

DEAD ZONE - INFILTRATION & EXFILTRATION PROCEDURES FOR FIST



When FIST operatives need to infiltrate a restricted area, whether it's a classified research facility, fortified military installation, or paranormal exclusion zone, these procedures help structure the mission from insertion to extraction.

KEY CONCEPTS

- The **OBJECTIVE** is a location of interest to FIST; a fortress in the arctic tundra, a weapons lab in the Amazon, a military installation in the Sahara, a quarantine facility for the paranormal in a demilitarized zone. This module is not about the OBJECTIVE itself, it's about how to get in and get out.
- **HEAT** represents how alert and aggressive the opposition is to FIST's presence. Starts 1-5 based on insertion distance. Increases through combat or detection. Higher HEAT means more dangerous encounters and higher chances of being spotted. HEAT can be reduced through clever tactics and stealth, but it never goes below 1 or above 6. When in doubt if the party's creative approach successfully reduces HEAT, roll 1d6 higher than HEAT to reduce HEAT by 1.
- **POSITION** tracks FIST's progress from insertion to Objective on a scale of 1-6, with the Objective always at **position 6**. Your starting position matches your initial HEAT level. Each advance toward the objective risks an encounter based on current HEAT level.
- **SUPPLIES** are useful resources, munitions and the like (See *Crate Contents* on page 85 of FIST: ULTRA EDITION)

- **INTEL** represents actionable information about the mission area. Finding INTEL can allow rolling with advantage (2d6, pick lowest) on encounter tables, representing better preparation and knowledge of enemy patterns. INTEL can come from documents, intercepted communications, or persons of interest.
- **POI** is a Person of Interest; this can be a POW, informant, turncoat or opportunist, who is willing to deal with FIST.

LANDING ZONE (LZ) PHASE

CHOOSING THE APPROACH

The distance to the mission's OBJECTIVE is abstracted in 3 distance brackets.

DISTANCE	EFFECT
CLOSE	HEAT and POSITION both set to 5
NEAR	HEAT and POSITION both set to 3
FAR	HEAT and POSITION both set to 1

FIST needs to infiltrate a weapons lab in the jungle off the coast. FAR insertion represents taking dinghies to a rocky cove to the north and going on foot from there. NEAR insertion represents taking the dinghies up the river. CLOSE insertion represents flying a helicopter pretty close to the lab itself, with high chance of detection.

For balance purposes, this system assumes that close insertions are loud and/or easy to detect by enemy forces. However, HALO jumps and the like can be very CLOSE but otherwise quiet. In those cases, have those come at a cost; the pilot requires a favor, the training for the jump takes time that the team doesn't have etc.

Upon touching down, make an **ENCOUNTER ROLL**.

INFILTRATION PHASE

Advancing in POSITION towards the OBJECTIVE at POSITION 6 requires an **ENCOUNTER ROLL**. Each roll increases POSITION by +1. For each new POSITION (except OBJECTIVE), roll 2d6 or choose for the environment:

1D6	ENVIRONMENT	RESOURCES
1	No place to take cover or hide	None
2	Light natural cover	None
3	Environmental hazard (Uneven terrain, dangerous flora or fauna, extreme weather)	None
4	Man-made boobytraps (minefield, trenches, pit traps)	INTEL

1D6 ENVIRONMENT		RESOURCES
5	Man-made structure (outpost, bunker, watchtower)	SUPPLIES
6	Ruined man-made structure(s), either civilian or military	POI

ENCOUNTER ROLL

Roll **1d6+HEAT** twice.

1D6+HEAT	AWARENESS	ENCOUNTER
2	Unaware; wandering around	3 guards
3-5	Unaware and loud; slowly making their way to FIST's general position	HEAT+1d3 guards
6-8	At attention, patrolling FIST's general position	HEAT+1d3 guards + elite guard
9-11	Alert; rushing towards FIST's position	2d6 guards + 1d6 elite guards
12	Ambush: suddenly everywhere	3d6 guards + 2d6 elite guards

If FIST manages to avoid, bypass, quietly dispatch or avoid an encounter unnoticed, HEAT is not increased. If a patrol is encountered in combat, HEAT is increased by 1.

Note

See [OPFRAME](#) for a framework on how to handle guard attention and -alerts

OBJECTIVE PHASE

This is where standard FIST gameplay takes over, with the referee managing the specific location and mission parameters. Previous intel gathered may provide advantages during this phase, and a particularly loud approach can still increase HEAT.

Note

See [CASTLE](#) for a complete toolkit for fleshing out Objective Locations

EXFILTRATION PHASE

EXTRACTION POINT (EP) GENERATION

First, determine how many EPs are available. FIST's exfil pilot will relay this information over a crackling radio connection.

1D6	RESULT
1-3	2 EPs to pick from
4-5	3 EPs to pick from
6	1 EP

Next, generate individual EPs:

1D6	DISTANCE	COVER	POINTS OF ENTRY
1-3	CLOSE - 1 ENCOUNTER ROLL to reach.	Light cover - rocks, trees, foliage	Dual Entry - Split attention between two main approaches
4-5	NEAR - 2 ENCOUNTER ROLLS to reach.	None - completely exposed	Tri-Entry - Three distinct methods of entry
6	FAR - 3 ENCOUNTER ROLLS to reach.	Heavy cover - barricades, walls, pillars	Single Point - natural or artificial bottleneck

Interpret what the rolled COVER and POINTS OF ENTRY might represent; *No Cover / Tri-Entry* might be a bare hilltop, *Heavy Cover / Tri-Entry* could be an abandoned building with the helicopter landing on the roof.

ETA: Roll **1d8+3** for each individual EP to determine how quick the transport can get there. Each Encounter Roll (when moving towards an EP) and Enemy Wave survived (when making a stand at an EP) decreases ETA by 1.

[Radio static crackles]

"Sierra Actual to FIST team, do you copy? Listen up - I've got two potential extraction points for you. EP Alpha is a rocky outcropping about half a klick southeast of your position. You've got some scattered boulders and light vegetation for cover, but you'll need to watch both the valley approach and the ridge line. I can be there in twenty minutes once you signal.

[Distant helicopter sounds]

"Alternatively, there's EP Bravo - old logging camp about a klick and a half east. It's completely exposed and you'll need to cover three angles - the treeline, the access road, and the dry riverbed. But I can get there faster, maybe fifteen minutes after your signal. Your call, FIST. Just remember - wherever you pick, you need to hold it. Sierra Actual, over."

HOLDING OUT FOR EXTRACTION

 **Note**

This does assume that FIST has been noticed and is being actively pursued by the time they've reached their EP. If they've managed to forego detection thus far (and reach the EP with less than 5 HEAT), consider rolling for more Encounter Rolls to have ETA decrease instead of using Enemy Waves.

Once an EP is reached, FIST must hold out until the ETA expires. For each POINT OF ENTRY, the approaching hostile forces are in one of 4 positions:

- **Pushed Back** – Enemies are in retreat or on the defensive.
- **Advancing** – Enemies are moving forward, but not yet an immediate threat.
- **Breaching** – Enemies are at the brink, ready to break through the defenses.
- **Overrun** – Defenses have collapsed; enemies flood the position.

At this point, hostile forces are not tracked individually anymore; they are assumed to be numerous and on high alert, with constant reinforcements. Each round, Player Characters assign themselves to a POINT OF ENTRY and pick their approach:

Go On A Rampage. Grit your teeth and come out swinging (or shooting). Roll +FRC.

- **Success:** You push the enemy back by one position.
- **Partial Success:** You push the enemy back, but take damage in the process.
- **Failure:** You hold the enemy off, but take damage in the process.
- You gain +1 on your FRC roll for each consecutive round that you Go On A Rampage. Should you take damage, you suffer the same bonus in extra damage. This bonus resets after taking another action.

Hold The Line. Balancing cover and suppressive fire and -attacks. Roll +REF.

- **Success:** You hold the enemy off, standing your ground.
- **Partial Success:** You hold the enemy off, but you Duck Into Cover the next round (either due to having to reload, a couple of near-misses, or the ferocity of their attack).
- **Failure:** You don't hold off the enemy, and their attacks either deal damage, or you Duck Into Cover.

Duck Into Cover. Catch your breath and reload. Requires available cover. Roll +TAC.

- **Success:** You assess the situation, check your weapon, grit your teeth and are ready to go again. Next round, you gain +1 on your roll if you Go On A Rampage or Hold The Line.
- **Partial Success:** You gain the effects of a Success, but are running lower on supplies/ammunition etc. than you hoped.
- **Failure:** The enemy manages to keep you pinned down. Either take damage to be able to Hold The Line or Go On A Rampage next round, or stay in cover.

MISSION END

The mission concludes when the team either successfully extracts or fails to hold their position until extraction arrives.