



Mission 83 - Operation Cold Apollo

20th October 2016 - Alien Abductions - Ogbomosho, Nigeria

Area of Operations: Waterfront

Swarming Activity

OPERATION COLD APOLLO

ALIEN ABDUCTIONS
OGBOMOSHO, NIGERIA



TIP: Although they have cybernetic enhancement, MECs can still be healed with Medikits as well as by upgraded Arc Throwers.

MISSION BRIEF:

Alien abduction in progress. Site is clear of civilians; collateral damage is not a concern.

MISSION OBJECTIVES:

- Neutralize all hostile targets
- Locate and secure any Meld canisters

READY TO ENGAGE

LAUNCH MISSION

We sat down the Skyranger at the end of the pier with a storage building between us and the theatre of operations. This was the first of four, possibly five, missions X-Com had to handle in the next few days.

It felt bad even before liftoff from the base. The flight was tense. We spent the time in mostly silence. Not because of focusing on the task at hand, as was usual. But because of a nervous feeling for what was ahead.

Let's take a look at the soldiers that made the squad selection this time: The C-squad of X-Com.

Mission 83: Alien Abductions - Ogbomosh, Nigeria **Activity: Swarming**

Soldier 1 **AO: Waterfront**

EDIT LOADOUT

INVENTORY

- Carapace Armor
- Laser Shatterray
- Pistol
- Medikit
- Flashbang Grenade

LOCKER

- Kestrel Armor (x1)
- Phalanx Armor (x9)
- Tac Armor
- Tac Vest

STATS

HAI LE
LANCE CORPORAL
MISSIONS: 5
STATUS: On Mission

KILLS: 2

506/700 **5+5** **12+2** **51**
80/100 **65+6** **-2** **0.0**

ABILITIES

- Field Medic
- Field Surgeon

75002-300L

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But if Le has to kill something, the situation will be dire and the rest of the squad out of TUs, incapacitated or dead.

Mission 83: Alien Abductions - Ogbomoshos, Nigeria

Activity: AO: Waterfront Swarming

Soldier 2

EDIT LOADOUT

INVENTORY

Carapace Armor

Gauss Stuttergun

Pistol

Chem Grenade

Smoke Grenade

LOCKER

Kestrel Armor

Phalanx Armor

Tac Armor

Tac Vest

SERGEANT

STATUS: On Mission

KIERAN STONE

'Bishop'

MISSIONS: 5

KILLS: 6

ENGINEER

1557/2000

100/100

6+5

65

14+2

4

39

0.0

ABILITIES

Grenadier

Smoke Grenade

Smoke and Mirrors

Repair

←

20th October 2016

←

→

Kieran Stone, Sergeant, Engineer from South Africa. Smoke and Mirrors chem and smoke grenades.

Support engineer with no explosives. The Stuttergun should make him useful after spending the grenades. But his main job is to afflict chemical imbalance to those hard-to-take-down enemies.

Mission 83: Alien Abductions - Ogbomosh, Nigeria Activity: AO: Waterfront Swarming

Soldier 3

EDIT LOADOUT

INVENTORY

Phalanx Armor

Sniper Rifle

Pistol

Laser Sight

SCOPE

LOCKER

Kestrel Armor

xl

Phalanx Armor


x9

Tac Armor


∞


Tac Vest

∞

CORPORAL

THEMBA MABUZA


 'Walker'


 SNIPER


MISSIONS: 3


KILLS: 6


STATUS: On Mission


 1182/1200


 6+3


 11-1

 51


 60/100


 82+12


 -3

 0.0

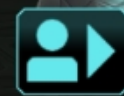
ABILITIES

Squadsight 

Disabling Shot 

Ranger 

← 20th October 2016



Themba Mabuza, Corporal, Sniper from South Africa.

With only one laser sniper rifle - given to my 2nd sniper - Walker is left with a regular sniper rifle. However, the only important function he has is using his disabling shot perk. He doesn't need to do much damage. Only to disable that Cyberdisc or Mechtoid. Any gun will do just fine, as long as it is a hit.

Mission 83: Alien Abductions - Ogbomosho, Nigeria

Activity: AO: Waterfront

Swarming

Soldier 4

EDIT LOADOUT

INVENTORY

Carapace Armor

Gauss Machine Gun

Armor Piercing Ammo

Alloy Jacketed Rounds

LOCKER

Kestrel Armor

Phalanx Armor

Tac Armor

Tac Vest

CORPORAL

STATUS: On Mission

CARLOS VARGAS

'Crash'

MISSIONS: 4

KILLS: 7

700/1200

80/100

6+5

79

11-3

-3

47

0.0

ABILITIES

Squadsight

Executioner

Suppression

HEAT Ammo

←

20th October 2016

←

→

Carlos Vargas, Corporal, Gunner from Argentina.

Gauss machine gun, armour piercing ammo and alloy jacketed rounds. With the executioner and HEAT ammo perks, Vargas is a lean mean killing machine.

Mission 83: Alien Abductions - Ogbomoshos, Nigeria

Activity: AO: Waterfront Swarming

Soldier 5

EDIT LOADOUT

INVENTORY

Carapace Armor

Gauss Rifle

Pistol

Chameleon Suit

Motion Tracker

LOCKER

Kestrel Armor

xl

Phalanx Armor

x9

Tac Armor

∞

Tac Vest

∞

SERGEANT

ADEGOKE OLASUNKANMI

'Garrote'

MISSIONS: 11

KILLS: 11

STATUS: On Mission

SCOUT

1643/2000

5+5

13-1

55

100/100

80

0+4

0.0

ABILITIES

Battle Scanner

Lightning Reflexes

Resilience

Deadeye

← 20th October 2016

←

→

Adegoke Olasunkanmi, Sergeant, Scout from Nigeria.

Given the only gauss rifle, Garrote is ready, willing and able(?) to defend his nation of birth. There is no doubting his motivations for this mission.

Mission 83: Alien Abductions - Ogbomosho, Nigeria Activity: AO: Waterfront Swarming

EDIT LOADOUT

INVENTORY

Carapace Armor

Heavy Laser Rifle

Pistol

Enhanced Beam Optics

Medikit

LOCKER

Kestrel Armor
x1

Phalanx Armor
x9

Tac Armor
∞

Tac Vest
∞

Soldier 6



CAPTAIN

JOSHUA LAWSON
'Boomer'

INFANTRY

MISSIONS: 14

KILLS: 21

STATUS: On Mission

1988/2000

4+5

12+2

42

100/100

81+6

5

0.0

ABILITIES

Suppression

Sprinter

Stay Frosty

Light 'Em Up

Semper Vigilans

Steadfast

Lead By Example

20th October 2016

Joshua Lawson, Captain (Sergeant rank), Infantry from New Zealand.

Steadfast and an example to the rest of the squad, Boomer takes the lead with no hesitation.

Mission 83: Alien Abductions - Ogbomosho, Nigeria

Activity: AO: Waterfront Swarming

Soldier 7

EDIT LOADOUT

INVENTORY

Carapace Armor

Laser Sniper Rifle

Laser Pistol

Alloy Bipod

Enhanced Beam Optics

LOCKER

Kestrel Armor

Phalanx Armor

Tac Armor

Tac Vest

TECH SERGEANT

'Demon'

STATUS: On Mission

JAMES TURNER

MISSIONS: 15

KILLS: 36

SNIPER

2610/3000

100/100

4+5

85+12

13+3

4

44

0.0

ABILITIES

Squadsight

Snap Shot

Sprinter

Depth Perception

Muscle Fiber Density

Ranger

Lone Wolf

←

20th October 2016

←

→

James Turner, Tech Sergeant, Sniper from Great Britain.

Laser sniper rifle with enhanced beam optics standing on an alloy bipod. Add ranger and snap shot perks and we have a versatile sniper that can kill.

Mission 83: Alien Abductions - Ogbomoshos, Nigeria Activity: AO: Waterfront Swarming

EDIT LOADOUT

INVENTORY

Carapace Armor

Gauss Autorifle

Alloy Plating

SCOPE

LOCKER

Kestrel Armor
x1

Phalanx Armor
x9

Tac Armor
∞

Tac Vest
∞

SERGEANT

CHRIS ARMSTRONG

'Tex'

GUNNER

MISSIONS: 7

KILLS: 14

STATUS: On Mission

1850/2000

5+7

13-2

50

100/100

74+8

1

0.0

ABILITIES

Will to Survive

Suppression

Shredder Ammo

Steadfast

20th October 2016

Chris Armstrong, Sergeant, Gunner from the United States of America.

With an autorifle, Tex is ready to either kill, suppress or shred.



Turn 1:

Garrote activates his tracker, jumps through the window and runs up to the door. The tracker beeps, revealing a lot of enemies and a meld-container. The two snipers take position outside and to the left. The rest of the squad follows Garrote inside the building.



Turn 3:

Vargas opens the door. That is a Cyberdisc. Turner opens the fight with a 10 damage crit. Lawson follows up, but the Cyberdisc gets four damage reduction, leaving Lawson with a two-damage hit only.



Vargas weighs his options. Suppression is a good option. But there are three drones ready to patch up the Cyberdisc, should it survive this turn.

And 89% is a good percentage. Besides, at eleven of twenty-three hit-points the Cyberdisc is susceptible to the executioner perk. Vargas shoots...



... and the Cyberdisc crashes to the ground. It had no chance. The drones have nothing to repair now.

Garrote takes a 70% shot at a drone, and misses. So, the drones...



Turn 4:

...they are coming for my snipers. Shouldn't be too much of a problem, though.



Stone moves to the window and fires at the closest drone. It is a 52% miss. Armstrong takes a 65% shot. That ends up a miss as well. Garrote hits a 70% shot, but only does four damage. Le moves and takes a 50% shot, only to make it three misses out of four shots. Turner picks up his laser pistol, but the hit does only one point of damage. The drone is left alive with one hit-point to spare.



Mabuza manages to disable the drone in the middle of this picture. Lawson decides to go outside, but in doing so he activates the Mutons up in the top left. That complicates things a bit.

Vargas suppresses the closest of the two Mutons, but the other one suppresses Vargas back.



Turn 5:

The closest Muton tries to run for it. Vargas kills him with suppression-overwatch.

Now, about that one hit-point-left drone...



... it comes behind the container to do four hit-points worth of damage to Mabuza.

Sigh! How many times must I tell the squad: This is NOT a capture-the-alien mission. This is a KILL 'EM ALL mission!

Medic Le moves next to Mabuza and kills the drone. You could've done that last turn, you know.



Armstrong shreds the 2nd drone, leaving it with one hit-point. Turner is told to take a 72% shot to finish off the drone. He doesn't like to be told what to do, so he misses. Leaving the kill to Mabuza, who hits with a 53% shot to kill and earn himself a promotion to Sergeant.

Stone smokes Vargas, who is being suppressed by a Muton. Vargas suppress back.



Turn 6:

Lee heals Mabuza. Vargas tries to suppress an overwatching Muton. Luckily, the covering fire opportunist Muton misses Vargas, and ends up being suppressed. Stone then throws a chem grenade on the dangerous Muton. I bet he's feeling sick.



Garrote moves out to take care of the drone. While doing so, he activates a pod of five Sectoids and a drone. For his troubles he doesn't even get a kill.

Lawson commands Garrote, and the scout retreats into the building again.



Turn 7:

Lawson is hit for two points of damage by the surviving drone, and he is under suppression by a Sectoid leader. Vargas finds himself suddenly in the doorway, unable to step back into cover. Neither can he step outside through the open door. So, he moves back into the small room to the side, with a Sectoid overwatch barely missing him.



Collapsing walls give Garrote a shot at the drone just outside. The shot is a kill. Turner shoots a drone threatening to flank our position, but leaves it one hit-point. Haven't we seen this before? Mabuza fires an 89% shot at the same drone... and misses! Stone was unable to go through the open door. He went inside instead, and popped a smoke to cover Lawson.

The captain - not liking the idea of getting flanked next turn - ran for it, but alas! The Sectoid leader suppressing him made the shot, and the kill. Our first casualty of the mission is the commanding officer.



Turn 8:

Le fires a 46% shot to kill the drone Turner and Mabuza left alive last turn. Vargas suppresses a Sectoid that suppresses Armstrong. Armstrong then moves back, and the overwatch misses him. Garrote moves up through overwatch; lightning reflexes protects twice. Then Stone smokes him and he hunkers down in a forward position.



Turn 9:

Garrote visited by a Seeker. Turner takes a 57% shot on a Muton, and hits for five. Mabuza misses a 74% on the same Muton. Stone runs an overwatch to get out and take a 76% shot on the Seeker on Garrote's head. It is a hit, but no release. Armstrong lands a 57% from inside the building to kill the Seeker. Garrote catches breath. Vargas then decides it is a good idea to suppress the injured Muton.



Turn 10:

Garrote is psi-panicked by the same Sectoid leader who killed Lawson. Stone chems two Mutons and a Floater. Turner lands a 72% shot on the acided Floater, but seven damage is no kill. Mabuza takes his 54% shot on the injured Muton, but misses. Armstrong gets hit for six by overwatch when running up to the doorway. Luckily for him, medic Le is there to heal him up the second he hits the wall next to the doorway.



Turn 11:

Turner tries his 72% luck on a Floater. He misses again. The wall in front of Vargas has collapsed. He is in the open, and moves back to take cover. Stone and Garrote is in a forward position, both panicking and Garrote is being mindfrayed by a lot of Sectoids. It doesn't look good.



Armstrong suppresses the closest Sectoid. But there are many, many problems just in front of the squad now.



Turn 12:

Garrote is killed by a merciless Heavy Floater. Mabuza takes a 59% shot at the Heavy Floater, and does four points of damage. It is barely a scratch. And he can re-generate. Le takes a 42% on the forward Sectoid. It is a miss. Armstrong targets the same Sectoid, but misses his 33% shot. Vargas' best shot is a 54% on a Floater. Again, it's a miss.



Turn 13:

Stone retreats into the building. He is hit by one of two overwatches, for four hit-points. Turner has only one target. A 62% shot on the Heavy Floater. It is a miss. Mabuza tries a 49% disabling shot on him, but that misses as well. Mabuza, you have only one job on this mission! Armstrong flanks a Floater with a deathwish. The shot shreds, but gives only five damage. Our medic, Hai Le, finishes the job. Vargas suppresses the other Floater just outside. The one top right in the picture.



Turn 14:

My snipers have another problem, besides missing their shots. Armstrong takes a 63% shot for nine damage and shred. Stone tries his 37% luck... and hits for four hit-points.



Turner gets his laser pistol out, but misses a 75% shot. A life or death decision. Mabuza takes his 43% shot, only to miss as well.

I blame Turner's miss. If he had hit, Mabuza could've moved closer and used his pistol for the last one to two points of damage needed. Instead he had to settle for a lowly 43% sniper rifle shot.



Turn 15:

The Heavy Floater proceeds to kill Stone. Never allow a Heavy Floater to live. Turner takes a 56% laser sniper rifle shot only to miss. Am I seeing a pattern here now, Turner? Injured Armstrong stands right beneath the Heavy Floater with a 64% shot. It hits, but the Heavy Floater is alive with... you guessed it: One hit-point left.



CPL Mabuza uses Fire (Pistol) on Heavy Floater: 68%
[Alien Rifle explodes into fragments.]
[Alien Grenade explodes into fragments.]

Mabuza draws his pistol and takes a 68% shot at the one hit-point-left Heavy Floater. It is a kill.



Turn 16:

Le is psi-panicked by a Sectoid. But look who's casually standing out in the open! Turner tries to move into position outside of the container to the left, but is hit with overwatch for five hit points. His shot is therefore a 19%, and he moves back behind the container.



Vargas takes his 79% shot for a 16 crit kill. Then Armstrong moves in for a 55% flanking shot on the other Muton. It is a hit, and a 9 crit kill.



Turn 17:

Vargas is hit by a sneaky Floater coming around the corner to the right of the building. Then killed by an executioner perked Sectoid. There was nothing that could've been done. Except from killing the aliens off earlier, of course.



While Le is busy panicking, Mabuza 5 crit the Floater with an 83% pistol shot. Armstrong has to reload his empty autorifle, and Turner... well, we all know how his shots end up, don't we?

He moves into position and takes his 53% laser sniper rifle shot. It misses. Of course.



Turn 18:

The Sectoid was the alien hitting Mabuza with a 20% shot for seven damage. Funny thing is: The Floater had to re-load. If not, Mabuza would surely be dead by now. Le heals Armstrong. Armstrong misses a 70% shot on the Floater.

Mabuza takes his 2% shot, and misses. No miracles this turn.



Turn 19:

The miracle happens next turn, when the Floater misses his shot as well. Then Mabuza is psi-panicked by a Sectoid, and Turner decides it is time to hunker down and cry a little bit himself.



At least Armstrong can take care of the Floater with his 79% shot...oh, never mind.

Then Le fires his pistol, after moving just beneath the Floater. The 67% shot misses. As if that should surprise anyone by now...



Turn 20:

The Floater misses Le, and our medic gets a second chance. Le! How many times do I have to tell you? This is not a capture-the-alien mission! Silly medic! Turner gets out his laser pistol. His 79% shot finally lands to kill the flying nightmare.



Turn 21:

Armstrong suppresses a Sectoid. Turner steadies his laser sniper rifle.



Turn 22:

Armstrong is psi-panicked by a Sectoid. I wish they'd stop that. Turner - with four hit-points left - has a steadied shot at 49% chance-to-hit. The toss ends up tails, as usual. Le decides it is finally time for the flashbang.



Turn 23:

Le advances to flank one of the Sectoids. The shot hits, but for five damage only. No kill.



Mabuza has a 34% hit/ 32% crit shot at the Sectoid behind the wall next to Le.

Now, THAT is what I call a good shot.



Turn 24:

Next turn begins with a Sectoid psi-panicking Le. On the positive side: Turner was so embarrassed being outperformed by Mabuza that he had to hit his next 49% coin-flip out of pure necessity. Armstrong suppresses the one Sectoid he can see.



Turn 25:

Mabuza tries his 34% shot on the one hit-point-left Sectoid. This time it is a miss. Armstrong is tired of this mission, as well. He just wants to go home now, so he takes his 33% shot. And misses. Le is still panicking. Turner steadies.



Turn 26:

Le backs off to overwatch. The others have to re-load this turn.



Turn 27:

Armstrong is being suppressed. He suppresses back.



Turn 28:

The full-health Sectoid flees, and Armstrong misses his suppression-overwatch shot. Le moves up. The one hit-point Sectoid misses his overwatch. As is fair.



Turn 29:

Full-health Sectoid tries mindfray on Turner. It fails. Turner shoots back, but the 49% misses again. Armstrong jumps through the right-back window, finds the one-health sectoid, flanks him and totally overkills with a 10 crit. However, this leaves Le free to advance and hunker down behind a crate.



Turn 30:

Le moves up and hunkers. He is hunting the last Sectoid. Armstrong moves up and suppresses him.



Turn 31:

Turner is given another chance at 49%. Turner comes up short, missing again. How many is that now, Turner? Mabuza, however, hits his 34% shot to kill the last remaining Sectoid and win the mission.

Mission Completed

OPERATION COLD APOLLO

ALIEN ABDUCTIONS
Ogbomosho, Nigeria
1:21 pm

Aliens Killed

RESULTS: 17

RATING: Excellent



XCOM Operatives Lost

RESULTS: 4

RATING: Poor



CONTINUE

Four brave soldiers lost their lives protecting Nigeria:

Captain Joshua "Boomer" Lawson, New Zealand

Sergeant Kieran "Bishop" Stone, South Africa

Sergeant Adegoke "Garrote" Olasunkanmi, Nigeria

Corporal Carlos "Crash" Vargas, Argentina

DEBRIEF



OPERATION COLD APOLLO

Artifacts Recovered:



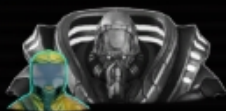
4 × Sectoid Corpse



3 × Floater Corpse



Heavy Floater Corpse



3 × Muton Corpse



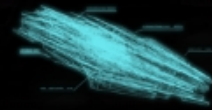
CONTINUE



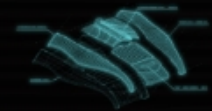
Cyberdisc Wreck



4 × Drone Wreck



14 × Elerium



18 × Alien Alloys



27 × Weapon Fragment

CONTINUE



4 × Meld



Seeker Wreck

CONTINUE

We did get a few things for our troubles. Not really worth it, though. But, at least, we kept the panick-levels from rising.

DEBRIEF



OPERATION COLD APOLLO

DAMAGED ITEMS



4 × Carapace Armors



Chameleon Suit



Phalanx Armor



Heavy Laser Rifle



Gauss Machine Gun

CONTINUE

Having the chameleon Suit and gauss machine gun damaged was a huge setback.

Also, the four missing carapace armours will surely make the two terror-missions coming up a lot more difficult.



OPERATION COLD APOLLO

Council Transmission

The XCOM squad deployed to Nigeria has stopped the alien abduction in Ogbomosh. Nigeria is deeply grateful for your help and hopes that these rewards will be of use to the XCOM project:

§138

24585047
73026795
87685750
6

CONTINUE

Nigeria is pleased, though. At least, that is what the council wants us to believe. I wonder about that, to be honest. We're not having any direct contact with our funding nations. Everything goes through our contact at the council.

Are we being kept from vital information? Is this contact to be trusted? Who knows anymore?

It doesn't really matter. We have a terror-mission coming up next...