



## INSURRECTION

### **Mission Introduction**

An interstellar empire is on the brink of war! The Albion Empire is a large and mighty civilization that spans many worlds. In order to grow and thrive it needs large sources of energy. Several years ago the Albion Empire discovered a planet in the remote Sargassum System that was rich in a special type of algae. The algae grows in the planet's lakes, swamps, and bogs, and it can be processed into a powerful biofuel. The Albion Empire established a colony on the planet to harvest the algae and turn it into fuel.

Over the years Sargassum Colony has grown from a small group of algae farmers to a large and bustling society. Colonists come from all walks of life, but harvesting algae and converting it into fuel is still the colony's largest and most important industry.

The biofuel it creates is extremely valuable, and a few years ago a rivaling empire tried to conquer Sargassum Colony for itself. The Albion Empire used its powerful armada to defend the colony, but it incurred heavy losses in the process. It has recently created a new tax on the colony to help repair its fleet.

The colonists, however, are outraged. As they see it, farming the algae and processing the fuel should be payment enough. They consider the new tax outrageous and exploitive, and a group of colonists have begun protesting it with acts of sabotage—or, as the Albion Empire sees it, terrorism.

Over the past several weeks the situation has gotten much worse. The acts of terrorism have become more frequent and severe, and several Albion fuel ships have been destroyed. A large convoy of fuel ships is scheduled to leave Sargassum Colony for the Albion home world in the near future, but the Empire recently received a mysterious threat that the fuel will never make it to its destination.

The Albion armada could easily overpower the small Sargassum Colony, but the Empire hopes to avoid bloodshed if possible, and it doesn't want to interrupt the much-needed supply of biofuel. The Empire has called upon you—the Infinity Knights, the protectors of peace and justice throughout the universe—to arbitrate the situation and keep the peace.

Your mission is to travel to Sargassum Colony and protect the convoy of biofuel transports as they make their way toward a jumpgate at the far edge of the system, which will take them the rest of the way to the Albion home world. Keep an eye out for terrorists, and don't let anything happen to the fuel. And above all, don't let the situation get any worse. The last thing anyone wants is full-scale war to break out between the Albion Empire and Sargassum Colony.

You will be transported to the Sargassum System. Make your way to Sargassum Colony where "Butcher" Tarleton, Commander of the Albion troops stationed at the colony, will meet you. The fate of the entire empire stands on the edge of a knife. Be careful, keep the peace, and move quickly—the clock is ticking!