

## Faction 4 Story Synopsis

### Overview

In 2042, the world is caught in the grip of a global cold war. Tensions are high, as a half-dozen different power blocs with WMDs eye each other coldly in the ultimate Mexican standoff. The first one to blink is dead, and more than likely, the world will follow. Because the powers cannot afford to directly attack each other, they use corporate mercenary teams to do their fighting for them.

The player controls Faction 4, composed of Kurt Andross and his team, who are mercenaries working for Meros. Meros is a freelance agency specializing in espionage and covert actions that is lead by Simon Duvall. Though the team (and the player) don't know it at first, Duvall is using Meros and Faction 4 to further his own hidden agenda: the destruction of civilization.

Duvall is a secret member of the sect of Khali, a twisted cult that believes that death releases the soul from suffering, and is a gift that should be freely given. Convinced that he has been chosen by Khali to bless all humanity with her deadly gift, Duvall has set out to acquire a WMD and place it into the hands of those who can and will use it.

### Act I

The game begins with the F4 team fighting in war-torn Afghanistan on the behalf of the European Union, who want to take control of that nation – and its oil. Afghanistan is technically independent, but the current government has strong, unspoken ties to Neo-Soviets of Russia.

#### Faction 4 Intel:

- F4 knows that they are working for the Europeans against the Russians.
- Over the course of the missions, they may realize that the *point* of their actions is to not only weaken the Russian hold over Afghanistan (to make it easier for the Europeans to take over), but also to antagonize the Russians into attacking Europe directly.
- What they do not know (but may suspect) is that Duvall is antagonizing the Russians in an effort to win them as a client. He plans to play both sides against each other and profit by playing the middle man – and use the resulting operations to help track down a WMD of his own.

#### Mission 1, Afghanistan

**Objective:** Retrieve Data

**Setup:** Ali Kelzad, a Meros agent, is working inside the Russian embassy. He has vital intelligence to pass along, but he can't leave the secure area of the embassy without setting off alarms.

**Mission:** The team must sneak into the courtyard outside the embassy building, where Kelzad is supposed to have stashed the data disk inside a trash can. However, just as the team arrives at the drop point, they see Kelzad being apprehended. Now they must sneak (or fight) their way into the embassy, find Kelzad (and maybe find where he's stashed the intel), and fight their way back out.

#### Mission 2, Afghanistan

**Objective:** Destroy Oil Connection

**Setup:** The intel from mission 1 describes how Russia has made special arrangements with the government to supply bribes and weapons in exchange for secret access to the country's oil supply. The oil is being secretly directed to the Neo-Soviets by way of the primary oil refinery outside the city.

**Mission:** The team's mission is to infiltrate the refinery (through stealth or combat), find the point where the Neo-Soviets are gaining access, and shut it down. Once they are inside the refinery, the team discovers that the "access point" is a secret underground pipeline. They are discovered, and have no choice but to fight their way along the pipeline through a miles-long tunnel (maybe with small vehicles?). At the end of the tunnel, they come out in Russia's oil station: a well-protected compound where trucks fill up with oil and drive over the border to Russia. Here, the team just destroys everything.

### **Mission 3, Afghanistan**

**Objective:** Deliver TV Override

**Setup:** Russia's Afghani oil connection has been disrupted; now the team must disrupt Russia's hold over Afghanistan's media. Like many smaller countries, there is but one TV station in this country, and it's run by the government.

**Mission:** The team must infiltrate the television station, hook up the TV override (so that the Europeans can broadcast their own message and jam outside communications), and air a pirate report telling people how their government sold them out to Russia. They must hold off the enemies long enough to get the pirate signal up and running.

### **Mission 4, Russia**

**Objective:** Destroy the Leader

**Setup:** The team has hurt Russia's resources and influence in Afghanistan; now it's time to attack the Neo-Soviets directly. (Though the team doesn't know it, this mission comes from Duvall, not the European client, and is intended to make the Neo-Soviets angry enough to retaliate against Europe.)

**Mission:** The mission this time takes the team to Moscow to assassinate Yuri Kelsov, the Secretary of Foreign Policy and the man responsible for Russia's influence over Afghanistan. Intel says the best place to catch Kelsov with minimal security is at the high class, exclusive hotel where he visits his mistress. Probably using stealth, the team attacks at the hotel, where there are still plenty of guards to overcome. Kelsov makes it onto the roof, and a night time rooftop chase / fight ensues. Kelsov calls in a helicopter, which shoots at the team and tries to lower a ladder for the target to climb. If he gets on the chopper, the team loses. (Maybe we could throw in some smaller, flying Russian mechs to accompany the helicopter.)

## **Act II**

The Neo-Soviets have stepped into Duvall's trap. He has offered them Meros' services to retaliate against the Europeans who have been interfering with their operations in Afghanistan. They accepted his offer, and have now hired F4 to work against their former clients, the Europeans. (The Russians are unaware that their newly-hired mercenaries (F4) are the same ones who killed Yuri Kelsov and undermined their influence over Afghanistan. They will find out eventually, and at a most inconvenient time.)

### **Faction 4 Intel:**

- The team knows that they are now working for the Neo-Soviets against the European Union. (The irony of the situation is pretty clear.) They also know it's a long-term assignment, with the vague objective of infiltrating the Europeans' defenses and finding intel to help destroy them.
- Over the course of the missions, the team may learn that the Europeans did not order the assassination of Yuri Kelsov, and don't know who did. They also learn about several key enemy groups: the Children of Khali, NeoTek [formerly known as the "European Syndicate"], and the WolfPack. These missions also introduce Werewolves and Vampires as special enemies.
- What the team does *not* know is that Duvall is using the Russian-funded missions to track down, and eventually acquire, the new WMD being developed in Europe.

### **Mission 1, England**

**Objective:** Insert the Agent

**Setup:** The Neo-Soviets want revenge against the EU for its "acts of terrorism" in Moscow, so they have hired Meros to cripple the European military. The first step in undermining Europe's armed forces is gathering intelligence. To this end, the Neo-Soviets have hired a spy, Amelia LaBlanc, who has been trained and surgically modified to replace a target inside the British military.

**Mission:** The team's mission is to sneak Amelia onto the military base and secretly dispose of the woman she is replacing. Just as they are reaching their target area, however, the base comes under attack from the Children of Khali. The Children are led by a strange man who seems to know his way around the base, and to possess more strength and stamina than any normal soldier. He is, in fact, a vampire who was genetically engineered by the UK military but has now gone rogue. He has recruited the Children to help him attack his

former masters. Suddenly, a stealth operation turns into an all-out battle, with the team caught between the two forces. (During and/or after the battle, the player is briefed on the Children of Khali. The vampire might be hinted at, but no explanation is actually given.)

### **Mission 2, Italy**

**Objective:** Plant Bugs

**Setup:** While one source of intelligence is good, two is better. As part of Meros' campaign against the Europeans, it sends the team to Italy on a recon mission.

**Mission:** The team's mission is to plant surveillance equipment throughout an Italian government building. First, they have to fight their way in (though this is mostly a diversion). Then they have a limited amount of time (while the guards are investigating the diversion) to sneak around (in the air duct, maybe?) and plant bugs. Finally, they need to fight their way back out.

### **Mission 3, Germany**

**Object:** Locate the NeoTek Lab

**Setup:** Based on the intelligence from the spy and surveillance, it's clear that the NeoTek corporation has the government contract to make super-soldiers – but Meros doesn't know where its secret facility is.

**Mission:** The team must attack Hans Heinberger, a NeoTek executive, during his morning jog on the Munich city streets (defeating his bodyguards) to interrogate him. Based on his information, the team goes to the Black Forest, where NeoTek has an underground lab. The executive's entrance codes get them inside, where they must fight to the data on the program, steal the data, destroy the operation, and escape.

While in the lab, the team first encounters the genetically-engineered werewolves, and must face the men who created them: Dr. Milton Carver, and his assistant, Cameron Davis. In a climactic battle, Dr. Carver subjects himself to his latest experimental, fast-acting "werewolf" formula, and transforms into a super-werewolf. His assistant escapes during the battle, but Carver himself falls in battle defending his data (though his body is not recovered.)

### **Mission 4, France**

**Objective:** Rendezvous with the Agent

**Setup:** Amelia LaBlanc, the spy hired by the Russians and planted by F4 in the British military, has discovered the break-through the Neo-Soviets have been waiting for: evidence that the Europeans are developing a top-secret bio-weapon. Amelia sent word that she wanted to meet up on board the yacht *Penelope's Pearls*, in port at the Bordeaux Marina, but no one has heard from her for several days.

**Mission:** The team must meet with Amelia aboard the yacht, but are encouraged to approach carefully, since something has probably gone wrong. In fact, the yacht is crawling with plain-clothes Wolf Pack agents (including ninja), who have been hired by the Europeans to capture or kill anyone coming to see Amelia. Amelia's cover has been blown, and she is locked up below deck. The team must fight their way to Amelia and free her. She tells them that NeoTek has a secret lab on a private island, where they are developing a top-secret bio-weapon (a highly-contagious, air-borne virus that kills in minutes).

### **Mission 5, France**

**Objective:** Steal the Bio-Weapon

**Setup:** As soon as Duvall hears about the bio-weapon, he immediately orders the team to go to the island and steal it. He says it is on orders of the Russians, but Amelia is dubious, since she hasn't heard such orders from her superiors in Moscow. All the same, she agrees to take the team to the island. (Alternately, she could just give them the coordinates, since she doesn't have to be there.) (And no, the Russians didn't order the weapon taken; it's just Duvall who wants it.)

**Mission:** The team then goes to a private island, where they must break into the lab, and face Cameron Davis, a bit of a super-soldier himself, who wants revenge for their killing of his boss in the German lab. They also fight super-soldiers (vampires), steal the bio-weapon, plant a bomb, get back to the boat, and escape.

### **Mission 6, France**

**Objective:** Deliver the Bio-Weapon

**Setup:** Upon their arrival back in France, the team is ordered to get the bio-weapon on board a train headed toward Switzerland. Unfortunately, the trains are being patrolled by the French military (who have been ordered to keep an eye out for the team).

**Mission:** The team must sneak on board the train and make their way to a certain cabin without being spotted by soldiers or harming civilians. There could also be WolfPack trooper or ninjas about. In the cabin, they hand off the bio-weapon to a Meros agent. Before the train hits Switzerland, however, it is attacked by Neo-Soviet mechs (Iron Giant-time!). (Amelia has reported to her superiors that F4 has the bio-weapon, and the Russians have also realized that F4 are the ones who hurt them in Afghanistan, so they've sent a mech team to take them out.) If the team can hold off the mechs long enough for the train to hit the tunnel leading to Switzerland, they win the mission.

### Act III

Now that Duvall has his WMD, he is looking for a worthy recipient who will use it to maximum cataclysmic effect. He has found a potential recipient in Peter Sung [formerly known as Omar Farrad, and whose name will likely change again], a rich, power-hungry young man with delusions of grandeur and all the mercenary soldiers his money can buy. As a minor, local warlord in Korea, Sung isn't in a position to use the bio-weapon yet, but Duvall offers to help bring Sung to power. Sung accepts, and the next piece of Duvall's plan snaps into place.

#### Faction 4 Intel:

- The team learns from Duvall that they are working to bring Sung to power in Korea, and to arm him with the bio-weapon. This will create a new client, Duvall assures them, for those who hire Meros mercenaries are mostly countries with their own WMDs.
- Over the course of the missions, the team realizes that the Children of Khali have infiltrated Sung's organization, and may likely *use* the bio-weapon, rather than just *threaten* to use it, like everyone else. When they express concern about this, Duvall reveals that he himself is a Child of Khali, and that everything is going according to plan.

#### Mission 1, Korea

**Objective:** Destroy Opposition

**Setup:** In order to enact the coup and bring the radicals to power, Faction 4 must eliminate the military generals who support the current Korean administration.

**Mission:** The team must sneak into the military base where they are meeting, find them, and eliminate them. There's a time limit: Once word reaches the generals of the coup breaking out, they will leave the base and the player will fail the mission, so the player has limited time to take out all five generals.

#### Mission 2, Korea

**Objective:** Retrieve Family

**Setup:** Within hours of eliminating the generals, Sung contacts the prime minister of Korea and demands that he turn the government over to Sung's revolutionary army. To help ensure the "smooth transition of power," Sung orders Faction 4 to capture the prime minister's family. The prime minister beefed up security at his mansion at the first whiff of a coup, and the place is now crawling with guards and Korean super-soldiers.

**Mission:** The team is to break into the prime minister's mansion complex, find and capture his family, and hold off all attackers until a helicopter arrives to extract the team and family. The mission probably begins with stealth (sneaking into the mansion), turns into a full-blown firefight (inside the mansion), and might include some puzzles (such as figuring out the secret room where the family is hidden). The family's personal super-soldier security forces might be cyborgs. At the end of the mission, Sung takes control of Korea.

### **Mission 3, United States**

**Objective:** Retrieve Scientist

**Setup:** Dr. Milton Carver, the NeoTek werewolf scientist left for dead at the end of Act II, Mission 3, has been found inside the United States. He has been arrested by federal agents, and is being held in Terminal Island federal prison outside Los Angeles. When Sung's lieutenants (secretly Children of Khali) hear about this, Sung immediately dispatches F4 to LA to break Carver out of prison, so they can secure the creator of their bio-weapon.

**Mission:** The team must break into the prison, secure Carver, and get him out to the pick-up point. Part way through the mission, NeoTek arrives with its own "rescue mission," so the team has to fight them as well as the prison guards. NeoTek's troops might be cyborgs. Because the prison is on an island, there might be boats or small, hi-tech personal watercraft involved in the mission.

### **Mission 4, Japan**

**Objective:** Retrieve Missile Prototype

**Setup:** Sung's lieutenants and Dr. Carver advise Sung that he needs an effective delivery system for his bio-weapon. They recommend a missile that is small, yet with long range. Intelligence confirms that Japan has such a weapon high up in its mountain stronghold. Sung's advisors provide the team with an armed escort/distractor: a band of troops who are secretly Children of Khali.

**Mission:** The team must climb the snowy mountain, fight through the base, and steal the missile plans. Enemies include snow ninjas outside the base, and cyborgs inside. At some point, the player should suspect that the extra troops sent by Sung's advisors are not mercenaries, but somehow familiar.

### **Mission 5, United States**

**Objective:** Retrieve Bio-weapon Components

**Setup:** Sung's lieutenants are seriously discussing how much bio-weapon they'll need to kill enough people to start a world war, and realize that they will need more raw materials. The NeoTek base has been destroyed, but intelligence suggests that the U.S. has a supply of material inside its top secret Area 51 laboratory in the Nevada desert. Intelligence provides the name of Norman West, an Area 51 scientist who knows about the raw materials.

**Mission:** The team must sneak in the base (maybe take out some scientists and steal their IDs?), find and interrogate West, secure the material, and make their way to the extraction point. This might be one of those levels where the player can either sneak or fight his way through it. The base is defended by US soldiers, and the vaults are guarded by soldiers with souped-up alien weapons (and battlesuits?).

After the mission, the team talks to Duvall, and points out that Sung's people are likely Children of Khali, and might actually try to *use* the bio-weapon. Duvall feigns ignorance, then kills Sung. He tries to kill the team, but someone (Sung? One of the team members?) slows him down long enough for them to get away.

## **Act IV**

In a race against time, the team rushes to stop Duvall from starting World War III.

### **Mission 1, Korea**

**Objective:** Escape from Meros HQ

**Setup:** The F4 team is on the run inside Meros' Korean base. Duvall and his minions (formerly Sung's lieutenants) are here for the missile base to prepare for the launch.

**Mission:** The team has a limited amount of time to sneak around gathering weapons and access codes before the alarms go off. Once the alarms go off, it's still possible to escape, but a lot harder due to the swarms of Meros soldiers. The soldiers don't know what's going on, and don't care; they're only following orders, which are to kill the "traitorous" F4 agents.

### **Mission 2, Korea**

**Objective:** Destroy the Bio-weapon

**Setup:** After escaping the Meros HQ, the team has to decide where to go next. For the first time, they don't have someone giving them orders. They decide that, rather than playing it safe and fleeing Korea, they will face down the monster they helped create, and destroy the bio-weapon.

**Mission:** The team has to break into Dr. Carver's lab to destroy the bio-weapon, the plans, and Carver himself. But after fighting their way in, they discover they're too late: the weapon is on board a missile and the missile is on the launcher, en route to the target zone. But they can still destroy everything else here.

### **Mission 3, Korea**

**Objective:** Stop the Bio-weapon Missile

**Setup:** The missile is ready and being prepped to launch at Beijing. Duvall is here, so security is super-tight. Meros has also sent additional troops to supplement the local muscle.

**Mission:** The team has to get to the control center to get the termination codes, then get to the missile (while the countdown is going, of course) and hold off the defenders while they enter the codes and stop the launch. Killing Duvall should be in there somewhere too, maybe as a post-script to the mission.