Campaign Playthrough Script: The Mirror War

This document provides the Game Master with a chronological, step-by-step script to guide players through the full campaign. It includes mission order, intel drops, NPC appearances, player-facing reveals, rumors, and twist timing to ensure a clear and engaging narrative arc.

### 🎙️ GM Read-Aloud: Campaign Intro – “The Iron Mirror”

# *“Thirty-one days ago, the Argos Defense Force crossed the southern frontier into Oskara. The official word: liberation. The reality: occupation.”*

# *“You are soldiers in the first wave—Hellhounds, Ironclads, hardened by doctrine and driven by duty. Rebels strike from the shadows. Every civilian might be a spotter. Every building a trap.”*

# *“You’ve been told this is a clean war. That the enemy is disorder. That you are the answer.”*

# *But as the campaign unfolds, strange orders arrive. Evidence disappears. Names get erased. You begin to wonder... are you still fighting for peace—or just fighting to win?”*

# *The map is drawn. The mission is clear. But the truth? That’s a line you’ll have to cross for yourself.”*

# Preparation and Stage Setting [GM Note: Begin showing images/intel for this ACT]

T-32 Days – Eastern Continental Theater Region  
- Intel Drop: [Ref: A0 visuals for factions, A0-MAP-001-ECT, 2\_SYS-TBL-007-FACTION.xlsx ]

# ACT 0 – The Prologue (Players as Argos) [GM Note: Begin showing images/intel for this ACT]

T-31 Days – Argos deploys 1st Battalion 'Hellhounds' and 2nd Battalion ‘Ironclads’ to capture Ostum.  
- Mission: Secure key roadways, buildings, and then eliminate Oskara forces  
- Intel Drop: [Ref: A0-INT-001-ARGDEPLOY.png (Argos Deployment Satellite Image), A0-INT-002-OSTUMASSAULT.png (Assault on Ostum Tactical Map), A0-MAP-001-ECT ]  
- Rumor: Ironclad squads report ‘collateral control’ procedures changing after civilians resisted near the Oshya industrial quarter.

### 🎙️ GM Read-Aloud: ACT I – The Loyal Soldier

# *“You’ve hit the ground running. The city of Ostum falls under Argos control, and the campaign spreads into Sweor and the Takula borderlands.”* *“To command, you are the hammer. Rebels are nails.”* *“But cracks are already showing. Civilians vanish. Entire streets emptied. The enemy melts before you, yet somehow always returns.”* *You follow orders. You fight for order. You silence the noise.”* *But the questions? They’re getting louder.”*

# ACT I – The Loyal Soldier (Players as Argos) [GM Note: Begin showing images/intel for this ACT]

T-30 Days – Argos deploys 1st Battalion 'Hellhounds' to Sweor   
- Mission: Secure key roadways and eliminate rebel checkpoints  
- Intel Drop: Propaganda reports of rebel violence [Ref: A1-MIS-001-IRONSL]  
- Rumor: Civilians in Sweor are fleeing in large numbers

T-25 Days – Operation Iron Flood  
- Mission: Investigate destroyed Argos convoy in Takula  
- GM Prompt: Reinforce idea that Takula is hiding rebels

T-20 Days – Safehouse Raid / Operation Iron Silence  
- Mission: Clear suspected rebel hub (later revealed to be a refugee site)  
- Intel Drop: Classified body cam files (delivered later)  
- Rumor: Rebels may be using medical clinics as fronts

T-17 Days – Red Jack Funding Begins  
- Event: Argos begins funding pirates through covert shell accounts  
- GM Prompt: Keep hidden, only surfaces in Act II

### 🎙️ GM Read-Aloud: ACT II – Eyes Opened

# *“You wake up somewhere else. Not in uniform, not with rank—just with a mission.”* *“Welcome to SPECTRE. You don’t exist.”* *“Your job? Find the truth behind Argos’ campaign. What you uncover will burn the foundation of everything you fought for.”* *The reports were lies. The sites weren’t bunkers—they were shelters. The bodies weren’t combatants—they were witnesses.”* *Now you’re not hunting rebels. You’re hunting history, before it’s erased for good.”*

# ACT II – Eyes Opened (Transition to SPECTRE) [GM Note: Begin showing images/intel for this ACT]

T-15 Days – SPECTRE Activated [Ref: A2-INT **000 - 006]**  
- GM Action: New briefing from Vault Node SIGMA  
- Intel Drop: Anonymous tip includes doctored Argos intel

T-10 Days – Players become SPECTRE operatives [Ref: A2-BRF-003-SPECTRE, A2-MIS-002-IRONSL-RE, A2-INT-010-S12-comms]  
- Mission: Investigate Operation Iron Silence (POI S-12)  
- Intel Drop: Body cam footage from Ash Gate matches player POV

[GM Show to Players: Show: A2-BRF-003-SPECTRE.docx (SPECTRE Initial Briefing)]

[GM Show to Players: Show: A0-MAP-001-ECT.png (Area Map)]

T-9 Days – Discovery of Black Site near Ostum  
- Intel Drop: SIGINT identifying 'Project Silencer' and detained civilians

T-7 Days – Operation Ash Gate footage recovered  
- GM Action: Show footage implicating player-controlled Argos unit  
- Player Realization: They unknowingly committed atrocities

### 🎙️ GM Read-Aloud: ACT III – The Third Shadow

# *“The name is whispered: Black Branch. They know everything. They were always here.”* *“SPECTRE wasn’t the only hand in the dark. Now, you’re caught between three blades—Argos, the rebels, and this… rogue element.”* *“False flags. Psychological ops. Assassinations buried as ambushes.”* *You thought you were cleaning up the war. But it’s still being written, live, in blood.”* *Choose what to expose. Decide who burns. The region’s future is waiting—and watching.”*

# ACT III – The Third Shadow (Black Branch Emerges) [GM Note: Begin showing images/intel for this ACT]

[GM Show to Players: Show: A3-INT-004-BBFILE, BlackBranch\_wanted\_poster\_1.png (Black Branch Poster 1)]

[GM Show to Players: Show: A3-BRF-007-FIREBRIEF.xlsx (Tactical Brief)]

[GM Show to Players: Show: A3-BRF-008-BBOBJS.docx (Black Branch Objectives)]

[GM Show to Players: Show: BlackBranch\_wanted\_poster\_2.png (Alternate Poster)]

[GM Show to Players: Show: A3-BRF-009-STORYBB.docx (Storyline with Black Branch)]

[GM Show to Players: Show: A3-INT-005-BBSIGINT (Crow One SIGINT)]

T-8 Days – Anomalies at Cleared Sites  
- GM Prompt: Locations cleared by Argos are re-attacked or repurposed  
- Rumor: Another team is shadowing operations

T-6 Days – First Black Branch Intercept [Ref: A3-INT-005-BBSIGINT]  
- Intel Drop: Encrypted message from Crow One  
- GM Prompt: Deliver SIGINT-BB-001 dossier

T-4 Days – Rogue Operation Footage Found [Ref: A3-MIS-006-FIREORDR]  
- GM Action: Players retrieve drone logs showing unauthorized strike  
- Realization: Not rebel actions, but false flags

T-2 Days – Broadcast from Crow One [Ref: A3-BRF-007-FIREBRIEF]  
- Message: 'The war already ended. You just don’t see it yet.'  
- Player Choice: Begin weighing exposure vs. justice

T-1 Day – False Flag Attack Planned by Argos  
- Mission: Intercept Argos team planting explosives at a civilian hub  
- Intel Drop: Leaked Argos internal memos (via Kova Stann)

T+0 – Campaign Finale [Ref: A3-BRF-009-STORYBB, A3-VIS-011-TIMELINE]  
- Mission: Final confrontation (Crow One, Argos Command, or both)  
- Outcome: Player actions determine regional fate  
- GM Prompt: Log moral and political outcomes