

Report: Operation Frozen Horizon – 11.16.02

Mission Classification: India VII – Information Raid

Briefing:

Our destination is the Imperial Intelligence Station on the ice world of P7J-935. Our satellite intelligence network shows recent activity around the station, and with the recent developments of new Rogue Imperial activity, we need to find out who has taken the reigns of the forces formerly led by High Admiral Steele and the late Lord Sobek. Acid's Intelligence staff believes that this station is once again in use, and our plan is to infiltrate the facility, pull the datacore, and get out. For transportation across the frozen wasteland we have retrofitted a T1-B Hover Tank and one Loratus T-C9 Hover Transport for cold weather conditions. Several speeder bikes have been fitted out for the cold and may be brought with us if necessary.

Mission Status: Complete

Injuries to Personnel/Equipment:

Piquo - Possibly concussed, bumps, bruises, and a few cuts

Thorn - Electrical shock to left arm

Report:

We mounted up a T1-B hover tank and three cold-weather speeder bikes. We decided to forgo the hover transport since there were not as many people on this mission as I had anticipated. We moved out through the gate and I sent the bikes ahead in delta formation as a recon screen.

Thorn found the old ruins and went to investigate (see Cold Combat for details) and located a medium sized patrol of snow troopers. Piquo, Nick, and Thorn were dispatched to deal with them, and Piquo was spotted. A light fight ensued in which Piquo was knocked from his bike and wounded. (At this point, Piquo had to leave. We NPCed his character for a bit until Phil came in. He took over the role of Piquo.) The bike was a loss, and Piquo was in no shape to drive it even if it wasn't, so he became our backseat driver.

We made it close to the base and Thorn picked us an LZ and we set down and continued on foot. Piquo was left to guard the vehicles.

We found a freight lift that we believed to be the main entrance, but something wasn't quite right about it. Thorn located a power cable leading away and we followed it to a small bunker. We raided it to find a stairwell leading far underground and Nick discovered that the Lift shaft had been massively booby trapped.

Stun gas grenades were used to put the station personnel down and we made our way to the computer center. Corry and Thorn pulled the computer core while Nick and I looked to see what the individual officers were working on. Not much as it turned out.

We discovered that Wampas had somehow migrated to the planet, and had gotten into the complex. From the same way we had, actually--Thorn forgot to shut the door to the bunker.

We made our way out a ventilation shaft where Thorn received an electrical shock while trying to short out a vent fan. At the top our progress was hampered by a grate and several feet of snow. A bit of det cord applied to the grate took care of most of it, leaving a small amount of ice at the top.

Once we broke through, we made a dash to the hover tank, which Piquo(Phil playing) had brought to the rescue. We mounted up and made a mad dash through wampas and snow to the LZ where we left our speeder bikes. Nick and Corry each

took a bike and headed off to the gate ahead of the slower tank. The tank picked up a hitchhiker on the way, and no amount of maneuvering could shake him loose. Finally Nick shot the beast through the head and we continued on through the gate. Once through, we powered down and Corry took the power core to her lab for analysis. We're expecting results shortly.