

Exodus Fleet

The Exodus Fleet is a large group of deserters from the [OSO Skyguard](#). They left to seek a new home in early [YE 40](#) after they came to view the organization/government as corrupt.

More about Exodus Fleet

The Exodus fleet was formed out of the deserting Skyguard 2nd Fleet. The mass desertion was led by [Tim Aricson](#), the leader of the 2nd Fleet. Under his leadership, the deserting fleet set out to find a new place to call home.

The Skyguard 2nd Fleet originally was composed of 40 [Broadsword class Light Cruisers](#). These ships ferried the deserters, as well as many of their families, to their new home.

History

The plans to desert first began in early [YE 40](#), when [Tim Aricson](#) called [a meeting](#) with several other officers in the Skyguard 2nd Fleet to discuss his intentions. This led to the actual desertion soon afterward.

The desertion occurred about a week after the initial meeting, as the Exodus Fleet began to make its way out of [OSO](#) territory. Between FTL jumps, the fleet was intercepted by Sky Warden [Alex Patton](#), who [attempted to persuade them to stay](#). He was unsuccessful, and he was stalled long enough to allow the Exodus Fleet to jump again.

About a week after leaving OSO space, the fleet was running low on fuel and took a detour into a gas nebula to refuel. [There they were ambushed by pirates who lurked within the nebula](#). Two ships were disabled, and though attempts were made to enact repairs, they were lost to the pirates. The fleet continued on, after a brief period of mourning.

[After finally arriving at a world suitable for habitation, the Exodus fleet discovered two anomalies. A planetary system](#) orbiting a Lagrange point between two star clusters, and an alien space ship, seemingly in perfect condition. After brief investigation, scientists in the fleet determined that it was uninhabited, and the reason for that. Then, the crashed ship was relocated to a large plain where a settlement began to grow around it as the Exodus Fleet attempted to refit it.

In [YE 41](#), the military components of the Exodus Fleet cooperated with [Osman Heavy Industries](#) and the [New Dusk Conclave](#) to produce the [VF-41 Sparrowhawk](#), providing the missiles for the craft.

Forces

The Exodus fleet was originally composed of 40 [Broadsword class light cruisers](#). However, since the fleet began its journey that number has dwindled. Two ships were lost in the pirate attack, and twelve were grounded permanently to help provide infrastructure to establish the initial settlement.

This has left the Exodus fleet with a mere 26 ships to defend its new home, though the old, unused [Paring class](#) was considered to replace the lost ships. However, the newly settled planet cannot yet support a native shipbuilding industry.

In terms of vehicles, the planet's forces mostly consist of legacy equipment, such as the [U4gcm Minotaur](#) and [U-1 Production Model Variable Mecha](#)

OOC Notes

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