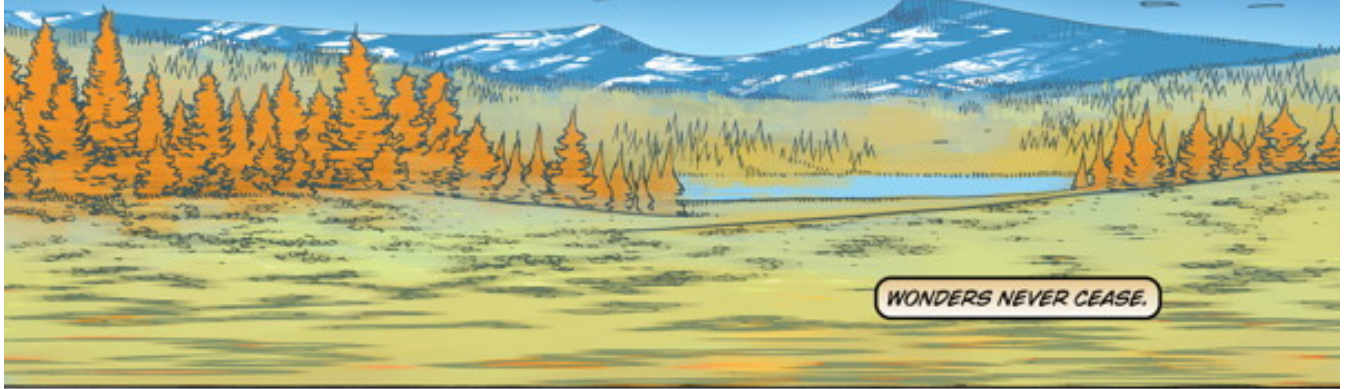




FROM SEA TO SHINING SEA IN EIGHT HOURS
WITHOUT LEAVING THE GROUND.



WONDERS NEVER CEASE.



AIN'T THE FASTEST OR THE CHEAPEST
WAY TO TRAVEL. BUT THAT'S THE APPEAL.

RICH FOLKS LOVE TO GO WHERE
THE GETTIN'S EXPENSIVE.



BUT, HEY, THE
FOOD IS GREAT.

SO IS THE BOURBON
SELECTION.



NOT THAT
I'D KNOW.



THEY DON'T SELL FOLKS
LIKE ME A TICKET.

GOOD THING
I PREFER THE
FRESH AIR.



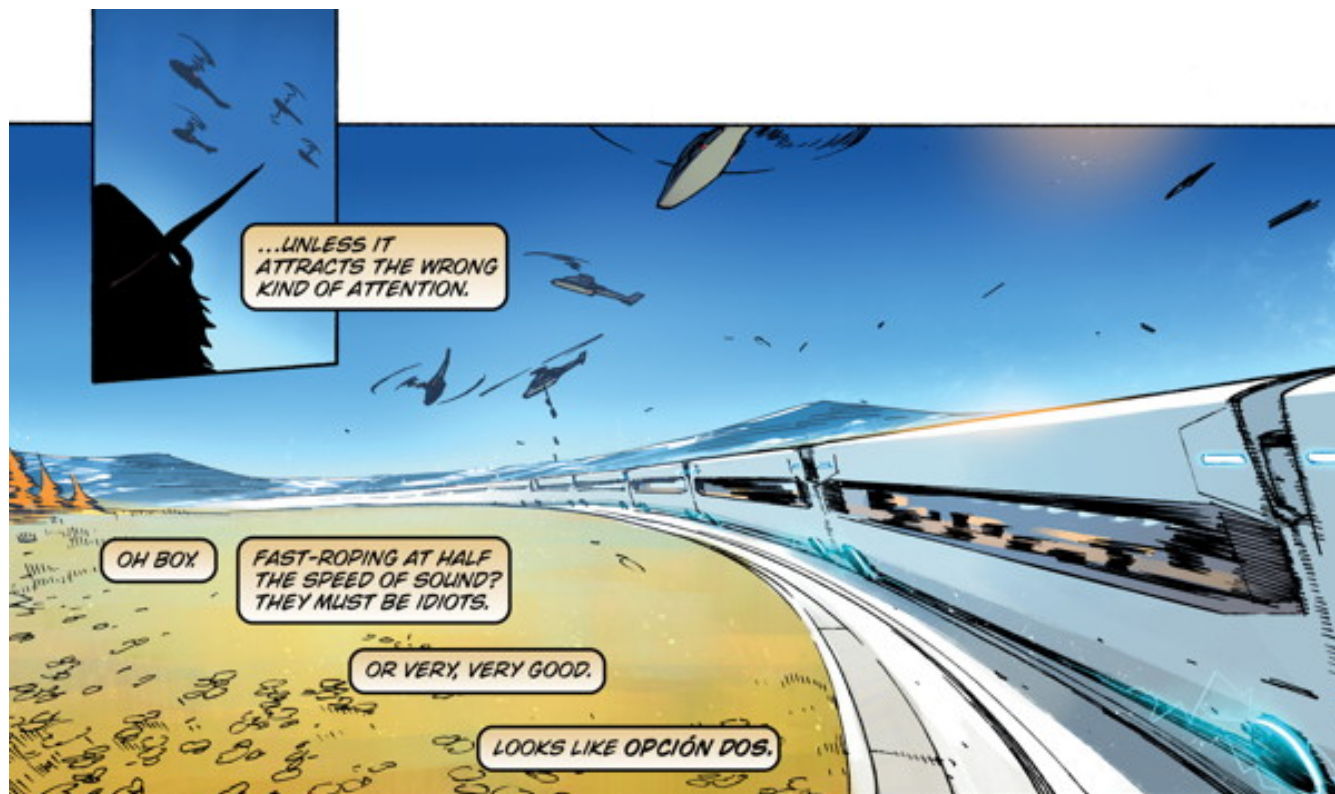
EVEN IF IT'S
BLOWING
PAST AT 640
KILOMETERS
PER HOUR.



YESSIR. NOTHING
LIKE TRAVELING
IN STYLE.



UNLESS...



...UNLESS IT
ATTRACTS THE WRONG
KIND OF ATTENTION.

OH BOY.

FAST-ROPING AT HALF
THE SPEED OF SOUND?
THEY MUST BE IDIOTS.

OR VERY, VERY GOOD.

LOOKS LIKE OPCIÓN DOS.



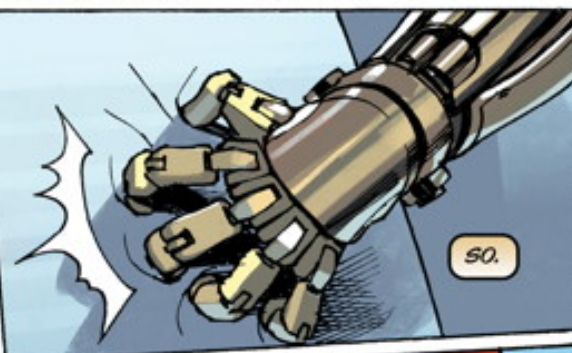
THIS AIN'T GOT
NOTHING TO DO
WITH ME.

IF I SHOW MY
FACE, GUESS
WHO GETS
THE BLAME?

AGAIN.

BUT THIS CREW'S USING
THE BLACKWATCH
PLAYBOOK. MY PLAYBOOK.

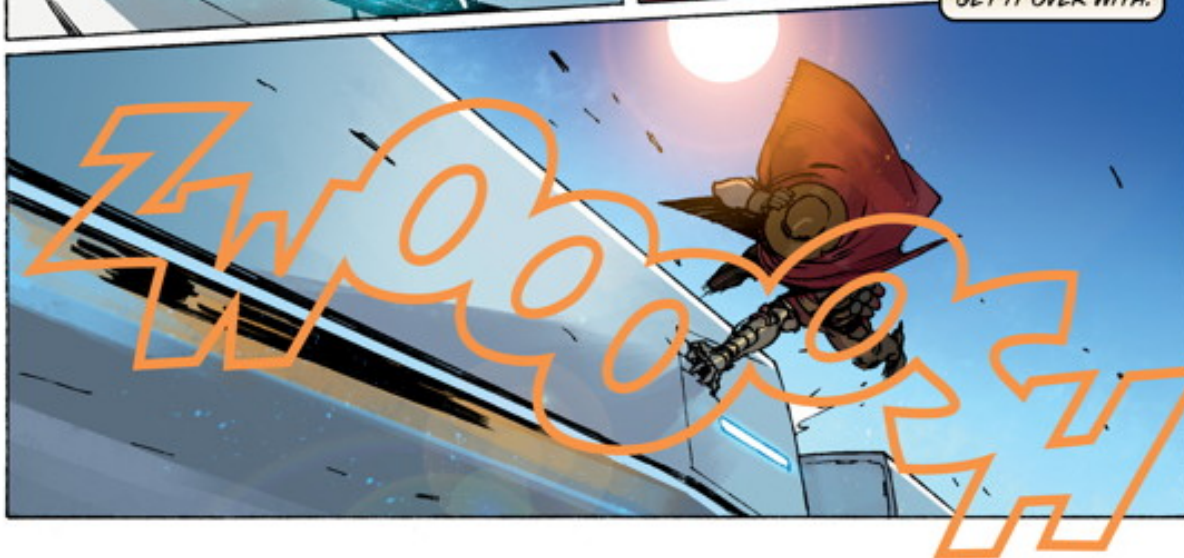
AND CREWS LIKE THIS DON'T
TAKE PRISONERS MUCH.



SO.



MIGHT AS WELL
GET IT OVER WITH.



WAIT--WHAT'D HE MEAN,
SOMETHING TERRIBLE IS
ABOUT TO HAPPEN?

AMBUSH!

FIRE, FIRE,
FIRE!

DAMN IT ALL. I SHOULD
HAVE SEEN THIS!

AAAGUHH!

AAIII!

CHOOM

CHOOM

CHOOM

CHOOM

NO NO NO NO NO...

EVERYONE
AIRBORNE!
WATCH YOUR SIX!

FSSHHHH!

KA
BOOM

WHUFF

WAIT--
LINH!

CAPTAIN!

SPWEE

CHOOM

BOOM



WHEN I SAID...YOU WERE KILLING...ME, I THOUGHT I WAS KIDDING.



HOLD STILL. I'LL GET YOU OUT OF--

NO. THE MISSION, REMEMBER? TAKE CARE OF THEM; THEY'LL TAKE CARE OF YOU.



OH, DAMN. IS HE--

GONE.

WE GOTTA GET OUT--



NO. WE HAVE TO KILL ANUBIS.

ARE YOU CRAZY? WE'RE TOAST!

SALEH...NEEDS MOTIVATION.



ANUBIS JUST ATTACKED OUR TEAM--OUR FAMILY.

BUT YOU SAID--

OUR FAMILY, SALEH. WE CAN'T LET IT GET AWAY WITH THAT.

MAKE YOU A DEAL. WE WIN THIS OP, I BUY DINNER FOR US ALL.



UHHH...YOU NEVER--

ARE YOU WITH ME?



...I'M WITH YOU.



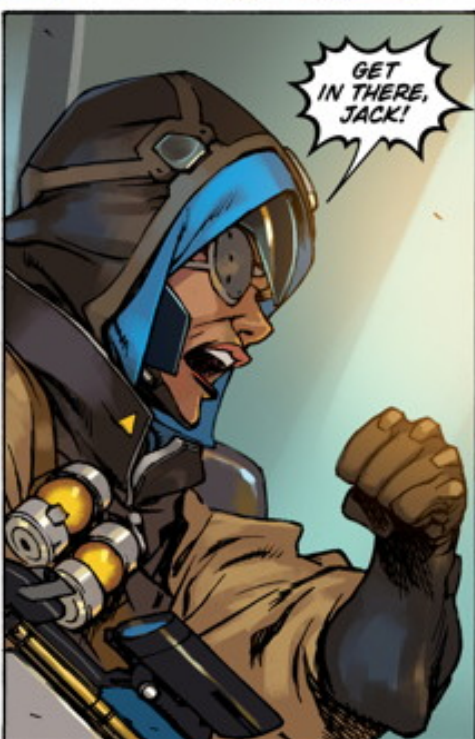
GOOD. LET'S GO KILL THAT PSYCHOTIC MACHINE.



CREEEK

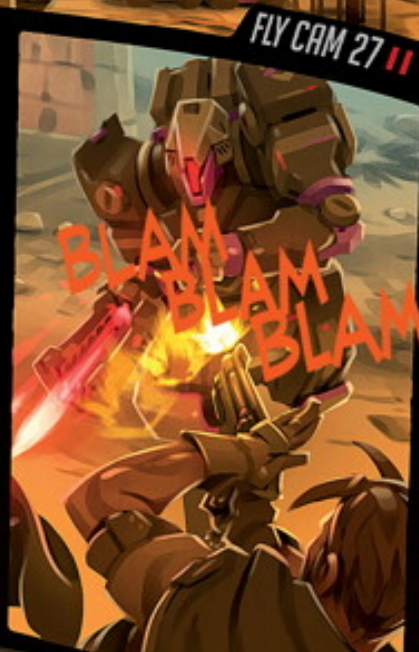


SOLDIERS... YOUR EXISTENCE IS A THREAT TO ANUBIS.





LONDON, ENGLAND



OVERWATCH HEADQUARTERS, SWITZERLAND



