

Covert Ops Nuclear Dawn Mini jump
By Fallout10mm

Covert Ops: Nuclear Dawn, known outside north america as Chase the Express, was a third person shooter released in 2000. In Eastern Europe, a terrorist group known as the "Knights of the Apocalypse," led by ex-KGB agent Boris Zugoski, successfully breach and board the NATO armored train, Blue Harvest, on the outskirts of St. Petersburg. Among those on board is the French Ambassador, Pierre Simon, his wife Catherine, and daughter, Jane. Zugoski demands 20 billion US dollars and safe passage into France in exchange for the lives of the Simon family. The presence of a nuclear bomb on board the train also presents a great risk. The NATO escorts are killed in the initial attack, leaving Lieutenant Jack Morton as the sole survivor, dangling for his life on the side of the train. You'll start somewhere on the train just after the terrorists take over the train on December 24th, as it leaves Saint Petersburg, Russia, and will be here until the train is secured, reaches Paris, France or the nuclear bombs detonate which should happen in about 24 hours max.

+600 cp to get you situated.

Origins

Each origin gets its 100cp perk and items for free and 50% off the others

Dropin You appear on the blue harvest with no additional memories, the terrorists will likely shoot you on sight or capture you to use as a hostage. Jack will probably assume you're just an unlucky civilian. You begin in car 6 2f infirmary.

Nato Assigned to guard the Blue Harvest and the French Ambassador, you're one of a handful of survivors left aboard the train, which is now crawling with terrorists. You begin on the roof of car 13 with Jack or locked in a room in car 7.

Terrorist Member of the Knights of the Apocalypse Russian terrorist group, you are part of the team that took over the Blue Harvest. You begin in car 4.

Dropin Perks

Aiming Reticule (100cp) When using a ranged weapon you can tell exactly where it will hit, even if it doesn't have proper sights.

Clues (200cp) You'll commonly find security codes and clues to puzzles, such as a cigarette case with a poem that disarms a nuclear bomb, when you search for them.

Inventory (400cp) You now have 8 inventory spaces, each can hold a single item up to the size of a submachine gun, or multiple of the same small item (like dozens of medipacks or hundreds of rounds of ammunition).

Dropin Items

Medpack (100cp) a single use emergency first aid pack, this will immediately heal any non-mortal wounds when applied. Pack of 5, respawns every 24 hours.

Stolen French Artwork (200cp) The official mission of the blue harvest was to return french artwork, stolen during ww2 by the nazis, and recovered by the Soviets. You now have several crates full of such artwork, worth millions...if you could find a buyer.

Blue Harvest (400cp) A Copy of the whole train (sans the IC chip) (see notes for description). Retains upgrades, repairs itself slowly.

Nato Perks

Pilot (100cp) You're a fully trained pilot, with familiarity with all NATO and Warsaw Pact aircraft, in addition you find it much simpler to grasp the controls of any vehicle.

Nerves Of Steel (200cp) So you're the only guy left on a train full of nuclear armed terrorists? No problem, just point you in the right direction and go. You keep a cool head under extremely stressful situations, and quickly respond when the situation changes.

Just Lucky I Guess (400cp) Like Billy you have amazing luck at surviving. Terrorists stormed the train you're on and murdered everyone else? They'll leave you wounded in a locked room. Suffering extreme blood loss? Lucky there's a medbay on the train with an artificial blood machine that can fix you in no time. Being held hostage by a terrorist who then tries to execute you? He'll shoot you in the chest, right where your bullet proof

vest is. This isn't a 1up, more of nudging the odds to favor your survival just a bit.

Nato Items

Nato Standard Issue (100cp) An MP5 9mm submachine gun, yours comes with a flashlight attachment, extended magazine and strengthened barrel for extended range. Comes with 3 spare magazines that refill every hour. Nato fatigues and a plate carrier (bullet proof vest).

Keycard (200cp) Security keycard for the Blue Harvest, this will open any keycard locked door on the train. Post jump it will open any card locks.

IC Chip and Datadisk (400cp) A blueprint for a hydrogen engine that could provide the world with almost limitless power, the same technology which the Blue Harvest's engine is based on. Converts seawater into electricity. The Chip is a prototype meant to stabilize the reactor.

Terrorist Perks

Systematic Exploitation (100cp) The Blue Harvest is a state of the art high security train, yet somehow the terrorists managed to break the security system in record time. Now you have several years experience as a hacker, and any loopholes/weaknesses in computer systems become more obvious.

Who Do You Think Has The Upper Hand? (200cp) When negotiating, as long as you hold some collateral (such as a hostage) your opponents will always assume you'll fulfill your part of the bargain. Basically your enemy is holding an idiot ball when negotiating with you.

Hidden In Plain Sight (400cp) You can craft a perfect fake background that will stand up to any scrutiny. You could become an aid to an ambassador and they'd never find out you're actually the leader of a terrorist group.

Terrorist Items

Terrorist Standard Issue (100cp) Ak-74 russian 5.45×39mm assault rifle, comes with 3 spare magazines that refill every hour, your choice of gray or blue jumpsuit and a night vision helmet.

Raygun (200cp) Weapon carried by one of the terrorist leaders, has two modes of fire, a charge up blast that can shatter boulders and a semi auto mode that hits like a rifle and sets the target on fire. Infinite ammo, though a short cooldown between shots.

Ransom Account (400cp) 10 million USD in a secure bank account, this was part of the ransom money the Knights of the Apocalypse demanded for the Ambassador's safe return. Instead we'll just look the other way and let you have it.

General perks

Gun Safety (free): You gain 6 months worth of training with a wide array of firearms.

General Items

Pistol (free) Beretta M92fs 9mm pistol, standard issue to NATO. Comes with 3 spare magazines that refill every hour.

Companions

Import 4 free w/300cp each additional maybe imported for free but gain no cp.

Canon Companions This option ensures that you will meet the person or people you designate multiple times during the jump. It will also give you the chance to befriend them. At the end of the jump, you may ask them to join you. If they decline, your CP is refunded and you are free to spend it anywhere except the companions section of this doc before moving on with your chain.

LIEUTENANT JACK MORTON (200cp) Hero of the story, Nato Pilot. Likely wants a vacation after this but he might be interested in joining you.

CHRISTINA WAYBORN (200cp) Special Police agent assigned to guard the french ambassador to Russia, She might be willing to broaden her horizons.

Scenarios:

Scenarios reduce you to bodymod (along with anything purchased here) for the duration of the jump. If successful you gain a one use boon.

Express Ticket to Hell: Help Jack rescue the hostages and defuse the nuclear bombs on the Blue Harvest.
Boon: NATO rescue team comes in to pull your bacon from the fire.

Outro:

End of the Line: Go home and enjoy the spoils of the chain
Next Stop: Continue Jumping.

Notes:



The Blue Harvest is as follows:
Car 1 Engine, power unit
Car 2 Storage
Car 3 F1 Hanger, equipment storage, F2: Radiation suit storage.
Car 4 F1 main computer F2 vip suite (with super secret hidden safe)
Car 5 F1 Hydrogen engine room, Laser grid room, F2 Security/Power control room
Car 6 F1 VIP storage, Weapon storage F2 Infirmary, Lab
Car 7 Missile launcher car
Car 8 Missile launcher control car + anti aircraft gun controls
Car 9 Missile launcher car
Car 10 F1 : Passenger rooms, secret office (accessable from VIP room bathroom) F2 : VIP room, SP rooms.
Car 11 F1 Kitchen, Freezer 2F Officer's lounge
Car 12 F1 NCO's room F2 Briefing room
Car 13 F1 NCO's room F2 Sen. NCO's room, small meeting room.
Car 14 Unknown listed as ‘freight but FMV suggests barracks
Car 15 APC (BRDM-9 w/AA missiles) and freight
Car 16 emergency escape attack helicopter (russian m-28 havok...why this and not a hind or a transport helicopter idk)

Max speed : 400 mph
* High output hydrogen engine*
Automatic rail width switching system.
*Anti-aircraft missile launchers and two 40mm anti aircraft Guns (cars 7, 9 and car 8 respectively) *

*Missile guidance TVM system, anti-electronic war ECM system (Car 8) *
Communications terminal linked to the military facilities of each nation (car 12).
I’m assuming the whole train is (normally) hermetically sealed as it's meant to enter disaster areas and there's radiation suits aboard (car 3 F2).