

SWC 7-

***The Wormhole Toll-Route Created*** - As the EEF prepared to push through the Worldworm's Wormhole, to aid the lost Gunship Saragosa Bombardier on the other side, they were driven off by Pirate vessels launching Blackhole Bombs. Each was precisely detonated to create a set of impassible defenses around the Wormhole's entrance. Only one safe path will allow Capital-Class ships to fly single file, is known by the ***Pirate Captain Magnus Ironbane***. His new toll-route is defended by a small pirate force, but the worst threat are the pull of the Blackholes that threaten to crush any ship that attempts to attack the toll route.

Factions that wish to safely use the Wormhole route must contact the Pirates of the Lost Hope and pay a reasonable fee.

Already Iron Republic and other factions' scientists have been trying to find a way through, but the pirates were smart and set up their toll so only the most insane and/or brave pilots could ever survive attempting to brave the Pirate's toll without paying the fee.

They say a truly brilliant pilot could traverse the blackhole maze in less than ten parsecs. The Blackholes' forces are so strong that Temporal Drives, Zero-Point Drives and Shadow Drives are useless near or on the toll route.

**The Sad but Peaceful End to Hostility at the Sanitarium-** ***EEF SubCommander Johnson*** has allowed the two K'ias Hostage takers to believe they were being freed. They K'ias sisters fled to the provided starship and took off. As they reached the edge of the atmosphere, the faulty starship began to fall apart. The wreckage of the starship fell back towards the planet, and began to burn up. The bodies of the K'ias sisters are believed to have been consumed in flames during re-entry.

Subcommander Johnson worked closely with ***Grand Admiral Sessoron Thei'Gann*** of the Free Systems transferring the Sanitarium back under normal conditions. The EEF fleet withdrew from the Sanitarium of Ertanax. With a name...the name of the being who had masterminded the Frosty killings, a creature known as ***Jak'hal of the line of J'kutu***.

Many within the EEF were saddened by the loss of the two K'ias sisters. The knowledge they could have provided in custody might have been great, but it may have been a just end considering the sisters' warcrimes. The remaining sanitarium patients were returned to their rooms and their various "treatments".

**The Unity Metatron Prime Comes to Lamia 9-** ***Unity Metatron Prime*** has used his network of shadow satellites to teleport the entire Horror Nexus 1 Space Station into orbit around Lamia 9. The skies above the remaining E-strain Hive Cities darkened as the Horror Nexus 1 belched forth clouds of darkness that descended onto the city. Many people on the ground reported seeing skeletal leaves floating in the clouds of darkness. As they fell these corrupted khaz'gha leaves broke up and mixed with the clouds of nanites that swirled around them. The citizens, the E-strain and even the Magnavores were infected by the demonic presence of the Metatron Prime.

Many of the magnavores died rather than succumb to Unity Conversion. Yet one of the Magnavores, Belas Magnavore, disabled his hive's defenses and personally disabled the remaining atomics and opened the way for the Unity to finish conquering the Lamia system.

Claiming rule of the planet Lamia 9 and the systems surrounding it in the name of the Unity, he renamed himself ***Belas Univore***. The first of the Univore subspecies of Magnavore, Belas Univore pledged his loyalty to the Metatron Prime and the TRILAT and set out to conquer other rogue hives of E-strain.

## Fort Lendill Technomantic Plasma Weapons

- contributed by Christian Westervelt -

### Field Ordinance Optically Targeted Ballistic Assault Leyas Launcher F.O.O.T.B.A.L.L. Weapon System

Sylvan Power Converter (can be used by Leyas Users and Immutables). Requires 2 hands to use. Unlimited Ammo. Choose 1 dmg type each attack. Acts as a Leyas Generator lvl 4

The Football Cannon is an enhanced weapon that makes the carrier a one man army.  
6d6 Energy dmg, x4 to Undead, Energy Beam  
4d8 (No A.R.) Pain dmg, Sonic Wave  
2d8 Energy dmg, Fire, Cone (+4 Dodge T#), Flamethrower  
8 (Half A.R.) Missile dmg, Roomsweeper (+7 Dodge T#), Minigun  
6 Chill dmg, Burst Fire (+3 Dodge T#), Chill Bolter

**EEF Requisition Rank-** General **Blackmarket Price:** Priceless (outside of Fort Lendill)  
**Fort Lendill Price:** 250,000 ghaz

### Fort Lendill Advanced Yield Energy Rifle F.L.A.Y.E.R. Energy Cannon

18 (Half A.R.) Energy dmg  
Lowers V.A.R. & S.A.R. by 18 pts

Sylvan Power Converter (can be used by Leyas Users and Immutables). Requires 2 hands to use. Requires Strength 4 or higher to use in battle. Unlimited Ammo

The FLAYER is a plasma cannon currently undergoing field tests and expected to enter mass production shortly. Though it has a lower payload than its IR and EEF counter parts its unlimited ammunition, light weight rugged design, and capability of near continuous bursts of plasma make it a serious contender. The Cannon has top side and bottom mounted rails capable of supporting a number of accessories including scopes, scopes, lights, thermal scanners, bayonets, foregrips, bipods, and an under barrel Shrapnel Cannon capable of launching scatter gun loads or special launch grenades.

**EEF Requisition Rank-** Captain for Dark Side & Special Forces, General for Army and Navy  
**Blackmarket Price:** 50,000 Ghaz or 500,000 I.R. Credits  
**Fort Lendill Price:** 5,000 ghaz

**Fort Lendill Underbarrel Shrapnel Cannon Does Either 10 Missile dmg, Cone (+4 Dodge T#) or can launch most types of Grenades & MiniGrenades.**

### Fort Lendill Experimental Energy Carbine Ejector F.L.E.E.C.E. Energy Carbine

10 (Half A.R.) Energy dmg  
Lowers V.A.R. & S.A.R. by 5 pts  
Burst Fire (+3 Dodge T#)

Sylvan Power Converter (can be used by Leyas Users and Immutables). 2W. Unlimited Ammo

The FLEECE is a light weight carbine version of the FLAYER intended for vehicle crews and support elements. The FLEECE is light enough to easily be wielded one handed and features an extendable stock. The FLEECE is capable of firing long bursts of plasma and features the same light weight rugged design as the FLAYER. The FLEECE is mounted with top bottom and side rails and most accessories are interchangeable between the FLEECE and the FLAYER, though the FLEECE cannot mount the under barrel Shrapnel Cannon.

**EEF Requisition Rank-** Captain for Dark Side & Special Forces, General for Army and Navy  
**Blackmarket Price:** 10,000 Ghaz or 100,000 I.R. Credits  
**Fort Lendill Price:** 1,000 ghaz

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**The End of the Siege of San Martin-** *I.R. Sector General Deer* sold the planet of San Martin and the entire Solar system around it for an undisclosed sum to *Lief of Fort Lendill*. With Fort Lendill being the official deed holder of San Martin, it is obvious that the Iron Republic plans on leaving the Unity and the new "rulers" of San Martin to decide their own fates.

Already citizens of the Unity Dome of San Martin have begun peacefully marching in the streets demanding an equal role in the rule of the planet. So far Fort Lendill have not set any terms in regards to how the planet shall be ruled.

In her anger at the manipulation by the Iron Republic, *Clover of Unity* sent forth a trap. She launched an Iron Republic shuttlecraft filled with combat satellites towards the I.R. Mothership *Heart of Iron*.

As was I.R. procedure since the ship could not answer hails properly but still showed life signs, the I.R. Mothership aimed its domebuster cannons at the shuttlecraft. After a second request for hails, the Domebuster cannons sounded shattering the ship and destroying many of the satellites inside. The remaining satellites peeled off the hull of the shuttlecraft and charged the Mothership. Plasma turrets pelted them as they approached and still more of the satellites were destroyed. However a pair of the Unity satellites reached the communication hub at the rear of the bridge of the Heart of Iron. There they tore apart the outer hull of the I.R. Mothership and began replicating more satellites. The *Heart of Iron* shadow jumped away, Sector General Deer and his crew still battling the parting "gifts" from Clover of Unity.

**The Homerun-** *I.R. Captain Duwam Jinto* has been doing a hit and run on the TRILAT Planet Despoiler and driven it into the heart of the Gas Giant Valendi 5. Rather than return to finish off the Planet Despoiler and risk his small fleet, the Captain sent only a trio of starfighters. They were Chaos Mark 2 Starfighters, quick and agile craft that outpaced the slower Yrs Starfighters of the Trilat. The Chaos starfighters deployer their entire compliment of missiles. The warheads had been replaced by a chemical which set the sky of the Gas Giant alight.

It did not destroy the Planet Despoiler but slowed its repairs significantly.

Another side effect of the planetwide firestorm was that the normally white and red hull of the Planet Despoiler was scorched and blackened.

## Lite Deep Space Armor Advanced Leyas-powered Spacesuit -contributed by Jeremy Thorn-

### A.R. Lite Deep Space Armor

A.R. vs Melee 5

A.R. vs Missile 5

A.R. vs Energy 5

A.R. vs Chill 5

Move 8 (In Space) WT- 4

+1 Strength Bonus Acts as a SpaceSuit

Sylvan Power Converter- Can be used by Leyas

Users and Immutables.

Leyas Generator lvl 5

Ft. Lendill Lite Power Armor can sustain a Marine for up to a week at a time, has minimal directional thrusters when needed, passive sensors and most of all little to no energy signature. This is accomplished by using an obscured and shielded standard Fort Lendill reproduction Sylvan Power Converter. These added features allow a virtually limitless power source for Leyas use and power generation. Additional artificed devices allow air and water and even sustain the body without food. *Oxygen Tanks are artificed with Give Breath, the water canteen on the suit is artificed with Create Water and the entire suit is artificed with Sustain & Life Shield* all at 4 successes. Life Shield cannot stack and only absorbs Leyas Backlash in this Model of suit.

**EEF Requisition Rank-** Major for Dark Side & Special Forces, General for Army and Navy  
**Blackmarket Price:** 150,000 Ghaz or 15 Million I.R. Credits  
**Fort Lendill Price:** 5,000 ghaz

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**The Strange Case of Dr. Iragi Lac-** The planet Hevelna 3 has suddenly had an outbreak of strange technomantic growths in the citizenry. Many are showing clear signs of Unity Supplication. These Supplicants took the Hevelna 3 Spaceport and began forcing upgrades and conversion on those foreigners traveling through the Hevelna System. The entire Hevelna System has been declared on quarantine according to I.R. Military.

**EEF Strikeforce** - EEF Forces took the Via Spacestation by force, clearing the floor after floor. In violent, bloody sweeps they faced and defeated I.R. Brethren who held the station. But it was their way around the nuclear device, the I.R. had installed in the computer core room. The EEF Spec Ops Gremlins teams quickly disabled the Nanite forcefield and Tzira Soldiers carrying Mining Lasers cut away the wall facing the void of space. As the command chamber vented EEF Soldiers moved in from outside the hull. A quick firefight ensued resulting in the death of the I.R. Brethren and the Quall N'fel leading them.

A New Vorik-Class Assault Shuttle docked with the hole and some of the EEF's top Gremlin Demolitions experts began disabling the multiple failsafes on the I.R. bomb.

As they raced against time, a pair of EEF Technicians attached a Shadow Drive to the Space Station and jumped it back into orbit around the planet Refuge. They safely evaded the I.R. Interdictor fleet which was still undergoing repairs after their horrific losses in the EEF Ambush.

During the battle for the Via Station, an Iron Republic Red Fist Commando escaped with copies of the plans for Sephir Condensors. The forces of the EEF 3rd Light Foot. are in pursuit under the command of *Captain Delas Sevor* and have trailed the Red Fist Commando to the planet Omma 2.

## I.R.-model EM Forcefield

-contributed by Brandon Osorio & Lenny F.-

**Personal Size** Absorbs first 10 dmg wearer takes in battle (recharges every 10 combat rounds). **E.P. 5** Size 1

**Tank or Strider Size** Absorbs first 20 dmg Vehicle takes in battle (recharges every battle). **E.P. 15** Size 2

**Starfighter Size** Absorbs first 30 dmg Starfighter takes in battle (recharges every 5 combat rounds). **E.P. 20** Size 3

**Capital Ship Size** Absorbs first 200 dmg Capital Ship takes in battle (recharges every 5 combat rounds). **E.P. 30** Size 4

**EM Shields Cannot be stacked!**

The Iron Republic EM Forcefield deflects micro-meteorites, and takes up the role of defense shield. They are expensive to produce even for the Iron Republic. This forcefield deflects many physical attacks, but has a glaring weakness to Leyas Chill attacks.

### I.R. EM FORCEFIELD -

### *ULTRA TECH*

Can Defend against Melee, Missile, and Energy dmg (even those that directly lower V.A.R. & S.A.R.). Does not defend against Acid, Poison, Gas, Disease, Chill and/or Annihilation damage. EMP dmg does half dmg to any ship with an EM Forcefield.

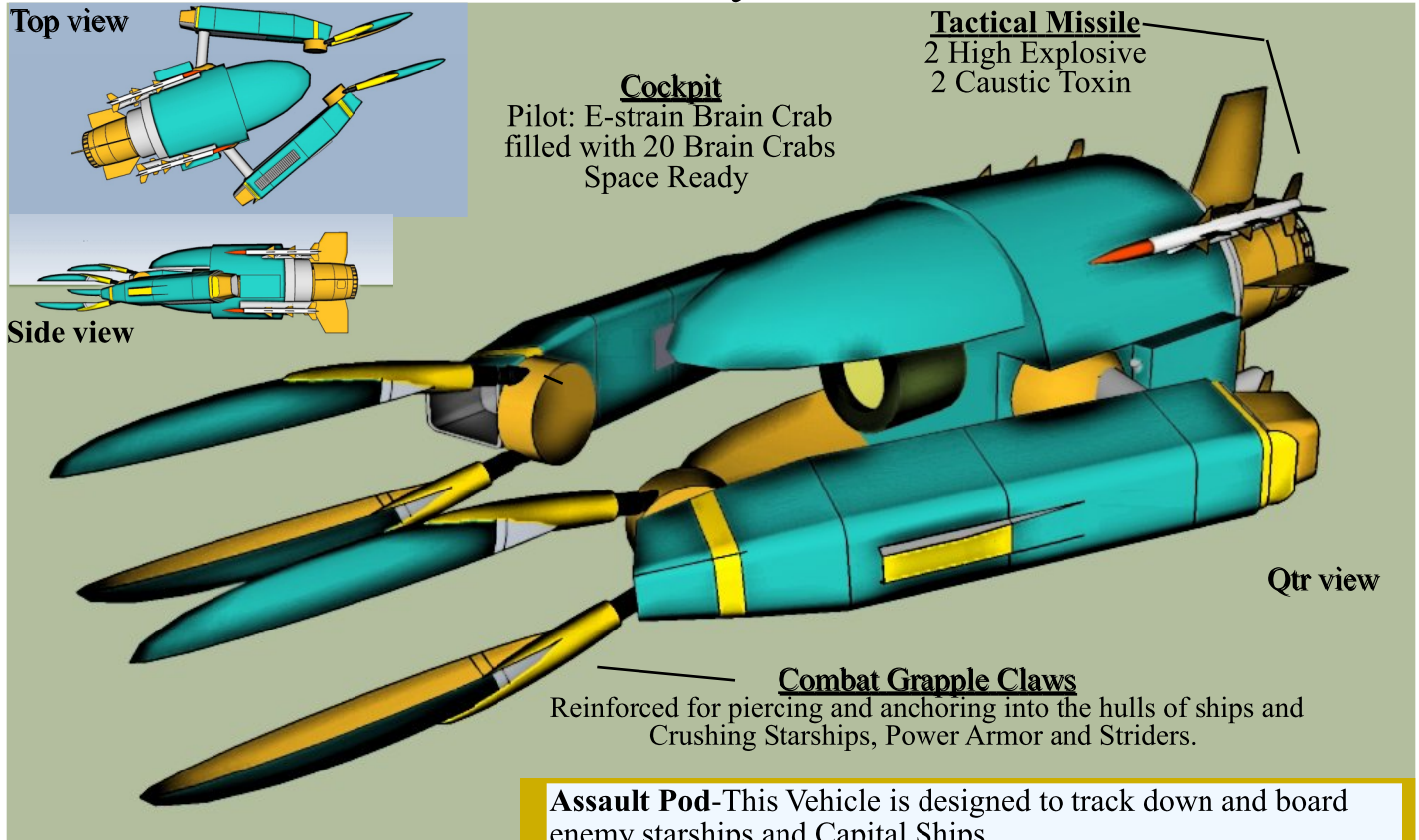
If E.P. is dropped to 0 on the Forcefield it will be shut off for 5 combat rounds.

**Blackmarket Price:** 5,000 Ghaz x Size

**I.R. Military Price:** 50,000 I.R. Credits x Size

Contributed by Amanda Marcos & Brandon Osorio

# NEW E-Strain, & Free Systems Exclusive Gear



## TRILAT CLAW Boarding Vehicle - Space Strider

### TRILAT CLAW

#### Boarding Pod

#### E-Strain Assault Pod

##### V.A.R. Starfighter Bio-Armor

vs. Melee 40

vs Missile 20

vs Energy 25

E.P. 20

Move 0, Fly 20, Space 40

Strength 12 Living Vessel

Crew- 20 Brain Crabs, 1 E-strain Manslayer egg

**Combat Claws (x2)** - 15 Melee dmg, Bludgeon  
+ Holds anyone with Strength 6 or less (No Dodge)  
No A.R. to WarGiants

**E-strain Cutting Beam Hole-Punch Cannon-**  
20 Energy dmg, Lowers V.A.R. & S.A.R. by 10 pts.

##### Guided Missile Systems

##### **High Explosive Missiles (x2)-**

30 (Half A.R.) Energy dmg, x2 dmg to Starfighters,  
(+5 Dodge T# for Flyers & in Space)

**Caustic Toxin Missiles (x2)-** 30 (No A.R.) Acid dmg,  
Lowers V.A.R. & S.A.R. by 30 pts.

The TRILAT CLAW is a primary assault craft of the E-Strain. It is often filled with a storehouse of 20 E-strain Braincrabs and one Manslayer egg all in hibernation. Its Brain Crab pilot will hide out in the darkness of space until they spot an enemy vessel. Then the Claw will anchor itself in the side of the vessel. The Cutting Beam Hole Punch fires and cut a hole in the side of the enemy vessel. The Claw will then pump its entire compliments of brain crabs who carry the E-strain egg further inside the enemy vessel. To hide the infiltration, once the egg is safely away, the Claw will fire any remaining missiles as point blank range into the side of the vessel destroying itself and exposing the area to the void of space.

**HOLE PUNCHER!**- If a TRILAT CLAW gives up all attacks this round they can latch on, cut a boarding tunnel and unload their entire compliment of Brain Crabs in one combat round.

**Sabotage-** Does 30 Energy dmg & Vessel self-destructs.

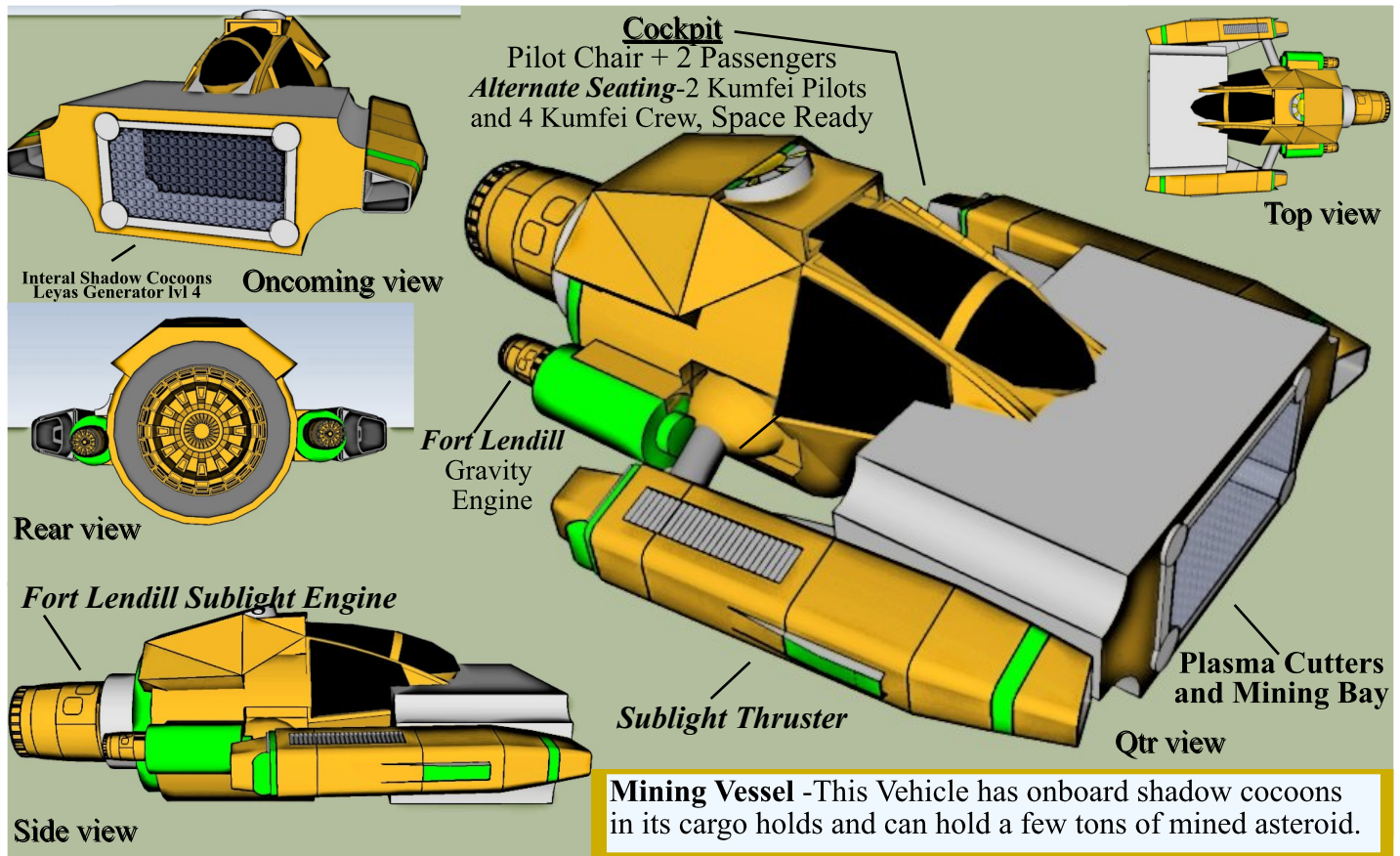
**SPECIAL WEAKNESS-** If the TRILAT CLAW is hit with more than 20 Chill dmg or 20 EMP Dmg will disable the pod and kill all Brain Crabs onboard.

**Arm joint** (if both arms are destroyed the Claw cannot dock to the Hulls of enemy ships and loses COMBAT CLAWS)  
V.A.R. Melee 10 (Half dmg), Missile 20 (Half dmg),  
Energy 15.

**Blackmarket Price- 0 ghaz, its infested.**

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Contributed by Travis Oxencis, Images by Brandon Osorio  
**NEW Fort Lendill Exclusive Gear**



**G.E.L.P.O.R.S. Mining Starship**

**G.E.L.P.O.R.S.**

**Mining Starship**

**Fort Lendill Civilian Starship**

V.A.R Barebones Starship Armor

vs. Melee 15

vs Missile 45

vs Energy 30

Takes half dmg from Missile

Move 0, Fly 20, Space 25

Fort Lendill Gravity Engine- E.P. 25

Crew- Pilot & 2 Passengers or 5 Kumfei Crew

Fort Lendill Plasma Cutter-

15 (Half A.R.) Energy dmg

Lowers V.A.R. & S.A.R. by 15 pts

Sylvan Power Converter- Can be used by Leyas Users & Immutables. Unlimited Ammo.

Mining Run

**Charge Attack-**Lowers V.A.R. & S.A.R. by 30 pts (Cannot be dodged on a successful hit by Capital Ships, Asteroids & Space Stations)

On a roll of natural 1 on a Mining Run the Pilot crashes reducing his own V.A.R. vs Melee to 0 pts.

The G.E.L.P.O.R.S itself stads for "Gravity Engine Lets Personnel Obtain Rocks Safely". Built for harvesting 'space junk' without damaging itself in the process it is a very minimalistic ship. It has no living quarters or anything for long travel. The ship is described as all engine. One of the fastest and most agile ships you can have but not meant for comfort. The only places on the ship that have life-support are the 10x10 cockpit and the 15x20 crew hold... it seemed that with a cargo bay that opens up into space it seemed unnecessary to pump Oxygen anywhere else. Though it is built to withstand just about anything it was not designed for combat and only has one Plasma cannon.

**MINING VESSEL-** If a GELPORS Pilot gives up all other attacks this round they can charge a starfighter and cut its wings off and swallow the cockpit in one combat round. **Does 15 (Half A.R.) Energy dmg, Lowers V.A.R. by 15 points and cuts away the wings and engines storing the cockpit safely inside. Use Pilot (Starfighter) Skill as F.S. for this attack. This can also be used on a larger asteroid to refill the Asteroid Launcher.**

**Asteroid Launcher-** If a GELPORS Pilot gives up all other attacks this round they fire off the asteroids held in its hold using a Magnetic Repel Field (4 successes). **30 Missile dmg, Lowers V.A.R. by 25 pts.**

**(City Effect if used from Orbit) Max 1 shot until reloaded**

**Blackmarket Price-** 10,000 ghaz or 700,000 I.R. Credits  
**Fort Lendill Price-** 200 ghaz

## Missions of the Week (each player may only select 1 mission each week)

### Mission 7.1: Strike Force (EEF and Iron Republic Players Only)

An Iron Republic Red Fist Commando escaped to an aquatic planet in the Omma system. In the Undersea Dome city of Marina Delomma, twenty of Captain Sevor's soldiers have tracked the commando to a slum apartment complex. He has nowhere to run. However an Iron Republic extraction is on the way with twenty Brethren, a pair of hovercopters, and ten more Red Fist Commandos. They will be landing on the roof of the complex in the early morning hours. What are your first five attacks when they land?

### Mission 7.2: Haulin Booty

An EEF Science ship is carrying an experimental new artifact weapon. It is guarded by a Dusk-class Destroyer and 20 starfighters. What forces do you send to take the ships? What are your first five attacks going to be in this pirate attack?

### Mission 7.3: The Negotiation of San Martin (Open to Fort Lendill & Unity factions only)

The Planet of San Martin is "officially" owned by Fort Lendill, but many within the Unity Dome protest this strange and warped turn of affairs. Do you escalate the violence in hopes of securing more land? Or do you negotiate for other planets in that solar system in hopes of a peaceful end? (other factions may make merc hits)

### Mission 7.4: Blood on the Water

The intergalactic criminal Jak'hal of the line of J'kutu is known to be gathering a pirate fleet on the edge of the Free Systems territory. He has 2 Carrion Salvage Ships, twenty I.R. Gunpod Starfighters. What forces do you send to take him into custody & how do you do it?

### Mission 7.5: Radiation Scare

A Transport ship carrying Leyas Generators went down out in the boondocks on a hick planet named Esiroh 7. The Mad Heretic of Olde Esiroh has begun using his splinter fleet of I.R. Gunships to steal more hosts for the Quall N'drone from nearby independent colonies. He has taken over the nearby colony on Esiroh 6. The ceremony to open a gate to the land of the Quall N'drone starts tomorrow night. How do you stop the ceremony?

### Mission 7.6: The Galaxy Drive & the Verdania Dome! (Open to EEF Only)

The Uloh System is now a permanent Galaxy Drive. A forward base on the Galaxy Drive would serve the EEF's investigation into the Rogue E-strain. The Mega-Dome has been taken by EEF Liberators, and the location of a tap point has been found out in the hinterlands. With limited resources, what force do you send to escort a pair of EEF Technicians there to hack the Galaxy Drive? Expected defenses unknown...