

# A Squadron Story

A Remote LARP by Corinne Senn

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## Teaser

***„Mission Control to Barracuda Squadron. What happened? Please report.“  
First, the screen stays black. Mission Control waits. They can't reach anyone from the squadron.  
They don't know whether the attack was a success or not. A few seconds pass.  
„Yes, Barracuda Squad here, S-4.“  
The screen flickers. A face appears. No smile. Something must have gone very wrong.***

***This is a Remote LARP that is played via videocall. It is intended for five players and one game master (GM).  
Do you want to know what happened to the Barracuda Squadron? And what went wrong during their dangerous mission? There's only one way to find out.***

## How to organise the LARP

You need one GM and five players.

The GM (you) reads this whole document and decides which videocall-software to use to play the LARP. Possibilities: Zoom, Microsoft Team, Skype, Discord...

The background information and character sheets are sent to each player respectively before the game so they can prepare. Do not give the players additional information about other characters. Then all you need to do is fix a date and a time and set up the conference call.

It's recommended for everyone in the call to wear headphones for dramatic effect. Players may wear costumes or make up / special effects like fake blood if they like to.

During the LARP, you play Mission Control so you can lead the game. Make sure that people don't talk over each other and you provide the players with new information so the game and the topics to discuss progress and stay interesting.

With a software like « Zoom » players can choose virtual backgrounds and chat secretly amongst themselves which can add to the game.

They may also secretly chat to the GM and ask for additional information.

Here is a short overview for you about what happened:

The mission wasn't a success. The O-Pack already knew that they would be coming and launched a counter-attack. Most of the Barracuda Squadron spaceships were destroyed. You want to find out how this could have happened and at the end, you are giving new orders to the surviving members. Don't give away too much and let the players find out things organically. There is no fixed ending or goal to the game.

## Short information about the characters

**T. Lu „The android-fan“:** A good-hearted person who normally likes everyone. Lu is an android-fan and wanted to be an engineer. Then it was discovered that Lu has a talent for operating a spaceship, so they started training to become a Space Unit pilot. Lu is still a bit insecure about the military as an institution.

**E. Shiranko „The orphan“:** Shiranko is a human orphan who was raised by non-human parents on the planet Zuros. Their adoptive parents were very nice people who tried their best to make their child happy. When Shiranko wanted to become a pilot, they let their child go with a heavy heart. Lu and Shiranko are best friends.

**K. Arrow „The slum dog genius“:** Arrow grew up very poor on Earth. When they coincidentally pranked a member of Space Unit, it came out that Arrow is highly intelligent, a genius even. After that, they were educated on the moon and became a pilot instead of a scientist. They seem a bit socially awkward at times.

**F. Astin „The traditionalist“:** Astin's father was a pilot for Space Unit, so they grew up around spacecrafts and, of course, wanted to follow in their father's footsteps, even after he had died on a mission. Astin doesn't like modern technology and androids, they don't even like to use their own android.

**J. Mattis „The traitor“:** The mission failing is Mattis' fault. They are a traitor, a member of the O-Pack working in Space Unit undercover. Their parents co-founded the O-Pack. During Mattis' time undercover they started to have doubts though. Mattis and Astin became very good friends and now Mattis is not so sure anymore whether this was the right thing to do: To sell out the Barracuda Squadron so the O-Pack would be prepared. At the end of the LARP, Mattis may decide whether to switch sides and stay with Space Unit or stick with their old ways and the O-Pack.

## Background information

### The world

We're in the year 2231. Long ago, humans started to discover the galaxy, new planets and other intelligent life.

In this setting, there is no such thing as magic, everything is science.

## Space Unit

This is an alliance between various nations and planets to secure peace in the galaxy. They are something like a united space military force. Currently they are plotting against the O-Pack. Space Unit's base is on Earth's moon. It is hard to join the forces, years of training are necessary.

## O-Pack

The O-Pack used to be an organization of underground space gangsters, but they've been gaining more and more power over the last few years. The organization was co-founded by an influential human family by the surname PENDER.

Currently, they are a severe threat to the peace within the galaxy. Their goal is to overrule the powers that be and set in place a military dictatorship.

The O-Pack has relations to a powerful politician within the current alliance. This politician and their investors fund the rebellion, so they are building a new military base on one of Jupiter's moons. It is crucial to Space Unit to stop and sabotage the construction and find the politician and other people in high positions who support them.

## The mission

Space Unit decided to try and prevent an open war. They found out where the base was being built: On Ganymede. So, they sent a squadron of **20 space fighters**. Their mission was to attack the O-Pack and destroy the still unfinished base. Like that, Space Unit would have more time to find out who funds the O-Pack and they would continue to try and solve the conflict more peacefully. If possible, the squadron should search the destroyed base and bring back any evidence of secret plans or relations.

## The timeline of the LARP

1. Log in, getting to know each other.
2. Instructions, questions.
3. Play fitting music and let the players read the mission details again.
4. Start the game by switching off the camera. The squadron re-connects with each other first without video. Mission Control can only eavesdrop and doesn't have a connection right away.
5. After letting the players discuss and find out who is still alive, switch on the camera. Mission Control: „Barracuda Squadron, report!“ The members switch on their cameras.
6. Mission Control asks every member what happened. If there are already discussions, don't interrupt, give them time.
7. Mission Control types something, receives a message. „We have now confirmed that the enemy knew about our attack beforehand. How could this happen?“
8. Let the players discuss their ideas and theories.
9. Mission Control asks: “What could we have done better? What do we need to change for future missions? What do you consider doing next?”
10. Let the players discuss their ideas.
11. Mission Control types something and then gives the information: „I just received the information that someone from Barracuda Squadron sold us out to the enemy! What do you know about this?“
12. Let the players discuss. If needed, give them more tips so they can find out it was Mattis. Possibilities: Reveal that their true name is Pender. Reveal that the mission details had been forwarded from their spaceship. Ask why Mattis did not fly in the middle with Astin as planned.
13. When they found out who did it, let Mattis explain and then discuss what to do next. If they do not want to accuse Mattis, it is either a possible outcome and you can let them return or you can tell them that they are not to return to home base until they have found out who the traitor is. Possibility: Land on another Jupiter moon (e.g. Europa) and solve the problem. Find evidence.

14. In the end, give orders on what to do now. Include the ideas of the players. E.g.: Fly back to Space Unit base to regroup, capture Mattis and bring them back...
15. End the LARP officially, ask them for feedback. What did they like? What could be improved? Are there any questions left about the story?

## Character sheets

### T. Lu „The android-fan“

You grew up in a loving family on Earth. As a child, you were already fascinated with technology, especially androids. You started to build your own toys from scrap parts. You still have your favorite toy android you built yourself as a kid.

Math, especially statistics, has also always been interesting to you. In school, you had good grades and studied hard for that success, too. You had one goal: To become an engineer. You wanted to build new androids and improve them.

But studying at university turned out to be very hard and you started looking for an outlet for your frustration. A friend of yours was a hobby pilot and took you for a ride in his spacecraft. He even let you fly it once. This was how you discovered your passion: Flying.

As a hobby pilot, you soon stood out to the right people. One, day a man approached you at your local airport. „I heard you are an exceptional talent“, he said. Fascinated by your skills, he offered you a spot in Space Unit’s training camp on the moon. You would basically make your favorite hobby your day job. But you had your doubts. Would you be good enough?

The answer was: Yes. Your reflexes are fast, you make the right decisions within split-seconds and fly difficult maneuvers with ease. Your open-minded personality was popular amongst the trainees and you made friends quickly. Humans, aliens and androids are all the same to you and all deserving of love and friendship. E. Shiranko soon became your best friend. They are a human who was raised by aliens on Zuros. Shiranko shares your fascination with technology and wanted to know more about life and growing up on Earth, where they were born. You found out later that Shiranko was sold by child-traffickers when they were three years old. Luckily, a couple on Zuros bought them and raised them lovingly as if it was their own child. Shiranko trusts you and told you that sometimes, they still have flashbacks and dreams about their life before Zuros.

Despite being a talented pilot, military life is still hard for you sometimes and you feel insecure about it. You are used to having a loving environment and studying, not taking orders and being physically exhausted all the time.

You made it through years of training nonetheless. You became of Space Units most celebrated pilots, in fact. After training you joined the Barracuda Squadron and so far, you love it. You already did many thrilling missions together.

You like the other squad members: Blunt and pragmatic J. Mattis for example, and K. Arrow who is a genius but socially awkward. You argue with F. Astin from time to time though. Astin does isn’t into modern technology, especially androids. They don’t seem to understand why you love your modern androids so much and share your belief that androids should be treated like humans. They also still work with outdated android technology which you find annoying. But for the most part you try to appreciate Astin’s outgoing personality and enjoy their jokes.

What happened on the mission:

You were to attack the not yet finished base of the O-Pack on Ganymede. The squadron was instructed fly to the core, hit and destroy it. You always fly at the front with Shiranko and Ozah (an NPC who dies on the mission) and lead the squadron for missions like this one. You three are the best pilots and a great team. As soon as you were close enough, you opened fire. Astin and Mattis were flying in the middle of the group and Arrow in the back as usual.

Suddenly, there was an explosion next to you. Ozah had been hit. Already! How was that possible? There was no time to think. It was time to act. „Ozah is down! Back me up!“, you screamed you're your headphones. You looked over. Yes, Shiranko was still there. You both picked up the pace and still wanted to hit the core system. Shiranko understood. Side by side you tried to reach the core. But you were being shot at from all sides. You had to try and dodge the attacks. But it did not help much. The weapons of the O-Pack had a lot more reach than yours. The two of you went ahead, determined to finish the mission, and continued firing at the core. You missed. Shiranko hit once. It wasn't enough. Then your spaceship was hit. Blood started dripping down from your forehead. But the spacecraft was not crucially damaged. It could still fly. You were lucky. But where is Shiranko? Were they hit? Your vision got blurry.

This is where you are when someone calls you. You still feel dizzy and the guilt about your mission having failed gnaws on you. You really want to know what went wrong. You are currently flying away from Ganymede.

Most important points:

- Android fan
- Best friend: E. Shiranko
- Often argues with F.Astin about androids and new technology
- Likes Mattis and Arrow
- Best pilot in the squadron
- Leader of the squadron
- Flew at the front with E. Shiranko and Ozah (who died)
- Tried to finish the mission alone together with Shiranko, tried to hit the core system but missed. Shiranko hit once.
- Realised that the weapons of the O-Pack had much more reach than expected

Other characters :

- E. Shiranko: Best friend, was raised by aliens on Zuros, is fascinated with Earth, best teammate for you whom you can trust
- F. Astin: Funny person, best friend of Mattis, prefers older technology, often argues with you about this
- J. Mattis: Calm, quiet and rational person
- K. Arrow : Genius, a bit awkward, has good ideas

## E. Shiranko „The orphan“

You're dreaming of her again. A woman with blue eyes and brown hair. She's chained up, struggling... Then you wake up, feeling queasy and sad. Could it be? Did you really remember your biological mother?

You were sold by child-traffickers when you were three years old. That's when you came to the planet Zuros. You don't really remember much of it. Your adoptive parents told you that the gangsters tried to sell you to them as a human slave to work around the house. But this couple found you and bought you to raise you as their child. It turned out well for you. It was strange at first, as you were the only human child in school and there were things the others could do that you could not. But you learned to adapt as much as you could.

The climate on Zuros doesn't allow for much life to thrive, but the planet was colonized by a non-human race nonetheless. Most resources and supplies from elsewhere. Without trade, survival would be near impossible.

You always wanted to learn more about the planet you must have been born on: Earth. Your biggest wish is to visit and see it with your own eyes.

What is most interesting to you is human technology. Whenever you could get a hold on something from Earth you would dissect it meticulously in order to learn something about your origins. You dreamed about spaceships and flying them. When you heard about Space Unit you wanted to go there and become a pilot. You wanted to join them, meet fellow humans and finally, visit your home planet. At first, your parents refused to let you go. But you never backed down. So finally, when you were old enough, they granted you your wish, albeit with a heavy heart.

You joined the training camp of Space Unit on the moon. Sometimes, you felt trapped between two worlds: You missed Zuros and your parents. But also, you wanted visit Earth soon... Then, you met T. Lu who grew up on Earth. Lu was also a trainee and a very talented pilot. They already knew how to fly, as they had been a hobby pilot on Earth before joining Space Unit. Lu is a very open-minded person and you became best friends. You wanted to learn more about Earth and life there and Lu wanted to know everything about Zuros and the race that lives on that planet. Soon, you became inseparable. You trust Lu and have told them about the strange dreams you sometimes have. They are like flashbacks of a former life. Was it really your human mother and father you're seeing in these visions? Lu also told you about their fears and struggles. Military life and hard physical training are hard for them. But you stick together and have always helped each other.

After graduation as a pilot, you two joined the same Squadron: The Barracudas.

The other members of your squad have become your friends over the years. K. Arrow doesn't talk much because they are socially awkward. But they are a decent pilot and extremely skilled with numbers and facts, highly intelligent.

Then there is J. Mattis, a rather pragmatic person who's a close friend of F. Astin's. You like Astin, but Lu is often annoyed by their personality, as Astin doesn't like new technology and androids, which is just the opposite of what your friend believes. Astin doesn't seem to understand why Lu treats androids like equals to humans. When they have an argument, you let them talk and stay out of it, just like Mattis and Arrow.

What happened on the mission:

You were to attack the not yet finished base of the O-Pack on Ganymede. The squadron was instructed fly to the core, hit and destroy it. You always fly at the front with Shiranko and Ozah (an NPC who dies on the mission) and lead the squadron for missions like this one. You three are the best pilots and a great team. As soon as you were close enough, you opened fire. Astin and Mattis were flying in the middle of the group and Arrow in the back as usual.

Suddenly, there was an explosion and fire next to you. Ozah had been hit. Already! How was that possible? You looked over to Lu who was still there and just then reached you: „Ozah is down! Back me up!“ Lu accelerated and you did the same. You knew Lu still wanted to hit the core system. Sometimes, the two of you work like one mind in two separate bodies. Side by side you tried to reach the core. But you were being shot at from all sides. You had to try and dodge the attacks. But it did not help much. The weapons of the O-Pack had a lot more reach than yours. The two of you went ahead, determined to finish the mission, and continued firing at the core. Lu missed. You hit once. It was not enough. Another explosion close by caught your attention. Lu had been hit. But you had to back away as another missile was aiming for your spacecraft. You dodged this one and the next one as well, flew until you were out of the way. You looked around for Lu. But you couldn't see their spaceship anymore. Lu must have gone down. Your friend had just died. You burst out in tears. That's when someone reaches you via the radio system.

Most important points :

- Raised by aliens on Zuros
- Very good pilot
- Best friend : T. Lu
- Always flies at the front with Lu and Ozah. Lu leads the squadron.
- Ozah died
- Hit the core system once, Lu missed
- Realised that the weapons of the O-Pack had much more reach than expected

Other characters :

- T. Lu : Best friend, very good pilot, studied to be an engineer first, leader of the squad, loves androids, often argues with Astin about this
- F. Astin: Usually funny person with a good sense of humor, does not talk about their past often, best friends with Mattis, prefers older technology
- J. Mattis: Calm, quiet and rational person
- K. Arrow : Genius, a bit awkward, has good ideas

## K. Arrow „The slum dog genius“

You don't like to think about your early childhood. It's a blur of dirt, big crowds and screaming kids. You grew up with five siblings in a slum on Earth. You couldn't go to school, as you had to help your family all the time. Very early on, your parents found out that you are exceptionally intelligent. You have a photographic memory which has always helped you win at gambling of any sort.

A woman you tried to beat at gambling with your smart trickery quickly realized you are a very clever kid and you don't belong in that slum. After asking you some more questions, she left, only to return a few days later. She offered your parents a deal to take you with her and educate you herself. It was too good of a deal for them not to take it. For you, it was a strange feeling to leave the slums. Was it good? Or bad? She took you to the moon where she worked for Space Unit and sent you to a boarding school to get your education. Oddly enough, you didn't miss your family much. All you ever wanted was one thing: Knowledge. Social contact was never really important to you.

At boarding school, you learned fast and soon stood out, despite never having attended a school before. The woman who introduced you to Space Unit became like a nice aunt to you. She visited you and checked if everything was okay. It was all you needed.

Your career was planned: You were to become a scientist and do good for the whole galaxy.

One day, your aunt took you for a ride in her spaceship, since she was a pilot for Space Unit. In the very moment you took flight, you decided that this was what you wanted to do as well. She tried to persuade you to still become a scientist but you refused. You wanted to not only learn more about the galaxy, you wanted to see it, be a hero.

Your grades were more than sufficient for you to get a spot at the Space Unit training camp to become a pilot. You must admit, at the beginning it was very hard. The physical training, the orders, it was not what you were used to. But you wanted it more than anything else. Which meant that, for the first time in your life, you had to actually practice, and try your best and even fail a few times to get better. Space Unit was quick to forgive your mistakes, since they wanted to keep you, their genius. They needed you for strategies, to calculate and fix things, not as a "real" pilot.

You joined the Barracuda Squadron and went on your first missions. It was hard, but very adventurous. You even started to take a liking to the other members and joined them for a drink after work, although you never really knew what to say. But they accepted you. They were also fond of your bright mind and knew that they needed you.

In your squad, there are F. Astin and J. Mattis. They are best friends, which is a bit weird to you. They are very different from each other. Mattis is grumpy, blunt and pragmatic. Astin on the other hand seems more lighthearted and jokes around sometimes. You laugh with the group, but often you don't really get the jokes.

T. Lu and E. Shiranko's friendship is very strange to you as well. Lu grew up on Earth while Shiranko – despite being human – grew up on the planet Zuros, raised by non-human parents. But they share the same passion: Technology. Sometimes you join in their conversations about that.

Lu and Astin often argue, since Lu loves androids and new technology whereas Astin thinks it is ridiculous to treat androids as if they were humans. You never interfered though, you don't like to argue.

What happened on the mission:

You were to attack the not yet finished base of the O-Pack on Ganymede. The squadron was instructed fly to the core, hit and destroy it. You always fly at the back to support the others if needed, since you aren't the best pilot. You're not like Lu who always flies at the front together with Shiranko. Astin usually flies with Mattis in the middle. Lu is, as usual, the leader of the mission. That is what you did. You flew at the back. Suddenly and way too early the fire started. They could not have reached the core system yet. You heard Lu scream over the radio system: „Ozah is down! Back me up!“ (Ozah is an NPC who dies on the mission) You knew this was meant for Shiranko. It was not your time to step up yet. Suddenly, the spaceship next to you pulled over and turned around. Was the situation that bad already? Following the other spaceship, you also turned around. You did

not want to be hit. When you had turned, you saw that it was Mattis. Strange, Mattis was usually in the middle with Astin. What had happened? You don't understand. Also, why would the O-Pack already attack you? They were not supposed to know the Barracudas were coming. One by one, you saw the spaceships being hit, going down in flames. Never have you seen tragedy like this.

That is where you are when you reconnect with the other surviving spaceships. There were not many. You are still scared stiff.

Most important points:

- Genius, learns fast
- Socially awkward
- Always flies at the back, is there to back up the other spaceships
- Saw Mattis pull over so did the same and stopped attacking

Other characters :

- F. Astin : Funny person, does not like new technology, often argues with Lu
- J. Mattis : Best friend of Astin, stern and pragmatic
- T. Lu: Leader of the squad, best pilot, loves androids
- E. Shiranko : raised by aliens on Zuros, very good pilot

## F. Astin „The Traditionalist“

You grew up on Earth's moon, where Space Unit is stationed. Your father was a pilot and so are you now. It was what you grew up with and you had always admired the spaceships and their pilots. Your father was a hero to you. He did dangerous missions while your mother cared for you and your sister. When you were a teenager, your father would often take you for a ride in his spaceship. He would sometimes not return home for weeks, but when he came back, he only ever showed his best mood and liked to make jokes.

One day, he did not return. He had been on a mission to fight an underground gangster group, the O-Pack. You waited, but instead of your father, another member of Space Unit rang the bell on your door. You learned that your father had died on the mission. His spaceship had been hit by one of the O-Pack's. Of course, you don't know who exactly did it, but in your mind, the co-founders of the O-Pack, a family by the last name of Pender, is responsible.

You don't remember much of the time after this moment. Your hero and role model had died. Your mother would have understood if you refused to become a pilot now. Secretly, she would even have been relieved. But your determination to walk in his footsteps grew stronger even. Because then you could avenge him. When you started your training, the O-Pack was becoming more and more powerful. The hard training at the bootcamp was a welcome distraction for you. You never told anyone about your father and how you really feel. You did not want their pity. You cracked jokes, just like your father always did and you made yourself known as a lighthearted person with a good sense of humour.

You are very fond of the traditional, well-known technology. It was what had served your father well and it still works fine. New things sometimes prove too complicated to fix. You prefer manual to automatic and human to android.

Soon you found a friend at the training camp. A fellow trainee called J. Mattis. They are your polar opposite: A rather pragmatic and blunt person. That was exactly what you needed. Mattis never asked about your family history and that served you perfectly. You wanted to live in the now, become a pilot and get your revenge. You never asked a lot about Mattis' backstory either. Once Mattis told you they grew up on Earth as an only child to a rich couple. You believe that Mattis wasn't loved in their childhood, which is why they don't like to talk about it.

After graduation, you both joined the same squadron: The Barracudas. You were happy to stay together with your friend.

The other team members liked you instantly. There is K. Arrow, not such a good pilot but a very clever person, some even call them a genius. However, they aren't not very used to socialising and often behave a bit awkwardly, like laughing at your jokes despite not understanding them. You also like E. Shiranko, a human who was raised on the planet Zuros by aliens. But T. Lu, who's actually a really nice person and liked by many, really annoys you sometimes. Lu is so fond of androids and treats them as if they were human. That just doesn't make sense to you. Androids are machines, they are not alive. You are not very fond of alien races either, but you really hate how obsessed Lu is with androids. Lu likes to make jokes about your old G3-unit android you are using on your spaceship. You two often argue about these topics. The other team members never interfere and after a while, Lu will usually give up and let it be.

What happened on the mission:

You were to attack the not yet finished base of the O-Pack on Ganymede. The squadron was instructed fly to the core, hit and destroy it. You always fly in the middle of the squadron, together with Mattis. You are a good team. As soon as the front row would have hit the base for the first time, you were ready to fire too. Arrow would stay at the back as usual to help you if needed and Lu and Shiranko would attack first. Lu is the leader of the mission as usual.

That is what you did. You were ready in the middle. Suddenly and way too early, someone in the front started firing. They could not have reached the core system yet. It was impossible! You heard Lu scream over the radio system: „Ozah is down! Back me up!“ (Ozah is an NPC who dies during the mission) You knew this was meant for Shiranko. But you couldn't abandon them. You accelerated and looked over. Where was Mattis? Could they already have been hit? In front of you, several spaceships were being hit and went down. Your entire squad was killed in front of you. You had no idea who was still alive. All you did was fire madly. But you were too far away to hit any significant targets. The weapons of the enemy had a much greater reach than yours. It was as if they were prepared for your arrival.

When you realized you couldn't do anything, you steered your spaceship away from the battlefield and performed an emergency landing in a crater. All you saw was fire.

That is where you still are when you reconnect with the others.

Most important points:

- Usually funny
- Prefers older technology
- Best friend: J. Mattis
- Often argues with T. Lu about technology
- Flew in the middle with Mattis
- Lost Mattis out of sight
- Felt powerless seeing the other ships going down, saw fire and destruction
- Pulled away from danger

Other characters :

- J. Mattis : Best friend, you don't know much about their past, only that they were raised by rich parents on Earth
- K. Arrow : Genius, a bit awkward, has good ideas
- T. Lu: Leader of the squad, best pilot, loves androids, you often argue with them
- E. Shiranko : raised by aliens on Zuros, good pilot

## J. Mattis „The traitor“

You grew up amongst the O-Pack, as your parents co-founded the organization. In the early days, they didn't have much influence. But while you were growing up, the O-Pack gained more and more power. Your parents were very proud and so are you. You know that an important politician is also a member, but until now, they haven't told you who it is. You want to prove yourself worthy so they would tell you soon, trust you and make you an official O-Pack-member. For that reason, you have to do this very difficult undercover mission.

Your parents got you a spot in the Space Unit training camp for spaceship pilots. You still don't know how they did that, but you were accepted under a false identity. Your real surname is Pender. No one suspects anything. If they found out about your real name, all would be lost. Everyone knows your family co-founded the O-Pack.

You had to invent a whole new identity. You had always been a bit grumpy and pragmatic, but very motivated to reach your goals, which is how you were able to keep others off your back and prevent them from asking questions. Even though you want to go into politics later, you worked hard in the training camp. After all, good pilots are needed in the O-Pack, too. First, life in the camp was hard. But then you found a friend, F. Astin. They were also a trainee, a pretty funny person. You liked that Astin never asked much about your family and your life before the camp and you never asked them about theirs, either. You were just having a good time, right there and now. When Astin asked where you came from, you just said that you had grown up on Earth and your parents are rich. After that, Astin never pried for more information. You think that Astin suspects that your parents were very absent and cold, and that's not even a lie. Your parents never really had shown you much love and they are rich now. The struggle for power and higher positions had always been most important to your family. They wanted their child to prove themselves worthy and then take their place. You had never questioned this or the ideals of the O-Pack. You truly believe that people aren't clever enough to decide things for themselves, that they need to be led.

After graduating, you joined the Barracuda Squadron together with Astin. You had started to truly like them. Suddenly it seems interesting to you that Astin has never told you much about their upbringing and you want to find out their secret, because they are becoming more important to you. You had never had a real friend before, or someone that truly cared about you. But the Barracudas have some exceptional team spirit. You enjoy the clumsy and socially awkward personality of the math-genius K. Arrow who never gets any of Astin's jokes but still laughs at them anyway. You like E. Shiranko who grew up as a human amongst aliens on the planet Zuros. Sometimes you even enjoy the arguments Astin is having with T. Lu. Lu is actually quite a nice person, but crazy about androids. They believe that androids should be treated as equals to humans in society. This really annoys Astin who believes that androids are just machines and that traditional technology is a lot better and easier to understand than modern technology. You never interfere when they discuss, but secretly you find it amusing. You know Lu's view is ridiculous, although, as time went by, you also became fond of your G4-unit android that comes with your spaceship.

On your missions, you all had become a good team. It is not like in the O-Pack, where you just follow what the people with the most influence say. Will you ever be able to become a full member now?

You recently started flying secret missions for the O-Pack, but you still want to do your undercover job as well. When you read the newest order your squad got, you forwarded it to your parents. If the O-Pack was informed about what was planned on the mission, they could sabotage it. They would trust you after this. They would get you out of here soon and you could start a career in politics. However, doubts are gnawing away at you. Do you really still want all of this? When you look into Astin's eyes you ask yourself: Can you really betray your friend?

What happened on the mission:

You forwarded the mission details to your parents beforehand. They told you that they would be prepared for the attack. They would start firing with their new, far-reaching weapons as soon as your squad would appear. It was your job to stay out of the way. You should be at the very back and turn around as soon as the fire started. Lu would lead the mission as usual and probably be hit first. When you approached the base, you got very nervous. This was the first time your undercover mission really mattered. The base needed to be finished. For your parents. But also you were afraid of dying in the crossfire.

You were supposed to fly in the middle with Astin, but you fell back on purpose. When the twenty spaceships of the Barracuda Squadron approached the base, you were at the very back with Arrow. Arrow isn't the best pilot, but a sharp mind. He often flies at the back. But you never do. No one questioned you on switching your position, maybe no one realised. The squad could not even get to the core system. The base started attacking with their new weapons as soon as they were in sight. The squad was confused. You heard Lu scream over the radio system to Shiranko: „Ozah is down! Back me up!“ (Ozah is an NPC who dies on the mission) You knew what to do. You turned around and got out of the way. Next to you, you saw Arrow. When you turned around, Arrow followed you. Probably they thought it was the best idea, or they got scared. You lost Astin out of sight in that moment. What would happen to your friend? Together with Arrow, you pulled over in a safe distance and watched the spaceships going down. One by one they were hit. It was a horrible sight to behold. You should be happy, but you can't. You're scared. For the squad. For your parents. Which side are you on now? You don't know.

That is where you are when you reconnect the surviving spaceships. You hover in the air, next to Arrow, both of you unharmed. You need to maintain your cover by all means.

Most important points:

- Was raised by co-founders of O-Pack, real surname is Pender
- Infiltrated Space Unit undercover
- Sabotaged the mission by forwarding the secret mission details to parents
- Still believes in the ideas of the O-Pack somehow, but also likes his Squadron now, grew to truly like Astin
- Is unsure whether the sabotage was the right decision
- Fell back during the mission to be at the back and out of danger because they knew what would be coming
- Saw Arrow pulling over and out of danger too

Other characters :

- F. Astin : Best friend, funny person, you don't know much about their past, you really grew to like them
- K. Arrow : Genius, a bit awkward, has good ideas
- T. Lu: Leader of the squad, best pilot, loves androids
- E. Shiranko : Raised by aliens on Zuros, very good pilot