

Prologue - The Gathering, and Launch?

The crew of the Gam'trosha get together at a famous eating area on Levia, to celebrate their completion of training and to get ready for the launching of their new ship - the Gam'trosha. The ships crew meet and had some time to get to know one another before a symbol of their Kingdom's constant problems emerged with the appearance of a ship that was headed in because it was bombed. Shortly after this had occurred, the crew headed out to the launching ceremony but the ceremony was cut very short due to an emergency Scramble order, with the crew now in space, they've just discovered what the source of the scramble was all about.

A large asteriod is headed toward the planet, with the assembled fleet, the Gam'trosha now fights to destroy this asteriod that has breached the outer perimeter and was headed straight for the planet. During combat, the ship suffered serious damage when an explosion in the cargohold blew a hole in the side of the ship. The explosion knocked a number of systems offline, and allowed a group of terrorists to sabotage other ship systems but not before the ships infantry were able to fight them off.

Soon though the ship was able to get back to the fight, where it - along with a group other ships - began to attack the asteriod in an effort to destroy it. This proved futile, however, due to it's massive size compared to the ships and the firepower they possessed so the only way to destroy the asteriod was to wear it down. The use of nuclear missiles was authorized and caused the asteriod to be split in half upon detonation. However, one part of the asteriod was blown toward the planet and seemingly remained on course despite multiple attacks from the ship.

After some time though it was found that this half of the asteriod had a mysterious engine attached to it, which allowed it to move more quickly and menuver easily through the atmosphere. Although efforts were made to destroy it, the damage had already been done as the asteriod had entered the planets upper atmosphere, where the Gam'trosha had to peel away in order to survive the eventual impact several minutes later which resulted in a large shockwave.

The ship, now heavily damaged, is limping. It makes it to crash-pad at Vectes Base and is able to assist the base in repairs.

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