



O P E R A T I O N

BODY COUNT

A Doom 2 Partial Conversion by Impie

Made for GZDOOM

Blast your way through several objective-based missions in your pursuit of world peace, 80s action movie style.

Based on the terrible DOS shooter by Capstone Software,
and other computer games about Middle Eastern terrorist plots.

[Visit my site for more cool stuff!](#)

STORY

Even Alaskan king crab fishermen don't envy your job, sneaking into heavily fortified areas and gutting them from the inside-out, all without any backup. You can't complain, given the perks and benefits Uncle Sam rewards you with: work for two months, spend the remaining ten living it up at a beach house. You *can* complain when your vacation is cut short to save the world on a dime. They're holding a summit meeting at the U. N. Headquarters to discuss a major plan of action in the war on terror, with their crosshairs centered over the heart of HORUS -- bad boys from the Middle East who love to blow and shoot everything up for one insane reason or another.

The name HORUS used to make people roll their eyes, a name referring to prison escapees and juvie delinquents, taking potshots at U.N. troops and pretending to be freedom fighters. Dumb, misguided kids who were more likely to frag each other on accident.

Kids that monsters like Victor Baloch eat for breakfast and shit out as paramilitary maniacs. Born to Austrian and Pakistani parents, and trained in the Austrian army, Victor is Public Enemy #1 on three continents. If international terrorists were vampires, he would be Dracula.

Last year Victor escaped from a maximum security prison (again). Suddenly HORUS was real organized, and real well armed, and besieging entire city blocks in the name of Allah. Wasn't hard to do the math: Victor Baloch had become the new leader of HORUS and whipped its disorganized legions into shape overnight. Their troops were outfitted with the latest military gear, and even though they were always caught or killed, the destruction they wrought was making too many headlines -- headlines at which Victor laughed as he kicked back in his safe house, enjoying margaritas and the spoils of his terror-for-hire racket.

To combat the HORUS menace, NATO had begun development of special weapons and equipment in a hidden facility, including state-of-the-art robotic drones and a collection of mini-nukes capable of obliterating entire cities. And the idiots let Victor waltz right in and take it all, like a bully taking their lunch money. World governments are in a race against time to find Victor and the stolen nukes before he does something horrendous with them. The U.N. is begging the USA for a miracle.

That's where you come in: Hector Juarez, the Hercules of counter-terrorism. Your mission is called Operation Body Count. Its purpose: to stomp HORUS into the dirt and send Victor Baloch into the hereafter...if Uncle Sam ever finds him again...

~ HEALTH AND ARMOR ~

Keep your eyes peeled for anything that can be used to protect yourself from a horrible death.



The **BEER BONUS** heals 2 health points, and its pain-numbing and bravery-inducing effects can bring you over 100%!



The potent brew in a **BEER BOTTLE** heals you for 15% up to full health. Almost as good as a shot of morphine.



The **FIRST AID KIT** dishes out a whopping 50% heal. Remember the location of each one and grab it when you're starting to fall apart.



SECURITY VESTS give 1/3 protection against all damage, and boost your armor to 100%. More durable than polyester, but don't depend on it in a real firefight.



SUPER ARMOR gives 1/2 protection against all damage, and boosts your armor rating to 200%. Don't get cocky: that just compensates for how much faster it drains when you're shot to pieces.

~ ARSENAL ~

“Do not use against Hector what you would not want used against you.”



The HOG LEG is always at your disposal in a pinch, and has unlimited ammo. It's not as efficient as the rest of your guns, but it beats the hell out of throwing rocks.



The UZI is your standard anti-terrorist tool, scattering 9mm slugs in a wide spread. Great for suppression fire, but not so hot for accurate shooting. At least ammo is plentiful.



The AK47 is the bigger, deadlier, and more accurate brother of the Uzi. It cuts through terrorist troops like a lawnmower.



RPG stands for “rocket propelled grenade”. Each shot splatters anything it lands close to...including you.



The FLAMER douses your enemies with sheets of napalm. Ammo is scarce and range is short, which is too bad since it can purge a room of terrorists in a few quick bursts.



The RAILGUN pitches uranium rods at the speed of light through any poor bastards that get in its way. Great for crowd control, but not so hot against larger, tougher targets.



Uncle Sam is more than a little concerned that Victor's suicidal army has stockpiles of NUKE LAUNCHERS, assuming the intel is worth a shit. Ammo is unicorn-rare, but anything that survives one shot deserves to kill you.

~ THE HORUS MILITIA ~

HORUS recruits are usually poorly trained and ill-equipped for the most meager of suicide missions, so it's alarming that this faction is outfitted like a first-world standing army. Do your homework, and don't get dead.



TERRORIST MOOK

Threat Level: Vermin

The bulk of Victor's army is made up of these impressionable hoodlums recruited from Middle Eastern prisons and armed with Uzis. Victor has given them a bloody new purpose in life, so don't bother negotiating... unless you're talking through a .44 magnum.

TERRORIST SERGEANT

Threat Level: Bastard

Each squad is commanded by one of these bearded sunsabitches. They're packing AK47s and are smart enough to head for the hills when outclassed. Don't be afraid to pop 'em in the back, lest they come back later and do the same to you.



MARTYR

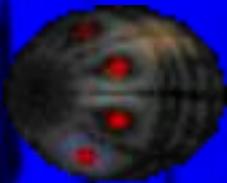
Threat Level: Dynamite

Ready to die for Victor's cause in the most spectacular way. They're lining up to shake your hand.

MANHATTAN HOBO KILLER

Threat Level: Biblical Plague

The mutant rats beneath the city have begun waging their own war against the surface. They'll eat anything that moves, regardless of its political faction.



W.A.S.P. AERIAL DRONE

Threat Level: Killer Bees

These babies were designed to clear out occupied buildings in urban war zones. They fly and sting like nuclear mosquitoes, but squish just as easily...if you can hit them.

A.T.A.C. RIOT CONTROL DRONE

Threat Level: Asimov Grave-Roller

The next step in law enforcement technology. HORUS got their hands on a shipment of these mechanical monsters and hot-wired them to guard hostages.



TOSHIBA TURRET

Threat Level: Lazy Tank

Holdovers from a previous counter-terrorism operation, now in the hands of Victor's minions. They guard their stations with monsoons of electric pain.





FILTHY HASSAN

Threat Level: Anthrax Mailbomb

A bloated basement-dwelling slob who mostly serves Victor as an interrogator, indulging such methods as waterboarding and car batteries attached to the privates. You're doing the world a favor by drowning him in his own blood.

HELLRAISER HAMARIK

Threat Level: Human Cuisinart

This walking lawnmower likes to serve Victor on the front lines so he can chop down Allah's enemies like crabgrass. Don't feel too bad about ventilating his ugly skull when you meet him.



KASIM THE HAMMER

Threat Level: Meteor Storm

An elite commando from the wrong side of the Iraqi war, this mean bastard has aged like fine wine. He solves most problems with his AK47, especially if those problems scream and bleed in an amusing fashion.

THE PALADIN

Threat Level: Forest Fire

The true name of this chuckling maniac is unknown. All we know is he loves to watch HORUS's enemies burn. This means you.



ALI "THE AXE" ADWAN

Threat Level: Son of Godzilla

Even the other terrorists are terrified of Victor's chief enforcer: this bearded tank with a love of heavy weapons. He announces his presence with an angry battle cry before ramming seeker rockets down his victims' throats.

BARADJ THE BUTCHER

Threat Level: Ten-Car Pileup

This elephant commands Victor's offensive lineup during takeovers. A gung-ho soldier, he lives for combat and favors a shotgun that could cut a train in half.



"DOC" MUSTAFA

Threat Level: Tank Brigade

Desert nation dictator by day, mad bomber by night, Doc Mustafa is a living nightmare behind countless terrorist bombings. He's ready to give you a checkup with 200cc's of HE warheads.

SHEIK TARAZ

Threat Level: Walking Auschwitz

Latest in a long line of ogre-like Taraz generals, the shambling sheik is an avid collector of advanced weapons. And he loves showing them off to anyone who visits his domain.



VICTOR BALOCH

Threat Level: Antichrist

Victor has escaped from every military prison in the world, and killed more people than God. He's nasty, he's well-armed, and he knows you're coming. Good luck.

~ CREDITS ~

Maps

Impie, Zen3001

Textures

CyClones, Hacx, Mars3D, Batman Doom

Intermission Graphics

Persian Gulf Inferno, Alcatraz, Stock Photos

Texture Ripper

Ceeb

Impie

Voices

Operation Body Count

Persian Gulf Inferno

Fallout, Resident Evil, Codename Tenka

Music

Hired Guns, Breathless, Alcatraz

Thunderjaws, Assassin, Hostages

Additional Assets

DoomJedi

Captain Toenail, Ghastly Dragon

Gothic, MagicWazard

Yuyu3, Tormentor667, WildWeasel

scalliano, Eriance, Vader

Jimmy91, Xaser, Xim, QuakeDoomNukem

Crazy Ivan, Team Future, TODM

JoeyTD, Froom, lolo_is_cool, Daniel

Yuraofthehairfan, breadbagfly, Cory Whittle

Abbuw-SKY001_U, Pinchy, Esperon, Infirnex, Doom_Ro, Jimmy

Special Thanks

Doomworld for keeping Doom alive

Rachael and the Zdoom Forums for the Support

Realm667 for teaching me Decorate

Capstone Software for sucking so bad

[Visit my site for more cool stuff!](#)