

Player name: Walter Staats, Michael Clark, Ian Hunter

Possible story line for TO single Player:

1. Have the main character switch sides in the middle of the game. The coalition decides the player know too much and tries to have him killed. The player is not too happy with that and decides use his knowledge against the Coalition

Training Mission: Trooper

The five world superpowers have joined under a single government, 'The Coalition'. They are using their position to impose strict guidelines and restrictions on smaller countries. Most countries were reluctantly pushed into submission, while some others valiantly resisted. Embargoes and economic sanctions have been setup against the resisting countries. As a result of these, some resisting countries have broken and submitted. But the most determined have formed The Resistance, whose most effective weapon is terrorism.

The Resistance isn't without a few sympathizers. Even within The Coalition, people have been showing disapproval for the way the new world super power is treating resisting countries. Groups have started to protest openly in the major cities of The Coalition. At first these protests were peaceful, but they are now getting more and more violent. Riots are now common occurrence in these cities. Rumor is that some underground groups with connections within The Resistance are trying to bring down The Coalition from within.

The riots, violent protests and terrorist acts have not gone unnoticed by The Coalition. A new task force, code-named 'Black Raven', has been created to deal with these problems. 'Black Raven' has now gone operational and is starting its Assault on Terror.

For three years you have trained to join the Navy Seals. With the formation of 'Black Raven', you have been given the opportunity to serve in the world's top tactical intervention team. Today is your final test: if you manage to finish this training mission, you will be promoted to field duty. You will finally put those years of hard work to good use.

Mapname: Training Mission

Scenario Title: Training Mission - Trooper

Scenario Desc1: This is your final training mission.

Scenario Text1: - Make your way to the blue control panel and hack it

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Congratulations! You are now a full-fledged 'Black Raven' operative. You should be assigned a mission shortly.

Team bots names:

Opposing bots names:

Additional bots names: Agent Erik Kiener, Agent Lance Carcia, Agent Javier Tiemann, Agent Kelly Montag, Agent Kelly Gullette

VIP name:

Special bots names:

Mission one: Train Station

Having successfully completed your final test, you are assigned a covert mission. You are to go undercover and take down an enemy arms supplier who goes by the name 'Jake Holsaw'. He is known to operate from the train station in Ghent, Belgium. Minimal resistance is expected, but the target is believed to have bodyguards.

Mapname: The Train Station

Scenario Title: Mission one: The Train Station

Scenario Desc1: You are to go undercover and take down the arms dealer who goes by the name 'Jake Holsaw'.

Scenario Text1: - Locate and eliminate Jake Holsaw

Scenario Text2: - Retrace your steps and return to your starting point

All enemy dead:

VIP dead: The target is down!

Special trigger:

C4 exploded:

Congratulation message: Excellent work, agent. The Coalition needs more men like you.

Team bots names:

Opposing bots names:

Additional bots names: Raymond Rakels, Dani Verhaeren, Koen Klein, Will Kim, Walter Coninx

VIP name: Jake Holsaw

Special bots names: Jef Malou, Ilya Röpcke, Bobbejaan Thijs

Need:

One VIP called "Jake Holsaw" in a room somewhere, with a bot kinda dumb, looking at the wall and holding. When the VIP is killed the other bot should start shooting, and spawn two other bots somewhere in the map. The player must return to the starting location to finish the level. If you could have people that don't look like idiots in the train station that would be good. Maybe hostages with knives would do the trick I don't know. They should have different skins. And they should not be saying hostage stuff.

Start as SF with Terror skin.

Mission objectives:

Kill the VIP, then go back to where you started.

Player weapons limitation:

Handguns. And knives.

Enemy bots weapons:

Handguns or small automatics "Uzi type", three bots in total

Allied bots weapons:

No weapons, No allies

Mission Two: Rapid Waters

There is a hostage situation at one of Philadelphia's electrical dams. For political reasons, it is imperative that the power supply to the city does not get disrupted. 'Black Raven' has sent you and two agents to take care of the situation.

You are to infiltrate the dam and free the hostages. Remember that 'Black Raven' does not negotiate with terrorists.

Mapname: Rapid Waters

Scenario Title: Mission two: Rapid Waters

Scenario Desc1: A hostage situation is in progress at one of Philadelphia's electrical dams.

Scenario Text1: - Locate the hostages

Scenario Text2: - Bring back the hostages, unharmed, to the recovery area

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Very good, agents.

Team bots names:

Opposing bots names:

Additional bots names: Winston Spira, Jerald Hime, Timmy Swenor, Toby Jaskot, Cary Skokan, Darnell Candia

VIP name:

Special bots names: Emanuel Langtry, Aubrey Pusser, Abel Busbey

Need: Two allies, "Viper" and "The Duke", or pick some names yourself, and three enemy bots (names don't matter, as long as they are not retarded), at the normal spawn location. It would be good if we could name the hostages "Technician" or something.

Start as SF in SF skin

Mission objective:

Player weapons limitation:

Enemy bots weapons:

Allied bots weapons:

Original map settings

Small automatics and lower.

AK47's, 3 enemies smarter than before.

Small automatics, 2 allies

Mission Three: Getaway

Three operatives from The Resistance have broken in one of our lower security offices and have stolen data critical to The Coalition. Those terrorists must be stopped at all cost. Intercept the three terrorists before they can make it to their getaway vehicle. Note that the three operatives may have regrouped with some more members of their terrorist cell.

Take Agent Inyart with you: his previous experience with runaways should prove to be invaluable.

Mapname: Getawayn

Scenario Title: Mission Three: Getaway

Scenario Desc1: Terrorists have stolen data critical to The Coalition.

Scenario Text1: - Intercept and dispose of the three terrorists

Scenario Text2: - Return to your deployment spot for pickup once the job is done

EstimatedEnemyForces: Between 3 and 10 operatives of The Resistance

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Excellent work, agents. The Coalition's secrets are now secure.

Team bots names: Agent Marlon Inyart

Opposing bots names: Randolph Gootie, Robin Rasband, Rudolph Wiedyk, Alton Wenrich

Additional bots names: Jonathon Gaeth, Damon Welles, Delbert

Shaffner, Malcolm Trier

VIP name:

Special bots names:

Need: use map settings, Bots should be at the same level of difficulty as the previous map. 3 Terrorists and 1 ally, I don't care what the terrorists are called but the ally is to be called "Vinny".

Start SF in SF skin

Mission objective:

Player weapons limitation:

Enemy bots weapons:

Allied bots weapons:

Original map settings

Small automatics and lower.

AK47's, 3 enemies smarter the before.

Small automatics, 1 ally

Mission Four: Monastery

One of our informants inside The Resistance betrayed us. Gathered intelligence indicates that he is hiding in a monastery in Lucerne, Switzerland.

Eliminate every living soul within the compound.

Mapname: Monastery

Scenario Title: Mission Eight: Monastery

Scenario Desc1: One of our informants betrayed us.

Scenario Text1: - Locate and eliminate the mole

Scenario Text2: - Leave no witnesses

Scenario Text3: - Return to your deployment spot for pickup once the job is done

All enemy dead:

VIP dead: The informant has been 'retired.'

Special trigger:

C4 exploded:

Congratulation message: Very good, agents. Let this be a lesson for the rest of those terrorist scums.

Team bots names: Agent Kurt Ketelsen, Agent Allan Jansky

Opposing bots names:

Additional bots names: Frankl Heinzmann, Marlo Baehler, Erwin

Christen, Hannes Bettinelli, Linus Boller, Vitus Trinkl, Olli Jeker, Urs

Schwaller, Paulo Ubersechs, Pirmin Schorta, Anselm Von Gruenigen, Egon

Zeller, Marlo Haefeli

VIP name: Markus 'The Mole' Albbrecht

Special bots names: Anton Emmeneger, Egon Lehmann, Armando Nuessli, Franco

Besse, Artur Nietlispach

Need: 10 enemy bots, one of them called "The Mole", and 9 allied bots.

Start SF in SF skin, remove hostages

Mission objective: Kill all enemy bots.

Player weapons limitation: automatics and lower.

Enemy bots weapons: sniper and lower, 10 bots better than last missions

Allied bots weapons: automatics and lower, 9 allies. (Though this might be too much)

Mission Five: Unbreakable

We received reports of an ill-equipped rebel group in York, UK. Although the source of these reports has not always been very reliable, we are sending you to investigate the rebel threat. Use lethal threat to disband the group before they become dangerous.

Do not let any of them escape alive.

Mapname: Unbreakable

Scenario Title: Mission Six: Unbreakable

Scenario Desc1: A rebel group is making trouble in York.

Scenario Text1: - Neutralize the rebel threat

Scenario Text2: - Do not let any of the rebels escape

Scenario Text3: - Use the van near the trains to return once you finished your work

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: ** Communication with the 'Black Raven' headquarters could not be established **

Team bots names: Agent Clinton Harting

Opposing bots names:

Additional bots names: Bryan Goffin, Ted McDonald, Patrick Gerbino, Rod Dobson, Charles Byon, Gordon Lisowski, Thomas Haddock, Nat Herbert, Paul Walton, Joe Brubaker, Charles Preston, Mike Bremer, Henry Gibson, Victor Hutchinson, Alex Sumrall

VIP name:

Special bots names:

Need: 9 enemy bots .

Start SF in SF skin

Mission objective:
when one of the rebels escapes)

Player weapons limitation:

Enemy bots weapons:

Allied bots weapons:

Special coding required (map is won when everyone is dead, and lost

automatics and lower.

Pistols, 9 bots, no armor

none.

Mission Six: Thunderball

It's a trap!

You find yourself seriously out manned, out of ammo and to make matters worse your teammate has been KIA. If you can evade the terrorists looking for you, you can use the train system to escape.

Mapname: Thunderball

Scenario Title: Mission Seven: Thunderball

Scenario Desc1: You find yourself outgunned and out manned.

Scenario Text1: - Avoid the terrorists

Scenario Text2: - Escape using the train system

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Great to see you again, agent. We have sent another team to dispatch of our misleading informant.

Team bots names:

Opposing bots names:

Additional bots names: Ivan Bates, Bart Dabak, Jamie Christensen, Benjamin Gomez, Tom Gartler, Anthony Self, John York, Doug Garcia, Clay Huang, Rick Bensley, Bobby Ballew, Rod Myers, Larry Turner, Scott Stubbers, Jack Loughridge, Brian Sherrill, Kevin Danenhauer, Perry Sands, Richard Lloyd, Brian Montgomery, Thomas Wiediger, Marc Young, Rod Beusse, Richard Kane, Sam Harrison, Denny Reichenbach, John Bates, Brendan Owens, Frank Overley, Eugene Yates, Ken Crouse, Toby Dowd, Denny Folk, Bradley Hunter, Jay Reed, Gene Mullet, Doug Kotsonis, Scot Sabry, Brendan Franz, Scot Rodriguez

VIP name:

Special bots names: Duane Rosenberg, Anthony Allwood, Chris Heath, Tim Buck, Bart Washington, Ball, Joel Love

Need: 8 enemy bots. Remove normal hostages, set escape spot at the train station close to the train. Bots should start anywhere but not too close to the player start location. One of them in the players view at the start if that is possible that bot should be armed with only a pistol. (must not appear on the player start)

Start SF in SF skin

Mission objective:	Escape at the train station
Player weapons limitation:	automatics and lower.
Enemy bots weapons:	sniper and lower, 8 bots
Allied bots weapons:	none.

Mission Seven: Forge

One of our teams has caught up with the misleading informant. As a pitiful ploy to save his own life, he offered us information regarding a large money counterfeiting installation in Skagen, Denmark. Naturally our team ignored this and put a bullet in his head. However, further investigation proved this information to be accurate.

You are to infiltrate the warehouse where 'Geoffrey J-Halmon' is believed to be running this operation. Terminate J-Halmon and do not let harm come to the warehouse's previous owners. Once the target is down, make your way to the docks behind the warehouse for pickup.

Mapname: Forge

Scenario Title: Mission Five: Forge

Scenario Desc1: A man who goes by the name of 'Geoffrey J-Halmon' is running a money counterfeiting operation

Scenario Desc2: from this warehouse.

Scenario Text1: - Locate and terminate Geoffrey J-Halmon

Scenario Text2: - Minimize civilian casualties

Scenario Text3: - Make your way to the docks for pickup

All enemy dead:

VIP dead: The target is down!

Special trigger:

C4 exploded:

Congratulation message: Excellent work, agents. Report to the headquarters at once.

Team bots names: Agent Darryl Loyola, Agent Max Days

Opposing bots names:

Additional bots names: Algot Lynnerup, Lennart Thunmark, Lorenz Bondo, Regner Bau, Regner Ejlersgaard, Kai Hasso, Ake Heiberg, Vidkun Rasmussen, Arne Lillesoe, Svend Most, Mogens Rude, Gregers Greve, Tycho Laugeson, Ake Sonne, Rolf Stubbe, Njord Nissen, Torolf Lundvall, Orla Fog, Roar Auken, Ulf Simonsen, Olav Kolb, Torkil Schmeichel, Svend Eldjárn, Ralf Stubbe, Knud Jorgensen

VIP name: Geoffrey J-Halmon

Special bots names:

Need: 5 enemy bots and 1 VIP, Enemy bots should be placed strategically to protect the VIP. 2 allied bots

Start SF in SF skin

Mission objective: Must kill VIP and then go to hostages rescue point to finish.

Player weapons limitation: automatics and lower.

Enemy bots weapons: AK47s, VIP is equipped with parker dale.

Allied bots weapons: automatics and lower, 2 allies.

Mission Eight: Frozen Scar

The Russians have been having trouble with a few terrorists cell within its borders. One of these cells is operating from an old barrack in the neighborhood of St. Petersburg. An insider informed us that one of the computer systems in that barrack contains addresses of different terrorist bases thorough Russia and Eastern Europe.

You and your teammate are to infiltrate the terrorist compound and recover the data. The compound is heavily defended, so be extremely cautious. Once you recovered the data, exit trough the garage door at the back of the base. Good luck.

Mapname: Frozen Scar

Scenario Title: Mission Four: Frozen Scar

Scenario Desc1: A computer within a terrorist compound contains data that could be of use to The Coalition.

Scenario Text1: - Locate the computer

Scenario Text2: - Retrieve the data from the computer

Scenario Text3: - Exit trough the garage door at the back of the base

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Good work, agents. The information you gathered shall prove to be most useful.

Team bots names: Camarade Nikodim Desny

Opposing bots names:

Additional bots names: Dorofei Dubnikov, Konstantin Panova, Yelisei Mendeleeva, Clavdy Vaelbe, Nikita Rumianova, Valeri Superanskaia, Nazary Radimov, Kazimir Pasunin, Eitan Kournikova, Ferapont Kaledin, Kondrati Kondratiuk, Mikhail Koulikovsky, Fredek Kerimov, Aristomakh Simonovitch, Lev Karklins, Afanasi Lyapunov, Demid Malkov, Konstantin Press, Nofel Chernitsky, Florenti Jelavich, Silvestr Itsov, Fredek Pankratev, Vissarion Rostov, Kiril Tiomkin, Arkhip Kondrackiy, Valentin Donkova, Feliks Putin, Arkadi Krylova, Prokhor Voikevich, Miron Karin, Stanislav Mindlin, Georgi Sinaisky, Yefrem Udovin, Naum Gulianskoi, Firs Obukhov

VIP name:

Special bots names:

Need: Use map settings, 7 enemy bots with one level higher diff then the previous map, 4 allies with you. "Jason" and "Libra".

Start SF in SF skin

Mission objective:

Player weapons limitation:

Enemy bots weapons:

Allied bots weapons:

Original map settings, Jason and Libra must survive snipers and lower.

snipers and lower, 7 enemies smarter the before.

snipers and lower, 4 allies.

Mission Nine: Glasgow Kiss

Terrorists in Scotland have taken high political figures hostage. Having evaluated the situation, 'Black Raven' has determined that a lone operative has a higher chance of success than a full-fledged tactical team. This is the fourth day of the crisis: make your way to Glasgow as soon as possible, agent.

Good luck.

Mapname: Glasgow Kiss

Scenario Title: Mission Nine: Glasgow Kiss

Scenario Desc1: A hostage situation is in progress in Glasgow, Scotland.

Scenario Text1: - Terminate any terrorist you encounter

Scenario Text2: - Bring back the three hostages alive

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Excellent work, agent. The New United Kingdoms is most pleased of your success.

Team bots names:

Opposing bots names:

Additional bots names: Monance MacPartland, Morcunn

MacMurchie, Ceanntighern MacIan, Osgar MacCorkill, Aed MacKellar, Adair

Auchmulty, Machan Knock, Ailin MacLay, Donnachac Affleck, Siridean

Killeen, Comgeall Murchie, Feradac MacWatters, Dubne MacCutcheon, Gearald

Brann, Ninian Pitkeathy, Idad MacNidder, Ragnall MacCutcheon, Oisein

Crerar, Drostan Ainslie, Athairne Farquhar, Madoes Lochhead, Oisein

MacCulloch, Gearald MacLay, Lachlan Ogg, Eairdsidh Pollock, Luthais

Kivloch, Duthac MacAlonie, Comhall Crichton, Brechin MacVarish, Guinoch

MacOmish, Matne Darroch, Labhrainn Clunes, Mac-Dobarchon Mcclung, Aonghas

Kermode, Amhlaidh Wynn, Athairne Rankeillor, Machan MacIvor, Blair

Geddes, Caoidhean Ryan, Matadín Lamond, Mac-Bethad Bleazard, Raibeart

Doig, Mac-Bead MacGill, Diarmad Gallie, Tadhg MacDerment, Wallace

MacLay, Neachdann MacChrystal, Gartnait Carrick, Coimghilain

MacIlvain, Athairne MacGowing, Artair MacSporran, Denholm MacCosh, Matain

MacHendrie, Gartnait Dumbreck, Duff Auchnie, Ragnall Quiggin, Monance

MacDade, Ailin Dow, Comgeall Pascoe, Mac-Bead MacCurtin, Gearald

Dougan, Stewart Ainslie, Lachlan Trewen, Athairne Pitkeathy

VIP name:

Special bots names:

Need: 4 enemy bots. Make this mission not too hard, so the skill level of the bots may have to be lower.

Start SF in SF skin

Mission objective:

original map settings.

Player weapons limitation:

7000\$.

Enemy bots weapons:

sniper and lower, 10 bots

Allied bots weapons:

no allies.

Mission Ten: Thanassos

On your way back to the 'Black Raven' headquarters, you have arrived on the scene of a terrible accident. Determine if it is the result of a terrorist attack and see if there are any hostages requiring help. 'Black Raven' does not know of your intentions, but since your mandate is to fight terrorism you might as well do just that.

Mapname: Thanassos
Scenario Title: Mission Ten: Thanassos
Scenario Desc1: A terrible accident occurred in this tunnel.
Scenario Text1: - Determine if this is an act of terrorism
Scenario Text2: - If necessary, dispose of the terrorists
Scenario Text3: - If necessary, rescue any hostages present on the scene
All enemy dead:
VIP dead:
Special trigger:
C4 exploded:
Congratulation message: ** Communication with the 'Black Raven'
headquarters could not be established **

Team bots names:

Opposing bots names:

Additional bots names: Agent Lance Stetz, Agent Allan Whitely, Agent Kelly Rahaim, Agent Tyrone Antone, Maurizio Cognasso, Filemone Maneilli, Calogero Mantegna, Tacito Cilento, Fabian Maidalchini, Gisiberto Fortunato

VIP name:

Special bots names: Bruno Boccasino, Ridolfo Comollo, Mauro Freni, Rodolfo Merlin, Dorianio Tacchinardi, Crispino Chiesa, Proteo Carrara, Vespasiano Frangipani, Rocco Campana, Erasmo Alti, Tacito De Caro, Gustavo Cardia, Donato Paolozzi, Adriano Lentini, Isidoro Branca, Nolasco Liotta, Ezio Finucene, Silvestre Falconieri, Teofilo Bigica, Ulisse Savino, Fiore Speranza, Roderico Iuliano, Eutichio Merizzi, Durante Chicchini, Albano Cimino, Dono Josi, Fiore Ottoz, Epifanio Ciriaco, Lando Torricelli, Vito Lamanna, Oreste Aragazzi, Benvenuto Cedronelli, Manlio Boccapecci, Tiziano Morbidelli, Durante Peschisolido, Biondo Fiesco, Oliviero Agnolutto, Tiburcio Sasseti, Antonio Masaccio, Savino Grillo, Proteo Chinaglia, Fausto Pertoni, Enrico Lollobrigida, Pace Gioberti, Torquato Rinuccini, Reinardo Luporini, Adriano Benincasa, Ugo Antonelli, Abbondio Ammacapane, Rosso Terragni, Gisiberto Cattaneo, Delfino Gordini, Efisio Baruffaldi, Celso Leopardi, Terenzio Berneri, Cornelio Vecchio, Bonamico Mordasini, Damone Manfredi, Bruno Poccetti, Scipio Sinopoli, Vettorico Ferrero, Sigismondo Napolitano, Palmiro Guidi, Ulivieri Durante

Need: 4 enemy bots. In SF skins. Called two them, Jason, Libra, Gravy, James. This mission should be harder then the last so you can make the skill level higher or add more bots, or reduce the number of bots and make their skills higher.

Start SF in SF skin

Mission objective: original map settings.

Player weapons limitation: 7000\$.

Enemy bots weapons: Two with M16 two with M4As, 4 bots

Allied bots weapons: no allies.

Mission Eleven: Crossfire

The accident in the Thanassos tunnel turned out to have been caused by 'Black Raven', under the orders of The Coalition. Having killed four of their agents, they will be sending operatives after you... The hostages you rescued are not terrorists per se, but they did prove to have disturbing information about The Coalition. It appears that The Coalition has been harboring terrorism to keep the member countries in a continuous state of war. War is peace, ignorance is strength... Combined with the knowledge of recent events, you decide to do your best to put a stop to The Coalition's insane objectives.

From the hostages you freed, you learned that The Coalition will be sending a weapon shipment to a terrorist organization in a few days. You are to destroy the weapon shipment or disable the communication equipment so that no reinforcements can be called in.

One of the hostages you freed, Darius Piepenburg, has decided to accompany you on your mission. Do not let harm come to him.

Mapname: Crossfire

Scenario Title: Mission Eleven: Crossfire

Scenario Desc1: You have decided to rebel against The Coalition. To undermine their efforts, you decide to

Scenario Desc2: cripple their war efforts.

Scenario Text1: - Destroy the weapon shipment

Scenario Text2: - If you are unable to destroy the weapon shipment, disable the communication equipment

Scenario Text3: - Do not let harm come to your new ally

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: ** Communication with the 'Black Raven' headquarters is not desired **

Team bots names:

Opposing bots names:

Additional bots names: Agent Guy Luthy, Agent Julio Ezzell, Renato Falatti, Cipriano Sacco, Agent Jessie Dionisio, Agent Neil NowlenPellegrino Paluzzi, Eugenio Cannavo, Medardo Corsi, Sempronio Cadoni, Armando Bastedo, Savino Furio, Bonaventura Dichio, Oliviero Paolozzi, Agnolo Marletti, Saverio Golino, Boetio Di spina, Agabito Angloma, Telesforo Ravanelli, Savino Peretti, Menandro Gennari, Averardo Masini, Agent Lance Chock, Agent Lonnie Accardi, Gesualdo Disanti, Valore Giugharo, Alfonso Baratta, Franceschi Nieto, Emidio Cecere, Leonardo Lubiani, Catalino Medici

VIP name:

Special bots names: Agent Clayton Klaiber, Corrado Romboni, Lamberto Dal Maistro, Agent Max Kulig, Miniato Goro, Giraldo Del Arco, Licio Patti, Agent Christian Wickersham, Germano Casoli, Bonsignore Manselli, Teodorico Gardini, Teodorico Cirilli, Ermete Speranza

Need: 5 enemy bots. 1 allie, Make this mission (much) harder then the last.

Start Terror

Mission objective: original map settings.

Player weapons limitation: Sniper and lower.

Enemy bots weapons: Random weapons not the supergun, no snipers, 5 bots

Allied bots weapons:
survive)

Random weapons no M60, no snipers, 1 allies in hostage skin (must

Mission Twelve: Avalanche

Through new connections, you have learned that The Coalition is developing a new spying machine, code-named 'Avalanche'. If they are successful and manage to create a fleet of spying drones, this could mean the end of The Resistance. With a team of your new allies, you are to steal the prototype from the Coalition's labs. With luck, you might be able to use the prototype against them.

Mapname: Avalanche

Scenario Title: Mission Twelve: Avalanche

Scenario Desc1: The Coalition is developing a spying machine. You are to steal it.

Scenario Text1: - Activate the fuel pumps to fuel the prototype

Scenario Text2: - Use one of the computers to open the hangar doors

Scenario Text3: - Use the other computer to initiate the prototype's autopilot program

Scenario Text4: - Neutralize any resistance you might encounter

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Congratulation on your success. This will surely not go unnoticed by both The Resistance and The Coalition...

Need: 6 enemy bots. One holding on each prototype access points, and three more roaming. 3 allied bots as well.

Start Terror

Mission objective: original map settings.

Player weapons limitation: sniper and lower

Enemy bots weapons: Random weapons not the supergun, no snipers, 6bots

Allied bots weapons: Random weapons no M60, no snipers, 3 allies.

Mission Thirteen: Blister

Following your recent success with the Avalanche prototype, you have been contacted by members of The Resistance. You allowed them to make use of the spying prototype to locate potential Coalition targets.

After a few days of intelligence gathering, The Resistance has located a few Coalition ammunition depots in the Middle East. To be accepted as a member of The Resistance, you are to prove your loyalty by destroying the Coalition's ammunition depots.

Mapname: Blister

Scenario Title: Mission Thirteen: Blister

Scenario Desc1: The Coalition has a few ammunition depots in the Middle East.

Scenario Text1: - Destroy one of the two ammunition depots

Scenario Text2: - Eliminate any resistance you might encounter

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Welcome, partner! You are now a member of The Resistance. I'm afraid you don't get HMO coverage, however!

Need: 5 enemy bots, one holding each bomb spot, 3 roaming. Should be more difficult then last mission, but not hard. no allies

Start Terror

Mission objective: original map settings.

Player weapons limitation: sniper and lower

Enemy bots weapons: Random weapons not the supergun, no snipers, 5 bots

Allied bots weapons: no allies

Mission Fourteen: Scope

During your last campaign, you have been able to take a few hostages. Due to their value to The Resistance, you must not allow The Coalition to retrieve them. The three hostages have been moved to a remote location, but it's only a matter of time before The Coalition finds them.

You have been assigned to a team of three freedom fighters and must protect the hostages at all cost.

Mapname: Scope

Scenario Title: Mission Fourteen: Scope

Scenario Desc1: You are to protect three Coalition hostages until we can interrogate them.

Scenario Text1: - Dispose of any Coalition agents you might encounter

Scenario Text2: - Under no circumstances should you loose any of the three hostages

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Good work, colleague. We should have the information we need very soon.

Need: 6 enemy bots,3 allies. All hostages must be kept. None can be rescued. Mission ends when 6 SF bots are ded. This mission should not be easy to complete

Start Terror

Mission objective: use bExterminate (need special code: round must be won when all enemy bots are dead and must be lost when one hostage is rescued)

Player weapons limitation: no limit

Enemy bots weapons: no limit, 6 bots

Allied bots weapons: no limit, 3 allies. (no more, no less)

Mission Fifteen: Knight's Edge B1

Once we assured protection to the Coalition hostages, they reluctantly gave us key information. From what we have learned from them and the information we already had, we are now certain that The Coalition is developing a deadly virus. The virus is to be used in The Coalition's own eugenistic plans. We obviously cannot let that happen.

You are to take a team and steal the deadly virus from The Coalition's labs. With a sample of the virus, our scientists may be able to create a counter-agent.

Mapname: Knight's Edge B1

Scenario Title: Mission Fifteen: Knight's Edge B1

Scenario Desc1: You are to steal a deadly virus from The Coalition's labs.

Scenario Text1: - Hack the panels on one of the doors leading to the lab

Scenario Text2: - Steal a sample of the deadly virus

Scenario Text3: - Do not let the present Coalition operatives' signal for help

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Excellent. With luck, we will be able to avert a genocide.

Need: 8 enemy bots, 5 allies, 2 allies must survive. 2 Enemy should be holding inside the virus chamber. This should be hard to finish.

Start Terror

Mission objective: original map settings. 2 allies must survive

Player weapons limitation: no limit

Enemy bots weapons: no limit, 8 bots

Allied bots weapons: no limit, 5 allies.

Mission Sixteen: Oilrig

The sample of the virus you stole has been given to The Resistance's underground scientific community.

However, because of The Coalition's embargoes, the countries resisting The Coalition are running very low on oil. Refining the brut oil is no problem, but acquiring it is. This is why The Resistance has captured an oilrig in the North Sea. However, one of the platform crewmembers has not been found and has called for help.

Find him and bring him back... Dead or alive.

Note that The Coalition's operatives are now on the way and will try to free the old crew. Do not let The Coalition get any of the crewmen back.

Mapname: Oilrig

Scenario Title: Mission Sixteen: Oilrig

Scenario Desc1: One of the old crewman has escaped.

Scenario Text1: - Bring the escaped crewman back to the holding point;
if he resists, dispose of him

Scenario Text2: - Eliminate the rescue team

Scenario Text3: - Do not let any of the hostages escape

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Good work. The Resistance is proud of you.

Need: 5 enemy bots, 6 allies and one VIP. 2 allied bots should be holding with the hostages. Enemy bots should only appear once the VIP has been killed.

Start Terror

Mission objective: Kill the VIP and the rescue team (need special code: win if you kill the
VIP and the rescue team, but loose as soon as one hostage is rescued)

Player weapons limitation: no limit

Enemy bots weapons: no limit, 5 bots one skill level higher then the allies

Allied bots weapons: no limit, 6 allies (probably much less)

Mission Seventeen: Winter Ransom

A few months ago, a terrorist attack occurred in a crowded marketplace in Reykjavík, Iceland. The blame, of course, was put on The Resistance. We now have evidence that one of the ministers in the Iceland Parliament, David Bjorgvinsson, has asked Black Raven to simulate a terrorist attack on its own soil. This allowed said minister to easily pass a bill increasing the Iceland military budget tenfold. This of course made the minister's friends in the arms industry rather happy.

We are going to make an example of him.

Informants have let us know that Mr. Bjorgvinsson will be meeting with arms dealers within the capital city. Although the area will be well guarded, we believe this is a perfect opportunity to take out the traitor.

Best of luck to you.

Mapname: Winter Ransom

Scenario Title: Mission Seventeen: Winter Ransom

Scenario Desc1:

Scenario Text1: - Locate and terminate minister David Bjorgvinsson

Scenario Text2: - Make your way to the back of the warehouse to avoid the police

All enemy dead:

VIP dead: The minister is down.

Special trigger:

C4 exploded:

Congratulation message: Very good work, soldier. Hopefully this will make the world's leaders think twice before turning to corruption.

Mission Eighteen: Verdon

The dam of Verdon is a few kilometers ahead of the city of Ste-Croix in France. You and your team are going to destroy the dam, flooding the entire area. Doing so is going to mobilize the Coalition forces in the area and allow you to easily accomplish your next mission.

Mapname: Verdon

Scenario Title: Mission Eighteen: Verdon

Scenario Desc1: We are to destroy the Verdon dam to distract the Coalition forces.

Scenario Text1: - Place an explosive charge at one of the two dam weak points

Scenario Text2: - Eliminate any resistance you might encounter

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Good work. The collateral damage is high, but The Coalition must be stopped at all cost.

Need: 8 enemy bots, 6 allies. Have one or two bots hold on each bombing spot, the rest can be roaming. Make this mission hard. >)

Start Terror

Mission objective: use original map settings

Player weapons limitation: no limit

Enemy bots weapons: no limit, 8 bots.

Allied bots weapons: no limit, 6 allies.

Mission Nineteen: Resurrection

With the majority of the Coalition forces 'occupied', you can now raid the secret Coalition weapons testing facility in Egypt. Take a few allies with you and acquire one of the Objective Individual Combat Weapon prototypes.

Leave no witnesses.

Need: 10 enemy bots have two guarding the entrance, two more roaming and two guarding the oicw, after the oicw has been captured have 4 more bots appear, 4 at the terror start spot and two at the SF start spot. There should be 5 allied bots. Is this going to work?

Mapname: Resurrection

Scenario Title: Mission Nineteen: Resurrection

Scenario Desc1: We are to raid the Coalition's secret weapons testing facility.

Scenario Text1: - Steal one of the OICWs

Scenario Text2: - Leave no witnesses

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Excellent. We will get our scientists to try to create copies of the weapon.

Start Terror

Mission objective:	original map settings > need custom coding to trigger the appearance of the bots when the oicw is taken
Player weapons limitation:	no limit
Enemy bots weapons:	no limit, 10 bots one skill level higher then the allies
Allied bots weapons:	no limit, 6 allies.

Mission Twenty: CIA

Whilst studying the newly acquired weapon, our scientists have discovered a self-destruct mechanism. Needless to say, we lost five good scientists in the explosion. It is improbable that The Coalition only had one prototype of the weapon. We are therefore going to raid the CIA headquarters and try to find the location of a second prototype.

You will have to infiltrate the heavily guarded building and make your way to the server room. Once you gained access, use your uncanny knowledge of computer systems to hack into the mainframe and locate a second OICW.

The Coalition is not going to expect an attack: use the element of surprise to your advantage. If you capture CIA employees, do not let them escape.

Mapname: CIA

Scenario Title: Mission Twenty: CIA

Scenario Desc1: We need to find the location of a second OICW weapon.

Scenario Text1: - Make your way into the server room

Scenario Text2: - Hack the mainframe and find the location of a second OICW

Scenario Text3: - Do not let any of the hostages escape

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Very good. We are now analyzing the data you acquired.

Need: 8 enemy bots. 2 in the server room, one on the roof, one outside and four at the normal start spot. There should also be 7 allied bots. Two should be guarding the hostages. And the other 5 at the normal start spot.

Start Terror

Mission objective: original map settings > need special code: need to loose if one of the hostages escapes

Player weapons limitation: no limit

Enemy bots weapons: no limit, 8 bots one skill level higher then the allies

Allied bots weapons: no limit, 6 allies.

Mission Twenty-One: Metal Storm

Hmm... It appears that The Coalition has a second OICW hidden in a fortified bunker in the mountains of Sweden. Take a team and bring it back to our labs. Be sure NOT to touch the red lever on the lower right side of the weapon.

As usual, leave no witnesses.

Mapname: Metal Storm

Scenario Title: Mission Twenty-One: Metal Storm

Scenario Desc1: We are to recover an OICW prototype from the bunkers in the mountains.

Scenario Text1: - Find the OICW prototype

Scenario Text2: - Eliminate any resistance you might encounter

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: Excellent. It's all falling into place...

Need: 10 enemy bots. Have two start in each the bunker, two protecting the oicw and 2 more roaming. 10 bots with you.

Start Terror

Mission objective: original map settings

Player weapons limitation: no limit

Enemy bots weapons: no limit, 10 bots one skill level higher then the allies

Allied bots weapons: no limit, 9 allies.

Final Mission: Omega

Following your success in operation Metal Storm, we were able to create a few working replicas of the OICW. Be aware that the weapon is still only a prototype...

The Resistance has learned that the leaders of The Coalition are meeting next month near London. We now have the chance to deal a deadly blow to The Coalition. The Resistance has made a nuclear submarine available to us. Using one of its ballistic missiles, we are going to destroy the meeting building.

Damnation! A malfunction in the air recycling system has forced us to surface and our presence has been detected! A 'Black Raven' tactical team has been dispatched to neutralize us. We must hurry and initiate the missile launching sequence as soon as possible. It is most fortunate that The Coalition is unaware of our intents...

Mapname: Omega

Scenario Title: Mission Twenty-Two: Omega

Scenario Desc1: We are to use a ballistic missile to destroy the Coalition's summit.

Scenario Text1: - Use the computer on the lower deck to set the missile's coordinates

Scenario Text2: - Use the launch computer on the upper level to put an end to the Coalition's madness

All enemy dead:

VIP dead:

Special trigger:

C4 exploded:

Congratulation message: ...

Need: 10 enemy bots, very well armed put everybody in there normal start spots. Give them the TO teams names. Have 1 allied bots

Start Terror

Mission objective: original map settings > need special code to give OICW to everyone, and need to have one of the allies blow up when his OICW malfunctions >D

Player weapons limitation: oicw >)

Enemy bots weapons: no limit, 10 enemy bots.

Allied bots weapons: no limit, 1 ally. Armed with oicws

Cut scene: You die

Player starts in front of the console, in third person view. Slomo 0.3. The round starts right away, and you're getting shot from behind. The enemy bot has near infinite health, and you have very low health (heh). You get shot, you die, the final screen shows up with the epilogue (but it's the 'story' screen, with a different story). The button reads 'The End', when you click it it exits single player.

Epilogue text:

While you were entering the coordinates in the missile guidance computer, the growing 'Black Raven' forces managed to get through your defenses. After massacring your entire team, they put a bullet square in the back of your head. It is somewhat ironic that you went down so easily after having fought so hard.

But The Coalition was too late: moments before facing your demise, you managed to initiate the ballistic missiles launch sequence. The leaders of The Coalition never knew what hit them. It should also be noted that the civilian casualties in the area were kept to a minimum, thanks to the low yield that the missiles offered.

Shortly after the assassination of The Coalition's leaders, one of The Coalition's executives leaked information concerning Black Raven to the press. It wasn't long before Black Raven was used as a scapegoat. Following an internal investigation of the Black Raven administration board, broad evidence of corruption was uncovered. Further inquiries showed that one of the terrorists responsible for the London bombing, namely you, was a former Black Raven operative. This, combined with the rampant corruption within Black Raven, forced its dissolution a few months later.

The controversy didn't spare The Coalition either. A few months after the event, England and China decided to break away from The Coalition and actively oppose it. Having been tremendously weakened, it is believed that The Coalition will not last another two years. The newly separated countries, along with the resisting countries, have begun forming a peacemaking group similar to the former United Nations.

This is the world you helped create. Let's hope it turns out for the best.

Your mission was a success. You have succeeded in launching 3 ballistic missiles against the Coalition.

Shortly after the launch the growing force of the Coast guards managed to get through your defenses. They killed you and your entire team. Your death was rather painless, unlike the way you lived. Shot a few times in the back and then in the head and it was over the light went out. As it was for the unsuspecting leaders of the Coalition, they never knew what hit them.

Within hours it was known that the leader of the Coalition were assassinated. Black Raven was put to blame; they had not done their jobs properly. An investigation was launched to find out where Black Raven had failed. It did not take long to find out that you were a former Black Raven agent and a deeper investigation was launched to find out why you had defected. There treachery was revealed a slew of documents were found incriminating Black Raven of crimes against society. Black Raven was disbanded.

The Coalition received an incredible amount of bad press, and lost face. The countries belonging to the Coalition returned to their government. The trade embargo was lifted, causing trade to start anew.

The resistance having no reason to exist also vanished, and countries found new respect for each other.