Level 1 Text and Story:

Blackness.

Triumvirate of Solace: General Thraxus, General Thraxus, are you there?

Cutscene opens to reveal Coyote with command turret module.

General Thraxus: I am

Solace: Thank the gods! We’d lost all communication with your battalion. What happened?

Thraxus: We were surrounded, I’ve never seen the Coalition fight so fiercely. They jammed our signals, after that it was chaos.

Solace: Losses?

Thraxus: I can’t be sure. Only one of my guards is with me. Its been hours since I’ve seen any more of my men alive.

Solace: And yourself?

Thraxus: My tank’s Aether cannon inoperable, though I’m still mobile.

Solace: …It’s a dark day for the Dayaxa… can you make it back to the advance camp?

Thraxus: If that is your command.

Solace: Collect what men you can, I’ll send what survivors I find to meet you there.

Cut to game play

If the coyote with Thraxus at the start of the level dies at any point in the level, Thraxus swears and says something about having drinks with his friend in the hereafter.

Once the zephyrs reach the camp, a cutscene begins.

Solace: The Coalition has always been beliigerent, but never like this. Only two of your zephyrs are still running. You’ll need to get them new turrets and resupply them, it’s a miracle our munitions factory wasn’t destroyed!

Once the zephyrs have their turrets equipped, the following text box occurs:

Solace: We’ve tracked the Coalitions assault to an abandoned mining strip to the northwest. If we can knock that out, perhaps they’ll leave this area long enough for us to send in reinforcements.

After the first skirmish:

Solace: The equipment jamming our signals must still be out here. With out it, the Coalition would have had no way of coordinating such a assault. Destroy any communication pylons you see.