

Operation False Signal.

Type: Sabotage / Psychological Warfare

Goal of CI: Disrupt the foundation and spread distrust in the Foundation through misinformation and confusion.

Event Summary.

Chaos Insurgency deepcover agents have secretly planted small signal devices across several departments. These devices interfere with systems and broadcast propaganda meant to undermine trust in the Foundation.

They are not powerful anomalies — their strength comes from confusion and misinformation.

Phase1 - Strange Signs.

The incident begins with small, unexplained disturbances throughout the complex. At first it should feel like a technical glitch, not an attack.

Departments start reporting small issues:

- Quiet beeping sounds coming from walls, vents, or ceilings
- A short alarm tone that goes off after a few seconds
- The radio is briefly filled with static.
- The light flickers for a moment

None of these incidents last long enough to cause immediate panic. Eventually someone notices a small transmitter device hidden in his department.

Possible locations:

- Behind a desk.
- Inside a plant pot.
- In a ventilation corner.
- Under a table or cabinet.

The device looks crude but deliberately constructed. It may have a small antenna and wires connected to the battery pack.

Personnel now realized that someone had deliberately placed these devices. Security will likely start searching other departments.

During this phase, CI agents inside the facility may attempt to mislead personnel or quietly move equipment.

Phase 2 - Confusion spreads.

More transmitters are activated. Disturbances become more noticeable and occur more frequently.

Example staff can run:

- The evacuation alarm sounds for five seconds and then goes off.
- The door system malfunctioned for a short time.
- Intercom systems are playing distorted speech.
- The radio is receiving broken messages that have been cut off.

This is the time when signs of promotion start appearing.

Examples of radio messages:

"Foundation personnel... Do you really trust the people who run this place?"

or

"They tell you the world is safer because of them."

"Ask yourself how many secrets they keep from you."

Some personnel may believe that the alarms are genuine. Others may believe they are fake. This uncertainty is exactly what CI wants.

During this phase, players must remain active:

- More transmitters are being discovered.
- Efforts are being made to find out whoever has planted them.
- Debating about whether the alerts are real or not.

Phase 3 - Spread the word.

Eventually the devices synchronize and connect to a central transmitter. This transmitter amplifies the signal and begins broadcasting messages to multiple systems.

Propaganda becomes clearer and more direct.

Example:

- "You hide monsters from the world... but you are no different from them."
- "Your leaders tell you the world is safe because of prevention."
- "How many lies do you have to tell before you stop believing in them?"

Additionally, the error increases slightly:

- Alarms repeat randomly.
- Doors lock and unlock for a short period of time.
- Radio shutting down during important communications.
- Lights are flickering in many areas.

Nothing destructive - the purpose is to make personnel feel that the facility is losing control of its systems.

Security teams may begin searching departments looking for the main transmitter.

CI agents may try to play it safe or slow down the search.

Phase 4 - Resolution.

Personnel eventually locate the main transmitter equipment.

It may be hidden in an unexpected place, such as:

- A maintenance room.
- Inside a department office.
- Behind a wall panel.
- Inside a storage crate.

This device is large and is clearly coordinating with others.

Once the main transmitter is turned off:

- Alarms stop sounding.
- Radio returns to normal.
- The light becomes still.
- Other devices stop transmitting.

Before the signal completely ends, one last message may play:

"If we can get this far inside your walls..."

Pause.

"...What makes you think we're not everywhere already?"

After this, the facility regains control of its systems.

However, the realization that CI intruders have planted the tools may make personnel uneasy.

Contingency Guide.

If Players Find the Main Device Too Early - Do not end the event immediately.

Instead:

- The device was only a relay node.
- The real transmitter activates somewhere else.
- More devices begin triggering.

If Players Ignore the Devices - Increase the disturbances.

Examples:

- More frequent alarm sounds.
- Louder radio interference.
- Doors malfunctioning more often.

Eventually a department may report multiple devices activating at once, forcing personnel to investigate.

If Players Destroy Every Device Quickly - The CI signal switches to propaganda only.

Instead of system interference, staff focus on:

- Radio messages.
- Intercom propaganda.
- False announcements.

The event becomes more psychological.

If Players Start Panicking or Rioting - Reduce the disturbances slightly.

The goal is confusion, not total chaos.

Too many alarms can make the event feel like a real breach instead of sabotage.

If Players Immediately Suspect Specific People - Allow the investigation to continue naturally.

Even if the suspects are wrong, the paranoia adds to the event.

CI agents can try to shift suspicion elsewhere.

If the Event Stalls - Trigger a large synchronized signal event.

Examples:

- Every alarm plays briefly.
- Intercom plays propaganda loudly.
- Radios fill with static for a few seconds.

This reminds players that something bigger is happening.