Mysteries Deepen

- Sanctuary near the LV QZ - June 1st, 1998
- Factories outside of LV Quarentine Zone - Octoboer 16th, 1998
- Raven Creek Front Gate - Feb 12th, 1999
- Raven Creek Liberation - March 17th, 1999
- First contact, again - May 3rd, 1999
- After Action Report - August 9th, 1999
- Infrastructure Sabotage - July 26th, 2000

Sanctuary near the LV QZ - June 1st, 1998

Apollo's Journal

> It’s a strange feeling waking up with no recollection of the recent past… Everything feels vague, familiar and somehow not. Everything I do has a heavy feeling of deja vu.
>
> As we appraise the situation around us, there are inconsistencies… Our equipment marks the date as June 1st, 1998. Sanctuary has houses that weren’t in the original build plans that we drafted. But, when I opened the build plan there they were. I sent Vips, Joc, and Eclipse to check our camps in the area. They all seemed abandoned, overgrown, and flooded with undead.
>
> With how unpredictable and dangerous the area has become I’ve decided that at least for the time being, all survivors will go through Sanctuary and the Transit system will be suspended. I don’t understand what has happened, but we will secure this area again. Our dream of a future for our home is still possible.

Factories outside of LV Quarentine Zone - Octoboer 16th, 1998

Mission Briefing

Apollo

> Good morning survivors.
>
> The KSSA has modified the plans of distilleries to include a pressure regulator valve. We found that this keeps the pressure higher during the ethanol distillation process making it more pure. I’m not sure you’ll see a direct result in better mileage, however it should burn better in engines. This pressure valve, as well as, generic replacement parts for cars are why we need this factory back online.
>
> As discussed in the pre-briefing we’ll be receiving a number of shipments. Drivers will radio ahead to announce which direction they’re coming from via channel 157 MHz. The expectation is that you will meet them and escort them back to the factory to unload them. Once unloaded, the driver will return, you don’t need to escort them out. You’ll also need to find any salvaged parts from various warehouses around the area.
>
> During any downtime you’ll need to be crafting various factory tools using the imported and salvaged parts. These crafts require the high end machines in the factory's machine shop, so they can only be crafted in this room and will take a long time. I’ve posted details for how to craft each item and how many we need of all items on the community bulletin board. We’ve only been able to spare 2 wreckers and a bus to help facilitate movement between the bus station and the factory on location.

Raven Creek Front Gate - Feb 12th, 1999

Mission Briefing

Calamari

> Thank you everyone for being here today. Let's get right into it.
>
> As you know, Raven Creek has been barricaded. We've had probing attacks on entry points to various degrees of success.
>
> Survivor efforts have proven to be somewhat effective, if not in the way we originally intended. With the number of zeds cleared here over the past days, we've been able to confirm that zeds in some locations are now fewer in number than in others.
>
> That is not to say that this will be easy, however.
>
> Our objective today is two fold. First, we need a group of people who feel comfortable trying to scout for points of access. You will be going south and checking the entry point at the military camp. You do not, and should not, attempt to breach and enter. We need the element of surprise. This group should be no larger than 5 people. We need to stay stealthy. Be smart about this.
>
> The rest of you, we need distraction. We're going after the front gates. Determine between yourselves who's going scouting. Everyone else, check your gear and get ready for butcher's work.

Mission Debrief

Calamari

>

> Well done. We got the information we needed, and with minimal casualties. We will be planning our next move based on the information from the Southern and Northern entrances.
>
> As you've seen the zone is deadly at this time, and the city is quite heavily infested.

Raven Creek Liberation - March 17th, 1999

Mission Briefing

Calamari

> Good morning Survivors
>
> We’ve continued to harass the northern tunnel and keep their attention here, and the military base is still our cleanest entry point.
>
> Our objective today is to breach and enter, and begin clearing from there. Our route will be through the woods, we don’t want to be spotted and we want to hit hard before they can respond.
>
> Since our scouting team was spotted scouting, ЯTR have posted lookouts on the watch towers along the fences. As you sneak through the woods, if you are spotted they will send a pack of zeds at you and alert others to movement.
>
> Once you reach the military base, we will use explosive charges to breach the doors, and clear the area.
>
> While you are working on this, KSSA agents will begin clearing the northern tunnel route in a 1-2 punch to the ЯTR’s grim grip on this city.
>
> Today we liberate Raven Creek. Good hunting, Survivors.

After Action Report

Calamari

>

The majority of survivors were able to sneak past the guard towers as we approached the military camp. A few were spotted though, and some general alarms were sounded as various Survivors were spotted.

We breached the southern military base and, while there are certainly zeds there, it was much lighter than the Northern blockade. Reports were that these zeds felt stronger, and indeed it took multiple blows that would commonly prove fatal to bring them down. At this point the KSSA triggered our first designation of a black zone.

We believe that survivors being spotted triggered the RTR to mobilize zeds from the northern blockade and attempt to lock the survivors in, creating a hammer and anvil situation in the camp. This nearly worked, but quick thinking on Spitfires part kept the survivors moving north, through the city, and away from the trap.

KSSA was able to push up to and breach the Northern blockade, but resistance was too heavy for us to attempt to clear a path towards survivors. We made the decision to prepare for an airstrike if needed and radioed St. Memphis with the request.

Survivors fought street to street, clearing zeds as they made their way north. Resistance within the city was quite heavy, and RTR presence was still felt. As survivors approached the previous concentration of zeds in the north and started sustaining casualties, we made the decision to execute the airstrike and also begin pushing through the tunnel from the East to meet up with the survivors as quickly as we could.

The mission was an overall success, we were able to break both blockades of Raven Creek, and remove the RTR's grip on the city. This new set of zeds they're deploying concerns us, but research is ongoing with the date recovered from Lake Cumberland. I have a feeling this is the beginning of a new threat escalation of the Knox virus.

First contact, again – May 3rd, 1999

Personal Journal, Sgt. Calamari

> We deployed survivors to the city of Cory, a location that we haven't gone back to since we initially set up an official KSSA bus stop location. It was still the same as it's always been; the area infested in shambling masses, the smell of a city in decay, buildings starting to show age and visibly falling apart. The newest thing in that city was the presence of zombies. Zombies, and one other interesting bit of news that got us to mobilize, the noted presence of a recently set up Luminescent lab. We've had interactions with them in the past…well…I suppose the future? The whole T.A.R.E. system really messed with reality, but then, so did the undead so I suppose at this point we just roll with it. Our previous dealings with this group are what led to the creation of the current pod system; it seems necessity really is the mother of all invention. Knowing there's always something their researchers are working on, and getting intel that it was evacuated in the last couple of days, we decided to move before the RTR could get to the location. We were only ahead of them by hours, and the paranoid part of me wonders if it was fully a coincidence or not.
>
> Putting that aside, the Survivors were able to secure the compound and retrieve the instruction manual for using the Fabricator. It details the use of some kind of key item and then further asks for an authorization code. I don't know anything about a key, but the authorization code we have a good guess about. It's likely put through the radio, but none of us are trained in communications to the extent needed to crack whatever code they're using. I'm reading outdated and mostly irrelevant training manuals, but these things look like they were printed in the early 80's and were probably already old when they got here. Still, we're trying… Survivors activated the fabricator, which activated the alarm for the facility and then about 6 minutes later the fabricator overheated itself to the point of destruction. Importantly, now we know what we're looking for, the markings of the Luminescent are the same as they…. were before. I'm sure we'll be seeing more of their hideouts and facilities with the level of RTR activity we've been seeing. Somehow we have to navigate these two factions as best we can, and hope to not be caught between them.

After Action Report - August 9th, 1999

AAR: KSSA interception of LUM signals.
August 9th, 1999 Benton, KY
Conducted by Sgt. Calamari

```
Objective: Intercept radio signals sent from St. Memphis/Luminescent (StM/LUM)
outposts to their field agents in an attempt to gather any information of value.

Execution: Utilizing local assets we were able to transport KSSA and Survivor
operatives into the Benton, KY region. Upon arrival the radio tower was secured,
and as expected the zeds were drawn to the increased movement and noise made by
people in the area. Fortifications were installed, and after a perimeter check
was executed and several breach events, additional locations around the station
were reinforced. A storm in the area reduced our capabilities to intercept radio
signals and communicate with survivors between Benton and Sanctuary, though we
found ourselves unable to break through their encryption. Not a total loss, we
were able to gather enough information for us to gain access to the frequency
used by LUM operatives to locate supply caches. We've provided this frequency to
survivors and they should now be alerted whenever a nearly LUM cache pings its
location. This should allow us to intercept these supply caches for ourselves.
While some of them are empty when we do arrive at their location this is to be
expected since we're pirating their signals for our own benefit.

Casualties: No casualties outside of expectations were seen at this event, and
LUM pod technology continues to operate within normal parameters.

Next steps: We will continue to attempt to intercept and break the encryption on
signals we are able to intercept from StM/LUM in hopes of finding additional
information and resources for us to utilize.
```

Infrastructure Sabotage - July 26th, 2000

Briefing:

Good afternoon Survivors. Let’s get right down to it. After we lost power and water the other night, I sent out our typical infrastructure repair team to investigate. We lost contact with all teams shortly after. We’re going to tackle power first, you’ll be split up into 3 teams. One group will be going to Muldraugh Substation to investigate and repair problems there. One group will be going to Trimble County Power Plant. And the last group will be going to a power building on the south side of West Point. Your task will be to escort a KSSA member to each location and guard them while they investigate and repair the location.]

DeBriefing:

Survivors, I’ll be the first to congratulate you all on a successful mission. It’s clear that the RTR has once again commence attacks within our borders. While we were able to fix the surface level issues with infrastructure pieces, there seems to be a bigger issue at Trimble that’ll take a more coordinated and precise approach. Look forward to multiple smaller missions aimed at resolving the bigger issue at hand.