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## **Black Branch**

## **🎭 CORE NARRATIVE ARC: “The Mirror War” (Updated)**

### **Act I – The Loyal Soldier (Argos Perspective)**

* Players begin as elite Argos troops fighting a “just” campaign to restore order in Oskara.
* Early missions include defending civilians, raiding "rebel" hideouts, and protecting supply lines.
* Propaganda is strong. Rebels are portrayed as terrorists, pirates, or anarchists.
* Civilian resistance seems coordinated — but disorganized and violent.

### **❗️ Hidden Truth:**

* Players unknowingly participate in atrocities: one mission involves wiping out what is later revealed to be a refugee communication hub.

### **Act II – Eyes Opened (SPECTRE Activation)**

* Players switch to a SPECTRE team entering the theater under covert orders to assess humanitarian violations.
* They uncover hidden intel, wreckage, and contradicting evidence from their own past missions.
* Leaked footage and body cam logs match the player's Argos missions.
* Players begin to see the truth — Argos is corrupt, the rebels are fractured, and civilians are pawns.

### **💀 Act III – The Third Shadow (Black Branch Emerges)**

* SIGINT reveals the existence of a **rogue SPECTRE cell: Black Branch**, operating under old protocols and executing unsanctioned strikes.
* Their tactics are brutal: false flag bombings, assassinations, and destabilization of neutral regions.
* **Crow One**, the Black Branch leader, hijacks SPECTRE comms with a message:  
   *“While you search for truth, I’m rewriting history.”*

### **❗️ Moral Collision:**

* Players must now choose between:  
  + Completing their SPECTRE mission with integrity
  + Hiding Argos and SPECTRE crimes to preserve stability
  + Joining or confronting Black Branch, who claim to “get results”

### **🧨 Endgame – The Mirror Shatters**

* Final missions involve direct encounters with Black Branch and consequences from the player’s time as Argos.
* Major characters from Act I reappear: some victims, others now enemies.
* The campaign ends with one of three outcomes:  
  1. **Expose all factions** — at the risk of chaos
  2. **Suppress the truth** — maintaining order through silence
  3. **Seize control** — and shape a new future using SPECTRE’s power