

Ace Assassin (Brightfire)

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This text-only version of the Ace Assassin CYOA exists for accessibility purposes. The full version with images can be found at <https://palaceofnero.com/misc/cyoas.html>.

The Brightfire Empire, 1976.

You are a newly appointed assassin working for the Ministry of Intelligence. This is not a position that is easy to get into, nor is it a position that is easy to get out of. For the foreseeable future, your life belongs to the empire, and all of your actions are to be in service to it. You must be ready to eliminate targets both at home and abroad. You must be a clean and efficient killer. And you must never allow the nature of your employment to become public information. In return for carrying out your duties, you will be rewarded very handsomely with wealth and special privileges.

Brightfire itself is a large and proud nation with a rich history. It has long been condemned as a repressive regime by international observers, but it escapes any firm punitive action due to its close alliances with other major powers. The leader of the nation is a man known primarily as The Director, and he has executive authority over any decision that the government makes. Even the royal family, and the emperor himself, are little more than his pawns in recent years. Secret police watch the streets, sycophants run the media, and all serious forms of dissent are ruthlessly snuffed out. Could anyone hope to eventually change any of this? Maybe, but only time will tell where things end up.

Allegiance

While you work for the Mol, you may privately hold ulterior motives or critical opinions. Certain opportunities will open up based on where your loyalties lie, including exclusive loadout options and unique final missions at the end of your adventure. Where do you stand?

>Loyalist

You believe in serving the Brightfire Empire to the best of your ability. Order, justice, and the sovereignty of the nation are your primary concerns. It's an honor for you to be able to serve your country in such an important capacity.

Purple borders indicate Loyalist only choices.

>Rebel

You're either here because you're looking for a chance to damage the state machinery from the inside, or because of some decisions that you've already come to regret. The empire is an oppressive monster, and as soon as you can play your part to stop it, you will.

Red borders indicate Rebel only choices.

>Opportunist

You're just looking out for yourself. Whether or not Brightfire is good or bad for its citizens is of no concern to you as long as you're making money. The work pays well, and maybe you even enjoy it, and that's good enough for you. If something even better came up, you'd probably do that instead.

Yellow borders indicate Opportunist only choices.

Training

You will be going through a series of missions. Each mission comes with a brief, which explains what you will need to do, and a budget. You will have to take this budget to the Loadout section and use it to purchase weapons and tools that you think would be perfect for your particular approach to your duties. At the end of the mission, you will return all of these weapons and tools, but can repurchase them with the next mission's budget if you know they would be useful yet again. Completing the missions well will award you with Reward Points. These can be spent in the 'Rewards' section, near the end of the CYOA, after all of the Core Missions are over. Additionally, you have eight skills that will affect your ability to use particular items and succeed in particular ways. Unlike loadouts, your ranks in these skills don't reset between missions but instead grow as you complete more of them. Each mission rewards you with new Skill Ranks that you can allocate as you please.

Due to your prior knowledge and extensive training with the ministry, you should start by allocating **6 Skill Ranks**. You get Rank 0 in everything for free.

>Athletics

Being fit is an important part of your job. It affects things such as how long you can run for and how much you can lift.

Rank 0: Slightly above-average levels of fitness, equivalent to regular but short gym sessions.

Rank 1: You can finish a marathon in four hours, and deadlift 150% of your weight.

Rank 2: You can finish a marathon in three hours, deadlift 200% of your weight, and you can sprint 100m in 11 seconds.

Rank 3: You have levels of strength and endurance that would allow you to compete at an Olympic level in many sports.

>Durability

This affects how much damage you're able to just shrug off. High durability means attacks on you do less damage and are also felt less.

Rank 0: You could power through a few punches in a fight, but your pain tolerance is only slightly higher than average.

Rank 1: You could easily ignore most hits from anyone but the very hardest of hitters.

Rank 2: Even if you were shot in the gut, you could carry on doing your job after the initial shock.

Rank 3: You're able to ignore all pain until you have a convenient moment to deal with your injuries.

>Acrobatics

This covers everything from navigating past obstacles and traps to cool-looking freerunning stunts.

Rank 0: You're somewhat flexible, but not to an abnormal level. You could jump a short fence while running if there were no easier paths for you to take.

Rank 1: You can scale a short wall or one-story building. Basic parkour skills make it easy to stylishly run through an entire room full of obstacles of different sizes.

Rank 2: You're very flexible, allowing you to fit into more hiding places and wall vents. Backflip and cartwheel with complete ease. Navigate laser tripwires with no problem.

Rank 3: You can climb tall buildings and cliff faces, finding any potential foothold. You can safely jump very impressive distances and could use this to go rooftop to rooftop.

>Stealth

A lot of the time, it's better to not be seen. Ranks in stealth will help you sneak around unnoticed, and silently take out any threats.

Rank 0: You can take any obvious opportunities to be stealthy, but you won't necessarily do it with much tact. You know the basics of CQC.

Rank 1: You know when people are just about to look or walk away. It's easy to choke anyone out from behind in around five seconds by cutting off their blood flow.

Rank 2: You can always throw or make a noise with something to cause a distraction. You also move much more quietly, always paying attention to where you step.

Rank 3: Move swiftly and silently, quickly identifying all potential hiding places as soon as you enter a new room. A well-placed chop to the neck can knock someone unconscious.

>Persuasion

Cunning and charisma can be very useful for infiltrating the enemy's hideout and distracting their staff.

Rank 0: You come across as a very average person, and know when to use basic manners.

Rank 1: Perfectly feign emotions such as friendliness, understand class etiquettes, and imitate foreign accents.

Rank 2: Deftly inspire emotions like sympathy or fear in other people, predisposing them to doing what you want.

Rank 3: You just seem to emanate leadership and sincerity. Even your enemies will think you're kind of cool.

>Instinct

This category covers a lot of different things related to your basic senses and awareness, which are very valuable assets.

Rank 0: You have good vision and hearing and can follow obvious tracks or trails in snow and mud.

Rank 1: You can remember every face you see, and easily spot even the faintest tracks on the ground. You're knowledgeable of medicinal herbs that you could find in any forest or field.

Rank 2: You instinctively know whenever somebody is looking at you. You'll never trip over when walking or running, and you'll never be caught off guard by the presence of a trap.

Rank 3: When you enter a 100 square meter area, you can immediately tell if any specific person was there within the last 10 minutes.

>Short Guns

This improves your ability with small and light guns. In particular, it affects pistols, submachine guns, short shotguns, and your ability to throw things one handed.

Rank 0: It would take you only a few seconds to pick up a short gun you've never seen before and work out how to use it.

Rank 1: You're an expert of quick draw. With just a second of concentration, you can pull a gun from its holster and aim it perfectly.

Rank 2: In close range combat, you barely need to think about aiming. You could very effectively dual wield your weapons.

Rank 3: Your guns feel like an extension of you. The main limitation on how fast you can kill six men with a revolver is how fast the revolver can fire.

>Long Guns

This improves your ability with long and heavy guns. In particular, this is about sniper rifles, assault rifles, and long shotguns.

Rank 0: It would take you only a few seconds to pick up a long gun you've never seen before and work out how to use it.

Rank 1: You're very good at spotting figures who are far away, and instinctively account for distance when shooting.

Rank 2: You're an expert of mid-range combat. You aim slightly faster, and reload slightly faster, than everyone else you'll meet.

Rank 3: Your ability with a sniper rifle is unsurpassed. You can catch even the slightest opening to take someone out over a long distance.

>Technology

For someone with good technical knowledge, there will be plenty of opportunities to rig machinery or explosives to your advantage.

Rank 0: You know how to use equipment you get in your loadout, and how to hit a piece of machinery until it breaks.

Rank 1: You can operate any industrial or factory equipment. You instinctively know the size of the explosions that bombs, grenades, and demolition charges will make.

Rank 2: You're an expert electrician. From the power generator in your target's hideout, you can cut power to specific rooms instead of to the entire building.

Rank 3: You're good at improvised engineering, restoring broken equipment using any nearby scrap, and setting up Rube Goldberg machines to take out your target.

>Vehicles

Your driving skills could be very useful whether you use them to take out your target or to make a quick getaway.

Rank 0: You have a driver's license, and basic experience across cars, bikes, and trucks, as well as sailboats and speedboats.

Rank 1: Experience with military vehicles. You may now tune-up purchased vehicles prior to your mission to raise their speed and acceleration by 10%, and add bulletproof tinted windows.

Rank 2: Perform stunts that normally only exist in movies, like driving on two wheels, performing jumps, and turning safely at high speeds. Tune-up cars with bulletproof tyres, hydraulics.

Rank 3: Drive fast even in heavy traffic, or rocky off-road paths, where anyone else would think it was impossible. Tune-up cars with the ability to drop caltrops with the press of a button.

Intro Summary

To summarize, here's what you'll want to record:

Global - Skill Ranks, Skills, Reward Points, Final Rewards

Per Mission - Budget, Loadout

You read a mission, buy a loadout, spend your new skill ranks and save up your reward points, and then repeat this for each mission. When the Core Missions are over, you spend the Reward Points and get access to the final missions.

If you'd like to play co-operatively, use these additional rules:

Add \$500 to the budget of each mission and then divide the total between you both and make two separate loadouts. You each receive the full number of rewarded skill ranks at the end of the mission and choose your training separately. However, to encourage specialization and synergy, as well as for the sake of balance, only start with 5 skill ranks, and only take 1 skill rank from each core mission in the core mission pack instead of 2. The final reward points should be put into a shared pool and then split evenly between you once you reach the rewards section. If there's an odd number of points and they can't be divided evenly, add one.

This page covers training and introduction.

Loadout is pages 2 and 3, Core Missions are pages 4 and 5, Rewards are page 6, Finale Missions are page 7, Extra Missions are page 8 and 9, and Holiday Missions are page 10.

Good luck out there, agent.

Loadout

You should read your mission brief before choosing your loadout, but you could still take a look at the armory first just to get an idea of the tools at your disposal. There are a range of different things that could be useful. Choose carefully.

GUNS

While there are plenty of ways you can go about doing your job, most assassins like to carry a gun while they're on their missions. Even if you don't expect to have to use it, it's usually better to be safe than sorry. We can supply you with extra magazines and more ammunition than you'd ever need for your mission, but it's up to you how much you take and how you store it.

short guns

>Smith & Wesson Model 36 (\$200) **revolver**

This is an easy to conceal gun that fires powerful .38 special rounds. It has a 2" snubnosed barrel, and a 5 round cylinder. Its effective range is only about 25m.

>Smith & Wesson Model 10 (\$250) **revolver**

This is the most popular handgun of the 20th Century. It's a 6 shot double-action revolver that fires .38 special rounds and has fixed iron sights. It has a 40m effective range.

>Colt Commander (\$350) **pistol**

This is a special forces handgun built as a concealable and lightweight replacement for the Colt 1911. It uses 9 round box magazines and .38 pistol cartridges. It has a 50m effective range.

>Suppressed Colt Commander (\$400) **pistol**

This is the Colt Commander again, but with a sound suppressor add-on. It makes the gun a little bit quieter, eliminates muzzle flash, and reduces the recoil by roughly 30%.

>Škorpion vz. 61 (\$400) **machine pistol**

The Škorpion is a machine pistol from Czechoslovakia. It uses a 20 round magazine and has a 100m effective firing range. It comes with open-type iron sights and a foldable wire shoulder stock. We'll supply you with a leather holster for it. It has both semi and fully automatic firing modes.

>HK MP5A2 (\$650) **smg**

The MP5 is a West German submachine gun currently in use by the US Green Berets in Vietnam. It has adjustable iron sights, a 30 round magazine, and a 100m effective fire range. This version comes with a fixed stock. Its design has proved very effective and is popular worldwide. It has both semi and fully automatic firing modes.

>HK MP5SD (\$800) **smg**

The SD variant of the MP5 is similar to the MP5A2, it comes with an integrated sound suppressor, the stock is retractable, and its effective range has been reduced to 75m. This particular gun has also been modified so that it has a three-round burst firing mode.

>Impericus AD70 (\$250) **short shotgun**

This is a powerful sawn-off shotgun that was manufactured here in Brightfire. It is break-action and double-barrelled, meaning that it holds two single shots that can be fired in quick succession using two separate triggers. Its short length makes it easy to carry, easy to wield in close quarters, and easy to use with one hand.

-LOYALIST ONLY OPTION-

The price of the Impericus AD70 can be discounted to \$200.

long guns

>AK-47 (\$500) **assault rifle**

This is a very reliable assault rifle, perhaps the most popular in the world, commonly used by insurgencies and Eastern Bloc countries. It has the fire rate of an SMG and the accuracy of a rifle. It uses adjustable iron sights, 30 round magazines, and has an effective firing range of 350m. It has both semi and fully automatic firing modes.

>FN FAL (\$800) **assault rifle**

The FAL is the classic post-WWII battle rifle. It's nicknamed 'the right arm of the free world', which is ironic considering how many dictatorships and terrorist organizations use it. It uses 30 round magazines and has a 600m effective firing range. This variant has both semi and fully automatic firing modes.

>Carcano M38 (\$850) **sniper rifle**

A reliable Italian bolt-action sniper rifle with a 4x Japanese telescopic sight. The effective firing range is an amazing 1000m, and it makes use of 6 round magazines. This is essentially the same as the weapon used in the assassination of JFK, but the MoI will not comment any further on that particular issue.

>M40 Rifle (\$900) **sniper rifle**

A stylish and effective bolt-action sniper rifle with a very nice 10x scope. The effective firing range is 800, and it makes use of 5 round magazines. It also comes with a bipod that you can swing out to stand the gun on. This is a great gun for an assassin who wants to accurately take out targets from a distance.

-LOYALIST ONLY OPTION-

An M40 Rifle equipped with a silencer is available for \$1000.

>Pipe Shotgun (\$50) **long shotgun**

This comes in the form of a pile of pipes that you can carry around in a rucksack, then stick together at short notice to build a single shot and mostly safe shotgun. It's probably best used if you just want to fire your gun once in close quarters combat and then make your getaway.

>Remington Model 870 (\$350) **long shotgun**

This is the go-to police shotgun for much of the world. It is chambered for 12 gauge shotshells and has a 6+1 round capacity. This comes with a shotgun sling, to allow you to carry the gun in a way that leaves your hands free, and gives you convenient access to an extra 25 shells.

>Flashlight (\$50) **accessory**

A high-output flashlight that you can optionally mount to the underside of any weapon, allowing you to pick out targets hiding in the dark. The cost is a little bit high for a flashlight, but that's because it's incredibly tough, and can survive repeated recoil.

>Concealable Ammo Pouches (\$50) **accessory**

You can keep these under a shirt or a jacket and nobody will notice them. There are six pouches, each of which can store one magazine, one revolver speedloader, or 10 shotgun shells. It's not the only way to carry extra ammo, but it's a good solution to the problem.

TOOLS

Guns, of course, aren't the only way to get the job done. There is a variety of weapons, tools, and protective equipment that you might be interested in. We've worked hard to bring them to you.

>Combat Knife (\$40)

This tactical knife was handmade in Brightfire. It comes in a sheath that you could tie to your ankle or to your belt. You could easily kill somebody with this, but there are plenty of other useful reasons to carry a knife on your missions as well. Benefits from 'Athletics' skill.

>Swiss Army Knife (\$20)

This can easily be hidden during a search and it contains a bunch of different handy tools. You can flip out a small knife, saw, file, ruler, bottle opener, corkscrew, screwdriver, magnifying glass, or pair of tweezers.

>Machete (\$80)

This blade won't make for the cleanest kills but hey, it's your mission. The ministry knows when to value tact and when to value brutality, so there are times where not every mission will need to be clean. Benefits from 'Athletics' skill.

>Throwing Knife Set (\$50)

A set of five small knives and a holster that can be sewn onto the inside of a jacket or bag. They're sharp enough to kill, and their shape lends them well to being thrown long distances. It's a good thing to have if you have to kill but want to keep things quiet. Benefits from 'Short Guns' skill.

>Baseball Bat (\$20)

A blunt wooden weapon that is cheap but dangerous. It's popular with people who like to use particular information gathering tactics that involve dragging a person off the street and beating them until they talk. You can easily modify the weapon yourself to make it look scarier.

>Extendable Stun Baton (\$100)

This is a 12-inch steel rod that will release over a million of volts into whoever you hit with it, incapacitating them. For all but the toughest of people, their muscles will lock up for at least a minute. When unexpanded, the average person won't know what they're looking at.

>Power Saw (\$100)

This is a handheld saw that can cut through most things, whether it's to dismember people or to breach metal doors. It's undeniably noisy though, and bulky too, so you might need to think of some way to deal with that.

>Whiskey & Cigars (\$60)

An expensive 750ml bottle of whiskey and a box of 5 high-quality cigars. As weapons of assassination, the former could be poisoned, or the latter could be packed with explosives. Alternatively, you could just bring them to relax yourself between big moments in your mission.

>Sleeping Pills (\$50)

One vial contains 50 sleeping pills that dissolve in water over the course of a few seconds. Use one pill per 250ml of a drink and they'll be in a very deep sleep in no more than five minutes.

>Lethal Poison (\$200)

A single vial of a highly poisonous liquid. Pour it into any amount of liquid under 1L and it will cause an aneurysm in anyone who drinks it. The effect takes no more than about two minutes.

>Miracle Antidote (\$50)

A sheet of 14 pills. They stop Sleeping Pills and Lethal Poison in your system from taking effect. They also make you slightly more alert, slightly more pain resistant, and can undo some harm from poisonous air or unclean water.

>Medkit (\$40)

This is a small first aid kit with a variety of things that might be useful if you end up getting any kind of injury. There are medical gloves, dressings, bandages, a splint kit, scissors, tweezers, tape, cleansing wipes, an empty syringe, and a sheet of 28 fairly powerful opiate painkillers.

>Lockpicking Gear (\$20)

The first thing this gets you is a set of lockpicks that you can use to try and silently open any doors or chests that stand as obstacles. The second thing is a stethoscope for cracking safes. The third thing is a strong padlock, with a key, that you could use for practice.

>Breaching Charges (\$140)

Three sticks of plastic explosive that can be moulded by hand and then stuck to any hard surface. They can each cause small explosions that are primarily used to blow open locked doors. You could probably also blow a hole in a thin wall, or in a face that gets too close.

>Grappling Hook (\$60)

This is a sturdy metal hook with 7m of sturdy rope tied to it. You throw the hook and then you climb the rope. This is best used to ascend vertically to rooftops or higher floors of a building. It could also be used in some cases to get across large gaps, or perhaps even as a weapon.

>Powergrip Gloves (\$150)

Our labs have produced gloves with incredible grip that can be used to scale short walls, e.g. 2.5m max. A couple of ranks in athletics or acrobatics will be required for higher walls, e.g. 6m max. They can also be used to much more effectively grapple your opponents during CQC.

>-LOYALIST ONLY OPTION-

For \$80 you can purchase a grappling hook gun that lets you fire the hook rather than throw it.

>Rigging Kit (\$50)

This single-use kit can be attached to any gun or device. It will trigger the weapon the moment that someone walks past. It's an easy and deadly trap.

>Claymore (\$250)

This is a slightly scaled down version of the M18 Claymore. It's a devastating directional mine that fires steel balls up to 40m and in a 60 degree arc in front of the device.

>Grenades (\$250)

Four grenades that each cause a fairly large explosion. Throw this into a room and everyone in it could get seriously hurt or killed. They're very loud and will always draw attention.

>Flash Grenades (\$150)

Four grenades that each cause a flash of bright light and a loud bang. They blind and deafen nearby people for approximately five seconds, also throwing them off-balance.

>Gas Grenades (\$100)

Four grenades that each create a lot of thick grey gas. It's a light irritant that will sting people's eyes and make them cough, but it won't do permanent damage.

>Gasmask (\$60)

This will stop you from breathing in any harmful chemicals or getting them in your eyes. A separate use is that it also conceals your face.

>Flares (\$20)

A set of five flares that burn for about five minutes each with a bright red spark when you crack them. They can light up dark spaces for you or work as distractions.

>Night-Vision Goggles (\$120)

These goggles will make it a lot easier to see in the dark. It lets you sneak around at night or with the lights off, when others can't see you.

>Hazard Helmet (\$180)

This is something new that we've been working on. It combines every feature of the gasmask and night-vision goggles, and also provides protection for your head that is comparable to an M1 helmet.

>Body Armor (\$250)

This protects you from being stabbed or shot in the chest, but the impact may still be shocking. It can be worn under regular clothes, but is bulky, and could cause you to stand out in a lot of situations.

>Riot Shield (\$250)

A 1.5x1m panel of bulletproof glass that has a metal handle on one side. It's not conspicuous, but it is fairly simple and effective protection. It could perhaps be combined with other items into something smarter.

>Flexi-Suit (\$220)

This is a pitch black catsuit, a type of skin tight one-piece. It's very easy to move in, making acrobatics smoother. It makes you much harder to spot at night, and can be completely hidden under other clothes.

>Fancy Clothes (\$200)

You get an expensive and very fashionable dress, or a well-tailored suit if you would prefer, as well as a pair of nice shoes. People will assume you're important and be slightly more willing to listen to you talk.

>Uniform (\$120)

This lets you dress up in the uniform of a generic waiter, chef, construction worker, or security guard. Don't let other people in the same uniform get a good look at you or there's a chance they'll ask questions.

>Backup Outfit (\$20)

We'll pick out some bland looking civilian clothes and drop them off somewhere near your mission. It will mean you can change your clothes and disappear easily if things get 'messy'.

>Handbag (\$40)

A nice handbag or satchel bag that can be used to conceal small weapons and tools, like handguns or pills. You could take this and go for a briefcase instead, but it might draw a little bit more attention.

>Nitrous Oxide (\$150)

Also known as 'laughing gas'. Released into a building, it can cause nausea throughout several rooms. It could also be hooked up to a vehicle's engine to give it a ~30 horsepower increase.

>Gasoline (\$40)

A 20L can of gasoline. It's very flammable, and can be used to set cars and buildings on fire, or to create molotov cocktails if you can get your hands on some bottles and some cloth.

>SuperSealant (\$50)

A special 100ml bottle of glue that hardens within 5 seconds, becoming as tough as iron. It can be used to block up locks, put together contraptions that won't fall apart, or create watertight seals.

>Pile of Scrap (\$40)

Yep, you read right, this is just a big pile of scrap. It's mainly pipes, wire, nails, and flimsy metal sheets. Make something out of it, or just grab something you can use as a club, it's up to you.

VEHICLES

A good car can be a valuable asset to an assassin. If you go loud on the mission, you'll want to be able to make a quick getaway. You might even end up in a car chase with your target or their lackeys.

>1975 Chevrolet Impala (\$360)

This is one of the top selling cars right now, so it will help you to blend in easily. It's got four doors and a decent sized trunk, which could be useful for you. The fenders keep it from getting too dirty. Its top speed is 165 km/h (103 mph), and it can do 0-100 in 11.1s.

>AMC Matador Coupe (\$440)

This model of car was used by Francisco Scaramanga in the latest Bond film, and it's AMC's most popular automobile. This is a two door personal luxury vehicle with a small trunk. It has a top speed of 186 km/h (116 mph), and it can do 0-100 in just 10.3s.

>Bentley T1 (\$500)

The Bentley T1 is a visibly British car. It's a sturdy vehicle with a steel and aluminium monocoque body. This one has two doors, and a good amount of space in the trunk. Its top speed is 190 km/h (118 mph), and it can do 0-100 in 10.9s.

>Honda CB750 Motorcycle (\$250)

This vehicle, first produced in 1969, is where the term 'superbike' comes from. It's an impressively fast vehicle, with a top speed of 201 km/h (125 mph), and it's capable of going from 0-100 in just 4.6s. It will leave you out in the open though.

>-REBEL ONLY OPTION-

For just \$100 you can get a hot pink sedan that's covered in scratches and graffiti. It can get up to 150 km/h but is somewhat unreliable.

>Dodge A100 Van (\$400)

This two door van is popular for camper conversions because of its cosy design and 213 square feet of cargo space. Its top speed is 145 km/h (90 mph), and it takes 13.4s to go from 0-100. You could fit about 9 people inside of it.

>Heavy Armored Vehicle (\$1000)

We have a few local vehicles we call HAVs. They're two door with 150 square feet of cargo space, a 160 km/h top speed (100 mph), and take 11.8s for 0-100. The body of the car has amazing bulletproof potential, metal guards partially cover the tyres, and the windows are kept small.

>Avalon Incursion Speedboat (\$350)

This boat was produced here in Brightfire, and designed to reach speeds of 80 knots (150 km/h) in calm waters, and 50 knots (93 km/h) in choppy waters, where radars will have a lot of trouble picking it up. It has a narrow design with two seats and a little bit of storage space.

>Remote Control (\$150)

We developed this high tech receiver that can be installed in any vehicle, and then with a press of a button, it lets you command the car to drive directly to you. It will quickly smash through fences and weak barriers, but slowly go around solid objects, or stop moving if there's no path.

CONTACTS

You don't have to work entirely alone. We can arrange to have another professional sent in with you, or for you to be provided with some niche services that might come in handy depending on where you're going.

>Colin Albani (\$500)

Colin is a rookie spy who has been quickly proving himself. We can send him in ahead of you, and he will embed himself in an important position, such as your target's security detail. He will use a miniature radio to communicate with you, and can be instructed to perform acts of sabotage. His job isn't to put himself in any direct danger, but he can talk himself out of a lot of bad situations, and will be equipped with a Colt Commander just in case things really go south.

>Lucius Repo (\$600)

If the world didn't already believe Lucius Repo was dead, a lot of people would be trying to kill him. He's famous as a bank robber and mafia man, but now serves the Mol. He has to stay masked, and isn't good at stealth or persuasion, but he's extremely lethal in gunfights and close quarters combat. There's a rage in his heart that's quelled only by violence. He can follow your lead on the mission, and will be equipped with a Skorpion, plus anything you buy for him.

>Olivia Blackheart (\$550)

Miss Blackheart is actually a very high ranking member of the Mol's inner circle, but she still gets her hands dirty now and then. She plays different characters very well, and can expertly manipulate social situations in your favor, drawing targets away into other rooms. She carries a snubnosed revolver and a bottle of poison, and as long as she has an opening, it's up to you

how she uses them. This option can only be taken once, and cannot be reselected for future missions.

>Netsque Corvinu (\$750)

This talented agent has been doing your job for a lot longer than you have, and they're looking forward to a comfortable retirement. You can drag them back here for one last mission. They can be treated as having one rank in every skill from the training section, making them good at filling in for gaps in your own abilities. They will also be well dressed, but not otherwise start with any loadout options. This option can only be taken once, and cannot be reselected for future missions.

>-OPPORTUNIST ONLY OPTION-

For \$350 you can hire and boss around three tough-looking street thugs who have no particular expertise.

>Sunnyday Construction Co. (\$250)

Mol operatives will be disguised as construction workers. They'll arrive in a white van and set up scaffolding on a building near to your target location, allowing you a good observation point. The noise of their 'work' will conveniently drown out action that happens near the road they're on. Additionally, you can borrow construction tools, or store objects in their vehicle, even a corpse.

>Happytours Helicopter Co. (\$250)

A black helicopter with a few generic tour company logos can be used for your extraction and/or insertion into the mission. They can drop a rope for you in any garden or rooftop. Helicopters aren't exactly inconspicuous though, and the pilots will have to back out if they start getting shot at.

>Spray&Swat Pest Control Co. (\$250)

We have chemists in our employ who can disguise themselves as exterminators. They'll try to persuade people to let them into the building, then spray smoke or sleep gas everywhere and bolt from the scene. They could also feed smoke or sleep gas in through a ground floor window.

>Language Classes (\$200)

Before your mission, you'll get a crash course in a single foreign language that will allow you to speak it to a basic level. You could also use this to get a crash course in a particular etiquette. Obviously, this one offers a permanent improvement, and you don't need to repurchase it for the same language you've already studied for another mission.

Core Mission Pack

These missions should be played in order, A1 through to A5. For each mission, read the brief, check the goals, write down the budget, and then go back up to the loadout section to plan your build. After all five are complete, move on to the rewards section.

--Mission A1: The Politician--

Adram Verniel is a deeply corrupt politician who takes bribes from foreign dignitaries, is involved in human trafficking operations, and is attempting to blackmail members of our royal family. He keeps a dossier in his mansion that is full of sensitive information that must never see the light of day. It would be too embarrassing to prosecute him directly, so the ministry has to step in. Your mission is to recover and destroy the dossier, and after that is done, kill him. His security staff are also fair game, but you will fail the mission if you kill anyone else.

We're giving you an invitation to a party at Verniel's mansion in the center of Mariana City. Our intel suggests it will host around 50 guests from the political and business elite of many different countries. The party will last from 7pm until midnight, and be focused in the front of the house, where people will mingle in the halls and dining area for a couple of hours before food is served. These halls are finely decorated with expensive art and chandeliers, and will have live piano music. You may need to come up with a cover story if you want to blend in with the guests, but it should get easier as the night goes on and people become progressively more drunk.

The room that the ministry suspects contains the dossier can be reached through a ground floor hallway that is barred to the partygoers by a member of Verniel's security team. This guard is known to be a talkative recovering alcoholic who puts on a friendly face to the guests. The hallway could also be reached by climbing through a window, but you will have to be able to sneak through the tall hedges in the mansion gardens, where several armed guards patrol back and forth.

The dossier room has had laser tripwires installed, and you will need to navigate them, or every guard in the building will be called to respond. Shutting them off entirely should be possible using the generator in the basement. It has three armed guards, but the room is essentially soundproof. The generator seems to be for the entire building however, including the lights, and the partygoers will notice that something is wrong if they lose power.

Verniel will mingle with the rest of the party for most of the evening, sometimes going to the garden to smoke, but always accompanied by an extremely tough personal bodyguard. He'll drink wine and eat boeuf bourguignon, which will be prepared in the kitchen by a team of chefs as a meal intended to be consumed by about half of the visitors. At the end of the day, Mr. Verniel likes to play the piano in the hall before retiring to his bedroom. He's a paranoid man, so the premises will still be patrolled, and his bodyguard sleeps in the room next door. When he wakes up at around 9am, he will get dressed, grab some things from his study, and then drive to an important meeting. You will fail if he reaches it.

Budget: \$2000

Core Mission: - Eliminate Adram Verniel and retrieve the blackmail dossier (2 Reward Points, 2 Skill Ranks)

Bonus Objectives: - Verniel's death is made to look like an accident (1 Reward Point)
- No one has any reason to suspect your involvement (1 Reward Point)
- \$1000 of remaining budget after all loadout picks (1 Reward Point)
Do you actually destroy the dossier, or do you keep it? If you opt for the latter, how do you cover it up?

--Mission A2: The Puratovan--

Sergius Bazrilli is a powerful and savage crime lord who uses his muscular 6'7" body to command respect from his underlings. He's from Puratova, and has spent the last few years in Europe, but he has been plaguing Brightfire more and more recently. He's been trying to pump foreign drugs and illegal weapons into the continent. We can't allow him to continue operating, or our nation will look weak to the entire world. Your core mission is to kill him, but we also want to send a message to anyone else who might want to take up his mantle after he's gone. Show them that the Empire will grant no mercy to scum, and that nobody is safe. Feel free to kill any or all of his henchmen.

You'll be going to the dockyards of one of our most illustrious port cities, Hureune. The security company who are supposed to be guarding the docks at night seem to be in the pocket of Bazrilli, and while they are unarmed, they will report you to his goons if they spot you. They will be patrolling the perimeter of a 3m tall chain link fence wearing high vis jackets, and will be resting in the guardhouses at the two gates. It seems like some of them shirk their duties from time to time and go for extended breaks to play pool and have a couple of drinks in a nearby bar called 'The Rack'. It's a cheap and dingy place that attracts alcoholics and self-proclaimed tough guys.

Beyond the perimeter, the docks are cluttered with lots of barrels, shipping containers, outhouses, and warehouses that could provide good cover as well as good hiding places and good crafting materials. Most buildings and containers will be locked, however, possibly with heavy bolts and padlocks. One recent shipment is said to contain an armored car, but you may have to search the offices for documents with the exact number of the container.

Bazrilli's henchmen are capable of speaking our glorious language, but regrettably prefer to communicate with one another in Puratovan, which is only barely a form of developed speech. You may have a hard time fitting in with them unless you know their language, and preferably also the etiquette used by criminal gangs. There will be at least 15 of them all in all, and many can be expected to have an MP5 or a Škorpion on their person. They may also have knives, crowbars, and machetes- as these people worship such symbols of brutality. Around five of them will be heavies who you almost definitely don't want to go up against in melee combat. They'll probably be the ones guarding Bazrilli's containers full of cocaine and unlicensed firearms, and he will be expected to meet with them.

There are tall cranes for picking up the containers, but the controls will have locks on them. The keys should be in an office near the guardhouses at the gates, but that office will also be locked. The people from the security company might have the office keys. The cranes could also be used as sniper towers.

If things get too hot, Bazrilli will attempt to flee. He and his goons will be expected to arrive and leave via speedboats. These could potentially be sabotaged if you can sneak your way over to them and keep the henchmen distracted. Bazrilli hates to be shown up, so his one will probably be whichever is the flashiest.

Budget: \$2000

Core Mission: - Eliminate Sergius Bazrilli (2 Reward Points, 2 Skill Ranks)

Bonus Objectives: - Make his death very brutal and painful (1 Reward Point)

- Kill at least 10 henchmen (1 Reward Point)

- \$1000 of remaining budget after all loadout picks (1 Reward Point)

--Mission A3: The Runemakers--

Here's an opportunity to go loud and unleash some chaos. Your target is a branch of a violent religious cult that has changed its name too many times to count. In official documents, we call them The Runemakers after the strange symbols they like to carve into their tools and tattoo onto their bodies. They came from our 'progressive' neighbor, Xhakhoro, whose oh-so-tolerant values have proven ineffective at stamping out this kind of extremism. And yes, the Mol may have been giving this cult arms, training, and funding in an attempt to weaken the Xhakhoran state, but that's coming to an end now. They've grown too powerful and they're beginning to turn on us. We have reason to believe that they are planning a deadly terror attack that targets civilians.

You will be travelling to the poor quarter of Manarius, a mining town turned industrial powerhouse. The slums are densely populated and covered with alleyways and nooks that make it easy to disappear. Tall and ever-present factories can be seen on the overlooking hills, and the smog often blows back over the city. There's a large safehouse in this area that is inhabited by the cultists. They must all be killed, but you will have to also safely recover two hostages, plus any useful intel about the rest of the cult and their connections. Every cultist can be expected to be carrying at least a pistol at all times, and only a few of them are fluent in our language.

The safehouse is four storeys tall and semi-detached, nestled in an enclave of cheap prefab apartments and one small convenience store. The windows have all been covered and boarded up from the inside. Pipes run up the exterior walls, and the roof seems quite flimsy. There are heavy steel doors at the front, and one shabby wooden one at the back. Cultists regularly go out the back door to smoke, and there is always a large guard dog sitting outside. There's also a metal garage door that is sealed with a very cheap and pathetic-looking lock. The garage is believed to contain tools, a white armored van, and an unknown number of mopeds and bikes.

The front door opens to a narrow entrance hall with stairs to the higher levels. According to a spy, it provides access to the living room, a small bathroom, the garage, and a very messy kitchen that contains the back door. There are normally two or three people on this level at any time, and they may be cooking, drinking, or watching TV. Weapons such as knives and pistols are believed to be hidden behind books and furniture, and they have a nasty habit of poisoning their blades and bullets.

The second level has two bedrooms. One of these, and we don't know which one, is likely to contain the hostages. They will have at least one guard in the room with them, and he won't hesitate to use them as human shields.

The third level contains a strategy room that will probably contain intel very valuable to the Mol, but they may try to destroy it if they think it's likely to fall into our hands. This room contains a thick metal door with a number code lock that leads to a small panic room. The bulk of the cult's weapons are stored here, including AK-47s, shotguns, and various IEDs and possibly even chemical weapons in deactivated states. Also on this floor is yet another bedroom, one that's likely to have a couple of people asleep inside regardless of the time of day, and a large bathroom.

The fourth level is a single storage room that is almost maze-like due to the thick walls and pillars of clutter. There are peepholes in the walls and the floorboards. Intel suggests that

they may be using part of this space as a weapons workshop, so there could be a couple of people there. A ladder-hatch normally leads to the roof, but they boarded it up some time ago.

All in all, there are nine cultists, one guard dog, and two hostages. At least three of the cultists have seen action before, and one of them is well-known for his vicious machete wielding and fast reflexes.

Budget: \$2500

Core Mission: - Eliminate all nine cultists (2 Reward Points, 2 Skill Ranks)

Bonus Objectives: - Both hostages survive without serious injury (1 Reward Point)

- Valuable intel is recovered undamaged (1 Reward Point)

- \$1250 of remaining budget after all loadout picks (1 Reward Point)

--Mission A4: The General--

One of our neighboring nations, Daybreak, is a frightful mess of a 'country'. They lack leadership, you see, or I suppose one might argue they have too much of it. The local governments face no backlash for obstructing the laws of the central government, and the weak-willed president is constantly being shown up by his military generals at every opportunity. We have a definite favorite in this power struggle. We even believe we can reclaim and protect territory that once was ours! But we also have a dangerous enemy.

General Mervan hates our glorious fatherland with a terrible passion. He wants to violently wrest control of Daybreak and put it in the pocket of Puratova! Yes, he has a few loyal soldiers and many civilian supporters, but we will show them how little this means in the face of true power. Kill him, and everything he has built so far will quickly fall apart.

You will be escorted into Daybreak and begin your mission outside the city of Darrius. The majority of the city is on a hill and surrounded by thick and ancient walls that provide many great vantage points, and it is in one of its towers that Mervan has set up a command center. Snipers will definitely be patrolling, but it's a busy city, so it will take something significant to make them panic.

There are also armed guards on the market streets, outside the castle gate, and of course, outside the entrances to the towers, which are naturally off limits for civilians. They are all well-trained, and generally each carry an AK-47, a pistol, and a combat knife, but Daybreak body armor is essentially worthless. The soldiers inside the command center itself are much less likely to be armed.

The command center's ground floor contains two busy lounges, the second and third storeys contains strategy rooms and meeting rooms that are usually empty, and the fourth storey contains a small studio apartment for Mervan, as well as a ladder to the very top of the tower. There is an entrance on the top of the wall, always with two guards, to the third storey.

The building next to it is a barracks. It has a storeroom with a lot of guns and explosives, but it also has lots of soldiers. Maybe you can get into the building if you can steal a uniform and think of some good excuses to use on the guards, but the storeroom would likely be more difficult.

The tower is just minutes away from a market that he occasionally visits with a three or four person escort. It's an intensely crowded and noisy area that has lots of street food, spice stalls, and clothing vendors. He likes to eat a lot of greasy and unhealthy trash, but always makes a member of his escort taste it first. People there are tense and generally unhappy with the high military presence.

Supposedly, he might have an upcoming meeting by the river, outside the city walls, but only his escort and certain people inside the command center know the exact details of when and where. The river flows back into Brightfire, so it could be used to make your escape.

We also have some intel on an abandoned garage just outside of the market area. It's locked up, but it's in an alleyway and is quite secluded, so it should be possible to quietly break in. It's quite old so you might need to fix the power and you might need to fix up the cars, but it could be useful if you need a civilian vehicle. There should also be plenty of machine parts lying around.

If things get at all messy, they will close the road checkpoints leading to and from Darrius, and potentially the city gate. They will have soldiers checking everyone on their way

out, and snipers watching the arid shrublands. You would have to be very persuasive or stealthy to get away.

Budget: \$2500

Core Mission: - Eliminate General Mervan (2 Reward Point, 2 Skill Ranks)

Bonus Objectives: - Recover Mervan's 'Black Book' on Daybreak's other military factions from a locked safe in one of the strategy rooms (1 Reward Point)

- Frame a rival military faction for the killing (1 Reward Point)

- \$1250 of remaining budget after all loadout picks (1 Reward Point)

--Mission A5: The Billionaire--

Peryn Caesus is one of the richest men on the planet. Officially, he's worth just 15 million dollars, but through a network of trust funds and offshore bank accounts courtesy of our backwards friends in London, his real net worth comes to about 1.5 billion dollars. Despite being born in Brightfire, he cares more about his profits than he does about our nation or its people! He operates all across the continent of Eitador and advocates for 'open' borders and 'less' regulation so that he can use the cheapest labor possible and abuse his workers. He's also been manipulating the stock market by orchestrating and profiting from huge crashes. The Director harbors a personal dislike of Caesus and so this is a kill order comes from the very top.

Caesus lives in an extremely luxurious manor on the coast of the otherwise impoverished Isle Nashir, which is part of Xhahkoro. There's a small village nearby, which is where we'll drop you off, but it doesn't have much more than a small bar, a mechanic's, a gas station, a grocery shop, and some fishing docks. They're not used to visitors, and the manor guards might visit for supplies, so try not to hang around for too long in plain sight or it could eventually draw suspicion towards you. The people of the village are poor and tend to share a long of what they have, but not with completely strangers. A lot of their homes are in disrepair and their cars and motorbikes barely work. Perhaps you could earn some favours? They might not know much of our language though.

There are three main angles of approach to the manor, which has thick 5.5m walls. The first is down the main road that moves alongside the beach, but this leaves you very exposed and takes you to a heavily fortified gate with what we believe is a sniper tower. The second is through the jungle, which could get you to a more isolated area of the wall, but it's covered in thick vegetation and will be difficult to navigate through. It will be up to you to scale or destroy the wall somehow, unless there's a secret entrance. You'll probably find some useful medicinal or poisonous plants if you're a decent herbalist. The third option is to go around the walls entirely by using the water to reach the mansion's pier. Caesus keeps a small yacht there, one that's believed to have mounted guns, but there will be at least a couple of armed guards either on or near it. It's common to see staff relaxing on sunchairs near the pier.

Inside the walls, the gardens create a perimeter around the manor. There should be some large bushes and fences to hide behind, but don't expect too many of them. The side with the pier has less cover than any of the others, as a lot of the space is dedicated to an open plaza and a luxurious heated swimming pool. The building has an extension on this side that is only one storey tall and is entirely dedicated to leisure, so it's usually crowded with off-duty staff. Some ivy runs up the wall that could be used to climb onto the roof so long as nobody was looking in your direction.

Also on the ground level of the building is a large entrance hall on the side with the gate, containing two curved staircases leading to a small balcony, as well as a very fancy crystal chandelier. A circle in the floor of this room is made of glass, and through it you can see a rare species of man-eating fish that Caesus keeps as menacing pets. There might be a switch hidden somewhere to open the glass. Go left from the ground floor entrance hall to get to the ballrooms and a large leisure room. Go right for the study, radio room, and museum, which contains a collection of Powder War curiosities such as muskets and sabres. Go straight ahead to reach the dining room and the kitchens, where staff prepare meals for Caesus and his men.

The kitchens have stairs leading down to a wine cellar and some other storage rooms, as well as the personal quarters of the head chef. Personal bedrooms like this might be the only rooms where it can be completely ruled that armed guards will visit. There are also various bathrooms and walk-in cupboards for short-term hiding spaces. There's a generator in the cellar but probably also backup generators we don't know about.

The second storey of the building is mostly dedicated to bedrooms. Left from the entrance hall staircase are the bedrooms for the house guard, as well as a small gym. Straight ahead are a number of luxury bedrooms, all with large en-suites, as well as another staircase to the third and final storey. We believe that there are laser tripwires, such as the ones you encountered in Verniel's manor, guarding the hallway and stairs.

The third storey is a bit of a mystery as we haven't been able to contact anyone who has ever been there, but it's known to be a place that Caesus spends a lot of time. It's likely to be a single room, and it's inside a circular tower and is covered with one-way glass that is probably bulletproof. We know the windows open from the inside though, and that a telescope has been spotted. Some have suggested that the telescope is actually a targeting apparatus for some kind of laser-based weapon.

Caesus only employs extremely loyal and talented guards. Many of them have a particular area that they excel in. There are acrobats, heavy-hitters, and technicians in the mix. There will be between 15 and 20 guards total, with at least three of them being heavies. The head of the guard, Samir Dashka, can be identified by the severe burns that cover his face. It's said that he is as strong as five men and has never been seen to cry out in pain. His men both fear and respect him, and they work much harder and more bravely when he is around. Normally, he's by Caesus' side or in the gym. Guards almost all own an MP5, a sidearm, and a knife. There will also be six or seven unarmed workers throughout the manor who it would be best if you did not harm.

If you have the opportunist allegiance, you receive a coded letter tucked inside a book that you pick up from the library. It was a book you had been meaning to read for months. You translate the note and realize that it is a message from Peryn Caesus:

"I've been watching your career for some time. There are things I see that the Ministry do not. If you really are capable of getting into a position where you would be able to kill me then you should find a way to prove it to me. If you can do that, you're on the wrong side. Come and work for me! You tell the ministry I am dead, I go into hiding until my grand plan is completed, and you act as my double agent. I can pay you much better than they can, I can take you anywhere in the world, give you the respect you deserve as one of my right hand people, and my organization is guaranteed to outlast that of your employers. -Your new friend, Peryn."

Budget: \$2500

Core Mission: - Either eliminate or make a deal with Peryn Caesus (1 Reward Point, 2 Skill Ranks)

Bonus Objectives: - Kill or subdue Samir Dashka (1 Reward Point)

- Don't kill any unarmed members of the household staff (1 Reward Point)

- \$1250 of remaining budget after all loadout picks (1 Reward Point)

Rewards

Your service with the Mol has given us many great successes. You've already earned enough money to live fairly comfortably for the rest of your life if you invest it well. There's more to your reward though. The Mol can offer a number of special bonuses to make sure that you'll be kept safe in retirement, and also to make sure that you won't leak any classified information. Additionally, you might be able to pull a few favors with staff you've come to know, favors that the Mol doesn't ever need to know about. It's time to reap the rewards of your missions.

>\$500 of Loadout Equipment (1 point)

Purchase this as many times as you want. You can now return to the loadout section with \$500 to spend on anything of your choosing (except Contacts), but this time it's for your own personal collection. You can ignore any allegiance locks on items purchased this way.

>Skill Rank (2 points)

Purchase this as many times as you want. Two reward points will get you a single skill rank that you can spend in the training section to enhance your personal abilities to even greater heights.

>Gold! (3 points)

Small gold bars worth \$100,000 in total. These are very likely to increase greatly in value over time, and so they should be stored away in some place safe until you hit an emergency.

>Makeover (3 points)

Your face can be totally redesigned from scratch to fix any flaws and make you unrecognizable. It's up to you if you want to use this to kickstart an acting career or to vanish more easily into a crowd.

>New You (1 point)

A clean slate that allows you to retire in peace. Change your name and get issued some new government ID and a new and verifiable life story and employment history that sounds nothing like your time at the Mol.

>Foreign Passport (2 points)

You can get dual citizenship with a nation friendly to Brightfire, such as the USA, Spain, or Brazil. This is good if you're worried that you've made some dangerous enemies, and need to get away.

>Legal Leeway (2 points)

This isn't a license to kill or anything like that, but it will ensure that you will never be punished at all for small-time crimes in Brightfire. Break all of the speeding limits and take whatever drugs you want.

>License to Kill (3 points)

This is a license to kill. You're basically free to murder anyone as long as it's not mass murder on the street, or people the government especially cares about such as politicians and billionaires.

>Ultimate Vacation (1 point)

This is a four month stay at a tropical island resort with luxury accommodation, fine dining, and opportunities to drink, dance, swim, visit the spa, and more. Absolutely all holiday expenses will be paid for by the Mol.

>Personal Office (1 point)

You will get a permanent office inside the Mol building with a personal desk and a secure locker. When you choose to settle down and stop working the field you will be able to settle into an advisory position.

>Experimental Supercar (2 points)

This stylish vehicle is an unused prototype for a supercar, 'R2745c', that we seized from a dissident media mogul. Its top speed is 290 km/h (180 mph), making it significantly faster than anything else you've been offered before, and it can do 0-100 in 5.4s.

>Waveruler Megayacht (4 points)

The Waveruler is a 70m long yacht with three levels, hot tubs, sundecks, and space for up to 15 people to live in luxury. We'll bend some rules to give you priority when visiting our coastal cities so you can park it in all the best spots.

>Seaside Townhouse (1 point)

This is a very standard house for an upper middle class family. It's got a small garden out back, and the front looks out onto a lovely beach. The town it's in is large, but not crowded or noisy.

>Modest Farm (2 points)

Live the quiet life on a small farm in a desirable but somewhat isolated location. It comes with a large and rustic house, as well as enough land for whatever crops or animals you desire.

>Luxury Mansion (4 points)

It looks like a mansion has become available in Mariana City. It's large and beautiful, with lots of garden space, and easy access to one of Brightfire's most cultured city centers.

>Personal Safehouse (2 points)

A building in Manarius is also on offer. It's certainly not very pretty, but it's easily fortifiable and would make a great safehouse. You could use it to hide weapons, drugs, or people.

>Leisure Upgrades (1 point)

Equip one of your homes with a hot tub, underfloor heating, a walk-in shower, heated towel racks, an Alaska king bed, and a top range projector that will allow you to set up a home cinema.

>Security Upgrades (1 point)

You may add several security features to one of your homes. A vault with a thick security door, a hidden switch that immediately kills the power, a hidden bookshelf door, and bulletproof windows everywhere.

>Fort Upgrades (1 point)

You may add several fortifications to one of your homes. Ladders instead of stairs, wire mesh over the windows, murder holes, sandbags, a lookout tower, and barbed wire covering every fence.

>Guard Dogs (1 point)

The Mol attempted to train the best guard dogs possible, and you have the option to take home up to three of them. They come in a variety of sizes and builds, but they're all intelligent and healthy.

-OPPORTUNIST ONLY OPTIONS-

>Criminal Contacts (1 point, or Free if you kept the dossier from A1)

You've been building a list of potential friends. Get them taken off the most wanted list, or just blackmail them, and earn valuable connections to different criminal groups and their leaders.

>Drug Baroness (2 points)

Redirect a few intercepted drug shipments so that they'll get 'lost', ultimately ending up in your hands. It's unlikely anyone will care; it's a known fact that staff use the evidence locker like a personal stash.

>Apache Revolver (1 point)

This is a unique 6-shot revolver with real gold plating, but it can also be folded up and used for the knuckle duster grip, or perhaps for the fold-out knife. It was seized from the Puratovan mob.

-LOYALIST ONLY OPTION-

>Special Commendation (1 point)

You'll get to have the Merit of the Empire medal awarded to you by The Director himself. You also get a framed photograph of your meeting as well as a marble bust of his face.

>Medieval Era Sword (1 point)

This is a Xhakhoran iron shortsword circa 1100 AD. There's nothing particularly remarkable about it aside from it's age, but it is still a nice looking weapon that has been kept in fairly good condition.

>Powder War Musket (1 point)

In the late 1700s, Brightfire and Puratova fought a long and intensely bloody war known as The Powder War. This is a rifle from that era, kept in very good condition. It still works!

>Jewel of the Mountain (1 point)

This is a necklace containing some pretty gemstones from western Puratova. It belonged to a member of their deposed royal family, but she fell on some very hard times since moving here.

>Daisies at Darrius (1 point)

This is a beautiful and quite famous painting that was taken from Daybreak by the Mol for 'safekeeping'. It can be yours so long as you promise really hard to take good care of it.

>Special Favors (2 points)

Ten golden tokens that can be traded for special favours. One lets you look up a single person or group on the Mol database, influence a court outcome somewhat, or get a free taxi ride in a helicopter.

-REBEL ONLY OPTIONS-

>Arm Revolutionaries (2 points)

There are groups who want to liberate the people of Brightfire and put an end to the Empire. Pull some strings to make sure that an arms shipment 'accidentally' ends up in their hands.

>Propagandize for Rebellion (2 points, or 1 point if you kept the dossier from A1)

Leak some highly classified Mol documents into the hands of media rogues and political dissidents who know how to use them to stir up rebellious sentiment in the population.

>Plant Explosives (3 points)

It wouldn't be so hard for you to hide explosives around the Mol and other government buildings in Central Square. Detonated at the right moment, they could cause serious damage to the state.

Finale Mission Pack

Well, on second thought, maybe retirement isn't for you? It seems like a lot of agents get pulled back into the action for one reason or another, and this is looking like it could be your moment. Trouble is brewing in Brightfire. Now might be the time for you to remember which side you're really on.

--Mission F1: Loyalist Finale--

Prerequisite: You must have chosen 'Loyalist' Allegiance.

The nation needs your help once more, agent! Hordes of fools have taken to the streets in protest and are out to destroy our beloved democracy. They attack our laws, our leaders, and our economy in the name of vague notions such as 'freedom', but they are clearly being manipulated by our enemies abroad. We cannot stand for this! It almost amounts to a foreign invasion! Our only option is to disperse the crowds and violently take out all of the highest-profile people involved in the riots. This is the bit where you come in.

Your targets are in the capital city, Alatoria, and can be taken out in any order. The first is Marina Valera. She has been helping to organise one of the major rallies against us. She's marching down the street in the city center while chanting into a megaphone with a huge and angry crowd behind her. It would be better if you don't make her death too dramatic, but there might be no avoiding it. Maybe you can break up the crowd somehow first? A counter-protest is occurring nearby, but riot police are currently trying to divert them away from clashes with the dissidents. You'll have the authority to give new orders to the police.

The second target is Sami Dairne, a self-proclaimed 'journalist' who has written many terrible lies about our politicians. Hypocrite that they are, they have an apartment in a wealthy gated community. There should be two private security guards responsible for checking people's right of way at the entrance to the courtyard, which has six buildings all arranged parallel to one another, and a few more guards who are on fire-watch until called for. Sami is in apartment 29 in building five, on the seventh storey. It is extremely likely they'll be waiting with a pistol and a couple of armed goons, because they have always been intensely paranoid about state repression. Despite the high cost of living, the interior walls of the buildings are very thin and fragile. They all have rooftop gardens with space and tools for residents to grow herbs and flowers.

The third and final target is Remus Herius, and they're actually a former Mol agent. They should be considered incredibly dangerous! They have received the best of our training for athletics, durability, acrobatics, and instinct, and they aren't too shabby at anything else either. Thanks to a traitor in the rebellion, we have reason to believe that Remus will be driving an unmarked white van full of explosives to an unknown location near the royal palace. They and a number of associates with various staff uniforms will bring the explosives into different wings of the building. You'll be given access to the palace and command of its large security team. The bombs must not go off, but we are taking some level of risk here because it is very important to trap and kill Remus. They are simply too dangerous to be left alive, and also a huge embarrassment to the Mol.

Budget: \$3000

Core Mission: - Eliminate Marina Valera, Sami Dairne, and Remus Hericus.

Bonus Objectives: - Make sure Marina Valera's death is not televised and is not witnessed by more than 100 people.

- Do not kill any of the private security guards at Sami Dairne's gated community.

- Capture or kill all seven of Remus's associates pretending to be palace staff.

--Mission F2: Rebel Finale--

Prerequisite: You must have chosen 'Rebel' Allegiance, and also 'Arm Revolutionaries' and 'Propagandize' in Rewards.

'The old world is dying, and the new world struggles to be born: now is the time of monsters.'

That's a quote from Gramsci, and it's as pertinent here in Brightfire's so-called 'empire' as it was back in Mussolini's Italy. We have a vision of a future where the streets are soaked in the blood of tyrants and all remaining men are left to enjoy equality. So very many of us have this vision, and have dedicated their entire lives to it. We long to be free! But the world is not progressing towards this brighter future, it's just stagnating in darkness as the rich and powerful play with our lives. It has to end before people can no longer imagine an end. We have to bring this nation to its knees and then kill it with one swift blow.

You will have several objectives in the Brightfire capital, Alatoria, and you may complete them in any order. These are high-profile targets and we don't have a large budget or much access to the Mol tools you're used to, so it might be very difficult. It's advisable to spend some of your reward points from the earlier missions on loadout equipment.

The first of these targets is The Director himself! The 20-storey tall Party HQ must have at least a hundred armed soldiers inside it, particularly on the upper levels where The Director works and holds meetings. Most HQ employees never see him. Today, however, he'll be coming out onto the balcony of storey 5 in order to make a speech. Around twenty minutes before that, a couple of technicians will be allowed up to prepare the microphone and sound system. If the building is compromised, The Director may flee to his private helicopter on the roof, or he may head for the tunnels beneath the HQ using a hidden staircase. The tunnels lead to a garage with his armored car, and we don't know exactly where the garage is, but we can point you to the rough area of the city that the car is generally first spotted.

The second target is the chief of the Mol, who we have identified thanks to another defector as Mari Aemilius. On paper, she lives with her wife in an expensive modernist building on the outskirts of the city, but we have now tracked them down to a much more unassuming apartment located above a dirty fast food restaurant nearer to the city center. It should be closed today. The apartment is likely a safehouse of some sort, so it can be expected to be full of reinforced doors, deadly traps, and hidden firearms. She may have an Mol-appointed bodyguard with her, but is a very capable fighter even on her own. Supposedly, she won several quickdraw competitions before being recruited by the Ministry and swiftly rising through the ranks.

The third and final target is Prince Declan, who is the firm favorite of monarchists hoping to see the royal family restored to power after The Director dies. He's believed to be much more responsible and friendly than his younger brothers, but this is an image he carefully cultivates in private meetings with media execs. He'll actually be partying in a penthouse at the top of a luxury apartment block in the city center. We know this because we have someone in our ranks, a young model, who received an invitation. You can take it if you think you're persuasive enough to charm Declan's bodyguards into believing it's yours, but he'll otherwise head into the party and be ready to help you out there. There'll be at least four hulking bodyguards and upwards of thirty partygoers. We expect binge drinking, drugs, Declan showing off his pet viper, and

possibly some reckless balcony antics. Declan is very overeager to feel like a normal 20 something at these parties, something he doesn't get to do much.

Budget: \$500

Core Mission: - Eliminate The Director, Mari Aemilius, and Prince Declan.

Bonus Objectives: - Make sure The Director's death is televised or witnessed by more than 100 people.

- Do not cause physical harm to the wife of Mari Aemilius.

- Do not cause physical harm to any of the partygoers.

--Mission F3: Opportunist Finale--

Prerequisite: You must have chosen 'Loyalist' Allegiance, and also chosen to join Peryn Caesus in Mission A5.

My friend, I have a mission for you: a little act of sabotage. The Director and the revolutionaries fight each other for what they think is control of the country, but they're not the real power in Brightfire. I was once told by a mentor of mine that the person who truly controls a thing is the person who can destroy it. So, with that in mind, let's show everybody how powerful we are! We are going to destroy the 450ft tall Eagle Dam, one of Brightfire's most efficient and iconic centers of power production.

Now, why are we doing this? Whether it's the regime or the revolutionaries, people are going to need power in their homes. Neither one of them can keep the country stable without electricity. And who can sell them electricity on such short notice? Well, me, of course! They should have left energy production to me a long time ago, really, but they'll pay for that mistake now. And they'll pay a lot for it, actually, because I'll be charging a premium. Oh, yes, we also might flood a town or two, so I'll make sure it's our people getting paid to do the cleanup. It might turn out to be the greatest business opportunity ever!

We'll drop you in after it gets dark. The dam is fairly simple. There's more than enough space along the top of it to drive a vehicle, but they only permit maintenance and military through the chainlink gates on either side of the construction. Both sides have a guardhouse with three to five Brightfire soldiers armed with FALs. They spend most of their time right now playing cards and watching TV, but they're all veterans of previous conflicts, so don't underestimate them. There are also four towers along the path atop the dam, each may contain an unknown number of soldiers inside them at any time, but probably only one or two on active lookout duty. They'll have sidearms, and then one scoped carcano rifle between them in each tower. There are spotlights in the towers and some floor lamps along the main path, but it's never particularly well-lit.

Either from one of the towers, or from the unguarded main entrance in the middle of them, you can progress deeper into the dam. There could be between 20 and 30 security guards in the whole building, some of them armed, but they will be very spread out across the huge structure and it should be possible to avoid them all if you're careful. You could rely on sneaking through slowly, but you could also try using the ventilation system if you're flexible. If you're spotted, they might run to raise an alarm.

There's a control room on the lower levels of the structure, and it's attached to a small staff kitchen with a coffee machine and a minifridge. The control room is usually crowded, and the staff here work long shifts, so they'll sometimes send people to the kitchen to bring back coffee for everyone. It's possible to disable the alarms and the intercom system from this room. Using the control panels, you'll be able to shut off power generation temporarily, or disable the automatic safety systems that would close intake gates and switch the turbines off in case of an emergency. On their own though, these won't be enough for what we're after.

So, how do we actually destroy the dam? If you're technically competent, you might be able to simply overload the turbines until they explode using the control panel. A more traditional option would be to go the level below and place lots of breaching charges, at least 10 and spaced out, to blow the dam open. The foundations will become unstable and the dam will fill up with water. You'll need to be ready to climb up out of there as fast as possible. You could also

enter the turbine hall and directly damage one of the ten turbines while the automatic safety systems are down, which could cause a turbine to blast straight up and through the roof for incredible damage. Lastly, if you can cause a very sudden stop to a couple full-power turbines that should do some significant damage to the dam even with all the dam's safety measures active, possibly causing a breach, possibly causing enough force to shift the entire installation.

Budget: \$3250

Core Mission: - Put the dam out of action for at least one year.

Bonus Objectives: - Cause a breach in the dam.

- Do not change outfits during the mission.

- Make it look like the disaster was caused by negligence.

Endnote

This is a dense CYOA and it took me a very long time to write, so I'd like to thank anyone who reads this note. I hope you're able to imagine some cool adventures based on my scenarios. I know the briefs don't detail every aspect of every trial you might encounter during your mission, but the Mol wouldn't know everything, so please think of them as exercises in inductive reasoning as well as creativity. You should fill in gaps in your knowledge with what you reasonably believe would or could be the case when you create your builds. I've written the structure, but the CYOA is for you to enjoy.

More on that point, I've included an Extra Mission Pack and a Holiday Mission Pack on the following pages, but anyone else should also feel completely free to write and share their own expansions if they want to. I've titled missions A[X] to represent core missions, F[X] represent the finale missions, and EX[X] and HOL[X] for my bonus missions, and you could pick a unique prefix for your own set of missions. For example, if your username were something like JellybeanApocalypse95, or you were making a Jungle Adventures Mission Pack, you could title your missions JA[X]. You could also potentially write a loadout expansion with some guns and gadgets I missed, perhaps higher tech ones than I was willing to use for a story set in 1976. I'd be happy to take a look at anything you write.

Brightfire is a fictional nation in the fictional continent of Eitador, which exists simultaneously with the rest of the world that you're used to. The continent is used in a number of my CYOAs including NO FUTURE, DAYBREAK, this one, 'My Lady, My Liege', and a few more that are planned for later on. I've also been filling in a somewhat neurotic timeline for it all on my website (<http://palaceofnero.com/misc/cyoas.html>).

Extra Mission Pack

These are a few bonus missions that can be played in any order as additional content. They're inspired by the canon of the Eitador timeline (except 'Jungle Massacre', which is much more inspired by 70s action movies), but certain details might be retconned in future CYOAs and stories.

--Mission EX1: Vitarian Blues--

This mission will be taking you to the nation of Avosnia. You will be going to their most prosperous city, Vitaria, where the divide between the rich and the poor is quickly becoming more visible than anywhere else on the continent. A sea of muddy slums sprawls out in every direction as the mega wealthy watch from luxury supertall skyscrapers in the busy neon-lit city center. There's a strong separatist undercurrent here as the elite wish to be free from the rules that the central government of Avosnia impose on them. Our glorious nation disapproves of both the corrupt Avosnian government and the unethical business elite of Vitaria, so it's in our best interests to have them fighting each other. The intent behind this particular mission, therefore, is to foster civil strife. You have two targets who can be taken out in any order.

The first target is Beast Hirugan. He's a big-shot criminal in the Black Vipers street gang who operate all across Avosnia and have a number of politicians in their sphere of influence. Keeping the nation unified would be good for business, so Beast Hirugan has become a bizarre spokesperson for this cause. He lives in the slums, and is in charge of a propaganda campaign that tells the common folk that their lives will become immeasurably worse if Vitaria and its wealthy elite are allowed independence. He's a huge guy with a distinctive face, and we know he lives somewhere in the east side slums, but we're afraid that this mission will still require you to put in a bit of work to find his exact location.

Before the Black Vipers set him to his most recent project, he used to frequent a gentleman's club owned by his close friend, Karim Hegravek. It should be possible to exploit Karim for Hirugan's location, but it might not be easy. His club has a pair of very strong bouncers at the entrance and an armed guard who follows him about whenever he's away from the staff areas. The staff areas include a backstage area exclusively for the dancers, Karim's personal office, a storage closet, and a break room that connects all of these rooms with the staff parking area outside. The public areas include seats and tables around the stage, the bar, the bathrooms, and booths for private dances that always have a bouncer outside. Apparently they're a bit understaffed and have recently hired a new waiter who is yet to show up. Another rumor suggests that a particular red headed dancer, supposedly Hirugan's personal favorite, is furious at Karim over poor working conditions and stolen tips.

Karim is unscrupulous, and could probably be bribed to reveal Hirugan's location. This will cost somewhere in the range of \$500 to \$1000 depending on how persuasive you are, and he will also want the deal kept absolutely private. He could alternatively be tortured or threatened for the information, and perhaps even convinced to arrange for a meeting with Hirugan. This meeting could be at the club or at another location, but it will require you to think of a very good excuse for it either way.

When you meet Hirugan, wherever that is, don't expect to be able to take him down easily in melee. Also don't expect to be able to keep up with his heavily modified Vitarian

superbike for very long if he tries to use it to make a quick exit. Lastly, expect him to be able to bring along up to four or five heavily armed Vipers on incredibly short notice if he expects trouble. Aim to catch him completely unaware.

The second target is the businessman Pavil Snickett. It's regrettable that we are not able to offer you a renewed budget for this target, but there should be as little time as possible between the two assassinations. Pavil is very much pro-independence, and while he is far from being one of Vitaria's wealthiest citizens, he has become the face of the movement for Derrida-Schmitt Industries, a powerful tech company. He's a weedy little man, but makes up for it with an incredibly confident and expressive personality that tends to make people warm up to him very quickly.

Snickett works in a busy office on the 48th floor of Derrida-Schmitt Industries HQ. The only sane way in is through the front door, which will require a snazzy suit and some fast talking if you want to fit in with the office workers. To proceed past the 20th floor, where the real work starts, armed guards will request that you show Corporate Photo ID. Alternatively, one could sneak through the neighboring skyscraper that is equally tall and still under construction. One could attempt to close the distance between them with either a grappling hook or some incredibly skilled acrobatics.

The 48th floor contains lots of cubicles and lots of paperwork. There's a big desk on one side of the building where everyone goes for group meetings, and this is surrounded by filing cabinets and blackboards filled with important office jargon and statistics. No one really keeps track of everyone who works there, it's just too chaotic. People just drown themselves in coffee and hammer their agitated fingers against calculators and typewriters. The other side of the building has a frosted glass door to an open plan office where Snickett and his two secretaries work in relative privacy. He apparently keeps a pistol strapped under his desk and a parachute in one of his lockers. What paranoia!

The 50th floor has rooftop access, where there's a small Japanese zen garden. Snickett is known to come here to meditate alone on days when he is particularly stressed, usually by a major crisis in his department causing his office monkeys to fall behind deadlines. The 15th, 25th, 35th, and 45th floors contain large areas full of innumerable security guards and gun lockers. They go through routine drills to prepare them for disasters and can mobilize quickly if they need to evacuate the building due to violence, fire, or a bomb-sweep.

Now, again, the targets can be killed in any order, but must be killed in fairly quick succession if this is to have the impact that the Mol would like it to have. Also note that Derrida-Schmitt is in the city center and a fairly long way from the east side, so you may have to pay around \$20 in taxi fees to go from one area to the other if you do not have an alternative mode of transport.

Budget: \$2000

Core Mission: - Eliminate Beast Hirguan and Pavil Snickett.

Bonus Objectives: - You are safely away from your deceased targets before the Avosnian police have been alerted by your actions.

- \$1000 of remaining budget at the end of the mission.

--Mission EX2: Scorched Sand--

It seems as though Derrida-Schmitt Industries have been working on what one might call a 'secret weapon'. In a secluded corner of the mountainous nation of Jumariya, a land of endless desert and sheer cliffs, Research and Development Substation 15 have been testing a metal monstrosity with destructive potential. Reports confirm that it is a bipedal vehicle that stands 5-meters tall and is covered in many inches of near impenetrable armor. A pilot can sit inside this vehicle and mow down targets with a pair of very powerful heavy machine guns. They call it Project7 and, seeing as they're not about to sell it to us, it urgently needs to be destroyed.

It's hot out there, all sun and sand, so try not to stay exposed to the elements for too long. Substation 15 is located beneath a deep and dark cave network in Farhana Mountain. This mountain also contains disconnected caves, some of which we will map for you as suitable locations to hide or rest. There are a few plants with all kinds of interesting properties in the area, but you'll need a keen eye to spot the difference between the poisonous and the medicinal ones. As for animals, you might see some black crested vultures or some jumariyan jackals, both of which you should stay away from if you can.

Alviri Kang was born in Brightfire, but moved to Avosnia to become an engineering professor before getting hired as a researcher for Derrida-Schmitt. She's quite the genius, but she will have to be eliminated or else she may simply carry on with her work at a new location. You could also try kidnapping her and bringing her back home, where we can try some gentle persuasive tactics, but this may well be more trouble than it is worth as she will cry for help at the first opportunity. She hates our nation, and even our humble Mol, with a great passion.

Project7 is kept inside an open plan workshop/hangar. Engineers in red jumpsuits will come in and out of the room and work on various workbenches and various projects. They have a number of huge toolchests at the back of the room, and armed guards make sure that everything is locked up when it isn't being used. Engineers are not allowed to remove items from the workshop without special permission. Alviri Kang and some white jumpsuit researchers may also come in and out of the workshop, but they shouldn't be expected to if any signs of trouble have surfaced anywhere on the base.

To get into Project7, you'll either need a key from one of the engineers, or just some tools if you have decent mechanic skills. It will probably be too complicated to pilot unless you've spent a long time reading the manuals for it in the data room, but this could perhaps be circumvented if you're a true expert with vehicles. Inside Project7 there should be an internal generator of some sort. We don't know the specifics of how it works, but we know that if you can blow this up, the vehicle will go with it. The explosion will probably be quite large, so we strongly advise that you detonate the generator from a distance.

One room, near the hangar, is the 'data room'. This room contains files and blueprints and whiteboards full of information related to the project. There is an armed guard with an AK-47 outside of the room at all times, and they only permit Alviri Kang and white jumpsuit researchers to enter. The harddrives on the computers in this room must be destroyed, and all of the papers must be destroyed. If there's trouble- Alviri Kang will probably be sent here with a couple of guards. If they think the base is lost- they may then attempt to leave with the information, and their successful escape should be considered mission failure. It's believed they have some emergency vehicles hidden behind false walls in the desert cliffs.

Other areas of interest include the mess hall, leisure room with a pool table and some sofas, shooting range, soldier barracks, worker barracks, private rooms for the higher ranked scientists and guards, and numerous cleaning closets and storage closets. Soldiers patrol the hallways, particularly the area close to the hangar and the area close to the private rooms, but it's unlikely all of them will know everyone on the base and be checking faces. They generally carry pistols, but the higher ranked soldiers will have AK-47s. We believe they train extensively in hand-to-hand combat, and head out in groups to the desert to practice. Blue jumpsuits are for both cleaners and cooks. They are always permitted across the different barracks but only enter the workshop and range at specific times of day and under close guard.

It might be possible to collapse enough of the cave network to bury Project7 and the data room, but this will probably require a lot of explosive power and you will need to work out the specifics of the plan yourself.

Budget: \$1500

Core Mission: - Destroy Project7, destroy the data room, and eliminate or kidnap Alviri Kang.

Bonus Objectives: - Kidnap Alviri Kang.

- Frame someone else for the destruction.

--Mission EX3: Jungle Massacre--

You wake up with your heart racing and your body covered in sweat. You're in a small wooden shack surrounded by a thick jungle. It's night, almost early morning. How did you get here? You're not sure. All you know is that you've got your loadout lying next to you, and that you're about to be in some serious trouble if you don't move quickly to get out of this mess.

A patrol consisting of four soldiers with assault rifles and smoke grenades is on its way to the shack. They're well-trained, expecting trouble, and will shoot on sight. Do your best to either evade or eliminate them.

Then, move through the foliage towards their camp, scout it out using the tracks they left behind. Alternatively, follow the river, though they may have a two man hovercraft moving up and down. There will be lots of medicinal plants to pick on your journey if you know what they look like, as well as plants that could be used to make bandages. You'll probably want to be as stealthy as you can as you creep through.

Near the camp is a shed full of machine parts and old tools, including a rusty and broken-down car. The shed is abandoned and could be very useful if you want to make traps and contraptions. A short distance from this shed is the main camp. This is surrounded by a 5m tall wooden palisade wall with two gates. Each of the two gates has two soldiers standing guard, and a tall lookout tower in the center of the camp contains a sniper who can fire at either one if she hears trouble. Consider her slightly above Rank 2 in Long Guns by our internal training measurements.

Beyond the walls are three tents and a log cabin. The cabin contains a room for relaxation, a small kitchen, and then a locked room full of guns, ammo, and explosives. The tents will have two or three soldiers each, sleeping next to their guns and their helmets. Their leader, Captain Nox, is a huge man with a huge machete. He poisons the blade with a deadly nerve toxin that he seems to be somehow immune to. He's heavily tattooed and has scars across his face from a close shave with a grenade. Often, he plays solitaire inside the cabin, but occasionally he goes outside to smoke expensive cigars by the river.

The river flows through the camp via gaps in the walls next to the gates on either side, surrounded with lots of stakes and barbed wire. There are a couple of hovercraft parked on the river within the walls. There are also two motorcycles in the camp as well as a jeep with a heavy machine gun mounted on the back. You will need to pick a vehicle to escape in.

Budget: \$1000

Core Mission: - Get out of there!

Bonus Objectives: - Kill every single soldier in the mission.

- \$800 of remaining budget at the end of the mission.

--Mission EX4: Nauticau, Route 4--

There's a long road called Route 4 that stretches all the way across Nauticau from the north to the south. Your targets are Damon Nikolis and his wife, Marge Nikolis. They're slum landlords whose neglectful handling of their properties caused a huge fire a few years ago that killed 32 innocent people. This contract was placed on them, however, because they won an auction for a very nice car that one of The Director's close personal friends had been hoping to add to his collection. Well, he doesn't even want it anymore, so feel free to blow it up.

The Nikolis family are travelling south along Route 4. It's a bright and sunny day, and you'll start the mission at a small service station with an American style diner and a quiet auto repair shop. The couple probably won't stop there, but they will definitely go past in a very identifiable red sports car. This will happen roughly two hours after your time of arrival. The vehicle is pretty fast, so make sure you're watching the road for it and that you don't let it pass you by. Damon usually drives, but they might rotate the driver's seat between them for longer journeys such as this one.

The car oozes with luxury. It's a stylish red convertible with a comfortable leather interior. Its body is made of steel and aluminium and is designed to crumple in such a way that would minimize damage to the passengers in the event of a crash. It has two doors, a large boot, and a big silver grill at the front. Its top speed is 190 km/h (118 mph), and it can do 0-100 in 10s.

Route 4 goes on and on, and if you were to tail them, you could be doing so for around seven hours in total. You would pass scenic hills and fields, some quite secluded, and come fairly close to a number of major towns. The road always has other cars on it, but rarely gets clogged up. Eventually, it can be reliably predicted that the couple will stop somewhere to get gas and/or a bite to eat, but you'll be left guessing as to the specifics of when and where. They won't be expecting anyone to be tailing them, but of course, try not to do anything overly suspicious. Marge is known to be a very good shot who has won multiple sharpshooting competitions. She is also known to always keep a pistol in the glove box at all times.

Their destination is a car show that is being held at a vineyard outside of the port city of Meridore. Now, they must not reach this show. More specifically, they must not ever get close enough to the venue that the staff or the other guests will ever see them or their vehicle. If this happens, you can consider the mission a complete failure.

Equally, you should avoid harming civilians or infrastructure as much as possible. If any non-target is killed during this mission, or a major traffic accident occurs involving civilian vehicles, then you have failed. This is to be a simple mission: in and out with no mess.

Budget: \$1250

Core Mission: - Eliminate Damon and Marge Nikolis.

Bonus Objectives: - Destroy their car or keep it for yourself.

- Don't damage the road itself.

Holiday Mission Pack

These are a couple of holiday themed missions that can be played in any order as additional content. They are absolutely not canon to the Eitador timeline and shouldn't be taken too seriously, they're just for fun!

--Mission HOL1: Santa's Workshop--

The criminal mastermind known only as 'Santa Claus' has been undermining Brightfire's economy for far too long. Every Christmas, he floods the world with cheap toys and huge lumps of coal. And how are we supposed to sell our own toys and our own coal if he is just giving these things out to people for free? Well, we can't! Our business people, good people, have to slash their prices until they're barely making a profit. This can't carry on! Santa must die and his horrible sweatshop in the North Pole must be taken down with him!

You might think that a jolly old man will be an easy target, but he is not what he seems. He is strong and durable, an incredibly talented martial artist who keeps a pair of nunchaku inside his coat, and a marksman who is never far from his personal Christmas themed AK-47. At least, that's what our sources have told us.

If you happen to be under 5ft, this mission might be easier for you, as you may be able to convince people that you are just one of the taller sweatshop workers. 'Elves', he calls them, but the Ministry has no doubt about the fact that their short stature and pointy ears are really just side effects of severe malnourishment. They shuffle about performing gruelling menial work on Santa's behalf. We suspect there are as many as 100 'elves', with around 20 belonging to a warrior caste who are permitted to carry deadly candy cane spears and glass bauble guns.

It will be night when you arrive. Trudge through the snow for a few minutes and you'll find a huge workshop made of sheet metal, some shotgun shack worker barracks (rows of currently empty bunk beds and then little else), Santa's cosy log cabin, a house that looks like it's made of gingerbread, and a reindeer stable. They're all in close proximity to each other and elves will occasionally be seen moving between them. The best way to navigate will be by hiding behind the various snow sculptures that the elves have built during their free time.

The workshop contains several rooms full of assembly lines and machinery. It's where most of the elves will be and it's very loud and very crowded. They work under exposed lightbulbs and in a sweltering heat produced by the machines. There's a reception area on one end of the building, a store room full of junk on the other, and maybe one or two elves in each. There's also a generator room and some bathrooms. All of these rooms have open windows to let the heat out. You can see the snow melting on the floor around the building.

There are some new packing machines in the workshop. They're nasty contraptions with a lot of crushing power. Santa has been getting frustrated because they keep getting jammed through improper use and only he has long enough arms to reach in and fix them. These repairs require someone to go into the attached generator room and switch everything off for a few minutes.

Santa's cabin always has a couple of armed guards hanging around inside. It also has Mrs. Claus, who will either be baking cookies in the kitchen or knitting jumpers by the living room fire. Santa spends most of his time in the workshop, but will probably swing by the house when an elf sends word that the cookies are ready. He has an office on the second storey, next

to the bedroom, where he keeps important documents such as the fabled 'naughty list'. It might be useful to our Ministry to have a copy of that list so that we can use it to identify current and future criminals.

This mission has a second target, Rudolph 'The Red Nose' Reindeer, ringleader of the twelve reindeer of Santa's reindeer stables. There are also four or five handlers, but they just do Rudolph's bidding, scratching his back and brushing his fur. He'll sometimes go for a run behind the stables, but don't think the night will make it easy to hide from him, his red nose emits an unnatural light that allows him excellent vision even in the dark. His favorite food is carrot sticks, he can't resist them. The stables also contain Santa's sleigh, which actually functions as a regular motorized snowmobile when not hooked up to the reindeer.

The gingerbread house contains Gingy the Gingerbread Man. He is a very temperamental fellow, not necessarily important to the mission, but he could be a potential ally. Right now, he just sits at home drinking spiced apple cider and feeling bitter. He had a falling out with Santa over the meaning of Christmas, arguing that the ongoing hyper-commercialization was destroying the spirit of the holiday... or something along those lines, at least. If you're persuasive enough, and can back up what you say some of the things Santa has written about Gingy in his office diary, maybe you could get him to fly into a rage?

Budget: \$1250

Core Mission: - Eliminate Santa Claus and Rudolph 'The Red Nose' Reindeer.

Bonus Objectives: - Eliminate Mrs. Claus.

- Obtain a copy of the naughty list.

--Mission HOL2: Halloween Horrors--

This mission comes not from the Ministry of Intelligence, but from the Ministry of the Paranormal. We deal with the spookiest of threats to our great empire! Normally, we try to keep our existence as much of a secret as possible, but it's been getting more difficult recently and now we are desperate for outside help. Throw all your preconceptions about the supernatural out of the window and get ready for your mission.

To lay out the problem as bluntly as possible, the dead have been rising from their graves in Mylesae Cemetery. They're becoming violent zombies, attacking anyone who gets too close. Nothing seems to stop them except the destruction of the brain! You'll probably have to kill at least 100 of them, being careful not to let any stray too far towards the neighboring village. A single bite or scratch can turn you into one of them in a matter of hours if the afflicted appendage is not amputated.

There is another way to deal with this problem. The local Varukuzan priest, an odd fellow who has since disappeared, supposedly had a strange black book about summoning and unsummoning (de-animating, to be more precise) these creatures. Sadly, this book is probably somewhere in the basement of the church, and the church has been completely overrun with the undead. Adding to the issue, the book is written in Xhakhoran, and the rituals in the book are reported to require a fairly decent knowledge of herbalism. Maybe it would be easier just to keep shooting and shooting?

Do whatever you think will be fastest though, because you only have four hours until the clock strikes midnight and our next little problem rears its ugly head! This problem is Malon Tyrien the Third, an evil warlock with a silly name who refuses to stay dead. Arca is able to telepathically command the zombies as though they were Arca's own arms and legs. Arca can also float around and launch fireballs or create small force fields with only a minor amount of concentration. So, how to deal with Malon? A stake, or any sharp object really, to the heart and Arca will burst into flames. Arca'll be back in a year, and we'll go through it all again, but it's the best we've got right now. There's a phylactery somewhere that we're yet to find, you understand?

I know it'll be a bit of a hectic day, but Halloween is always a difficult time for the Ministry of the Paranormal. We really do appreciate you lending a hand. You'll be rewarded handsomely with several fistfuls of trick or treat candy! Now, get going.

Budget: \$1000

Core Mission: - Eliminate or unsummon all of the zombies and eliminate Malon Tyrien the Third.

Bonus Objectives: - Bury all of the bodies again before sunrise.