-CLASSIFIED-
Red Zone Intrusion
This briefing is intended for mission personnel only.

Location: Abandoned CABAL Research Facility. Zone Designation R5. Sector 113, Grid Falstaff.
Estimated Resistance: Brotherhood 23rd Attack Squadron "Howling Horsemen" - Banshee heavy attack fighters. CABAL Prototype Nether Obelisk. Possible Project ReGenesis cybernetic soldiers onsite.

"The situation is grave, commander. In the wake of the Firestorm crisis, we thought that CABAL was gone. Turns out Kane went the extra mile, and had a backup of CABAL's programming fragmented and scattered to a few isolated research stations. One of them was destroyed, but due to the resilient nature of the CABAL program, the others are putting new pieces back where they lost code. These backup programs could be more dangerous than CABAL itself."

"We're sending in a strike force to one of these stations. We're not reading any life signs from our satellite observation, but that doesn't mean anything. Records from the last mission to take down a CABAL core indicate that it was protected primarily by automated defenses and cybernetic organisms."

"Your team is our best hope. Good luck, commander."

Player Information

This adventure takes place in the Tiberium universe of the Command and Conquer series. In the timeline, it takes place shortly before the Third Tiberium War. When creating your character, feel free to take advantage of some 15 years of gaming history, since all technology up to and including C&C3:Kane's Wrath is accessible. The briefing assumes that the party is composed of GDI Commandos, but as the original CABAL was taken down by a joint operation, there could be NOD personnel attached to the mission.

Vehicles can be taken in the same manner as Sidekicks and Shieldmates, and when piloted allow the driver (and any other crew members able to contribute, such as gunners and sensor operators) to take part in a team with the vehicle as the leader. Since Sidekicks can't have a higher Cliche level than the owner, you won't be rolling about in a Mammoth Mk.III, but you could operate a Titan or a Predator.

Weapons are considered Tools of the Trade, and can include railguns, sonic emitters, grenade launchers, sniper rifles, assault rifles, rocket launchers, and a variety of other implements of destruction.

Game Information

CABAL Research Facility Core [10]
Nobody said it would be easy. Fortunately, you should never need to assault the core directly at such a high level. Dice from this cliche may be siphoned off to 'repair' or pump any of the facility's defense structures.

Nether Obelisk (5)
Two of these defend the perimeter wall of the facility, one to either end. Their areas of cover overlap the facility itself, and there is no way into the facility that doesn't expose one to their fire. They can target land and air targets, and repeated discharges in an area can ignite Tiberium deposits.

Visceroid (2), Fiend (3), and Floater (5)
Tiberium has corrupted the local landscape, and Tiberium-based lifeforms are a real and present danger to the operation. Floaters should be avoided, but Fiends are much more aggressive and may seek out the party.

Regenesis Subjects: Initiates (2), Acolytes (2), and Templars (4)
The result of Tiberium research and cybernetic enhancements, these inhuman warriors serve as the unholy ground troops of the Brotherhood in the Red Zones. They heal when exposed to Tiberium, so take them down quickly.

Banshee Assault Fighters (3)
A nuisance, but possibly a deadly one if not dealt with. CABAL has taken control of these fighters, rendering the need for a pilot moot. They can only operate for brief periods, due to payload constraints, and each trip back will drain the Core of resources.