

Operation Redcrow

Briefing (Read to Players)

Two weeks ago the CDC was informed of a bacterial outbreak in a small African village on the outskirts of the DRC (Democratic Republic of Congo), understanding the dangers of the region the CDC still sent a research team along with a squad of UN troops as security. Every member of the team was chipped with trackers just in case it all went south, and it has.

48hrs ago the chips, except for two went black. Communications in the area were intermittent anyway, but now there is nothing. The UN offered to send in a larger force to secure the area, but fears of causing an international incident and rumours of an outbreak of an infectious disease have led to a decision to keep this on the down-low, which is where we the ICO come in.

Recent satellite imagery indicates that the village and CDC camp are dark, thermal images indicate two persons held in a building in the centre of the village, this we think are our CDC researchers as their chips do respond to pings. The surrounding jungle tells a different story, we believe local militia have secured the village and are possibly responsible for the deaths of the people and the research team, but this has not been verified.

You will be taken by chopper and will disembark one klick outside the jungle perimeter it is then

half a klick through the jungle to the village and camp. The jungle is patrolled by militia; you have total freedom in how you approach that but be aware that reinforcements being called will make the situation FUBAR. We need you to appraise the situation on the ground, get any survivors out and secure any data from the CDC camp. Once this is done the chopper will return to pick you up, this is all about quick and quiet people, so let's show the world what we are made of, and not cause a war in the Congo.

Handlers Brief

A small village in Africa began showing symptoms of a strange bacterial infection, which came from the small river they gathered their water from, the symptoms were unusual but not deadly. The CDC was called to test the water and to gather samples of what could turn into a major outbreak, at first the CDC was reluctant, but under pressure from a Dr Forster the CDC agreed to send a team but with a heavy security presence.

When the research team arrived they set up outside the village and began to examine the victims which by then were most of the villagers, they quickly realised that simple antibiotics would clear it up, but this was not the case, the antibiotics seemed to make the infection worse, and people began to die, the team quickly began to test the infection to find out why.

That is when the dead began to walk again.

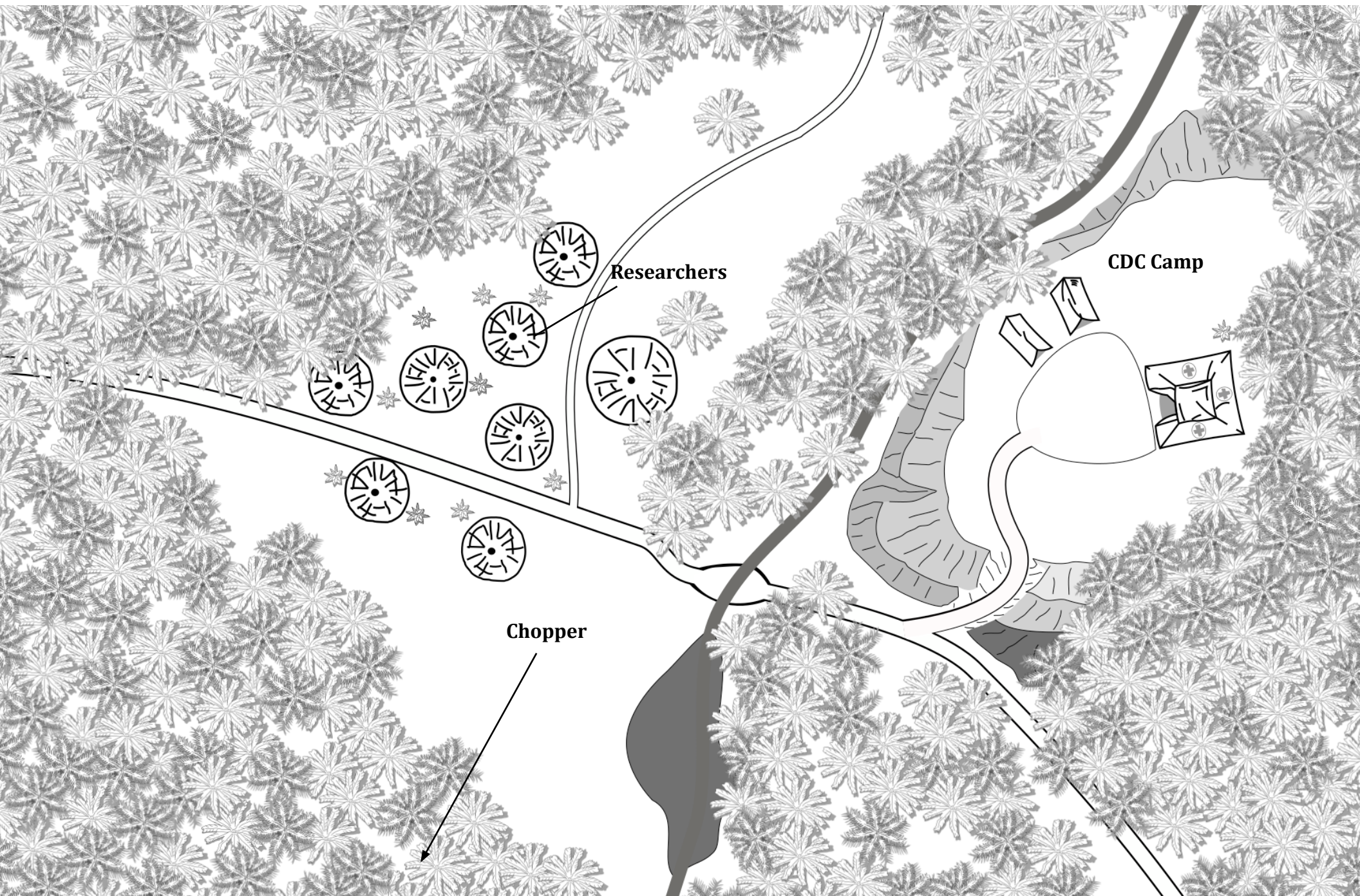
It began slowly with mourning families being bitten by what they thought were dead loved ones, the bites spread the infection and soon the whole village was infected, and most of the research team were dead apart from Dr Forster and his assistant.

Dr Forster

Dr Isaac Forster is a bacterial specialist and a respected member of the CDC; he is also working for the CIA. Two months ago, the CIA developed bacteria that would be waterborne, and they needed to test it, and the obvious choice was Africa. The bacteria would give flu-like symptoms and eventually disperse after a week or so. But, Forster had also been working on a project, a drug that would accelerate symptoms into much worse infections. Though Forster already knew about the CIA's bacterial infection and he knew it would harmlessly pass after a week he saw this as the perfect opportunity to test out his accelerate, and he exchanged many of the antibiotic bottles with samples of his work, ultimately causing the increased and now deadly results.

The Militia

The Militia is under the command of General Mamadou Ilunga, a would-be warlord in the area. One of Ilunga's patrols had been approaching the village when they witnessed the undead attack and quickly reported it back, Ilunga decided to quarantine the area by placing men in the jungle who would shoot



any undead leaving the village, the General is happy for them to continue roaming the village but fears evil spirits if he or his men enter.

The Militia will also attack anyone entering the jungle as most of them are already spooked and a bit trigger happy, also Ilunga has been feeding his men various drugs to keep them alert which has only made them more jumpy and wired.

The Squad Arrives

The operators are dropped off at night one klick from the jungle; they should be allowed to gear up with whatever they need (Nightvision and Suppressors are a must-have). The journey to the jungle is uneventful, but as they near the trees, the noises of the jungle at night should be emphasised along with strange gurgling shouts and screams (zombies).

Entering the Jungle the team should be aware of the patrols, and here they have their first choice, avoid the patrols or kill any they cross paths with, remember the operatives still think the militia killed everyone.

For Militia stats use the ones from the core book, as Ilunga has used his best men and they are all hopped up on opiates, I recommend using the stats for Standard or Major Tangos. For Savage Ghost Ops use the Soldier stats on pg 188 of the SWADE Core book.

The Call

At some point either before reaching the jungle or during the teams travel through it they will receive a call from the Handler, the operators will be informed that the CIA has called in an airstrike to wipe the area off the map, why? No one is saying, but the operators have 3 hrs to get the CDC researchers out of the jungle before the area is firebombed.

The CDC Camp

The Camp seems quiet when approached, but it will quickly become evident that some of the researchers still wander around. There are three main tents in the area, Researcher living quarters, infirmary and research. The research tent holds the information that the operators need in the form of a laptop. The research tent also holds a lab which is fully equipped.

Laptop Files

If the operators check the laptop, they will find various files and diary excerpts like the following:

Day 3 – So it was a simple solution, antibiotics seem to work, what a waste of a journey and the bunch of money used to fund it, someones gonna be pissed.

Day 5 – Ok so I spoke too soon, we thought the patients were getting better but it now seems they are dying with no reason, this whole

situation as suddenly got a whole lot worse, also the security team are now saying that there is an increase of militia activity, that is all we need,

Day 7 – Those patients we thought were dead well hard as it is to believe, but they are coming back to life, and biting people, this is like something from a bad horror movie. We are going to attempt to get a test subject and find out why this is happening, someone suggested that we have a bad batch of antibiotics, but that's ridiculous.

Day 10 – I don't have much time, but if you find this laptop it's the antibiotics, they have something active within them which is causing the dead to come back to life, more aggressive and infectious. Most of the team and all of the villagers are now either dead or infected, and we have heard voices in the jungle which we think are militia. One of the security team went to talk to them, but we think they shot him. There is a secure building in the village; we are going to hold up there and pray.

Discovering the Truth

One of the laptops belongs to Dr Forster and has the following entries:

Day 3 – The antibiotics have been given to the patients, and the results seem good, no adverse effects from N45/R.

Day 5 – The patients that received the antibiotics spiked with N45/R are dying; this is an unforeseen side effect and not one that was

apparent in the various test subjects in the lab. I will need to remove those antibiotics with the accelerator and dispose of them before someone discovers it.

Day 7 – Patients are coming back to life, most unusual; I will need to test to see if this is a result of the N45/R or some other variable.

Day 10 – It is all chaos, did I cause this, my assistant and I are moving to a more secure location in the village, we hope that someone comes soon. I sent the results to the CIA, but with no response, maybe they will send a cleanup team and rescue me.

The Village

Of the 85 people that lived in the village almost 70 of them are now zombies, wandering around looking for flesh. The moaning from the living corpses reverberates through the jungle and is loudest at night.

The Zombies

The operators will need to face the zombie population, which is made up of villagers, researchers and a few UN security forces. For those playing the mission using Savage Ghost Ops use the Zombie Stats on pg 191 of the SWADE Core Book.

For those of you using the FeralEngine Rules, the Zombie stats are below.

Zombie

Attributes	Lvl 1	Lvl 2
Awareness	4	3
Skill	1	1
Unarmed	3	4
Weapon	Claws & Bite	Claws & Bite

Lvl 1 Zombie - These zombies are more aware but not as strong, their instincts are still honed and have probably not been dead for as long.

Lvl 2 Zombie - These zombies have been dead longer and are more aggressive but less aware.

Claw & Bite Attacks - Bites and Claws each do 2 damage, zombies can attack twice either with 2 claws or a claw and bite. Being bitten for more than 2 points of damage will cause infection and the victim will turn within 5 rounds.

Zombies will always go for exposed flesh if they can.

Mass Attacks - Zombies attack in mass if there are enough around. Being attacked in this way places the target at a +1 disadvantage equal to every 3 zombies involved in the attack, so if you have 6 zombies attacking you that would be a level +2 disadvantage.

Zombie Awareness

Zombies are attracted by sound and smell more than any other sense; their eyesight is not so good, which is why they seem to fall over a lot or bump into things. Operators that are bleeding will receive penalties if they wish to avoid zombies using stealth, and any noise will attract all the zombies in an area, who will follow relentlessly.

Shoot em in the head

Zombies can only be killed with headshots or head trauma, making the TN to kill a Zombie 4 or in SW making every shot a called shot. Zombies can be knocked prone, which will cause them to take two turns getting back up or having their limbs removed, which may slow them down but not kill them. Burning is also a good way to destroy the zombies (CIA worked this out), but they will still move towards the operators possibly also burning anyone they manage to grab.

Zombie Bites

Anyone bitten by a zombie will turn within five rounds of being bitten. Only removing the infected area completely or being shot in the head will stop this from happening. Operators that have been bitten will receive the same stats as the zombies above and be controlled by the player.

Zombie Movement

The Handler can decide whether the zombies are fast or slow, we would recommend slow as it is a small area and fast zombies could overwhelm the operators pretty quickly.

Finding the Researchers

The researchers have locked themselves inside a building in the centre of the village; the building is surrounded by zombies that will need to be cleared. While hiding the researchers have not been idle, and they think they have found a solution to the outbreak, but they will need to get to the CDC camp and the research tent to create a cure, this is the operators call, they can escort the researchers to the CDC camp and then protect them as they work, or they can decide not to do this and force the researchers to leave the area and back to safety.

The researchers are not soldiers and will be slow and noisy; this should be used to increase tension as the operators make their way either to the jungle and escape or to the CDC camp. Their mission was to rescue the researchers, and that should be their priority especially before the area is firebombed.

Attributes	Assistant	Forster
Awareness	3	2
Skill*	3	4
Unarmed	2	2
Weaponry	1	1
Weapon	None	None
Armour	None	None

**Skill - This relates to knowledge skills not skills like Stealth and Athletics which will be the Skill/2.*

SW Players - Give the Researchers low Toughness, Stealth and Athletics.

Back to the Research Tent

Heading back to the research tent should be slow and dangerous neither researcher is trained for this, and there should be tense moments when a noise is made, and zombies are sniffing or shuffling towards them only to lose interest and move away. Using knives to dispatch zombies is advisable with firearms being the last resort.

The research and creating a cure will take over an hour so if the operators do not have the time they should avoid this. Otherwise it will be an hour of fending off zombies, dealing with the researcher’s issues and even possible delays as vials are broken, computers act up, the power goes out or whatever other events the handler can come up with to keep the mission tense.

Once the cure is done it will need to be tested, meaning they will need to catch a test subject, this will fall to the operators to do in whatever way they feel fit.

Escaping the Jungle

If the operators decide to grab the researchers and flee they will still need to navigate the village which is full of zombies and then the jungle and the militia. But getting through this will lead to the arrival of the chopper.

Even if they do the research they will still need to get to the chopper before the area is firebombed as this will not be called off. We would suggest a chase as the zombies hear the operators and follow them into the jungle

Ending

You dive into the chopper as you hear the cries of zombies close behind, followed by the gunshots of the militia, safely onboard the chopper lifts off and heads east away from the Congo. As you watch the jungle diminish in the distance you hear the roar of engines as two jet fighters fly over the area which is quickly followed by loud ‘whumps’ and huge flames engulfing the village and surrounding jungle.

Failure or Success?

Failing to rescue the researchers or grab the files will be considered a failure, as will everyone dying in a firestorm.

Saving the researchers but failing to grab the files will be a partial failure

Saving the researchers and the files will be a total success.

The CIA would prefer the whole lot to go up in smoke as that will remove any evidence of their attempts to experiment on the African people and also extinguish the threat.

Saving the researchers, the files and discovering a cure will be considered an exemplary success and will give each operator extra experience and cash, this will lead to the release of information which will embarrass the CIA and have Dr Forster removed from the CDC (maybe to come back later as a disgruntled mad scientist HVT).

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Thanks to
The Ghost Ops Community

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Discord
<https://discord.gg/Dx9rRVg>

Reddit
<https://www.reddit.com/r/GhostOpsRPG/>

We hope you enjoy the mission and have a great Halloween.

Coming Soon

Antarctic Ice Station

A Research station deep in the Antarctic sends out a encoded message claiming that they have found something beneath the ice something terrifying. The ICO is called in to get to the research station and secure whatever is there, but they are not the only ones, special forces teams from across the world rush to get there first and secure their countries future, and all are ready to kill anyone that gets in there way.

Antarctic Ice Station is both a sourcebook of the Antarctic and campaign for the Ghost Ops RPG and for Savage Ghost Ops.

Inspired by the books of Matthew Reilly and given permission by the author to use the Iconic Maghook used by the character Scarecrow.