

Mission 2: Protect the Freighter - v.2

LinkPactGames

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1 Summary

The player joins a small transport-guard to protect an Alliance transport travelling from Highfence to Soelara. The fleet comes under attack, and the player helps repelling repeated rebel attacks.

2 Story points

- o Highfence, Ai: Welcoming you, giving you mission specifications
- o Outside Highfence, captain: Ready to take of
- >Small talk with captain: Difficulties with rebels
- >Small talk with captain: Cargo
- x Before first attack: brief
- x After first attack: brief
- x Before second attack: brief
- x After second attack: brief
- x Before third attack: brief
- x After third attack: brief
- o Soelara, captain: Arrival, the player is thanked and rewarded
- >Hyperspeed, Sair: Hyperspeed and mission
- o Highfence, Ai: Job well done, future

3 Manus

3.1 At Highfence

A young woman greets you. She looks at you calmly.

[Ai] "So you are the new pilot, nice to meet you. I am Ai, and I am currently responsible for military operations around this planet."

[Ai] "Bert seemed very satisfied with your help on Border Station. He insisted that we should put use of your skills."

[Ai] "Actually, you have perfect timing. We have an important transport heading for Soelara that is almost ready to leave."

[Ai] "This transport is of particular interest for us. We want to make sure that it is well protected."

[Ai] "Would you help us protect the freighter and its cargo?"

"- I would be happy to help." >Great! The captain is waiting outside. He, and the rest of the escort is ready to leave any moment.

- Let me think about it. >I understand that. I don't think we are able to leave without higher security, so please don't take too long.

3.2 Outside Highfence

[Captain] "You look quite lost. How can I help you?"

[Captain] "..."

[Captain] "You are here to help me you say?"

[Captain] "I guess that it won't hurt with an extra ship. Make sure you don't get in the way for the other escort ships.."

[Captain] "We don't have time to wait for any longer. Let's leave now. Make sure to follow us closely."

3.3 Travelling to Soelara

[Captain] "This path used to be safe. For some years ago I could travel here with a minimum guard."

[Captain] "The rebels kept in the north. I think only Lavis ever had problems with them then."

[Captain] "Lately they have been becoming increasingly present in all parts of the sector despite the Alliance efforts to keep them away."

[Captain] "It will take ages to load of all this cargo." [Captain] "I hope that I'll get at least a few hours of solid sleep before tomorrows transport to New Norrland."

[Other escort ship] "There are rebels incoming! Prepare yourselves!"

[Rebel ship] "Surrender the cargo peacefully, or we'll retrieve it from your scattered remains!"

... The rebels attack ...

[Captain] "Moronic assholes! What are they thinking? That we just should leave our cargo to them, and then get on happily?"

[Captain] "Let's hope that we won't see more of them."
[Sair] "Look, there are another group of rebels on their way. It looks like their heavier ships have arrived. Be careful!"
[Rebel ship] "We have no mercy for those who destroy our people. Prepare yourselves!"
... The rebels attack again ...
[Captain] "How can they think they are doing any good for anyone?"
[Captain] "They are killing the people who actually struggle to get the sector go around."
[Captain] "The sector is definitely better of without them."
[Captain] "We are almost there now. It looks like we will avoid further attacks."

3.4 Arrived at Soelara

The captain turns to you. He looks tired and relieved.

[Captain] "That was a close one. We might not have been able to make it without your help. Thank you."

[Captain] "We are travelling with samples of a mineral called Murt. The mineral seems to be of a great interest both for the Alliance and the rebels, but that's all that I know."

[Captain] "You should have your reward. Here is the salary as promised."

[Captain] "Also, I saw that you weren't using a shield on the way here."

[Captain] "This might not be the best, but compared to travel without one it will make a great difference."

[Captain] "You should return to Ai at Highfence. There is always work that needs to be done those days."

[Captain] "You have been permitted to use the Beacon outside to quickly travel back to Highfence."

[Captain] "You will be able to use them to quickly travel to locations you have visited before."

[Captain] "It usually comes to a cost though. As you know, the resources are sparse."

The captain salutes you. "Enough chit-chatting. Go now. Stay safe."

3.5 Travelling back to Highfence

[Sair] "We should use the Beacon he mentioned. I believe it is that circular structure over there."

[Sair] (During travel) I have never experienced this before. How interesting.

[Sair] It is probably only possible for transport of small ships like ours though.