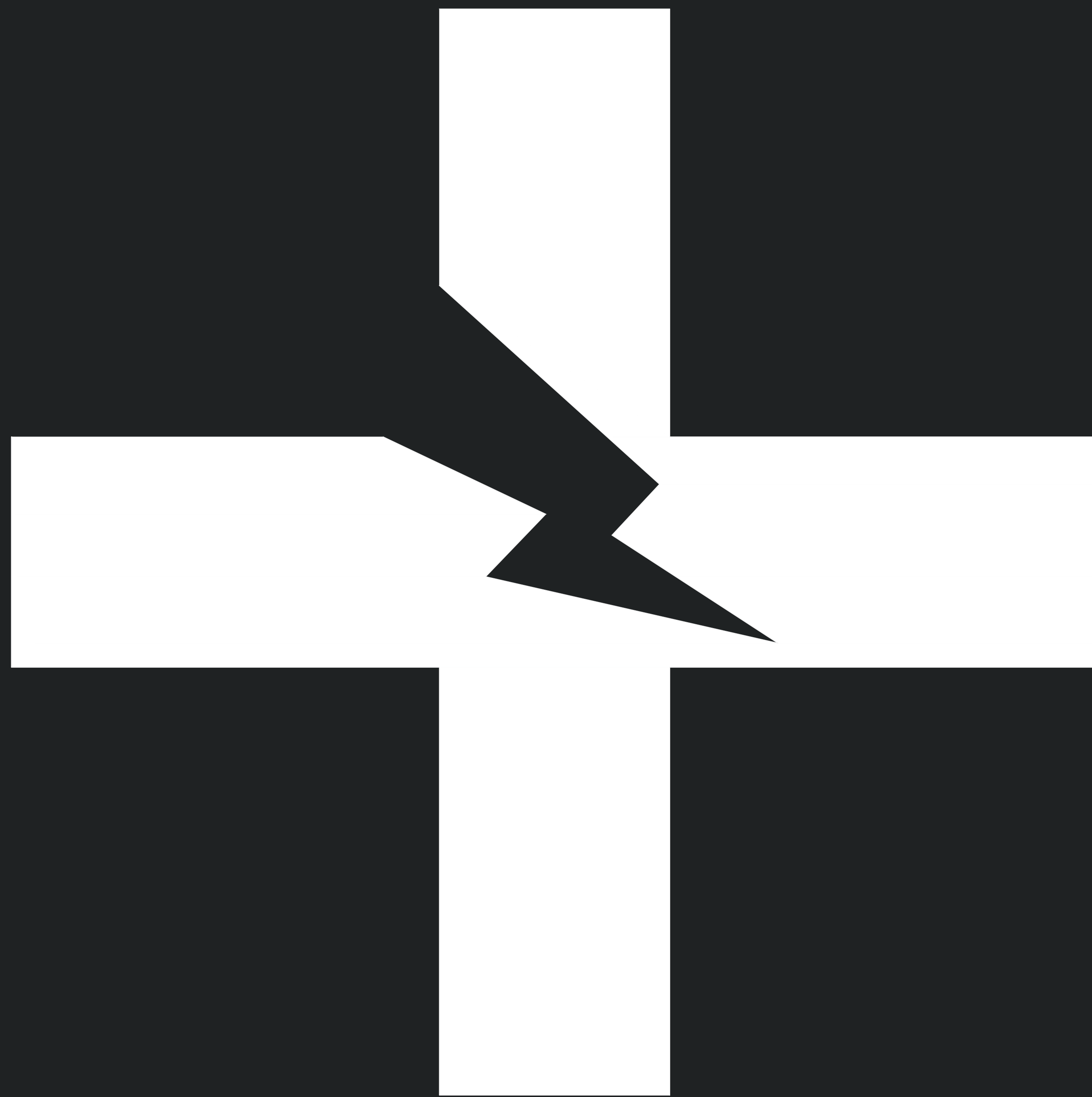


OPERATION DARK HOURS

INTEL BRIEF



RESPAWNS RESTRICTED

SPECIAL EXCURSIONS LIMIT THE ABILITY TO OFFER
FIRST AID IN COMBAT

EACH AGENT IS EQUIPPED WITH ONE REVIVE KIT

A REVIVE KIT IS EXPENDED WHEN RECOVERING AN
AGENT FROM AN UNCONSCIOUS STATE (THIS
INCLUDES VIA A REVIVER HIVE)

KITS ARE NOT EXPENDED WHEN HELPING DOWNED BUT
STILL CONSCIOUS AGENTS.

KITS ARE REFUNDED AT THE END OF ENCOUNTERS

OPERATION BACKGROUND

THE WASHINGTON NATIONAL AIRPORT SERVICES A WIDE
ARRAY OF AIR TRAFFIC TO THE D.C. METROPOLITAN
AREA; IT ALSO MAKES IT A PRIME VESSEL TO EXIT D.C.

AS THE GREEN POISON SPREAD AND THE U.S. GOVERNMENT
ORDERED THE EVACUATION OF THE DISTRICT OF
COLUMBIA, MANY FLED TO THE AIRPORT AS A WAY TO
EVADE THE INCOMING QUARANTINE

INSTEAD, THE AIRPORT SERVED AS A DEADLY HUB FOR
PROPAGATING THE GREEN POISON - CERA'S RESULTING
QUARANTINE PROVED DISASTROUS, RESULTING IN AN
UNKNOWN NUMBER OF CIVILIAN AND PERSONNEL
FATALITIES

A GHOSTLY SIGHT OF ABANDONED AIRCRAFT AND DISASTER
AID, THE BLACK TUSK HAVE MOVED TO OCCUPY THE
AIRPORT AS A MEANS TO LAUNCH COORDINATED
STRIKES UPON REMAINING FORCES IN D.C.

ENCOUNTER LIST

1 - MAX "BOOMER" BAILEY

2 - OLIVER "WEASEL" GORDON

3 - LUCY AND BUDDY

4 - DDP-52 RAZORBACK

u/AIRSPEEDERZ

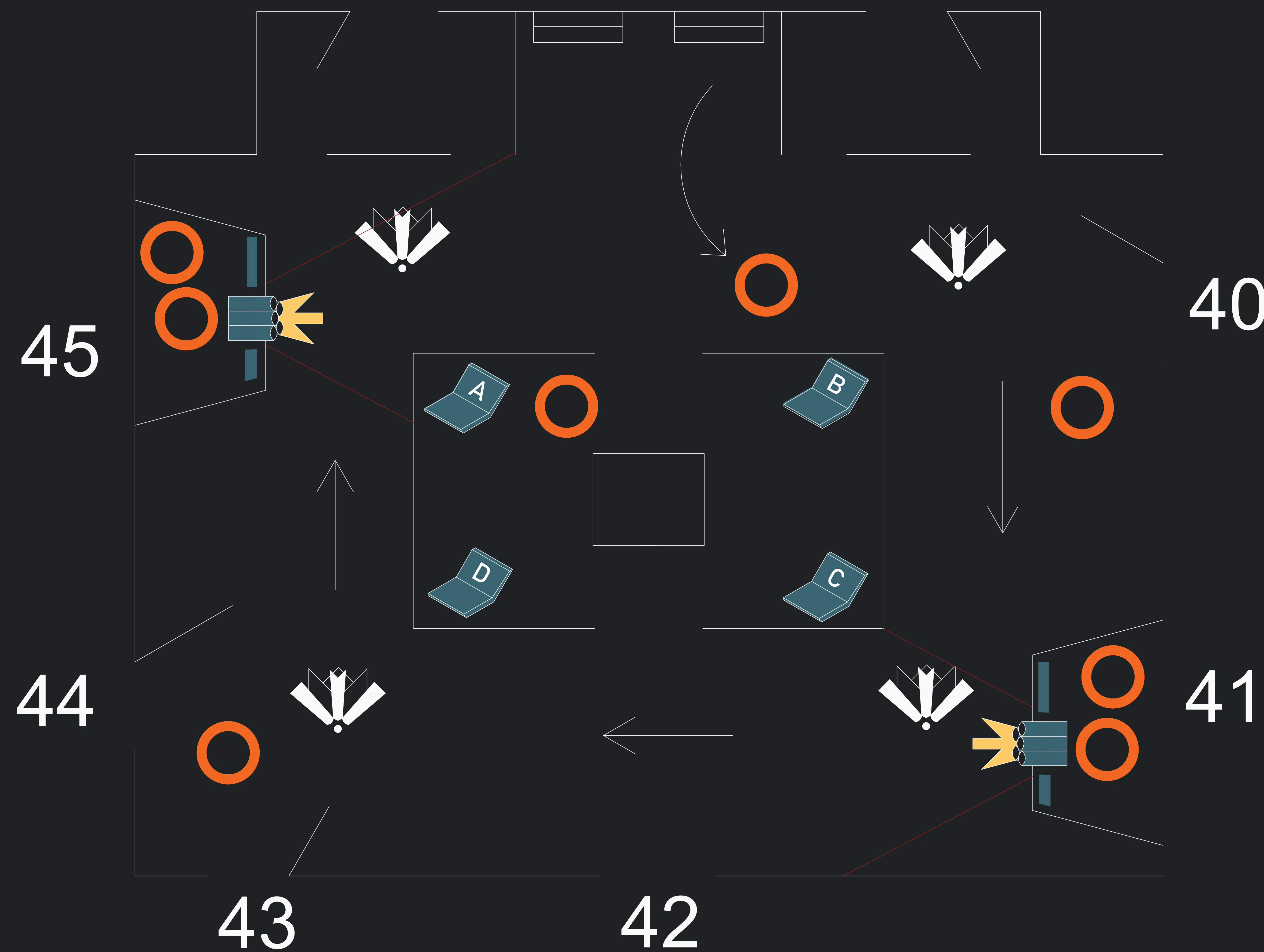


OPERATION DARK HOURS

ENCOUNTER 1



ROOM LAYOUT



LEGEND



ADDITIONAL ENEMIES CAN SPAWN IN DOORS REPRESENTED BY A GAP LINE SWINGING OPEN WITH THE EXCEPTION OF 42 (MISSION ENTRANCE)

THIS ENCOUNTER IS 10 MINUTES. AFTER ABOUT 10 MINUTES, BOOMER WILL DESTROY THE TURRETS AND THE ENCOUNTER FAILED

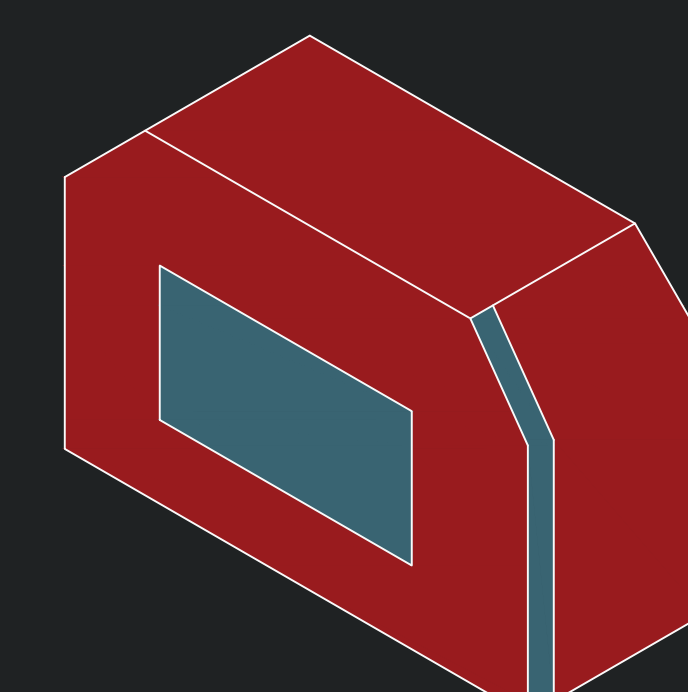
PROCEDURE

- THE ENCOUNTER STARTS WHEN ALL DEFENSES AND ADDS ARE CLEARED
- ONE PERSON PULLS BOSS ATTENTION AND IS ALERTED SO WITH THIS SYMBOL

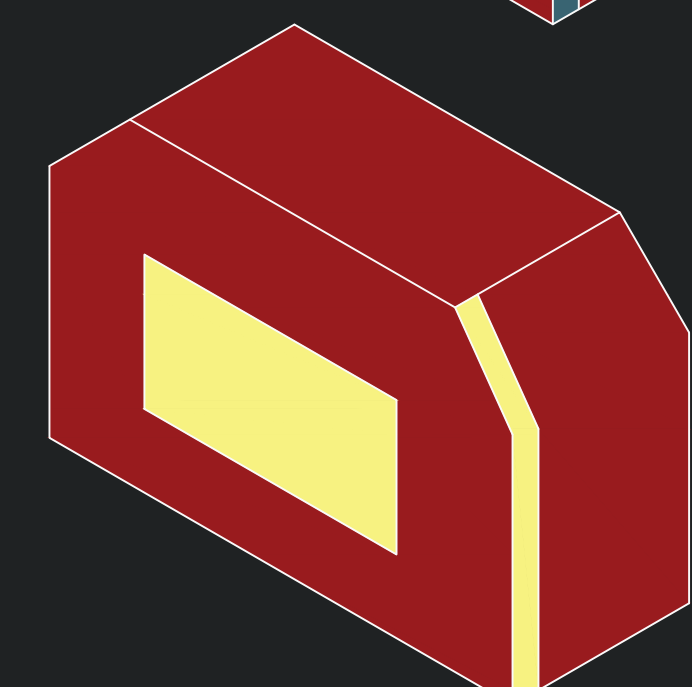


- THIS TEAM MEMBER MUST KITE BOOMER IN A CLOCKWISE FASHION (RELATIVE TO THE 42 ENTRANCE)
- TURRETS MUST SHOOT THE BACKPACK OF BOOMER TO NEGATE HIS IMMUNITY (SEE RED LINES FOR APPROXIMATE MAXIMUM LINES OF SIGHT)

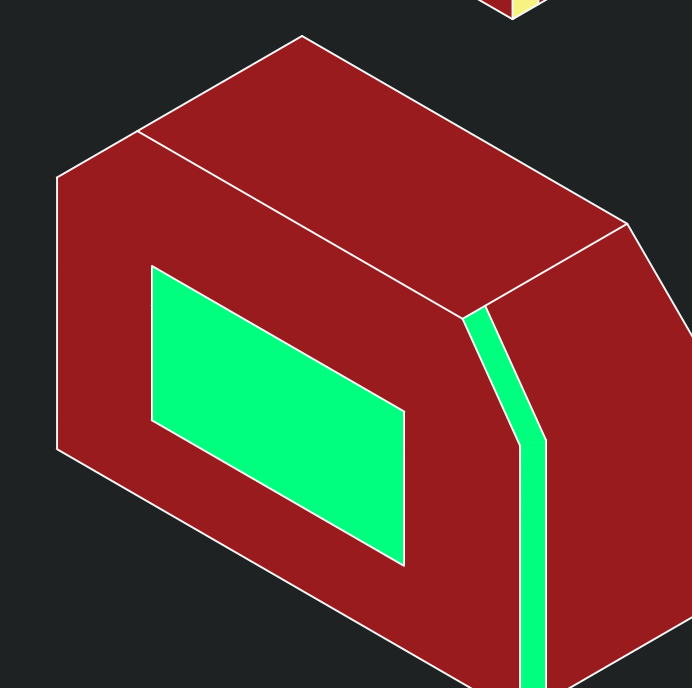
- TEAMMATES SHOULD SHOOT WHEN BACKPACK IS DOWN
- BOOMER WILL ATTEMPT TO HEAL FROM THE BOX PLACED IN THE CENTER OF HIS CHEST



BLACK
HEALING INOPERATIVE



YELLOW
PREPARING TO HEAL
SHOOT THE BOX!



GREEN
ACTIVELY HEALING
SHOOT THE BOX FASTER!

- THE DEFENSE SYSTEM WILL OCCASIONALLY ATTEMPT TO REACTIVATE; THE LAPTOPS CAN SHUT DOWN THE SEQUENCE
- THE SEQUENCE CAN BE RELAYED TO PERSONS IN THE MIDDLE BY LOOKING AT THE TELEVISION SCREENS IN THE FOUR CORNERS OF THE CENTER RECTANGLE



ACTIVE INPUT LAPTOPS ARE HIGHLIGHTED IN BLUE. INTERACT WITH THEM!

- AT THE START, ONE AGENT CAN COVER THE NEEDED LAPTOP REQUESTS. AS BOOMER'S HEALTH DECREASES, MORE AGENTS ARE NEEDED IN THE CENTER
- KEEP TWO AGENTS NEAR THE 41 AND 45 TURRETS, ONE AS THE MAIN GUNNER AND THE OTHER AS THE ALTERNATE IN CASE THE MAIN IS UNABLE TO ACCESS THE TURRET
- THE SPARE TWO AGENTS SHOULD POISE THEMSELVES IN THE AREAS WHERE ADDITIONAL ENEMIES SPAWN, CLEARING THEM OUT WHILE THE MAIN TEAM DEALS WITH BOOMER AND WITH SHUTTING DOWN THE REACTIVATION SEQUENCE

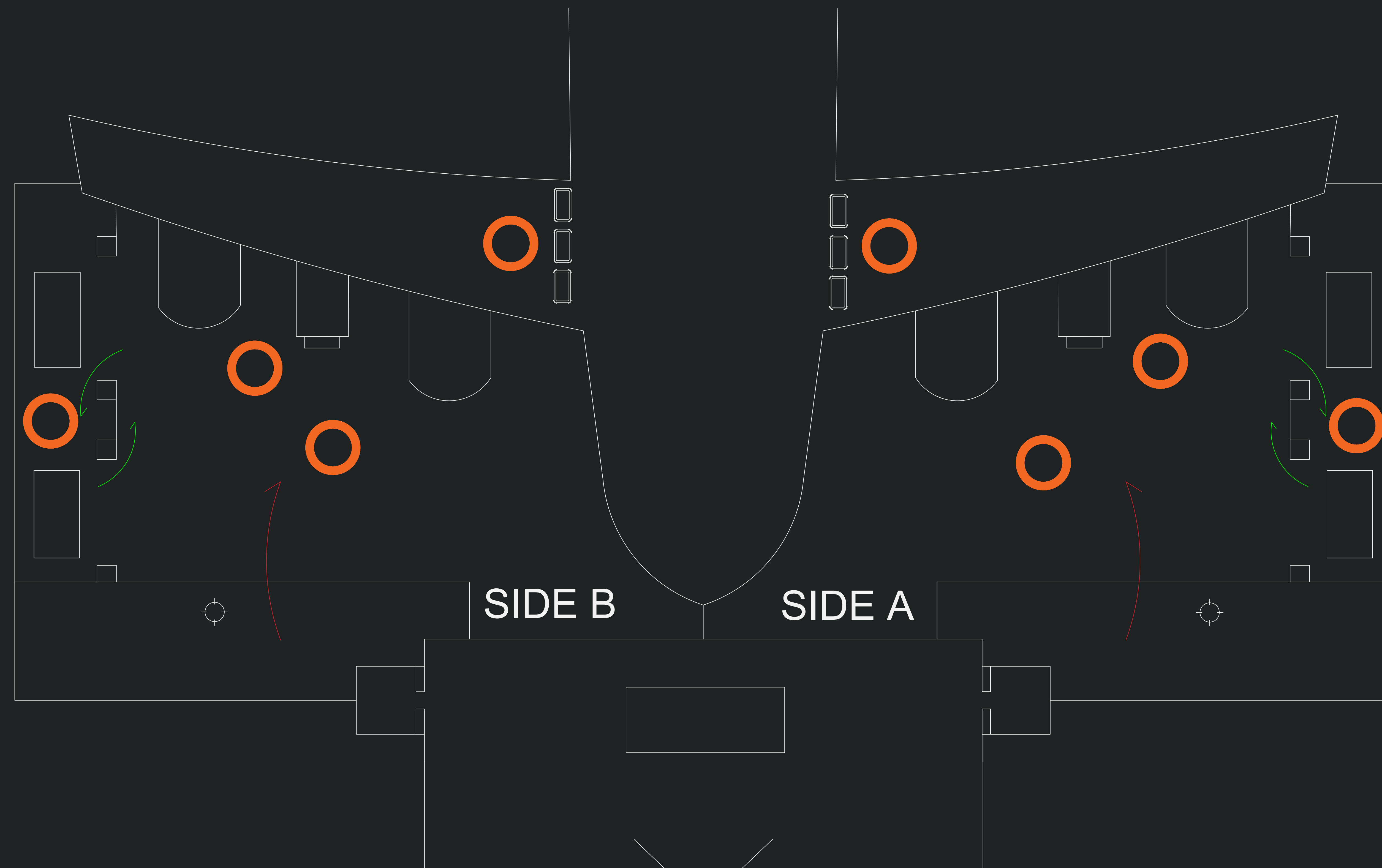
u/AIRSPEEDERZ

OPERATION DARK HOURS

ENCOUNTER 2



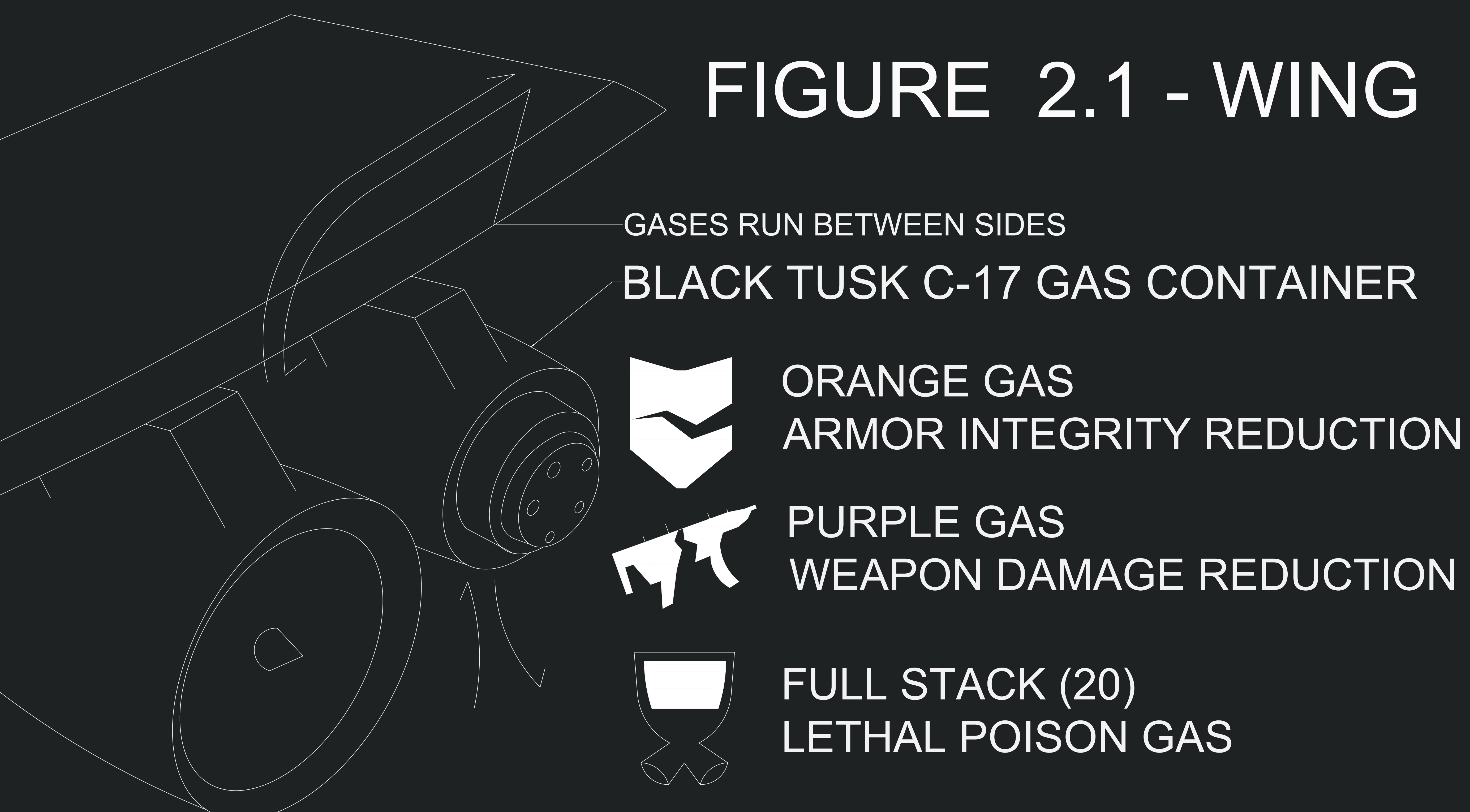
ROOM LAYOUT



LEGEND



FIGURE 2.1 - WING



PROCEDURE

ENCOUNTER TWO IS MORE STRAIGHTFORWARD: TWO BOSSES DROP, ONE ON EITHER SIDE; SIMULTANEOUSLY BOTH SIDES MUST KILL THEIR BOSS

MAKE SURE TO CYCLE PANELS TO PREVENT TOXIC GAS ACCUMULATION - SWITCH RIGHT BEFORE STACKS REACH 20 - MELT AT LOW STACK VALUES

ONE AGENT KITES THE BOSS AROUND PILLARS FOR THE MOST EFFECTIVE DAMAGE OUTPUT; BEWARE OF GRENADES

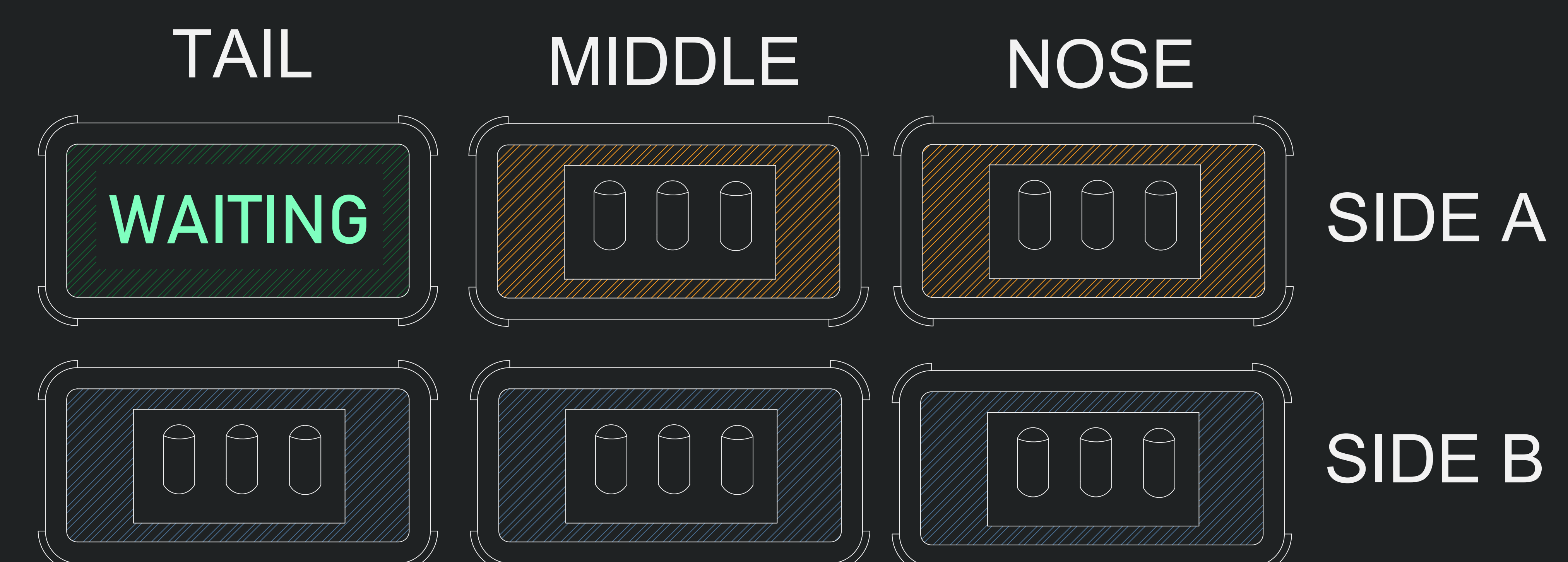
AFTER ONE BOSS IS KILLED THE CENTER OF THE AIRCRAFT WILL OPEN UP AND THE THIRD BOSS IS SPAWNED; KILLING BOTH BOSSES SIMULTANEOUSLY MAKES THE THIRD FIGHT EASIER

ALL AGENTS MUST HEAD TO ONE SIDE AND FIGHT THE THIRD BOSS TOGETHER THROUGH ALTERNATING GAS WAVES; BEWARE OF STICKY BOMBS

THE GENERAL MOVEMENT OF ENEMIES IS MARKED WITH THE RED ARROW; BOTH BOSSES SMASH THROUGH THIS GLASS AND THE MAJORITY OF ADDITIONAL ENEMIES SPAWN AT THE FRONT

TAKE NOTICE OF THE SNIPERS AND BE SURE TO HAVE AT LEAST ONE AGENT FOCUSING THEM DOWN; THEIR GENERAL LOCATIONS ARE NOTED ON THE ROOM LAYOUT - THEY CAN DO MASSIVE DAMAGE IF LEFT UNCHECKED

FIGURE 2.2 - PANEL



ONE SIDE CONTAINS THE WAITING PANEL

TEAMS MUST COMMUNICATE SO THAT THE OPPOSITE SIDE PASSES THE SAME POSITIONED PANEL AS THE WAITING PANEL

THIS WILL CYCLE THE GAS

u/AIRSPEEDERZ

OPERATION DARK HOURS

ENCOUNTER 3



PROCEDURE

LUCY AND BUDDY ARE INSEPARABLE UNITS. WHILE BUDDY'S UTILITY LOOKS MUCH MORE DIVERSE THAN LUCY'S, HER TURRET IS DEADLY AND CAN PENETRATE EVEN THE STRONGEST OF ARMOR WHEN OVERCHARGED

DURING AN OVERCHARGE, BUDDY WILL STAY STILL AND DEPLOY SEEKER MINES AS PART OF HIS SUPPORT ROLE TO AID LUCY; AFTERWARDS, HE WILL BEGIN TO HEAL

SEEKERS CAN BE COUNTERED USING OXIDIZER/EMP

THIS ENCOUNTER LASTS 6 MIN 30 SECONDS - FAILURE TO DISABLE THE ROBOTS IN THIS TIME REQUIRES A WIPE

LEGEND



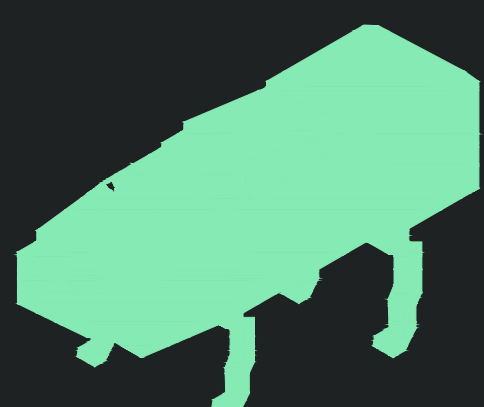
LAPTOP



AGENT



LUCY



BUDDY

PROCEDURE CONT.



AGENTS MUST REDUCE THE HEALTH OF BOTH UNITS IN INCREMENTS AS DENOTED BY TWO WHITE LINES AND A SHADED REGION

A 5-3 SPLIT IS RECOMMENDED, 5 ON BUDDY DUE TO HIS HEAL CAPABILITY, 3 ON LUCY; BRING LUCY TO THE RIGHT SIDE AND ENCLOSE HER IN THE SOUVENIR STORE TO BLOCK FIRE WITH ADJACENT WALLS

LAPTOPS CAN BE USED TO PULL AGGRESSION OR CANCEL NORMAL OVERCHARGE

IF DAMAGE EXCEEDS THE REGION SPECIFIED BY THE WHITE BARS, BUDDY AND LUCY GO INTO MASSIVE OVERCHARGE AND BEGIN REGENERATING HEALTH; THIS CAN BE STOPPED BY BRINGING THE HEALTH OF BOTH UNITS NEAR EQUAL

ALWAYS BE READY TO SHOOT BUDDY AFTER LUCY IS DONE FIRING HER GUN AS HE WILL START HEALING BOTH HIMSELF AND HIS SISTER SHORTLY AFTER

FAILURE TO STOP A MASSIVE OVERCHARGE LEADS TO A CRITICAL OVERCHARGE, IN WHICH LUCY'S CONSTANTLY FIRING TURRET WILL PIN AGENTS DOWN MAKING IT NEAR IMPOSSIBLE

OFTEN, TEAMS WILL CALL NAMES OF THE ROBOTS TO DESIGNATE DAMAGE, AND SAY "GET DOWN" WHEN LUCY'S ABILITY CHARGES

ROOM LAYOUT

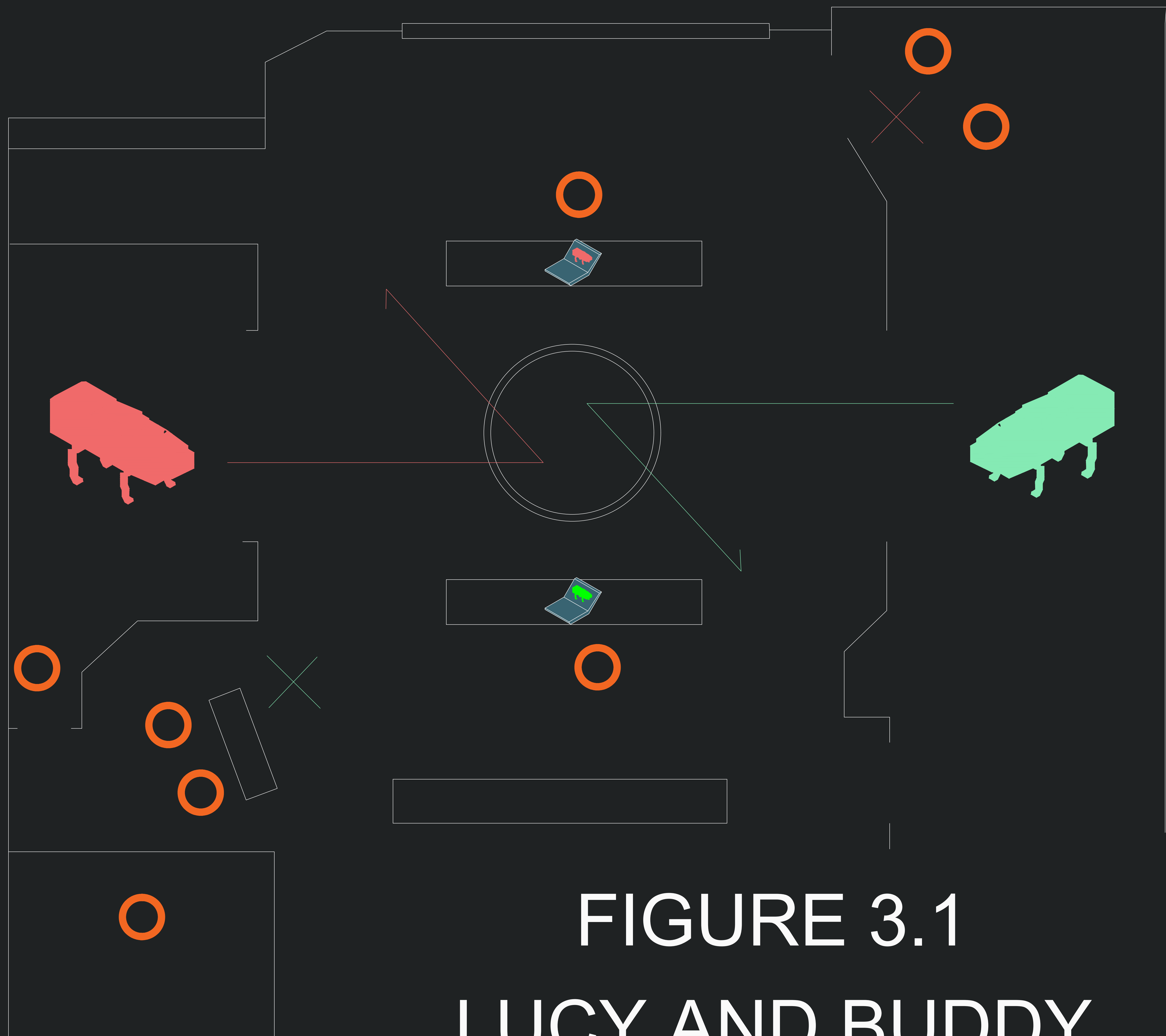
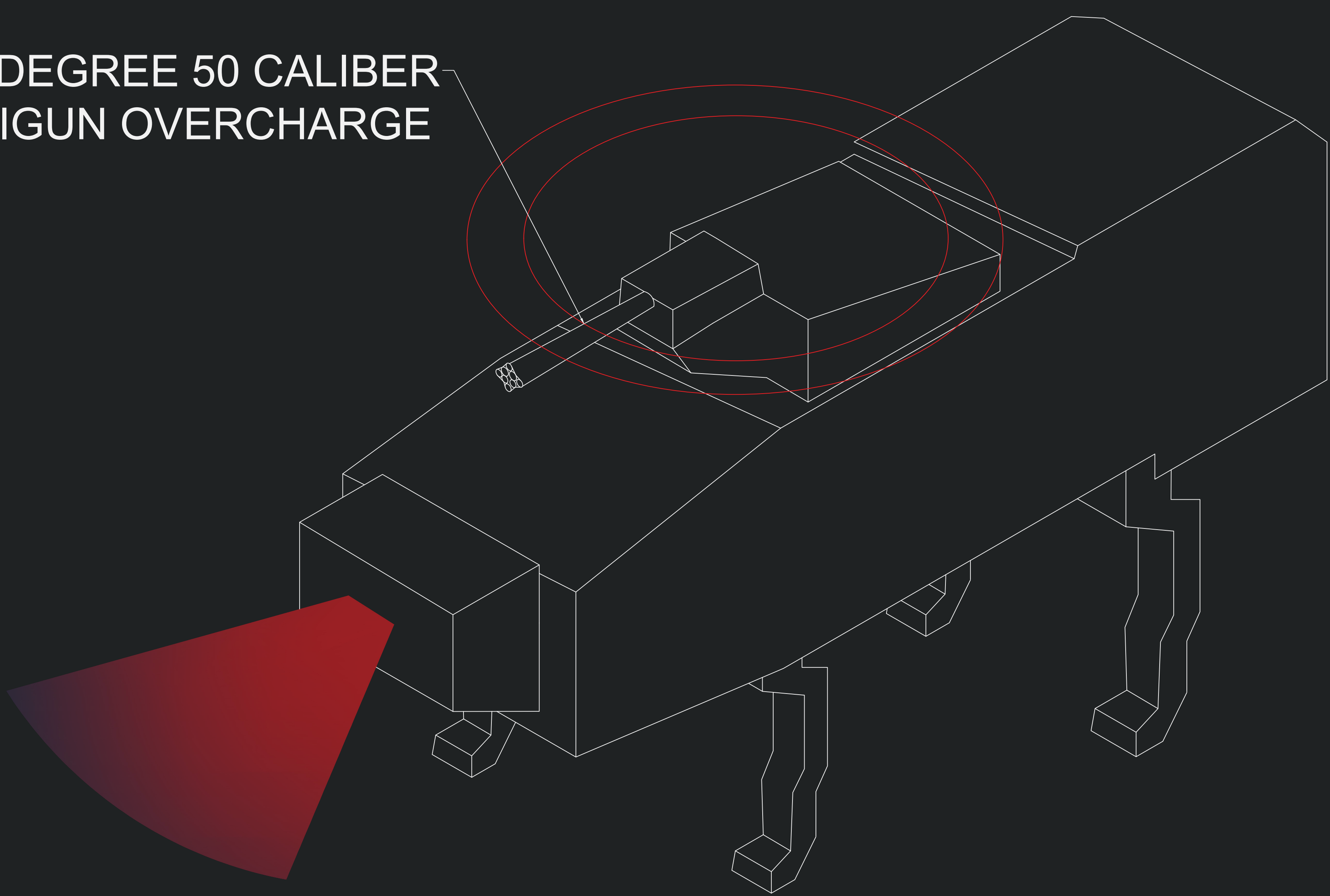


FIGURE 3.1
LUCY AND BUDDY

360 DEGREE 50 CALIBER
MINIGUN OVERCHARGE

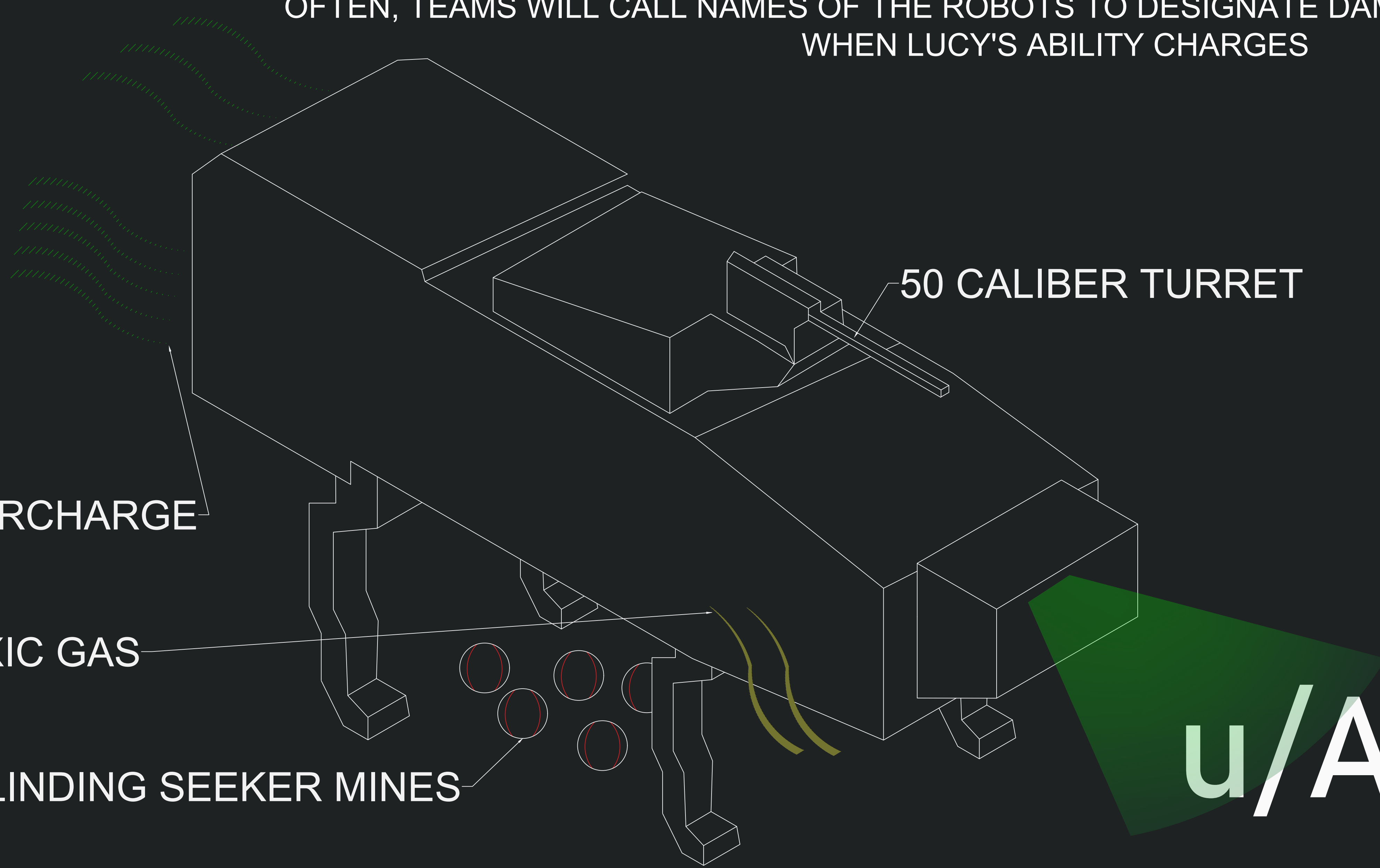


HEALING OVERCHARGE

TOXIC GAS

BLINDING SEEKER MINES

50 CALIBER TURRET



u/AIRSPEEDERZ

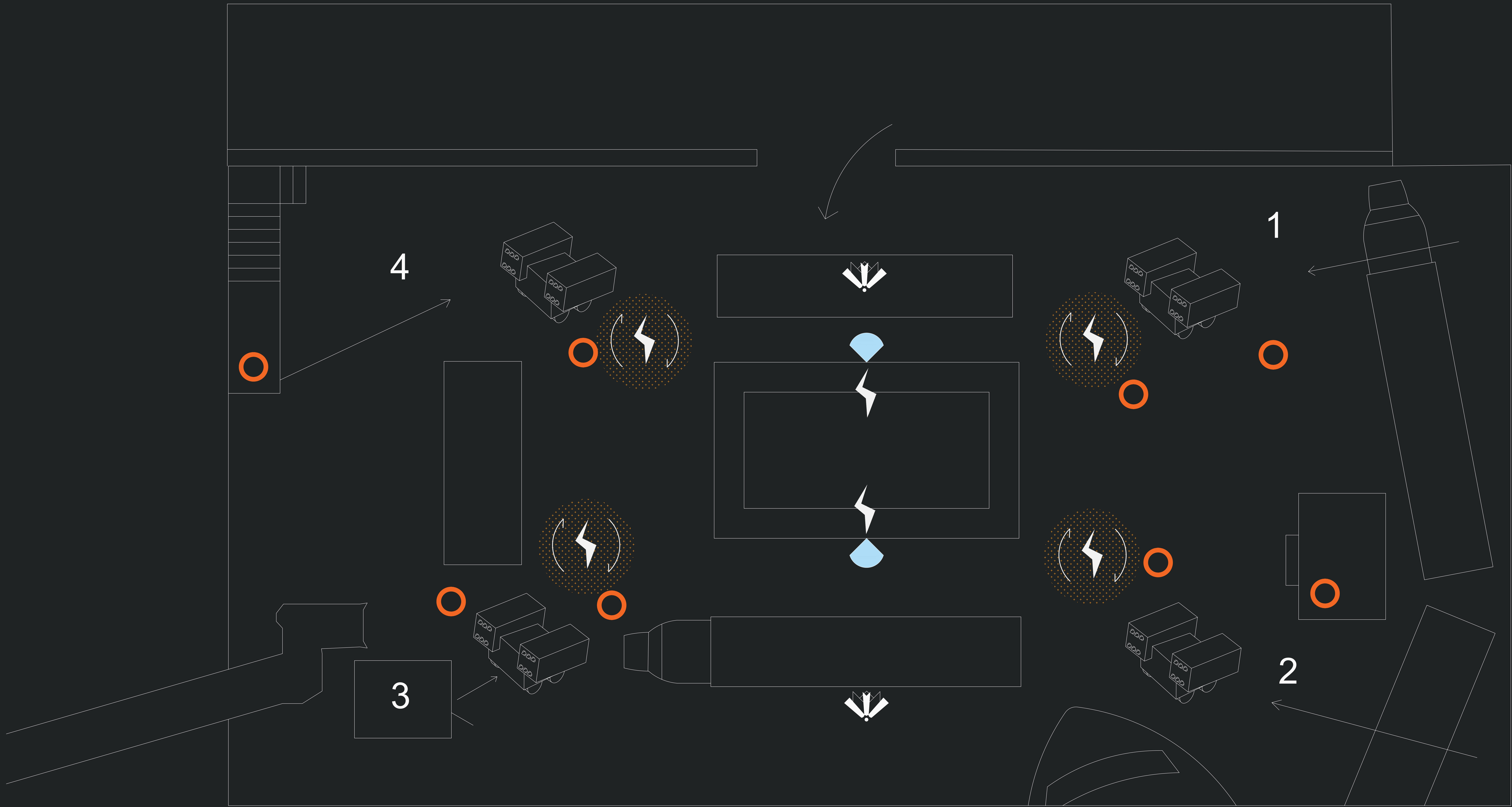
OPERATION DARK HOURS

ENCOUNTER 4



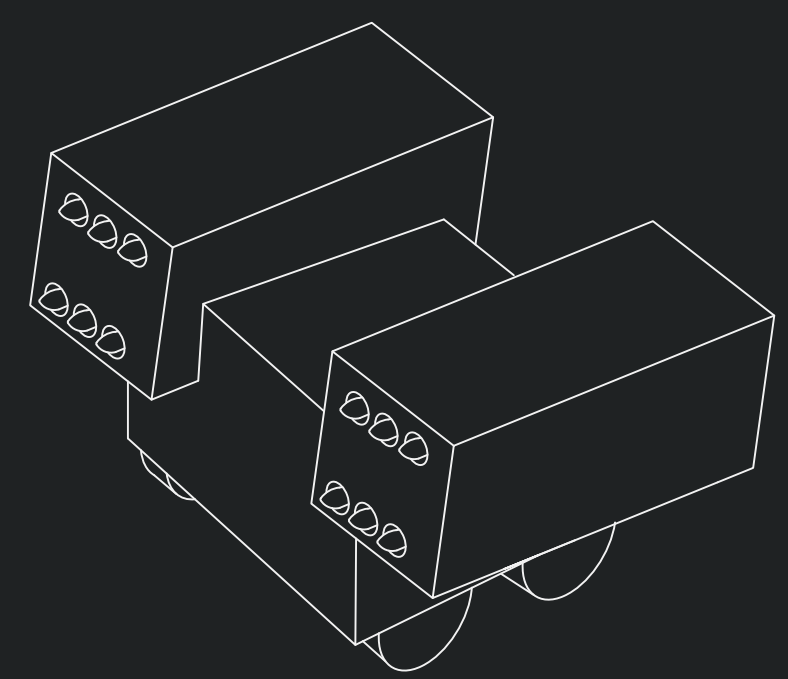
EXTERNAL LAYOUT

TERMINAL-SIDE



TARMAC-SIDE

LEGEND



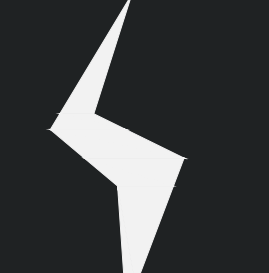
SAM SITE



GENERATOR



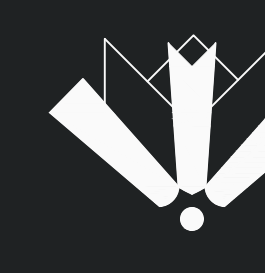
VENT



PANEL



AGENT



SAFETY/DEFENSE

u/AIRSPEEDERZ

OPERATION DARK HOURS

ENCOUNTER 4



FIGURE 4.1 RAZORBACK DIAGRAM

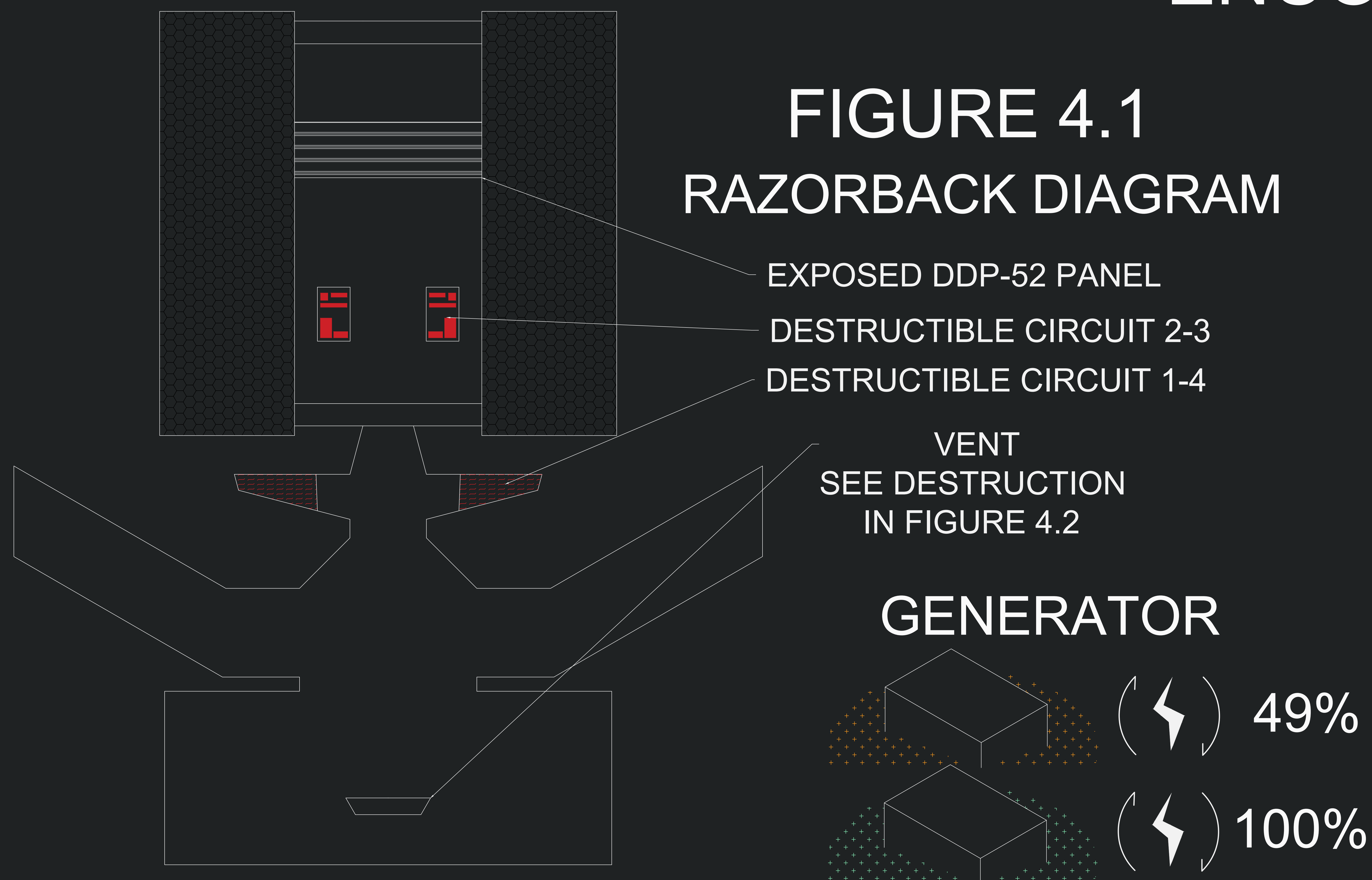
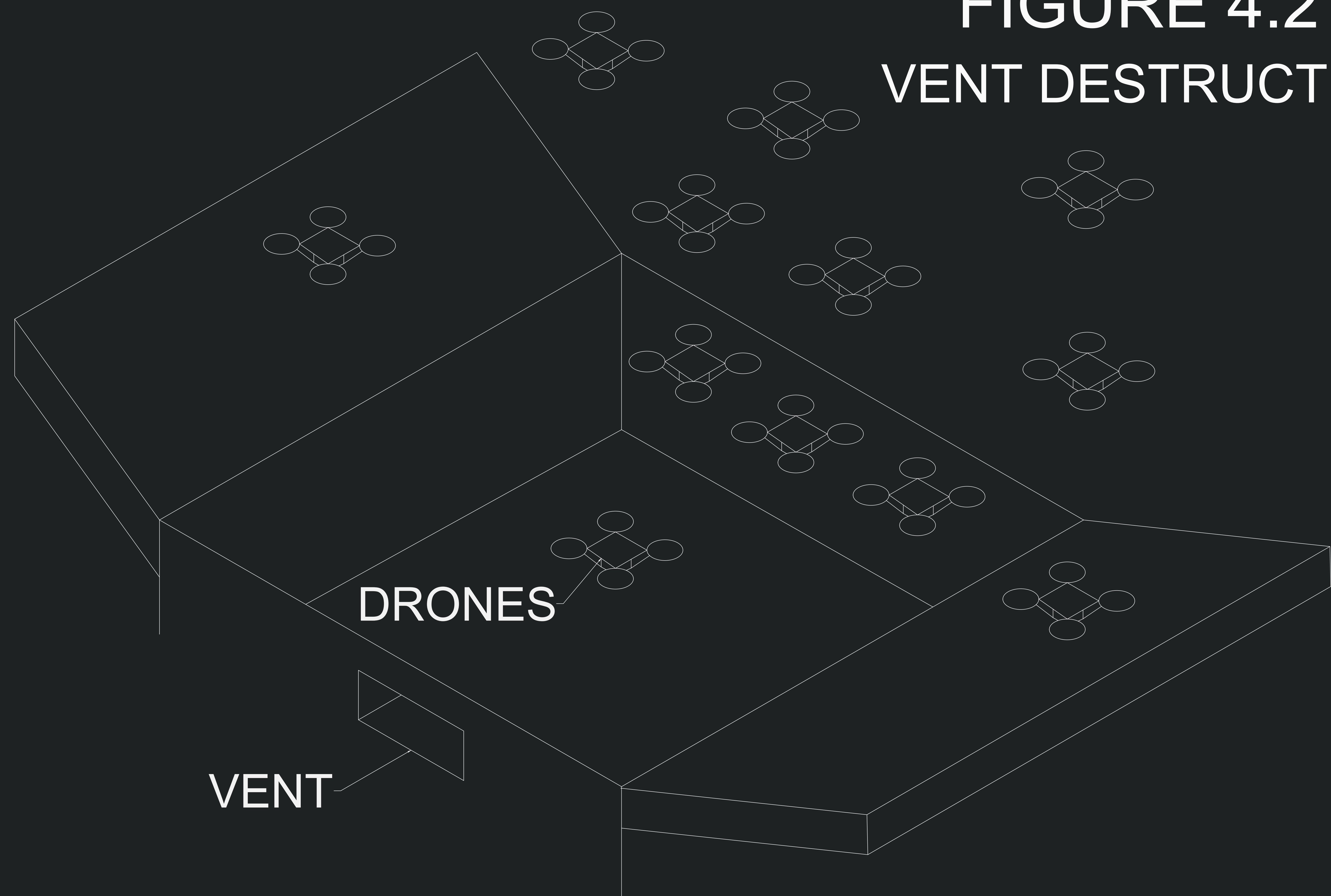


FIGURE 4.2 VENT DESTRUCTION



GENERAL PROCEDURE

THE DDP-52 RAZORBACK HAS A WIDE VARIETY OF MECHANICS BEHIND ITS COMPLETION

THE RAID TEAM MUST DIVIDE INTO GROUPS OF TWO, IT IS PREFERABLE THAT THERE ARE TWO MERCILESS BUILDS FOR THIS SECTION

ADDITIONAL ENEMIES CAN SPAWN ANYWHERE, HEAVIES FOLLOW THE ROUTES INDICATED BY ARROWS - HEAVIES ARE ON 90 SECOND RESPAWN TIMERS

ALL TEAMS OF TWO MUST ACTIVATE THE GENERATORS BY STANDING ON THEM WITH CLOSE TIMING IN BETWEEN, AS THE ACTIVATION TO PHASE ONE - BEING OUT OF SYNC RESULTS IN A RETALIATORY ATTACK BY THE RAZORBACK

IN PHASE ONE, TEAMS MUST SHOOT THE VENT; SEE FIGURE 4.2 FOR THE VENT DESTRUCTION PROCESS - AN EMP BUILD IS A STRONG TOOL TO DISABLE THE DRONES

AFTER THE VENT IS SHOT, TOSS A GRENADE IN; PHASE ONE CAN BE SHORTCUT BY USING THE SURVIVALIST SPECIALIZATION WHICH REMOVES THE NECESSITY TO DAMAGE THE VENT AS THE EXPLOSION DIRECTLY LEADS TO PHASE TWO

DO NOT STEP OFF THE GENERATOR UNTIL RAZORBACK FULLY EXTENDS IN PHASE TWO

IN PHASE TWO, TEAMS MUST DAMAGE THE DESTRUCTIBLE CIRCUITS; DESTROY THE RIGHT CIRCUIT - TEAMS ON 1 AND 4 CAN DESTROY THE LEFT CIRCUIT AND BEGIN DAMAGING RAZORBACK VIA THE EXPOSED PANEL

TEAMS SHOULD THEN CYCLE BACK AND FINISH THE LEFT PANEL ON 2 AND 3 TO DISABLE RAZORBACK

DURING PHASES ONE AND TWO, HEAVIES WILL TRY TO INITIATE THE WIPE MECHANIC ON SAM MISSILE LAUNCHERS - A BLARING SIREN SIGNALS THIS, TEAMMATES SHOULD CALL OUT TO THE MERCILESS BUILDS THE SAM NUMBER

IN PHASE THREE AFTER RAZORBACK IS DISABLED, THE SAM MISSILES MUST BE DESTROYED IN THE ORDER AS THEIR SIRENS BLARE AND LIGHTS FLASH

OFTEN, TEAMS WILL "TAKE A WAVE" TO CLEAR ADDITIONAL ENEMIES, GATHER AMMO, AND PREPARE FOR FUTURE RUNS AT RAZORBACK

u/AIRSPEEDERZ