



In Search of a Ghost is a campaign for Combat Mission: Shock Force from Battlefront

Campaign Version: 1.2

Date of Lastest Version: Feb, 2008

This version has a bonus mission taking the campaign total to 8 missions.

It has been rebalanced and improved for the 1.07 version of the game.

Campaign Design: Webwing (webwing2007@gmail.com)

First version testers: Field Marshal Blücher, SGT_56M, The Fighting SeaBee.

Thanks to Cpl Steiner for proofreading the PDF text and the briefings.

CONFIDENTIAL

Dossier

Ashur Hakim Al-Sham

"The Ghost"

Commander,

This operation had to be put together at very short notice. We have some reliable intelligence on the location of the Ghost and we need to act fast.

I have put in this file the old dossier on the ghost, some rough plans, maps, and general information that will be useful.

Read and absorb so as to be more prepared for the challenge you are about to face.

Good luck!

Picture found with a captured enemy soldier. Allegedly, The Ghost and his men training in an unknown location in Syria.

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The enemy

Ashur Hakim Al-Sham, also known as "The Ghost".

Not much is known about him. His biography is a mixture of very few confirmed facts with lots of speculation and fantasy. Nothing is known about his upbringing and education. He has no formal military training, that seems to be certain. Accounts about him describe the Ghost as intellectually sophisticated, ruthless and extremely religious. There is evidence that he has been involved with several terrorist organizations in the region and has been allegedly responsible for many attacks on US interests around the globe.

When the war with the US started he came back to his native country to help the army fight the invading force. He has assembled a loyal, if not fanatical number of followers. His closest lieutenants and bodyguards are known as his shadows since they follow their leader wherever he goes.

The Ghost has always been an elusive figure evading all our attempts to capture him.

Picture found with a captured enemy soldier. Allegedly, The Ghost and his men training in an unknown location in Syria .



The War

The central government in Damascus has collapsed. Some army units are still fighting but without any coordination between them. The conventional war is almost over in Syria and US forces are starting a new phase of their operations. Smaller scale operations, counter insurgency and stabilization of the country. Most of the Ghost's militia have been killed or captured during the war. But he and his Shadows are more active than ever, going from province to province trying to recruit new members to start local cells of his organization. Their intention is to start coordinated attacks on US troops in hit and run operations all over the country.

The Commander

You have participated in many operations during the war. For the last two weeks 3rd Mechanized infantry battalion was pulled back from the front and kept in reserve. This is the battalion you have been assigned to. High command doesn't want to see them sitting around doing nothing. The battalion has lost many IFVs; some destroyed, others under maintenance. The ones that were battle ready were assigned to other units that were urgently in need of them. We are waiting for brand new Strykers to arrive soon. Meanwhile we will have no support from IFVs as the troops are used to in their missions. Transportation will be arranged to take you to the objectives.

The Task Force

Since you have just been assigned to the post, a brief introduction to the troops you will be leading is in order.

All men are not created equal. Neither are your squads, platoons and companies.

We have rearranged the whole battalion according to their strengths so as to make it easier for you to work with them in the battlefield.

Able company is the strongest, where you have experienced, fit and motivated soldiers. You have very good leaders here as well.

In general the first platoon is the best in each company. Within the platoons the most experienced soldiers and leaders are in the first squad.

Charlie company is where most of the new recruits with no combat experience are. They are more susceptible to panic. On the other hand, as a group, they are the fittest of all and some leaders are highly motivated. The fitness factor can make a difference since not always will you have time to fully rest between missions.

Bravo company somehow falls in between those other two, a well balanced force.

REMEMBER, THERE WILL BE NO REPLACEMENTS DURING THE CAMPAIGN. SO TAKE GOOD CARE OF YOUR SOLDIERS. WE WILL TRY TO FULLY RESUPPLY YOUR TROOPS FROM MISSION TO MISSION BUT THIS MAY NOT ALWAYS BE POSSIBLE.

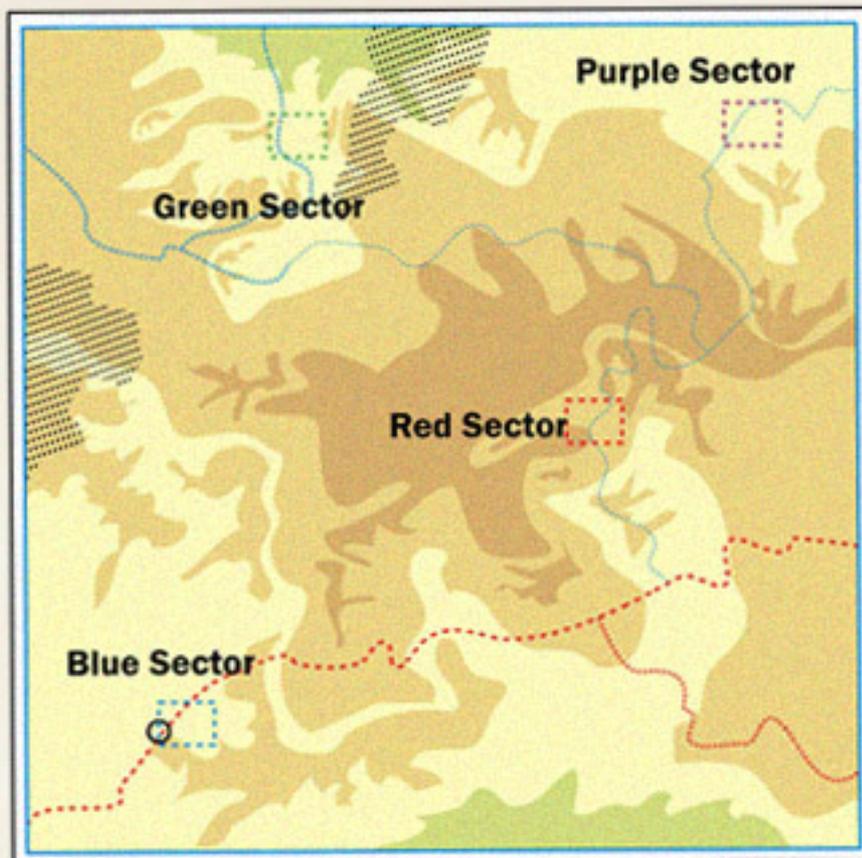
The campaign

The battalion's brilliant performance in the last operation against the militias in the mountains showed that they are perfect for the mission against the Ghost's men and any local militia supporting them.

You are going to be assigned a series of missions with the final objective of destroying the Ghost's resistance network. Without him High Command feels that the resistance will not last long.

His arrogance has made the Ghost vulnerable. He sees himself as immortal and thus has been lazy with his security. We have been able to gather reliable intelligence on his possible location. Get ready, your first mission starts now!

In the following page are some images of maps showing where the missions will take place.



20 Kilometers

Operation Ghost

Here is a map of the region. Local names have been left out on purpose.

The areas where our targets are located have been divided into sectors.

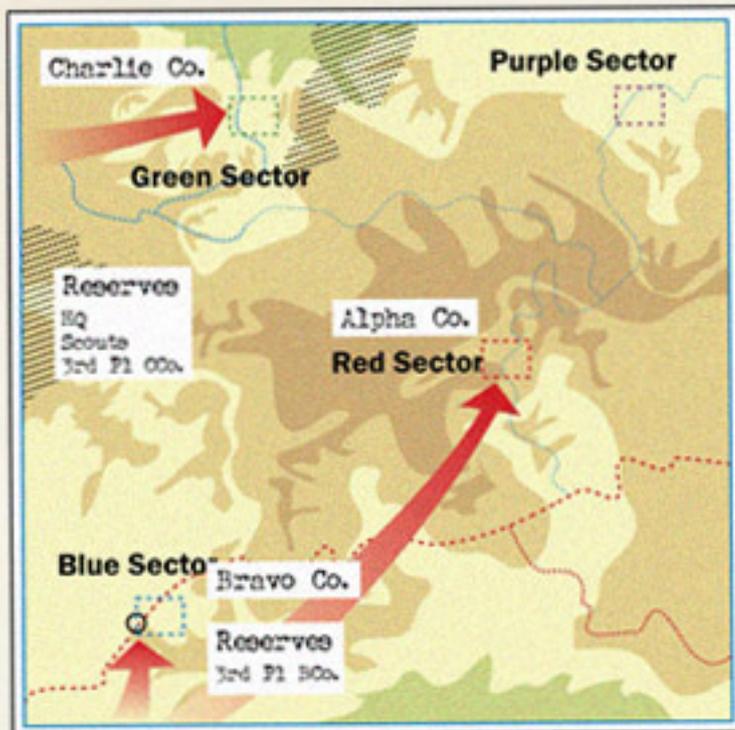
We will attack Blue and Green sectors first.

Bravo Co. will be responsible for Blue sector.

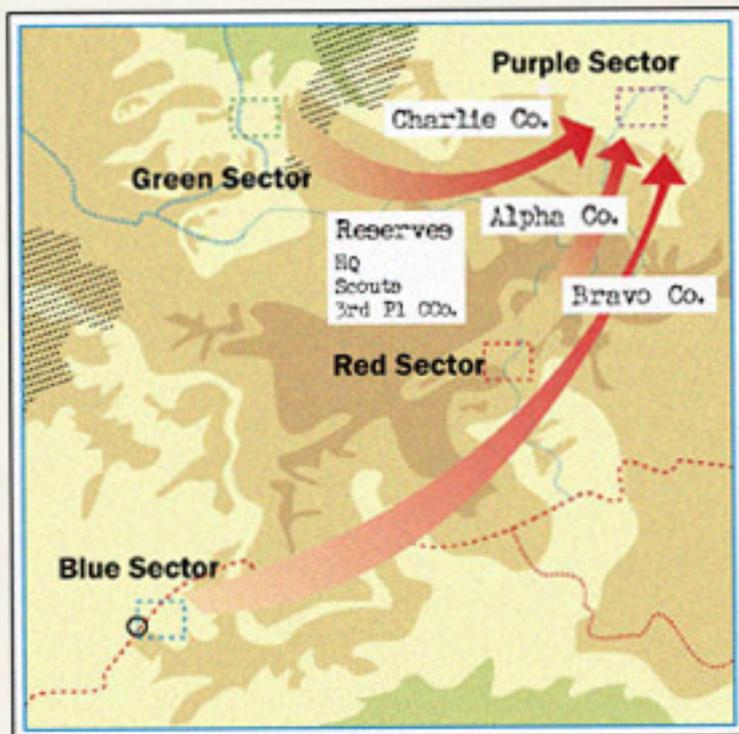
Charlie Co. where most of our new recruits are, will take care of Green sector. They should expect little resistance there.

Red sector will be the next target and Able Co. will be responsible for the attack. They are your elite troops so we have given them the sector where we expect the most resistance and number of enemy troops to be located.

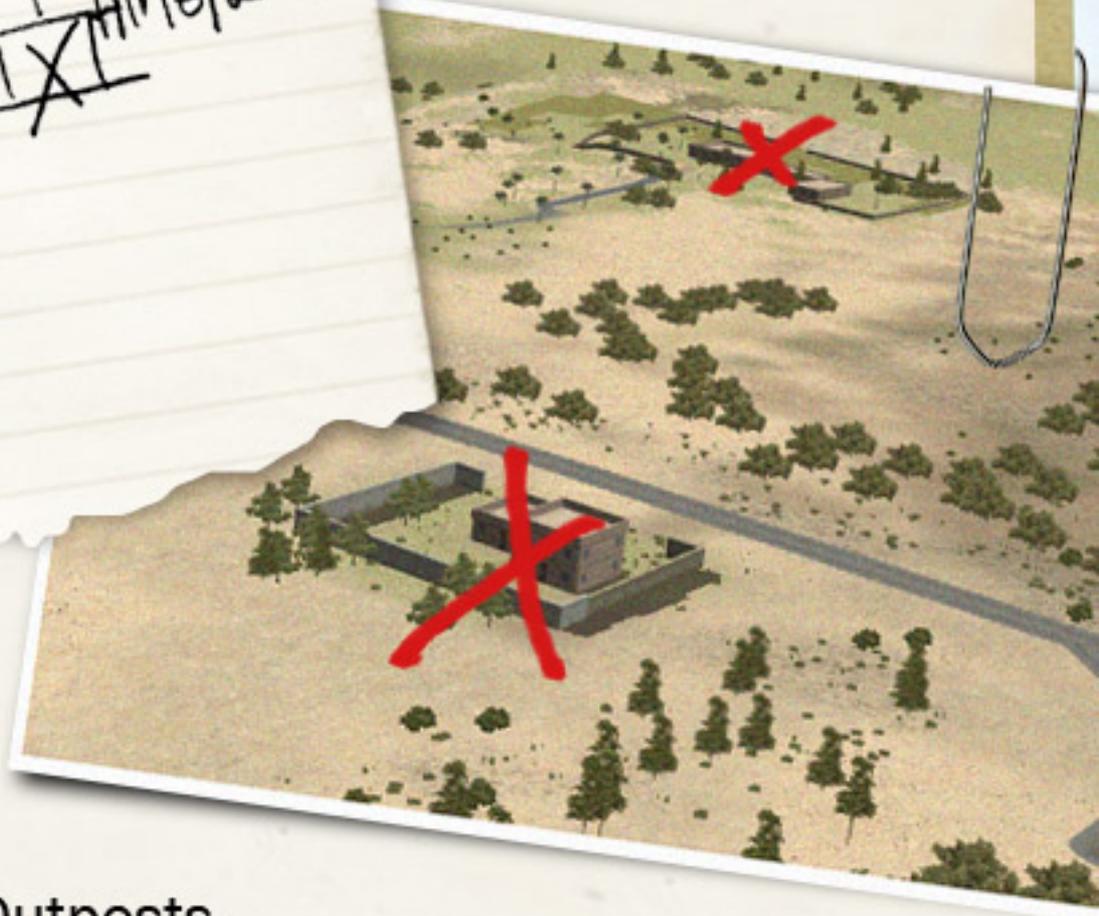
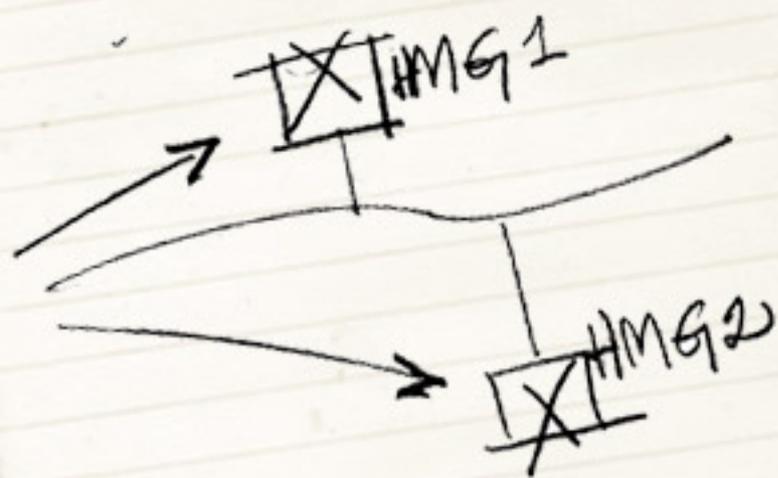
Finally the whole battalion will move to Purple sector for the final attack on the Ghost's bunker.



First phase of Operation Ghost.



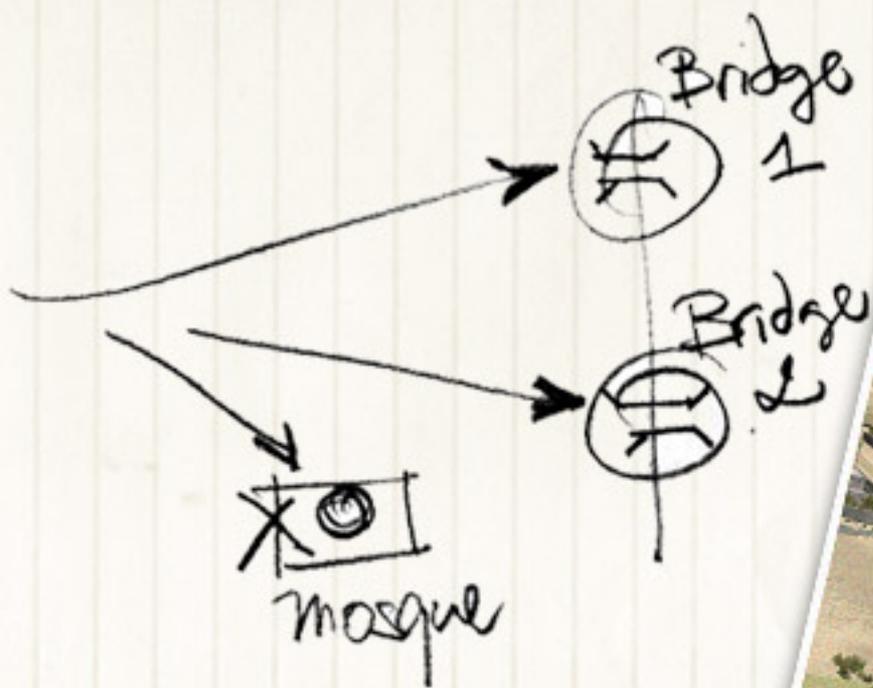
Final attack on the Ghost's bunker.



Machinegun Outposts

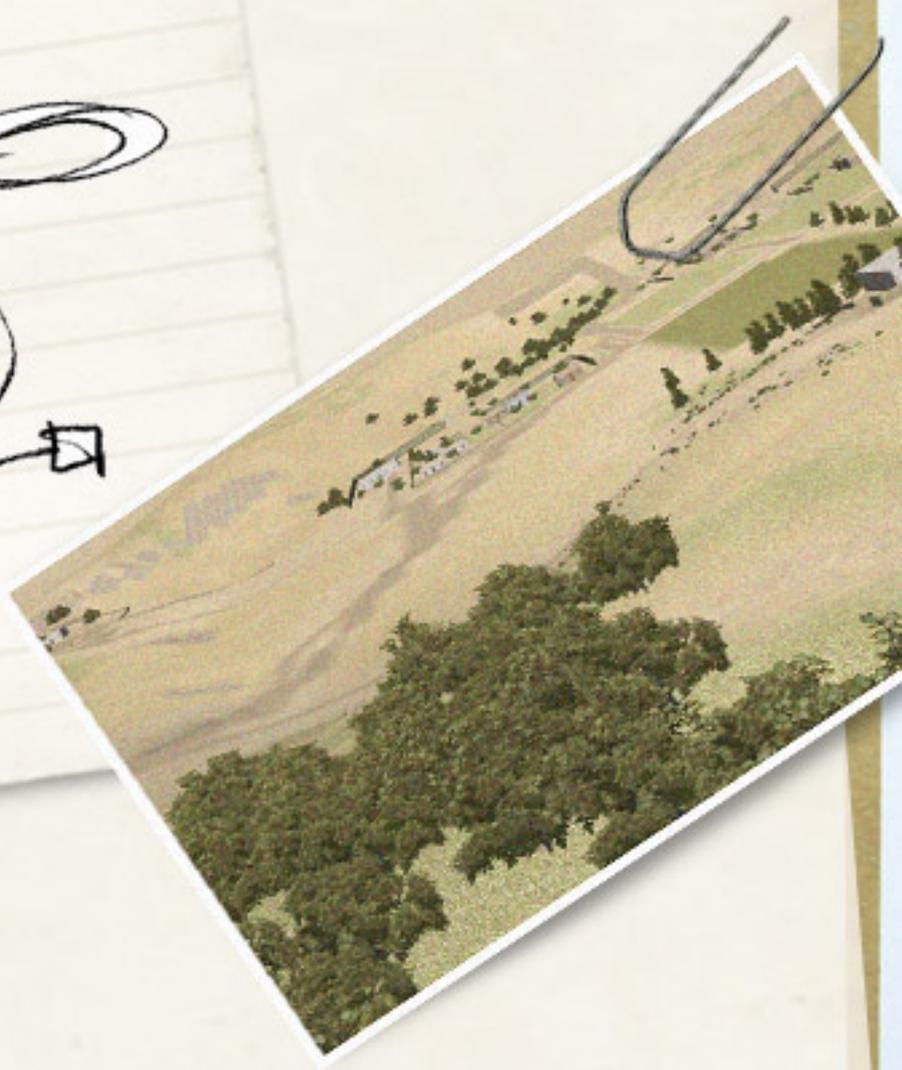
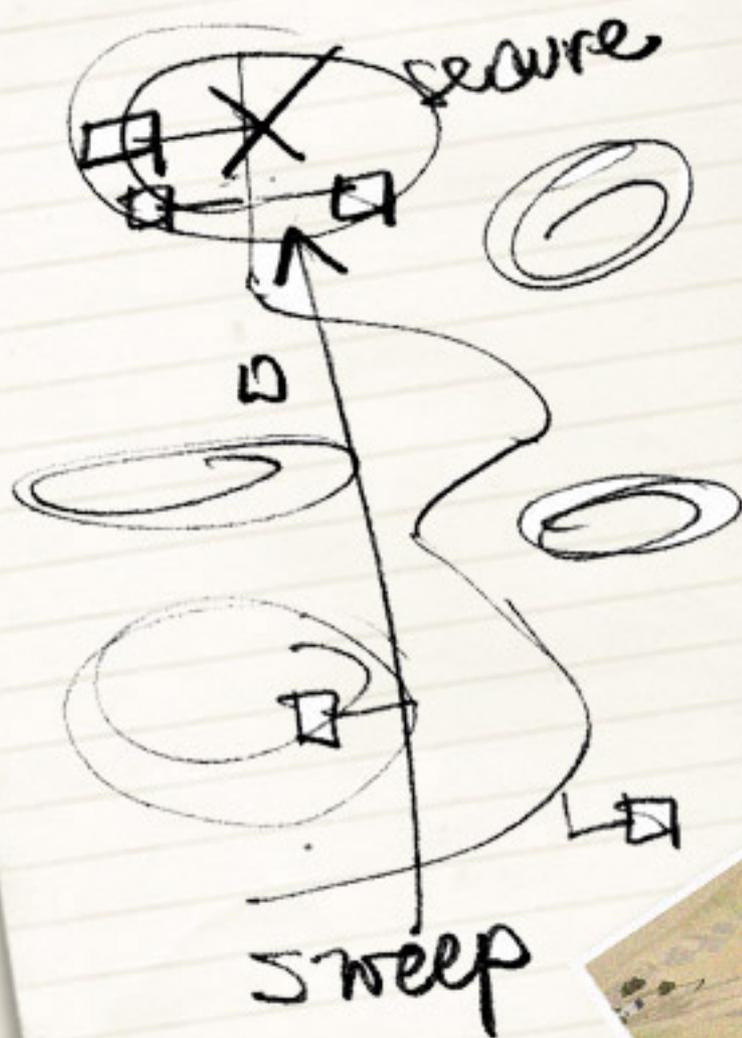
1st and 2nd Platoon from Bravo Co. will clear those 2 houses overwatching the town. The enemy has placed heavy machineguns there to protect the entrance to the town.

Some units of the army are in the region, along with some of the Ghost's closest advisors. They are trying to reorganize the scattered Syrian troops using this city and region as the focal point.



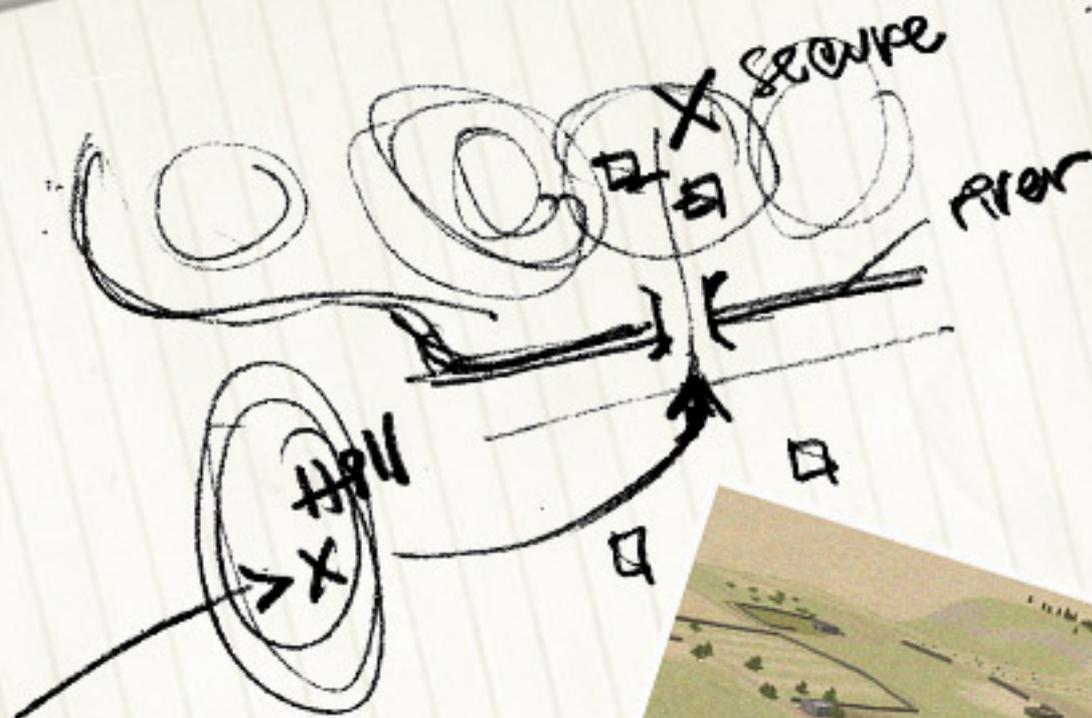
Bridges

From the machinegun outposts Bravo Co. will attack the enemy, take the bridges, and hold until 2nd Battalion relieves them.



Sweep and Clean

Charlie Company is going to take care of this one. Although your boys have no combat experience it shouldn't be too big a challenge for them. Besides, the experience they get here will help them in their next mission.

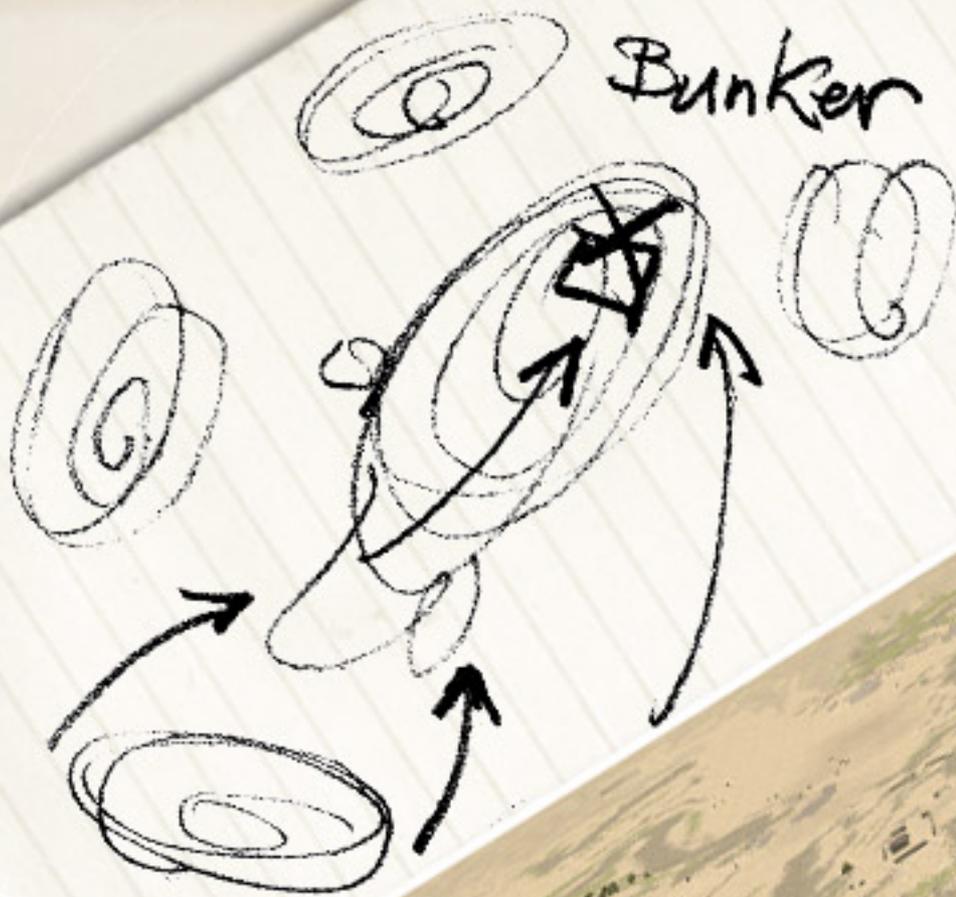


The Hideout

A hornet's nest. No better way to describe it. It's the mountain hideout for the Ghost and his closest collaborators. We don't expect the Ghost himself to be here but his troops use the place as a training ground, so expect some tough opposition.

There is no reliable information on the strength of the force stationed here.

Your first objective is Hill 440. Take it and hold it. From there you will carry on and attack the valley, cross the bridge and destroy the hideout.



Bunker on the rock

The most loyal and fanatical followers of the Ghost will most likely be here. And so will the Ghost himself or so say our intelligence reports.

This mission is literally an uphill fight. We need to destroy all forces in the area and kill the Ghost and his lieutenants. Show the resistance that any further fighting is futile.