AIRLABS AIR FORCE



-What Is AIRLABS AIR FORCE?-

AIRLABS AIR FORCE is a homemade Air Force built on an abandoned airport in the forest. AIRLABS maintains and protects an Abandoned City about 11 miles from the Air Force.

AIRLABS AIR FORCE (AAF) takes place in a zombie apocalypse, and the setting is more “The Last of Us” type of feel. So the types of threats AIRLABS is facing are:

Zombies

Military

Latex Goo

Pale Virus (Carried by Zombies)

And Raiders.

All of the **highly fortified construction equipment**, which you'll learn about later, is deployed after **Security Units** set up all around the city, watching for anything such as Zombies, Military Personnel, or Raiders. These security units are set up in a **Police SUV** that is specifically designed to look like every other abandoned car on the road.

There are four teams for each Security Unit, and each Security Unit is on one of the four entrances to the abandoned city, which are:

Security Team 1 on entrance A

Security Team 2 on entrance B

Security Team 3 on entrance C

And Security Team 4 on entrance D

The number of personnel in **one** Security Unit is 5, and each personnel member is armed with an **AKM** and, as a sidearm, a **P226**.

As for the resources, in a zombie apocalypse, abandoned buildings are left everywhere, including **oil and gas** company factories. To get oil and gasoline, AIRLABS simply **took over** one of these factories, fixed the machinery, and got oil and gasoline. Spare parts all come from the abandoned city. Spare parts include:

Car doors

Bricks and rebar

the engines of abandoned cars

And certain or random furniture that is in apartment buildings and other buildings

And at AIRLABS, we make our own **ammunition** because even outside help is a **threat**, as they could **betray** us, **disclose** our location, or just **attack** us in general.

The personnel at AIRLABS consist of:

200 maintenance personnel

2400 guards and soldiers who are surrounding the perimeter of AIRLABS and the city

30 people in the three different Air Traffic Control towers

100 ground crew maning equipment near and on the runway.

300 fighter pilots

27 Maids

And 1352 civilian lives who were saved after the zombie outbreak, and the military bombed the city as a last-ditch effort to stop the infection from spreading.

AIRLABS focuses on survival, rebuilding, and finding a cure for the zombie virus. We have **Five Laboratories** inside AIRLABS continuously trying to find a cure. AIRLABS keeps the abandoned city intact and guarded for the sole purpose of **having a city** once the zombie apocalypse is all over, so humanity can rebuild and pick up the pieces.

Who is Chief Andrews?

Chief Andrews is the visionary founder and High-Ranking Officer of the **AIRLABS AIR FORCE**. He is the strategic mastermind who transformed an abandoned airport in the forest into a fortified bastion of civilization during the zombie apocalypse.

As the **Air Force Chief Commander**, he is defined by three main pillars:

1. The Strategic Architect

Andrews isn't just a soldier; he’s a rebuilder. He is the one who coordinated the logistics for:

Resource Independence: Establishing the ammunition manufacturing and the takeover of oil/gas factories.

The Sterling City Initiative: Protecting a city 11 miles away so humanity has a "turn-key" home once a cure is found.

The CAT Program: Reimagining construction equipment as the "Construction Auto Turrets" to defend the city’s four main entrances.

2. The Master Engineer and Creator

Chief Andrews possesses a rare blend of tactical brilliance and high-level technical skill. His most significant achievement is the creation of the **AIRLABS Protogen**.

He built the Protogen from scratch using 100% robotic parts.

He successfully programmed a "Deviant" level of AI, giving the machine the ability to provide emotional support and "artificial feelings" for his traumatized personnel.

3. A "Classic" High-Ranking Leader

Andrews embodies the "Classic High-Ranking Officer" archetype. His leadership style is characterized by:

Extensive Military Knowledge: He is an expert in air combat, military strategy, and large-scale coordination.

Technological Access: He maintains control over advanced assets like fighter jets, bombers, and experimental weaponry.

A Balance of Authority and Care: While he commands a force of hundreds (pilots, guards, maintenance personnel, etc.), he also prioritized the rescue of 152 civilians and children before the outbreak, demonstrating a commitment to the survival of the human spirit, not just the human body.

AIRLABS maintains and protects Sterling City, about 11 miles from the Air Force. In the abandoned city, there will obviously be some construction vehicles, most commonly from Caterpillar Inc. My thinking is the same as Marvin Heemeyer's "Killdozer" name, which is just "Bulldozer" but instead of the "Bull", it's "Kill". Instead of "Caterpillar Inc.", or "CAT". My Ground Strike Force is going to be named "Construction Auto Turrets", or "CAT". We'll fortify construction vehicles like the Killdozer, but instead of just a bulldozer, which will be named the CAT Killdozer, we fortify:

Skid Steers, name: CAT Skid Mark, Found in The CAT Rental Store

Construction Cranes, name: CAT Death From Above, Found in abandoned Construction Site B3

Payloaders, name: CAT Pay It Off, Found in abandoned Construction Site B3

Excavators, name: CAT Digging Into You, Found in abandoned Construction Site B5

Dump Trucks, name: CAT Drop off. Found in abandoned Construction Site B2

Bagger 293, name: CAT KOM 293 (CAT King Of Mining 293), Found in the forest, half-buried in sand in a deep lake, which seems to be an old construction or mining operation

(etc., and all vehicles are to be heavily fortified. The heavy construction vehicles are already fortified enough for a rock slide or an accidental metal beam falling straight on the roll cage, so fortifying them is a very good idea when you want a strong Ground Strike Team.)

The **CAT Units** (**Construction Auto Turrets**) are the heavy-metal backbone of the Abandoned City's defense. Inspired by the "Killdozer" philosophy of Marvin Heemeyer, these are civilian construction vehicles—primarily from Caterpillar Inc.—that have been repurposed and up-armored into "fortified monsters" to combat zombies, military forces, and raiders.

Other vehicles, other than construction vehicles, that may work to protect Sterling City:

Tanks- They can be really effective in war, name: Fighter.

Kenworth W900 semi trucks feature a heavy-duty Ram guard, made of solid Lead, Which Can be used to ram into buildings and vehicles. These trucks are known as 'Big Rig Killers'.

A CN Locomotive with tank treads- Can be used to ram into way more things than a semi can because of the sheer weight of the locomotive, name: NC Trank.

Humvees- Extremely resistant to gunfire, name: Tactical Rock Crawler.

Tesla Cybertruck- The metal exterior is way more blast-resistant than Aluminum in normal vehicle bodies, name: APC (Armored personnel carrier).

Modified MH-60 Black Hawk that is painted Night-Sky Black and is extremely quiet- Can be used as Air Reinforcements, good for Sniper View, or to simply overlay information, name: Chief's Night Fury.

City Buses and School buses- Traveling in numbers always pays off, name: Travel Unit Bus for City buses, and KILL Bus for School buses.

Terradyne Gurkha MPV- This vehicle is Bomb resistant, it can be heavily used in the rightful hands of AIRLABS, name: MPV.

OPP SUV- Police SUV that is specifically designed to look like every other abandoned car on the road, name: OPP Security Units.

Now, let's talk about the AIRLABS Protogen. He is an affectionate caregiving Protogen, that feature is for those in the Air Force who struggle to sleep at night, the people who have traumatic experiences here in the Zombie apocalypse, the ones who feel like they are dealing with a mental illness. Providing physical affection to those suffering from PTSD, sleep deprivation, or mental illness. Using its digital visor to display expressions and offer comfort to survivors and soldiers alike. He is very helpful in **carrying large machines, vehicles, and crates.** It can be used for **reinforcements, an armored metal Soldier.**

In both of his arms are **9 mm pistols** that extend from the top of his arms near his wrist. And under both of his hands are 2 highly powerful and deadly **laser turrets.** And he is capable of handling human **weapons and guns** as well as **driving.** And on both sides of his hips are 2 grenades, so when he is flying, he can do **bombings.** He has flashlights on both shoulders and **rocket booster boots** and wings that extend from his back, enabling him to fly up to **30,000 and 42,000 feet.**

He can be used as a suit, which can only be done when put into **Manual Armor Mode.** Manual Armor Mode would allow you to safely disconnect his torso from his hips and his head from his shoulders. This does not hurt the AIRLABS Protogen, so do not worry. And if something were to happen, AIRLABS Protogen **can override** and take full control once again. When he takes full control, he simply moves the body with the human inside, and when he overrides control, it's usually because he's trying to save the human inside.

Once you've put him into M.A.M and the Torso is removed, slip your legs and hips into the lower half of the Protogen. Then gently slide the Torso onto your torso. Then,

finally, put the Protogen head on your head. The Protogen's head acts like a **SWAT helmet,** keeping your eyes and face out of view and heavily protected with the distinctive, fully black, **bulletproof visor-like face** that displays digital expressions, and the entire chassis serves as armored plating. Physically, he is a powerhouse built for the front lines.

To put AIRLABS Protogen into Manual Armor Mode, all you have to do is say the voice command: **[Run_AIRLABS_M.A.M].** This is not your typical Protogen, which is **60% organic and 40% cybernetic.** AIRLABS Protogen was made completely out of **robotic** and **cybernetic** parts, using artificial feelings and life by the chief commander himself of AIRLABS AIR FORCE, **Chief Andrews**. The Protogen shows life as if it is alive, almost like the Androids becoming Deviant in Detroit: Become Human.

The Protogen Asset: There is **only one** operational AIRLABS Protogen in existence. Because AIRLABS lacks the extreme, out-of-this-world resources required to finish the others, this original unit is a priceless, multi-purpose technological masterpiece—equally lethal in "Soldier Mode" and vital in "Caregiver Mode." (Two highly specialized sister units are currently unfinished and in progress deep within AIRLABS' labs, consistently being worked on by Chief Andrews).

Created by **Chief Andrews**, the Protogen represents the pinnacle of AIRLABS' ingenuity. It is the "metal soldier" that doesn't just fight the Military and Raiders, but also preserves the humanity of the 1352 survivors and the children living within the airport.

Codeit Corporation ("The Coder")

Title: The Reality Architect / Executive Consultant to AIRLABS

Appearance: Always seen in a pristine, dark suit that never seems to get dirty, despite the apocalypse. His eyes are perpetually hidden behind **blue-shaded sunglasses**, giving him an unreadable, "Man in Black" aura.

1. The Relationship with Chief Andrews

Codeit isn't an employee; he is Chief Andrews' most trusted—and most mysterious—ally. They share a bond of mutual respect. While Andrews builds the physical world (the CAT units, the planes, the walls), Codeit ensures the **integrity of the timeline**. He chose AIRLABS because he saw the "code" of Andrews' heart—a man trying to save humanity's soul, not just its body.

2. Role within AIRLABS: "The Stabilizer."

While Codeit could blink the zombies out of existence, he chooses restraint. He believes humanity must earn its survival. However, his influence is felt everywhere:

The "Impossible" Tech: He assisted Andrews in the final stages of the **AIRLABS Protogen**. The "Deviant" level AI and the seamless transition of the Manual Armor Mode (M.A.M.) were "optimized" by Codeit, ensuring the AI has a true soul.

The Sanctuary Effect: Within the perimeter of AIRLABS, things just *work* better. The ammunition rarely jams, the oil refinery runs with 99.9% efficiency, and the air stays slightly cleaner. This is Codeit "debugging" the environment to give the survivors a fair chance.

3. "The Final Retribution."

Codeit stays out of the day-to-day skirmishes with Raiders or Zombies. But if a threat emerges that is **truly evil**—a group that enjoys torture or seeks to destroy the 152 people in the civilian wing—Codeit intervenes.

The Codeit Protocol: When he steps onto the battlefield, time slows. Raiders find their weapons turning into digital dust or simply find themselves "deleted" from the street, as if they never existed. He doesn't leave a mess; he leaves a void.

TiDeGuy ("The Telekinetic Samurai")

Title: Grandmaster of the Perimeter / The Twin-Blade Sentinel

Appearance: TiDeGuy is a striking figure against the muted greens and browns of the forest. He wears a vibrant **red jacket** over a **blue shirt**, topped with a matching **red and blue hat and scarf**. His most mysterious feature is his **blue and red**

glasses, which—much like Codeit's shades—completely mask his eyes, making his focus impossible to read. On his back sit two gleaming, **shiny red and blue swords**.

1. The "Eleven" Factor (Power Level)

While Eleven from *Stranger Things* struggles with nosebleeds and exhaustion, TiDeGuy is the "upgraded" version. His telekinetic grip is rock-solid. He doesn't just move objects; he wields his twin swords with the precision of a master surgeon and the force of a wrecking ball.

Psychic CQC (Close Quarters Combat): He can stay in the center of a clearing and have his swords flying in a 50-foot radius around him, decapitating zombies or disarming Raiders before they can even chamber a round.

Defensive Shielding: Like a stronger Eleven, he can stop incoming bullets from Military units mid-air, dropping them to the ground before sending his blades in for the counter-attack.

2. Role within AIRLABS: "The Trainer & Executioner."

TiDeGuy isn't just a fighter; he is a disciplined leader who keeps the AIRLABS personnel sharp.

The Dojo: He oversees the training of some **100 guards**. While they use AKMs, he teaches them the "Samurai Mindset"—a focus on discipline and how to remain calm when a horde is at the gates.

The "Quiet" Missions: When the AIRLABS Air Force needs to clear a building in the Abandoned City without making noise (to avoid attracting a massive horde), they send TiDeGuy. He is a one-man silent army.

The Bond with the Protogen: He often spars with the **AIRLABS Protogen**. It's the only thing at the base fast enough to keep up with his telekinetic blades, making them a terrifying duo on the battlefield.

3. Personality: "The Disciplined Heart."

Despite his massive power, TiDeGuy is defined by his **Samurai Ethos**. He is intensely loyal to Chief Andrews and treats the 1352 civilians with the utmost

protection. To the children of AIRLABS, he is a legendary hero; to the Raiders, he is a red-and-blue nightmare that they never see coming.

Sterling City: The Jewel of the North

Location: Inland Ontario/Western Canada (Spruce Forest Biome) **Status:** Restricted Reconstruction Zone / Protected Stronghold **Current Population:** 152 Rescued Civilians (housed at AIRLABS), plus roaming AIRLABS Security Teams.

1. The Urban Core ("Mini-Manhattan")

Sterling City was designed to be a condensed version of New York. The center is a dense cluster of glass-and-steel skyscrapers, including the **Sterling Museum of History** and the massive **Sterling Mall**.

The Atmosphere: Before the fall, it was a city of clean lines and high culture. Now, many of the upper floors of the skyscrapers bear the blackened scars of the military's "Last Ditch" incendiary bombing.

Ground Level: The streets are a labyrinth of abandoned cars and luxury storefronts. The **Gray-Brick Walking Trails** still wind through the downtown parks, lined with ornate iron lamp posts that the AIRLABS maintenance crew is slowly trying to rewire.

2. The Western "Bliss" Highlands

To the far west, the skyscrapers give way to an impossibly beautiful landscape. These rolling, grassy hills look identical to the "Windows XP" background—vibrant green, peaceful, and vast.

The Contrast: This area remains largely untouched by the bombing. A few rusted, abandoned cars sit on the crests of these hills, looking out over the city like metal sentinels.

Utility: Chief Andrews uses these high points for long-range surveillance, as they provide a perfect line of sight into the city’s western entrance (Entrance A).

3. The Northern Reach: Sterling Bay

On the north side of the city, **Sterling Bay is situated**. Since the city is inland, the bay is part of a massive, deep-water lake system.

The Waterfront: Between Entrances C and B, the city meets the water with a stone-paved pier.

The Ruins: It is here, near the bay's edge, where the **Bagger 293 (CAT KOM 293)** was found—a gargantuan mining machine half-swallowed by the sand and water, waiting for the CAT Strike Team to finish its excavation.

4. The Spruce Perimeter

The entire city is "hugged" by a dense, ancient spruce forest. The dark green needles and thick canopy provide a natural wall of shadow around the city.

Tactical Advantage: This forest is what hides the **AIRLABS AIR FORCE (formerly Sterling National Airport)**, located 11 miles away. The density of the trees makes it nearly impossible for Military satellites or Raider scout planes to spot the hangars from above.

The Scars of the "Last Ditch"

The most defining feature of Sterling City isn't the architecture, but the **craters**. In the center of the city, several blocks have been leveled by military ordinance. These "Dead Zones" are where the AIRLABS **CAT Units** are most active—using **CAT Digging Into You** (Excavator) and **CAT Pay It Off** (Payloader) to clear the rubble so the 152 survivors can eventually return to their homes.

THREAT PROFILE: The Neural-Skeletal Synthesis (NSS)

Official Designation: Bio-Hazard Class 2 (Latex Variant)

Common Name: "Latex-Suits," "The Goo-Graft," or "Sentient Parasites."

I. The Infection Process (The "Handshake")

The infection is predatory and opportunistic. It does not simply "eat" the host; it **optimizes** them.

1. **Infiltration:** The liquid-state Latex enters the host through the primary orifices (mouth, nose, and ears).
2. **Neural Coating:** It immediately targets the brain, wrapping the gray matter in multiple thin, conductive layers. This "Neural Coating" acts as a translator between the host's thoughts and the Latex's physical form.

3. **Soft Tissue Digestion:** In a process known as *Internal Solvent Purging*, the Latex consumes the host's heart, lungs, and digestive tract. These organs are replaced by the Latex itself, which oxygenates the blood and provides energy through a highly efficient, non-stop chemical reaction.
4. **Skeletal Reinforcement:** The host's skeleton and nervous system are kept perfectly intact. The Latex fuses to the bone, using it as a rigid structural frame—effectively turning the human into a "Biological Endoskeleton."

II. Anatomy of a "Human Suit"

An X-ray of an infected individual reveals a haunting internal landscape:

- **The Hollow Core:** There are no internal organs. The thoracic cavity is filled with a dense, pulsing "Bio-Goo" that acts as a multi-organ system.
- **The Neon Nervous System:** The nerves glow with a faint, bioluminescent hue as the Latex amplifies electrical signals, granting the creature **superhuman reflexes**.
- **External Morphology:** The outside of the body is coated in a thick, durable layer of "Living Latex." It forms animalistic traits (ears, tails, paws) not for fashion, but for **enhanced sensory input** (better hearing, balance, and tactile grip).

III. Combat & Tactical Capabilities

- **Motor Skill Retention:** Unlike zombies, these creatures can operate door handles, climb ladders, and even utilize primitive melee weapons or basic firearms if they were former soldiers.
- **Durability:** Because they have no "vital organs" to puncture, standard gunfire is often ineffective. You can shoot it in the "heart," and it won't care—it doesn't have one.
- **Delayed Rot:** The Latex secretes a powerful preservative, keeping the host's skeleton from becoming brittle. This allows the creature to remain active in the field for years without structural failure.
- **The "Pale" Synergy:** Since many hosts are already infected with the **Pale Virus**, the Latex acts as a protective "Bio-Seal," allowing the virus to thrive inside the Goo-Graft without killing the host too quickly.
- **The Pale Virus:** The Pale Virus is a highly contagious, mutating biological threat that infects hosts and turns them into aggressive, hive-minded "zombie" vectors. In the AIRLABS universe, it serves as a primary catalyst for emergency containment operations, pooling in extreme concentrations in subterranean reservoirs like the Cave Pond and requiring specialized tactical responses from units like AMTF Gamma-6 to prevent a catastrophic global outbreak.

IV. AIRLABS Countermeasures

1. **The Flamethrower Mandate:** Thermal destruction is the only 100% effective method for neutralizing the Latex. Heat breaks down the molecular bond of the goo, liquefying the "muscle" and leaving only the skeleton behind.

2. **The AIRLABS Biohazard Suit:** A multi-layered defense of Butyl Rubber and bulletproof plating with internal air-recycling. **If the suit is breached, the Guard is considered KIA immediately to prevent "Sentient Infiltration."**
3. **The Protogen Factor:** As a 100% robotic entity, the **AIRLABS Protogen** is the only unit capable of physical contact with the Latex without risk of infection. He is the ultimate "Goo-Hunter."

The Physics of the Goo: "Bio-Oobleck"

In the **AIRLABS 5-Laboratories**, the scientists have classified the Latex as a **High-Density Shear-Thickening Fluid**.

1. **At Rest (Liquid State):** The goo is flexible, allowing the creature to squeeze through tight gaps in Sterling City's ruins or "flow" over a host like a magnet.
2. **Under Impact (Solid State):** When a guard fires an AKM round or a Raider swings a bat, the force causes the Latex molecules to lock together instantly. It becomes as hard as a CAT unit's steel plating for a split second, absorbing the energy before returning to a "skin-like" liquid state.
3. **The "Magnetic" Cling:** Unlike Oobleck, which has low surface tension, the Latex has an **aggressive adhesive property**. It doesn't just sit on the skin; it "hunts" for the brain, moving upward against gravity to reach the entry points (ears/nose/mouth).

4. # Morphological Variants: The "Biological Clickbait"

The Latex doesn't just change shape; it changes its **entire molecular texture** to match its chosen animal. This is a one-way evolution—once the "DNA-Lock" happens, that is its permanent form.

Tactical Implications for AIRLABS

Chief Andrews has had to update the **Engagement Manual** based on these new visual findings:

1. **Don't Trust the "Fluff":** Guards are strictly ordered to ignore the appearance of the creature. A "dog-type" Latex is just as lethal as a "shark-type." The fluffy fur is simply a mask for the "Human Suit" skeleton underneath.
2. **The "Non-Newtonian" Defense:** Since the goo hardens on impact, **high-velocity rounds** are actually less effective than they should be.
    - **The Solution:** This is why the **Flamethrower** is the primary weapon. Fire doesn't apply physical force, so the Latex stays in its "liquid" state while the heat breaks down its molecular bonds.

3. **Homing Instinct:** If a guard sees white or colored goo on the floor, they are to treat it like a "Landmine." It won't stay on the floor—it will climb them the moment contact is made.

   Chief Andrews' Field Note: *"A zombie wants to eat you. A Raider wants to rob you. But the Latex? It wants to keep you. It wants your bones, your brain, and your secrets. Do not let them whisper to you. If it speaks with a friend's voice, aim for the head—and don't stop 'til you see the ash."*

This is the official technical datasheet for the **AIRLABS Tactical Bio-Enclosure (TBE)**, colloquially known among the 200 guards as the **"Spring-Lock Suit"**

Chief Andrews didn't just design a hazmat suit; he designed a mobile fortress capable of withstanding the triple threat of the Pale Virus, the Undead, and the predatory Latex.

EQUIPMENT PROFILE: AIRLABS Biohazard Suit (Gen-II)

Designation: Tactical Bio-Enclosure (TBE)

Weight: 85 lbs (Loaded with 72hr Life Support)

Primary Role: Long-term deployment in Class-2 Biohazard Zones.

I. The "Exo-Shell" (Outer Defense)

The suit features a multi-layered composite designed to be both chemically inert and physically impenetrable.

- **The Skin:** Thick, industrial-grade **Butyl Rubber**. This material is specifically chosen because Latex cannot easily "bond" to its molecular structure, and it is highly resistant to the corrosive fluids found in the Spruce Forest.
- **Thermal Shielding:** The entire exterior is treated with a fire-retardant polymer. Since the primary weapon against the Latex is the **Flamethrower**, the suit is rated to withstand external temperatures of up to 800°C for short durations, allowing guards to move safely through their own fire lines.

II. The "SWAT-Core" (Inner Ballistics)

Underneath the rubber skin lies a fully integrated tactical armor system.

- **Ballistic Plating:** Reinforced Kevlar and ceramic trauma plates protect the torso and vital organs. This prevents Raiders or "Sentient" Latex-Suits from using firearms or knives to breach the suit's integrity.
- **The "Spacesuit" Feel:** The interior is padded with moisture-wicking fabric and a liquid-cooling vest. Because the suit is 100% airtight, heat exhaustion is the #1 enemy. The cooling vest regulates the guard's body temperature during high-intensity combat.

III. H.A.L.S. (Hidden Air Logistics System)

The most critical design flaw in civilian hazmat suits is the external breathing tube.

Chief Andrews eliminated this weakness entirely.

- **Internalized Lines:** There are no hoses on the outside of the suit. The oxygen line runs from the back-mounted recycler, **underneath** the armor, and directly into the helmet's oral-nasal mask.
- **72-Hour Duration:** The backpack utilizes a closed-loop rebreather system. By scrubbing CO_2 and replenishing O_2, a guard can remain sealed for up to three full days without ever breathing the outside air.
- **Positive Pressure:** The suit maintains an internal pressure slightly higher than the outside atmosphere, 0.5 psi. If the suit suffers a small puncture, air blows **out**, preventing the Pale Virus or liquid Latex from seeping **in**.

IV. The Integrated Helmet & Visor

- **The Seal:** The helmet is locked to the suit via a reinforced locking collar. It cannot be "ripped off" without decapitating the wearer.
- **The Visor:** A small, high-impact polycarbonate "letterbox" window. It is narrow to reduce the target area for projectiles and is coated in an anti-fog, scratch-resistant film.
- **Audio-Comms:** Since the suit is airtight, external speakers allow the guards to issue commands to civilians or Raiders, while high-gain microphones pick up ambient sounds and relay them to the guards' headsets.

V. Combat Integration

- **Flamethrower Port:** The right arm features a specialized magnetic tether for the standard-issue flamethrower, ensuring the weapon is never dropped in a struggle.
- **Tactical Strength:** AIRLABS guards undergo rigorous strength training. Wearing 85lbs of gear while fighting off a "Human Suit" requires elite athleticism.
- **The "Final Protocol" Seal:** In the event of a breach that cannot be patched, the suit includes a manual "Emergency Purge" valve. It allows a guard to flood the suit with a concentrated chemical sterilizer—killing the guard instantly, but ensuring the Latex cannot use their body or their knowledge.

AIRLABS Mobile Task Force (AMTF)

1. AMTF Gamma-6 ("Bio-Sweepers")

- **Specialty:** Hazardous Containment & Quarantine Enforcements.
- **Primary Mission:** Sent in when the Pale Virus or active Latex entities compromise a sector of an abandoned facility or a supply route.
- **Gear/Appearance:** They wear heavily reinforced, hermetically sealed Gen-II Biohazard Suits with integrated rebreathers. They primarily use high-output flamethrowers and chemical neutralizing sprays to cleanse areas before standard troops move in.

2. AMTF Echo-11 ("Scrap Hunters")

- **Specialty:** Deep-Zone Urban Exploration & Asset Recovery.
- **Primary Mission:** Deployed to high-risk, unstable locations like structurally compromised abandoned malls or decaying military bunkers to salvage wiring, processing units, and heavy tech before demolition or collapse.
- **Gear/Appearance:** Lightweight, high-mobility exosuits designed for scaling walls and lifting heavy debris. They carry advanced scanning arrays to detect structural integrity and hidden biological movement.

3. AMTF Nomad-1 ("Dust Walkers")

- **Specialty:** Off-World & Extreme Environment Operations.
- **Primary Mission:** The elite crew assigned to planetary engineering security, trained to operate alongside heavy rovers like the Determination on harsh, desolate terrain (like the Blood Planet).
- **Gear/Appearance:** Specialized heavy pressurized suits with magnetic boots, independent life support systems, and high-caliber kinetic weapons designed to function perfectly in a vacuum or low-atmospheric conditions.

Standard Issue AMTF Equipment

- **The "Aegis" Comm-Link:** An encrypted, high-frequency radio network that resists the structural interference of collapsed concrete and deep underground bunkers.
- **Bio-Scanner V3:** A handheld device capable of tracking airborne pathogens, measuring local radiation, and identifying the unique thermal signatures of mutated or synthetic threats.

AIRLABS DISCOVERY REPORT: INCIDENT-061026

Date of Discovery: Wednesday, June 10, 2026

Discovering Unit: AMTF Gamma-6 ("Bio-Sweepers")

Location: Classified Mountainous Region / Subterranean Cave System

Mission Overview & Tactical Log

During a standard containment operation to clear a high-density herd of Pale Virus vectors (zombies), AMTF Gamma-6 tracked the origin point of the swarm to a concealed fissure on a mountainside.

Upon neutralizing the primary swarm, Gamma-6 pushed into the tight cave system. The insertion required prone navigation through extreme choke points. Just before a turn-back order was issued due to structural limitations, the team breached a massive subterranean chamber housing an immense, uncharted body of water, now officially designated as **The Cave Pond**.

Environmental & Anomalous Analysis

- **Visual Properties:** The water is remarkably clear but features an unusual, swirling color palette of vibrant light blue and deep dark blue.
- **Contamination Level:** Highly critical. Thorough analysis reveals an extreme concentration of the **Pale Virus**, alongside a dense cocktail of unidentified bio-toxins. It is currently theorized to be a primary breeding ground or reservoir for the virus.
- **Thermal Anomaly:** The water maintains a completely uniform temperature of **26°C** at all times, unaffected by the surrounding subterranean climate or geothermal fluctuations.
- **Sub-Aquatic Topography:** Preliminary LIDAR scans conducted from the surface reveal that the Cave Pond is not a closed basin. The cave system plunges vertically and horizontally beneath the water's surface, extending further than current equipment can map.

Protocol & Infrastructure: Outpost "Cave Pond"

Because of the extreme biological and unique thermal hazards, AIRLABS has immediately locked down the site and established a permanent presence.

PPE Requirement (Level-4 Containment)

All personnel assigned to the chamber are strictly required to wear a specialized **Hazmat and Thermal Protection Suit** at all times. Standard tactical gear is insufficient against the sheer concentration of the airborne Pale Virus and the anomalous 26°C humidity.

Scientific Research Outpost

AIRLABS engineering has successfully anchored a high-tech scientific research outpost directly into the cave wall overlooking the water. This facility serves as:

1. A containment barrier to prevent further Swarm egress.
2. A staging ground for deep-water submersible drones to map the flooded abyss.
3. A bio-research lab dedicated to studying why the Pale Virus is pooling here.

The Sterling Nuclear Power Station (1972)

What It Was: Operational History & Background

Commissioned in 1972, the Sterling Nuclear Power Station was originally designed as a massive, cutting-edge industrial marvel. Built deep within the isolated, dense brush and heavy timber of the forested regions, its remote location was intentionally chosen to shield major civilian population centers from the sheer scale of its industrial footprint. During its peak operations, the facility served as a primary power grid supplier, pumping massive amounts of energy to feed early regional industrial expansions. Its official corporate iconography—a high-contrast circular seal depicting the monolithic silhouette of the central cooling tower flanked by early grid infrastructure and an industrial pumpjack against a crescent moon backdrop—was stamped across facility signage, blueprints, and worker documentation as a symbol of 24/7 industrial dominance.

However, the facility's era of production came to a sudden, catastrophic halt long before the war due to severe human error. During a routine, scheduled maintenance window, two lead engineers made the fatal decision to entirely deactivate the reactors' primary cooling systems. Without the necessary

coolant flow, the reactors instantly began to overheat, triggering a rapid and severe localized nuclear meltdown. While a full-scale, explosive breach was narrowly averted by emergency containment measures, the resulting structural damage and intense contamination forced an immediate, indefinite shutdown of the facility. Realizing the immense volatile hazards of the site, the regional authorities completely abandoned nuclear energy at the location, permanently pivoting toward cleaner, safer renewable infrastructures like solar and geothermal energy networks. The Sterling plant was left to rot, entirely decommissioned and slowly swallowed by the encroaching forest wilds.

What It Is Now: The Present-Day Ruins

Whatever structure remained standing after decades of abandonment was permanently decimated during the catastrophic events of the Last Ditch Bombing. The site was directly targeted or caught in the immediate blast radius of three separate bombs that struck the facility simultaneously. The combined kinetic impact and the volatile, dormant elements within the plant triggered a massive secondary explosion, completely tearing the complex apart and scattering highly radioactive debris across the scarred earth.

In the present day, the Sterling Nuclear Power Station is a harrowing, heavily irradiated ghost site almost entirely reclaimed by the forest. The dense trees, choking weeds, and wild brush have aggressively overgrown the ruined landscape, leaving very little visible evidence that a massive power complex ever existed. What does remain stands as a grim, crumbling monument to human error and warfare:

- **The Lone Cooling Tower:** A single, heavily cracked, and scarred concrete cooling tower/smokestack is the only major structure left standing, looming ominously over the forest tree line.
- **The Outskirts:** Scattered around the base of the lone tower are a small handful of crumbling concrete outbuildings, completely choked by thick weeds and radioactive overgrowth.
- **The Exposed "Ghost Grid":** Decades of decay and bomb damage have left internal structural metal rebar and heavy-duty rods exposed to the elements. Some of these metal rods remain in direct physical contact with surviving, ungrounded power cables that run deep through the facility's foundations.

During severe weather, the facility undergoes a unique atmospheric phenomenon. There is an estimated 20% to 30% chance that a kinetic lightning strike will hit the lone tower or the main ruins. Because of the archaic, heavy-duty 1972 engineering, the electrical surge travels from the exposed metal rebar directly into the surviving circuit wires. The station's ancient, high-capacity generator circuits act as a massive battery buffer, capturing the lightning strike and draining it incredibly slowly. For a little over an hour, the "Ghost Grid" surges to life—forcing the long-dead interior lights of the crumbling outbuildings to flicker and lighting up the warning beacons on the lone cooling tower. It does not trigger anything operational or dangerous, serving only as a striking, brightly lit beacon in the dark forest and a grim reminder of what the station used to be.

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The Howlslime Wolves (Sterling Variant)

Origin & Genesis

The Howlslimes are a terrifyingly powerful, highly irradiated mutation of standard Latex entities, uniquely created within the ruins of the Sterling Nuclear Power Station. Their existence began when standard Latex goo creatures wandered deep into the most volatile, ruined sectors of the abandoned facility. Deep within the debris, they came into close proximity with a massive, exposed chunk of raw radioactive material left behind by the facility's 1972 meltdown and subsequent bombing.

The contact triggered a severe, instantaneous chemical reaction between the ionizing radiation and the biological properties of the Latex goo. Instead of destroying the organisms, the extreme radiation hyper-mutated the goo. It expanded their physical mass, shifting their morphology into towering, 6-foot-tall anthropomorphic canine forms composed entirely of a dense, vibrant, bioluminescent light-green goo structure with piercing, bright yellow eyes. The mutation also caused their standard tails to split into two giant, heavy tails and erupted multiple long, incredibly strong, gooey tendrils from their backs.

Habitat & Location

Howlslimes are exclusively located within the heavily irradiated zones of the Forest Wilds, specifically concentrated around the ruins of the Sterling Nuclear Power Station. They rarely stray far from the ground zero of the blast

site, as they are biologically drawn to the raw radioactive material that catalyzed their creation.

They are most active and visible during severe atmospheric thunderstorms. When lightning strikes the lone cooling tower and triggers the facility's archaic "Ghost Grid," the sudden activation of the building and tower lights acts as a beacon. The Howlslimes use these illuminated ruins as their primary breeding and hunting grounds, prowling through the overgrown outbuildings and glowing green brush under the flickering lights of the grid.

Behavioral Patterns & Hunter Mechanics

Relentless Pursuit & Dominance

The Howlslimes possess predatory physical capabilities that make them apex hunters within the forest. They are incredibly fast, capable of reaching speeds matching a cheetah, and they possess the terrifying stamina to maintain this top speed for over 5 hours before needing to slow down. When stalking prey—such as AMTF Gamma-6 "Bio-Sweeper" units or any living creature—they utilize their long back tendrils to swiftly ensnare, lift, and physically restrain their targets. Their behavior is heavily driven by a primal, aggressive instinct to assert absolute physical and territorial dominance. They utilize their massive, 2-foot-long equine-shaped anatomy strictly as a display of power to subjugate their prey.

Unwitting Lethality

Simply standing near a Howlslime exposes a human to severe radiation sickness due to the walking radioactive aura emitted by their bioluminescent goo. Direct physical contact with them delivers a catastrophic dose of ionizing radiation comparable to the historic Demon Core incident. Interestingly, research indicates that the Howlslimes seem entirely oblivious to the fact that their touch is inherently fatal to unarmored organic life; they do not consciously realize they are killing people with radiation poisoning, as their focus remains entirely on the act of dominating the target.

Assimilation & The "Conscious" Transfur

While their initial hunting behavior is driven by dominance, the Howlslimes ultimately execute the same assimilation process as standard Latex entities, though a significantly stronger version. When a Howlslime successfully takes over a human body, the result is a unique and haunting transformation:

- **Retained Consciousness:** Unlike standard Latex assimilation which often overwrites the host, studies on Howlslime conversion show that your brain will still have consciousness.
- **Full Self-Control:** Upon fully transforming into a Howlslime Wolf, you retain full self-control over your new, 6-foot-tall bioluminescent body.
- **Radiation Immunity:** The transfur process completely alters your biology, making your new form entirely immune to the lethal radiation levels of the Sterling ruins.
- **Loss of Identity:** Despite retaining your consciousness and control, a fundamental psychological shift occurs. The sheer power of the Howlslime goo rewrites your core nature; you are permanently changed, meaning you are simply not yourself anymore.

Sterling Mall

Part 1: What It Used to Be (The Golden Era)

Before the fire and the falling ordnance, Sterling Mall was the commercial jewel of Sterling City, positioned directly along the scenic coastline of **Sterling Bay**.

- **Architecture & Design:** A massive, modern two-story complex designed around a sprawling central glass atrium. Its polished marble floors reflected the bright sunlight streaming through the skylights during the day, and at night, a glowing matrix of white and orange fluorescent bulbs took over.
- **The Layout:**
    - **The Upper Level:** A hub for boutique clothing stores, local electronics shops, administrative offices, and the mall's central tech hub.
    - **The Ground Level:** The main consumer thoroughfare. It featured vast open corridors, water fountains, a bustling food court anchored by iconic neon-lit mainstays like **McDonald's and KFC**, and massive department store anchors.
    - **The Lower Ground:** A subterranean level dedicated to heavy logistics—shipping tunnels, storage vaults, maintenance corridors, and the massive electrical transformers tied directly into Sterling City's power grid.

- **Culture:** It was a vibrant community hub. On any given weekend, the air was filled with the smell of fresh food court grease and floor polish, backed by the bright, crisp music drifting from the mall's advanced, internal PA system.

Part 2: What Happened (The Betrayal & The Fall)

The mall didn't die slowly from economic decline; it was frozen in time by violence during the military's infamous **"Last Ditch Bombing."**

- **The Escalation:** When the biological threats and chaos overwhelmed the region, the military was deployed to protect Sterling City. Instead, they enacted a scorched-earth protocol.
- **The Strike:** Citizens had fled to major concrete structures like the mall for safety. In the middle of the chaos, the military's bombers roared over the coastline. Their heavy ordnance whistled through the air, tearing through the city. One of the first strategic targets destroyed was the **95.5 FM radio towers**, immediately cutting off communication to the outside world.
- **The Grid Failure:** Inside the mall, the internal PA system was mid-chorus, blasting the upbeat pop hit **"Lights Out" by Virginia To Vegas**, when the bombs struck the city's power grid. The massive transformers groaned, sparks flew, and the mall plunged into an absolute, screaming darkness as fire swept through the streets outside.
- **The Flooding:** With the city abandoned and the infrastructure broken, the waters of Sterling Bay slowly breached the lower retaining walls. Over the years, the brackish, murky tide completely engulfed the Lower Ground level, sealing the mall's foundations in a cold, watery grave.

Part 3: What It Is Now (The AIRLABS Workshop)

Today, Sterling Mall has been aggressively reclaimed by the **AIRLABS AIR FORCE**, transforming a ghost of the old world into a grinding, heavily fortified military powerhouse.

1. The Lower Ground (The Drowned Level)

- **The Environment:** A freezing, pitch-black subterranean hall of mirrors. Stagnant bay water laps against massive concrete support pillars. The air is a choking mix of **wet rust, ozone, and decay**.
- **Operations:** No manufacturing happens here. It is used solely to house heavy-duty portable generators, massive power bypass cables thick as a man's arm, and specialized transformers salvaged from the nearby **Sterling National Airport**.
- **Security:** High-risk zone. It is strictly off-limits to standard personnel. Only maintenance engineers, high-ranking officers, and heavily armed guards with AKMs are permitted down here, keeping their weapons raised to illuminate dark corners where the water hides unknown threats.

2. The Ground Level (The Huge Workshop)

- **The Environment:** The ultimate fusion of an armory, factory, and garage. The marble floors are now stained with industrial oil, track marks, and carbon scoring.
- **Operations:** The vast open atrium has been retrofitted with heavy machinery to mass-produce infantry armor, heavy ballistic weapons, and ammunition crates. The wide corridors serve as a assembly line and garage for combat vehicles.
- **Aesthetics:** The pre-war neon signs of **McDonald's and KFC** still hang overhead. They flicker erratically, casting an eerie, colorful glow over stacks of military hardware and heavy machinery instead of fast food.

3. The Upper Level & Roof (Operations & Surveillance)

- **The Security Hub:** AIRLABS personnel utilize the pre-war **Mall Security Room** and original **Mall Security Cameras** to monitor production and watch the perimeters. Ironically, guards walk their daily shifts using the physical, dust-stained **Mall Security Instruction Checklist** left behind during the evacuation.
- **The Server Room:** Tucked away behind a door marked **"Staff Only"**. It houses the central automated servers. Due to the destruction of the 95.5 FM towers, the mall's backup protocol defaulted to an un-wiped internal looping file of *"Lights Out"*, making this room a high-priority target for a manual audio wipe to protect the mental stability of the troops.
- **The Roof:** A vital tactical asset. Because the two-story mall overlooks the coastline of Sterling Bay and the hollowed-out ruins of Sterling

City, the roof is heavily manned by scouts and snipers keeping watch for any approaching threats.

4. The Psychological Climate

The mall is highly volatile. When the power grid stabilizes, the automated loop of "Lights Out" acts as a psychological time machine, triggering severe PTSD flashbacks of the night the sky turned red. To keep the unit from fracturing under the weight of the military's betrayal, AIRLABS relies heavily on its **one-of-a-kind, highly advanced Protogen**. Transitioning from "Soldier Mode" to "Caregiver Mode," this lone technological marvel uses its "Deviant" level AI to project a low-frequency calming hum and guide human soldiers back from their trauma, reminding them that they are the ones who survived the fire.

AIRLABS Space Program Underway...