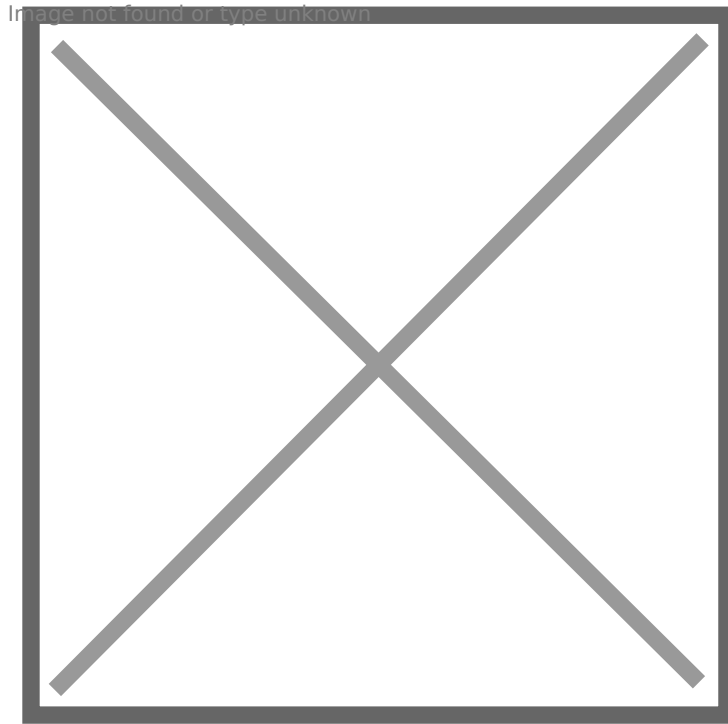


# Ongoing Operations

Contains currently ongoing operations and their related briefings.

- [Better Left Buried](#)

# Better Left Buried



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Location: Ammoulliani, Greece  
5th of November, 2023

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**Written by Overlord**

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## Briefing

The island of Ammoulliani has become encased in some kind of anomalous tropical storm following the discovery and awakening of SCP ██████ by an archaeologist team headed by Theofilos Lagos. The Foundation had an agent embed in the team under the guise of a reporter, callsign "Centaur", who was able to communicate prior to the formation of the tropical storm that a large portion of the HAF garrison has gone berserk, attacking each other and anything else they encounter. Much of the island's dead had been revived by SCP ██████ and Lagos himself has been turned into SCP ██████-1, with Centaur and the surviving Hellenic Armed Forces (HAF) moving to the town of Ammoulliani Actual to protect the civilian population alongside the local police.

Surface travel to the island is impossible, so Tau-44 and Omicron-8 are being delivered to the island via the Columbus, a SSN-grade submarine, under the storm to reinforce the town of Ammoulliani Actual and prevent the population from being weaponised further. Once the town has

been secured Omicron-8 will join the defences alongside the HAF/Police while Tau-44 meets with Centaur to discuss how to deal with SCP [REDACTED].

Find a way to weaken [REDACTED] before trying to confront it. Centaur was able to send through an information packet covering the different SCP subvariants encountered prior to the storm's formation. Check his notes and pack your weapons accordingly.

You will have ten engrams on the submarine for redeployment.

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## The SCP

SCP [REDACTED] appears to be "native" to the island of Ammoulliani, with no other instance of the SCP being previously encountered by the Foundation. It's appearance is that of a short sword, with a golden handle and some kind of blue crystal infused blade. The blade itself is devastating, with footage provided by Foundation agent "Centaur" showing SCP [REDACTED]-1 wielding the sword to cut through vehicles and infantry alike. SCP [REDACTED] has also displayed the ability to raise the dead and turn living beings into various mutated or "spiritually corrupted", of which will be listed below.

1. SCP [REDACTED]-1: Former Dig Director Theofilos Lagos was visiting the archaeological dig site on Drenia when SCP [REDACTED] was uncovered amongst other weapons in a buried armory. When Lagos picked the weapon up he was immediately possessed by the blade, thus becoming SCP [REDACTED]-1. His possession turned his fellow collages at the dig site into SCP [REDACTED]-2s and caused a considerable number of the HAF garrison on Ammoulliani to go mad and begin attacking each other. Lagos is able to raise the dead up as SCP [REDACTED]-2s and use the blade to devastating effect on vehicles. Any individual directly killed by SCP [REDACTED]-1 is turned into SCP [REDACTED]-6s. Any attempt to kill Lagos must be done while he is alone to prevent him from regenerating off of the other SCP entities. Maintain distance and *Do Not* attempt to engage in melee.
2. SCP [REDACTED]-2: Formerly Human, these entities have been reduced to a feral state. Attacking anything that moves barring other SCP [REDACTED] subvariants, 2s are still bound by the human body and are relatively fragile. Despite said fragility their bodies must be destroyed entirely to remove them as a threat. Appear to be under the direct control of SCP [REDACTED]-1. Relies heavily on swarm tactics, recommend using explosives or LMGs
3. SCP [REDACTED]-3: Recently risen corpses that have been damaged beyond regular function, 3s are creatures that move on all four limbs and are deceptively strong. Able to jump and release a scream capable of stunning nearby targets, 3s appear to be dedicated ambushers. They are fragile like 2s but smaller targets due to their posture. Keep them at distance and use rapid-fire weapons to kill effectively.
4. SCP [REDACTED]-4: Bodies that have been stitched together with the energies of SCP [REDACTED], 4s are bulky creatures that are able to move quickly and throw rocks. Despite this strength they are almost as fragile as 3s, making them extremely vulnerable to

explosives or high-caliber weapons. Keep at distance and target them quickly.

5. SCP ██████-5: Damaged beyond functional repair, 5s are suicidal creatures hellbent on finding the nearest target and exploding in a gaseous detonation. This makes them a non-threat to apcs and other armored vehicles but extremely dangerous to barricades and other defensive positions. Their gaseous nature makes them fragile to bullets, keep them at range.
6. SCP ██████-6: Humans that have been personally slain by SCP ██████, 6s are ethereal wraiths wielding scythe capable of bypassing walls and other barriers to attack their targets. Appear to be vulnerable to flame based weapons, as one was observed being destroyed by a molotov cocktail. Best kept at distance.

Once SCP ██████-1 has been killed SCP ██████ is to be left on the corpse until specialised MTF teams can be brought onsite to safely contain and transport the entity to a nearby safe house, before being transferred to Site-████ for containment.

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## Friendly Human Forces

- HAF: The local military garrison has been almost wiped out by SCP ██████. with those still sane held up in Ammoulliani Actual protecting the civilian population. It's likely any HAF encountered outside the town are berserk and are to be dealt with accordingly.
  - Local Police: Stationed in Ammoulliani Actual, reports by Centaur indicate they only posse pistols and no automatic weapons. They were largely unaffected by whatever drove the HAF batshit.
  - Omicron-8: Being deployed alongside Tau-44 from the Columbus, Omicron-8 are tasked with entrenching Ammoulliani Actual to prevent the further weaponisation of the population.
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## Hostile Human Forces

- Berserk HAF: Have been observed carrying guns and using them to moderate effect against their sane collages. Have not displayed the ability to use vehicles.
  - Chaos Insurgency: Centaur reported that an unknown armed group attempted to enter the archeological dig site seconds before the awakening of SCP ██████. If they are still present on the island they are to be annihilated, we can't risk them taking the SCP.
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## Kit Recommendations

- Pack a maximum weight of 35kg, you won't be getting a resupply for the entire mission.

- High capacity weapons will work wonders here, with grenade launchers or recoil rifles for hordes and big targets.
- Kit consistency will aid in total ammo capacity, don't pack five different primary weapon calibers.
- A flamethrower would be advisable, just have care when engaging HAF berserkers or Chaos Insurgency.
- If packing heavy have as much as possible in a backpack to allow for rapid movement.