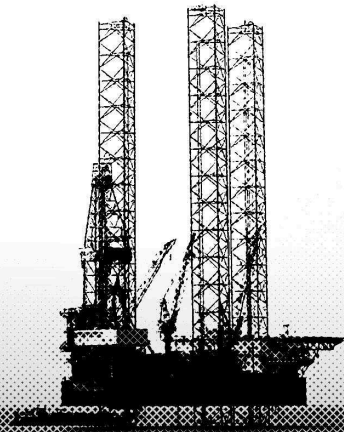


# OPERATION GOLIATH



written by KingDunnad

# THE MISSION

## What The Players Know

It's 1964, and the West German government have passed on some intelligence to FIST about a neo-Nazi group doing some dangerous weapons development. Unfortunately, the group are out of their jurisdiction, because the group have taken over an abandoned oil rig in the middle of the North Sea. The group is too dangerous to leave unchecked and so they have asked FIST for help eliminating them.

You will approach the oil rig under cover of darkness and make your way through the decks of the rig. once your objectives are completed, a helicopter will pick you up on the rig's helipad.

### **Mission Objectives:**

- Find out what weapons are being developed.
- Find the leader of the group and eliminate them.
- Blow up the oil rig after eliminating the leader.

You will be provided with the most recent map of the oil rig and sufficient explosives to blow up the rig.

## What The Players Don't Know

The neo-Nazi group call themselves the 'Rightful Few', and are a group of otherwise unconnected people that have taken over the oil rig.

They have altered the rig into a weapons laboratory and are creating napalm rocket bombs from the oil left on the rig in order to bomb major cities around the world. They claim that 'the world needs to be cleansed in fire to destroy all the unrighteous'.

### **Note:**

Make sure everyone at the table is alright with neo-Nazi content. As it can be quite a heavy topic, I recommend using safety tools to make sure everyone is comfortable.

There's also no need to roleplay their ideals, vague claims of their hate are enough to show who they are.

**Content Warnings:** violence, terrorism, neo-Nazis (fascism), death, fire, explosions, consensual human experimentation

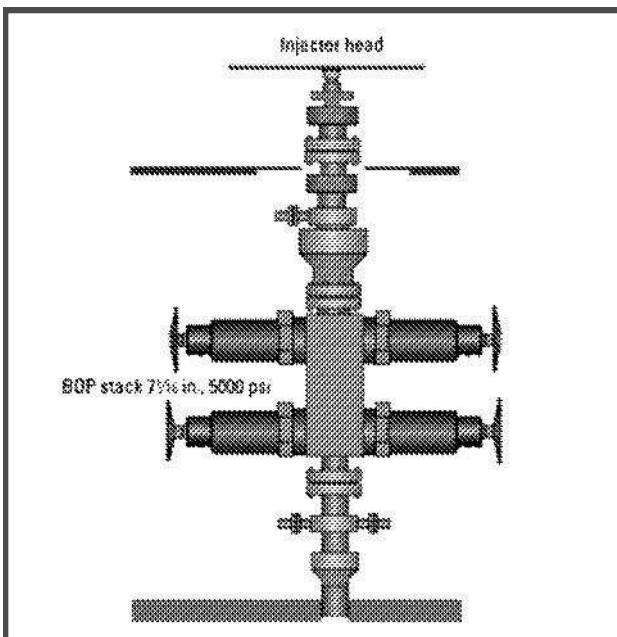
# INFORMATION

## The Oil Rig

The oil rig 'Goliath' is a Neptune Class Mark I jackup rig, abandoned 4 years ago in 1960.

The workers all left suddenly, leaving behind anything that couldn't be easily carried. There are several oil barrels lying around the rig, which will explode if shot or set on fire.

The generator still works and runs on oil, providing the rig with power.



### **Note:**

The neo-Nazi group use only old Nazi weapons as a weird sort of homage. Consequentially, the weapons are old and prone to malfunctioning.

## Enemies

### **GOON** (3HP)

- Dreyse M1907 pistol (1d6 DAMAGE)
- Bored demeanour, casual clothing

**UNTRAINED:** Has no training with firearms. May mess up badly.

### **GUARD** (3HP)

- Gewehr 43 rifle (1d6+1 DAMAGE)
- walkie talkie (provides short range radio communication)
- Model 39 grenade (1d6+1 DAMAGE)
- Bulletproof vest (1 ARMOR)
- Cruel scowl

**CRUEL:** Doesn't hesitate to inflict violence of others, even if they're already down.

### **SCIENTIST** (3HP)

- Medical Syringe (1 DAMAGE)
- Stained lab coat

**INJECT:** Injects an oily black substance directly into their veins. Provides resistance to fire.

### **LEADER** (6 HP)

- Napalm glob (1D6+1 DAMAGE, Incendiary)
- Glowing skin (2 ARMOR)
- Tank top and cargo trousers
- Intense gaze

**NAPALM VEINS:** Glows with burning veins. Picks up and throws globs of burning napalm. Cannot be harmed by fire.

# FLOOR 1

Player Characters (PCs) will climb up through the hanging drill in the middle of the room.

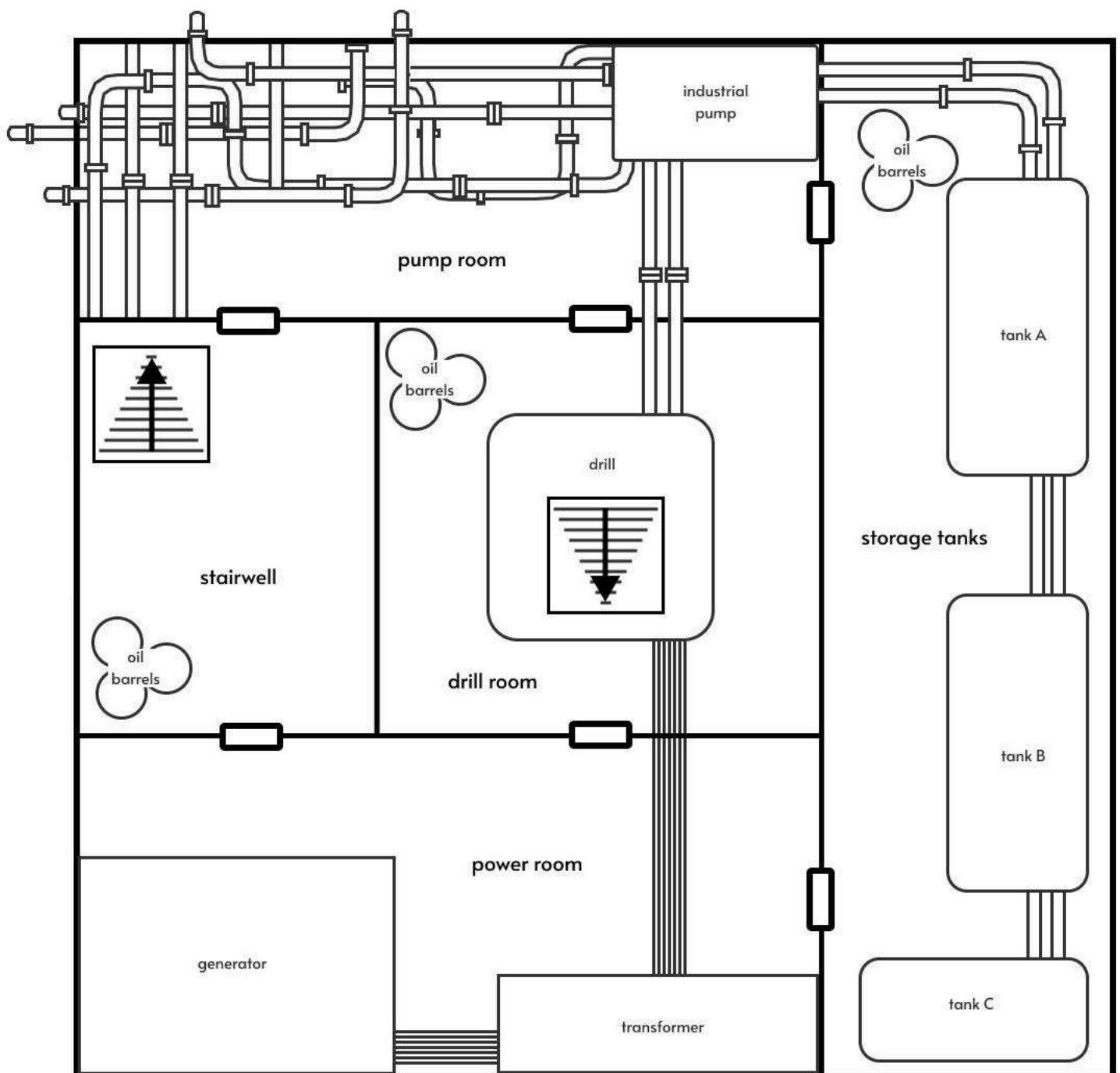
Exposed pipes sprawl over the pump room.

The storage tanks are half full of oil.

The generator provides power for the entire rig, with large electrical cables heading to the drill.

The stairwell leads to Floor 2's workshop.

1d6 Goons patrol the floor.



# FLOOR 2

The workshop and meeting room have been turned into laboratories.

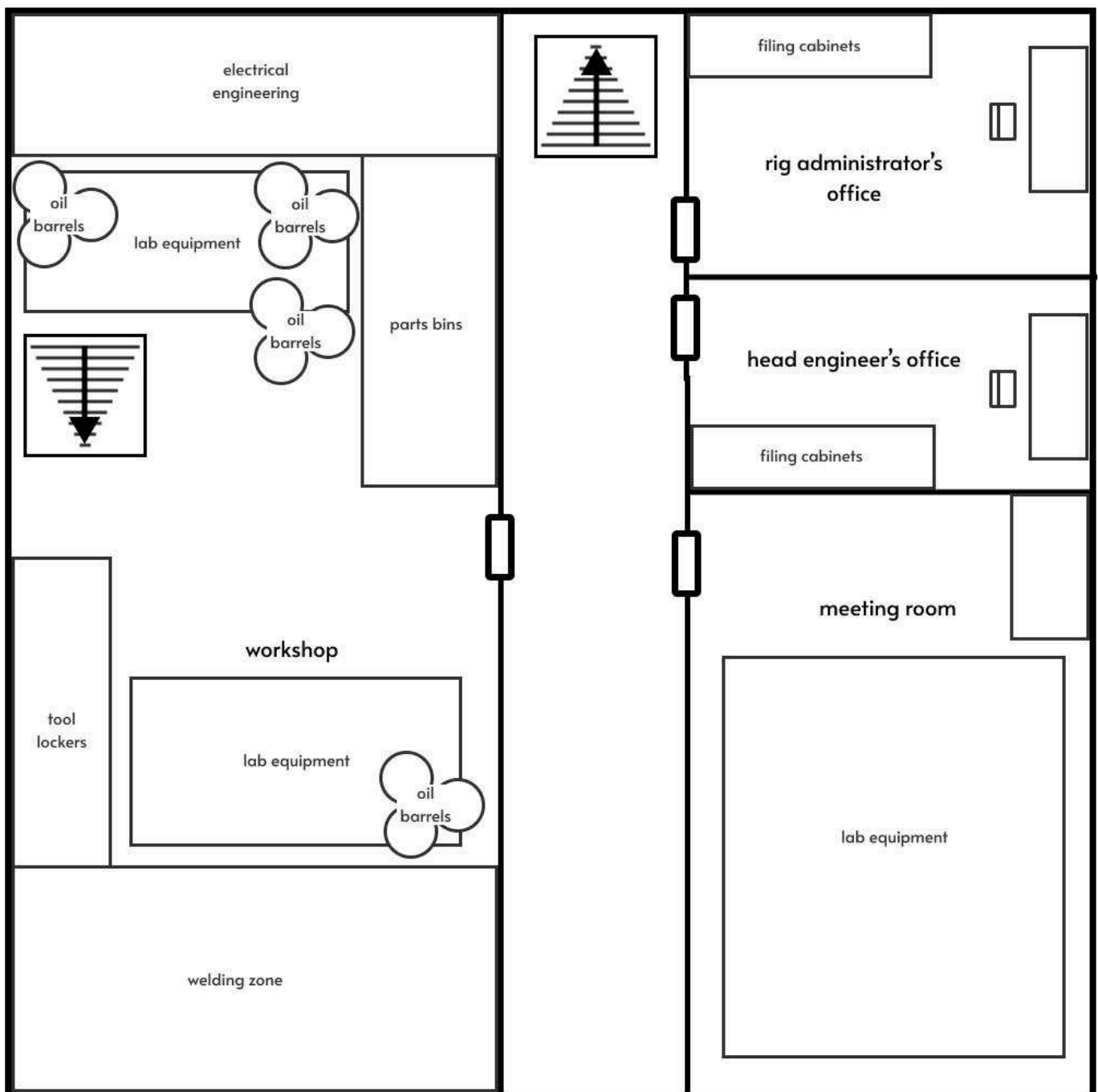
3 Scientists work on a lab setup leading from oil barrels into bubbling beakers.

1 Guard and 2 Goons stand guard.

1 scientist works on a napalm bomb in the meeting room.

In the rig administrator's office, papers are filed, detailing instructions on how to create a napalm bomb.

The stairs lead to Floor 3.



# FLOOR 3

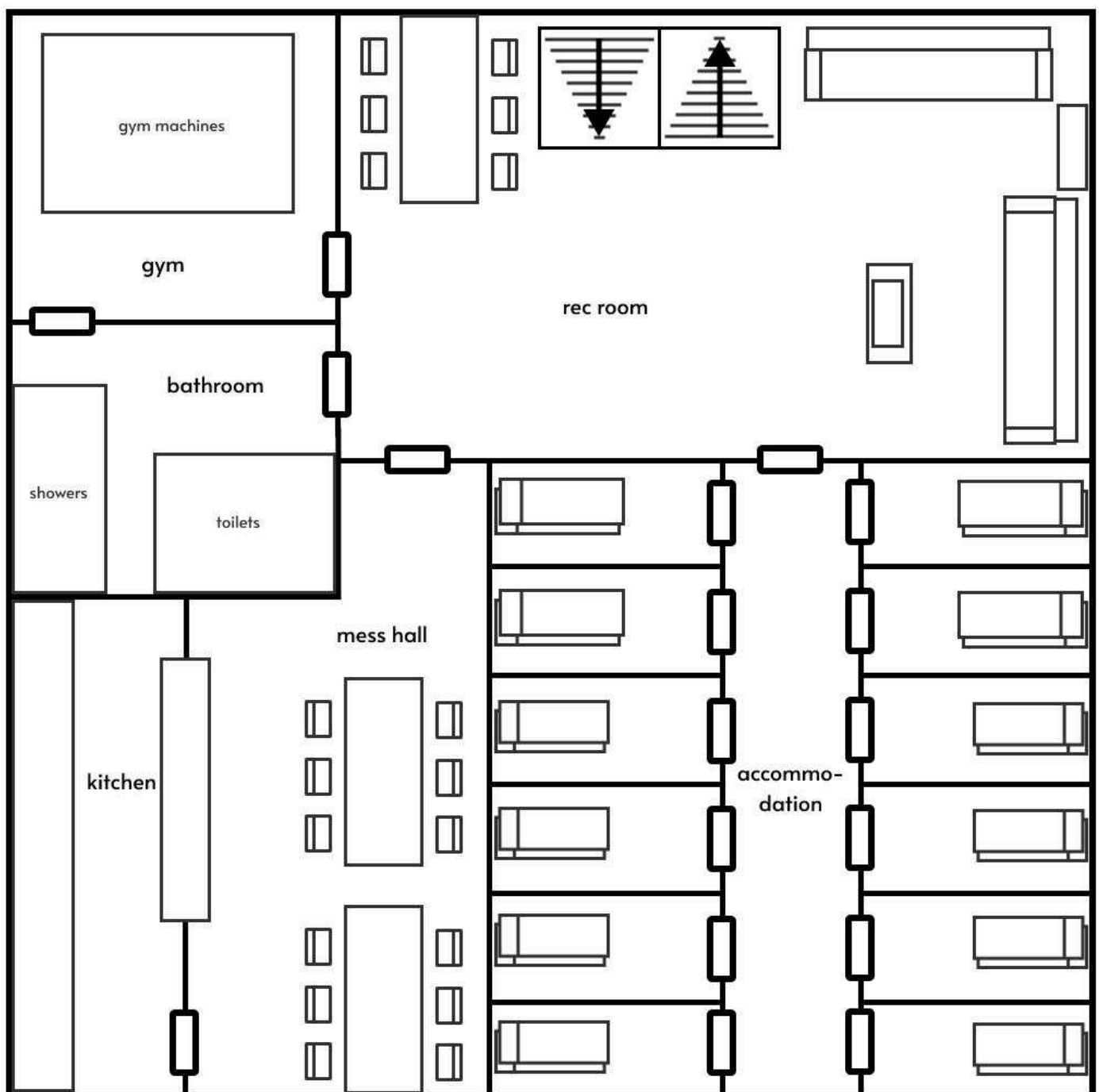
The group's personal belongings are strewn across the area. Discarded clothes in the rec room, littered remnants of MREs in the mess hall.

A radio, bookshelf, and a metal wastebasket filled with burnt paper scraps sit neat the couches.

Each room has a bunk bed and an en-suite toilet.

2d6 Goons are sleeping in the bunks.

The stairs lead up to the deck of the rig.



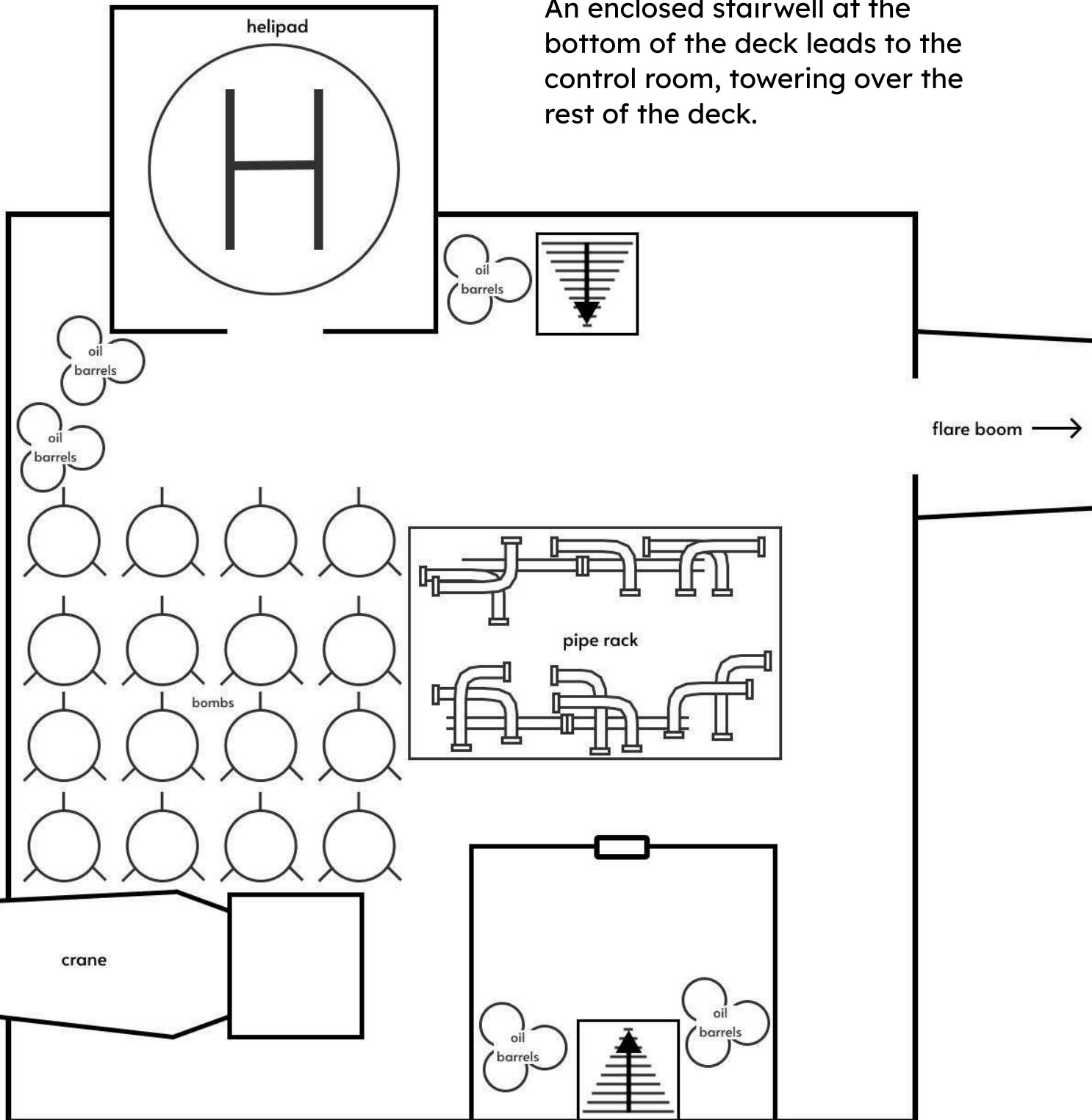
# DECK

Napalm rocket bombs are stacked on the deck of the rig, ready to be fired. One last bomb casing lies open, ready for the napalm to be inserted.

Rusty railings at the edge of the deck come up to waist height.

2d6 Goons and 3 Guards patrol the deck.

An enclosed stairwell at the bottom of the deck leads to the control room, towering over the rest of the deck.



# CONTROL ROOM

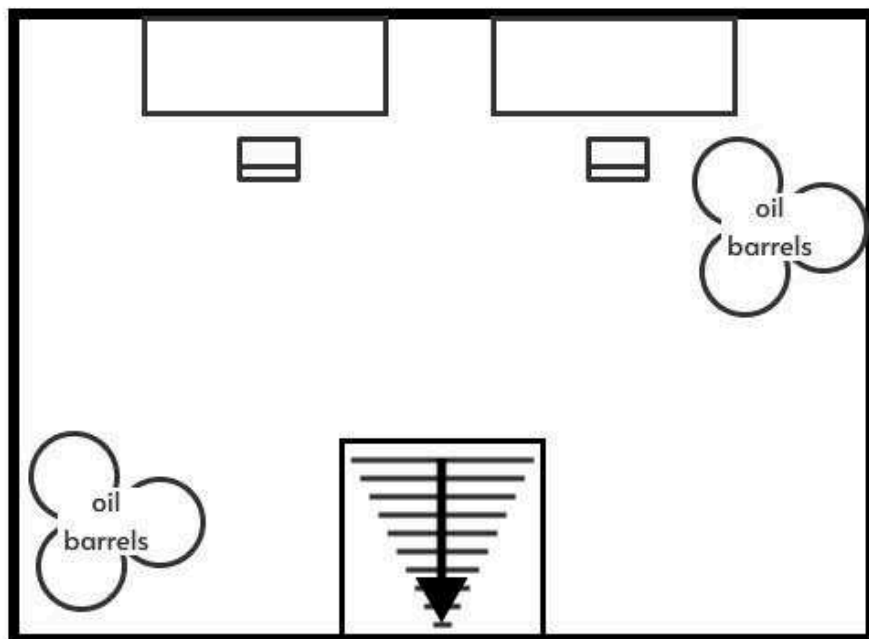
The Leader sits on the right side desk, slouching casually. He is guarded by 3 Guards.

When interacting with PCs, he will order the Guards to kill them and attempt to press the big red button on the console in front of him. This starts up the sequence to fire the napalm bombs.

If threatened, he will reach into the nearby oil barrel and throw globs of burning napalm at the PCs.

The console desks at the top of the room have many switches and dials, used to control the many parts of the rig.

Large windows in front of the consoles show a view of the deck of the rig and the sea.



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