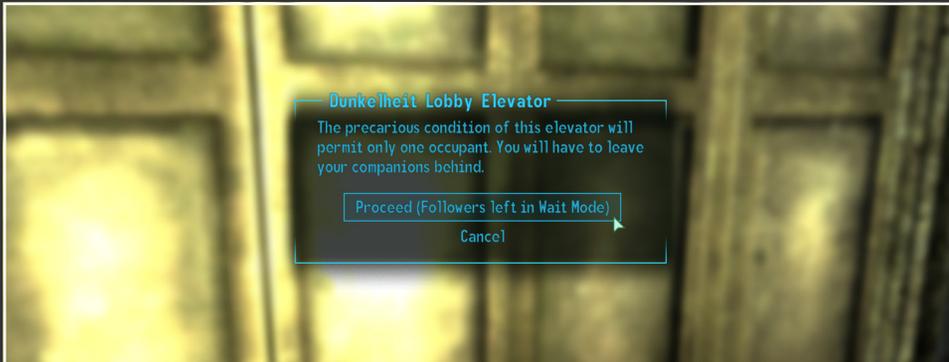




300 DPI images: shrinkage distortion likely unless fullscreen zoom



Dunkelheit



Hey Dad,

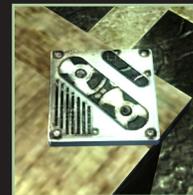
I'm just writing to say... Thank you. I know how important the integrity of the company is to you. It's your life's work, and I wouldn't want anything to take away from it. What you did for John--we both know he's perfect for the position, but... well, I guess it's pretty hard for it to not look like nepotism. Dad... thank you so much.

Also, please be careful out there. I know there haven't been any outbreaks on the East Coast, but you never know. Hey, maybe you should move up here to Canada with me, right? We can pig out on pancakes and maple syrup together.

Love,
Emily



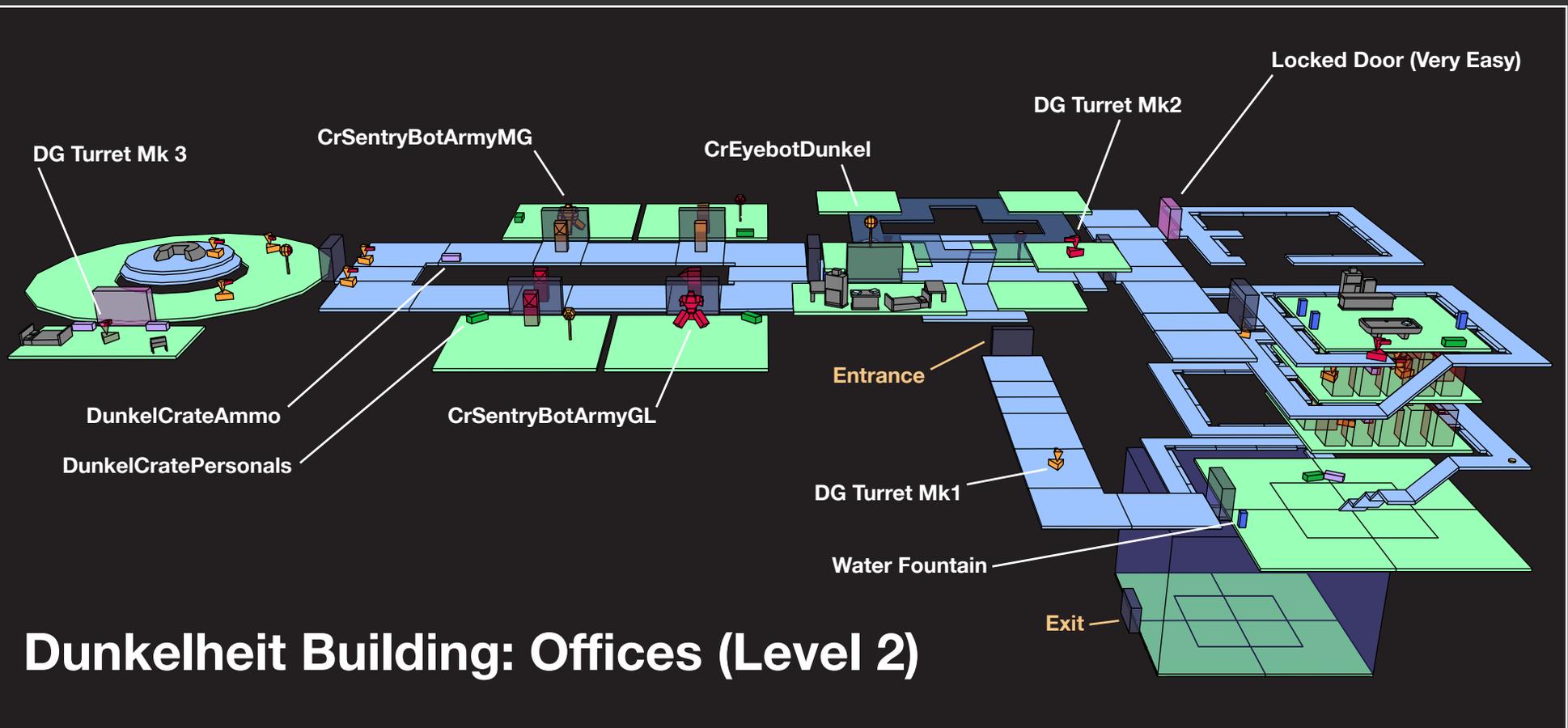
Announcing:
The New High Sensitivity Series Deployable Mines



- Key Features
- Pressure *and* heat/motion sensitive
 - Significantly increased blast radius and payload

Standard grade AP mines letting you down?
Dunkelheit Group is here to help. Light step or no, our disposable defense systems are guaranteed to deliver!

Dunkelheit Group
Actus et Potentia



Dunkelheit Building: Offices (Level 2)

Water Fountain: 50 hp radiation-free heal per use

DunkelCrateAmmo Loot Table:

- EnclaveCrate base
- Double chance for .44 magnum & 5.56 mm
- Chance for power cells, grenades, plasma and pulse mines

DunkelCratePersonals Loot Table:

- EnclaveCratePersonals base
- Extra chance for clean heals
- Chems, cigs, caps

DG Turret Mk1:

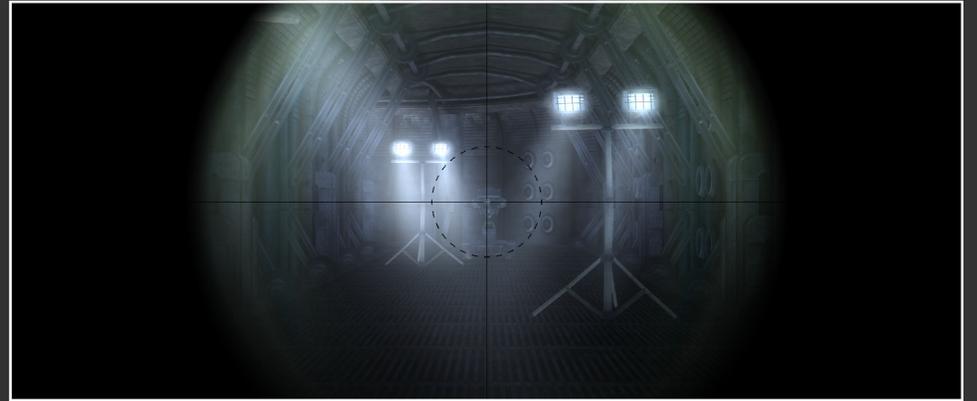
- CrTurret02 ("Mark IV Turret") base
- 5 attack damage, 100 hp

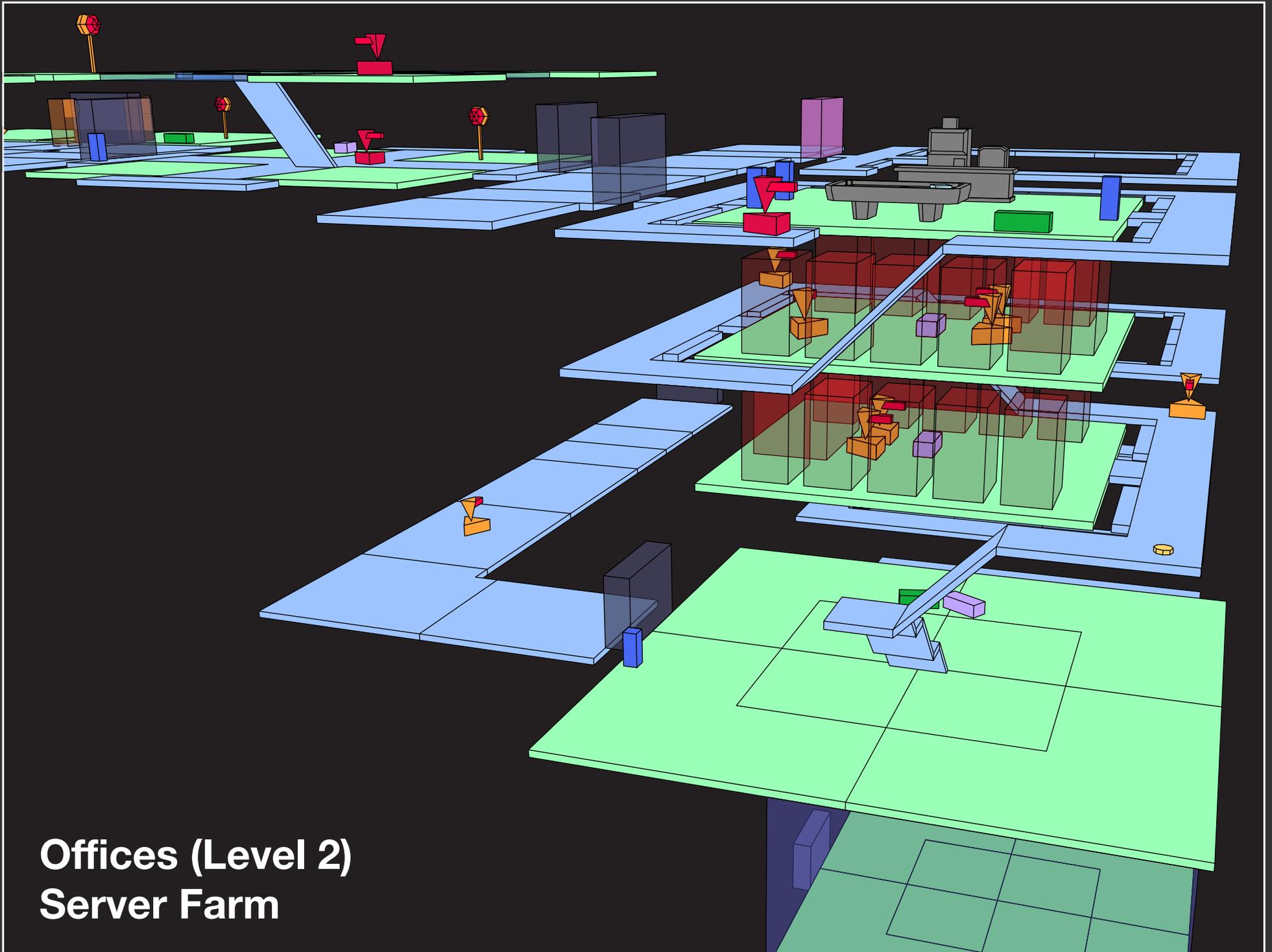
DG Turret Mk2:

- CrTurret03 ("Mark VI Turret") base
- 10 attack damage, 150 hp

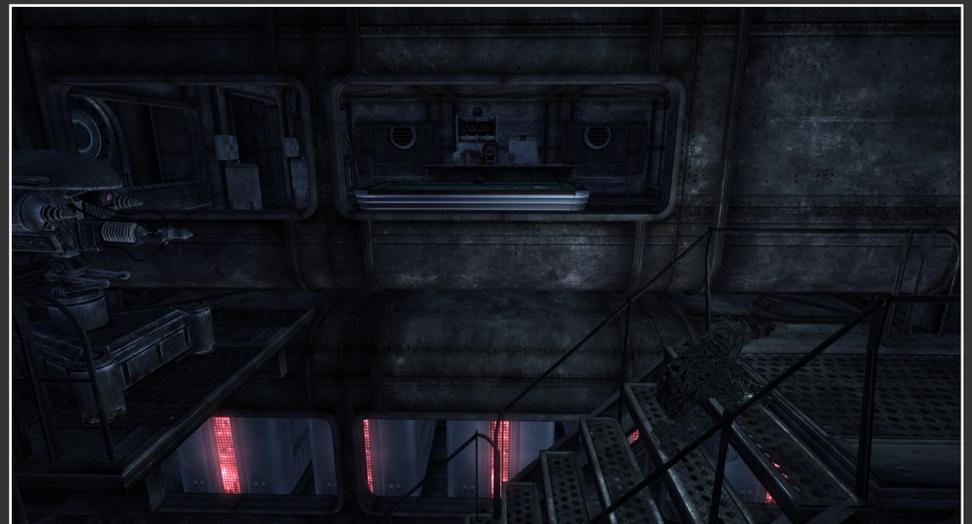
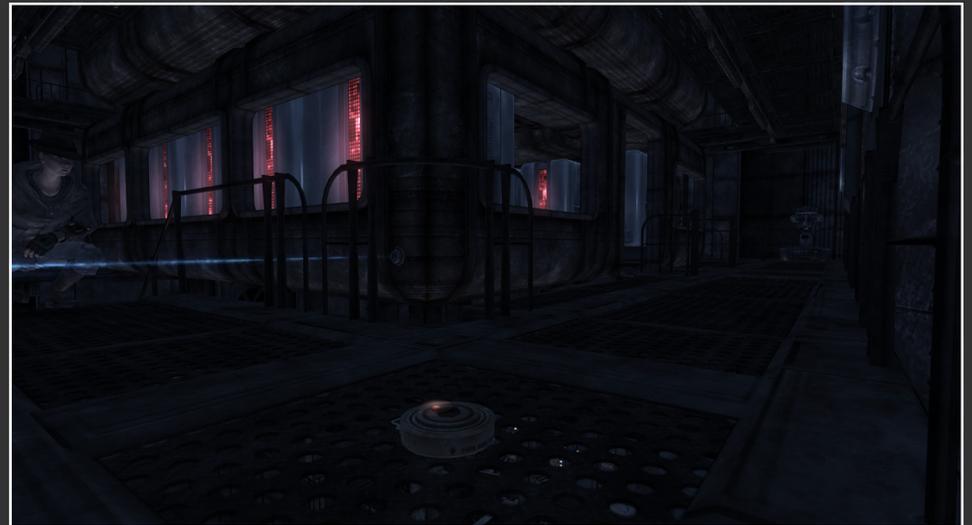
DG Turret Mk3:

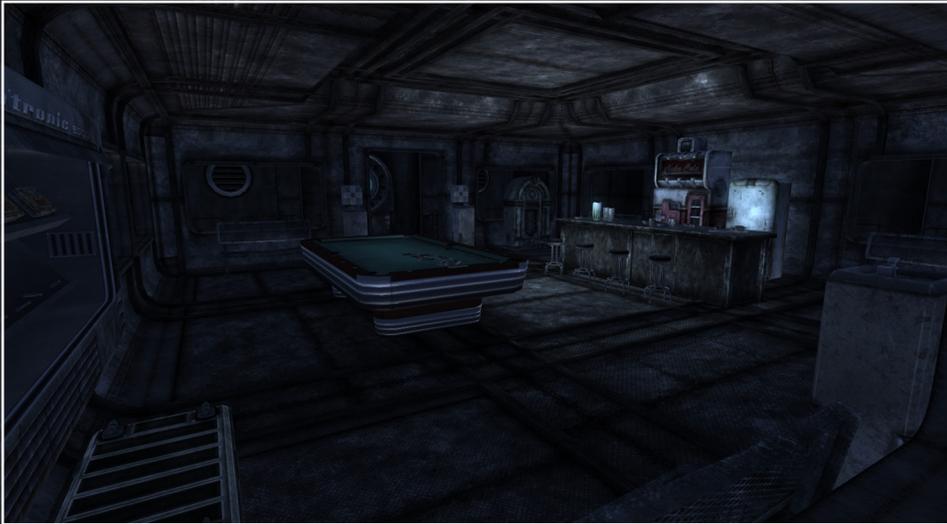
- CrTurret03 ("Mark VI Turret") base
- 12 attack damage, 175 hp
- Cloaked





Offices (Level 2)
Server Farm





Dear Daddy,

Hey Dad, guess what? You're going to be a grandpa! Really! Oh god, can you believe it? Me, a mom...

You know John and I have been trying for so long, we had almost given up hope. It's a horrible thing to say, but things are going so well lately I can almost forget about the war and everything else. Almost.

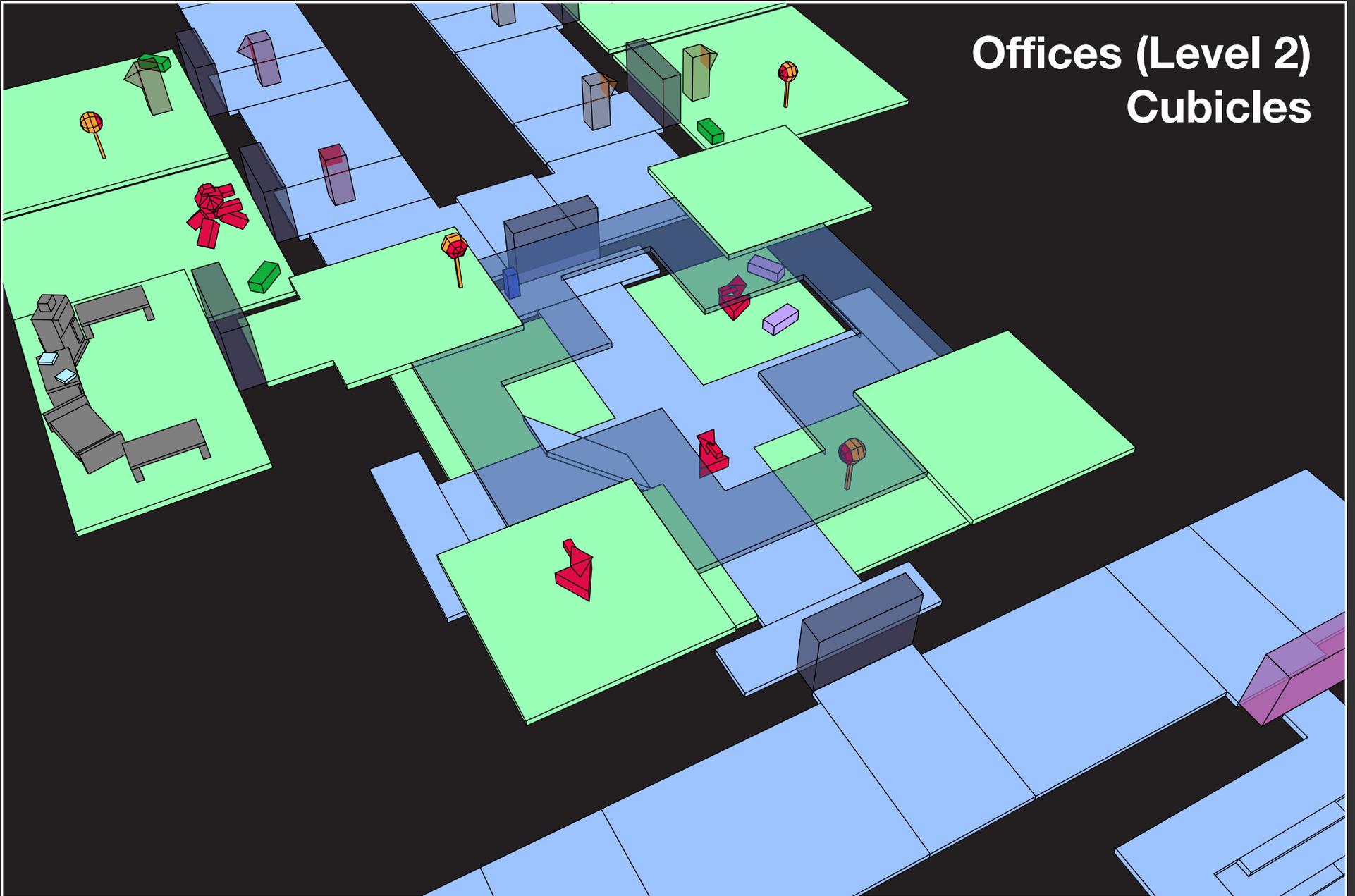
So I have to ask Dad... what are these rumors I keep hearing about Toronto? You swore we would never do mercenary stuff--strictly humanitarian peacekeeping. Are we really helping with the annexing? And all the other horrible things I hear--tell me they're not true?

Emily



***Camera FOV 100 (Default is 75)**

Offices (Level 2) Cubicles



CrEyebotDunkel:

- Cloaked
- 896 combat range, 64 weapon range
- Default grenade explosion damage / blast radius on destruct



Hey Dad,

How have you been? John and I are still doing fine, despite everything, and the baby is coming along really well. We've just been staying on campus since the martial law declaration, so we've been pretty safe so far.

But Dad, this business with the Psycho analog... Keeping the men awake to make up for manpower shortfalls? That stuff hasn't been fully tested, let alone approved for use. The original compound was called Psycho for a reason, you know? You need to put a stop to this before it goes forward. Better yet, we should just scrap that whole program.

Anyway, at least you don't have to worry about us. We're safe in good hands.

Emily



Daddy,

I'm so sorry I haven't written you in so long. Things have been really hectic here since the New Plague broke out in Montreal. We've been working day and night with West Tek on a cure, but... well, you already know how that's going.

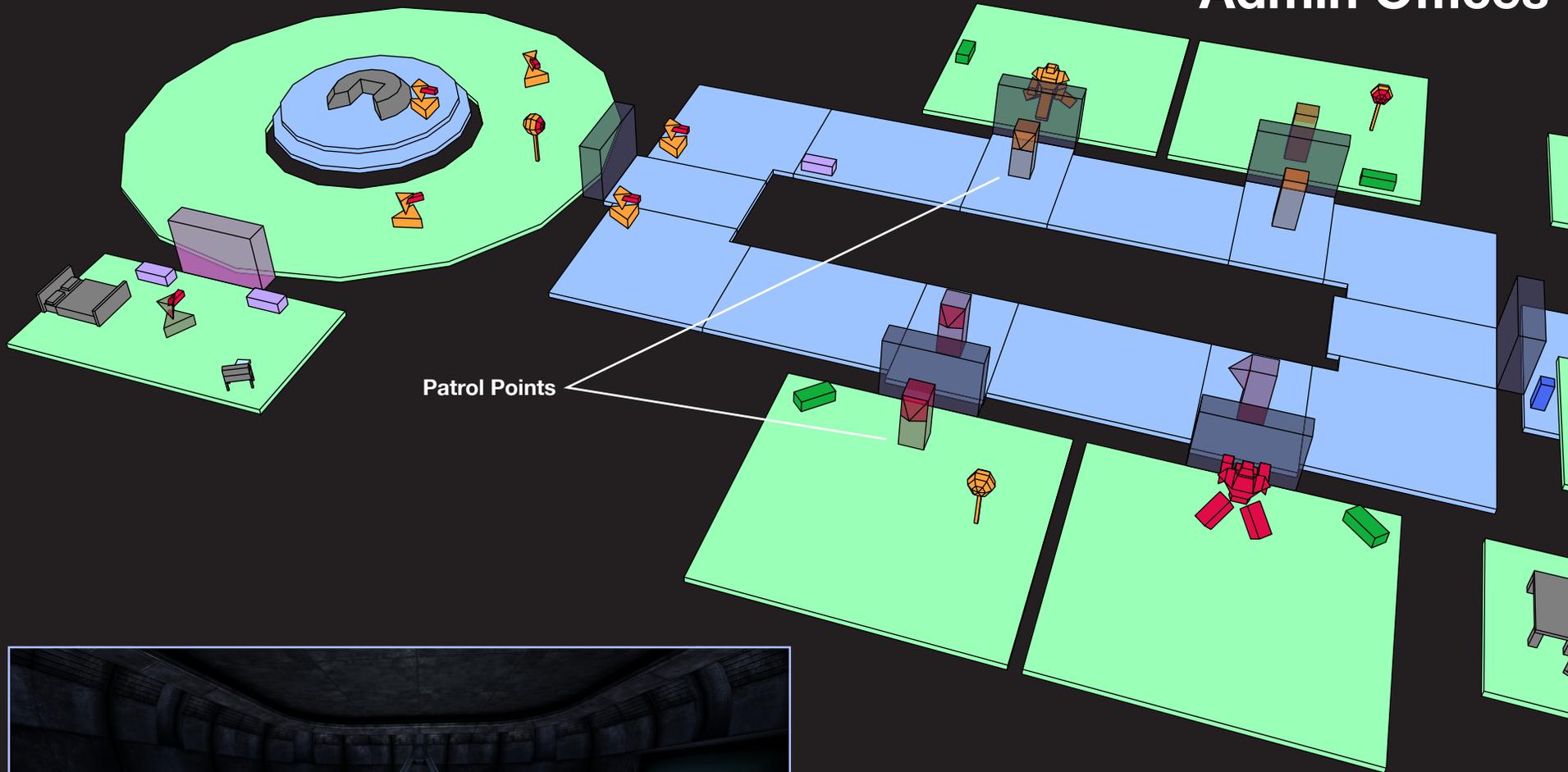
It's starting to get dangerous everywhere. I don't know what's going to happen to us. John says we should move while we still can, but I've been with Research for five years--they're like family to me. I couldn't just abandon them, you know? Not now...

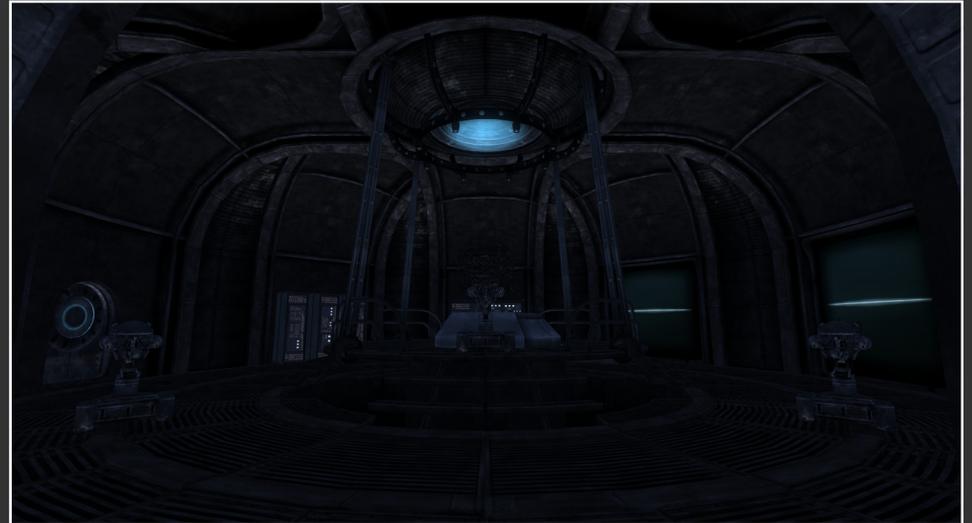
What should I do Daddy?

All my Love,
Emily



Offices (Level 2) Admin Offices



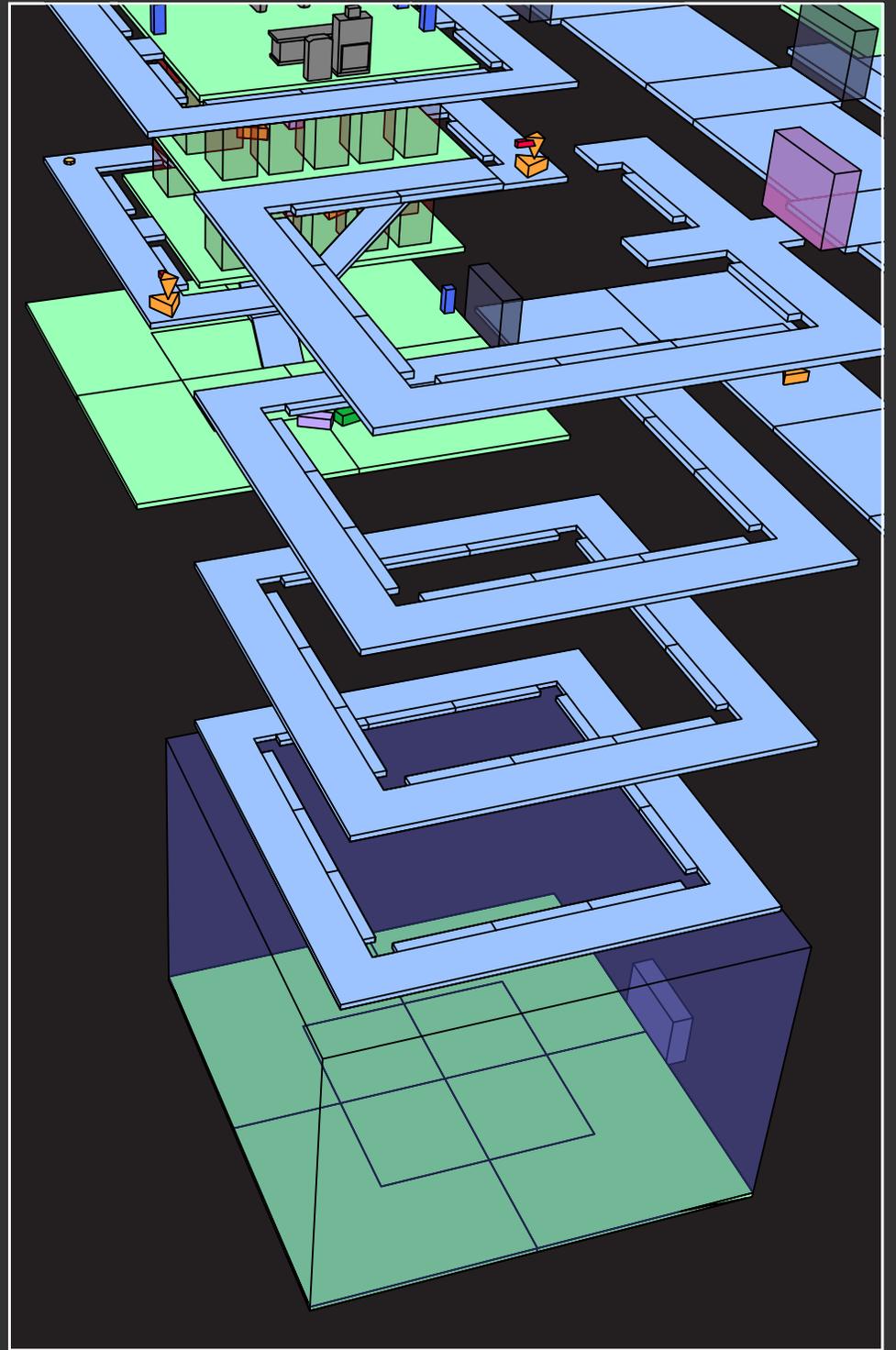
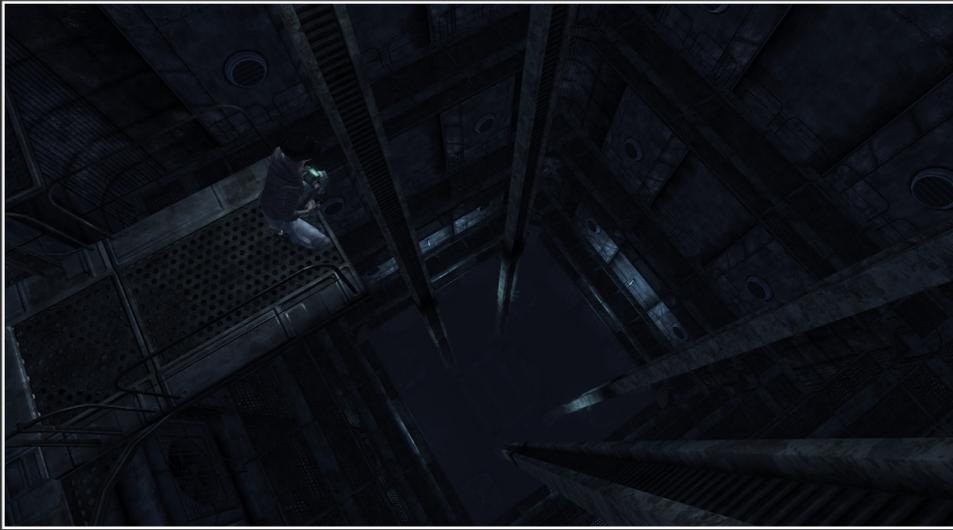


Dad,

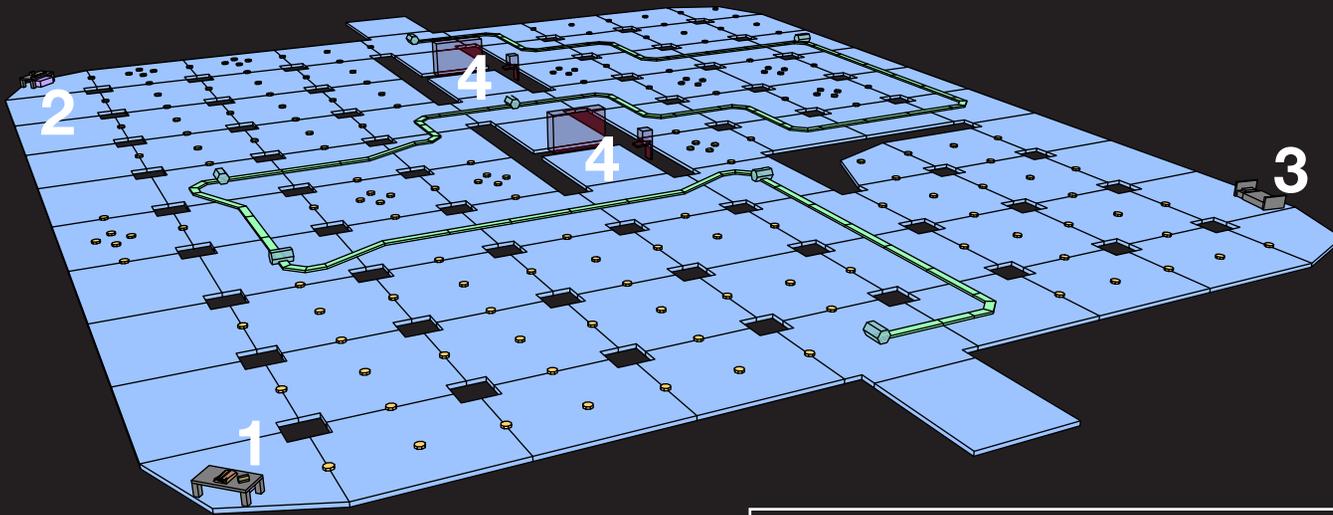
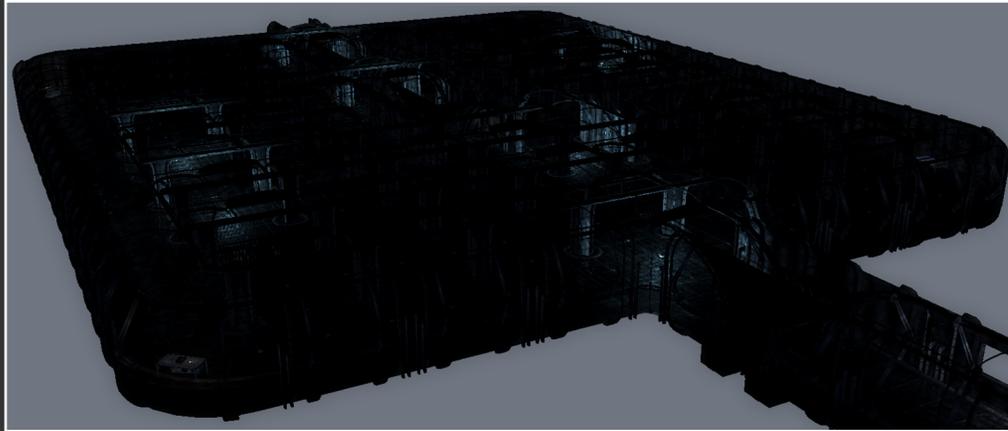
You have to help us get out of here. Ever since they started taking that drug, it's been getting worse and worse. You know we stayed on campus for our own safety, but now... It's like we're prisoners here. No, worse than that. The Field Ops director has taken over, and he's been taking the drug, too. If it's this bad for us, I don't know how bad it is out there. Please help.

Love,
Emily





Dunkelheit Building: Warehouse (Level 3)

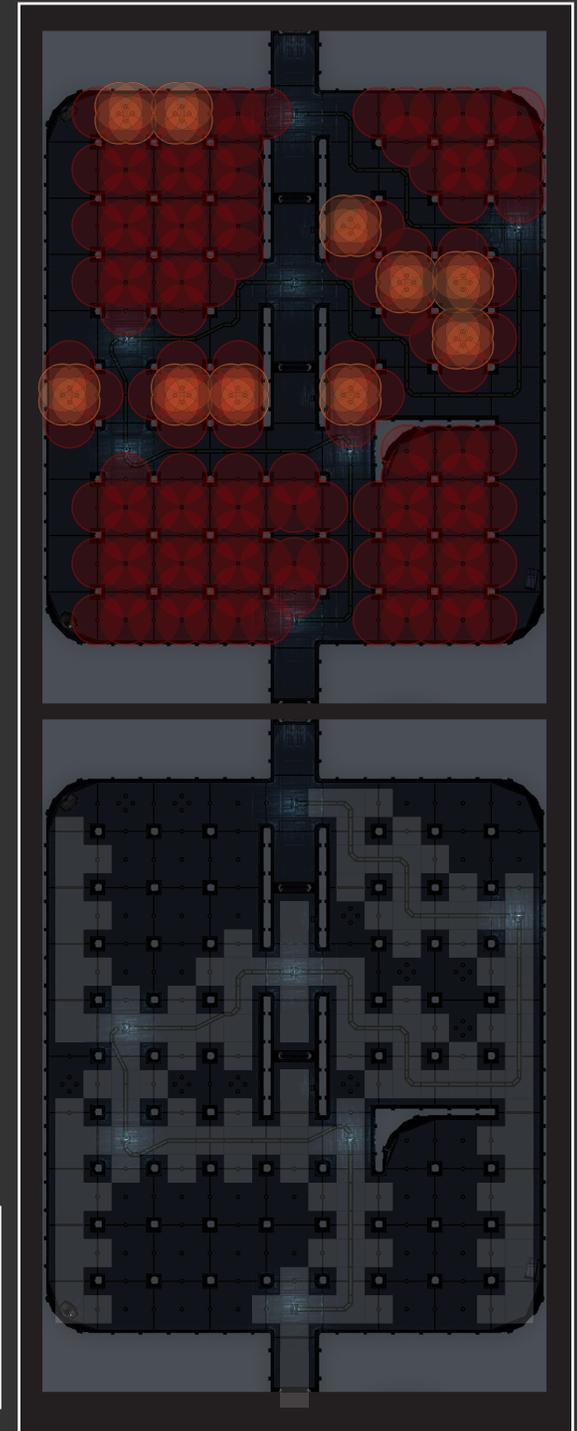


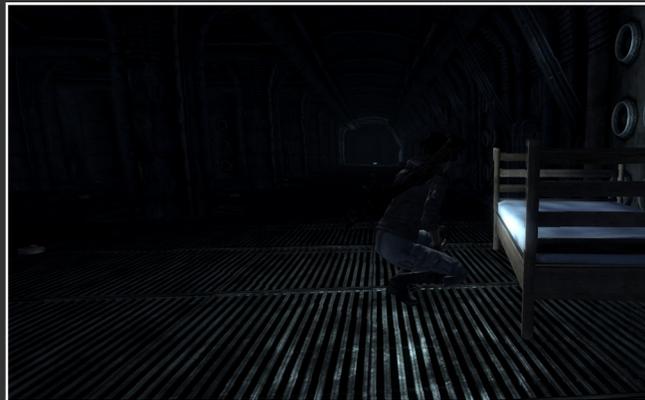
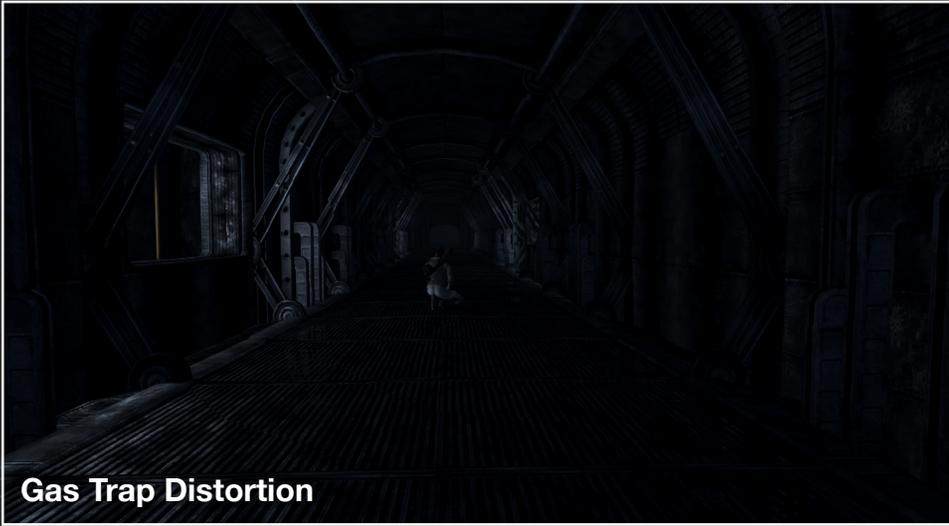
- 1 Ceramics Lined Leather Armor
- 2 High Performance Alloy Sabre
- 3 Well Resting Bed
- 4 Very Hard Locked Door/Terminal (Keyed)

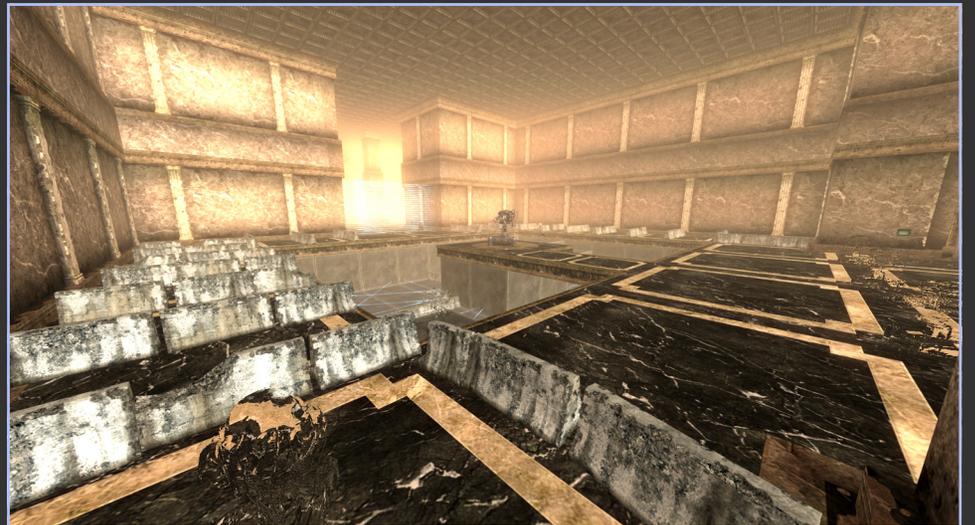
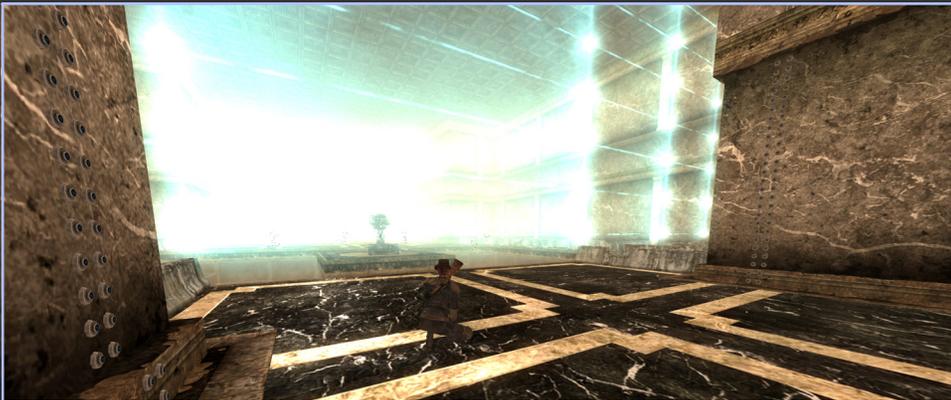
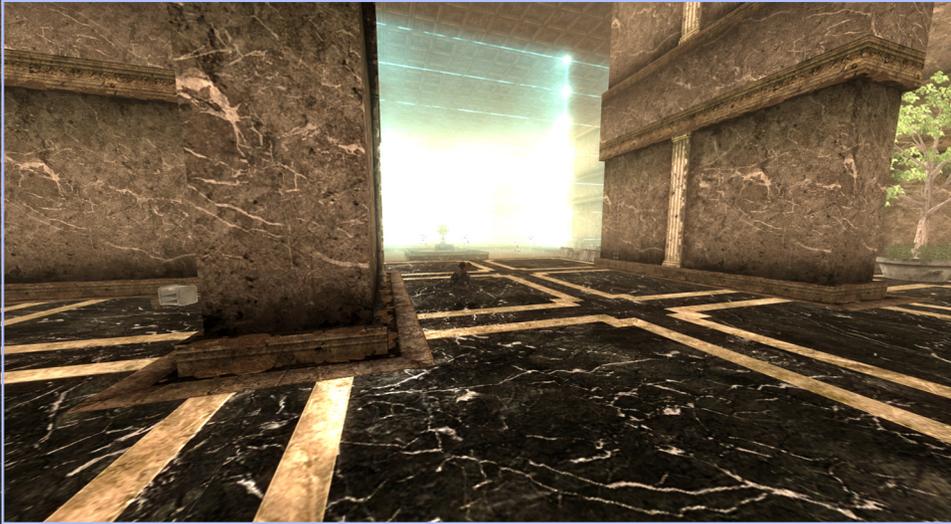
237 Trigger Radius | 1.25 Sec Mine

220 Trigger Radius | 2.15 Sec Mine

9999 Damage Gas Trap

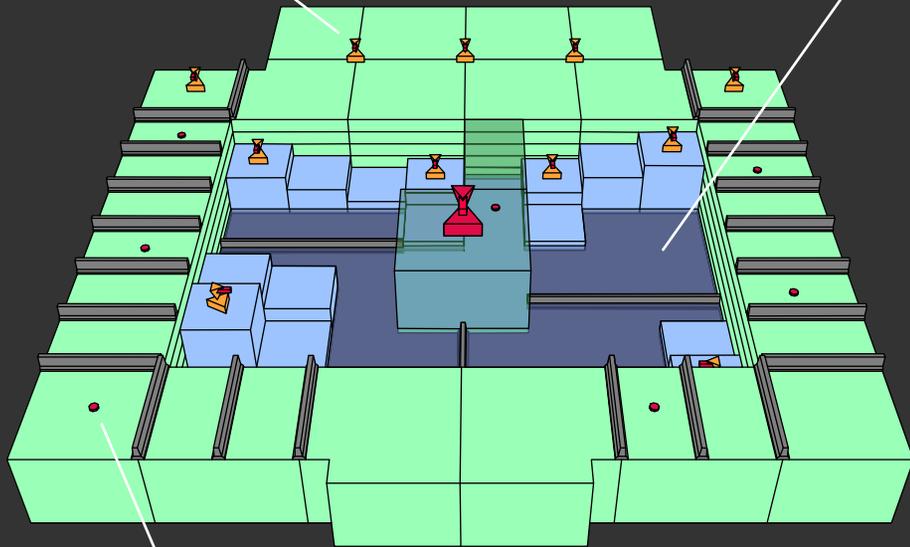






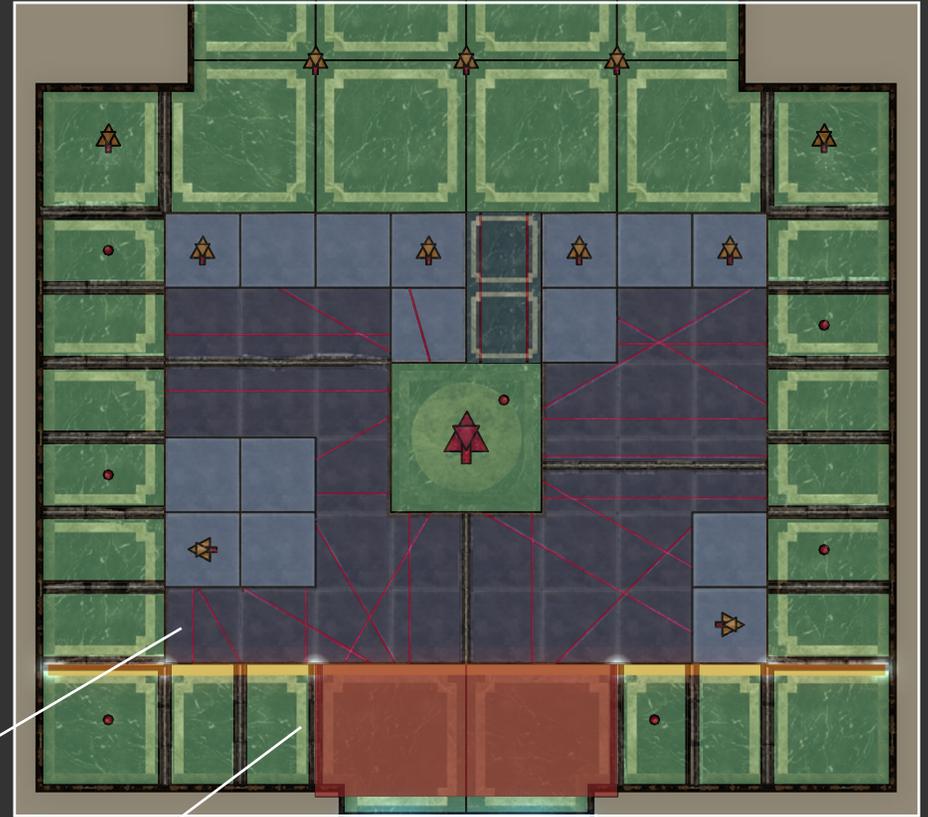
DG Turret Mk3

Water: 50 hp radiation-free heal per use

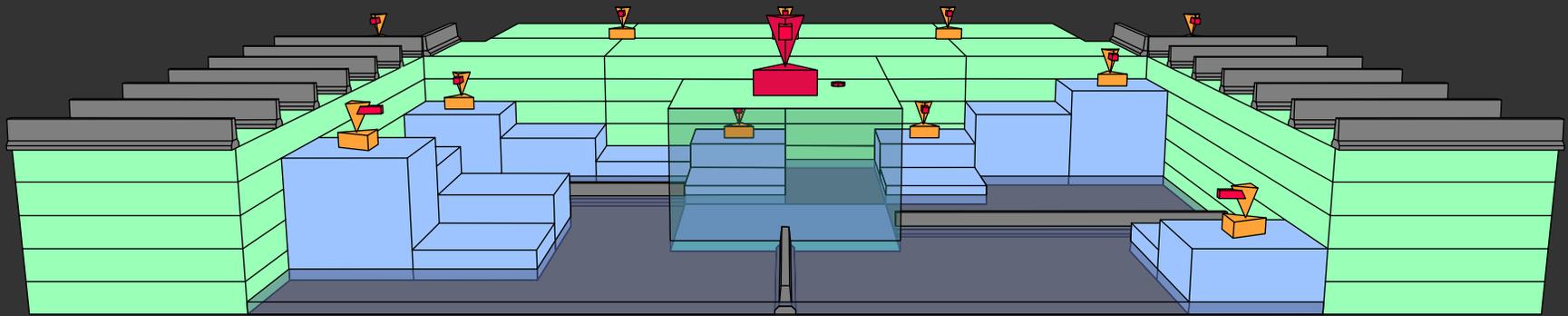


237 Trigger Radius Mine

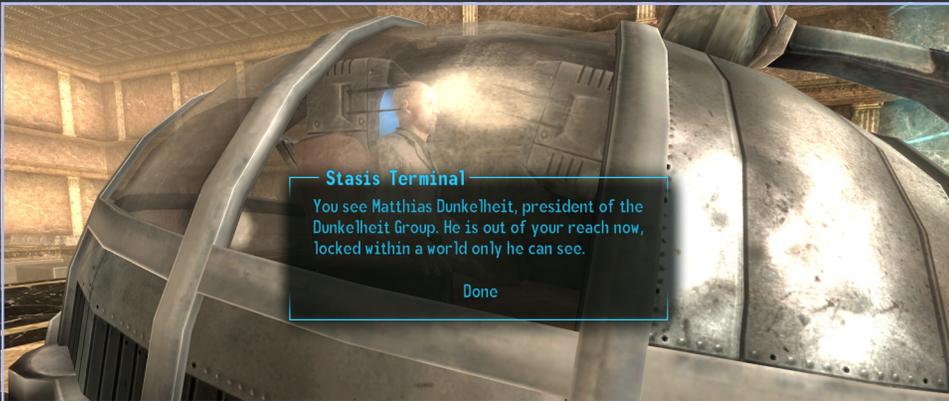
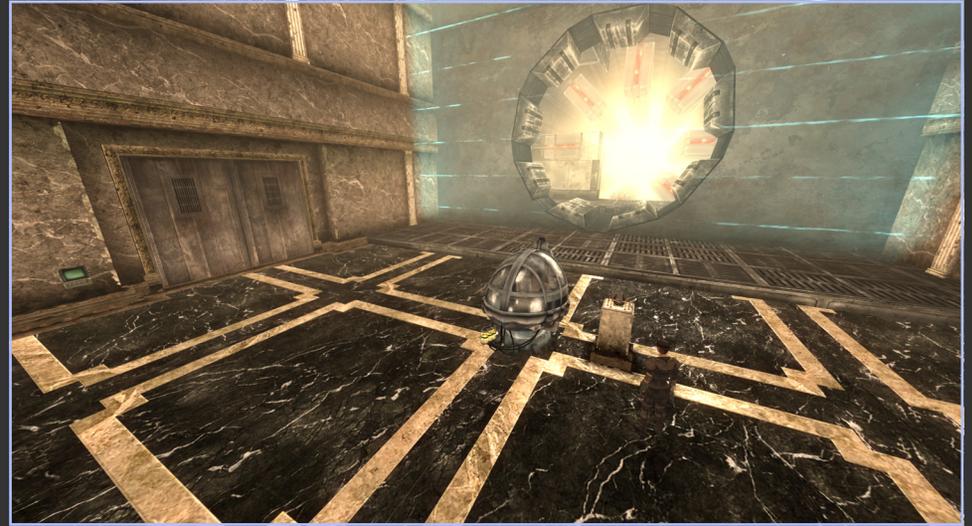
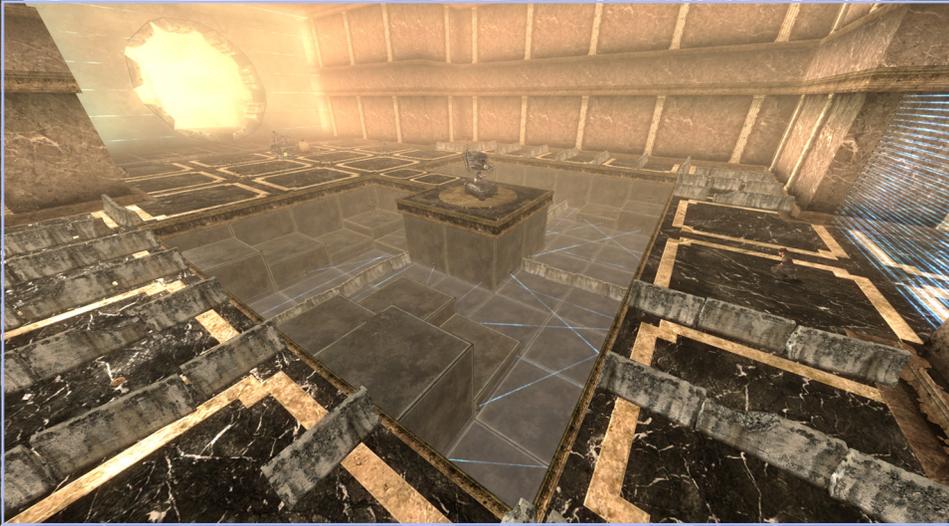
10 hp / 25 Cripple Damage Laser Tripwire



Trigger Box: Disables engagement preventing forcefield in front, enables damaging laser net behind to discourage/prevent rear exit



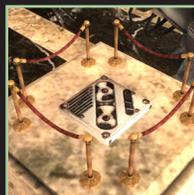
Dunkelheit Building: Archives (Level 4) Boss Fight



Dad. They killed John. They just killed him. He was trying to protect me, but they laughed at him and forced him to watch before they shot him. I started bleeding last night. It won't stop. It just won't stop. It just... I can't feel her kicking anymore.

Daddy, did you know? Dunkelheit means darkness in German.

Goodbye, Dad. I love you. Goodbye.





Augmented Perception System (Unique Helmet):

- OnEquip script gives optional nightvision (equip to bring up option menu, unequip to turn off)
- Increased Critical Chance: 3, Increased Luck: 1, Increased Perception: 1
- ArmorTeslaHelmet base
- Light Armor
- 4.0 AR, 900 Health, 5.0 Weight
- Does not require power armor perk to wear



Ceramics Lined Leather Armor (Unique Armor):

- Increased Action Points: 5, Increased Agility: 1, Increased Endurance: 1
- ArmorLeather base
- Light Armor
- 35.0 AR, 1500 Health, 17.0 Weight



High Performance Alloy Sabre (Unique Melee Weapon):

- WeapChineseOfficerSword base
- Indestructible
- Crit % Mult: 6.0
- Fire Rate: 1.5
- Limb Dmg Mult: 2.0
- 20 AP per swing
- Base Damage 40, Crit Damage 40

*Derived DPS