

Chapter 1

PANDEMIC MISSION 1

Welcome back Commander, we have an urgent mission.

Intel detected a large scale skirmish in Raccoon City. Satellite data confirmed it to be Umbrella corporation forces they are using some kind of biological weapon to change people and make them zombie type creatures. We are currently sending our forces all over the city to evacuate people.

Umbrella has set 3 posts to prevent people evacuating, they shoot anyone who gets in range (marked in orange and apc's with red)

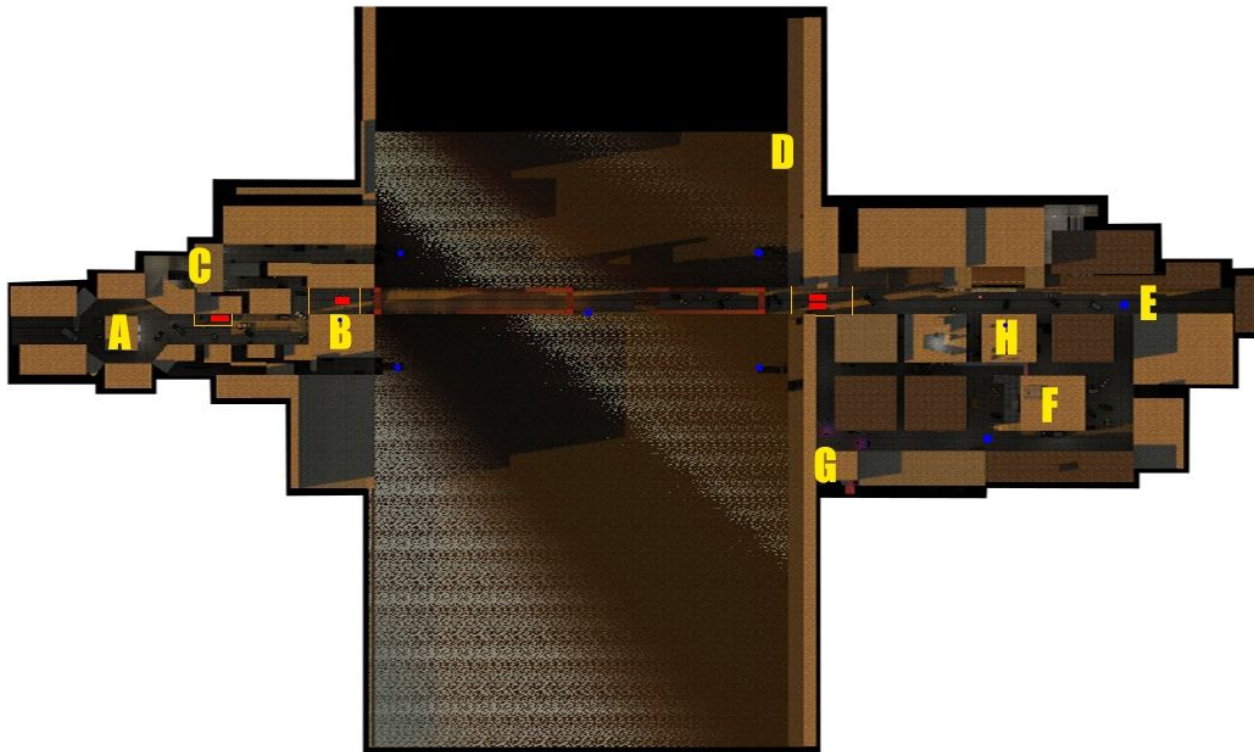
Enemy forces overview:

3 apc's

1 light apc

Can be taken out with few grenades thrown into its tower.

We haven't detected any soldiers, but that doesn't mean that they are not hiding in the buildings.



Friendly forces:

Nav point Golf few police officers defending the hotel, but they won't hold for long.

Nav point Alpha R.P.D. headquarters is well defended.

Evacuation Plan:

1st

Our APC will move through the city and come through Nav point Echo it it will move through the city and evacuate people at evacuation points, we can't leave doors exposed for too long (Evacuation points are marked with blue dots). Eventually we are planning to take down 2 enemy apc to liberate the city's East side and exit in Nav point Delta.

2nd

We have requisitioned few civil ships which will enter harbor and evacuate people from the bridges and piers, there are small boats present but it is highly unlikely they will be able to escape the city.

3rd

We can't spare a dropship since it is needed in other parts of the city, but civil helicopter was requisitioned and modified, he will enter your airspace in approximately 250 seconds after the roof in Nav point Hotel is secured, he will then pick up people in Nav Point Beta and Exit airspace.

4th

There is a hidden bunker left in the TV station, it is not recommended, but if you can't escape the city you might want to hold there if things go very bad.

Secondary objective:

Finally commander, we suspect Umbrella has hidden base of operation, finding it might be useful in your mission and information there might allows to find out what exactly happened there.