

(13 Hours: The Game)

Salvation Hours Narrative

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[IGCS] - In-game Cut-scene (runtime rendered)
 [CS] - Cut-Scene (pre rendered)
 [PC] - Player controlled part (may include overlays/info)
 [D] - Dialogues / FP - First Person

Characters -> (Around 18 Speaking Characters, ~ 35 mins of Dialogue duration)

36,000 Characters/7500 words

Actual Name	Converted Name	Category
Dave "D.B" Benton	Dennis "DC" Carter	GRS
Mark "Oz" Geist	Matthew "Mat" Clark	
Kris "Tanto" Paronto	Kyle "Rob" Morgan	
Jack Silva	Jack Sanders	
John "Tig" Tiegen	John "Ric" Howard	
Tyrone "Rone" Woods	Tyler "Drew" Jones	
"Bob"	"Jeff "	Annex
GRS Team Leader (called T.L)	" Walker "	
"Henry"	" Phillip"	
Female Case Officer	Nancy Williams	
J. Christopher Stevens	J. Douglas Peterson	SMC
Sean Smith	Cody Hill	
David Ubben	Fred Evans	
Scott Wickland	Marcus Turner	
Alec Henderson	Alex Young	
(2 DS Agents from Tripoli)	Floyd , Carlos	
Glen "Bub" Doherty	James "Jim" Ross	Other
Gregory Hicks	Jason Copperfield	
Country TL	Country TL	
1 Tripoli + 2 Delta Operators	-same-	
Other staffer names?	Chester, Mike	
17 Feb Brigade	15th Feb Brigade	
Arab Men	-same-	

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PART 1

Prologue/ Chapter 1 : Arrival

End of August 2012.

[CS - FP] Jack lands at the airport. He notices the hot and dry sunny afternoon in Benghazi. He observes the type of security at the airport. He moves towards the exit and sees what is supposed to be the typical middle-eastern airport scenario with people arguing and talking loudly, doing their usual stuff. He moves out, after picking up the luggage.

[PC] Jack starts to move towards the parking area, situated right outside the entrance of the Airport. Jack observes a bearded man, standing near a SUV. Jack tosses his luggage into the back of the truck and sits in the passenger seat. The bearded man acquires the driver's seat. Jack looks at the bearded man. It's his old buddy, Tyler "Drew" Jones from his time at SEALs. *//Show Drew's name in Cutscene-//*

[D]

Drew - "How are you brother? How you doin'?"

Jack - (smiling) "I'm all good, kinda glad to be back".

Drew - (takes out a pistol from his back, gives it to Jack) "It's loaded, careful".

Jack - (nods).

[CS] The SUV leaves. Camera switches back to Jack's perspective. They start to talk while driving towards the Annex.

[D]

Drew - "So how's stuff back home? How are kids? And how's Jennie?"

Jack - "They're doing great actually. Both of my kids are in kindergarten now."

Drew - "Damn they grow up so fast don't they? It's like I met 'em recently and they had just started walking. Time flies".

Jack - "Yeah man. Time slips away, so fast and there's nothing we can do but savor it".

Drew - "True words brother. True words" (pauses) "I guess I should fill you up with all the details now, we're halfway through already".

Jack - "Uhm hmm, go ahead, the stage is all yours" (smiles).

Drew fills Jack in about all the needed info/intel that he might need (attacks that happened, UK embassy closed etc, the overflowing of weapons after the fall of Gaddafi and at the end of the revolution, lawless country, Italian embassy attacked too, IED first then RPG shot at the wall of SMC which was still broken even now: "security condition is unpredictable, violent and volatile")

[D]

Drew - "Well since Gaddafi fell, weapons are like salt and pepper here. High quantity, easy to get and almost everywhere. Self made militias, not to mention 15th Feb Brigade, that acts as a protector but their loyalty seems to be dwindling. Also, the smuggled weapons from Africa. Economy is not at its best. Nor is the state of other embassies."

Jack - "What happened there?"

Drew - "Few weeks back, the UK Embassy was closed. Wondering why? Well their Deputy COS (Chief of Station) was hit in a planned attack. Luckily, he got away safe. But the British monarchy ordered immediate evacuation. Later on, about a week later, the Italian Embassy was hit in a similar fashion, but with IEDs this time. You can guess what happened next."

Jack - "Damn. That's messed up. Things are that bad here?"

Drew - "You can never be too careful brother. This seems worse than Afghanistan in terms of local rebellion going crazy."

Jack - (nods slowly)

Drew - "Well, shit went down real hard when the consulate was hit last week".

Jack - "What? How? Wasn't it undercover? and I don't think anyone has mentioned that the Ambo is going to stay there?"

Drew - "We thought the same. Could be the presence of DS (Diplomatic Security) Agents near that site, causing the 'local rebels' to do such a thing. Or maybe something else entirely. I don't know. All I know is, we need more beefed up security there. Things are violent and volatile. I'll show you the place, don't worry".

Jack - "Yeah. Understood".

Drew and Jack later, are stopped at what appears to be a ruined but fortified checkpoint with technicals and militia men with AK's.

[D]

Drew - "Shit. Not again".

Jack - "Is yours loaded? This doesn't feel right"

Drew - *(slowly draws his gun and keeps it under his thigh)* "Relax, first let's be diplomatic" *(one hostile person approaches their car, Drew greets him in Arabic)*

"As-salaam 'alaikum". *(The Arab men ask for their ID. Drew hands it over. The ID describes him as a government employee at the US Embassy.)*

Arab Man - "Which embassy?"

Drew - "The one that belongs to the United States of America."

Arab Man - "Where his ID ?" *(while pointing to Jack)*

Drew - "He's new. That's why I'm taking him to the embassy office "

Arab Man - *(nods slowly and waves his hand to the gatekeepers to let them go)*
(They drive away)

Jack - "That was a close one."

Drew - "Had a similar one 2 weeks ago. That time, it was me getting supplies. It was a close call but they let me pass. Although, they took the supplies. Lucky twice I guess ?"

Jack - "You're crazy, man" *(Laughs)*

Drew - " What's even crazier is, last time, the Base Chief refused to send any help. He said friendly militia, that 15th Feb I told you about, will come to the scene. No one showed up. He ordered GRS not to leave. It was tough. But like I said, I got lucky and they let me pass. No chaos."

[CS] Soon they arrive at the Annex. Drew radioed for a quick opening of the main gate. He also asked for someone to come and inspect the truck.

[D]

Drew - "Open the gates. I'm coming in."

(Drew drives the vehicle in. Both come out of the car after parking it)

Drew - "Chester, inspect the truck will ya?"

(Chester comes and takes the key from Drew)

They both enter the Annex. Someone comes to check/inspect the truck as Drew knew he had left it for sometime while he went inside the airport to wait for Jack. Chester, the logistics guy, comes for the inspection. Drew and Jack get out of the truck. Jack looks around the lush walled oasis in the middle of the desert of Benghazi.

Chapter 2 : The Annex

[PC]-[IGCS] Drew explains to Jack about the stuff around the Annex. Drew tells him about Building A,B,D and Gym etc. Then he takes him to Building C where the Sensitive Compartmented Information Facility of SCIF was located. Along with that Building C also housed the Medical Area, 2 Bedrooms and a CCTV room.

[D]

//dialogue instances are in-game-cut-scenes

Drew - "This is Building A, this is B, that's C and that one is Building D, our little shed"....//_ANIMATIONS_//.... "That's our Gym. Comeon, I'll show you everything one by one".

(Starts with Building A then B then C and last D)

Drew - "Building A has our canteen. The chef here is a nice guy. He was stationed with us back in the states. The food is delicious." -//_ANIMATIONS_-chefs_kiss_//

Drew - "Building B is resting quarters. Bunk beds all over.....That's Building C that has our Med Room and SCIF or Sensitive Compartmented Information Facility. You know, Computers, Hard Drives, CCTV monitoring, Servers etc, the usual geek stuff."

(they both walk towards Building C and find Phillip the interpreter outside the Building C Gate)

Drew - "Morning Phillip, everything cool?"

Phillip - "Morning Tyler. Yes everything's pretty much the same."

Drew - "Phillip, this is Jack Sanders. A fellow Ex-SEAL. We used to team up on missions together"

Jack - "Nice to meet you, Phillip"

Phillip - "Nice to meet you Jack. Welcome to Benghazi."

(suddenly, base Chief Jeff appears out of Building C. Jeff and Drew get into a small argument)

Drew - "Hey Chief !!"

Jeff - "Not now Tyler. Don't wanna hear it."

Drew - "Listen Boss, resolving such things can get risky. It's best for me to have my guys with me, not some local renegade militia."

Jeff - "Yeah and what? Risk our covert identity?"

Drew - "As if it's not already obvious for this city, considering blonde people coming

in and out of this compound? Seriously chief?"

Jeff - "Tyler, You guys are just security. I'm not compromising anything just for a few paid security guys. I don't wanna discuss anything else."

(Jeff looks at Jack)

Jeff - "And who are you?"

Jack - "I'm Jack. Jack Sanders."

(Jeff nods)

Drew - "For the third time chief, the blockade was set up by Ansar Al-Sharia. This is not a good sign, given what all we know about them."

Jeff - "Tyler, like I've said, if you have any intel, file it in a memo. You're not a case officer nor do you work for us, and you're not CIA, we are. You're hired muscles. You do what you're told to do. Is that clear?"

(Drew just stares at him, then turns away)

Drew - "Come on Jack. Follow me."

(Drew takes him to Building D) *//Player to follow Drew//*

Drew - "This is our castle. And that's our shelf."

(Drew points to the wooden cupboard on the side. Jack proceeds to put down his bag) *//Player tasked to put bag in the shelf//*

(Rob is sitting on the couch, DC on the single sofa reading a book)

(Ric comes up to Drew and starts showing him some intel leads on the computer.

Mat enters the room from the other side, sees Jack and greets him)

Mat - "Jack, I'm Mat. Nice to meet you" (shakes hand)

Jack - "Likewise"

Drew - "Oh, my bad Everyone, this is Jack Sanders, our 6th member. This is our 5th GRS Contract so he knows the stuff. Jack, here we have 3 Marines and an a**hole from US Army who acts haywire on purpose" (Drew smiles and points to Rob, who's lying on the couch playing on the console)

(Rob stands up)

Rob - "I'm Kyle Morgan, Call me Rob."

(Ric turns over and greets Jack)

Ric - "Hey man, I'm Ric"

Drew - "Ric has been in Benghazi for the longest so he's your tour guide" (Drew laughs, Ric smiles.)

Drew - "This is DC, our resident sniper and meditation master."

DC - “Welcome to the Carter Church. I’m pastor Dennis Carter.”

(Jack chuckles at the reference)(Drew takes Jack outside)

Drew - “Don’t worry, he’s not gonna baptize you again. He deals in marksman rifles only”

(everyone chuckles)

There was also the Briefing zone, with a Map of Benghazi along with some computers for mapping etc. Drew takes Jack to the guard station near Building D and shows him the wasteland that they used to call “No-Man’s Land” because of the aura that area had. Silent and void yet frightening.

[D]

-(Drew and Jack climb one of the stations present at the corner of the annex perimeter, near Building D)-

Drew - “This is No Man’s Land. Sorta empty, apart from sheeps. It feels like a different void that’s in front of us.”

(They climb down and are walking towards Building D)

Drew - “Well that’s it I guess. You saw the Armory and gear. I’m assuming you also saw the game console? We love that thing. It really helps to kill some time. Do give it a try.”

-(Jack nods)-

//Drew is well built, a smiling kind of a person, warm and amiable. He always was a believer of strong friendship. Ric is hardworking, silent but his humor is a bit dark. He is loyal but cheeky/funny at the same time. Rob is a loud mouth but also kinda funny. Adrenaline junkie or loose canon per say. Alive/lively nature.

Mat is a self assured and disciplined but warm and helpful guy. He has this country boy style around him. DC was a courageous but respectful and also disciplined person. He was honest and calm/composed. He likes reading books.

Jack also learned that DC and Rob are really good friends and their friendship goes way back to 2005 on their first assignment. Rob and DC have quite the opposite personality given the former is a loose canon type of a guy and the latter is calm and calculated, akin to him being a sniper.

On the other hand, Mat and Ric also are good friends. They both are very compatible with each other. Jack is a serious type of person but focused and committed too.

But due to their similarities, especially all having Marine/SEAL background and having

wives and kids, shared a lot more in common.

Jack learned that Drew, Rob and DC had recently renewed their contract as GRS OPs because of the upcoming visit by Ambassador J. Douglas Peterson.

The Annex team had their lunch together and had a nice chat as well.

[D]

(Building D. Still the same scene)

Drew - “Jack, you know, this is gonna be my last contract. Going to take a break after this and spend time with my kids. They’re young and they need their dad too. But then, Walker, our Team Leader, said that Ambo is going to visit this month so I decided to extend this vacation. And then you were posted here, so these people extended theirs too.”

Rob - “No need to thank us”

Drew - “Well, with that sorted out, Jack this board right here” (points to the whiteboard) “is gonna run our schedule for the upcoming days. Everything ranging from errands to duties etc, are all here so make sure you check it timely.”

Jack - “You got it”.

(After this _DECIDE_ player can be left on their own to roam around? Then next mission will start in the next day so player can sleep and skip to next day and have the next mission)

//Drew being the Assistant Team Leader was mostly called, or say, summoned by the TL “Walker” for any sort of de-briefing.

//Few Days have passed

[PC]-[IGCS] Few days after Jack’s arrival, Drew was notified by the TL that he needs to take someone with him and protect a case officer who needs to gather intel from a local. The meeting location was the main Bazaar near the lake. Drew asked Jack to accompany him, to which Jack agreed.

[D]

(Next mission is initialized. Drew approaches Jack.)

Drew - “Hey Jack. The TL just notified me. It’s time for the ‘errand’. Wanna help?”

Jack - “Yeah sure. What is it about?”

Drew - “One of the CO (Case Officer) needs to obtain intel from a local and Boss wants us to ‘provide security’. Meeting will happen in the main Bazaar. I have DC and Rob on backup. You and I will be the main escort.”

Jack - “Suits me. Let me know when we leave.”

Drew - "We leave now. Come on"

(fade out to black. Fade in to Jack in car with Drew and CO)
(The CO is Nancy Williams. She briefs them about the plan)

Nancy - "I'll go talk to my contact. You guys don't do anything crazy, okay? I'll handle the intel side. Don't blow this up."

//Bazaar Map loads. Loading screen

(They reach their destination. Car stops. She leaves the car and so does Drew, but Drew moves in a different direction to provide cover from a different side. Jack stays in the car as he watches both of them leaving. Soon enough, Jack realised that he's being watched and not just him but the CO is being tailed by 2 local men. Jack tries to radio Drew but somehow the battery fails so Jack comes out of the car and quickly jogs to his position).

Jack - "The CO is being tailed. We gotta move"

Drew - "Yeah I noticed that. I'll fetch her, you keep the car running"

(Drew runs away in the direction where CO went, while Jack sits back in the car and keeps it warm)....(the next moment we see Drew and Nancy hurling back to the car. Nancy is disappointed due to the interruption)

Nancy - "What's the meaning of all this? Are you trying to blow up my damn mission?"

Drew - "We need to leave. We have hostiles following us."

Nancy - "What? Seriously? Where?"

Jack - "Trust us, we've been through this."

Drew - "Now just please stay quiet for a few minutes"

(Jack takes the passenger seat. Drew hits the pedal to get going but the 2 hostile men are seen rushing to their car. In the wake of the events, Drew maneuvers the car to the narrow streets of the Bazaar area but the car is closely following them.)

Drew - (shouts) "Jack, radio Bravo and get me my sidearm."

(Jack takes out Drew's pistol from the glovebox and preps it)

Jack - (to radio) "Bravo team this is Granite, CO is with us and we're being followed."

Target vehicle is a small red hatchback right behind us”

Rob - (over radio) ”Roger, we’re on it”

(Drew drives the car left and right only to notice that the hostile car is not following them. To their surprise, they found themselves in an empty street which was very silent. Suddenly, they hear some noise and the enemy car stops right in front of them. They point their guns right at them and scream something _IN_ARABIC_.)

Drew - (whispers to the CO) “Stay low”

(Drew and Jack carefully come out of the vehicle. Just as they came out, a voice broke the stalemate. It was Rob).

Rob - “Coming in hot”

(Rob then rams his car into the hostile car, Jack and Drew draw their weapons and DC jumps out of the car to take his position. The GRS team observes that the hostile men are unconscious due to the impact. Trusting the fact that they haven’t recognized anyone, the GRS team left them as it is, because engaging in combat would have been even more compromising. Everyone goes back to their car and drives back to Annex, taking a careful watch)

[D]

Drew - “Are they moving?”

DC - “No. They are unconscious”

Drew - “Let’s not escalate this any further”

Rob - “Yeah. Let’s head back”

Drew - “Affirmative”

(They sit in their respective cars and scene fades to black)

//Scene fades from black. Evening of the same day.

[CS]It was dusk when the GRS Guys sat near the pool outside Building C, talking about their lives and their time in benghazi. Camera slowly pans to them

[D]

Rob - “So what’s going on with Ambo? When is he arriving?”

Drew - “From what I know, the day after tomorrow. He’ll also be visiting the Annex. Talking about the annex, I forgot to tell you all that we need to go and inspect the

consulate tomorrow. Scouting of some sort, since he's arriving in 2 days. So who's up for that?"

(Jack and Rob raise their hands. DC looks at them and says)

DC - "Well, count me in as well."

Drew - "Alright. Four of us. Done."

(camera fades to black as sun sets)

Chapter 3 : The Ambassador

[PC-IGCS] The next morning, Jack, Drew and Rob and DC headed out towards the Consulate in their SUV.

(Cuts scene - all 4 of them sitting in the SUV and driving away. Cut straight to reaching the front gate of consulate _use fade to black/or some transition)

(Cuts scene - All 4 are now examining the compound closely. Camera focuses on all aspects/ all sides)

Soon they pulled up and examined the compound. They saw the front and back gates, the TOC, the cantina and the main Villa as well. They saw the broken wall as well. The 4 GRS guys met with the 2 stationed DS agents, **Fred Evans and Marcus Turner**. Fred was a big guy, heavy and tall but dark in complexion with a big and thick mustache. Marcus was thin and was shorter, compared to Fred.

They told Drew that they never have received any additional support no matter how much they have requested. They were short staffed and no one knew why. Rob and Jack gave each other a look of disapproval when they heard so.

[D]

(Drew exits the car and approaches Marcus and Fred who are standing at the villa front door) -CUTSCENE-

Drew - "You guys Diplomatic Security?"

Marcus - "Yep. I'm Marcus and this is Fred. Nice to meet ya"

(Both shake their hands with Drew and do a nod to the other 3)

Drew - "Nice mustache mate."

Marcus - "Ah thanks. Having a friendly competition with Fred right here."

Fred - "Well, competitions are good aren't they"

Drew - "Yeah they are. Tell me about the total strength. How many guys in total?"

Marcus - "Well in total, it's the five of us stationed here, at all times. Me, Fred, and

Alex, who's in TOC currently. TOC is the tactical operations center. Other than this, we have two guys from Tripoli, Floyd and Carlos. That's all"

Rob - "Five ? That's it?"

Fred - "Yeah"

Drew - "Walk us through the compound Marcus."

Marcus - "Sure. Follow me"

-(Marcus starts to enter the consulate and cut scene ends)- (Player will follow and dialogues are in-game/free roam dialogues)-

Marcus - "Well this is the main hall for the Ambassador" (-moves to the small room on the right-) "And this is the living quarters."

-(points to the right)- "This is the Bedroom" -(points to the left)- "and behind this shelf is the safe haven. Equipped with double locks and just enough to hold 3 people."

Drew - "It's compact but if it does the job then it's fine"

Fred - "Don't worry, we've tested the locks ourselves. It'll hold"

Drew - "Well if you say so"

Marcus - "Follow me gentlemen"

-(Marcus moves out of the small room and exits from the back gate, walks towards the small pool room)-

Marcus - "This is our room. Next to it is a store room. Has all the supplies"

Fred - "Let's check out TOC. Alex must be waiting"

-(They move towards the TOC. Marcus opens the gate to enter the TOC)-

Marcus - "What's up brother. We have company. GRS Team from the Annex"

Alex - "Morning everyone. I'm Alex."

Drew - "Hey Alex. I'm Drew"

Alex - "Nice to meet you Drew"

Drew - "Talk us through the stuff you have here"

Alex - "Well, the whole area is covered in CCTV. Monitoring live and recording. Along with that we have a backup comms relay setup, just in case."

Drew - "Sounds promising"

-(while they're talking, Communications Expert Cody Hill enters the room)-

Alex - "Right on time Cody. Everyone, this is Cody Hill, our Communications Expert. He accompanies the Ambassador on his trips. Cody, this is the GRS Team from the Annex nearby."

Cody - "Hey all. How you doing"

Drew - "Doing just fine sir"

Cody - "Nah man, just call me Cody. No need for 'sir' "

-(Drew and Cody shake hands. Cody nods at the other 3)-

Marcus - "Man, Cody right here is a genius. He fixed our WiFi and boosted the speeds. He's a legend"

Drew - "Is that so? You know you're always welcome in the Annex." (smirks)

Cody - "Yeah no problem. I can drop by and look at the networking setup. Clearance won't be a problem."

Drew - "Sounds like a plan"

Marcus - "Well introductions aside, let's move out"

-(all of them leave the TOC)

Fred - (pointing at the cantina) "And this right here is the cantina"

Jack - "That's all I guess?"

Fred - "Yeah pretty much."

-(Alex and Cody stay in TOC while the rest start walking towards the consulate)-

DC - "Guys, I have a bad feeling about this setup"

Rob - "Yeah I relate to him. This isn't enough guys. Five of you in total ain't gonna cut it. I mean, what if something huge enters inside while you guys are distracted?"

DC - "Exactly. In that scenario, you guys are doomed and so is the Ambassador"

Drew - (looking at Marcus and Fred) "They're right. This is hardly the bare minimum considering Ambo's visit"

Fred - "We felt the same man. We requested more DS agents but it seems Uncle Sam is a bit tight on budget."

DC - "Situations like these and somehow, Uncle Sam is always out of money" (chuckles)

Drew - "I know man, it's unfortunate but we gotta adjust with what we have"

Jack - "I read about Red Mountain Security hiring some locals for protection. What about them?"

Marcus - (points to the direction of 15Feb Barrack) "That small room over there, it's technically a barrack for the Feb15 guys and the Red Mountain security, but given the protest that has been going on, which I'm sure you're aware of, it has been difficult to hold them here. The Red Mountain guys, sadly, are also local and are inconsistent in their duties. They're mainly guarding the front door and we've

sealed the back door. We take rounds in guarding the main gate along with those guys. There's only this much we can do."

Drew - "It's tough man but we're here. You need anything you call us. If something goes down, we're around the block. Call us and we'll be here okay?"

Marcus - "Thanks man. Appreciate it"

Jack - "All four of us will take turns and equip you guys with everything you need."

Drew - "That includes training".

Fred - "Cool"

Drew - "Alright. Let's head out boys"

-(CUTSCENE - GRS team gets in the SUV and drives away – fades to black – SUV enters the Annex and everyone gets out)

[PC] *(Night scene at the annex-Free roam type)(player can roam around, maybe do tactical training in sim or visit other buildings or sleep - to save game - or something else. The player can then sleep to progress time and wake up the next day.)*

[CS][multiple] **The next day (Sept 10th)**, the Ambassador arrived. He walked through all the necessary things inside the SMC. He then visited the Annex. He met with almost everyone as they had already gathered in Building C's meeting room. Everyone was there except for the GRS Team. They came down from their quarters at the very end, when the Ambassador was about to leave. They all greeted him and then went away. **-(one liner - "hey ambassador/morning ambassador")--**

The GRS team sat outside Building D. The Ambassador had a meeting scheduled at a **nearby hotel** with the City's mayor and council members. The DS Agents asked for additional man-power but were denied by the friendly 15th Feb Brigade as they were still protesting, but the American authorities assumed that they surely will help in the event of an attack. Something was to be done so the DS Agents asked the Annex team for help. Drew and Jack volunteered for it. **-(Fred and Marcus appeared to the area where GRS was sitting)-**

[D]

Fred - "Morning team"

Drew - "Hey. Morning. Good to see ya"

Marcus - "Met the Ambo yet?"

Rob - "Not much of a meeting but yeah"

DC - "Friendly guy"

Marcus - (smiles) "Well that's how Ambassadors are. Anyways, we are here to take the Ambo to his meeting with the Mayor"

Drew - "Benghazi's Mayor ?. Now that's a bit quick considering he just landed"

Fred - "Well the Mayor has been eager to meet him"

Rob - "Looks like our Ambo is more popular than we imagined"

(everyone laughs)

Drew - "So where's this meeting?"

Marcus - "Yeah, about that. The meeting is at a hotel, right at the end of the first ring road but that's not the only problem. We're a bit understaffed. Alex and Floyd are staying with Cody at the consulate. That leaves just me, Fred and Carlos. So we wanted to ask you guys a favor. Extra muscle would do no harm right?"

Drew - "I understand that. I'll go with you"

Jack - "Count me in. Let's go"

Drew - (looks at Jack and smiles)

-(Cut scene ends. Marcus and Fred leave them. Drew starts walking. Player needs to follow him to the SUV. After sitting -> fade to black. Load-> Cut to the Hotel Map -> Crowd is gathering. Jack and Drew take position on the balcony of the first floor. Jack and Drew are providing a watch. Jack hears a sound. He looks at Drew)-

-(Player driven sequence starts)-

Jack - "Drew, I heard something. Gonna check it out"

Drew - "Where?"

Jack - "On the roof"

Drew - "I'm coming with ya"

-(The player is shown a marker to move. Player moves up to the roof. It's almost dusk. Aura is gloomy and kinda lonely)-

-(Jack scans the area and finds some unknown hostile men looking over the railing while observing the ambassador. Jack shouts at them -Hey-. They look at Jack and shout something in _ARABIC_. Drew takes out his pistol. Enemies take out their rifles and start to aim. Drew and Jack take cover. They attach a suppressor to their weapons. The crowd starts to leave and music is playing so there's a lot of noise. Jack and Drew open fire on the hostile men. Suddenly some more hostile men climbed the roof and started firing on Jack. -player driven sequence- fighting-)

–(Seq over - enemies down) –

Drew - “What was that? Who sent them? Ansar Al-Sharia ? ”

Jack - “Don’t know. I thought you had some intel on this”

Drew - “Nah man. Nothing. I was not expecting this at all. Al-Sharia is my best guess”

Jack - “Close call.”

Drew - “Yeah. That bullet nearly missed me. I’m glad this is my last contract. I mean, I have a daughter for god’s sake. And these engagements without intel are the worst of the lot.”

Jack - “It’s alright. We’ll debrief this. Make sure to run a check with your contacts.”

Drew - “Yeah. I will.”

-(They both notice that the Ambassador has ended his speech so they need to go with him. Task updates - follow ambassador. Reach the ground floor and sit in the SUV. – Fade to black. Reach Annex. Get out of SUV)-

-(Player driven. Drew enters Building D) -(Player is free to explore or sleep to go to the next day)

PART 2

Chapter 4: September 11th

(bright stars in the dark sky, flames creating beautiful view-level design)

[CS - Long one - IGCS]Another morning which felt the same as usual. But suddenly a car with Libyan police markings stopped on the north side of the compound. Right next to the Compound was an abandoned, half made half ruined building. 2 Libyan men pulled up, wearing the insignia of the Libyan Supreme Security Council or SSC. They climbed the building and made it to the roof to take some pictures. Ambassador Peterson saw them as he was writing in his diary at the very moment, sitting near the pool.

He notified Floyd, since he was on watch duty. Floyd went on to the barrack to inform the locally stationed Libyan Guard. The guard went to talk to the alleged SSC men. They denied any malicious intent and left the area. Nothing happened afterwards.

-(Same cut-scene. Jump directly. The Ambassador is reading his mail. He forwards it to Alex. Cut to -> Alex reading the news and forwarding it to the Annex.)-

News came out about the Egyptian muslims protesting against the US Govt because of an online video that defamed Prophet Muhammad. It was somehow believed that the US Govt was involved in the making of that video. Protesters stormed the embassy and burned the American flag. This news was sent by the Deputy Chief of Mission, also Ambassador's second in command. Peterson read the news and forwarded it to Alex Young. He then in-turn forwarded it to the Annex for all of them to read and be aware of such an incident.

-(Cut to Annex right after. Ric, Jeff and Walker are preparing to leave. Jack joins them)-

Here at the Annex, things were again quite normal. Ric went out with Jeff and Walker early in the morning, to provide security for both of them as they had a meeting inside SMC, with the Ambassador. Jack accompanied them. They heard that an attack was really possible on a US Govt Building. All four of them went to the Compound to tell that to the Ambassador, but he was not worried as he had plans to be within the compound all day and that he believed the threats were internal within Libyan groups.

-(Ric, Jack, Jeff and Walker reach the Consulate, get out of the car. Cutscene over. In

game sequence.)-

[D]

Jeff - "Good Morning Mr. Ambassador."

Ambo - "Good Morning chief."

Jeff - "Ambassador, we're here to notify you of a possible disruption in the form of an attack. All of our sources are indicating the same thing, and since you're a High Value Target (HVT) for them, we're concerned about your safety."

Ambo - "I respect your concern chief, and I understand it. Maybe not to the same degree as yours but you have nothing to worry about. I'll be staying within the walls of the compound, here, and I have these men to help me, if I need anything".

Walker - "Yes Mr. Ambassador, although you're right in your assessment of the situation, we have reasons to believe that today might not be safe for you here. We suggest you come with us and stay in the Annex, just for today"

Ambo - "Yes sir , you're right. But my role as an Ambassador puts me in a different scenario. And I've talked to my sources and the threats you're afraid of are mainly internal and I do not think it's something we should worry about that much. I'll complete my paperwork here. And it's the 10th Anniversary of 9/11. I cannot be seen running away from my consulate or putting the Annex in a difficult position. It's alright. I'll be fine."

Jeff - "Okay sir. If you say so. But if you need anything, or you feel something is wrong, just call us. We'll do our best."

Ambo - "Thank you chief."

Walker - "Have a great day sir"

Ambo - "You too"

-(Ambo nods at Jack and Ric. They all leave the compound and drive back to the Annex)-

The day went on. GRS guys doing their usual routine stuff.

-(Back at the Annex, the GRS team is busy with their respective stuff. Rob and DC are in Building D playing games and Drew is completing his work on the desk next to them. Mat is preparing to leave as he has an errand to run through)

-(Ric and Jack get out of the car. PLAYER DRIVEN SEQ. Jack MUST go to building D. Drew observes Jack and asks him)

[D]

Drew - "So. What's next with the Ambo? "

Jack - "Well he's taking the threat in a different way. He thinks it's all internal and it's not a major 'threat' as we think it is."

Drew - "Typical Ambassadors. Can't blame him. I assume he then talks about his duties as an Ambassador"

Jack - "You bet he did" (chuckles)

Ric - (sitting on the nearby sofa) "And his solution for this was to stay 'within those walls'. I'm like Okay ! That's what you think is safe. I mean you saw the area right? It's not well guarded let alone well equipped"

Drew - "Yeah Ric. I know. But given the amount of freedom we have and the unnecessary arguments we'll face if we intervene, it's fine if we let Jeff manage this."

Ric - "Yeah. Right"

-(Player free roam. Time passes by. Time = evening)

At around 6 PM, Mat was scheduled to take a case officer, Nancy Williams, to a dinner with a wealthy Libyan businessman and his wife. Mat drove her to their house.

-(Mat comes in building D to inform he has an errand to complete)

[D]

Mat - (As he walks towards the sedan) "Going for an errand with Nancy. She has a dinner meeting with her CI Contact. I'll be back in a few hours."

Drew - "Good luck."

Rob - "With Nancy? Jeez. You're gonna need more than luck. She crazy"

Mat - (laughs)-(proceeds to leave/ drive off in sedan).

Drew - (looking at Rob and DC) "Hey Rob, DC. You both are on QRF today. Remember?"

DC - "Yes Boss"

-(Task update - Player can roam around and then sleep in Building D)-

(If -> player goes to Building B + sleep -> then Time passes by to 9 PM -> cut scene starts. Then he is woken up by Ric right after the cutscene.)

(else -> if no sleep -> then wait till 9PM -> cut scene starts and player is again woken up by Ric)

[CS][Long one] As the night fell at the Annex, Rob and DC were on duty as QRF (Quick

response force). They decided to watch a movie. Jack was off to bed and so was Tig. Rone was checking in on supplies and other resources.

At the compound, at around 9 PM, Ambassador Peterson had retired for the night. Communication Specialist Cody Hill was playing his favorite online game inside the villa's locker room. He was about to bid his team a goodbye **"...assuming we don't die tonight. Saw one of the local guards taking pictures of our compound..."**. //overlay text as in SMS?

The DS Agents, namely Marcus, Fred, Floyd and Carlos were sitting near the poolside, having drinks and conversing. Alex Young was inside the Tactical Operations Centre, doing his last bit of paperwork. They were all mainly unarmed. Alex and Marcus had left their kits inside the main Villa. Fred had left his kit inside the Cantina, along with the 2 Tripoli agents who had their kits with Fred.

-(Camera pans to all these details)-

Around 9:05 PM, a vehicle with SSC insignia pulled up close to the gate. It stayed there for around 40 mins and then it left abruptly.

-(camera shows this. Short cutscene relatively)-

Soon after this, gunfire followed. Several men ambushed the compound. They stormed the "un-secured" front gate of the compound and all the unarmed guards flew away from the scene. The 15th Feb Militia guards flew towards the back gate of the compound, climbed the boxes and ran away, after failing to notify the DS Agents and not acting as a first line of defense. The attackers met no resistance and kept on marching in. The attackers were chanting something in **_ARABIC_**

-(Camera again pans to all this)-

The attackers split up. One part picked up diesel cans and burned the 15th Feb Barrack that was situated closest to the front gate. The other moved towards the Villa.

-(Simultaneous shot?? Everyone hearing the same gun shots at the same time)-

->Inside the villa, Cody Hill heard the gunshots. He typed **"FUCK"...."GUNFIRE"** on his text chat to one of his gaming friends. He stood up and came out of the small room to peek at the window. He then saw the Ambassador also peeking through his window.

->Inside TOC, Alex Young heard the same gunshots. He looked out of his window, but he saw nothing. He then noticed the CCTV monitors. He noticed that one of the monitors showed 15-20 hostile enemies entering holding Flags, AK's, RPG's and whatnot. Alex turned up the alarm. The automated alarm voice said **"Duck and Cover ! Get Away from the windows."** //PA VOICE ON **_SPEAKER_**

He then spoke on the intercom.

[D]

Alex - “Attention Attention. This is not a drill. We are under ambush. I repeat this is not a drill”

Alex notified the CIA Annex and Tripoli Embassy. He established himself as the communication relay between all 3 nodes.

-(Camera focuses on Alex)-

Alex - (broadcasting his message) “Annex, this is Consulate. We’re under attack. I repeat we are under attack.”

Fred ran to the other side of the compound, to get his weapons from the Cantina. The 2 Tripoli DS Agents, Floyd and Carlos, followed him

Marcus was Peterson’s “body man” so he had the major responsibility of the Ambassador’s safety.

Marcus quickly gathered Peterson and Cody, took them to the small room and made them don their body armor. He then took them to the Safe Haven area, locked them in the “vault”, and dragged a shelf in front of the door. He himself took cover inside the bedroom.

[D]

Marcus - (entering the villa main room from the back gate) “Both of you with me. We don’t have much time.” -(hands them the armor vest) “Wear this quickly and follow me” -(he then takes them to the small room)

He was armed with his **shotgun, rifle and his pistol**. Using Marcus’ phone, Ambassador Peterson called the Tripoli Embassy and his second in command, Jason Copperfield, but the call went unanswered.

[D]

Ambo - “Give me your cell.”

Marcus - “Here” (hands him the phone)

After a few minutes, around 9:45 PM, Jason called back. Jason learned from the Ambassador and from Tripoli’s TOC that Benghazi SMC was under attack but everyone was safe. At Least for now.

[D]

Ambo - "Hello ! Jason. Where the hell are you? We're under attack"

Jason - (over radio/ phone) "What? How? You okay? Are you hurt?"

Ambo - "No I'm fine. We're all fine as of now but I cannot say what will happen next"

Jason - (over radio/ phone) "Let me get some backup for you Douglas, you stay put"

Ambo - "Do something quickly, it's not looking good"

-(Camera cuts to Fred talking to Carlos and Floyd)-

Fred - "You guys hold here, I'll go man up TOC with Alex"

-(Both of them nod in agreement)

Fred, after gathering his weapons, ran towards TOC and locked himself inside with Alex Young. Floyd and Carlos, after seeing the dark driveway being crowded by armed intruders, decided to stay in Cantina for sometime.

-(Camera shows intruders moving in the driveway and entering the compound from other sides as well)-

-(sharp transition to Annex. Screen has time so time turns back to 9:45-ish)-

[IGCS-PC]

Here at the Annex, Walker, the team leader, radioed everyone to muster to the Command Post in Building C.

[D]

Walker - "GRS Team assemble in CP (Command Post)"

—after a few moments—

Walker - "GRS This is not a drill. I repeat, NOT A DRILL. Assemble in CP"

Rob and DC were watching a movie when they heard the radio. They thought it was nothing important, but a second and more serious radio call from the T.L made them spin into action. They both met Walker (T.L) in CP. The T.L told them that the Consulate was being overrun.

Jack and Ric were in their bedroom when they heard the first call. Ric stood up and checked on Jack who was half asleep.

[D]

Ric - "Jack, come on. Something's not right. Walker just radioed us all."

Jack - "Give me a moment. See what's going on, I'm right behind you"

-(Ric moves out. _PLAYER DRIVEN SEQ STARTS_-)

Ric found the T.L outside building C, standing with Drew, Rob and DC. TL told them the same thing about the consulate being under attack. Jack also joins the group. TL explains the situation. Copperfield was talking to Jeff all this time, asking for a response team. They decided that a small team will be dispatched on a private charter flight from Tripoli to benghazi. In this team will be a mutual friend of Jack and Drew, namely James "Jim" Ross.

[D]

Walker - "Okay so we have limited intel but here's what we know - around 15 to 20 attackers have ambushed the consulate. The number could be even more than this. All are armed. They're circling the main villa. Alex reported to us that he saw one of the DS Agents securing the Ambo and Comms Expert. Rest is unknown. We're waiting on more. We've notified Tripoli, Washington and AFRICOM. You guys gotta get prepped."

Drew - "Let's jock up guys. Regroup here in 10. Move Move!"

-(Everyone quickly went to Building D and jocked up with Rifles, chest rigs etc along with go-bags of extra stuff.)-

[D]

-(camera shows GRS equipping themselves with all the gear)-

Ric - "Finally, some action"

DC - "You've been waiting for this haven't you"

Ric - "Yeah man. Routine was getting boring"

Drew - "Let's not get ahead of ourselves. Priority is getting Ambo safe."

-(Jack picks up magazines in FP view. Jack looks at everyone doing the same.)-

-(everyone is ready. Drew moves out, the rest of them follow him. They assemble outside Building C. Drew approaches Walker. Drew notices Jeff talking on phone behind, pacing up and down right behind Walker)-

Drew - "Hey Walker, what's the sitrep?"

Walker - "Not much. Ambo's deputy is on call with Jeff. They're asking for a response team. I have notified Tripoli and they're deploying a small team on a charter flight but that's gonna take some time. Ambo is in safe haven with Cody, and Marcus is with them. Not sure but from what it seems, the back gate is breached as well. That's all we know now."

Jack - "Tripoli ? Are they sending people from GRS ? or Delta?"

Walker - "Unclear as of now"

Drew - "This is not enough. Time is slipping by and we don't know what's exactly going on there. We need to set up a perimeter."

Walker - "Let me see what's next. Just wait"

Drew - "We don't have time man." -(looks at GRS)- "Team, Let's get in the car"

-(GRS then moves to their SUV and Sedan. Drew and Jack in the sedan's front and Ric in the back seat, adjusts his gun and mini rocket launcher. DC and Rob hop in the SUV)--(a few moments pass and Walker approaches the sedan)

[D]

Walker - "You all need to wait. Chief hasn't cleared you to go and moreover we need a plan"

Rob - (shouts from the SUV) "What plan eh? Ambo is in danger. We're all suited up ready to go. Isn't that the protocol?"

Drew - "Yeah Walker, what are we waiting for?"

Walker - "15th Feb Brigade. Jeff is contacting locals and trying to reach their commander. If they act as a support response then we don't have to get involved. They are locals, they can diffuse the situation. Hopefully"

Rob - "I don't trust these guys at all. Friendly or not, they all look suspicious for some reason. Yo, DC, say something man"

DC - "I'm saving some energy for the real battle. This won't matter. That one will"

Rob - "Come on man. Not right now"

Jack - "So we're just gonna stand here? That's all ? That's what we trained for?"

Drew - "Walker, standing here ain't gonna help, You and I we both know this, man. Be reasonable."

Walker - (takes a deep breath) "Lemme talk to Jeff" (moves away from the SUV)

Drew - (looks at Jack) "You okay brother?"

Jack - "I don't know. I have a strange feeling inside. We should not waste any time but something feels suspicious. Especially those 15th Feb Guys."

Drew - "Sitting here, there's nothing we can do, Jack. At times, you gotta have patience. It may not be soothing enough but it helps. I wanna be there and help them the same as you want but right now, one wrong move can blow this up in the worst possible way. Let's give Walker a moment, he might come up with something."

Jack - "Alright."

Rob - (over radio) "Guys I can't stand this waiting thing. Nor do I understand it. I mean, why are we waiting again? Those are just rebels at best. We have more collective experience. Aren't we literally equipped to deal with this?"

Drew - "I know Rob but like I said to Jack, let's give a moment to Walker. Defying orders won't do any of us good. Not now at least"

Rob - (over radio) "If you say so"

-(Ticking sound. Camera cuts -> to Attackers entering the villa and searching for the Ambassador. They cannot find him. Cam cuts to -> Floyd Carlos holding their position in the Cantina with Fred. Alex is still monitoring radio and CCTV)-

-(Attackers start pouring gasoline everywhere. Then proceed to burn the villa. We see flames growing everywhere. We see fear in the eyes of Ambassador and Cody and also Marcus)-

[D]

Ric - "Guys it's getting late. We must leave"

Rob - (gets out of the car) "Man this is Bullshit. We're just standing here doing nothing. Absolutely nothing. We can't let any of them die. I can't."

Drew - (also gets out of the car. Walks towards Jeff) "Chief, it's been a while. What's the plan now?"

Jeff - "Still trying to get through to the Feb15 commander. They can handle it"

-(suddenly someone interrupts)-

Someone - "The villa is burning!. The villa is burning."

Jeff - "What?"

-(Jack gets out of the car. The camera looks up and we see flames and smoke rising in the sky.)

Drew - "That's not looking good"

DC - "We need to go"

Jeff - "You will stand down"

Drew - "Chief, it's literally on fire. What else are we waiting for?"

Jeff - "You don't have the clearance to go. You will stand down."

Drew - "Why?"

Jeff - "We do not have the authority to engage"

Jack - "So we'll let them die?"

Jeff - "I didn't say that"

Rob - "We are heading out" (Rob goes inside building C and comes out in a few

moments and behind him is Phillip, the translator)

Rob saw Phillip, the translator at Annex. Phillip was an office worker, in his late 50s and not weapons qualified. Rob recruits Phillip. He tells him to get armor and helmet and gives him his pistol. Phillip agrees.

[D]

Rob - "Phillip, take this." (gives Phillip his pistol and an armor vest along with a helmet)

Phillip - "But Rob I've never used this"

Rob - "You won't have to use it Phillip. I'm here"

-(Phillip sits in the SUV)--(Walker suddenly interrupts the conversation)

At around 9:45, AFRICOM dispatched a surveillance drone. At around 10:00 PM, GRS Ops tuned their radio to the same frequency as the ones used by DS Agents inside SMC. Radio calls were heard

Walker - "Team I have some news. AFRICOM has dispatched a surveillance drone. And I just received the comms frequency. Let's all dial it in. It's J-117-9Z. DS Agents are using this, so we can listen to their comms. Rest, we can wait on the drone footage."

-(everyone starts to tune in. Jack connects first and radio chatter is heard)-

Alex - (distortion/static noise) "...fire. I repeat the villa is on fire. Can anyone hear me? Villa is on fire and we have hostiles surrounding the area. We need help"

Drew - "That's it. They need our help and we're going to help them. Let's get in the car."

Rob - "Roger that"

Jeff - (approaches Drew) "You do not have the clearance to go. You will stand down that's an order"

Drew - "Listen chief, had this been a diplomatic thing, we would have passed it on to you. But this shit is real. Okay? People are in danger. Our people. You are in our world now, and here, we don't leave anyone behind."

Jack - "The more we wait the more risky it is to evacuate the Ambo. We gotta hurry"

Walker - "They're right Jeff. Time is running out"

Jeff - "I cannot let them break protocol and risk everything I've built here and"

Drew - "There are lives at stake. American lives. No protocol can ever deny that"

saving them is not a priority. These will still remain protocols but right now, those men may not see the next day if we're too late."

-(silence)-

Drew - "Alright team listen up. None of us need to leave but they're counting on us. We are all they have. This is not practice. This is the real deal. Anything can happen from this point. We are on limited intel so far. We need to act carefully. From this point on, we're on our own. Clear?"

-(everyone nods)

Drew - "Let's roll"

Walker - "I'm coming with you"

Drew - "Hop in"

Jeff - "This is unacceptable. You are not clear to engage"

-(everyone sits in their respective cars and drive off)-(they pick the long road to reach the front entrance of the villa)-

//-(driving sequence can be a in game cutscene seq)--//

[IG/CS] Finally they headed out. T.L joined them too. Mat was subsequently informed while the delay was going on. He rushed from the dinner quickly and reached the Annex. He heard all the radio calls while driving along with the case officer. He reached the Annex soon but the GRS convoy had already left.

[PC] The GRS team is driving towards the SMC.

[D]

-(GRS driving. Mat radios everyone. Jack, Drew and Walker listening and replying)-

Mat - (on radio) "Guys, I'm here at the Annex. I was listening to the conversations while I was driving. The chief is acting out. What's the update?"

Drew - "The consulate is on fire. Ambo is trapped with comms expert and the DS Agents are spread out thin. We're on our way to the villa."

Mat - (over radio) "Fire? Fuck. Ain't looking good. Well, I'm going to set up a baseline here at the Annex. I'll wait for you guys. Good luck. Bring it home"

Drew - "Yeah mate."

-(Radio turned off)-

They finally reached the compound. Headlights off, everyone on foot. Encountered armed Arab men in front. Walker and Phillip went to talk to those Arab Men as they looked friendly. Soon gunfire was heard from nearby streets. Shots were random and sporadic.

[D]

-(after listening to gunfire)-

Ric - "Shots fired. Stay low"

Drew - "Walker, Stay low and keep Phillip safe"

(Walker nods in agreement)

Drew - "Gotta do something about this firing"

Jack - "Ric, hand me the launcher"

-(Ric throws the small grenade launcher at Jack. Jack aims it in the direction from where they first heard the shooting and fires it.)--PlayerDrivenSEQ-

Jack - "This should do it, for now"

-(Suddenly a technical truck arrives. Loaded with militias. They start to shoot on GRS. GRS ->cover fire-FIRING-SEQ_-

(Firing stops after a while)

Drew - "We gotta hurry. Let's push to the front door. DC, Rob, you guys scope out and see if you find anything suspicious. Rendezvous at the Villa. Make sure you guys secure the back gate."

DC - "Roger that"

Rob - "Come on let's move"

-(They split up. DC and Rob moving towards the back gate slowly, trying to scale walls and move from the inside. Jack, Drew and Ric moving towards the front gate)-

-(Walker radios everyone)-

Walker - (on radio) "GRS, I've confirmed that these men are indeed Feb15 guys. Apparently the commander is acting strange but we can't say for sure how they're gonna handle the situation"

Jack - "Understood"

-(Player starts following Drew and Ric who are walking slowly towards the front gate)-

Phillip and Walker learned that those Arab men were in fact 15th Feb guys.

DC and Rob went to find some high ground, next to the compound to provide cover. They informed Drew and T.L, and off they went. Rob saw 2 young militiamen and ordered them to join him and DC. They nodded in agreement.

[D]

Rob - (over radio to Drew) "Boss, we found 2 boys holding AKs. They seem to be

friendly and are helping us. They all talk the same so I can't confirm but they're likely 15th Feb"

Ric - "Be vigilant"

Rob - (over radio) "Copy that"

[IG/CS]At the compound, Marcus passed out because of smoke inhalation. He barely made it out of the villa and was lying unconscious near the sandbags right next to Villa's wall. Alex let everyone know on comms about this. Fred decided to leave so Alex gave him cover and Fred ran to the cantina, ducked, to find the other two barricaded in the cantina. He took them to find the Ambassador and Marcus in the main Villa. They all took turns to find Ambassador. //RADIO CHATTER or CUTSCENE??
[D]

Alex - (over radio) "If anyone can hear me, Marcus has passed out. Villa is burning more violently and attackers have somehow distributed themselves. I cannot see them on CCTV"

Fred - (over radio) "I'm going to regroup with Floyd and Carlos in the Cantina. I'm going to search for the Ambo after that. Man it's burning wild"

-(after a few moments)-

Fred - (over radio) "I've found Marcus, I repeat I've found Marcus. He's unconscious right now. No sign of Ambo"

-

Drew - (to Jack and Ric) "We gotta hurry"

-

~~[IG/CS]Back at the Annex, Mat returned. Anticipating an attack he rallied everyone to Building C and established a perimeter by asking 2 combat trained COs to guard building C, one at the door and the other at the roof. During all this, the supervisor of 3 Libyan guards came to talk to Jeff and advised them to leave but since they had no refuge, they had no other choice but to hold their grounds.~~

[D]

Mat - (on Radio) "GRS, perimeter is set up. Waiting for your arrival"

Drew - "Solid Copy Mathew"

Mat - "Also, some Libyan guards came and advised Jeff to leave this area. I don't know what they mean or what their plans are, but it ain't looking good."

Rob - (over radio) "How the fuck do they know about this? And are they implying that we will be attacked? This is crazy."

Drew - “Hold it together Rob. We’ll get the Ambo out of this and we’ll see what comes next. For now, let’s get this done.”

Drew - “Alright guys, keep your loadout ready. Danger close.”

[PC-IGCS in between] Here at Gunfighter road, after DC and Rob left for their scouting, Jack, Drew and Ric went on north of the intersection, moving close to the wall taking cover, eliminating any threat they may see while also being sneaky **(gameplay-stealth-break street lights-suppressed-tactical-etc)**. They kept on asking DC and Rob for overwatch on radio. Rob and DC eventually did find a building but it wasn’t tall enough and all the view was obstructed by trees etc. They **finally** entered the compound from the back. Drew, Jack and Ric entered from the front. They checked corners, driveways etc. Checked backs. Gathered near the patio. Found all DS Agents. Jack and Drew took turns to find the Ambassador but no help.(smokey/burning house-player controlled sequence?).

[D] //single word shouting stuff

Jack - “Douglas !!”

Drew - “Ambassador !!”

By this time, Ric came around, took cover behind sandbags near the patio and provided cover for Drew and Jack. Ric observed Marcus. He suddenly saw a SUV cruising from the cantina area. It was Fred with Carlos. They stopped the SUV near Ric. They had gas masks and assisted in the search.

[D]

Fred - “Here, I’ve got gas masks.”

-(Everyone tried going in but the heat from flames was unbearable, but still they took turns)-

A few minutes later, Fred and Carlos found someone. Unconscious that person was, they slowly carried him out the bedroom window. Jack assisted. He tried his first aid methods **-(like pushing on his chest etc)-** but found nothing. Jack realised that this man was dead. Fred had tears in his eyes. Jack learned from Fred that the unconscious man was in fact, Cody Hill.

[D]

Fred - “We found someone. Come and help”

-(Jack helps Carlos and Fred to carry that body. Then he proceeds to apply some first aid measures but nothing helps. Jack checks the pulse, only to realise that the person was dead)-

Jack - "I cannot identify him. Who is he?"

Fred - (comes closer, tries to wipe the black soot off of the face of the body) "That's Cody" (breaks down)

Jack - "I'm sorry. He's dead"

During this time, Ric and Drew were searching from the back side of the compound. Drew was nearly lost but Ric saved him. DC and Rob radioed the other 3 that they're entering the compound from the back gate and the perimeter seemed clear to them. .

[D]

Rob - (on radio) "Team, we're coming in from the back gate. All clear for now"

Jack - "Copy that"

All GRS Ops met outside the main Villa.

[D]

Jack - (to Drew) "Any luck?"

Drew - "The smoke is too thick right now, visibility is next to nothing"

Ric - "We called him out so many times but in this dense smoke, we are getting lost ourselves"

Jack - "Well, comms expert Cody Hill is no more. By the looks of it, suffocation took him out"

Drew - "I don't wanna say this directly, but it's difficult to survive such a thing"

Jack - "Let's not focus on that. We can do our part for now and search for him"

Drew - "Yeah"

Fred - "I'll go in this time"

Drew - "Okay. I'll cover you"

Jack - "Ric, let's head over to TOC and get Alex out. Rob and DC, you guys check up on Cantina. Stay on comms. Let's move"

-(DC and Rob go towards the Cantina while Jack and Ric go towards the TOC.

_PLAYER_DRIVEN_SEQ_-

-(Jack and Ric tried to enter TOC but Alex was not responding. Jack enters the passcode and they both go in. Alex was ready with his rifle, aiming, hiding behind the cabinet. He lowered his rifle when he saw both of them)-

Jack - "Whoa whoa, easy man. It's us"

Ric - "Relax dude"

Alex - "Sorry guys. I got spooked."

Jack - "No worries mate."

Alex - "We need to extract the useful stuff and destroy the rest. I need someone with me here"

Jack - "Ric, be on the lookout okay?"

Ric - "Sure"

-(Ric moves out, closes the door and takes an active position right outside the TOC gate)-

Jack - "Okay. What do you want me to do?"

Alex - "There's a bag in the cabinet. Pack these laptops and put these hard drives as well. I'll initiate the format sequence and destroy the rest of these. Be quick"

Jack - "Understood. I'm on it"

-(SEQ_ player takes the bag and stores the laptops and hard drives etc)--(when done, go near Alex and INTERACT_)-

Alex - "Good. Now let's move out"

Jack - "Come on Ric, we're moving"

-(All 3 move outside and quickly reach the front of the Villa where Rob and DC were present with Carlos, along with everyone else)-

Drew - "That's all of us right?"

Fred - "Minus the Ambo"

Drew - "Yeah."

Rob - "Let's get back to the Annex? Or do we wanna search again"

-(by this time, Marcus has woken up from his unconscious state)-

Marcus - "The Ambo. Have you guys found him"

Jack - "No Marcus. Not yet."

Drew - "Hey buddy you alright ? Can you walk ?"

Marcus - "Yes. Yes, I can"

Fred - "I'm getting the SUV now. We can come back for the Ambo"

-(Fred leaves them to fetch the SUV from the alleyway)-

-(suddenly on the radio, everyone hears the voice of Team Leader Walker)-

Walker - (on radio) "GRS, I'm coming in with Phillip."

Drew - "Roger that"

-(Phillip and Walker are seen entering the area from the front gate)-

Walker - "We had a long chat with the commander. He was unsure of everything we asked him. That guy doesn't know who the attackers are or what do they want"

Rob - "I knew something was not right with these Feb15 guys"

Walker - "And he suddenly left with his men. No reasons given. From what Phillip could gather, he warned us and in a way, wanted us to leave. I mean, it's deeper than we originally thought"

DC - "That ain't looking good man."

Walker - "Maybe there's something we're missing?"

Jack - "What can we do ? Wait for 15thFeb to return? You sure they're gonna come back?"

Walker - "They didn't mention anything like that so nothing's for certain"

Drew - "Let's prep for leaving. Fred will get the SUV and take Marcus and Alex and the rest to Annex. We'll follow you guys after checking for Ambo once more."

Alex - "Okay"

-(Fred brings around the SUV and parks it. Alex, with Carlos and Floyd, sits in the back. Marcus takes the driver's seat. Fred on Passenger's seat.)

Drew - (leans forward on the driver's window) "You sure Marcus that you'll be able to drive?"

Marcus - "Yeah I'm fine. I can drive. Trust me"

Jack - "Make sure to take a left, go straight, then take right for the main road then another left and lastly a right before the racetrack. Remember - Left Right Left Right Right. Will you be able to drive?"

Marcus - "Yeah I'm fine. Don't worry"

Drew - "Alright then move out."

-(Marcus drives away) -

Drew - "Alright GRS, we scout the area once and then it's exfil from this place."

[IGCS] **It was 11:00 PM.** They all were near the Villa. Suddenly they heard gunfire towards them. Turns out the back gate was left open and the Feb 15th militia that were standing had left. The GRS team saw hostile men approaching from the back gate/grapevine area. Everyone took positions.

-(Just as they started to move, they heard some chanting but more random and dispersed. Then gunshots were heard.)-

[D]

DC - "They're coming back? What?"

Rob - "Fuckin hell. We gotta move now"

Drew - "Running away will only become easy for them to pinpoint our location and

that's stupid."

Rob - "Then what?"

Drew - "We hold here. When we see an exit, we leave. Everyone, take defensive positions. NOW !"

-(GRS scatters to take cover in different places. Jack takes cover behind the sandbags with Drew. DC and Rob rotate and take cover behind their parked vehicles. Ric goes in the alleyway to use the darkness as the cover. Walker and Phillip are sent to the TOC)-

Drew - "Everyone keep your radio active. This might get messy"

-(Enemies approach in waves)-

[PC](fighting sequence between GRS and hostile enemy)(from all over, from buildings' roof or direct approach. GRS fights **without night vision**)

-(during the fighting seq -> one hostile with RPG ->Drew calls him out and PLAYER is ordered to shoot him down)

-(after the fight seq)-

[IGCS]After this, they heard on Radio that the enemies are re-grouping and they need to leave. The GRS team assumed a probability of abduction of the ambassador. The Team Leader insisted upon leaving. Rob brought up the SUV near the Villa's main gate to load up everything and leave

[D]

Drew - "I guess that's all of them right here."

Jack - "The ones that escaped, they're gonna tell everyone about us now. It's probably not safe to be here anymore"

Drew - "Right"

Jack - (picks up his radio) "Rob, get the SUV. We'll load the gear and leave"

Rob - (via radio) "Roger that"

-(Rob brings in the SUV and Ric gets the Sedan. They start to load up the gear)

Walker - "From what it looks like, they're gonna circle back since they know we're here. We gotta leave guys"

Drew - "Jack, help me out with this"

-(Jack and Drew load Cody's body in the back of their SUV)--(everyone pays their final respects to Cody)-(After that, Rob, Ric and DC took the gathered intel/hardware and load them into the back of the sedan)-

Soon Walker ordered everyone to assemble and leave as time was being wasted and the Ambassador was nowhere to be found. They loaded Hill's body in the SUV (annex

one) and paid their respects. They searched for the Ambo, one last time.

[D]

Walker - "We need to leave. Now"

[IGCS] They watched for a while but then the Team Leader radioed them to leave.

They all came down. Drew got behind the wheel of the Annex SUV, Jack rode shotgun. Ric in the backseat with Walker and Phillip. DC and Rob in the back cargo area with Cody Hill's body. Drew drove out. The Team Leader declared that the SMC now will cease to exist the moment they leave. It was 11:30 PM, 2 hours since the attack began.

[D]

Walker - "The moment we step out of this perimeter, the Consulate will cease to exist. We are now *Persona Non Grata*."

-(They drove away towards the Annex. Cut scene fades to black.)-

PART 3

Chapter 5: Counterplay

[IGCS/CS] Fred radioed the GRS team that they were under fire and their tyres had blown out. Drew radioed to Annex that the DS Agents team was enroute and coming in hot. Soon a radio from Fred repeated the same.

[D]

-(over Radio)--(a lot of noise is heard over the radio)--

Fred - (scared and out of breath) "We're under attack. There's too many of them"

Drew - (replying) "What? Where are you guys?"

Fred - "I don't know man. This place looks the same from every angle and our windscreen is fucked. It won't hold anymore gunshots..... Holy Shit...."

Jack - "Fred ? Fred ? What happened?"

Fred - "One of our fucking tires went flat "

Drew - "Just hold on, we're right behind you. We'll be there soon. Keep driving. Marcus knows the way. He told me. Try to look outside once you clear these bastards"

Fred - "Yeah. Will do that"

Drew - "Jack, radio Mat and let Annex know they're coming in"

Jack - (adjusts the radio frequency) "Mat this is Jack. Make sure someone's at the gate. The DS Team is coming in hot."

Mat - (over radio) "Affirmative"

-(CUTSCENE)-

[IGSC] Gates open and Mat guides them in. Marcus stops the car. The moment he opened the gate to get out, he fell down. Some people from the Annex helped him out. Fred told Mat about the car that was following them but broke off suddenly and went towards No Man's land, North of Annex. Mat grew worried. Mat assisted injured Marcus to the medical area and then ordered the perimeter to be set up correctly. He assigned Fred on Building D, Carlos and Floyd to Building A and B respectively and went to his spot on Building C.

[D]

-(CUTSCENE)-

Mat - (after helping Marcus, looking at him) "Get him some first aid."

-(circles back to the courtyard)-

Mat - "Alright listen up. We need to secure our position here. Fred, you take Building D. Carlos you take Building A and Floyd to Building B. I'll take Building C. Take your supplies, check your gear and man your stations. Go Go !"

-(They disperse and Mat is seen climbing the Building C ladder)-

Soon GRS reached the Annex. DC requested Cody Hill's body to be covered. Phillip went inside to assist the other non shooter colleagues of his, to destroy the sensitive data. Soon everyone took positions.

[D]

(in-game sequence -> Drew is driving the car inside the annex.)

Drew - (over radio) "Mat, we're coming in"

Mat - "Roger. I'm coming down"

Drew - "Understood"

-(Drew parks the vehicle. Jack and everyone else gets out of the car and assemble in the courtyard.)--(Mat gives them the update)

DC - "Someone get this body please."

-(someone from the annex came and took the body of Cody Hill)-

Mat - (pointing towards Cody's body) "How did he die?"

Drew - "Suffocation. The smoke took him out"

Mat - "Any sign of Ambo?"

Ric - "None. Seems like kidnapping"

-(Walker interrupts their conversation)-

Walker - "My sources tell me, an american white-blond male has been admitted to a nearby medical center. He seems to fit Ambo's description and his face is covered in black soot."

Drew - "We'll find a way to exfil Ambo. But first we need to safeguard the Annex. Follow me"

-(They all move towards Building C. Inside Building C's meeting room, there is a blueprint/plan of Annex and Drew starts to explain the layout to everyone)-

Drew - "Okay so this is the layout. We have 4 Buildings - A,B,C and D. Then we have 4 tower stations. Jack, you're on Building D with Fred. Carlos, you man the station next to the gardener's room. Floyd can take Building A. DC, you're on Building B. Rob you take the South-East tower, next to Building B. Ric, take the tower north of Building B. I'll be on Building C with Mat. Alex, you can be with Floyd when you're ready. Before that you need to help CO's to destroy their stuff especially the digital assets. Am I clear?"

-(everyone in unison)- "Yes sir!"

Drew - "Then gather your supplies. We don't have much time. Move move!"

-(everyone heads out. GRS goes to Building D. Player is _PROMPT_ to go to Building D and stock up. GRS is seen getting ready with their gear)-

[IGCS] GRS Operators, DS Agents, and some combat shooters took defensive positions. Building D had Jack and Fred Evans and Carlos. Building C had Rone. T.L was inside Building C with other normal people. Mat was bringing in supplies, after that he went to a fighting tower near Building C. Rob was on the South-East Tower.

Rob got supplies and headed to Building B. DC came to join Rob. Before that Rob saw a defeated Jeff outside Building C. He handed him the Cellphone he found at the consulate that seemed to belong to the Ambassador. Jeff had defeat and fear on his face.

[D]

(everyone is jogging towards their stations, exiting Building C's meeting room.

PLAYER OBSERVERS IGCS b/w Rob and Jeff)

Rob - "Hey Chief, you okay?"

(Jeff doesn't reply)

Rob - (hands him a cellphone) "Here take this. This probably belongs to Ambo.

Maybe you'll find something inside this"

(Jeff takes the phone but replies nothing. He was scared)

Rob - "Alright, now you gotta go inside and stay safe, we'll manage"

(Jeff nods and goes inside Building C)

It was **12:00 AM, September 12th.**

Annexe exterior lights were turned on. Everyone was at their place. Suddenly an Arab man came out from the house opposite to the Annex, demanding the lights to be turned off. Ric radioed one of the local guards to translate. It turns out the local man wanted the lights off otherwise " 'they' will know where you are". Ric wondered the who, what, how of the situation.

[D]

(PLAYER/Jack on Building D hearing over radio + observing)

Ric - (over radio) "Guys there's an Arab man approaching the main gate. Medium build."

Rob - (over radio) "What does he want?"

Ric - (over radio) "I'll ask one of the locals to translate, hold on"

DC - (over radio) "Do they already know we're here? Or is it because they followed DS guys here?"

Drew - (over radio) "Nothing's certain DC, we need to be careful"

Ric - (over radio) "Guys, this man wants us to shut down our lights. He says 'they' will know that we are here"

Rob - (over radio) "Who the fuck are 'THEY' ? And how do *THEY* know that we are here?"

Ric - (over radio) "I'll ask that to him personally"

Drew - (over radio) "Careful Ric."

Ric - (over radio) "Wait, he ran away"

Rob - (over radio) "The fuck is wrong with this place"

Jack - "It's fine, let's turn off the exterior lights"

Drew - (over radio) "Chester? Mike? You guys there? Take care of the exterior lights.

Quickly !"

(some of the lights turn off, others remain. PLAYER_TASKED_ to shoot the remaining one quickly _TIMER_)

(IGCS) To everyone's surprise, 4 pickup trucks sped out of that Arab Man's property. They disappeared to the empty lot east of Annex. Then suddenly cars started to line up. Some hostile men were seen approaching the annex, tactically, from the east of Annex.

[D]

Walker - (over radio) "GRS, Be advised. ISR Drone has identified several hostiles closing in on the east wall of Annex. They're moving in random patterns."

Rob - (over radio) "Yeah we saw that. I'm gonna go for a supply run"

Ric - (over radio) "I'm marking them with my laser. Make sure you guys follow the trail."

DC - (over radio) "You seeing this Ric? Some of them are kids."

Ric - (over radio) "Yeah. Wait. They have AKs with them"

Rob - (over radio) "Ric, Keep marking them with the laser. DC can pin them. It's night vision time guys. Check your batteries too."

Drew - (over radio) "Jack, will you reinforce the East side with DC and Rob?"

Jack - (talks on radio) "Sure"

(PLAYER puts the radio back and nods at Fred and PLAYER_DRIVEN_SEQ to climb down and _TASK_ get to Building B's roof)

[IGCS->PC] Ric starts to mark targets using a laser mounted on the barrel of his assault rifle. DC and Mat confirm all of them one by one, in sync. DC saw men with Rifles, approaching tactically.

Right before all that happened, Rob was down near the Gym, making a supply run for Mat on the tower. He barely missed the Gelatina bomb that dropped right near him. Just as this happened, those hostile men opened fire.

(woosh sound. Bomb drops near Gym. Particle effects -> smoke+fire)

(everyone including the PLAYER observes this.)

Drew - (over radio) "Rob you okay?"

DC - "Rob stay right there I'm coming"

Rob - "I'm fine. Just missed it. Don't leave your station DC. I'm not dying that easily."

DC - "That's more like it"

-(FIRING STARTS FROM EAST MAINLY and some form North i.e NoMansLand)-

Ric - "Take cover they've opened fire"

//player controlled + shooting sequence.

An **RPG** went out but it was aimed too high and flew past Rob. Rob confirmed with DC about gunfire and opened fire too.

All this went on for sometime then it stopped. Attackers were groaning -(_SOUND_)

//Shooting_stops

GRS took some rest, replenished ammo and had water etc.

[D]

Drew - (over radio) "It seems they've stopped for now"

DC - (over radio) "Looks like that. They must be coming back with more"

Drew - (over radio) "Let's refill while we have time... Walker, can you send someone with water and supplies"

Walker - (over radio) "Right away"

-(soon some NPCs are seen climbing the roof ladders to supply GRS with their stuff)-

(Player is on Building B. Drew radios Jack)

Drew - (over radio) "Jack, help me out with the supplies"

-(TASK_ reach Building C's roof)-

-(IGCS - Jack climbs the ladder and Drew is seen sitting near the supplies. Drew stands up as he sees him. They both stand near the parapet of the roof)-

Drew - "Jack, you okay?"

Jack - "Yeah. And you?"

Drew - "Yep. Just thinking about my family"

Jack - "I know. I feel you. Was doing the same."

Drew - "It's like, we put everything on line just for such contracts that may or may not treat us fair. When I was holding my rifle, all I could think was my family. That I'll get to see them and this is my last contract. This might very well be the last time I'm in such a situation, especially standing here with you guys"

Jack - "True. I was thinking about Jennie and the kids. You know, she told me she's pregnant. I'm gonna be a dad again."

Drew - "Seriously? Dude this...this is so awesome. I'm so happy for you. Congrats

man. Damn. This was unexpected, I mean I was hoping to listen to this news in a more relaxed situation but it's fine. I'm happy for you"

Jack - "Thanks mate. I'm sorry, I just couldn't find the time to tell you."

Drew - "It's alright brother. I get you. These things are sensitive, and for us, I mean juggling between these GRS contracts and normal life, who would've thought that it'll get this way."

Jack - "Yeah"

Drew - "A wise man once said - '*You're the architect of your own doom and you're the creator of your own destiny*'."

Jack - "Those are some deep words"

Drew - "Yeah. It's something I read in a book that DC suggested to me earlier. And then I thought, What will happen tomorrow? I just wanna see my baby girls and hug them tight. Real tight"

Jack - "I feel just like you do. Knowing the third kid is on the way and I need to be there for Jennie, I mean it's obvious to feel negative stuff but we need to hold it together, brother. We'll get through this."

Drew - "We will brother. Just like the old times."

(They both nod)

Operators got the call that Delta Team is here from Tripoli.

[D]

Walker - (over radio) "GRS I received some intel. The Delta Team from Tripoli is arriving here. They are gonna land in 5 minutes."

Rob - (over radio) "Fucking finally !!"

DC - (over radio) "Hell yeah"

Jack - "Jim always comes through. That man never lets you down."

Drew - "Jim? Your friend from the Marines? He's in Tripoli ?"

Jack - "Yeah. Tripoli GRS."

Drew - "Seems like a fortunate coincidence"

Jack - (nods)

-(Player driven seq from now. Player can restock ammo or change weapon etc.)-

-(In game clock 2 30 -> start seq CUTSCENE)

[CS] At around 2:30 AM, more cars started appearing in the same area (east of annex). Slowly within the next 30-45 mins, armed hostiles started surrounding the annex from

the parking area. Ext lights were down so night visions helped. No man's land was clear as of now.

[D]

DC - (over radio) "Multiple hostiles gathering in the same place. East end. I can see 4 cars at a minimum. Trucks. Rob you following my laser"

Rob - (over radio) "Affirmative"

Drew - "GRS, get ready for some action. Check your mags. Lock and load"

Mat - (over radio) "Hold up, one of them is coming out. He's jogging this way"

[CS] (camera follow through) -> Mat, from his tower, saw a man trying to cock his hand to throw something. Mat killed him and that grenade exploded with a flash.

—open fire sequence again—Player driven—

DC - (over radio) "Shots fired. Engaging"

—dialogue between GRS and T.L vs 15th Feb confusion—

[D]

Rob - (over radio) "Walker, this is Rob. Do we have confirmation yet? Where is 15 Feb, and who are these guys. Anything? Anything at all?"

Walker - (over radio) "Negative GRS. The Base Chief can't confirm anything at this point. Everything is in your hands. Do what you must."

Rob - (over radio) "That's more like it."

—more shooting— then a halt —

[IGCS] Everyone took a break. Attackers retreated. GRS felt victorious. One of the DS Agents contacted the State department. They got the news that the white man who was found previously, and taken to a nearby hospital, is alive.

[D]

Rob - (over radio) "That's it? That's all of them? Did we scare them away for the second time?"

(everyone chuckles)

Ric - (over radio) "I have a feeling, it's not over yet"

Drew - "Walker, this is Drew. Hostile entities have seemed to retreat, for now at-least."

Walker - (over radio) "Copy that Drew. Need anything else ?"

Drew - "Something to drink, I guess?"

Walker - (over radio) "Understood"

Fred - (over radio) "Guys I just contacted the State Department. The white personnel they found is alive. There's still a chance Ambo is alive."

Mat - (over radio) "He might very well be. Don't worry DS, we'll get him back"

Drew - "Yeah Fred, don't lose hope."

Some minutes later, everyone restocked thinking that the attackers may not come back again. (**_Player controlled scene. Player can restock or maybe change stations_**)

Mat later joined Drew on Building C. Together they started scanning No Man's Land.

(IGSC -> Mat can be seen climbing Building C ladder to join Drew)

Everyone is resting/resupplying.

[IGCS]News came out on the radio that The Ambassador was pronounced dead in the Medical Centre. Other news soon followed that the Tripoli team is here to join the Annex Team. Jack was happy to hear that knowing he will meet his friend James "Jim" Ross.

[D]

Walker - (over radio) "GRS, I've got bad news. Our identified POI was indeed the Ambo but he was declared dead when they brought him in. Ambassador Douglas Peterson is no more."

(silence. No one said a word. Everyone just looked at each other. Everyone was shocked)

Drew - "Godspeed to him"

Walker - (over radio) "He was a good man"

After a few moments, T.L gave heads up on the radio. He ordered Rob to identify. Knowing they may not be able to locate the Annex, Rob and DC "lassoed" their lasers into the sky for the Tripoli team to follow using Night Vision goggles.

[D]

Walker - (over radio) "Annex to GRS. The Tripoli Team is here. I repeat Tripoli is en route in a convoy. ETA in less than 10 mins."

Jack - "Finally"

Rob - (over radio) "About time"

Walker - (over radio) "Guys, they need us to guide them. What options do we have?"

Rob - (over radio) "It's not like we have a flare or something "

DC - (over radio) "We can lasso these lasers we have on our rifles"

Rob - (over radio) "Damn it Carter ! You're a genius."

-(Rob tries but his laser is jammed)-

Rob - (over radio) "Fuckin Hell. Are you kidding me? My laser is dead."

Jack - "It's fine, I'll do it from here"

-(PLAYER SEQ - TASK - *Point laser in the sky and make it like a circle*)-

Rob - (over radio) "Walker, tell them to follow the laser in the sky. Make sure they use night vision or else they won't see it"

Walker - (over radio) "Roger that"

[IGCS/CS] **At 5:00 AM**, the convoy arrived. Mildly weak cars. 7 American soldiers. Everyone greeted them from their positions. The 7 Man team entered Building C, got debriefed. 10 mins later, they all started taking positions. Jim came to the rooftop of Building C to greet Drew. He decided to stay here and support Mat, Drew and Fred. The plan was updated as now the GRS knew about the charter flight that the Tripoli team used. Evacuation plan was ready, but since it was very small, trips would be made. Non shooters first, shooters later.

[CS Dialogues] -> Jim meets with Walker and Jeff.

[D]

Jim - "We're here. What's the sitrep"

Walker - "Divide your team and man them to 3 stations and all 4 Buildings."

Jim - "Where are Drew and Jack ?"

Walker - "Right above us. This is Building C"

Jim - "Understood" -turns to his team- "You heard the man. I'll take Building C, the rest of you split up and take positions. Quickly"

Walker - "What about EVAC ?"

Jim - "The Charter flight they issued isn't big enough for everyone. We'll have to make trips"

-Jim walks away-

Walker - (on radio) "GRS we have EVAC update. Tripoli tells us the Charter isn't that big so we'll make rounds. I'll make sure non combatants are all extracted first then it'll be you guys"

Rob - (on radio) “Perfect. What can I say”

Drew - (on radio) “Rob, it’s okay man. We’ll hold it here.”

After a few minutes, Rob was about to radio the T.L to set up a blockade but he was interrupted by a whoosh sound. “Incoming !!”.

[D]

Rob - (over radio) “We gotta set up a blockade or something” “Wait, what’s that sound? Fuck. Incoming Incoming !! ”

—Boom, Explosion, black screen, stunned sound—

Chapter 6: Wounds

//make sure the player is not on Building C. If true, then shift player position to avoid mortar//

It was a mortar. It had hit the north wall right in front of Building C. Then the attackers started firing, trying to surprise the Annex.

[D]

Drew - (shouting) “Open fire. North wall. No man’s land”

Walker - (over radio) “Rob do you copy? You alright?”

Rob - (over radio) “Yeah, I’m fine. Nothing but a scratch. I barely missed it”

Walker - (over radio) “You need help?”

Rob - (over radio) “No I’m fine. I’m going to Building B. Will take point from there”

Drew & Mat opened fire. Drew had LMG. Rest also supported.

-Player driven/open shooting seq for sometime-

Then a 2nd mortar hit, this time right on top of the north parapet on the roof of Building C. Fred got wounded. Firing continued. Suddenly the “convoy” that brought the Tripoli team here, sped away like cockroaches. Rob shouted on radio ‘mortars !’.

[D]

Rob - (over radio) “Mortars. !!”

DC - (over radio) “They’re aiming for Building C. Drew, Mat heads up.”

Mat - (over radio) "Fred has taken a hit."

Shooting went on. Drew was going all in. Suddenly his LMG stopped as the 3rd Mortar dropped, directly on top of Building C.

-CameraSeq - Mortar loaded into the barrel, shot and dropped right on the roof of Building C. Big explosion-

-Cutsce Seq- OPTIONAL - FP Camera Seq from Mat's perspective-

Mat sees Drew lying motionless, curled up. He got worried about Drew. He wasn't able to see Fred or Jim because of the smoke. He tries to lift himself up, but fails.

Then soon the 4th Mortar dropped. The blinding flash made Mat see Jim, lying motionless as he was thrown away from the previous explosion. Mat tries to stand up, to fight back but he then hears the 'whoosh' sound of another mortar. He runs towards the south side of the roof and is barely saved from the 5th Mortar. Mat was stunned and hit by shrapnel. Mat then slowly dragged himself towards Drew, trying to pull him but he was motionless and Mat himself was too injured to do it. He tried getting a pulse from Drew's femoral artery but found none. He dragged himself to one corner, placing him close to Jim, who lay there motionless.

-Camera switches back to Jack- Control given back to player-

Mat heard Ric's voice on the radio but was too weak to pick up the radio that had fallen at a distance.

Ric started moving the roof of Building C, so did Jack. Jack talks to Ric on the radio. Everyone tried checking up on Building C but no response. Ric slowly climbed up to the blackened roof.

[D]

Ric (over radio) "Mat, do you copy?"...."Drew, do you copy?"..... "Building C? Does anyone copy?"

Rob - (over radio) "Something's wrong Ric"

Jack - "I'm gonna have a look"

Ric - (over radio) "I'm coming with you"

Jack - "Stay low. They may strike with mortars again"

Ric (over radio) "Solid copy"

(He saw Fred Evans groaning in pain. He took care of him, applying first aid from the go-bag he carried.)

Ric - "Hold on Fred, I've got you."

Fred - "The bleeding won't stop"

Ric - "It's okay. Lemme patch it up"

(Ric then moved on and saw someone lying down, no movement. Feeling that this person was beyond help and he had not identified him, Ric moved to the other end of the roof. He finds Mat, groaning in pain. Jack stood by that body but was providing cover and observing the scene. Ric starts to tend to Mat's injuries.)

Ric - "Mat, can you hear me?"

Mat - "I guess so (coughs)"

Ric - "Show me your arm"

Jack then looked across to see someone lying curled up, not so far from Mat. Jack alerts Ric, because that body looked familiar. Ric then moves on to that body. They both found out that it's Drew. Ric finds no pulse, realises that nothing can be done. Jack stands right next to Drew's body while Ric moves ahead to the last person.

[D]

Jack - "No, where are you going?"

Ric - "He has no pulse, Jack."

Jack - "No, we must check it again. Wait."

Ric - "Jack. There is nothing else. No pulse."

-Drew's radio starts to buzz-

-radio- "Drew, we need you in the CP"..... "Drew, do you copy?"

-Jack picks up the radio-

Jack - "Drew is no more"

Ric moves on to the unidentified body, flipped it over and found out it was Jim from Tripoli. He tried the same procedure but found no pulse. The next moment, Team Leader Walker arrived on the rooftop, along with 3 members of the Tripoli team, one being a medic and the other 2, nicknamed Delta guys. (Tripoli#1 , Delta #1 and Delta #2)

[D]

Walker - "How can we help"

Ric - "Any medic among you guys?"

Tripoli #1 - "I am"

Ric - "Go to that corner and help Mat. Careful with his arm"

Ric - (points to Delta#1) "You, come here and help me get him down" (slowly pointing to Fred)

One of the Delta guys helped Mat to get down from the roof. Now slowly Fred was also being evacuated from the roof, with the help of the other Delta guy, who strapped Fred onto his back.

Jack goes to Ric, asking him where Drew's LMG is. Ric tries to find the missing LMG but he fails to do so. He then stopped near Drew's body, said a prayer while keeping his hand on Drew's chest. Jack pays his respect as well.

[D]

Jack - "Ric, where is the LMG that Drew was using"

Ric - "Lemme find it"

Ric - "It's not here"

Jack - "Then let's get his secondary"

Ric then picks up Drew's pistol and moves towards Jim to do the same and pick up his fallen weapons as well. Jack intercepts him

Jack - "Let me pick that up" (Ric nods)

- Jack puts his rifle away and picks up Jim's rifle -

Ric climbed down, checked on Mat, then opened the back door of Building C to let Fred and Delta guys come in, only to find that he was brought in from the front gate. Jack climbed down too. Then Ric tries to return to his post. One of the Delta guys stops him. Jack observes the ruckus that was going down.

[D]

Delta #2 - "You can't go there. It's not safe"

Ric - "Safe? You're going to tell me about safety now?"

Delta #2 - "It's too dangerous, to go back to your post"

Ric - "Fuck you. I've been up there, all by myself, the whole night. Who the fuck you think you are eh?" (Ric gets close to him and so did the Delta)

Walker (steps in to prevent it) "Hey hey you, both of you. Cool it off. We've seen enough for one night. Move back" "Ric, you stay here so that everyone can see each other's position if we were to go back to our stations. Okay?"

Ric - "Okay."

(Delta #2 and Walker went away)

Ric - "They've been here for what? Like 10 minutes. And they'll tell us what to do now?"

Jack - "It's alright man, you gotta drop it"

Ric - "Can't see shit from this side. What if something were to happen ha? Nice plan I must say"

Jack - "No point in retaliating brother."

Soon a radio call is heard telling the GRS Ops and other staffers that a 50 Vehicle convoy is en route. GRS guys had mixed feelings.

(some voice on radio) "We have confirmation on a 50 Vehicle convoy approaching us. Intentions friendly. Standby for EVAC."

[D]

Rob (over radio) "I can see it. It's getting closer. 50 Technicals. Proper ones."

DC - (over radio) "What if they're not friendly? They all look the same and we don't speak their language."

Ric - (talks to his radio) "Then we fight through"

Rob - (over radio) "That's gotta be at least 150 people in it"

Jack - (talks to his radio and towards Ric) "We'll fight. Either we win or we die here. That's all"

Ric - "Yeah. It's one sided now"

The next moment, a flatbed truck is driven by someone to the entrance of Building C, to load and transport the bodies of Drew and Jim. Jack climbed up to help in the process but the Delta guys took matters in their own hands, and threw both the bodies one by one. Jack turned away. Ric then argued about this harsh treatment towards the bodies of the fallen soldiers.

[D]

Jack - "Let me help, we'll get some straps and we can get them down"

Delta #1 - "No, we've got this. Don't worry."

(They picked up Drew's body and threw it over the parapet on the roof. Jack couldn't see it so he turned away. Soon enough they threw Jim's body in the same way. Ric was furious)

Ric - "They deserved better"

(Delta guys climbed down, as Jack witnessed everything from the roof. 2 members of the Tripoli team joined in. Ric helped one of the Delta guy to take Drew's body and Tripoli guys carried a fallen Jim)

Jack climbed down, gathered his stuff. Walker ordered everyone to assemble near Building C.

Walker - "Take your stuff, just the essentials, and assemble here. 15 Minutes tops. Get going"

-(Jack goes inside Building D to pick up a "BOX" as a task)-

When Jack arrived he saw 2 bodies on the ground. He helped in loading Drew's body onto the truck.

-(Jack FP Cutscene - loading Drew's body)-

Soon enough Fred was loaded into the back of a hatchback with the stretcher. Mat was brought up next. **[NPC Animation]**

It was 6:00 AM.

Team Leader Walker, asked Rob to identify the convoy when they arrived. Jack was standing near him

[D]

Walker - "Rob, can you identify these guys? It's the '50 vehicle convoy'. They're here. Can you make sure they are the good guys?" (Walker then walks towards Building C)

Rob - (over radio) "50 fucking Technicals man. How am I supposed to know if they aren't friendly?"

-(Cutscene part)- [CS]

Moment of truth. The convoy arrived. Rob used the 'hang loose' sign to welcome the militia commander. The commander returned the same, thus establishing the friendliness of the Libyan militia men.

[D]

Rob - (over radio) "Yep, they're friendly. Their commander surely knows our stuff"

Ric - (standing near Jack, talks on radio) "Is that so? Then why didn't these guys show up when we needed them? Where the fuck were they when we were defending here?"

Jack - (towards Ric) "Some questions will always remain unanswered brother."

Rob - (over radio) "No idea man. What matters is they are here to take us to exfil."

That's all."

Rob then signaled the commander, using gestures, telling that the enemies were still near the back side of the Annex. The commander sent a team to that location, capturing and radioing the details back to the commander. Few gunshots were heard.

Everyone was prepared to leave. Jack then saw Jeff arguing with Walker, right outside Building C that he wanted to stay and collect intel. Walker outranked him and relieved him of duty, ordering Jeff to comply and leave.

[D]

Walker - "Jeff, let's go"

Jeff - "No. I'm staying here. I need to get to the bottom of this. There is still some intel to obtain"

Walker - "It's not ours anymore. We need to sort the rest diplomatically. Let the Libyan Government and White House deal with it."

Jeff - "You can leave, I won't go."

Walker - "Jeff, you are dismissed from your post, it's an order. Move or I'll have Delta take you manually."

Jeff - (looks at Walker, stands up and starts to walk towards the convoy)

[CS] - (Convoy drives away onto the airport. Camera from Jack. Scene fades to black as we hear Jack's thoughts in an echoing voice)

[D]

Jack — (thoughts/echo ed voice) "Was this really Drew's fate. He could have been alive had he not extended his stay here. What of his wife? His daughters? Was all of this justified? Did Jim really have to die? Their families don't even know they're dead. I wish it was not Drew who picked me from the airport. Wishing that Jim wasn't deployed in Tripoli. But then, nothing can change the fact that they're gone. Drew's dead. Jim's dead."

They all arrive at the airport and are let in from the non-commercial side. On the runway, the convoy is parked near the same chartered flight that Tripoli Operators used to come to Benghazi. Luggage was being loaded into the cargo bay. Mat insists on walking instead of being on the stretcher, so he limps slowly towards the jet.

[D]

Mat - “Hell no. I came to this country walking, and I’ll leave by walking as well.”

-(CS -> Mat is taken with support)

Jack notices the local airport militia arguing with the larger convoy militia that escorted the Americans to the Airport. Soon a single shot was fired. *GRS is alerted, taking an active stance, readying their rifles. The matter was cleared as the Convoy commander raised his hand.*

Jeff argues over the same thing, again, but is now silenced by the Country GRS Team Leader from Tripoli, as he outranks everyone.

[D]

Jeff - “There is still a lot of intel we haven’t touched. We need to learn more about it. I’m not leaving until I get the answers. I’m going to stay here”

Country TL - “Enough. You’re relieved of Duty. Get on the freaking plane at once, or I’ll throw you into the cargo bay !”

(Jeff had to comply)

[CS] At 7:30AM, the flight with all the CO’s took off.

Now left behind were ***Jack, Rob, DC, Ric, DS Agent Alex Young, the 2 Delta Guys, 2 Operators of Tripoli team, Country GRS Team Leader, and the bodies of Drew, Jim and Cody Hill.***

-Camera shows the plane taking off, and one by one, the remaining actors-

Suddenly some young men from the escort militia approached Rob for the keys of the Annex SUV. Knowing they’ll have to leave in another plane so they agreed to give the keys, after emptying the SUV, taking all ammo and stuff, transferring Cody Hill’s body to the flatbed pickup truck, right next to Drew and Jim.

[D]

ArabMilitia #1 - “Sir key? Key? Vehicle?”

Rob - (looks at him and raises his hand making a ‘Wait’ sign)

[CS] -> Load bodies and stuff from SUV to flatbed truck. Rob hands over the keys to the Militia kid.

The militia men rejoiced as they drove away the SUV. Soon after, word got out that some members of the escort militia had gone to the local medical center to retrieve Ambassador Peterson’s body. It arrived an hour after the flight took off. Alex identified

the dead body. His body was then placed in the flatbed itself. The Country Team Leader arranged, with the help of the Libyan Air Force, a big Cargo Plane to take the remaining guys to Tripoli.

[D]

Country TL - "Listen up. I've got the word. Some of these convoy guys are going to retrieve Ambo's body and they're gonna bring it here. I'll contact the Libyan Air Force to arrange our evacuation."

(GRS gave no response)

[CS] -> (Soon they arrived with Ambassador Peterson's body. Jack and Rob loaded the body onto the flatbed truck.)

Waiting for the cargo plane, the GRS Team had their break, lying on the tarmac.

The plane soon arrived. DC drove the truck inside the cargo bay. Jack, Ric and Rob loaded the bodies into bags with the help of Delta Guys. After everything was set and done, they bid farewell to the escort militia.

It was **around 10:30 AM**, some 13 hours after the attack first began at the compound. The plane takes off, taking all the remaining Americans.

[CS] -> (Big cargobob looking plane arrives. DC drives the flatbed onto the loading bay of the plane. Rest of the team loaded the bodies into bags. They nod towards the escort militia and the plane takes off)

Ending Narrative - as the Plane flies is taking off to Tripoli – Background voice gives moral questions. Probably in Jack's voice

"All I'm left with are questions. Was it all worth it ? Who was to be blamed? Could the GRS have done anything else to save those who gave their life ? What did they gain from this?... I may get those answers some day, but I won't get my friends back. I guess, this is the casualty I may never recover from. Rest in Peace Drew, Jim. I'm glad our paths crossed." Etc etc.,.

Credits.

Insert a Nice soundtrack
