



**As you come close to the agricultural planet of Hela, you will be informed that you have entered an automatic docking zone, so sit back and relax.**

Sheol's and the *Scarab*'s pilots to develop a more effective patrol pattern. You were to analyze the data sent from the base's probes and the missing cargo ships.

Furstenburg also informs you that a message from your grandfather had finally tracked you down. Expecting a casual hello, you are sadly surprised to find his last will and testament. Everything he owned is now yours, including a *Tarsus* class ship.

The science team searching for any anomalies with you includes a veteran researcher from the base and Jolene whom you had met at this base before during a previous run. An affection had developed from the fact that you found yourselves to be "compatible." The team decides to focus on a nearby asteroid field, and after a patient and thorough search, "Jo" spots a small peak in X-ray emissions. Following verification of the signal's validity, it is determined that the signal originates from the base and is directed towards the asteroid field.

When you get back to the base, Furstenburg requests that you ready the *Scarab* to fill a hole in the patrol schedule, and that he would like to come along. After telling Kane about the anomalous message transmissions and Furstenburg's request, he tells you how he is greatly disturbed by the fact that the *Scarab* was not attacked upon its arrival and it all falls together.



**In the commodity exchange you can buy and sell goods for trade.**

Furstenburg was out to sabotage the base and he needed safe passage out of the system!

Though the *Scarab* and its crew fought valiantly, the base was lost and all of its inhabitants, including Jolene, are presumed dead. Furstenburg was shot while trying to take over the *Scarab*, and Kane was killed during the battle when a panel from the ship broke loose and collapsed on him.

In the end, the ship needed repairs beyond the crew's finances, so it was sold for scrap and the money was divided up. With nothing left to do, you hitched a ride for Troy in the Gemini system to seek out your inheritance. You sink almost all of your money into repairing the old *Tarsus*, and become Gemini's newest privateer. The entire known universe is now yours to explore... and exploit for profit!



**At the Software Booth, you can upgrade your tracking system.**

## Merchant or Mercenary

The *Tarsus* is a somewhat out of date ship, yet popular and familiar with private enterprise. Though it's fire power cannot match up with many pirate ships, Troy is not a very hostile area, and your best bet is to start out with some short range trading. You can set up your own route between the area's agricultural planet and two mining bases. Your ship has only the most basic weapons, you will be eager to upgrade, but will also soon discover that it is expensive making mercenary and pirating work impractical. Since most of the new equipment does not come cheap, you must be patient and save the money you'll need.

Trading at such an early stage in the game is not too profitable since you don't have much capital or storage capacity and running contraband could get you into trouble with the Militia. Besides, the mundane people in the Troy sector are not much for luxury goods. Running iron and tungsten from the mining bases and food and grain from the agricultural planet is probably your best method of turning a profit. Save up a little money and you can upgrade your weapons to something a bit more powerful, such as a



**The representative at the Mercenary's Guild is not quite what you'd expect. But, hey, even cold-blooded, heartless murderers can have taste.**