

THE RED FOLDER

THREE MISSIONS FOR FIST



By Évelyne Fanton

Date: [REDACTED], 1967

Object: Report on the RED FOLDER

Classification: TOP SECRET

Overview: An artifact, designated as THE RED FOLDER, has manifested on the desk of [REDACTED] in a FIST secret office in [REDACTED]. The office has been [REDACTED], and all employees were [REDACTED].

Content: The folder itself does not appear to have any anomalous properties apart from emitting a faint smell of sulfur ([REDACTED]?). Analysis of the content of the folder by [REDACTED] and [REDACTED] revealed it contained intel about operations planned by rival mercenary groups potentially associated with CYCLOPS: the YELLOWJACKETS, the SENTIENCE-DIVISION, and UNIT-V.

Recommendation: Despite the strange apparition of the folder, it would be dangerous to let CYCLOPS succeed with these operations. In case it is a trap, expendable operators will be sent to prevent enemy action. Should they fail, use of the [REDACTED] is advised.

End of report.

[REDACTED], Anomalous Artefacts Department, FIST

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HOW TO USE THESE OPERATIONS

The following operations can be played in any order, placed into any campaign, or played as one-shots. They were imagined with the cold-war era in mind.

REWARDS

At the end of the mission, if the main objective was accomplished, roll twice on the MISSION REWARDS table. Roll once for each side objective accomplished.

Side objective listing “*recover*” as an objective means whatever is recovered is given to the client. If the players choose to keep the object of the mission, it is not considered accomplished.

OPERATION BRUTUS

FIST has been tasked with freeing or destroying a kaiju named *Caesar*. It is currently in a U.S. Navy ship – the *USS Sherlock*. FIST must infiltrate the ship, and deal with the kaiju in any way they can.

At the same time, the *Yellowjackets* squad has been tasked by *CYCLOPS* to recover the crowns used by *prof. Gotrovitch* to manipulate the creature!

CAST

(NPC) CAPTAIN HERMAN (6HP)

- Heavy revolver (1D6+1 DAMAGE)
- Bridge's hatch control key

CAPTAIN: If the ship gets too damaged or starts to sink, Herman will gain 1D6 temporary HP, and solely focus on rescuing his crew. Herman knows his crew and cannot be fooled by disguises.

(NPC) PROF. IVAN GOTROVITCH (3HP)

- Psycho-armor prototype (3 ARMOR, as long as he is conscious)
- Crown of Control
- Lab's hatch control key

ORDER: Whoever is wearing the *Crown of Control* can force whoever is wearing the *Crown of Subjugation* (currently *Caesar*) to obey an order. Gotrovitch will use this to save himself if he feels threatened.

(BOSS) CAESAR (24HP)

- Juvenile shell (3 ARMOR)
- Crab-like claws (1D6+2 DAMAGE)
- 8 legs
- Crown of Subjugation (Prevents the wearer from using psy powers and forces them to obey the Crown of Control)
- Telekinetic armor (3 additional ARMOR, only if the *Crown of Subjugation* is removed or damaged)

VISION OF PAIN: When hurt, Caesar sends visions to his attacker. If Caesar does this against an NPC, roll for CHOKE. For a player, **roll 1D3 for vision content:**

1. A CYCLOPS squad killing Caesar's parents.
2. Prof. Gotrovitch's experiments.
3. Resting in the depths of the Tyrrhenian Sea.

PINCH (BOSS MOVE): When damaged in melee, Caesar grabs the attacker. If they fail a +FORCEFUL roll, they are stuck in the claw until CAESAR dies or takes 3 damage in one attack.

FREEDOM (BOSS MOVE): If the crown of subjugation is damaged or removed, Caesar's suppressed telekinetic capabilities will come out at once, cutting the ship in half. If the players did not harm him (or stopped harming him after the first

VISION OF PAIN), he will help them escape. Otherwise, he returns to the sea.

(GUARDS) SAILORS (3HP)

- M16 rifle in bad condition (3 DAMAGE)

BOREDOM: Sailors will leave their post to investigate any commotion.

(SQUAD) THE YELLOWJACKETS (3HP)

- Bulletproof vest (1 ARMOR)
- MP5 submachine-gun (1D6 DAMAGE)
- Good disposable silencer (3 uses)

QUEEN: Every squad member is lead by *Queen*, an advanced AI. It communicates with the squad through earpieces. The Yellowjackets are perfectly synchronized. As long as the Yellowjackets can communicate with *Queen*, two members of the squad act when the players fail a roll against them.

ESCAPE (BOSS MOVE): Queen cares about its subordinates and will immediately call off the mission if any member is gravely injured. All available team members will start suppressing enemies with their submachine guns while dragging wounded friendlies to their extraction point.

SQUAD: There are 4 members in the squad. **Blazkowicz** is the team leader. **Titiana** is the technician. She created *Queen* and is a lockpicking expert. **Bishop** is the point man. He is always the first to burst through doors. **Hasan** is the *medic*. He is exceptionally good with knives, for surgery and CQC.

USS SHERLOCK

FIST
Confidential document

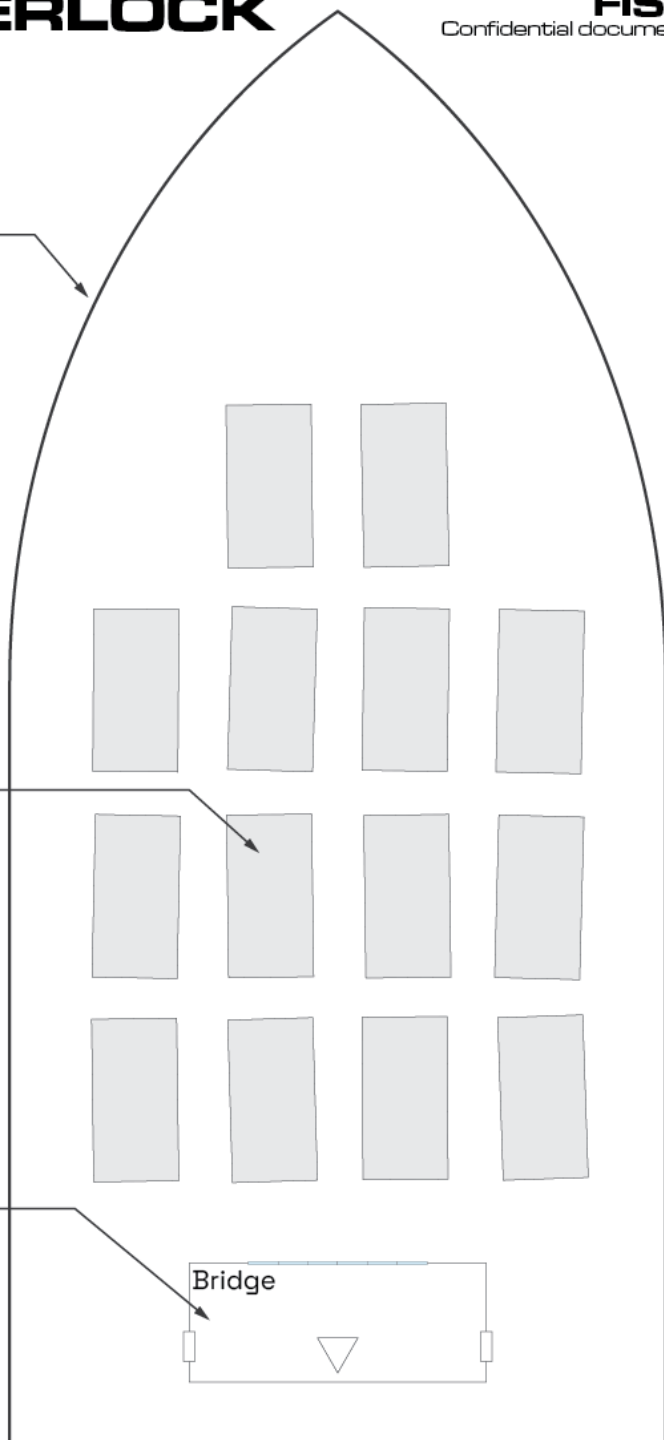
DECK

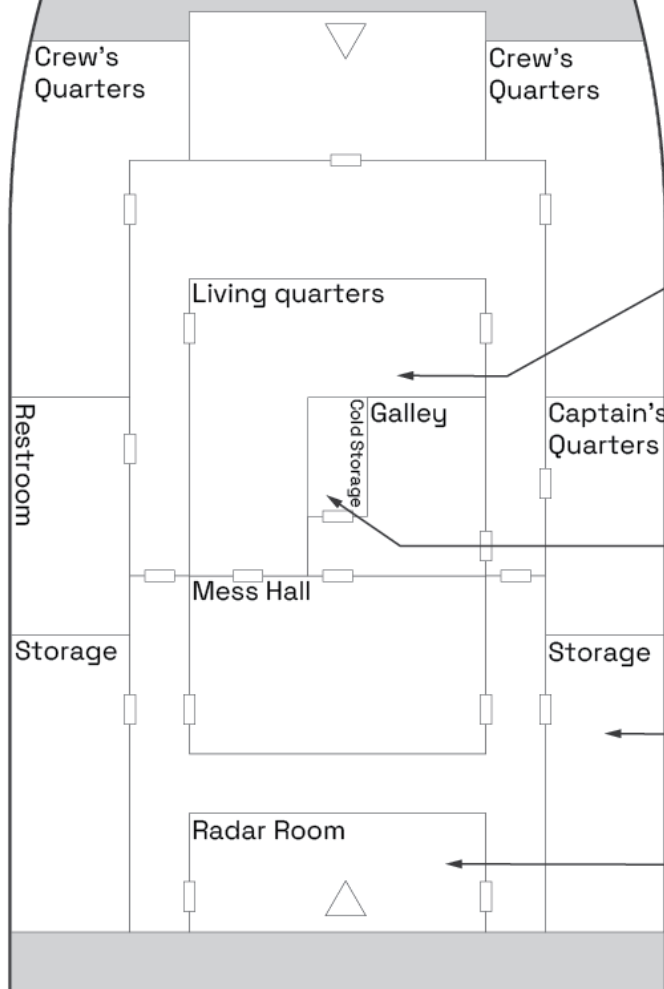
A small
stealth-submarine
belonging to the
Yellowjackets is
docked under the
front of the ship.

Contains guns,
amunition and
explosives

Frequent
communication
with the mainland

Bridge





A small television is constantly playing I Love Lucy, even when the power is off.

The corpse of an Italian man is hidden in the back.

Contains food, ammo, torches, etc.

The radars are disturbed by Caesar's magnetic powers.

USS SHERLOCK

FIST
Confidential document

2ND SUBLEVEL

The doctor is sick and can't leave the bed.

Med bay

Brig

Contains security monitors, an alarm system and one of the buttons to the Underwater Hatch.

Prof.'s Quarters

Security

Contains records of experiments on Caesar, and details on his capture.

Archive

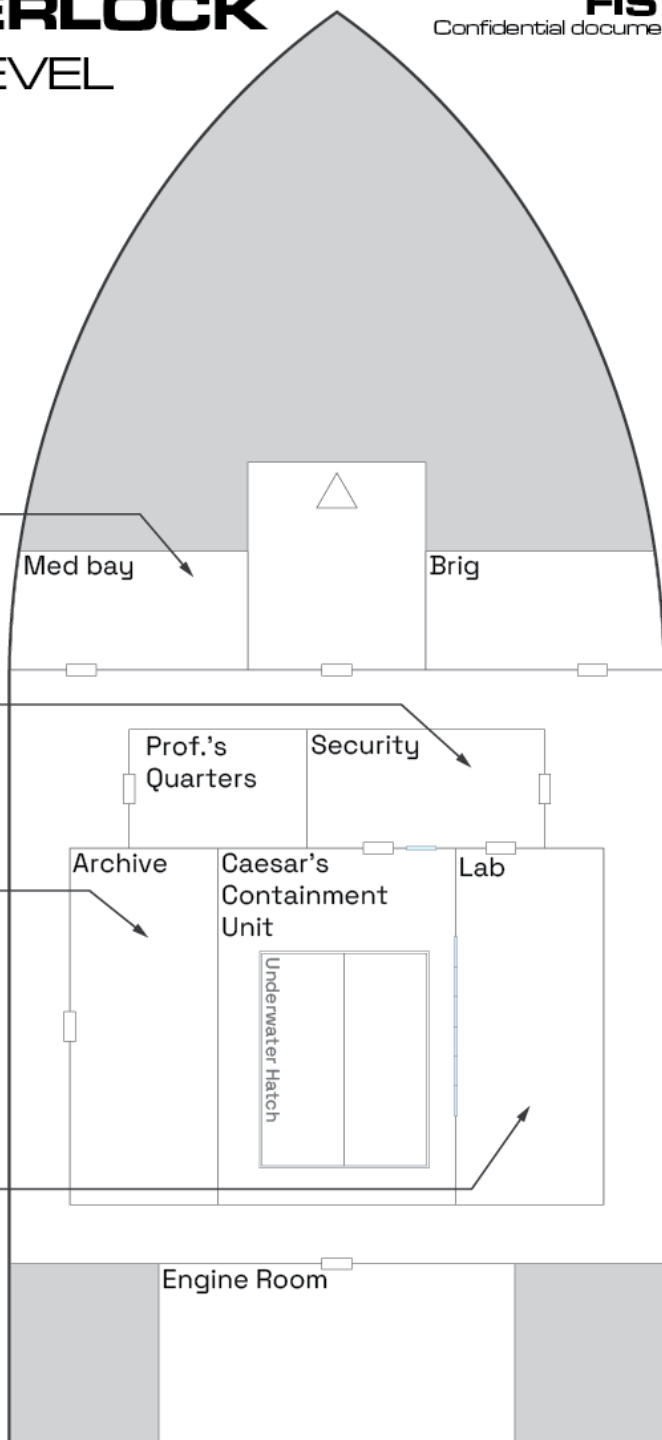
Caesar's Containment Unit

Lab

Underwater Hatch

Samples of Caesar's chitin, and his brain waves are being studied.
The other button for the Underwater Hatch is here.

Engine Room



OPENING THE UNDERWATER HATCH

Caesar's containment unit is watertight and uses advanced technology to maintain air pressure. As long as the ship's engines are on the underwater can open without the ship sinking. While in operation, the door to the security room stays absolutely closed.

To open the underwater hatch in *Caesar's* containment unit, 2 of the 3 conditions below must be fulfilled.

- The button in the lab is pressed (needs the professor's key)
- The button in the security room is pressed (needs the captain's key)
- The ship's engines have been destroyed or turned off. (If the hatch is opened while this is true, the ship starts sinking)

BRIEFING

LOCATION: *USS. Sherlock*, Atlantic Ocean.

MAIN OBJECTIVE: Prevent the navy – or any other faction – from acquiring *Caesar*.

SITUATION: *Caesar* is a dangerous biological weapon. It was discovered in the vicinity of Pompeii by *prof. Gotrovitch* along with *CYCLOPS*. Gotrovitch betrayed them and sold his discovery to the *American Navy*, along with the professor's services.

They are currently on route towards the U.S. West coast aboard the *USS. Sherlock*. *CYCLOPS* has sent an enemy squad to recover the kaiju.

INFILTRATION/EXFILTRATION: The client has given FIST a Zodiac rubber boat with a magnetic lock. You can board the ship wherever you like, and the ship will stay there until you exfiltrate.

SIDE OBJECTIVES

3 side objectives are available for this mission. You will be rewarded at the end of the mission if the objective is fulfilled.

ALPHA: Eliminate prof. Gotrovitch.

BETA: Kill *Caesar* and recover its body.

GAMMA: Recover the two crowns.

OPERATION FROSTBITE

A Chinese anarchist group has taken control of a luminite mine on the moon. Scientists and miners are being held hostage. FIST has been tasked with eliminating the three powerful mercenaries helping the rebels.

CAST

(NPC) HOSTAGE (2HP, CHOKE 2: RUN AND SCREAM)

- Well-chewed pencil
- Duct tape

STRESSED OUT: The rebels are extremely nervous. They are sweating and mumbling to themselves incoherently.

(GUARDS) REBELS (3HP, CHOKE 5: SURRENDER AND BEG)

- QBZ-191 Automatic Rifle (3 DAMAGE)
- Bulletproof moon-suit (1 ARMOR)
- Manifesto

FOLK HERO: These rebels didn't sign up thinking they would end up on the moon. When things will start going wrong, most of them will panic. However, some of them will remember why they signed up, and rise up amongst the others to fight for justice and freedom. When a rebel gets 1 on their choke roll, they gain 3HP and do something heroic.

(BOSS) CROC (12HP)

- Powerful jaw (1D6+1 DAMAGE)
- Gold-plated 6-shot revolver (SPECIAL DAMAGE, PRESSURIZED)
- Moss-covered scales (2 ARMOR)
- Old cowboy hat

SENTIENCE-DIVISION: Members of the SD have been raised and trained together. They are coordinated, and care for each other.

For every other member of the SD present in the fight/encounter, attacks against them receive a -1 penalty on their attack roll.

For every other member of the SD they know are dead, they gain 3 HP and deal 1 more damage with each attack.

(BOSS MOVE) DEATH ROLL: After dealing the maximum possible damage with his jaw, *Croc* holds on to their prey and rolls on the ground, breaking the prey's neck, dealing 2D6 DAMAGE.

(WEAPON TRAIT) PRESSURIZED: This revolver deals as much damage as there are bullets left. The first bullet shot will deal 6 damage, the next 5... It can only be reloaded between missions.

(BOSS) SNAKE (9HP)

- Sharp fangs (1D3 DAMAGE)
- High-frequency vibration katana (1D6 DAMAGE, ARMOR-SLICER)
- Hand-knitted scarf

SENTIENCE-DIVISION: See *Croc*.

(BOSS MOVE) VENOM: When *Snake* deals damage to an enemy they become poisoned. They lose 1 HP every time they succeed a roll until healed (out of combat) or dead.

(WEAPON TRAIT) ARMOR-SLICER: When dealing max damage to an armored enemy, reduce their armor by 1.

(BOSS) OX (18HP)

- Two red daggers (1D6 DAMAGE, VAMPIRIC)
- Bulletproof vest (1 ARMOR)
- Ever-burning cigarette

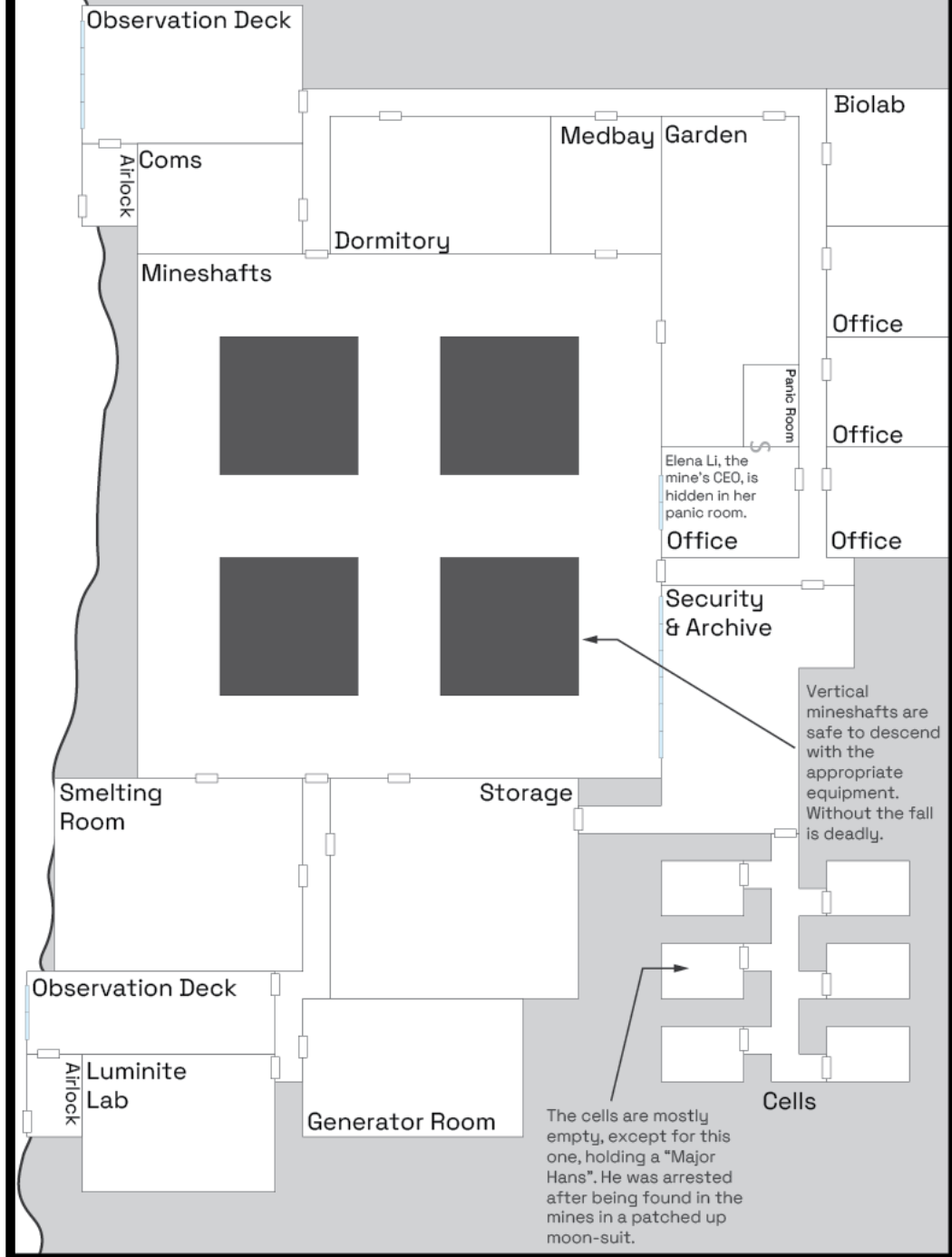
SENTIENCE-DIVISION: See *Croc*.

(BOSS MOVE) STAMPEDE: If enough enemies seem lined up, Ox charges, attacking everyone in a straight line for best-of-2D6 DAMAGE.

(WEAPON TRAIT) VAMPIRIC: Every time this weapon deals 4 damage or more (after armor is applied) its wielder heals 1HP.

KUÀANG QÌ MINE

UNDERGROUND



BRIEFING

LOCATION: *Kuàng Qǐ mine*, Moretus crater, Moon

MAIN OBJECTIVE: Assassinate the three mercenaries



SITUATION: A Chinese anarchist group has stormed the *Kuàng Qǐ* luminite mine in the *Moretus crater*. They hope that an armed Chinese response would be seen as a provocation by the USA, USSR, and Germany, instigating the first lunar war. Scientists and miners are being held hostage.

The rebels have hired three members of the mercenary group “*SENTIENCE-DIVISION*”. They are highly trained mutants. It is not known if they are humans turned into animals, or the opposite. *CROC*, *TIGER*, and *OX* are to be considered EXTREMELY DANGEROUS when dealt with together.

INFILTRATION/EXFILTRATION: You will land about 2km south of the mine. The automatic-lunar-lander will self destruct as soon as your team is safe on land. Once the mission is over, you will be able to call a lunar-lifter either with the comms room of the base if it is operational, or with a lunar-flare-gun (one can be found in the lunar-lander)

SIDE OBJECTIVES

3 side objectives are available for this mission. You will be rewarded at the end of the mission if the objective is fulfilled.

ALPHA: Rescue the CEO, *Elena Li*.

BETA: Sabotage the smelting room with explosives.

GAMMA: Free *Major Hans* from the prison.

OPERATION PARTYCRASHER

FIST has been tasked with stealing a cursed tape from an artefact collector. Two other agencies – the CIA and the GRU – are also trying to get the tape and are sending their agents to a party the collector is hosting.

CAST

(NPC) THE BUTLER (10HP, CHOKE 6: SHUT THE PARTY DOWN)

- Folding dustpan
- “Blood Sucker” Vacuum cleaner (1D6 DAMAGE, hidden)

CLEAN: Big parties always make a mess. Killing each other, however, is not acceptable. If the butler sees someone make a *bloody mess* by wounding or killing someone else, he will “clean” them using his vacuum cleaner to suck the blood of the attacker until they are completely dry.

(NPCS) GUESTS (2HP, CHOKE 3: ESCAPE IN THEIR LIMO)

CROWDED: There are plenty of guests, in all public rooms of the villa.

STARS: 6 famous musicians are attending the party. Roll 1D6 to determine who is *the informant*.

1. CARMICHAEL, always humming a strange tune.

2. CARMEN, suspected to be a succubus.
3. YAMEDERA, will explain her 5-step plan to achieve world peace to everyone she meets.
4. FLOWER, sells "healing potions".
5. JORGE, knows he will die tonight.
6. DOUGLAS, has a robotic lower body.

Two members of Unit-V are disguised as musicians.

(BOSS MOVE) PAPARAZZI: If the stars are attacked, a group of paparazzi appears and takes pictures of the conflict. This stuns everyone in the room except the stars who have already put on sunglasses.

(NPC) PROF. GÉROUX (3HP, CHOKE 3: DRINK AN INVISIBILITY SERUM)

- Strange serums (3 uses, roll 1D3: 1. Turns invisible, 2. Induces a fake death for 10 minutes, 3. Turns skin into thick chitin for 3 ARMOR)
- Lie detector (1-in-1D6 chance to break every time it detects a lie)

SOCIAL STUDIES: The professor is here to test his new creation: a lie detector.

(SQUAD) ANGELS (4HP)

- Mini crossbows (3 DAMAGE)
- Stun baton (2-in-1D6 chance to knock unconscious)
- Kevlar shirts (1 ARMOR)
- A lighter containing a pocket dimension

POCKET DIMENSION: Most of the Angel squad is hidden inside the pocket dimension in *Blue Major's* lighter. While he is focused on stealth, the others are good fighters. BM will release them if he is spotted by the guards or attacked.

SQUAD: There are 3 members in the squad. **Blue Major** is a disguise expert. He is currently disguised as a plumber. **Soap** and **Dina** are inside the pocket dimension. They are tasked with stealing the *cursed tape*.

(SQUAD) UNIT-V (5HP)

- Tactical knives (1D6 DAMAGE)

CLONES?: Without disguises, all members of unit-V look and sound exactly the same. They are all wearing different disguises, including hairstyles and facial hair. NPCs do not notice, as it is “a common face”.

(BOSS MOVE) MASKS OFF: If Unit-V acquires the tape, they will all tear off their disguises, making it impossible to differentiate which is which. All of them then flee in different directions.

SQUAD: There are 5 members in the squad. **Volkov** and **Volkov** are disguised as the *Dupuit Twins*, a duo of musicians. **Volkov** is disguised as a guard. **Volkov** is disguised as a journalist. **Volkov** is disguised as a police officer and will only come in if there is trouble.

(GUARDS) MASKED GUARDS (3HP)

- Black-tie suit and white mask
- Tonfa baton (2 DAMAGE)

- Beretta pistol (3 DAMAGE)

NO COMMOTION ALLOWED: These guards are professionals and ensure that the party keeps going no matter what. They communicate silently through discreet hand movements.

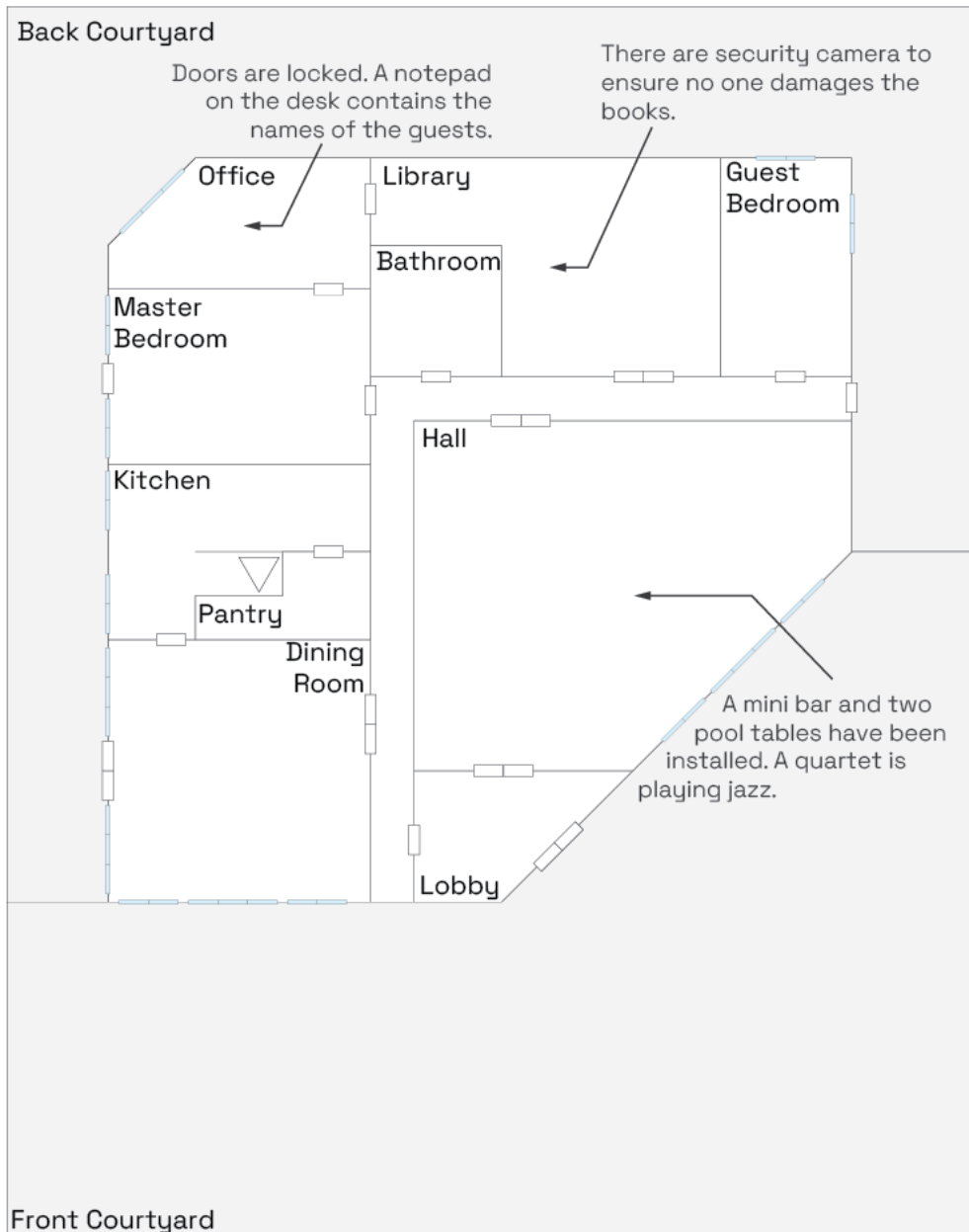
(BOSS) THE DEMON IN THE TAPE

- Binding cassette tape containing prayers in Latin and a demon (cannot escape it unless the *ritual* is performed)
- Ghostly presence

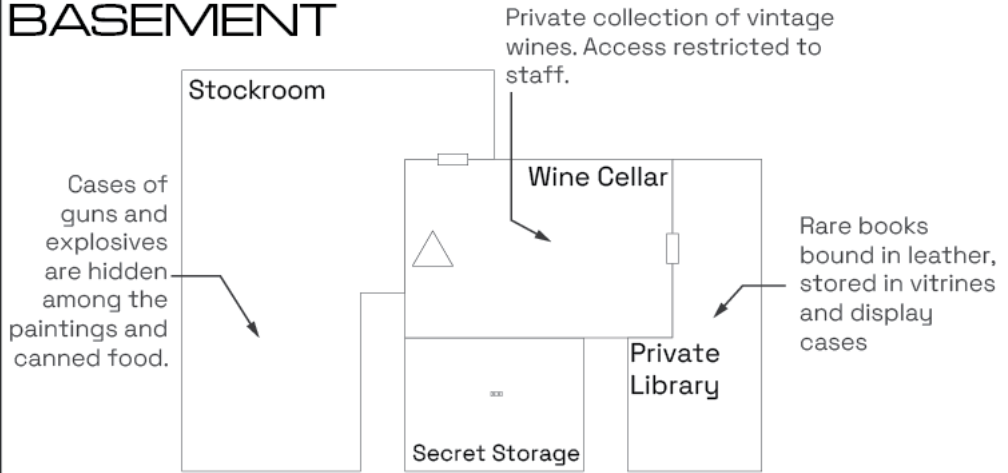
PROMISES: The DEMON will promise great power to whoever comes in contact with the tape in return for freeing him with *the ritual*.

RITUAL: If the cassette is fully submerged in blood the cassette starts playing somber classical music. Once it is over the demon can leave the cassette. They attach to whoever freed them and teach them a random spell (roll on the table page 124 of the rulebook).

NAME: A name's demon is binding. By calling a demon by its name you may banish it – or even destroy it !



BASEMENT



FINDING THE TAPE

The tape is hidden in a secret storage room in the basement. The room can be accessed through a secret passage in a fake barrel of wine in the wine cellar.

The secret room contains many stolen works of art – statues, paintings, long-lost books – and the tape. It is stored in a locked display case. Prayers in different languages are etched on the edges of the glass.

THE WINE TASTING

The Butler may offer a group of guests including FIST operatives a wine tasting. They will take them down to the wine cellar, and

offer a sample of wine from every barrel except the fake one hiding the secret room.

BRIEFING

LOCATION: *Villa Verde*, outside Florence, Italy.

MAIN OBJECTIVE: Acquire the *cursed tape*.

SITUATION: The CIA and the GRU are going to steal a *cursed tape* from an Italian art collector. They are going to infiltrate a party at his estate. The tape is considered **HIGLY DANGEROUS** and should be interacted with as little as possible.

INFORMANT: An anonymous informant at the party has contacted FIST. They have information regarding the location of the tape. All we know is that they are a musician.

INFILTRATION/EXFILTRATION: You will be brought to the party by car. Each of you will be posing as a micro-celebrity and have been given an *invitation*. Roll your cover on the *Celebrity profession* table (page 95 of the rulebook).

SIDE OBJECTIVES

3 side objectives are available for this mission. You will be rewarded at the end of the mission if the objective is fulfilled.

ALPHA: Capture *PROF. GÉROUX* alive.

BETA: Prevent *JORGE* from dying.

GAMMA: Bring back the body of a member of *UNIT-V*.

ADDITIONAL CONTENT

WEAPON TRAITS

ARMOR-SLICER/ARMOR-BREAKER: When dealing max damage to an armored enemy, reduce their armor by 1.

PRESSURIZED: This revolver deals as much damage as there are bullets left. The first bullet shot will deal 6 damage, the next 5... It can only be reloaded between missions.

VAMPIRIC: Every time this weapon deals 4 damage or more (after armor is applied) its wielder heals 1HP.

RANDOM LOCATION TABLE (2D6)

2. Inner Earth
3. Outer space
4. Antarctica
5. South Africa
6. Asia
7. Europe
8. North America
9. North Africa
10. South Africa
11. Deep sea
12. Another dimension

CREDITS

Written by **Évelyne Fanton**.

Proofread by **Olivier Fanton** and **Camille Sironneau**.

Using rules from **FIST** by **Claymore RPGs**.

INCOMING TRANSMISSION

[**RADIO FEEDBACK**]-second one. Came out of nowhere,
we don't know-[**WHITE NOISE**]-green this time. What
do we-[**TRANSMISSION ENDS**]