

Narrative Checkpoint Script

1. Level Start - Entry Forest

Level Context

You were part of a reconnaissance unit who were caught off guard by a retreating enemy battalion, your team were wiped out and you alone survived. During the attack you sighted 'The Twins'; a pair of notorious enemy Lieutenants, and you've tracked them back to an abandoned Communications Facility high in the mountains where they are taking refuge.

RADIO CRACKLES ###

Command

Sgt, there are more enemy combatants and an enemy evac helicopter en route to your location, the Twins are trapped in that facility, this is our chance to eliminate them. Take them out at any cost before they can escape. Over.

2. Fire Fight Tower - Cliffside Walkway Entry

'Flare Shoots into Sky from distant Tower'

RADIO CRACKLES ### - (as player re-emerges from underground)

Command

Sgt, we lost contact for a moment there. We've intercepted enemy radio chatter, The Twins have taken refuge in the West Tower and their helicopter evac is closing in, pick up the pace or we'll lose them! Over.

3. Bounty Target Eliminated - Escape Route Entry

RADIO CRACKLES ### - (as player lands outside the control center main entrance)

Command

Good job Sgt, excellent work! Enemy radio is in chaos over The Twins deaths. We have no immediate friendly assistance available, you're going to have to get yourself out of the area pronto. Extraction details will follow. Over.