

## Set-up and Heist Information: A Summary of Events

**DISCLAIMER:** The events described in this document were written way before the political climate of today. The events in this document are not meant to reflect any situations or people that may exist in real life. Any resemblance to such events or people is purely coincidental.

Since we're all very busy people, I have provided a summary of events. For more detailed information about the set-ups and the final heist, continue reading past the summary.

- The players are looking for two brothers. One brother is a street-racer outlaw. The other brother is a law-abiding weapons engineer.
- Brother1 has been recently arrested. The players pick him en route to the local jail.
- Brother2 was set-up to take the blame for an illegal weapons sale. Brother2 is alleged to have sold experimental weapons to countries that harbor and support terrorists.
- Brother2 was framed by a rogue FIB agent, and her criminal mastermind husband. These two are the real source of the illegal arms deal.
- Brother2 has been rotting in prison ever since being framed. The players must break Brother2 out of prison.
- The players must use two Insurgent vehicles modified with a ramming-speed modification. The ramming speed modification is installed by Brother1.
- The players will use the two modified Insurgents to ram through the concrete barriers of the prison. The players cannot ram through the prison fences because the fences are electrical. If a vehicle collides with the electric fence, the vehicle breaks down, and the mission is over. If the Insurgents are destroyed by the players before interacting with the prison, the mission is over.
- The players will drive the Insurgents with ramming-speed engaged, and ram through the various cellblocks in the prison until they break through Brother2's cellblock.

- The players must escape with Brother2. Brother2 cannot die, or the mission is over.
- The players cannot escape using the Insurgents because the Insurgents break down after using the ramming-speed modification. The ramming-speed modification breaks down the Insurgents after three uses.
- The players and Brother2 must escape from prison using experimental law enforcement vehicles. These vehicles are fast attack buggies, and a RipSaw tank.
- Experimental law enforcement vehicles are stored in the prison garages. The players must fight their way to the prison garages, break into them, steal the vehicles, and escape from the prison.
- The players must escape from the prison using the experimental law enforcement vehicles. The players will escape from the prison by jumping over the electric fences.
- The players will use police ramp buggies to propel themselves over the prison fence. There will be various police ramp buggies parked throughout various locations of the prison.
- The players cannot escape through the same barriers that were used to break in because these potential exits are being blocked off by various law enforcement agencies.
- After jumping over the electric prison fence, the players must escape to the checkpoint to pass the mission. Brother2 must be kept alive, or the mission ends.
- The players, and Brother2 will be chased by a Russian Ka-50 Black Shark heavy combat attack helicopter, or Russian Ka-52 Alligator combat attack helicopter.
- The players will use the RipSaw tank to shoot down the Russian attack helicopter that is pursuing them. After the players shoot down all of the pursuing Russian attack helicopters, the players will proceed to the designated checkpoint with Brother2.
- The players will escort Brother1 to Los Santos International Airport, so that he can go live safely and comfortably under the Witness Protection Program.

Brother1 will be shot down by a nearby rogue military attack vehicle. Brother1 will die.

- The players will then go after the Rogue FIB wife and her criminal-mastermind husband. The players will kill them both, get revenge for Brother2, and Brother2 will work for SecuroServ as a special weapons designer. Brother2 will work out of the CEO office of the players.

After these events happen, the players are finally informed as to why they were chosen for this mission. The main reason for choosing the players is that the government is in the process of self-correction. This is done by looking for corrupt elements within the government bureaucracy, killing them, and correcting some or all the wrongs created by these corrupt government entities. What this means for the player is that the government is engaged in an internal civil war, and the players' services might be required in the future.