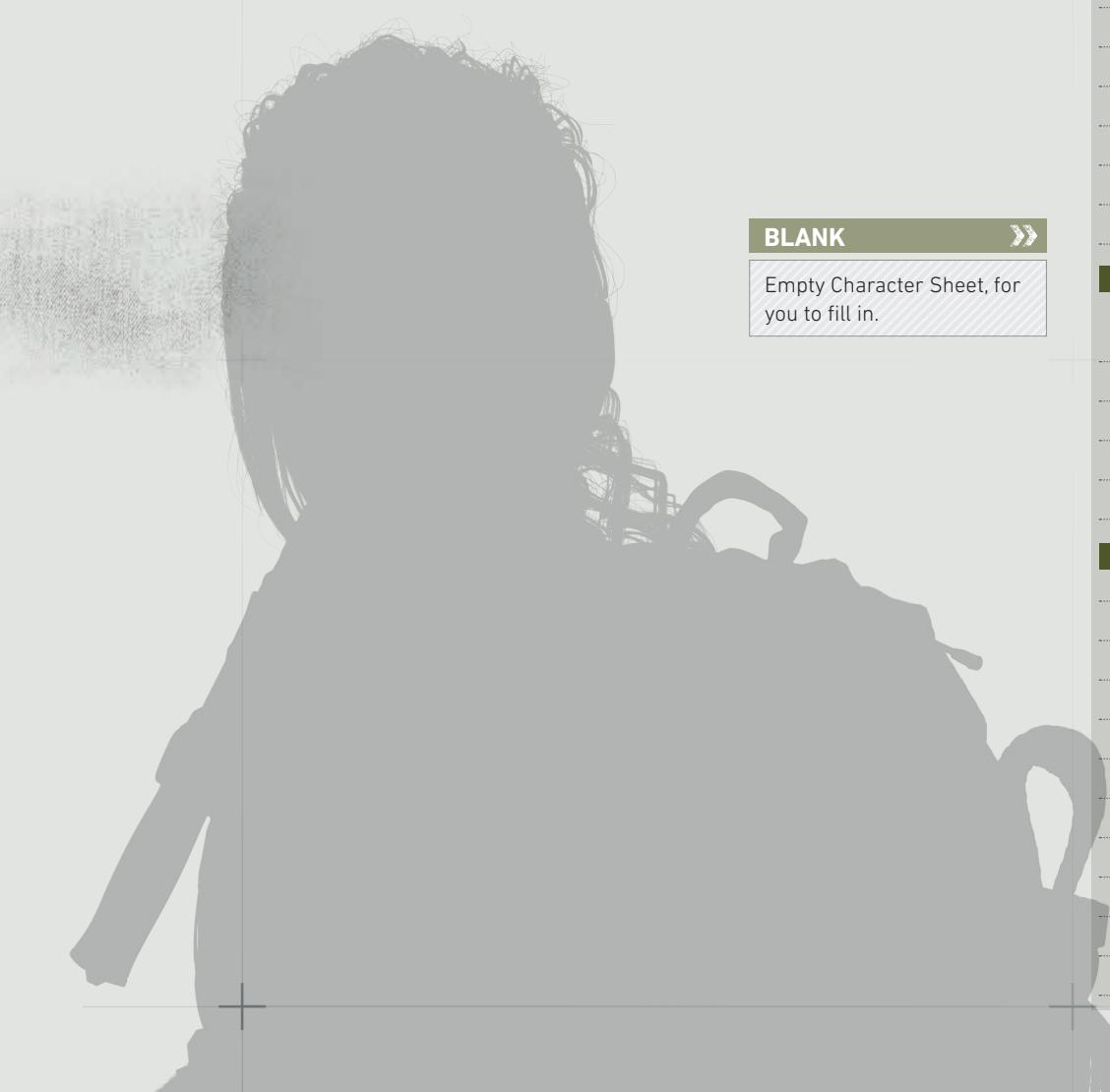


Back at base camp, the Outcasts are now responsible for Aby and Karen's care. Between sobs, Karen reveals to them that they have 24 hours before the Amok code is definitively removed from the drones. You can use Haruhi Ito to entrust a mission of your own to the Ghosts, in order to make the most of the drones' brief window of vulnerability.

Later on, the Ghosts might cross paths with Aby and Karen again at **SOUTH CAPE STATION**, the Outcasts' base. Karen agreed to join them. She is developing lures capable of distracting the drones' sensors. She also looks after Aby, who wanders the base, staring into nothingness while muttering over and over: "my millions, my gold, my stock-options..." The struggle continues.

The struggle continues.

CHARACTER SHEETS



Character Sheets are provided here: one for Nomad as an example character and one for you to fill in when creating your character. You can either fill out the PDF form and then print this page, or simply print it as is and write the character equipment in by hand.

ANK ➤

empty Character Sheet, for
you to fill in.

NICKNAME				NAME			
SPECIALITY				RANK			
PEARANCE				SEX			
LEVEL	PROTECTION	3	2	1	0		
XP	VITALITY	3	2	1	0		
PLAYER	GHOSTS DICES	3	2	1	0		
WEAPONS	SR	MR	LR	ACTIONS			
HANDGUN	2	N	N	RECON			
GRENADE	3	N	N	INTERROGATE			
				DRIVE			
				PILOT			
				INFILTRATE			
				MOVE			
				RESCUE			
				SABOTAGE			
				ASSAULT			
				FIRE			
VEHICLE	PRO	HP	ROAD	TRACK	OFF-		
BIKE	0	1	3	2	2		
EXPERTISES	GEAR						
	BINOCULAR				RECON+1		
	DRONE NIGHT VISION				RECON+2		
	NIGHT GOGGLES				RECON		
	COM TOOL						
	TACTICAL VEST LIGHT				PROTECTION		
	GRENADE				3		
	EXPLOSIVE				3		