

Russian Foreign Intelligence Service (SVR)
Sluzhba Vneshney Razvedki

Mission 01 Intel
Despite the recent cooling of relations with the Russians, our intelligence agents maintain contact with their spook counterparts. Through back-channels, the Russian Foreign Intelligence Service (SVR) has advised the US government about a sensitive matter in Guatemala. Some female college students from the University of Moscow studying bio-diversity in tropical regions were kidnapped days ago by separatists funded in past years by the old Soviet regime. The thugs have demanded military equipment and money to continue revolutionary activities in the region.

Their threats to kill the hostages upon any intervention should be taken seriously. These bastards have killed others in similar ransom situations. Diplomacy is not an option either, as the Guatemalan government refuses to deal with the separatists and doesn't have the muscle to get them out by force. The Russians will not openly exercise military options in the Western hemisphere -- Monroe Doctrine and all that. However, Guatemala will permit a US-led rescue attempt in the rebel-controlled area, provided civilian deaths are avoided.

An operation of this nature could carry heavy political risk, but Washington for unknown reasons has decided to participate. Our military intelligence believes this story has more than meets the eye, especially given the fast-track approval of this overseas op.

The exact location of these kids is not known. The kidnapping occurred under unusual circumstances, as the Cuban boy friend (Codename: Casanova) of one girl unexpectedly left the campsite shortly before the abduction. Yesterday our assets spotted this guy in a known rebel stronghold. Is he a captive, or part of the kidnapping plot? Either way, he is the only link to the hostage whereabouts at this time.

Mission 01 (Casanova Returns)

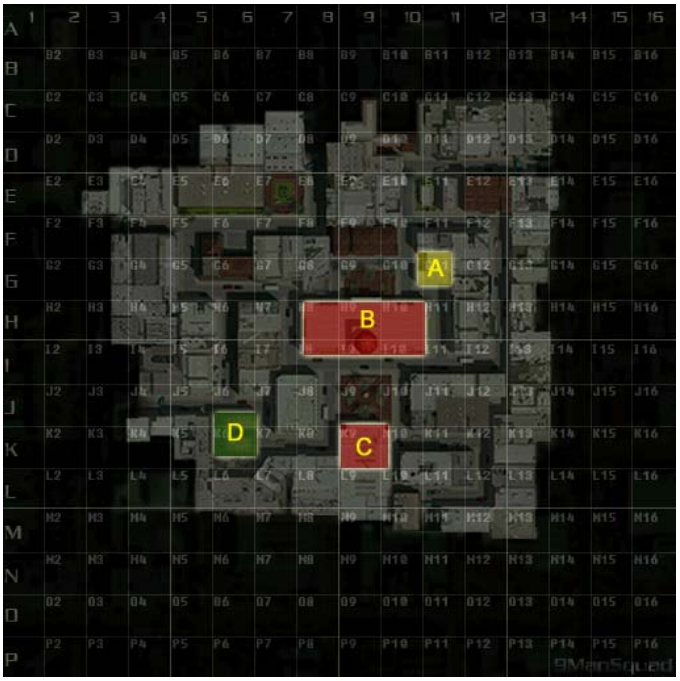
1.	Apprehend Casanova	(20 points)
2.	Question Casanova in Safehouse	(50 points)
3.	Extract Casanova safely	(30 points)
4.	Avoid civilian casualties	(-5 for each fatality)

PLACE:	Uaxactun, Guatemala
DATE:	May 12, 2010
TIME:	13:00
WEATHER:	clear
MAP SUGGESTION:	Polling Center
CONTROLLER:	TALON1

Mission 01 Orders (Casanova Returns)
Reconnoiter the area under stealth. Avoid the numerous patrols around known enemy locations. Then locate and secure Casanova, he was last seen near Hotel A. It is of the utmost importance he reach the safehouse (D) for questioning, otherwise (No Intel = No Hostages). Find out what he knows about the location of the girls.

We are inserting after lunch in broad daylight for one main reason - siesta time when most civilians are off the streets. The majority of the rebels should be inside the main building (B) during our mission. The Extraction Point will be radioed in once you have completed the mission.

It is possible to sneak Casanova into the Safehouse without being detected. Be aware enemy forces may attempt to eliminate him should they be alarmed or take casualties. Any enemy or civilian deaths before you reach the extraction zone will trigger the alarm. Remember getting him out alive is our main mission.



A = HOTEL A
B = ENEMY HQ
C = ENEMY RESTHOUSE
D = LOCAL SAFEHOUSE

Fig.1 - Satellite Intel



Fig. 2 - Casanova in Uaxcatun



U.S. Naval Station
Guantanamo Bay, Cuba

Mission 02 Intel
Hours after evacuation to Gitmo, the full Casanova debrief begins. Pressured to sing like a tropical bird or go for some serious interrogation by former Soviet comrades, he wisely decides to hum a few bars.

Casanova was part of the nature fieldtrip, selected for his Spanish-speaking ability and regional knowledge. The bonus of being with his Russian girlfriend (Codename: SweetPea) in a warm climate confirmed his participation. A few weeks before departure, he had chatted with a Russian acquaintance about the trip. Bragging about his chick-magnet abilities, cabana boy had relayed his latest conquest had 'connections to important government officials'.

A few days into the trip, Casanova received an urgent message from the acquaintance to meet at a nearby bungalow. A messenger drove him to the location, but he was suddenly forced at gunpoint to wait in the building for hours. During the wait, he overheard conversations in the next room about preparations for an arriving set of hostages. When the 'friend' did arrive, Casanova was only asked to confirm a photograph of the girlfriend. He was then taken to a city about 30 miles away, told to stay put or else…

Satellite imagery shows a structure matching the description of the bungalow in the approximate area. Again only a thin trail, but our only option is to recon the area.

Mission 02 (SweetPea)
1. Reach bungalow under stealth (20)
2. Activate panel in main room (50)
3. Locate and pickup SweetPea (30)
4. Extract hostage(s)

PLACE:	Cuchumatanes Mountains, Guatemala
DATE:	May 14, 2010
TIME:	18:30
WEATHER:	foggy
MAP SUGGESTION:	Jungle – Lodge
CONTROLLER:	TALON1

Mission 02 Orders (Sweet Pea)
Casanova has provided details about the guard procedures. To keep from becoming too predictable, the rebel leaders have devised communications to randomly alter shift times for the local guards. The main comm panel is located in the main room, adjacent the garage in the bungalow. The building itself is not well defended, heavier troops concentrations are located near the hostages. If you can activate the comm panel without being discovered, there will be a short period during changeover where the hostages will have minimal oversight. Otherwise, you will have hard jungle fighting on your hands.

We suspect Sweet Pea is with the new group of hostages. Reconnoiter the area under stealth to determine the hostage location. Avoid the numerous patrols to infiltrate the lodge. Activate the comm panel, then grab the hostages and bug out.

Watch for some independent snipers, they are not connected to the comm system and will not leave during the shift changes. Good luck Ghosts.



The Russian Northern Fleet bases.

Mission 03 Intel
Sweet Pea explains her father (Codename: Watchdog) is Russia's Deputy Director of Atomic Energy. That's enough for our own eggheads to pull together a few pieces of the puzzle.

Any appearance of a calm Russian internal political landscape is a vast illusion. In reality, a pervasive Russian Mafia has infested all parts of the government; especially the military where pay and living conditions have been atrocious. Watchdog's job is oversight of decommissioning the Russian Navy's massive nuclear legacy. One of his duties was to perform a detailed inventory of weapons-grade nuclear materials stored at the Andreeva Bay facility. Most likely, Sweet Pea was grabbed by mafia affiliates in an attempt to keep Watchdog quiet.

Watchdog pulled strings with trusted SVR operatives to work a deal with Washington. In exchange for getting Sweet Pea to safety, Watchdog would provide full disclosure on underground connections siphoning off bomb materials to the highest bidder. This was the major breakthrough our anti-terrorism agents have been waiting for. To keep us in the dark until the last minute, they cooked up a plausible kidnap story and dropped our Ghost team into a meat grinder.

Watchdog has informants linking base commanders with Mafia lieutenants. Russian military near the base are considered as paid-off mercenaries, all armed persons in the area are expendable. However, we still want to avoid Russian deaths, if possible.

Because of the physical characteristics of plutonium concentrations, our series of missions has been commissioned as ***Operation BlueGlow****. We must prevent this material from falling into terrorist hands at all costs!

Mission 03 (Snake Eyes)
1. Contact the Informant (20)
2. Extract with Informant (50)
3. Destroy Howitzer (30)
4. Avoid Detection

PLACE:	Near Andreeva Bay, Russian
DATE:	June 11, 2010
TIME:	01:00
WEATHER:	night / raining
MAP SUGGESTION:	Pond
CONTROLLER:	TALON1

* highly purified plutonium in a metallic ball emits sufficient radiation energy to ionize surrounding air molecules, causing an eerie (and highly lethal) faint blue glowing. This quantity of plutonium is enough to build a devastating nuclear device.

Mission 03 Orders (Snake Eyes)
Through his SVR comrades, Watchdog established contact with a deep-cover agent (Codename: Snake Eyes) infiltrating the mafia activities in plutonium smuggling. Things are getting too hot for this agent, he wants out now. Since Watchdog and the SVR believe Russian officials in the area would instantly eliminate this agent should they find his whereabouts, our multi-national Ghost team has been asked to get Snake Eyes out of the country.

Our marine insert will be about 50 miles from the Norway-Russian border. On insert, his whereabouts will be communicated by our mission controller. Due to the sensitive nature of Allied operations in non-NATO European countries, our presence must be kept secret. There is little information on location of patrols, number of troops in the area, or weapons they have available. Our only knowledge is of mercenary test firing a huge howitzer, which potentially could deliver atomic shells. A secondary mission objective is to eliminate this threat. The piece is self-contained and not connected with the roaming patrols, you can take it out with a rocket without being detected.

Good luck Ghosts.



Russian Military
Coat of Arms

Mission 04 Intel
Snake Eyes has hot news for mission control. The local Mafia boss is departing the scene with critical bank codes and delivery information about the stolen materials. He will be traveling in the lead jeep of a heavily armored column of mercenaries. No regular Russian troops will be in this area.

We are ordered to stay in-country to capture this valuable information, which could put a huge dent in their financial status – plus gain insight to where the plutonium is headed. This knowledge is worth the risk of Russian casualtities. However, if we can completely exterminate these vermin in an ambush, it can be staged to look like fractious squabbling between rival Mafia groups.

Snake Eyes also indicated extra AT rockets are stashed in a garage near the cross-roads petrol station.

Mission 04_ (Dodge Pass)
1. Stop the convoy (20)
2. Find the codes (50)
3. Eliminate resistance (30)
4. Reach extraction

PLACE:	Russian-Norwegian Border
DATE:	June 11, 2010
TIME:	06:00
WEATHER:	clear
MAP SUGGESTION:	Village
CONTROLLER:	TALON1

Mission 04 Orders (Dodge Pass)
Move rapidly to the Petrol Station (marked on map after insert) to intercept the Mafia boss in the lead jeep. You don't have much time to get there, but this vehicle must be stopped. Shoot out the tires, kill the driver, hit it with a rocket -- whatever is necessary, or the codes will be lost forever. Then retrieve the documents from the jeep. Getting your hands on them will not be easy, as the remaining column will be defended vigorously.

No problem, HQ has given the green light to obliterate any nearby mercenary forces. Be advised, we can only establish an extraction zone for helicopter pickup after all resistance has been crushed. There will be some heavy lifting here, these guys are not cream puffs.

Good luck Ghosts.





Mission 05 Intel
The hard-earned bank codes gathered in Russia have been invaluable to locating the plot ringleaders. Swiss banks have traditionally been extremely cautious about revealing information on numbered accounts. After being shown portions of the evidence and under threats of having billions exposed as nuclear terrorist blood money, the bank managers agree to cooperate.

Days later, a messenger (Codename: Easter Bunny) comes in-person to provide biometrics for the highly secretive account and check on a large deposit. We assume the money is for payment of the plutonium about to be delivered. Our spooks posing as bank employees have through ingenious methods slipped a GPS tracking device into his effects.

They have since run him to ground in a border town in Chechnya, only a short hop through Caucasus Mountain passes to Iran and other troublesome states. Our Ghost team has HALOed one of the elite (TINKER) into the area for advanced recon. We are to meet with him for further instructions.

Mission 05 (Easter Bunny)
1. Establish base (20)
2. Capture and extract Easter Bunny (50)
3. Pickup papers (20)
4. No team casualties

PLACE:	Vedeno, Chechnya
DATE:	June 21, 2010
TIME:	19:00
WEATHER:	partly-cloudy
MAP SUGGESTION:	Castle
CONTROLLER:	TALON1 (inside compound TINKER)

Mission 05 Orders (Easter Bunny)
Tinker has narrowed the location of the messenger (EB) to three houses within a terrorist stronghold. We are to meet up under stealth. Any enemy deaths before our base is established will cause the Easter Bunny to destroy his documents and vanish from the compound.

Tinker has seen the Easter Bunny today, describes him as wearing white pants, grey shirt, green bandana. Tinker has GPS tracking equipment and can perform a last minute scan to find his exact location. Tinker has also rigged all the buildings for demolition, he can deactivate the trigger on the Bunny house before our breach. While the Bunny does not carry any weapons, his buds are armed to the teeth. He will be heavily defended; but if taken by our forces, you can bet they would rather kill him themselves. Be ready for some serious CQB to smoke him out.

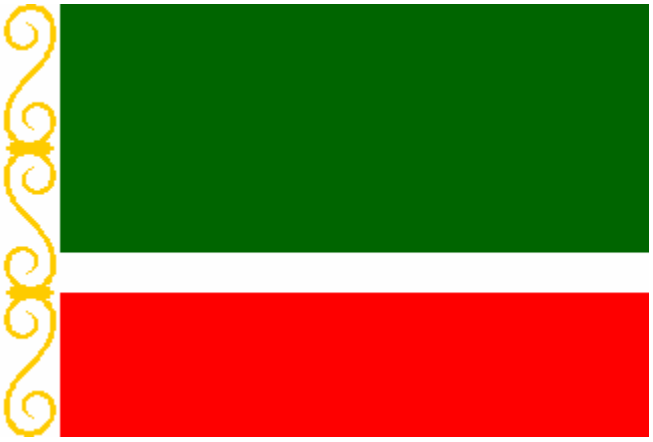
Good luck Ghosts.



Chechen Republic
Чеченская республика

Coat of Arms

Chechen Flag



Mission 06 Intel
The Easter Bunny has been not-so-gently persuaded to disclose the location of the blue glowing eggs. Through this tangled web of intrigue and the shadowy intelligence world, we finally know where to seize the goods. It's now time to remove this source of nuclear threat. We also get the opportunity to greet some of those who have become a pestilence to humanity. These mercenary guards are a collection of the worst international scum on the planet. Our team is going to take out the trash.

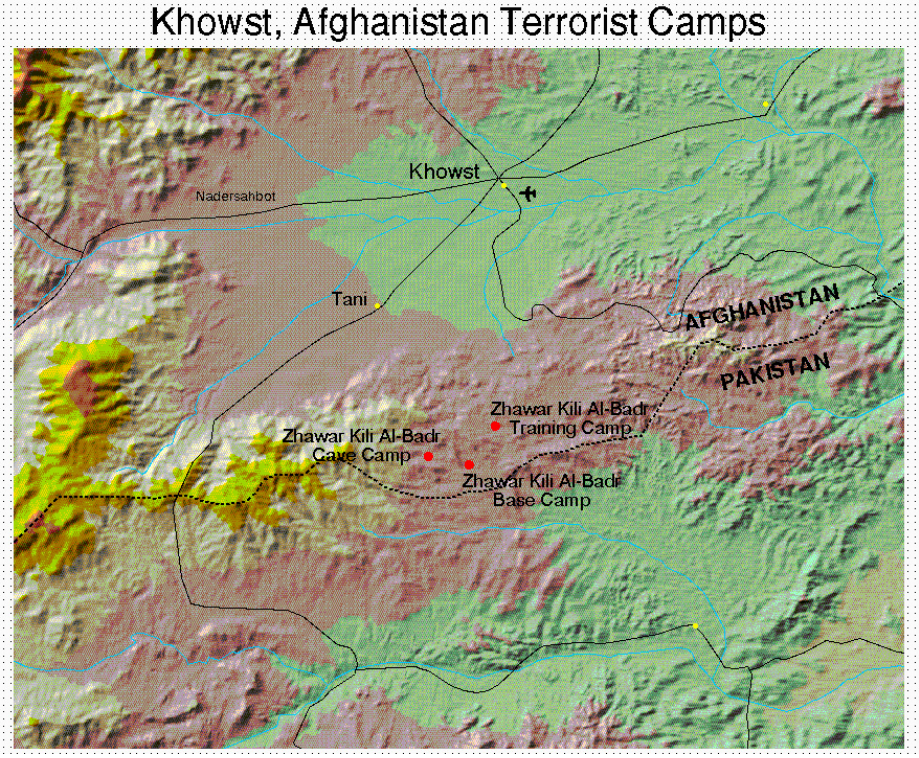
Mission 06 (Egg Hunt)
1. Demo power lines (20)
2. Blow ammo trucks (50)
3. Grab the plutonium (30)
4. Eliminate all resistance (Once you have the eggs, scramble everything in sight)

PLACE:	Chechnya - Farm
DATE:	June 23, 2010
TIME:	05:00
WEATHER:	partly-cloudy
MAP SUGGESTION:	Chechnya – Farm

Mission 06 Orders (Egg Hunt)
On this mission, we will secure the plutonium and flatten everything in sight. The one and only priority is ensure the bomb materials never get processed by terrorist hands. No need for stealth, no need for apologies, no need to take prisoners. The mercenaries are fanatic, and crazed on a drug cocktail to fight to the bitter end. Let's accommodate their death wish.

Our intel indicates about 100 hardened troops guarding the plutonium. To prevent reinforcements, you should first blow the power lines by placing a demo charge on the last pole on the Farm. Then locate the plutonium and disable the transport vehicles disguised as food trucks.

Good luck Ghosts.



Mission 07 Intel
This particular nuclear pipeline has been shut down through dedication and sacrifices. Our families and many friends around the world can sleep safer tonight.

Information found with the plutonium crates, plus the miracles of enormous computing power applied to signal processing, GPS navigation, and super-sensitive spy satellites have pinpointed the likely destination of the nuclear material. Unlike on previous operations where the snakes had an escape hole to slither through, we will methodically remove all avenues of egress before our final strike. First order of business is release a number of international hostages. After these folks are safe, close down the escape routes by disabling any modern means of transport. Do so with minimal friendly casualties.

Mission 07 (Breach Over) (*pre-game warmup*)
1. Extract hostages (20)
2. Disable all vehicles (50)
3. Remain undetected (30)
4. No team casualties

PLACE:	Zhawar Kili Al-Badr, Afghanistan
DATE:	July 1, 2010
TIME:	02:00
WEATHER:	night, clear
MAP SUGGESTION:	Aurora

Mission 07 Orders (Breach Over)
Stealth is essential on this mission. Our intention is to catch them flatfooted without means of mechanized escape with a devastating air and ground assault. Get the hostages to safety without alerting the bad guys. The satellite photos indicate two groups of hostages near a petrol station and in a hut in Village A. There appear to be eight operable vehicles in the camp (all 4 trucks, 2 jeeps (one in Village A, one in Village B), an APC, and a howitzer). The pickup trucks in the villages are not functional. You can destroy them with rockets without being spotted, just stay out of sight and do not engage enemy troops.

Extra rockets are available on the left side of our insertion vehicle. Hostages can be loaded on the right side before extracting the entire team. Remember – slow is smooth, and smooth is fast. Good luck Ghosts.

Good luck Ghosts.



Mission 08 Intel
Luck will beat skill on most occasions. Good fortune has blessed our good deeds. One of the hostages just rescued has particulars about the mastermind behind passing fissionable materials through rebel-held areas to terrorist processing facilities. Our codename for him is Chimera (monstrous mythical Greek creature made from multiple body parts).

Chimera will be in a desolate swamp area in Georgia. We want to question this guy, but having him dead is just as good.

Mission 08 (Pay Back)
1. Recon the Northern Island
2. Recon the Eastern Island
3. Recon the Western Island
4. Locate the leader, take him for interrogation

PLACE:	Dismal Swamp, Georgia
DATE:	July 4, 2010
TIME:	09:00
WEATHER:	partly-cloudy
MAP SUGGESTION:	Swamp

Mission 08 Orders (Pay Back)
There are three likely island hiding places for Chimera, and our Ghost team cannot cover all exits to this swamp at once. Using stealth identify all enemy patrols, both on foot and in the water. If you encounter any roaming individuals, take them into custody. Continue your recon duties until all patrols are spotted. Mission control will advise when task is completed.

We have a special resource (Catie) from our team available to deal with Chimera. She is located in the building near the Blue Zone of our operations areas. Take the prisoner there for processing. Follow her orders after delivery.

Good luck Ghosts.

Mission 09 Intel *This is considered a bonus mission.*
The last of the mercenaries are holed-up in a farm outside the shattered Georgian capital of Tblisi. Our final task is to clear out these filth and make the region safe for decent people again. Watch out for unarmed civilians, otherwise take down anything holding a weapon. You will need at least 6 rockets to complete this mission.

Good luck Ghosts.

Mission 09 (Lockdown)
5. Take out Camp (25)
6. Cleanse Farm (25)
7. Destroy all Armour (25)
8. Eliminate all resistance

PLACE:	Chechnya - Farm
DATE:	August 1, 2010
TIME:	07:30
WEATHER:	partly-cloudy
MAP SUGGESTION:	The Farm