

OPERATOR // SNIPER ★ INIT

NAF · HELLFIRE HARRIER, 3RD STRIKE WING

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**OP-001** ★ ACTS FIRST

OPERATOR FILE HP

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**KAI "LONGSHOT" BRENNAN**  
NAF // HELLFIRE HARRIER, 3RD STRIKE WING

**GOOD** 2+

- PRECISION SHOOTING
- STEALTH
- LONG-RANGE COMBAT

**ORD.** 4+

- OBSERVATION

**[BAD]** 5+

- COMBAT

SPECIAL // SNIPER  
STEALTH AND POSITIONING

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OPERATOR // OP-001 OT.HVT · ED.01

OPERATOR // SNIPER ★ INIT

EO · TEMPEST RIDERS, LONG-RANGE OVERWATCH

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**OP-002** ★ ACTS FIRST

OPERATOR FILE HP

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**DANIYAR "FALCON" BEKOVA**  
EO // TEMPEST RIDERS, LONG-RANGE

**GOOD** TCH 2+

- PRECISION SHOOTING
- STEALTH
- LONG-RANGE COMBAT

**ORD.** 4+

- OBSERVATION

**[BAD]** 5+

- COMBAT

SPECIAL // SNIPER  
STEALTH AND POSITIONING

---

OPERATOR // OP-002 OT.HVT · ED.01

OPERATOR // SNIPER ★ INIT

NAF/UKE · DUAL-CONTRACTED SPECIALIST

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**OP-003** ★ ACTS FIRST

OPERATOR FILE HP

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**ORION "BLACKOUT" ADEYEMI**  
NAF/UKE // DUAL-CONTRACTED SPECIALIST

**GOOD** 2+

- PRECISION SHOOTING
- STEALTH
- LONG-RANGE COMBAT

**ORD.** 4+

- OBSERVATION

**[BAD]** 5+

- COMBAT

SPECIAL // SNIPER  
STEALTH AND POSITIONING

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OPERATOR // OP-003 OT.HVT · ED.01

OPERATOR // SNIPER ★ INIT

INDEPENDENT CONTRACTOR

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**OP-004** ★ ACTS FIRST

OPERATOR FILE HP

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**THE SNIPER**  
INDEPENDENT CONTRACTOR //

**GOOD** 2+

- PRECISION SHOOTING
- STEALTH
- LONG-RANGE COMBAT

**ORD.** 4+

- OBSERVATION

**[BAD]** 5+

- COMBAT

SPECIAL // SNIPER  
STEALTH AND POSITIONING

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OPERATOR // OP-004 OT.HVT · ED.01

OPERATOR // HACKER ★ INIT

ACU · AFRICAN COALITION SIGNALS INTELLIGENCE

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**OP-005** ★ ACTS FIRST

OPERATOR FILE HP

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**SELA OKAFOR**  
ACU // AFRICAN COALITION SIGNALS INTELLIGENCE

**GOOD** 2+

- HACKING
- ELECTRONIC SECURITY

**ORD.** 4+

- INFORMATION GATHERING

**[BAD]** 5+

- COMBAT

SPECIAL // HACKER  
SYSTEM DISRUPTION BEFORE ENGAGEMENT

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OPERATOR // OP-005 OT.HVT · ED.01

OPERATOR // HACKER ★ INIT

NCB · STATE SECURITY DEFECTOR

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**OP-006** ★ ACTS FIRST

OPERATOR FILE HP

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**LIANG "CIRCUIT" FEI**  
NCB // STATE SECURITY DEFECTOR

**GOOD** 2+

- HACKING
- ELECTRONIC SECURITY

**ORD.** 4+

- INFORMATION GATHERING

**[BAD]** 5+

- COMBAT

SPECIAL // HACKER  
SYSTEM DISRUPTION BEFORE ENGAGEMENT

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OPERATOR // OP-006 OT.HVT · ED.01

OPERATOR // HACKER ★ INIT

EO · CYBER DIVISION DEFECTOR

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**OP-007** ★ ACTS FIRST

OPERATOR FILE HP

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**MARTA "NULL" WOLSKA**  
EO // CYBER DIVISION DEFECTOR

**GOOD** 2+

- HACKING
- ELECTRONIC SECURITY

**ORD.** 4+

- INFORMATION GATHERING

**[BAD]** 5+

- COMBAT

SPECIAL // HACKER  
SYSTEM DISRUPTION BEFORE ENGAGEMENT

---

OPERATOR // OP-007 OT.HVT · ED.01

OPERATOR // HACKER ★ INIT

INDEPENDENT CONTRACTOR

---

**OP-008** ★ ACTS FIRST

OPERATOR FILE HP

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**THE HACKER**  
INDEPENDENT CONTRACTOR //

**GOOD** 2+

- HACKING
- ELECTRONIC SECURITY

**ORD.** 4+

- INFORMATION GATHERING

**[BAD]** 5+

- COMBAT

SPECIAL // HACKER  
SYSTEM DISRUPTION BEFORE ENGAGEMENT

---

OPERATOR // OP-008 OT.HVT · ED.01

OPERATOR // DEMO EXPERT NO INIT

SCA · FORMER CARTEL ENGINEER, INDEPENDENT

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**OP-009** NO INIT

OPERATOR FILE HP

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**DARIO "BREACH" VASQUEZ**  
SCA // FORMER CARTEL ENGINEER, INDEPENDENT

**GOOD** 2+

- EXPLOSIVES
- DISARMING TRAPS

**ORD.** 4+

- BREACHING

**[BAD]** 5+

- STEALTH

SPECIAL // DEMO EXPERT  
NO INITIATIVE

---

OPERATOR // OP-009 OT.HVT · ED.01

OPERATOR // DEMO EXPERT NO INIT

SCA · JUNGLE WARFARE, AMAZON BASIN

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**OP-010** NO INIT

OPERATOR FILE HP

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**THIAGO "CRATER" FONTES**  
SCA // JUNGLE WARFARE, AMAZON BASIN

**GOOD** 2+

- EXPLOSIVES
- DISARMING TRAPS

**ORD.** 4+

- BREACHING

**[BAD]** 5+

- STEALTH

SPECIAL // DEMO EXPERT  
NO INITIATIVE

---

OPERATOR // OP-010 OT.HVT · ED.01

OPERATOR // DEMO EXPERT NO INIT

ACU · INDEPENDENT CONTRACTOR, MILITARY ENGINEER

---

**OP-011** NO INIT

OPERATOR FILE HP

---

**EMEKA "DETONATOR" OSEI**  
ACU // INDEPENDENT CONTRACTOR, MILITARY ENGINEER

**GOOD** 2+

- EXPLOSIVES
- DISARMING TRAPS

**ORD.** 4+

- BREACHING

**[BAD]** 5+

- STEALTH

SPECIAL // DEMO EXPERT  
NO INITIATIVE

---

OPERATOR // OP-011 OT.HVT · ED.01

OPERATOR // MEDIC NO INIT

ACU · FIELD SURGEON, SAHEL THEATER

---

**OP-012** NO INIT

OPERATOR FILE HP

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**DR. AMARA DIALLO**  
ACU // FIELD SURGEON, SAHEL THEATER

**GOOD** 2+

- MEDICAL TREATMENT
- TRIAGE
- HEALTH RESTORATION

**[BAD]** 5+

- COMBAT

SPECIAL // MEDIC  
ONCE PER CHALLENGE: HEAL 1 HP (2+) BEFORE THE OPERATOR ROLL

---

OPERATOR // OP-012 OT.HVT · ED.01

OPERATOR // MEDIC NO INIT

UKE · ROYAL PHANTOM CORPS, FIELD MEDICAL

OPERATOR // MEDIC NO INIT

NAF · TRAUMA SURGEON, COASTAL RECONSTRUCTION

OPERATOR // SPY ★ INIT

PCU · FORMER DEEP COVER, PETRO CALIPHATE INTELLIGENCE

**OP-013** NO INIT

OPERATOR FILE HP

---

**DR. SOFIA ENGSTRÖM**  
UKE // ROYAL PHANTOM CORPS, FIELD MEDICAL

**GOOD** 2+

- MEDICAL TREATMENT
- TRIAGE
- HEALTH RESTORATION

**[BAD]** 5+

- COMBAT

SPECIAL // MEDIC  
ONCE PER CHALLENGE: HEAL 1 HP (2+) BEFORE THE OPERATOR ROLL

---

OPERATOR // OP-013 OT.HVT · ED.01

**OP-014** NO INIT

OPERATOR FILE HP

---

**DR. KENJI ABE**  
NAF // TRAUMA SURGEON, COASTAL RECONSTRUCTION

**GOOD** 2+

- MEDICAL TREATMENT
- TRIAGE
- HEALTH RESTORATION

**[BAD]** 5+

- COMBAT

SPECIAL // MEDIC  
ONCE PER CHALLENGE: HEAL 1 HP (2+) BEFORE THE OPERATOR ROLL

---

OPERATOR // OP-014 OT.HVT · ED.01

**OP-015** ★ ACTS FIRST

OPERATOR FILE HP

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**YUSUF "SHADE" NAZARI**  
PCU // FORMER DEEP COVER, PETRO CALIPHATE INTELLIGENCE

**GOOD** 2+

- DISGUISE
- INFILTRATION

**ORD.** 4+

- INTELLIGENCE GATHERING

**[BAD]** 5+

- COMBAT

SPECIAL // SPY  
COVER ESTABLISHED BEFORE CHALLENGE ENGAGES

---

OPERATOR // OP-015 OT.HVT · ED.01

OPERATOR // SPY ★ INIT

PCU · FORMER DIPLOMATIC INTELLIGENCE OPERATIVE

OPERATOR // SPY ★ INIT

EO · FORMER DEEP COVER, BALKANIZED BELT

OPERATOR // FIGHTER NO INIT

UKE · ROYAL PHANTOM CORPS, CLOSE PROTECTION

**OP-016** ★ ACTS FIRST

OPERATOR FILE HP

---

**VEDA "SILK" RASHID**  
PCU // FORMER DIPLOMATIC INTELLIGENCE OPERATIVE

**GOOD** 2+

- DISGUISE
- INFILTRATION

**ORD.** 4+

- INTELLIGENCE GATHERING

**[BAD]** 5+

- COMBAT

SPECIAL // SPY  
COVER ESTABLISHED BEFORE CHALLENGE ENGAGES

---

OPERATOR // OP-016 OT.HVT · ED.01

**OP-017** ★ ACTS FIRST

OPERATOR FILE HP

---

**PETRA "GHOST" DVORAK**  
EO // FORMER DEEP COVER, BALKANIZED BELT

**GOOD** 2+

- DISGUISE
- INFILTRATION

**ORD.** 4+

- INTELLIGENCE GATHERING

**[BAD]** 5+

- COMBAT

SPECIAL // SPY  
COVER ESTABLISHED BEFORE CHALLENGE ENGAGES

---

OPERATOR // OP-017 OT.HVT · ED.01

**OP-018** NO INIT

OPERATOR FILE HP

---

**CASS "IRONWALL" MURTAGH**  
UKE // ROYAL PHANTOM CORPS, CLOSE PROTECTION

**GOOD** 2+

- HAND-TO-HAND COMBAT
- MELEE WEAPONS
- MARTIAL ARTS

**[BAD]** 5+

- STEALTH

SPECIAL // FIGHTER  
NO INITIATIVE. CONFRONTATION: HAND-TO-HAND 2+

---

OPERATOR // OP-018 OT.HVT · ED.01

OPERATOR // FIGHTER NO INIT

EO · PMC ENFORCER, BALKANIZED BELT

OPERATOR // FIGHTER NO INIT

SCA · FORMER CARTEL ENFORCER, INDEPENDENT

OPERATOR // COMMANDO ★ INIT

NAF · STRIKE TEAM COMMANDER, INDEPENDENT

**OP-019** NO INIT

OPERATOR FILE HP

---

**JENS "SLEDGE" THORVALD**

EO // PMC ENFORCER, BALKANIZED BELT

**GOOD** 2+

- HAND-TO-HAND COMBAT
- MELEE WEAPONS
- MARTIAL ARTS

**[BAD]** 5+

- STEALTH

SPECIAL // FIGHTER

NO INITIATIVE. CONFRONTATION: HAND-TO-HAND 2+

---

OPERATOR // OP-019 OT.HVT · ED.01

**OP-020** NO INIT

OPERATOR FILE HP

---

**CESAR "IRONJAW" BAUTISTA**

SCA // FORMER CARTEL ENFORCER, INDEPENDENT

**GOOD** 2+

- HAND-TO-HAND COMBAT
- MELEE WEAPONS
- MARTIAL ARTS

**[BAD]** 5+

- STEALTH

SPECIAL // FIGHTER

NO INITIATIVE. CONFRONTATION: HAND-TO-HAND 2+

---

OPERATOR // OP-020 OT.HVT · ED.01

**OP-021** ★ ACTS FIRST

OPERATOR FILE HP

---

**CPT. REN "RAMPART" TAKAHASHI**

NAF // STRIKE TEAM COMMANDER, INDEPENDENT

**GOOD** 2+

- COMBAT

**ORD.** 4+

- TACTICAL OPERATIONS
- LEADERSHIP

**[BAD]** 5+

- STEALTH

SPECIAL // COMMANDO

★ ACTS FIRST. CONFRONTATION: COMBAT 2+

---

OPERATOR // OP-021 OT.HVT · ED.01

OPERATOR // COMMANDO ★ INIT

ACU · AFRICAN COALITION RAPID RESPONSE, SAHEL

OPERATOR // COMMANDO ★ INIT

NAF · COASTAL SPECIAL OPERATIONS

OPERATOR // RECON ★ INIT

ACU · DESERT PATROL, SAHEL CORRIDOR

**OP-022** ★ ACTS FIRST

OPERATOR FILE HP

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**MAJ. FATOU BALDE**

ACU // AFRICAN COALITION RAPID RESPONSE, SAHEL

**GOOD** 2+

- COMBAT

**ORD.** 4+

- TACTICAL OPERATIONS
- LEADERSHIP

**[BAD]** 5+

- STEALTH

SPECIAL // COMMANDO

★ ACTS FIRST. CONFRONTATION: COMBAT 2+

---

OPERATOR // OP-022 OT.HVT · ED.01

**OP-023** ★ ACTS FIRST

OPERATOR FILE HP

---

**LT. CMDR. PRIYA NAIR**

NAF // COASTAL SPECIAL OPERATIONS

**GOOD** 2+

- COMBAT

**ORD.** 4+

- TACTICAL OPERATIONS
- LEADERSHIP

**[BAD]** 5+

- STEALTH

SPECIAL // COMMANDO

★ ACTS FIRST. CONFRONTATION: COMBAT 2+

---

OPERATOR // OP-023 OT.HVT · ED.01

**OP-024** ★ ACTS FIRST

OPERATOR FILE HP

---

**ILARA "GHOST BLOOM" NKOSI**

ACU // DESERT PATROL, SAHEL CORRIDOR

**GOOD** 2+

- SCOUTING
- STEALTH

**ORD.** 4+

- OBSERVATION

**[BAD]** 5+

- COMBAT

SPECIAL // RECON

ADVANCE POSITIONING

---

OPERATOR // OP-024 OT.HVT · ED.01

OPERATOR // RECON ★ INIT

PCU · DUNE SPECTER DOCTRINE, DESERT OPERATIONS

OPERATOR // RECON ★ INIT

INDEPENDENT · FORMER NAF, AUSTRALIA THEATER

OPERATOR // DRIVER/PILOT NO INIT

EO · PMC CONVOY SPECIALIST, BELT ROUTES

**OP-025** ★ ACTS FIRST

OPERATOR FILE HP

---

**ROSHAN "SPECTER" KARIMI**

PCU // DUNE SPECTER DOCTRINE, DESERT OPERATIONS

**GOOD** 2+

- SCOUTING
- STEALTH

**ORD.** 4+

- OBSERVATION

**[BAD]** 5+

- COMBAT

SPECIAL // RECON

ADVANCE POSITIONING

---

OPERATOR // OP-025 OT.HVT · ED.01

**OP-026** ★ ACTS FIRST

OPERATOR FILE HP

---

**ALINTA "DINGO" WALSH**

INDEPENDENT // FORMER NAF, AUSTRALIA THEATER

**GOOD** 2+

- SCOUTING
- STEALTH

**ORD.** 4+

- OBSERVATION

**[BAD]** 5+

- COMBAT

SPECIAL // RECON

ADVANCE POSITIONING

---

OPERATOR // OP-026 OT.HVT · ED.01

**OP-027** NO INIT

OPERATOR FILE HP

---

**PIOTR "FREIGHT" CZARNY**

EO // PMC CONVOY SPECIALIST, BELT ROUTES

**GOOD** 2+

- VEHICLE OPERATION
- NAVIGATION

**ORD.** 4+

- TACTICAL DRIVING

**[BAD]** 5+

- COMBAT

SPECIAL // DRIVER/PILOT

NO INITIATIVE

---

OPERATOR // OP-027 OT.HVT · ED.01

**OPERATOR // DRIVER/PILOT** NO INIT

ACU · PACIFIC FREE ZONE MARITIME OPERATOR

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**OP-028** NO INIT

OPERATOR FILE HP

---

**NAIMA "CORSAIR" DIOP**

ACU // PACIFIC FREE ZONE MARITIME OPERATOR

**GOOD** 2+

- VEHICLE OPERATION
- NAVIGATION

**ORD.** 4+

- TACTICAL DRIVING

**[BAD]** 5+

- COMBAT

SPECIAL // DRIVER/PILOT  
NO INITIATIVE

---

OPERATOR // OP-028 OT.HVT · ED.01

**OPERATOR // DRIVER/PILOT** NO INIT

EO · FORMER PMC AIR AND GROUND OPERATIONS

---

**OP-029** NO INIT

OPERATOR FILE HP

---

**VIKTOR "WARHEAD" BLOK**

EO // FORMER PMC AIR AND GROUND OPERATIONS

**GOOD** 2+

- VEHICLE OPERATION
- NAVIGATION

**ORD.** 4+

- TACTICAL DRIVING

**[BAD]** 5+

- COMBAT

SPECIAL // DRIVER/PILOT  
NO INITIATIVE

---

OPERATOR // OP-029 OT.HVT · ED.01

**OPERATOR // TECHNICIAN** NO INIT

NAF · FORMER DARPA DRONE SYSTEMS ENGINEER

---

**OP-030** NO INIT

OPERATOR FILE HP

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**MIRREN "CROWBAR" VOSS**

NAF // FORMER DARPA DRONE SYSTEMS ENGINEER

**GOOD** 2+

- TECHNOLOGY
- ENGINEERING
- REPAIRS

**[BAD]** 5+

- COMBAT

SPECIAL // TECHNICIAN  
NO INITIATIVE

---

OPERATOR // OP-030 OT.HVT · ED.01

**OPERATOR // TECHNICIAN** NO INIT

UKE · FIELD SYSTEMS ENGINEERING, POST-UPHEAVAL

**OPERATOR // TECHNICIAN** NO INIT

NCB · FORMER STATE ENGINEERING DIVISION, DEFECTOR

**OPERATOR // DEMO EXPERT** NO INIT

INDEPENDENT CONTRACTOR

**OP-031** NO INIT

OPERATOR FILE HP

---

**ELIN "PATCHWORK" SVENSSON**

UKE // FIELD SYSTEMS ENGINEERING, POST-UPHEAVAL

**GOOD** 2+

- TECHNOLOGY
- ENGINEERING
- REPAIRS

**[BAD]** 5+

- COMBAT

SPECIAL // TECHNICIAN  
NO INITIATIVE

---

OPERATOR // OP-031 OT.HVT · ED.01

**OP-032** NO INIT

OPERATOR FILE HP

---

**JUN "SCAFFOLD" PARK**

NCB // FORMER STATE ENGINEERING DIVISION, DEFECTOR

**GOOD** 2+

- TECHNOLOGY
- ENGINEERING
- REPAIRS

**[BAD]** 5+

- COMBAT

SPECIAL // TECHNICIAN  
NO INITIATIVE

---

OPERATOR // OP-032 OT.HVT · ED.01

**OP-033** NO INIT

OPERATOR FILE HP

---

**THE DEMO EXPERT**

INDEPENDENT CONTRACTOR //

**GOOD** 2+

- EXPLOSIVES
- DISARMING TRAPS

**ORD.** 4+

- BREACHING

**[BAD]** 5+

- STEALTH

SPECIAL // DEMO EXPERT  
NO INITIATIVE

---

OPERATOR // OP-033 OT.HVT · ED.01

**OPERATOR // MEDIC** NO INIT

INDEPENDENT CONTRACTOR

**OPERATOR // SPY** ★ INIT

INDEPENDENT CONTRACTOR

**OPERATOR // FIGHTER** NO INIT

INDEPENDENT CONTRACTOR

**OP-034** NO INIT

OPERATOR FILE HP

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**THE MEDIC**

INDEPENDENT CONTRACTOR //

**GOOD** 2+

- MEDICAL TREATMENT
- TRIAGE
- HEALTH RESTORATION

**[BAD]** 5+

- COMBAT

SPECIAL // MEDIC  
ONCE PER CHALLENGE: HEAL 1 HP (2+) BEFORE THE OPERATOR ROLL

---

OPERATOR // OP-034 OT.HVT · ED.01

**OP-035** ★ ACTS FIRST

OPERATOR FILE HP

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**THE SPY**

INDEPENDENT CONTRACTOR //

**GOOD** 2+

- DISGUISE
- INFILTRATION

**ORD.** 4+

- INTELLIGENCE GATHERING

**[BAD]** 5+

- COMBAT

SPECIAL // SPY  
★ ACTS FIRST. COVERS DISGUISE HVT VULNERABILITIES.

---

OPERATOR // OP-035 OT.HVT · ED.01

**OP-036** NO INIT

OPERATOR FILE HP

---

**THE FIGHTER**

INDEPENDENT CONTRACTOR //

**GOOD** 2+

- HAND-TO-HAND COMBAT
- MELEE WEAPONS
- MARTIAL ARTS

**[BAD]** 5+

- STEALTH

SPECIAL // FIGHTER  
NO INITIATIVE. CONFRONTATION: HAND-TO-HAND 2+

---

OPERATOR // OP-036 OT.HVT · ED.01

OPERATOR // COMMANDO ★ INIT

INDEPENDENT CONTRACTOR

---

**OP-037** **★ ACTS FIRST**

OPERATOR FILE HP

---

**THE COMMANDO**

INDEPENDENT CONTRACTOR //

**GOOD** 2+

- COMBAT
- ORD** 4+
- TACTICAL OPERATIONS
- LEADERSHIP
- [BAD] 5+
- STEALTH

SPECIAL // COMMANDO

★ ACTS FIRST. CONFRONTATION: COMBAT 2+

---

OPERATOR // OP-037 OT.HVT · ED.01

OPERATOR // RECON ★ INIT

INDEPENDENT CONTRACTOR

---

**OP-038** **★ ACTS FIRST**

OPERATOR FILE HP

---

**THE RECON SPECIALIST**

INDEPENDENT CONTRACTOR //

**GOOD** 2+

- SCOUTING
- STEALTH
- ORD** 4+
- OBSERVATION
- [BAD] 5+
- COMBAT

SPECIAL // RECON

ADVANCE POSITIONING

---

OPERATOR // OP-038 OT.HVT · ED.01

OPERATOR // DRIVER/PILOT NO INIT

INDEPENDENT CONTRACTOR

---

**OP-039** **NO INIT**

OPERATOR FILE HP

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**THE DRIVER/PILOT**

INDEPENDENT CONTRACTOR //

**GOOD** 2+

- VEHICLE OPERATION
- NAVIGATION
- ORD** 4+
- TACTICAL DRIVING
- [BAD] 5+
- COMBAT

SPECIAL // DRIVER/PILOT

NO INITIATIVE

---

OPERATOR // OP-039 OT.HVT · ED.01

OPERATOR // TECHNICIAN NO INIT

INDEPENDENT CONTRACTOR

HVT // BIOWEAPON BROKER HIGH VALUE TARGET

PCU · LOGISTICS OFFICER TURNED PRECURSOR BROKER

HVT // GENE-FORGED ASSASSIN HIGH VALUE TARGET

EO · FORMER INTELLIGENCE ASSET, GONE FREELANCE

**OP-040** **NO INIT**

OPERATOR FILE HP

---

**THE TECHNICIAN**

INDEPENDENT CONTRACTOR //

**GOOD** 2+

- TECHNOLOGY
- ENGINEERING
- REPAIRS
- [BAD] 5+
- COMBAT

SPECIAL // TECHNICIAN

NO INITIATIVE

---

OPERATOR // OP-040 OT.HVT · ED.01

**HVT-001** **▲ THREAT**

TARGET FILE HP

---

**RAHEEL AL-S Aidani**

PCU // LOGISTICS OFFICER TURNED PRECURSOR BROKER

VULN EXPLOSIVES

COUNTERATTACKS

- I Remote-Triggered IEDs  2+
- II Armored PMC Bodyguards  3+
- II Booby-Trapped Exfil Routes  3+

CONFRONTATION // 3 TURNS

AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

---

HVT // HVT-001 OT.HVT · ED.01

**HVT-002** **▲ THREAT**

TARGET FILE HP

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**MIRA "THE ABSENCE" KOVACS**

EO // FORMER INTELLIGENCE ASSET, GONE FREELANCE

VULN ELECTRONIC SECURITY

COUNTERATTACKS

- I Overwatch Snipers  2+
- II Biometric Spoofing Systems  3+
- I Close-Quarter Combat Protocols  2+

CONFRONTATION // 3 TURNS

AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

---

HVT // HVT-002 OT.HVT · ED.01

HVT // PMC WARLORD HIGH VALUE TARGET

EO · FORMER PMC COMMANDER, BELT GHOST COUNTRY

HVT // ARMS BROKER HIGH VALUE TARGET

EO · FORMER INTELLIGENCE ANALYST, DEFECTOR

HVT // LABOR TRAFFICKER HIGH VALUE TARGET

NCB · GENE-FORGED LABOR TRANSIT OPERATOR

**HVT-003** **▲ THREAT**

TARGET FILE HP

---

**GREGOR VANCHEV**

EO // FORMER PMC COMMANDER, BELT GHOST COUNTRY

VULN EXPLOSIVES

COUNTERATTACKS

- I PMC Heavy Artillery  2+
- II Armored Vehicle Perimeter  3+
- II Belt-Veteran Mercenaries  3+

CONFRONTATION // 3 TURNS

AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

---

HVT // HVT-003 OT.HVT · ED.01

**HVT-004** **▲ THREAT**

TARGET FILE HP

---

**ALEXEI DROBYSHEV**

EO // FORMER INTELLIGENCE ANALYST, DEFECTOR

VULN HACKING

COUNTERATTACKS

- I Faction Hacking Countermeasures  2+
- II EO Armored Convoys  3+
- III AI Surveillance Grid  4+

CONFRONTATION // 3 TURNS

AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

---

HVT // HVT-004 OT.HVT · ED.01

**HVT-005** **▲ THREAT**

TARGET FILE HP

---

**SUNG-MIN YEO**

NCB // GENE-FORGED LABOR TRANSIT OPERATOR

VULN SCOUTING

COUNTERATTACKS

- I Gene-Forged Enforcers  2+
- II Compound Trap Network  3+
- II SCSF Escape Routes  3+

CONFRONTATION // 3 TURNS

AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

---

HVT // HVT-005 OT.HVT · ED.01

SCA · NARCOTICS AND WATER CONTROL OPERATOR

NAF · SHADOW DATA BROKERAGE, MARITIME PLATFORMS

INDEPENDENT · PRIVATE ARMY, HIGHLAND GHOST COUNTRY

**HVT-006** ▲ THREAT

TARGET FILE HP

---

**TOMAS "THE DROUGHT CLOCK" ARRIAGA**

SCA // NARCOTICS AND WATER CONTROL OPERATOR  
VULN INFILTRATION

COUNTERATTACKS

- I Bribed Regional Officials 2+
- II Cartel Security Forces 3+
- III Ghost Country Tunnel Networks 4+

CONFRONTATION // 3 TURNS  
AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

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HVT // HVT-006 OT.HVT · ED.01

**HVT-007** ▲ THREAT

TARGET FILE HP

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**VERA "STATION" MARCHETTI**

NAF // SHADOW DATA BROKERAGE, MARITIME PLATFORMS  
VULN HACKING

COUNTERATTACKS

- II Hardened Encryption Stacks 3+
- I Maritime PMC Security 2+
- III Pacific Free Zone Escape Routes 4+

CONFRONTATION // 3 TURNS  
AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

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HVT // HVT-007 OT.HVT · ED.01

**HVT-008** ▲ THREAT

TARGET FILE HP

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**GENERAL KOTA PHIRUM**

INDEPENDENT // PRIVATE ARMY, HIGHLAND GHOST COUNTRY  
VULN SCOUTING

COUNTERATTACKS

- I Ghost Country Militia 2+
- II Compound Trap Architecture 3+
- III Air Transport Extraction 4+

CONFRONTATION // 3 TURNS  
AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

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HVT // HVT-008 OT.HVT · ED.01

INDEPENDENT · GENE-FORGED BIOWEAPON PROGRAM

INDEPENDENT · 12,000-MEMBER SETTLEMENT NETWORK

EO · DOCUMENT WAR FINANCIER, BLACK SEA ENCLAVE

**HVT-009** ▲ THREAT

TARGET FILE HP

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**DR. NESSA BRANDT**

INDEPENDENT // GENE-FORGED BIOWEAPON PROGRAM  
VULN TECHNOLOGY

COUNTERATTACKS

- II AI-Managed Security Systems 3+
- I Engineered Pathogen Traps 2+
- II Lab Self-Destruct Protocols 3+

CONFRONTATION // 3 TURNS  
AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

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HVT // HVT-009 OT.HVT · ED.01

**HVT-010** ▲ THREAT

TARGET FILE HP

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**MOTHER CAELUM (THEODOSIA VANCE)**

INDEPENDENT // 12,000-MEMBER SETTLEMENT NETWORK  
VULN DISGUISE

COUNTERATTACKS

- I Devoted Follower Strike Teams 2+
- II Compound Trap Architecture 3+
- I Psychological Warfare Protocols 2+

CONFRONTATION // 3 TURNS  
AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

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HVT // HVT-010 OT.HVT · ED.01

**HVT-011** ▲ THREAT

TARGET FILE HP

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**KONSTANTIN "THE OLIGARCH" VOLOSHYN**

EO // DOCUMENT WAR FINANCIER, BLACK SEA ENCLAVE  
VULN HACKING

COUNTERATTACKS

- II EO Encryption Architecture 3+
- I Elite PMC Bodyguard Units 2+
- III Luxury Maritime Escape 4+

CONFRONTATION // 3 TURNS  
AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

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HVT // HVT-011 OT.HVT · ED.01

ACU · COASTAL BLACK MARKET, CONTINENTAL SCALE

NCB · FORMER GRU HANDLER, NOW FREELANCE FIXER

NAF · CORPORATE BROKER, PACIFIC COALITION SUPPLY CHAIN

**HVT-012** ▲ THREAT

TARGET FILE HP

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**EMPRESS SOLANGE (AMA ASANTE)**

ACU // COASTAL BLACK MARKET, CONTINENTAL SCALE  
VULN INFILTRATION

COUNTERATTACKS

- I Syndicate Enforcement Network 2+
- II Compound Trap Architecture 3+
- II Coastal Maritime Escape 3+

CONFRONTATION // 3 TURNS  
AFTER OPERATOR ATTACKS, HVT FIRES ONCE PER TURN. SELECT ONE COUNTERATTACK. RESOLVE AT LISTED THRESHOLD.

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HVT // HVT-012 OT.HVT · ED.01

**HVT-013** ▲ THREAT

TARGET FILE HP

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**DINA "BLACKROCK" PETROV**

NCB // FORMER GRU HANDLER, GONE FREELANCE  
VULN COUNTERINTELLIGENCE

COUNTERATTACKS

- I Safe House Network Activation 2+
- II Burned Agent Countermove 3+
- III Double-Cross Protocol 4+

SPECIAL // TRIPLE COVER  
OPERATORS CANNOT CONFIRM HVT IDENTITY. ONE CHALLENGE EACH TURN IS APPLIED TO A DECOY.

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HVT // HVT-013 OT.HVT · ED.01

**HVT-014** ▲ THREAT

TARGET FILE HP

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**RIKU TANAKA**

NAF // CORPORATE ARMS BROKER, PACIFIC COALITION  
VULN ELECTRONIC WARFARE

COUNTERATTACKS

- I PMC Escort Detail 2+
- II Signal Jamming Net 3+
- III Explosive Failsafe 3+

SPECIAL // BROKER'S LEVERAGE  
IF ANY OPERATOR IS AT 1HP WHEN CONFRONTATION BEGINS, HVT ESCAPES ON 4+.

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HVT // HVT-014 OT.HVT · ED.01

UKE · FORMER COALITION GENERAL, BREAKAWAY WARLORD FACION

**HVT-015** ▲ THREAT  
 TARGET FILE HP

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**COMMANDANT ABOUBACAR DIARRA**  
 UKE // FORMER COALITION GENERAL, BREAKAWAY WARLORD

VULN **LOGISTICS DISRUPTION**

COUNTERATTACKS

- I Armored Infantry Column 2+
- II Artillery Strike Coordination 3+
- III Scorched Earth Order 5+

SPECIAL // FORTIFIED POSITION  
 ALL CHALLENGE THRESHOLDS +1 DURING FINAL CONFRONTATION TURN.

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HVT // HVT-015 OT.HVT · ED.01

NAF · NAVAL INTELLIGENCE OFFICER, 12 YEARS OF FLEET CODES

**HVT-018** ▲ THREAT  
 TARGET FILE HP

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**CMDR. MARINA SANTOS**  
 NAF // NAVAL INTELLIGENCE, ROGUE WITH FLEET CODES

VULN **COUNTERINTELLIGENCE**

COUNTERATTACKS

- I Surveillance Net Activation 2+
- II False Flag Operation 3+
- III Friendly Fire Protocol 4+

SPECIAL // DEEP COVER  
 OPERATORS CANNOT USE STEALTH SKILLS THIS MISSION.

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HVT // HVT-018 OT.HVT · ED.01

PCU · CARTEL ENFORCER, GENE-SPLICED COMBAT CHASSIS

**HVT-021** ▲ THREAT  
 TARGET FILE HP

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**RICO "MANTIS" DELGADO**  
 PCU // CARTEL ENFORCER, GENE-SPLICED COMBAT CHASSIS

VULN **ASSET FLIPPING**

COUNTERATTACKS

- I Gene-Forged Combat Reflexes 2+
- II Cartel Gunmen Support 3+
- III Execution Protocol 3+

SPECIAL // ENHANCED PHYSIOLOGY  
 HVT HAS 4HP. LOSES HP ONLY ON SUCCESSFUL COMBAT CHALLENGES.

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HVT // HVT-021 OT.HVT · ED.01

ACU · GENOMIC DATA BROKER, AUCTION HOUSE OPERATOR

**HVT-016** ▲ THREAT  
 TARGET FILE HP

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**ISOLDE VARMA**  
 ACU // GENOMIC DATA BROKER, AUCTION HOUSE OPERATOR

VULN **SURVEILLANCE**

COUNTERATTACKS

- I Biometric Lockdown 2+
- II Gene-Forged Security Detail 3+
- III Encrypted Exfil Protocol 4+

SPECIAL // GENOMIC DECOY  
 AFTER TAKING DAMAGE, ALL OPERATORS MUST REROLL THEIR NEXT ACTION.

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HVT // HVT-016 OT.HVT · ED.01

INDEPENDENT · ZERO DIGITAL FOOTPRINT, UNKNOWN ORIGIN

**HVT-019** ▲ THREAT  
 TARGET FILE HP

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**BISHOP (NAME UNKNOWN)**  
 INDEPENDENT // CONTRACT ASSASSIN, ZERO DIGITAL FOOTPRINT

VULN **PATTERN ANALYSIS**

COUNTERATTACKS

- I High-Caliber Ambush 2+
- II Poison Countermeasure 3+
- III Vanishing Protocol 4+

SPECIAL // GHOST PROTOCOL  
 CANNOT BE DIRECTLY TARGETED UNTIL OPERATORS CLEAR TWO PRIOR CHALLENGES.

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HVT // HVT-019 OT.HVT · ED.01

ACU · CONTROLS SEVEN SHELL CORPS ACROSS TC2066

**HVT-022** ▲ THREAT  
 TARGET FILE HP

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**ADAEZE OKONKWO-NWOSU**  
 ACU // FINANCIAL ARCHITECT, CONTINENTAL SHELL NETWORK

VULN **DIGITAL FORENSICS**

COUNTERATTACKS

- I Fund Transfer Alert 2+
- II Legal Obstruction Protocol 3+
- III Asset Liquidation Trigger 4+

SPECIAL // MONEY TRAIL  
 OPERATORS MUST CLEAR ONE ADDITIONAL CHALLENGE BEFORE ACCESSING TARGET.

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HVT // HVT-022 OT.HVT · ED.01

SCA · UPHEAVAL VETERAN, URBAN INFRASTRUCTURE SABOTEUR

**HVT-017** ▲ THREAT  
 TARGET FILE HP

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**THE ARCHITECT (YUSUF ASKAR)**  
 SCA // UPHEAVAL VETERAN, URBAN INFRASTRUCTURE SABOTEUR

VULN **TECHNOLOGY INTERCEPT**

COUNTERATTACKS

- I Building Collapse Sequence 2+
- II Civilian Trigger Protocol 3+
- III Dead Man's Switch 4+

SPECIAL // PREPARED KILL ZONE  
 FIRST CHALLENGE EACH TURN IS AUTOMATICALLY CRIT FAIL ON 1 OR 2.

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HVT // HVT-017 OT.HVT · ED.01

NCB · FORMER STATE RESEARCHER, NOW SELLING TO BIDDERS

**HVT-020** ▲ THREAT  
 TARGET FILE HP

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**PROF. EKATERINA VOLKOV**  
 NCB // FORMER BIOWEAPONS RESEARCHER, GONE INDEPENDENT

VULN **CHEMICAL EXPOSURE**

COUNTERATTACKS

- I Aerosol Release 2+
- II Weaponized Pathogen 3+
- III Research Station Lockdown 4+

SPECIAL // HAZMAT PROTOCOL  
 IF ANY CHALLENGE FAILS ON TURN 3, ALL OPERATORS TAKE -1 HP.

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HVT // HVT-020 OT.HVT · ED.01

EO · BROTHERS RUNNING CONTESTED BALTIC CORRIDOR

**HVT-023** ▲ THREAT  
 TARGET FILE HP

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**THE PETROV BROTHERS (YAKOV + ANDRE)**  
 EO // ARMS TRAFFICKERS, BALTIC CONTESTED ZONE

VULN **SURVEILLANCE**

COUNTERATTACKS

- I Split Exfil Protocol 2+
- II Decoy Convoy Launch 3+
- III Coordinated Ambush 3+

SPECIAL // SPLIT TARGET  
 COUNTS AS TWO HVTS. BOTH MUST BE NEUTRALIZED. MISSION FAILS IF EITHER ESCAPES.

---

HVT // HVT-023 OT.HVT · ED.01

NCB · RUNNING UNAUTHORIZED BLACK PROGRAMS

INDEPENDENT · TC2066'S MOST DANGEROUS INFORMATION DEALER

UKE · STAGING A REGIONAL MILITARY TAKEOVER

**HVT-024** ▲ THREAT

TARGET FILE HP

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**DIRECTOR FARRUKH NAZAROV**

NCB // INTELLIGENCE SERVICE DIRECTOR, BLACK PROGRAMS

**VULN DEFECTION OFFER**

COUNTERATTACKS

- I Counter-Surveillance Sweep 2+
- II Asset Network Burn 3+
- III Safe Room Lockdown 4+

**SPECIAL // NEED TO KNOW**  
ONE RANDOM OPERATOR IS MARKED COMPROMISED. ROLLS ALL CHALLENGES AT BAD.

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HVT // HVT-024 OT.HVT · ED.01

**HVT-025** ▲ THREAT

TARGET FILE HP

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**THE COLLECTOR (ELEANORA BAST)**

INDEPENDENT // DATA BROKER, CONTINENTAL SCALE

**VULN EVIDENCE PLANTING**

COUNTERATTACKS

- I Information Warfare Protocol 2+
- II Leverage Activation 3+
- III Blackmail Network 4+

**SPECIAL // KNOWS YOUR FILE**  
BEFORE MISSION, OPERATORS LOSE ONE SKILL OF OPERATOR PLAYER'S CHOICE.

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HVT // HVT-025 OT.HVT · ED.01

**HVT-026** ▲ THREAT

TARGET FILE HP

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**GENERAL IBRAHIM OSEI**

UKE // COALITION GENERAL STAGING REGIONAL COUP

**VULN MEDIA EXPOSURE**

COUNTERATTACKS

- I Loyal Garrison Response 2+
- II Air Support Coordination 3+
- III Execution Order 4+

**SPECIAL // COMMAND STRUCTURE**  
EACH FAILED CHALLENGE ALERTS ADDITIONAL FORCES. ADD +1 CHALLENGE TO GAUNTLET.

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HVT // HVT-026 OT.HVT · ED.01

SCA · STATE-SPONSORED DIGITAL WEAPONS SPECIALIST

INDEPENDENT · ILLEGAL SPLICE DESIGNER, HUMAN MODIFICATION BROKER

PCU · COORDINATES MULTIPLE ACTIVE KILL TEAMS

**HVT-027** ▲ THREAT

TARGET FILE HP

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**YUKI "FOXfire" HASHIMOTO**

SCA // STATE-SPONSORED CYBERWARFARE SPECIALIST

**VULN PHYSICAL ISOLATION**

COUNTERATTACKS

- I System Override Attack 2+
- II Drone Network Deployment 3+
- III Network Purge Protocol 4+

**SPECIAL // SYSTEM INFILTRATION**  
AT START OF EACH TURN, ONE OPERATOR'S GOOD SKILL BECOMES ORDINARY.

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HVT // HVT-027 OT.HVT · ED.01

**HVT-028** ▲ THREAT

TARGET FILE HP

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**SILAS CRANE**

INDEPENDENT // GENE-TRADER, ILLEGAL SPLICE DESIGNER

**VULN SAMPLE EVIDENCE**

COUNTERATTACKS

- I Modified Security Response 2+
- II Gene-Locked Barrier 3+
- III Test Subject Release 4+

**SPECIAL // DESIGNER MODIFICATIONS**  
CRANE IS GENE-FORGED. ALL PHYSICAL CHALLENGES ARE AT +1 THRESHOLD.

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HVT // HVT-028 OT.HVT · ED.01

**HVT-029** ▲ THREAT

TARGET FILE HP

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**MARISOL "SCARLET" DIAZ**

PCU // ASSASSINATION HANDLER, ACTIVE KILL TEAMS

**VULN COMMUNICATIONS INTERCEPT**

COUNTERATTACKS

- I Active Team Alert 2+
- II Triggered Ambush Protocol 3+
- III Panic Detonation 4+

**SPECIAL // DEAD MAN'S TRIGGER**  
IF KIA BEFORE TURN 3, ALL ACTIVE OPERATORS TAKE -1 HP.

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HVT // HVT-029 OT.HVT · ED.01

NCB · ROGUE COMMANDER, ACCESS TO SEALED ORDNANCE

UKE · TARGETING TC2066 WATER AND TRANSIT SYSTEMS

EO · DEEP-COVER OPERATIVE, MULTIPLE IDENTITIES

**HVT-030** ▲ THREAT

TARGET FILE HP

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**CMDR. OTTO HERRMANN**

NCB // ROGUE NAVAL COMMANDER, SEALED ORDNANCE ACCESS

**VULN HONOR CODE EXPLOIT**

COUNTERATTACKS

- I Naval Response Protocol 2+
- II Sealed Munitions Authorization 3+
- III Crew Loyalty Override 4+

**SPECIAL // COMMAND PROTOCOLS**  
MUST BE CONFRONTED IN SEQUENCE. CANNOT SKIP TO FINAL CHALLENGE.

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HVT // HVT-030 OT.HVT · ED.01

**HVT-031** ▲ THREAT

TARGET FILE HP

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**ANWA ABUBAKAR**

UKE // INFRASTRUCTURE SABOTEUR, WATER AND TRANSIT SYSTEMS

**VULN COMMUNICATIONS**

COUNTERATTACKS

- I Detonation Network Trigger 2+
- II Contamination Protocol 3+
- III Facility Lockdown 4+

**SPECIAL // CRITICAL INFRASTRUCTURE**  
MISSION FAILS IF THREE OR MORE CHALLENGES FAIL, REGARDLESS OF HVT HP.

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HVT // HVT-031 OT.HVT · ED.01

**HVT-032** ▲ THREAT

TARGET FILE HP

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**LENA "PARADOX" FISCHER**

EO // GENE-FORGED DEEP-COVER OPERATIVE

**VULN BIOMETRIC SCANNING**

COUNTERATTACKS

- I Identity Shift Protocol 2+
- II Enhanced Reflex Strike 3+
- III Persona Collapse 4+

**SPECIAL // DEEP COVER**  
APPEARS AS ALLY UNTIL FIRST DAMAGE. ALL FIRST CHALLENGES THIS MISSION +1.

---

HVT // HVT-032 OT.HVT · ED.01

SCA · STRAIT OF CONFLICT MARITIME CORRIDOR OPERATIONS

INDEPENDENT · ACCESS TO BIOLOGICAL MATERIALS, TRUE BELIEVERS

NAF · THREE CARRIER GROUPS, BROKEN CHAIN OF COMMAND

**HVT-033** ▲ THREAT

TARGET FILE HP

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**CAPTAIN ORIOL MARC**

SCA // MARITIME PIRACY COORDINATOR, STRAIT CORRIDOR

**VULN SUPPLY CHAIN INTERDICTION**

COUNTERATTACKS

I Pirate Fleet Engagement 2+

II Hostage Shield Protocol 3+

III Scuttle Order 4+

SPECIAL // OPEN WATER OPERATORS WITHOUT MARITIME SKILL ROLL BAD ON ALL MOVEMENT CHALLENGES.

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HVT // HVT-033 OT.HVT · ED.01

**HVT-034** ▲ THREAT

TARGET FILE HP

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**BROTHER AUGUSTIN (THE PREACHER)**

INDEPENDENT // CULT LEADER, BIOLOGICAL ACCESS

**VULN FOLLOWER NETWORK**

COUNTERATTACKS

I Martyr Protocol 2+

II Devoted Bodyguard Wave 3+

III Revelation Broadcast 4+

SPECIAL // ZEALOT SHIELD FIRST DAMAGE EACH TURN REQUIRES SOCIAL OR PSYOPS CHALLENGE.

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HVT // HVT-034 OT.HVT · ED.01

**HVT-035** ▲ THREAT

TARGET FILE HP

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**ADMIRAL CHEN ZHEN-LI**

NAF // ROGUE FLEET COMMANDER, THREE CARRIER GROUPS

**VULN CHAIN OF COMMAND BREACH**

COUNTERATTACKS

I Naval Escort Activation 2+

II Fleet Response Protocol 3+

III Missile Strike Authorization 5+

SPECIAL // COMMAND ASSET AFTER HVT KIA, ROLL FOR FLEET RESPONSE: 4+ = MISSION SUCCESS. UNDER = EXTRACT ONLY.

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HVT // HVT-035 OT.HVT · ED.01

SCENARIO // NAF COASTAL MISSION FILE

NAF · ZONE NAF COASTAL CITY

SCENARIO // NAF TRANSIT MISSION FILE

NAF · ZONE NAF ELEVATED CITY

SCENARIO // PCU DESERT MISSION FILE

PCU · ZONE DROUGHT CORRIDOR

**HOSTAGE RESCUE**

ELEVATED RESIDENTIAL DISTRICT, NAF COASTAL CITY

OBJECTIVE

EXTRACT FACTION-HELD HOSTAGES WITHOUT CASUALTIES.

SPECIAL CONDITIONS

- HIGH CIVILIAN DENSITY
- HOSTAGE DETAILS (DECOYS POSSIBLE)
- DIVERSION OPTIONS (SYSTEM FAILURES)
- RISK OF HARM IF DETECTED

SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

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SCENARIO // SC-001 OT.HVT · ED.01

**DEVICE DEFUSAL**

MAJOR TRANSIT INTERCHANGE, NAF ELEVATED CITY

OBJECTIVE

LOCATE AND NEUTRALIZE A REMOTE-TRIGGERED DEVICE.

SPECIAL CONDITIONS

- TIME LIMIT (HARD COUNTDOWN)
- MULTIPLE OR DECOY DEVICES
- CIVILIAN SATURATION
- TRIGGER VARIANTS (ROLL TO DETERMINE)

SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

---

SCENARIO // SC-002 OT.HVT · ED.01

**ARMS SHIPMENT INTERCEPTION**

PCU DESERT TRANSIT PORT, DROUGHT CORRIDOR

OBJECTIVE

INTERCEPT AN ILLEGAL ARMS TRANSFER AND SECURE CARGO.

SPECIAL CONDITIONS

- PMC SECURITY WITH DRONE OVERWATCH
- MULTIPLE EXFIL ROUTES
- CARGO RISK (MASS CASUALTY POTENTIAL)

SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

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SCENARIO // SC-003 OT.HVT · ED.01

SCENARIO // NCB INLAND MISSION FILE

NCB · ZONE REBUILT INLAND CITY

SCENARIO // EO BELT MISSION FILE

EO · ZONE BALKANIZED BELT

SCENARIO // UKE HERITAGE MISSION FILE

UKE · ZONE PARTIALLY FLOODED HISTORIC CITY

**INTELLIGENCE EXTRACTION**

NCB ADMINISTRATIVE COMPOUND, REBUILT INLAND CITY

OBJECTIVE

EXTRACT CLASSIFIED DATA FROM A SECURED NCB FACILITY.

SPECIAL CONDITIONS

- AI SURVEILLANCE GRID
- DATA TYPE (ROLL TO DETERMINE)
- EXTRACTION WINDOW (HARD TIME LIMIT)
- DETECTION RISK (COMBO REQUIRED)

SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

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SCENARIO // SC-004 OT.HVT · ED.01

**INFRASTRUCTURE SABOTAGE**

EO INDUSTRIAL COMPLEX, BALKANIZED BELT

OBJECTIVE

DISABLE CRITICAL EO INDUSTRIAL INFRASTRUCTURE.

SPECIAL CONDITIONS

- HAZARDOUS ENVIRONMENT
- DETECTION RISK (REDUNDANT SYSTEMS)
- BACKUP SYSTEMS (BOTH REQUIRED)
- CASCADE RISK (PROMETHEUS CHAIN)

SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

---

SCENARIO // SC-005 OT.HVT · ED.01

**ASSET PROTECTION**

UKE HERITAGE HOTEL, PARTIALLY FLOODED HISTORIC CITY

OBJECTIVE

PREVENT ASSASSINATION OF A DIPLOMATIC CONTACT.

SPECIAL CONDITIONS

- FACTION PRESENCE (MULTIPLE DELEGATIONS)
- MULTIPLE POTENTIAL ACTORS
- PROTECTIVE DETAIL COORDINATION REQUIRED

SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

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SCENARIO // SC-006 OT.HVT · ED.01

### LABOR EXTRACTION

SCA JUNGLE COMPOUND, AMAZON BASIN

OBJECTIVE  
RESCUE GENE-FORGED VICTIMS AND CAPTURE LEADERSHIP.

SPECIAL CONDITIONS

- PERIMETER SECURITY (GENE-FORGED ANIMALS)
- VICTIM CONDITION (MODIFIED STRESS RESPONSE)
- DECOY RISK (SECONDARY LOCATIONS)

SETUP // GAUNTLET  
FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

SCENARIO // SC-007 OT.HVT · ED.01

### WAR CRIMINAL EXTRACTION

MOUNTAINOUS GHOST COUNTRY, FORMER EASTERN EUROPE

OBJECTIVE  
LOCATE AND EXTRACT A WAR CRIMES FUGITIVE.

SPECIAL CONDITIONS

- ACCESS CHALLENGES (EXTREME TERRAIN)
- FORTIFIED POSITIONS (YEARS ESTABLISHED)
- REINFORCEMENTS IF DETECTED

SETUP // GAUNTLET  
FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

SCENARIO // SC-008 OT.HVT · ED.01

### CYBER STRIKE PREVENTION

NAF TECHNOLOGY CAMPUS, AI-INTEGRATED SYSTEMS

OBJECTIVE  
STOP AN ACTIVE CYBER ATTACK ON NAF CIVILIAN INFRASTRUCTURE.

SPECIAL CONDITIONS

- TECHNICAL SKILL REQUIRED
- INSIDER THREAT POSSIBILITY
- CASCADE RISK (ATTACK IN PROGRESS)

SETUP // GAUNTLET  
FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

SCENARIO // SC-009 OT.HVT · ED.01

### CAMP NEUTRALIZATION

PCU CONTESTED ZONE, FORTIFIED DESERT CAMP

OBJECTIVE  
NEUTRALIZE A PCU-ADJACENT IRREGULAR FORCES CAMP.

SPECIAL CONDITIONS

- CONTINUOUS PATROLS (GUARD ROTATION)
- TERRAIN HAZARDS (CONCEALMENT LIMITATIONS)
- PRECISION REQUIRED (STEALTH PREFERRED)

SETUP // GAUNTLET  
FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

SCENARIO // SC-010 OT.HVT · ED.01

### DOCUMENT RECOVERY

UKE HERITAGE ESTATE, DOCUMENT WAR-ERA RENOVATION

OBJECTIVE  
RECOVER STOLEN PRE-UPHEAVAL ARCHIVE MATERIALS.

SPECIAL CONDITIONS

- INTEGRATED SECURITY (UKE SURVEILLANCE)
- MATERIAL SENSITIVITY (FRAGILE, IRREPLACEABLE)
- HIDDEN INFRASTRUCTURE (EXPLORATION REQUIRED)

SETUP // GAUNTLET  
FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

SCENARIO // SC-011 OT.HVT · ED.01

### BIOWEAPON FACILITY BREACH

EO HARDENED INDUSTRIAL COMPLEX, CLASSIFIED RESEARCH

OBJECTIVE  
INFILTRATE AN EO BIOWEAPON FACILITY AND NEUTRALIZE THE PROGRAM.

SPECIAL CONDITIONS

- HAZARDOUS MATERIALS (CONTAMINATION RISK)
- CASCADE RISK (AIRBORNE RELEASE)
- ACCESS ARCHITECTURE (SEQUENTIAL REQUIRED)

SETUP // GAUNTLET  
FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ALL OPERATORS KIA.

SCENARIO // SC-012 OT.HVT · ED.01

### BLACKSITE BREACH

CLASSIFIED DETENTION FACILITY, SCA EASTERN BORDER

OBJECTIVE  
INFILTRATE A COVERT DETENTION SITE AND EXTRACT THE HELD ASSET.

SPECIAL CONDITIONS

- ARMED SECURITY ROTATION
- COMMS BLACKOUT INSIDE PERIMETER
- ASSET CONDITION UNKNOWN
- FACILITY ON LOCKDOWN ALERT

SETUP // GAUNTLET  
FIVE CHALLENGES. THREE TURNS. MISSION FAILS IF ASSET IS KILLED OR ALL OPERATORS KIA.

SCENARIO // SC-013 OT.HVT · ED.01

### CONVOY INTERCEPTION

MOUNTAIN TRANSIT ROUTE, PCU WESTERN APPROACH

OBJECTIVE  
INTERCEPT AND NEUTRALIZE AN ARMS CONVOY BEFORE IT CROSSES THE BORDER.

SPECIAL CONDITIONS

- MOVING TARGET — CONVOY ADVANCES EACH TURN
- CIVILIAN TRAFFIC ON ROUTE
- BORDER TIMER ACTIVE
- CARGO MAY BE BOOBY-TRAPPED

SETUP // GAUNTLET  
FIVE CHALLENGES. TWO TURNS. FAIL = CONVOY CROSSES. MISSION ABORT.

SCENARIO // SC-014 OT.HVT · ED.01

### POWER GRID SHUTDOWN

NAF METROPOLITAN GRID RELAY, URBAN ZONE 4

OBJECTIVE  
DISABLE THE AI-CONTROLLED POWER DISTRIBUTION NETWORK BEFORE LOCKDOWN.

SPECIAL CONDITIONS

- AUTOMATED DEFENSE SYSTEMS ACTIVE
- LIVE GRID HAZARD — FAILED COMBAT CHALLENGES -1HP
- REMOTE MONITORING
- CIVILIAN GRID DEPENDENCY

SETUP // GAUNTLET  
FIVE CHALLENGES. THREE TURNS. ALL THRESHOLDS +1 AFTER TURN 2.

SCENARIO // SC-015 OT.HVT · ED.01

SCENARIO // NEUTRAL ZONE MISSION FILE	SCENARIO // UKE TRANSIT MISSION FILE	SCENARIO // NCB SIGNAL MISSION FILE																																																						
<p>NEUTRAL ZONE · JOINT AUTHORITY HARBOR DISTRICT</p> <h3>DIPLOMATIC SHIELD</h3> <p>JOINT AUTHORITY NEUTRAL ZONE, HARBOR DISTRICT</p> <p>OBJECTIVE</p> <p>PROTECT OR ELIMINATE A HIGH-VALUE DIPLOMATIC MEETING BEFORE IT CONCLUDES.</p> <p>SPECIAL CONDITIONS</p> <ul style="list-style-type: none"> <li>■ DIPLOMATIC IMMUNITY COMPLICATIONS</li> <li>■ MEDIA PRESENCE — EXPOSURE ABORTS MISSION</li> <li>■ MULTI-FACTION SECURITY OVERLAP</li> <li>■ UNKNOWN THREAT ACTOR IN PLAY</li> </ul> <div style="border: 1px solid black; padding: 5px;"> <p>SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. OPERATOR EXPOSURE = IMMEDIATE ABORT.</p> </div> <p>SCENARIO // SC-016 OT.HVT · ED.01</p>	<p>UKE TRANSIT · FLOODED LOWLAND CORRIDOR, CONTESTED ZONE</p> <h3>THE EXODUS</h3> <p>UKE TRANSIT CORRIDOR, FLOODED LOWLAND ROUTE</p> <p>OBJECTIVE</p> <p>ESCORT A REFUGEE CONVOY THROUGH CONTESTED TERRITORY TO EXTRACTION POINT.</p> <p>SPECIAL CONDITIONS</p> <ul style="list-style-type: none"> <li>■ HOSTILE FACTION AMBUSH RISK</li> <li>■ NON-OPERATOR CASUALTIES FAIL MISSION</li> <li>■ TERRAIN HAZARD — FLOOD CONDITIONS</li> <li>■ MULTIPLE CONVOY ELEMENTS TO PROTECT</li> </ul> <div style="border: 1px solid black; padding: 5px;"> <p>SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. ANY NON-OPERATOR CASUALTY = MISSION FAIL.</p> </div> <p>SCENARIO // SC-017 OT.HVT · ED.01</p>	<p>NCB SIGNAL · MOUNTAIN RIDGE RELAY ARRAY</p> <h3>NETWORK BLACKOUT</h3> <p>NCB SIGNAL RELAY NETWORK, MOUNTAIN RIDGE POSITION</p> <p>OBJECTIVE</p> <p>DESTROY A SURVEILLANCE TOWER ARRAY BEFORE IT GOES FULLY OPERATIONAL.</p> <p>SPECIAL CONDITIONS</p> <ul style="list-style-type: none"> <li>■ ISOLATED LOCATION — NO EXTRACT BEFORE COMPLETION</li> <li>■ REMOTE REINFORCEMENT INCOMING</li> <li>■ TIMED ACTIVATION SEQUENCE</li> <li>■ TOWERS LINK ONCE ONE IS DESTROYED</li> </ul> <div style="border: 1px solid black; padding: 5px;"> <p>SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. TURN 3: STEALTH SKILLS BECOME BAD.</p> </div> <p>SCENARIO // SC-018 OT.HVT · ED.01</p>																																																						
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<p>EO INTELLIGENCE · OCCUPIED URBAN TRANSIT DISTRICT</p> <h3>DEAD DROP</h3> <p>EO OCCUPIED URBAN ZONE, TRANSIT DISTRICT</p> <p>OBJECTIVE</p> <p>RECOVER COMPROMISED INTEL FROM A BURNED AGENT'S DEAD DROP.</p> <p>SPECIAL CONDITIONS</p> <ul style="list-style-type: none"> <li>■ HOSTILE SURVEILLANCE GRID</li> <li>■ BURNED AGENT MAY SURFACE — PROTECT OR ELIMINATE</li> <li>■ COMPETING RECOVERY TEAM INBOUND</li> <li>■ DROP LOCATION PARTIALLY COMPROMISED</li> </ul> <div style="border: 1px solid black; padding: 5px;"> <p>SETUP // GAUNTLET FIVE CHALLENGES. TWO TURNS. SECONDARY TEAM RECOVERS DROP ON TURN 3. MISSION FAILS.</p> </div> <p>SCENARIO // SC-019 OT.HVT · ED.01</p>	<p>ACU COASTAL · FINANCIAL ZONE, DEEP WATER PORT</p> <h3>ASSET LIQUIDATION</h3> <p>ACU COASTAL FINANCIAL ZONE, DEEP WATER PORT</p> <p>OBJECTIVE</p> <p>NEUTRALIZE FINANCIAL INFRASTRUCTURE NODES BEFORE ASSETS SCATTER.</p> <p>SPECIAL CONDITIONS</p> <ul style="list-style-type: none"> <li>■ CORPORATE SECURITY — ESCALATING RESPONSE</li> <li>■ AUTOMATED ALERT SYSTEM</li> <li>■ MULTIPLE SIMULTANEOUS TARGETS</li> <li>■ ASSETS BEGIN TRANSFERRING TURN 2</li> </ul> <div style="border: 1px solid black; padding: 5px;"> <p>SETUP // GAUNTLET FIVE CHALLENGES. THREE TURNS. PARTIAL SUCCESS: 3+ NODES CLEARED = MISSION COMPLETE.</p> </div> <p>SCENARIO // SC-020 OT.HVT · ED.01</p>	<p>ROLL D6 // SELECT VARIABLE</p> <h3>RIGGED INFRASTRUCTURE</h3> <div style="border: 1px solid black; padding: 5px;"> <p><b>GOOD</b> DEMO EXPERT</p> <table border="1"> <tr><td>1</td><td>IED PACKAGES IN JUNCTION PANELS</td><td>3+</td></tr> <tr><td>2</td><td>PRESSURE-TRIGGERED TOXIN DISPENSERS</td><td>4+</td></tr> <tr><td>3</td><td>REMOTE-DETONATION PACKAGES</td><td>3+</td></tr> <tr><td>4</td><td>DECOY EQUIPMENT <b>CRIT +1HP</b></td><td>4+</td></tr> <tr><td>5</td><td>COLLAPSE CHARGES ON SUPPORTS</td><td>3+</td></tr> <tr><td>6</td><td>AI-TRIGGERED FRAGMENTATION SYSTEMS</td><td>4+</td></tr> </table> <div style="border: 1px solid black; padding: 5px;"> <p>RESOLVE // OPERATOR ROLL 6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).</p> </div> </div> <p>CHALLENGE // CH-001 OT.HVT · ED.01</p>	1	IED PACKAGES IN JUNCTION PANELS	3+	2	PRESSURE-TRIGGERED TOXIN DISPENSERS	4+	3	REMOTE-DETONATION PACKAGES	3+	4	DECOY EQUIPMENT <b>CRIT +1HP</b>	4+	5	COLLAPSE CHARGES ON SUPPORTS	3+	6	AI-TRIGGERED FRAGMENTATION SYSTEMS	4+																																				
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<p>ROLL D6 // SELECT VARIABLE</p> <h3>COORDINATED STRIKE</h3> <div style="border: 1px solid black; padding: 5px;"> <p><b>GOOD</b> COMMANDO, FIGHTER</p> <table border="1"> <tr><td>1</td><td>SIMULTANEOUS MULTI-CORRIDOR BREACH</td><td>3+</td></tr> <tr><td>2</td><td>MIXED PMC UNITS, VARIED PROTOCOLS</td><td>4+</td></tr> <tr><td>3</td><td>OVERWATCH SNIPERS, GROUND ADVANCE</td><td>3+</td></tr> <tr><td>4</td><td>GENE-FORGED + AI DRONES <b>CRIT +1HP</b></td><td>4+</td></tr> <tr><td>5</td><td>ELITE PMC, FACTION-SPEC EQUIPMENT</td><td>4+</td></tr> <tr><td>6</td><td>SUPPRESSION AND BREACH TEAMS</td><td>3+</td></tr> </table> <div style="border: 1px solid black; padding: 5px;"> <p>RESOLVE // OPERATOR ROLL 6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).</p> </div> </div> <p>CHALLENGE // CH-002 OT.HVT · ED.01</p>	1	SIMULTANEOUS MULTI-CORRIDOR BREACH	3+	2	MIXED PMC UNITS, VARIED PROTOCOLS	4+	3	OVERWATCH SNIPERS, GROUND ADVANCE	3+	4	GENE-FORGED + AI DRONES <b>CRIT +1HP</b>	4+	5	ELITE PMC, FACTION-SPEC EQUIPMENT	4+	6	SUPPRESSION AND BREACH TEAMS	3+	<p>ROLL D6 // SELECT VARIABLE</p> <h3>AMBUSH</h3> <div style="border: 1px solid black; padding: 5px;"> <p><b>GOOD</b> COMMANDO, FIGHTER <b>ORD</b> SNIPER, RECON</p> <table border="1"> <tr><td>1</td><td>GENE-FORGED CONCEALED STRIKE</td><td>3+</td></tr> <tr><td>2</td><td>POST-WAR PIPE CONCEALMENT POSITION</td><td>4+</td></tr> <tr><td>3</td><td>OVERWATCH IN ADJACENT STRUCTURE</td><td>3+</td></tr> <tr><td>4</td><td>GHOST COUNTRY RUINS <b>CRIT +1HP</b></td><td>4+</td></tr> <tr><td>5</td><td>DIVERSION TO PREPARED KILL ZONE</td><td>4+</td></tr> <tr><td>6</td><td>MULTI-LEVEL ATTACK, GROUND AND ELEVATION</td><td>3+</td></tr> </table> <div style="border: 1px solid black; padding: 5px;"> <p>RESOLVE // OPERATOR ROLL 6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).</p> </div> </div> <p>CHALLENGE // CH-003 OT.HVT · ED.01</p>	1	GENE-FORGED CONCEALED STRIKE	3+	2	POST-WAR PIPE CONCEALMENT POSITION	4+	3	OVERWATCH IN ADJACENT STRUCTURE	3+	4	GHOST COUNTRY RUINS <b>CRIT +1HP</b>	4+	5	DIVERSION TO PREPARED KILL ZONE	4+	6	MULTI-LEVEL ATTACK, GROUND AND ELEVATION	3+	<p>ROLL D6 // SELECT VARIABLE</p> <h3>SYSTEM FAILURE</h3> <div style="border: 1px solid black; padding: 5px;"> <p><b>GOOD</b> HACKER, TECHNICIAN</p> <table border="1"> <tr><td>1</td><td>POWER GRID FAILURE, ZONE-WIDE BLACKOUT</td><td>3+</td></tr> <tr><td>2</td><td>COMMUNICATIONS BREAKDOWN</td><td>4+</td></tr> <tr><td>3</td><td>AI SECURITY: HOSTILE RESPONSE PROTOCOL</td><td>4+</td></tr> <tr><td>4</td><td>FACTION SURVEILLANCE MALFUNCTION <b>CRIT +1HP</b></td><td>4+</td></tr> <tr><td>5</td><td>SYSTEM REBOOT IN UNSECURED STATES</td><td>3+</td></tr> <tr><td>6</td><td>NCB DATA CORRUPTION, NAV MISDIRECTION</td><td>3+</td></tr> </table> <div style="border: 1px solid black; padding: 5px;"> <p>RESOLVE // OPERATOR ROLL 6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).</p> </div> </div> <p>CHALLENGE // CH-004 OT.HVT · ED.01</p>	1	POWER GRID FAILURE, ZONE-WIDE BLACKOUT	3+	2	COMMUNICATIONS BREAKDOWN	4+	3	AI SECURITY: HOSTILE RESPONSE PROTOCOL	4+	4	FACTION SURVEILLANCE MALFUNCTION <b>CRIT +1HP</b>	4+	5	SYSTEM REBOOT IN UNSECURED STATES	3+	6	NCB DATA CORRUPTION, NAV MISDIRECTION	3+
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### CLIMATE CONDITIONS

**GOOD** RECON, DRIVER/PILOT, MEDIC

- 1 STORM SURGE FLOODING APPROACH ROUTES 3+
- 2 GREAT DROUGHT EXTREME HEAT 4+
- 3 PROMETHEUS-PATTERN ELECTRICAL STORM 3+
- 4 SANDSTORM, PCU/EO DESERT **CRIT +1HP** 4+
- 5 EXTREME HEAT INDEX, FATIGUE ACCUMULATION 4+
- 6 RAPID TEMPERATURE DROP, WEAPONS AFFECTED 3+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-005 OT.HVT · ED.01

### TIMED FAILSAFE

**GOOD** DEMO EXPERT, TECHNICIAN

- 1 COUNTDOWN ON FACTION EXPLOSIVE FAILSAFE 3+
- 2 AI-CONTROLLED BLAST DOORS, TIMED 4+
- 3 TIME-RELEASE TRAP, VARIABLE TRIGGER 4+
- 4 AI LOCKDOWN SEQUENCE **CRIT +1HP** 4+
- 5 MISSION WINDOW, RESPONSE FORCE ETA 3+
- 6 PRE-SCHEDULED PMC REINFORCEMENT 3+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-006 OT.HVT · ED.01

### ASSET COMPLICATION

**GOOD** MEDIC, SPY, HACKER

- 1 ASSET HELD WITH ARMED PMC SECURITY 3+
- 2 IED IN PROXIMITY TO ASSET POSITION 4+
- 3 ASSET IN TRAP-INTEGRATED HOLDING 3+
- 4 ASSET USED AS LEVERAGE **CRIT +1HP** 4+
- 5 ESCALATION THREAT IF ALARM TRIGGERS 3+
- 6 ASSET IN NON-STANDARD LOCATION 4+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-007 OT.HVT · ED.01

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### DISINFORMATION

**GOOD** SPY, HACKER  
**ORD** SNIPER, RECON

- 1 FABRICATED INTEL LEADING TO AMBUSH 3+
- 2 DEEPPAKE INTERCEPTS REDIRECTING OPERATORS 4+
- 3 PMC RUNNING FALSE FACTION IDENTITIES 4+
- 4 AI-GENERATED FALSE MISSION UPDATE **CRIT +1HP** 4+
- 5 OUTDATED MAP DATA, NAVIGATION FAILURE 4+
- 6 FALSE ALARM IN WRONG SECTOR 3+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-008 OT.HVT · ED.01

### REMOTE THREAT SYSTEMS

**GOOD** HACKER, DEMO EXPERT

- 1 AI-PILOTED DRONES, EXPLOSIVE PAYLOAD 3+
- 2 REMOTE-TRIGGERED TRAP, RAPID DISARMING 3+
- 3 REMOTE-OPERATED VEHICLE, AMBUSH 4+
- 4 FACTION SURVEILLANCE, REMOTE CONTROL **CRIT +1HP** 4+
- 5 AI SECURITY, ACTIVE COUNTERMEASURE 4+
- 6 REMOTE AUTOMATED SENTRY, FACTION LOAD 3+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-009 OT.HVT · ED.01

### SECURITY ARCHITECTURE

**GOOD** HACKER, SPY, SNIPER

- 1 PRESSURE-SENSITIVE FLOOR, AUTO-RESPONSE 3+
- 2 LASER GRID REQUIRING PRECISE MOVEMENT 4+
- 3 NAF/NCB BIOMETRIC ENTRY SYSTEM 4+
- 4 SOUND-SENSITIVITY ARRAY **CRIT +1HP** 4+
- 5 INFRARED DETECTION ACROSS APPROACHES 3+
- 6 AI MULTI-LAYER, SEQUENTIAL AUTHENTICATION 4+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-010 OT.HVT · ED.01

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### SECURITY PATROL

**GOOD** SNIPER, RECON  
**ORD** COMMANDO, FIGHTER

- 1 GENE-FORGED UNITS, ENHANCED DETECTION 3+
- 2 STANDARD PMC, FIXED ROUTE, SURVEILLANCE 4+
- 3 ELITE FACTION, FULL-SPECTRUM VISION 3+
- 4 AI DRONES COORDINATING WITH GROUND **CRIT +1HP** 4+
- 5 ARMORED PMC VEHICLES, PERIMETER SWEEP 3+
- 6 GENE-FORGED, HARDENED PROFILES 4+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-011 OT.HVT · ED.01

### HOSTILE ELECTRONICS

**GOOD** HACKER, TECHNICIAN

- 1 AI SURVEILLANCE, BIOMETRIC TRACKING 3+
- 2 AUTOMATED DEFENSIVE TURRET SYSTEM 4+
- 3 AI-DIRECTED SECURITY DRONES, ACTIVE 4+
- 4 FACTION JAMMING SYSTEM **CRIT +1HP** 4+
- 5 HOLOGRAPHIC DECOY, AI-GENERATED POSITIONS 4+
- 6 AI ACCESS ARCHITECTURE, SEQUENTIAL CODE 3+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-012 OT.HVT · ED.01

### HOSTILE CONTACT

**GOOD** COMMANDO, FIGHTER  
**ORD** SNIPER, RECON

- 1 PMC HARD PERIMETER, OVERLAPPING FIELDS 3+
- 2 GENE-FORGED CLOSE-PROTECTION UNIT 4+
- 3 FACTION MILITIA, AREA DENIAL WEAPONS 4+
- 4 CONTRACTED KILL TEAM, WAITING **CRIT +1HP** 4+
- 5 ARMED CHECKPOINT, ESCALATION AUTHORITY 3+
- 6 RESPONSE FORCE, AHEAD OF SCHEDULE 3+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

CHALLENGE // CH-013 OT.HVT · ED.01

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**ENVIRONMENTAL OBSTACLES**

**GOOD** RECON, SNIPER, MEDIC, DRIVER/  
PILOT

- 1 FLOODED LOWER DISTRICT, SPECIALIZED EQUIPMENT 3+
- 2 FACTION SECURITY GATE, HARDENED 4+
- 3 POST-WAR PIPE VENT, UNCERTAIN INTEGRITY 3+
- 4 ELEVATED DISTRICT BARRIER **CRIT +1HP** 4+
- 5 AI-MONITORED ACCESS, CARD OR BIOMETRIC 4+
- 6 STORM DEBRIS BLOCKING APPROACH 4+

RESOLVE // OPERATOR ROLL  
6 = CRIT (+1HP). MEET THRESHOLD = CLEAR. UNDER = -1HP. 1 = CRIT FAIL (-2HP).

**RIGGED ENTRY POINTS**

**GOOD** DEMO EXPERT

- 1 EXPLOSIVE CHARGES ON PRIMARY ENTRY 3+
- 2 CHEMICAL DISPERSAL IN DOOR HARDWARE 4+
- 3 PRESSURE-PLATE ACROSS APPROACH CORRIDOR 3+
- 4 REMOTE CHARGE IN WINDOW ACCESS 4+
- 5 TRAP ON INCORRECT BIOMETRIC ENTRY 3+
- 6 POST-WAR PIPE VENT RELEASING TOXIN 4+

RESOLVE // OPERATOR ROLL  
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**OVERWATCH POSITION**

**GOOD** SNIPER, RECON  
**CRIT** COMMANDO

- 1 LONG-RANGE SNIPER, CONFIRMED ZERO 3+
- 2 DRONE OVERWATCH, THERMAL SWEEP 90S 4+
- 3 REMOTE WEAPONS STATION, AI-AIMED 4+
- 4 MULTIPLE OBSERVATION POSTS **CRIT +1HP** 4+
- 5 CONCEALED POSITION, FLOODED UPPER DISTRICT 4+
- 6 PMC SPOTTER CALLING OFF-MAP ARTILLERY 3+

RESOLVE // OPERATOR ROLL  
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