

## SWC 16 -

**The Battle of Refuge** - The Dragon of Unity and the Dragon of Doom were locked in a death embrace. The Dragon of Unity was suffering from many wounds, and had choked on a starfighter. On its back was *Prime of Unity*, fighting sword to sword against a pack of Augurs of War. Yet as each Augur of War dropped from Prime's demonic blade, they were brought back, ironically feeding off the Annihilation breath that the Dragon of Doom released onto its enemy.

Then *I.R. Sector General Deer* began his counter attack, and no known force could have withstood it. As one all Four I.R. Motherships fired their Domebusters in controlled volleys at the Dragon of Doom. Meanwhile the I.R. Horn-class Frigates fired their own cannons loaded with specially designed caustic chemicals towards the Dragon of Unity. At the next signal from S.G. Deer's flagship, the vessels switched targets and repeated bombardment.

The two Dragons attempted to disengage from each other as they were torn into by the capital ship sized railcannons. Then the EEF Starfleet moved into a position to join the firing squad. The massive Dragon of Doom, known as *End of Worlds*, fell towards the planet below. A lesser dragon would have been consumed, and it certainly did not do *End of Worlds* any good, but she survived striking the ground. Her body disappeared into the frozen northeastern wilderness known as the Glacial Wastes.

Yet with a creature of myth and legend taken down by sheer firepower, the EEF and I.R. fleets sought to finish the job and wipe out the other dragon as well.

The Dragon of Unity was hit in succession and torn in half. Most of the Augurs of War were thrown from the back of the Dragon of Unity. Prime clutched it for dear life, fear filling him. Yet he never faltered, dragging himself section by section until he reached the head of the demonic focus. Prime of Unity plunged his sword down into the connection, grabbing control of the Dragon. Prime became the vessel as the combined will of the Unity connected flowed through him, wiping the dragon's systems clean of the Augur of War's programming. Prime slammed a nanite syringe into the Dragon, healing its wounds.

Now in command of a fully powered Dragon of Unity, the Prime flew towards the gaping rend in reality from which the Warmonger's fleet was escaping. It entered the portal, and dodged the Ziggurats defending the front of Warmonger's Flagship. The Dragon of Unity crashed into the hull of the Flagship just as the first set of Ziggurat Starships reached our reality.

As the vanguard of Warmonger's fleet passed through the event horizon of the gateway, *Sector General Palomedes* had his starfighters detonate hundreds of small flak bombs. Each one spread Zela metal shrapnel into a cloud that the speeding Ziggurats slammed right into. As they struck the Zela metal, their Annihilation Fields dropped, leaving the starships open and exposed. And the I.R. and EEF fleets were waiting for that moment. Then Sector General Deer signalled his TRIDENT missile ships to bombard the undefended starships with CLEAN Bombs. In a wave of blue pulses the crews of the vessels were dead.

At *EEF Field Marshal Strykker's* command the EEF fleet carved the undefended Ziggurat Starships up. Ten Ziggurats were destroyed without a single casualty on the EEF side. Only bits of alien marble remained drifting near the mouth of the gateway.

But the Warmonger's Flagship reached the gate and passed nearly halfway into our dimension. The following bombardments struck the front of the Flagship, but the attack was redirected back at the combined I.R. and EEF fleets. Damage was significant and many hands were lost on both sides, but the enemy Flagship and its crew was unscathed.

Then *EEF Major General Terror* began Operation: Gatscrasher. Flying out in a EEF tactical starship pilot by *Specialist Simone Ilaria*, Maj.Gen.Terror and his squad had only moments to act. Specialist Ilaria dodged the attacks of K'ias Ziggurats and tricked them into flying into the portal, while her own starship slipped up behind the portal. As she brought her starship, Pearl, around the top of the portal, Maj.Gen.Terror dropped back out the airlock of the ship. Using the escaping air as a slingshot he hurled himself towards Warmonger's Flagship.

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**The Statutory Rape of the Broadcasting Station 0** - With a few squads of Sephirian Leyborgs, *Lief of Fort Lendill* left San Martin to make an assault on the Broadcasting station 0. Thinking they would find Quiet there, Lief sent his Technofetishits into the systems to take over the system by seducing the Energy Being. Instead one of the technofetishists sexually joined with the immature Sephir inside the Station 0. It fell in obsessively in love with this technofetishist, and tracked them when Lief and his squad escaped Broadcasting Station 0 (realizing they couldn't take control of it, and that Quiet was long gone).

Lief got a call in from *Commander Mor'aye'ahn* of Fort Lendill, and went to join the bigger battle raged at his home planet of Refuge. Shadow jumping there, Lief arrived to find the battle of Refuge raging around him. He saw the front end of the Warmonger's Flagship already past the event horizon of the portal. Further back the Dragon of Unity raged smashing sections of the hull of the Flagship trying to get at the Warmonger, still believing victory could come through force and violence. Lief watched as the Broadcasting Station 0 jumped into orbit around Refuge following his own starship and released a cloud of Sephir Space Superiority mekanoids to capture Lief and more importantly the technofetishist he carried with him.

## Warmonger's Flagship

### Living Capital-Class Starship

H.P. 2000

F.S. 10 # of Attacks: 5

V.A.R Ancient Evil's ion

vs. Melee 1000

vs. Missile 1000

vs. Energy 1000

Move 0, Fly 30, Space 100 or Teleport (Wish Drive)

**Immune to Chill, Poison, Pain & Disease attacks.**

Annihilation & Void heals the Station (1 dmg = +1 H.P).

V.A.R. must be reduced to 0 before H.P. is lowered.

### Weapons

**Starfighter Annihilator Beams-**

Lowers V.A.R. & S.A.R. by 50 pts

**Lord of War-** Any attack that hits the Flagship can be redirected at ALL Capital Ship targets within range of the Flagship (friends & foes).

This will hit every target with line of sight of Warmonger's Flagship. Cannot be used to target planets or space stations.

**Indestructable**

The Flagship of Warmonger was designed by the brilliant K'ias Scientist Vul, during the height of the K'ias Wars. When Warmonger was defeated and sealed away within the prison dimension of Les'tas'tral, this ship was sealed away with him.

Its design is remiscent of a Sylvan Warship with layers of living crystal grown from a metal base, however each of its four corners are a K'ias Ziggurat.

These Ziggurats extend tendrills of living marble into the crystal of the main hull, and their marble skin has grow over the outside of the hull.

Its floor plan involves mazes filled with traps, inhabited by Warmonger's Dead and K'ias WarWalkers, who will kill any who board the vessel without the blessing of the Avatar of Warmonger.

In the center of the vessel is a large domed chamber designed to resemble an Amphitheater. It was in this chamber that Mar'un'ga have speeches to his loyal K'ias Balancers, and once possessed by Warmonger, this is where he convinced the K'ias to turn on the Sylvan and attempt to exterminate them. It is in this chamber that the spirit of Warmonger will lead this vessel. This ship has no FTL communication, nor does it have a traditional science lab, med lab or even troops barracks. However it does have three Warmonger Cult Djinni who act as the vessel's teleport and FTL drive.

**Warmonger Shield Generator** - Like the Ziggurat Starship, Warmonger's Flagship can project an Annihilation Field. This field has the same effect as a Ziggurat's but requires one K'ias Captain in each of the four corners of the vessel to project the field around the whole vessel.

Since all of Warmonger's loyal K'ias Captians died during the end of the K'ias Wars, all that remains of them are controller limbs. (See description of K'ias Ziggurat Starship for more details and rules on Annihilation Fields)

This vessel is priceless. This vessel heals 500 V.A.R. every month.

Its standard crew is 1,000 Warmonger's Dead and 100 Man-O-War Fiends  
Its vehicle compliment are 50 K'ias Warwalkers and 30 Vul-Class Warbirds

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**The 0 Weapon is Reflected-** When the signal came from Broadcasting Station 0, *Lief of Fort Lendill* launched his starship straight at Warmonger's Flagship hoping to draw Station 0's fire. Yet instead his own ship was hit by Station 0's disabler cannons and he lost control. As a Ziggurat Starship attempted to attack Lief's ship it was intercepted by a beam from the station's 0 Weapon. It altered the Ziggurat into a self contained non-combat space station, trapping its crew of Cambions and Warmonger's Dead inside. The second and third shots did the same to another two K'ias Ziggurat Starships. Meanwhile, Station 0's Sephir Mekanoids captured the technofetishist and sent Lief adrift. On its next shot, Station 0 targeted Warmonger's Flagship, but the Flagship simply redirected it into a wide beam that struck the I.R. Fleet above Refuge, and the fleet of *Commander Mor'aye'ahn*.

Perhaps hardest hit by the strike was the EEF starforce which lost 90% of its fleet. Not only were the capital ships altered into non-combat space stations trapping the crew and entire compliment of starfighters inside a few feet of Capital ship hull. And the starfighters weapons had all been replaced by pacifistic healing beam weapons.

The EEF COG Heavy Starcruiser Dumbar Lightning escaped, since it was passing behind a moon when the 0 Weapon was reflected. Along with the Dumbar Lightning, only a single Dusk-Class Destroyer, and a pair of Kalino-Class Missile ships survived the bombardment. The rest of the fleet was gone, transformed in an instant. This included *Field Marshal Strykker's* flagship which was turned into a veritable prison. Only by using Major General Celyse Ha'jima and her squad of Uthvelor Nngh'tae and Fallen Commanders did they keep control of battlefield awareness.

The EEF fleet was disabled, the Fort Lendill fleet hampered, and the I.R. Fleet completely cut off. However *I.R. Sector General Deer* had been expecting trechery of some sort and commanded the I.R. Interdictor Fleet to shadow jump into Refuge the second his own Flagship's weapon systems were disabled. When they had been eliminated by the 0 Weapon, it signalled to the Interdictor fleet and four of the capital ships jumped into Refuge's orbit.

At the same moment the TRILAT Planet Despoiler jumped into orbit coming to the aid of the Prime of Unity. It was commanded by *Necromancer Admiral Layne Yr* and immediatly targeted the non-combat space station that had once been *Sector General Palomedes'* flagship. As the Planet Despoiler grabbed the orb station into its tentacled grip, Layne Yr completed a plan that was now even easier than expected. She hailed the I.R. Interdictors demanding they pulled back their starfighters or she would kill all onboard.

The I.R. Interdictors did pull back.

**Operation: GateCrasher is Successful despite a few snags-** *EEF Major General Terror* had hurled towards Warmonger's Flagship and hit it on a side where its Annihilation Field was still active. It annihilated one arm and one leg before it struck the Zela Metal dagger the Major General always kept on his tactical belt. He fell bleeding to the hull of Warmonger's ship, just inside the event horizon of the portal. The Major General dragged himself forward, realizing he couldn't regenerate the damage done by the field. Finally he shapeshifted into the form of a common Earther dog. Now on four paws he raced across the hull of the ship (on that side of the portal was atmosphere and gravity.)

When he reached the Dragon of Unity, Maj.Gen. Terror realized he had few options. If the EEF closed the portal with the Dragon on that side, it could be taken and corrupted by the Warmonger. So instead the dog ran forward and fixed its teeth into one of the legs of the Dragon. Drawing incredible amounts of Leyas in, Terror, teleported himself, the Dragon of Unity, and *the Prime of Unity* (still on dragonback) back to the area right outside the portal and back into our reality. With the Dragon safely outside the event horizon, Terror signalled to his team.

*EEF Chaplain Caleb*, rumored to have beaten Warmonger in a game of chess, led a prayer of Ohmites, Tsogara, and Knights of the Bladed Sun. As they focused their faith on the portal, they drew in enough Leyas to cause it to snap shut bisecting Warmonger's flagship and trapping the Avatar of Warmonger on the other side.

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**From inside the Flagship Came...**- As the front half of Warmonger's flagship tumbled through space, starfighters buzzed from it like angry bees. Forged in the heat of the hell-dimensions, these Vul-Class Warbirds flew out to engage the I.R. Interdictors.

Despite their mutual dislike for each other, **Admiral Yr** launched Yrs Starfighters to aid the I.R. Starfighters against the Warmonger Cult force. A battle raged around the floating space stations created by Station 0, as the three factions' starfighters met in combat. The small force in the section of the severed flagship hull included many powerful fiends who used their power to teleport onto the space stations created by the Station 0, hoping to escape a cold death in the vacuum of space. The flagship hull was struck by the beam of Station 0 and now severed was altered into a prison for the few demons who were not lucky enough to get away. Those demons lucky enough to get away still faced danger.

Some were killed on sight, but others made the most of their new homes slaughtering EEF and I.R. alike. This process was unfortunately helped along by Admiral Yr's battle plan which had originally called for her own K'ias Sanguine Lords punching holes into the I.R. Capital ships and boarding them in cloud form. Now many of these found the weapon-less space stations perfect targets. The K'ias Sanguine Lords cut open small holes to infest the ships.

On some of these stations, the Sanguine Lords and the Warmonger's Fiends fought. On some the Sanguine Lords won, and took the stations as their own. On others they were torn apart by Man-O-War. Luckily for **I.R. Sector General Palomedes**, he had hired a trio of the finest Exorcist Dimension Walkers the Quall N'drone could train, and they made short work of the Fiends. The Sector General's Red Fist Commandos made equally short work of a Sanguine Lord, but at the cost of their own lives.

To rescue Field Marshall Strykker and his command crew, **Specialist Simone Ilaria**, used her starship *Pearl* to tow the entire station planetside. She deposited the Space station in the waters near the Barris Islands EEF Base, saving the lives of hundreds of EEF soldiers. Five minutes after dropping off the Space station, the starship *Pearl* was once more flying out of the atmosphere of Refuge back to the battlesite in orbit.

After a brutal fight against the Dragon of Unity, the *Pearl* made a run on the station holding S.G. Palomedes. While **Captain Raven** wounded the Dragon of Unity with the legendary sword Daemonsbane, Maj.Gen. Terror teleported his tactical team inside.

They searched for S.G. Palomedes and found him, rescuing him moments before a Kasanthian Kill-team took him into "custody" (custody is being killed and having an Instilled Nightmare implanted in your corpse for the Kasanthian Federation).

## Vul-Class Warbird Starfighters

-contributed by B.G.Osorio-

### Demonic Starfighter

V.A.R. Infernal Plate Armor

vs. Melee 40

vs Missile 20

vs Energy 30

Move 0, Fly 20, Space 50

**Crew:** 1 Pilot, 2-5 passengers

**Bomb-Bay-** 2 Warwalker Launchers  
(each holds a single K'ias Warwalker)

Designed by the K'ias Negamancer Vul and put into mass production by the Greater Fiends of Warmonger. They used the full production power of the Hell-dimensions to create a semi-sentient starfighter which could survive almost any environment and could rapidly travel from planet to planet piloted by Warmonger Cultists.

**Warbird Reflector Field-** They have a modified form of Warmonger's own Reflector Field. However unlike the flagship's model it can only redirect attacks at 1 target (Starfighter or Capital Ship), and only if it has made no attacks this turn.

#### **HellFire AutoCannons (x6)-**

25 Energy dmg, Lowers V.A.R. & S.A.R. by 25 pts, Roomsweeper (+7 Dodge T#).

*Cannot be removed, cannot be damaged.* Unlimited Ammo

*Infernal Weapon-* Can dmg even those targets normally immune to Energy attacks.

**Blackmarket Price:** 25,000 Ghaz

**Iron Republic Price:** 250,000 I.R. Credits (illegal for civilians to own)

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**The Blood On the Water Resolved-** Of the massive Warmonger Cult fleet that had left the dead worlds, now only five K'ias Ziggurats StarShips continued the Warmonger Cult assault. They made a final pass at the Dragon of Unity, and then veered off meeting up with a wing of twenty Vul-Class Warbirds and went invisible escaping the battlefield.

Yet the Dragon was unable to pursue, still recovering from the attack by the EEF Exorcist Captain.

Unable to heal the wounds made by the Daemonsbane sword, **Prime of Unity** resolved himself to have to destroy his one-time allies. He forced the Dragon to rear up to unleash its full power to try and destroy the EEF Starship Pearl. Instead Prime found himself linked directly into an alien mind. Deep inside the Dragon of Unity, **Nikki the bastard** had survived her crashed starfighter. She had made her way to the heart & brain of the Dragon of Unity. Flesh that had once been a Nightmare Lord, stretched and full of the demonic energy of the Unity, made up the Dragon's core. And Nikki the bastard used a brain leech bypass to plug directly into its mind.

She forced her will into the Dragon, trying to cut off Prime of Unity. It was enough to save the Pearl, which zig-zagged away with its precious crew. Knowing she had succeeded in saving the lives of her comrade, Nikki activated the many teddy bear bombs she had spread across the Dragon of Unity's gullet. With a single button press of her artificed detonator all the bombs went off. The Dragon was torn apart and Nikki was killed instantly. The Prime of Unity found himself flung through space, still connected to the head of the Dragon, now severed, as it was hurled away by the blast.

Badly injured from his battle on Warmonger's Flagship, and the EEF betrayal, the Prime drifted for a small period of time just regaining his strength. He and the Dragon were recovered by **Admiral Yr** and the TRILAT Planet Despoiler, carried off in its tentacled grip. The Prime was restored by Layne Yr and the Dragon of Unity was taken to a secret TRILAT laboratory for study.

As **EEF Field Marshal Strykker** waited for word of success he got two impressive pieces of news. The first was from his old squadmate, **Maj.Gen.Terror**. *The Pearl* had succeeded in both its missions, closing the gate on Warmonger, and rescuing Sector General Palomedes. The peacetalks had been saved, and a preliminary treaty had been signed.

The second bit of good news was that Nikki had been resurrected back at the Barris Islands. Field Marshall Strykker promised himself he would reward the brave soldier when he next saw her.

With the Warmonger Cult defeated here at Refuge, it would take many years for then to amass the resources to attempt such an effort again. **Jah'kal of the line of J'kutu** never launched his pirate fleet to aid the Warmonger Cult, instead biding his time. He was rewarded for his duplicitious nature, and escaped with hundreds of pirate starfighters and a small contingent of Ziggurat Starships and Warbird Starfighters. Jah'kal returned to Varikoshka, and began rebuilding the base there.

Countless Demons of Warmonger escaped during the battle but **Grand Admiral Thie'gann** had been watching and waiting to see if a full invasion was necessary. He had thousands of Da'uhn warriors waiting and ready. They teleported to escaping vessels, quickly killing and consuming the demons before they reached planets where they could wreck havoc.

Only a single one escaped the nets of teleporting Temporal Troopers. Known as **the Usurper**, this greater fiend of Warmonger, took a starfighter deep into the expanse. Shadow jumping to the system that had once held Uloh and now was a stable wormhole, the Usurper used the wormhole to reach deep into Iron Republic territory. It was so easy after Captain Magnus Ironbane had given the Warmonger Cultists the passcodes for the toll-road he had set up there. Without equal access, the Temporal Empire could not keep up with the fleeing demon.

From there the Usurper set out for the last unstable wormhole. He waited and watched until the oscillations of the unstable wormhole showed it terminus was at his final destination. The Usurper flew into the wormhole fleeing back in time to the dark days before the K'ias Wars, to set the cycle in motion...

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**The "Rescue" of Stockholder Kal Marx-** After *Captain Alice Clegg* was implanted with a Magnavore Larva, she aided the Angels of Desolation in capturing an I.R. politician. This politician was ***I.R. Stockholder Fredrieck Kal Marx***, a vocal Anti-Quall N'drone propogandist. With him as bait, Angel D, leader of the Angels of Desolation, knew she could draw many different types of people. However none were more perfect than I.R. Captain Duwan Jinto.

They lured in the naive Captain Jinto, who thought he was going according to his own plan when his Horn-Class Starcruiser bombarded the two Bloom Ships into spacedust. His starfighter force attacked the Anti-Air bunkers with Ablative Foam rockets. They gummed up the Maulers inside their firing ports. With the anti-air defenses silenced, Captain Jinto's Gunships landed the assault force. Brethren Betas, backed up by Brethren Enforcers and I.R. Antlion Combat Mekanoids cleared hallway after hallway of Manslayers. They fought their way in, rescued the I.R. Stockholder.

The Stockholder passed all DNA and medical scans and was taken to an exclusive medical facility on Mars before going to meet with the I.R. Board of Directors. Captain Jinto recieved a significant promotion for his success, being recognized as now Colonel Duwam Jinto.

However the truth of the matter is that the real Kal Marx was never rescued and is currently onboard an AOD prison fleet commanded by Captain Clegg and ***T'rond Vale of the Angels of Desolation***.

Meanwhile, ***Lt. Basil of the Crab-Claw Mercs***, set forth to hide the existance of E-strain worlds from the Iron Republic. He purposely infected nearby FTL Communication relays with the Quiet's cocktail of computer viruses to keep the I.R. from picking up on their own encrypted communications. Once on Mars, Lt. Basil even wiped the main I.R. database of known E-strain planets before escaping onboard a cleaning mekanoid. The little braincrab saved hundreds of E-strain Hives slated for extermination.

By using a shapeshifting artifact, ***Angel D*** had stolen Kal Marx's form and memories. She infiltrated the I.R. Board of Directors, and begun twisting them to the will of her master, the Ancient Evil known as the Creeping Darkness.

While most of the Board of Directors is free of Angel D's corruption, already two of the Board Members listen too closely to the evil machinations of the Ancient Evils.

**The Theft of the Cloning Vats-** ***EEF Agent:Ragman*** was now in charge of an entire solar system (the Uloh) which he had organized into a Uloh Free Confederacy. There even Manslayers and E-strain could be considered citizens with equal rights as long as they followed the law. Declaring their loyalty to the EEF, and the laws of the Uloh Free Confederacy, the Uloh Hive and Stuben Hives were officially inducted as citizens.

Knowing he needed bodies for the inevitable hosts that the Uloh and Stuben Magnavore Larva would need, the Ragman had a plan. He commanded his forces to assault a well known Iron Republic Delta Brethren cloning facility. Ragman sent in Piranha Bio-ships, Gunpod Starfighters, Aegis Starfighters, Megaladon Bio-ships, and allied Bloomships to take out the I.R. Frigates and starfighters defending the base. Bombing runs by Limpets disabled the defenses, and then the looting began. After stealing hundreds of cloning tubes, the EEF fleet under Ragman left the planet and used their cutting beams to destroy the facility from orbit.

With the technology safely back at Uloh, the Ragman ordered the Galaxy Drive activated. In a flash, the Galaxy Drive transported the Uloh Free Confederacy to new unknown coordinates.

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**The Slavers of Esiroh Resolved** - *Captain Su Maehl* arrived in orbit above the planet Esiroh 7 just in time to see the stolen Frigate moving into position. Aboard it were vigilantes from Esiroh 6. He spoke compassionately and wisely, but the vigilantes would hear no reason.

With few options for a nonlethal end to the conflict, Captain Maehl learned the Domebuster was powering up on the vigilante frigate. Rather than see the people of Oldhe Esiroh wiped out for the sins of their countrymen, Captain Su had his STILETTO Starfighters perform an intricate attack run. Each of the starfighters were mounting Ablative Rockets, bought for a premium on the blackmarket. One after another they fired their rockets down the barrel of the Frigate's Domebuster. The rockets filled the cannon within seconds with a foam harder than steel.

Captain Su called the ship and relayed their situation. The dejected vigilantes powered down their Frigate and were taken into custody. The day was declared Esiroh Solidarity day, and many hope it will be a new age of peace in the Esiroh System.

**A Most Disagreeable Method of Production** - For the past six month, *I.R. Sector General Sandford Deer* has had I.R. Enforcers and bounty hunters hunting planets, space stations and the distant shores for Djinni. The purpose of these alien-nappings were unknown until recently.

It was revealed during an attack. Ships with the markings of Pirate Captain Magnus Ironbane attacked an isolated I.R. Production Facility. It began as a unique Orbital Railgun fired off 3 shots at the defenses of the I.R. facility. Before the pirate attack fleet even finished shadow jumping on the scene, the railcannon rounds struck. The first 2 shots were direct hits destroying the Oculus Station and one on the I.R. Cruisers. The third shot barely grazed the last of the I.R. StarCruisers leaving it shaken but operational. Moving in the pirate fleet of frigates and Sentinel Space Striders attacked the remaining I.R. Cruiser. After a short lived fight with the loss of one pirate frigate the defenses were overcome.

One of the Djinni who had been in a lower med-lab and escaped after the fighting was done described the violence that ensued.

The Pirates breached the dock bay located on the 10th floor. With the 10th floor empty from this, they began their descent into the building. Rather than taking the stairs, they blasted a small hole into the floor below them, and jumped down. This was a mistake on their part jumping right into the shooting range currently occupied by a squad of Brethren under the command of a Quall N'fel.

After a long fight they had the 9th floor cleared and rather than using that method of going down in the building they took the stairs. At the 8th and 7th floors the Pirates rigged the doors shut to hold off any forces on those floors and rigging them to explode once opened. Their tactical data said that the production was done on the 6th and 5th floor. Yet there was no 6th floor apparently, hidden by the I.R. security teams in the floorplan itself. The pirates went to the 5th. After fighting through another Brethren squad, they entered what they believed to be the factory.

In this huge open room they learned the truth of the I.R.s CLEAN Bomb production. Hanging from the ceiling were three Djinni.

Seeing the pirates they cried out for help and as they did a spider mek's came rappelling down the chains the Djinnis' were tied to ready to attack the pirates. With the pirates full of rage at seeing how the CLEAN bombs were really made they made short work of the mekanoids. With the Djinni freed the Pirates set up explosives to take out the factory.

After the factory was destroyed, I.R. investigators were brought in. Some rumors were floated around, pointing to *the Apples of Indifference* as being involved due to the use of Sentinel-Class Space Striders. The unique Orbital railgun pointed to a non-pirate involvement, but the final I.R. report placed the full blame on Pirate Captain Ironbane.

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**The Glorious Death of Magnus Ironbane** - *Pirate Captain Magnus Ironbane* resolved himself to his fate. Despite the wooing of his demonic partner, Magnus knew no amount of wealth would keep him safe. When his blackmarket contacts warned him that *Belas Univore* was broadcasting his location.

The Pirate Captain made some discrete purchases and prepared for the coming siege.

The first force to come for him was the force of *Pirate Captain De La Cruz* which consisted of ten Pirate Light Frigates and fifty Starfighters. They entered the asteroid belt surrounding Captain Ironbane's base, only to find a deadly array of traps waiting for them. The worst were the EMP burst shields. They had been installed to prevent nukes and other high tech bombs from being fired into the belt to clear a path. A side effect was that De La Cruz's ships were shut down the second they entered the belt. Hidden throughout the belt were Pirate Drill Ships which attacked De La Cruz's disabled ships.

Nearly all hands were lost. On the second attack by De La Cruz's fleet, Pirate Captain Magnus Ironbane had 20 Mirror ships at the edge of his asteroid field, all armed with black hole bombs. When that attack began he ordered an omnidirectional launch. Totally surrounding the asteroid field with Black holes. This left only one passable route into Captain Ironbane's base.

After this intense counter-attack, came the fleet commanded by *the infamous Captain Axis*. Unity Dreadnaughts used their shadow satellites to appear just outside the range of the EMP Burst fields. They opened their docking bays. Instead of being loaded with standard Unity Sagittae Starfighters, they were carrying the heavy Nodachi Starfighters. Each carried a void bomb, allowing Captain Axis' fleet to quickly cut their way through the asteroid belt, and past the Drill Ships.

The Nodachi Starfighters quickly outgunned the pirate starfighters they faced. A few more Nodachi dropped void bombs opening a way into Ironbane's base, knowing full well this would trigger Ironbane's failsafe. Axis had been using Uthvelor Seers to spy on Ironbane during the pirate's defensive planning. Axis' seers quickly gave him, Ironbane's new position. Ironbane's Flagship had jumped away and the pirate base and two of Axis' Dreadnaughts were consumed in a sucking maws of a Blackhole bomb being detonated in its center.

However Axis had been prepared for this, already having his Nodachi jump to a new location and ready to continue the hunt for Ironbane.

Ironbane was already shadow jumping away, reaching the populated system of Valikir Polis and launching a Blackhole bomb before jumping away again. 15 trillion innocent I.R. Colonists were killed and countless species expunged.

After this second jump, Captain Axis' forces and the Iron Republic forces serving *Sector General Deer* cornered Captain Magnus' flagship near the Opal Nebula. After a firefight that lasted twenty minutes it cost another two of Axis' Dreadnaughts and three of Deer's Interdictors, Captain Magnus Ironbane detonated the remaining blackhole bombs. The Opal nebula was consumed completely.

In his final suicidal attack, Captain Magnus Ironbane killed himself, destroyed the rest of the attacking fleets and made twenty species completely extinct. No planets mourn his loss, and he is survived by one son, Rawne Ironbane, proprietor of Larkin Rifles on the Lost Hope Space Station.

## Here Ends the EEF Space Campaign Part 2.

No more actions may be made, nor any changes to the events listed here.

Come back next week to see the Finale Update, complete with new character classes including the S.U.A.R.M. Hive Stinger, the Sephirian Leyborg, and many more. It will also contain additional gear and special training.

Special Thanks to all the players involved in the online game.