

**DISCLAIMER:** The events and persons described in this document were written way before the political climate of today. This document was sent to Rockstar in early 2017. Any resemblance in this document to real life events or people is purely coincidental. All events and people found in this document are fictitious in nature.

Setup and Heist Information: Setup Four

Title: See You Later

Objective: Escort Brother1 to LSIA

The players can use their vehicles for this setup. This setup is after the players have just raided a maximum-security prison to rescue Brother2, so they should be rewarded with a relatively easy setup. The players should also be rewarded with the ability to use their own cars.

The players will pick up Brother1 from an undisclosed location. Since Brother1 has fulfilled his task of modifying the Insurgents with the ramming speed modification, he is free to go to live under the Witness Protection Program.

The players will also pick up Brother2 from an undisclosed location. The players will escort Brother1 to Los Santos International Airport (LSIA). Brother2 will accompany the players, and Brother1 to LSIA. After a minor conversation, Brother1 enters an MV-22 Osprey along with his car. The MV-22 Osprey will give Brother1 a ride to his new home under the Witness Protection Program.

Brother1 will appear to die in flight. Brother1's car is also blown up in flight. The MV-22 Osprey will be shot down by a rogue military vehicle firing surface-to-air missiles. The players must destroy the rogue military vehicle that shot down the MV-22 Osprey.

The players will engage in a small firefight with rogue paramilitary forces. Once the players can retreat from the firefight, the players should retreat to the checkpoint along with Brother2. If Brother2 dies at any point during this firefight, and the duration of the mission, the mission is over.

The players, and Brother2 just witnessed Brother1 get blown up in a fiery airplane explosion. The rogue vehicle that fired the missile wasn't detected because the rogue vehicle has a special stealth ability that allows it to be undetected by radar.

Brother2 vows revenge for his brother's death. He begins to work for SecuroServ as a weapons designer. Brother2 designs and maintains exotic weapons for the player. These weapons are not weapons found at Ammu-Nation. Brother2 also agrees to help the players, and the government regain control of the stolen weapons technology.

### My Thoughts on this Set-Up

This is one of the easier setups. The rest of the setups are difficult in nature, so this setup is straightforward. I couldn't think of other things for the players to do aside from escorting Brother1 so that he can live under the Witness Protection Program.

Brother1's presumed death should be very cinematic, and spectacular in nature. The reactions of Brother2, the players, and whomever else maybe watching, should also be cinematic, and spectacular.

The rogue military vehicle that fires the surface-to-air missile should also be presented in a cinematic, and spectacular fashion. Throughout the scene, the focus should be on this vehicle, and its missile capabilities. The firing of the missile should also be done in a cinematic fashion to really capture the image of what is going to happen upon the missile's impact with the aircraft carrying Brother1. So, as soon as the missile is fired, it should be followed in close proximity by a camera so that the players watch the missile impact the aircraft. The players must also watch the aircraft explode.

Since Brother2 just witnessed his brother die, I think it would be wise to capture Brother2's reaction upon seeing his brother's death at the hands of rogue military forces. Brother1 was very anti-government, and anti-law. Brother2 is pro-government, pro-military, and pro-law and order. Thus, having Brother1 die at the hands of everything that his Brother stands for should convey a large sense of ironic tragedy. Brother2 should also be furious after this, if he wasn't already.

For the firefight with rogue enemy forces, the first few rounds that are fired at the players, and at Brother2 should be captured in a cinematic, and spectacular fashion. The players should be able to watch the enemy forces firing at them, and at Brother2. After a few seconds, the players engage in the firefight to kill the enemy forces. The players must kill the first wave of enemy forces before they can retreat to the checkpoint to pass the mission. Brother2 must be kept alive throughout this entire ordeal.

The person guiding the players throughout the setups, assuming this person is Steve Haines, should also be present with the players and Brother2. Everyone will be present at LSIA, and this is where most the action will take place. Eventually, Steve Haines gives the go ahead to the players that it is safe for them to retreat. Steve Haines instructs the players that he will meet with them at a later and safer time.

Finally, as a minor twist, Brother1 could be alive, but just that he had to appear to have died so that Steve Haines would believe it. The overall theme for these setups, and heist is that the government is embroiled in an internal civil war.

This civil war has been going on since GTAOnline started, and has existed before the players came online. The civil war has grown so bad that it has enlisted the skills of highly trained personnel. These would be the players. As such, Steve Haines could be part of rogue shadow government group that is currently at war with legitimate and benevolent government entities. In the end, Brother1 had to appear to die, so that Steve Haines will believe he is still in control.

Steve Haines wants the stolen weapons technology for his shadow group. Steve Haines had always planned to kill Brother1, and Brother2, but he had to find way for them to work for him. Steve Haines used the concept of family to manipulate the brothers into doing his bidding. The players and the brothers will be unaware that a civil war is currently happening within the government. The reason for this is that they are just pawns in the grander scheme of things.

As in most wars, the young are expendable. It is the young that tend to fight in the front lines. The older and wiser people tend to be the strategists that dictate how wars are fought, and how the young should fight. The players should be presumed to be young, motivated, and highly trained personnel with special skills. However, for now, the players, and the brothers should be kept in the dark about the civil war that is happening within the government. The players and the brother should also be kept in the dark about the real motives of Steve Haines.

#### Setup and Heist Information: Achievements Unlocked

- MV-22 Osprey airplane that was used to transport Brother1 and his car.
- Alternatively, players unlock a C130-Hercules aircraft equipped with machine guns, and flares only. This assumes that Brother1 was being transported to his final destination on a C130-Hercules aircraft instead of an MV-22 Osprey. I would prefer the C130-Hercules with machine guns, and anti-heat seeking missile measures. For an example of the C130-Hercules I am referring to, please see this clip from the movie Olympus has Fallen:  
<https://www.youtube.com/watch?v=7IImsDzzjOA>
- Here is a link to information on the C130-Hercules from the movie Olympus has Fallen: [http://olympus-has-fallen.wikia.com/wiki/C-130\\_Hercules](http://olympus-has-fallen.wikia.com/wiki/C-130_Hercules)
- New weaponized military vehicle that fires only surface-to-air homing missiles, or surface-to-air missile with no homing ability. This vehicle does not have a machine gun turret. It is a mobile land vehicle that is relatively fast and can fire missiles. Maybe this should be a hummer-type vehicle?
- Brother2 begins to work for SecuroServ as an exclusive weapons designer and provides player with weapons not found at Ammu-Nation.
- Weapons are stored in the same building that the player uses as their CEO office.
- Player can choose to upgrade their CEO office with the brother's service by purchasing an armory.
- Armory will hold any new weapons that are added to the game.

- Armory will be available to all who complete this setup.
- Once armory is available, new weapons that were previously unlocked will be available. Some of those new weapons could be the boxing wraps, riot shield, or the kickboxing wraps. However, there are still more new weapons to be unlocked. The point of unlocking the armory is to give the player some new weapons for the new armory. The players will unlock the rest of the weapons in the final heist mission.