CH2 – Skirmish over America

PC reflects on the earth and space, and life therein. However, in the midst of his reflections, he spots a glint from the viewport of an enemy ship. He reports the sighting to his XO, Wright, who immediately begins evasive action to throw off the pursuers. However, realizing their cover is blown, the enemy ship opens fire with missile batteries, and dispatches high-speed boarding parties to attack the Daedalus. What ensues is the first melee the PC is involved in, and he can either cower in his quarters or assist in fighting. If he is a soldier he will do well and not be injured, but if he is a pilot he will get injured, which will negatively affect this stats.

CH3 – Intermission

Daedalus reenters the atmosphere over the Pacific, eastbound. PC marvels at the world he’s never seen before, with its bright blue oceans and sky with wispy peaceful clouds. The 301st Transport Corps links up with the Daedalus in Hawaii, introducing Sarah Kaufman, the lead officer of the Corps. Daedalus is resupplied, before the ship heads off on its way. PC has some down time during which he interacts with some of the crew, including the head technician Adam Ross, head medic Shimizu Rai, and a few others. They discuss the journey and the Earth, most of whom having never been on the planet. They remark on gravity, wild animals, and a menagerie of other things.

The journey toward California goes smoothly. They see strong vistas and other wonderful landscapes.

CH4 – Saboteurs

Daedalus arrives in San Francisco, where they dock in a hidden military facility for SSTO vessels like the Daedalus-class. However, just as the crew are getting ready for some well-earned leave, there is an attempt at sabotage: somebody tries to destroy the powerplant for the ship using a makeshift explosive. The attempt fails, and the saboteur is apprehended. The player can either aid in the interrogation, or go with Wright to visit with General Manstein.

In the former case the player will be presented with the horrific reality of war, including real torture techniques which the player will only be able to stomach if his drive is high enough, and in either case will result in heightened depression.

In the latter case, no stats changes are made. The player will end up meeting the general in either case, but can learn a bit about Wright on the way over instead of having to deal with the torture. Once together with Manstein, an overview of the big picture is given. The war is going very badly for the Terrasphere both on the ground and in space. Major resource deposits have been seized on Earth, funding Colonial war effort and draining the Terran effort. The TFSF has been all but driven out of the lunar lagrangian point bases and outposts, as well. However, there is a plan – a weapon capable of turning the tide of the war that was developed prewar and has only now been manufactured.

CH5 – Return to Space

A few days later, the Daedalus has undergone heavy modification and the crew has been refitted for duty. News of the Christmas Campaign spreads like wildfire, with untold numbers of Terran troops being committed to assaults across the globe. Furthermore, the remaining fleets have begun turning the tides with numerous small victories from the fringes. The ship leaves the city to much fanfare as it heads to space.

The return is smooth. PC laments he could not have stayed longer. The ship makes its course toward the L7 colony group.

CH6 – L7

Weeks later and the Christmas Campaign has failed. Morale is at a new low. Only the nearing of the L7 colonies represents the possible salvation for the TFSF and Daedalus’ crew. The atrocities committed during the Christmas Campaign are discussed, including a massive nuclear exchange that leveled entire cities and wiped out about a quarter of both sides’ populations.