

Task Force Alpha:

The Hunt for (Blood)-Red October

Hook:

In a timeline that closely parallels our own, a World War between the Axis and the Allies has broken out across two oceans and three continents. The German quest for purity of bloodline has resulted in more powerful sorcerers than ever imagined, training their foot soldiers and officers in the Occult arts, while Japanese genetic and medical experimentation has spawned monsters of the foulest and darkest kind, lending the Pacific front more semblance to a Grimm fairytale than any record of war you've read.

You are the 2nd squad of Task Force Alpha, a cadre of hand-picked soldiers from the Allied ranks for missions concerning the Weird and the Terrible. Before you is a future that will test the limits of your resolve and sanity, but fate would not have placed you here without a reason. Whether you're a British Psy-Ops agent, a French demolitionist, an American Warlock or a Polish spy, your place is here on the front lines. Grab your gear, your weapon, and whatever allies you find along the way.

The Front Awaits.

Cast:

- **Tabitha:** Romanian Witch, gutsy and outspoken, which can go poorly for her socially. Her optimism is annoyingly catchy though...
 - "I'm not a lady, I'm a witch."
- **Quentin:** Canadian Special Ops (1st Special Service Force), battle hardened vet with a strong sense of right v. wrong.
 - I warm myself with my thoughts- both of the gentle warmth of the good deeds done and delinquent hearts redeemed, as well as those of the eternal fires of Hell - where those unwilling to consider their life choices must surely find themselves should they stand against me.
- **Brent:** British Psyker, quiet and bookish with a cruel streak, was a German POW briefly and doesn't talk about it. Ever.
 - Cowards make the best torturers. Cowards understand fear and they can use it.
- **Sgt. Stoss:** American Tanker who was his company's sole survivor of a German Blitz. Fiercely protective of his soldiers, calls everybody Joe.
 - "I started this war killing Germans in Africa. Then France. Then Belgium. Now I'm killing Germans in Germany. It will end, soon. But before it does, a lot more people gotta die."
- **Rose:** French Covert Agent. Brilliant and charming, her savvy personality is her first weapon in any situation, her knife is the second. She has no strong hatred for German

rank and file, but Satan help any SS officer she sees. Will absolutely endanger herself and others to kill one.

- The men in the room suddenly realized that they did not want to know her better. She was beautiful, but she was beautiful in the way a forest fire was beautiful: something to be admired from a distance, not up close.
- **Chaplain Book:** Older than a soldier has any right to be, but he keeps up with the young bucks just fine. Unshakeable faith in his God and his Country, and while he won't pressure you to believe what he does, he almost makes you want to have that same faith, even for just a moment.
 - Soldier: Chaplain, don't the Bible have some pretty specific things to say about killin'?
 - Book: Quite specific. It is, however, somewhat fuzzier on the subject of kneecaps.
- **Simon:** Treats occult artifacts and tokens like "OOOH SHINY". This guy would not notice the fact that twenty werewolves were guarding the Necronomicon, all he'd know is he needs to get his hands on it.
 - "No, I am an *occultist*, not a necromancer. Am I wearing black? Do you see any skulls? No, so shut the hell up and pass me my book."

Operations Order:

- **Situation:**
 - Concept of Operations:
 - Enemy forces have gathered at Castle Volkund, along with Priority Target Lady Sarel, a countess of the Black Court, for reasons currently unknown.
 - Enemy Forces:
 - SS company, Lady Sarel and Black Court attache, unknown special operations forces
 - Friendly Forces
 - Local insurgent group Haineux Sept, possible American forces in region.
- **Mission:**
 - High Priority: Infiltrate Castle Volkund through any means necessary and neutralize Lady Sarel.
 - Priority: Acquire any artifacts under Nazi control
 - Secondary: Intelligence gathering, hearts and minds with local population.
- **Execution:**
 - Task Force Alpha, 2nd squad, will air-drop into enemy-controlled territory 5 miles east of the town Erlangen which sits at the base of Castle Volkund and hook up with the embedded resistance group Haineux Sept
- **Sustainment**

- Supply: All required supplies and weapons will be provided prior to the drop into Erlangen. Additional supplies possibly available through HS, but not guaranteed.
- Transport: Airdrop, once on ground any transport will need to be coordinated yourselves. You will need to find your own way to the pickup point following the mission.
- Med Evac: None available. Bodies of fallen comrades should be burned or destroyed to prevent being raised as an enemy asset.
- Personnel: All assigned members of Task Force Alpha, second squad, plus any attachments from friendly forces in region.
- PoWs: None. any intelligence you gather from enemy forces should be recorded and the source destroyed.
- **Command and Signal:**
 - Signal: Call signs determined by 2nd squad.
 - Challenge and Password: Lightning/Thunder
 - Number Combination: 11
 - Command
 - 2nd squad will determine their mission commander, reporting to Captain Drach at the conclusion of the mission.

Table Rules / Expectations:

- Fast, Furious, Fun. Seek the fun first.
- Since it's halloween, we're a little more serious than usual. Jokes are fine, but keep them on topic, no Monty Python "too silly" moments.
- Bennie Economy: Fast, you should be spending them quick and I should be handing them out fast for good roleplay. Players capped at 5 bennies max at a time.
- Jokers Wild
- Attacker sets the role.
- Bad guys are trying to kill you. I am not.