

Deadzone Village of Dibrell, TN - April 7th, 1998

Mission Briefing

Apollo:

“Survivors, it’s been awhile.

Thank you all for coming today. First, I want to take a moment to congratulate Sergeant Calamari on his wildly successful Transit System. Further, I’d like to thank each and every one of the volunteers for assisting with that effort. We have plans to further expand this system as you’ve recently seen with the Monmouth and Winchester stops.

Now, on to today’s mission. Recently, as you all know, The Requiem has begun a new crusade on literature while also continuing to harass survivors with noise towers and road blocks. Most if not all books, related stores, libraries, etc have been destroyed. This meaningless destruction is just a continuation of the baseless drive The Requiem claim to be their religion. After our failure to turn up any solid evidence of a base during our mission near Cincinnati, Ohio, I will be the first to admit that they’re exceedingly difficult to track.

Each tracking party that we send after the groups attacking the bookstores and libraries eventually lose the trail. That being said, we have started to get a rough idea as to where they’re operating. During surveillance of the village of Dibrell, which lies along the route where the trail grew cold, our scouts noted a significant increase in activity, along with an unusual absence of infected.

This prompted an extended period of observation. During this time the scouts confirmed that a convoy passed through the town on the same day each week. We haven’t been able to confirm that these people are with The Requiem without risking the upper hand. Instead, we’re going to send you in, to set up an ambush for this convoy. The primary object will be to stop the convoy. Secondary objectives will be as follows: capture any Requiem that survive,

remove any infected threat, and procure any worthwhile supplies.

Mission Debrief

Apollo:

“ The ambush was a wild success. An RPG hitting the lead vehicle removed two agents almost instantly. Before the smoke cleared, the doors were opened to two of the trailers. Both of which were filled with undead. This surprised the survivors, allowing the remaining agents to inflict a handful of casualties. On top of that, the agents were quite well armed, and due to the positioning of the roadblock forced them into a situation where the only option was to be gunned down. After the Survivors returned to the LV QZ, Scouts continued to observe the situation in Dibrell. Our hope is to use this distraction to send trackers deeper south to hopefully find The Requiem HQ.

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