

**MISSION:** Machine Head

**AGENTS ASSIGNED:**

**Status:** Closed

Frosty

Piranha

**DATE:** 8/25/2007

Raven

Seaweed

**TIME:** 6:00:00 PM

Tinker

Trigger



**CONTACT INFORMATION:**



**FIRST NAME:** Tamieru

**LAST NAME:** Dyhrde

**DATE:**

**TIME:**

**PLACE:** N/A

**MISSION BRIEFING:**

Third Eye, a new combat operations software system, is designed to feed commanders real-time information about combat conditions and assist in coordination of vehicle and troop deployments. This is done with an enhanced software program that uses satellite connection and streaming video to coordinate all possible data and provide tactical solutions. The program was entering final testing on the isolated US-British naval base on Diego Garcia, a small atoll in the middle of the Indian Ocean. This was an ideal location for many reasons, small size, remote location, and a technologically advanced base to hold it. Two days ago, shortly before the program began its test, all but skeleton crews were evacuated from the island, and will not return for another five days. Your team was assembled to monitor the testing, but since the program went fully operational, no further communication has been received. We hope it is a minor problem, but if something has gone wrong we need to know. Your team is to head to Diego Garcia immediately and find out what has happened. Your contact is the man overseeing the program integration, Tamieru Dyhrde, who should be on the island somewhere. Also, this program is still Top Secret, so you will need to solve whatever problems may have arisen before the main staff returns.

**MISSION DEBRIEFING:**

**\*\*Mission Completed: 8-26-07, 8:00AM Local Time\*\***

Team sent to Diego Garcia with Agency jet. An M1 tank running under the Third Eye program moved to intercept, and destroyed that transport. Team disabled the tank with a well-placed EMP and an APC before moving on to the main base. They maneuvered around the rest of the guarding vehicles before finding and disabling an incoming hack to the Third Eye facility, only to find an in-route nuclear missile from an old site in Russia. The team claims to have destroyed the missile with an experimental rail cannon, and then found an underground test facility holding the party responsible for the carnage. There is no collaborating evidence to back up these claims, however. The Agency investigation shows no evidence of either a mistaken nuclear launch or a hidden underground lab. The Third Eye system indicated Agents fired unprovoked first, and the programs combat protocols reacted exactly how they should have. This "Fire First" issue, along with accounts of Agency contact describing extreme paranoia from the team, leads The Agency to believe most of the accounts and descriptions given is a product of battlefield stress or some other type of psychological breakdown. The Third Eye program itself was not without flaws. Most notably, the power consumption was way above estimation, causing a blackout to the rest of the facility, the believed reason for the communication blackout. Also, the inability to dispense with seven people on foot, product of accident or otherwise, is a concern. However, the errors cannot account for the team's description of events. Psychological evaluation and possible suspension is recommended.