Climax of story is an epic battle

0.0

You are a mercenary outfit. Your group established a base on a secluded planet in the outer rim. Little did you know that the system you laid claim to was under the control of an imperial warlord. You have yet to be noticed by them, but it's only a matter of time…

1. Attempt to negotiate with the warlord. GOTO 0.2
2. Mind your own business. GOTO 0.1
3. Attack the warlord. GOTO 0.3

0.1

You ignore the warlord's authority.

1. *Do 2 random contacts*. GOTO 0.2

0.2

The warlord responds to your actions by deploying a squadron to eradicate your outfit. As the TIEs are on the horizon you receive a communication from the warlord wishing you luck with a laugh.

*Do STORY-0*

MERC victory GOTO 0.3

IMP victory GOTO 0.4

REP victory GOTO 0.5

MERC defeat GOTO 0.6

0.3

You keep your autonomy and continue to function as a mercenary outfit.

*Do as you please*

If renown >= D *roll 1d6*

1-3: GOTO 0.4

4-6: GOTO 0.5

0.4

get hired by imps

Unlock imp contracts

If renown >= C GOTO 1.1

0.5

Get hired by republic

Unlock republic contracts

If renown >= C GOTO 1.2

0.6

Annihilation.

*End story*

1.1

*do STORY-1i*

VICTORY

DEFEAT

ESCAPE

1.2

*do STORY-1r*

VICTORY

DEFEAT

ESCAPE