

# Damage Control

## Initial Brief

Incoming Transmission  
Source Identifier: Delicate Granite # Starlight Ebbing  
Destination Identifier: TE3-Firebrand#Her Glorious Command#Starlight Ebbing#Muse IX#Endeavour#Unquiet Journey#\*  
Subject: Orion Gate Investigation  
Message Begins

To all those anxious to investigate the Keter System Interstellar Gate "Orion",

Owing to the extraordinary circumstances and desire to eliminate harmful misinformation surrounding the malfunctioning of the Interstellar Gate, the Aspexx Corporation has agreed to work alongside the Galactic Cooperation to permit third party investigators to inspect the damaged Orion Station in order to ascertain its status, divine viable repairs, and to determine the facts of the situation.

Since Gate Technology is proprietary, all third party investigators will be signed under a non-negotiable Class E Non-Disclosure Agreement upheld by the Galactic Cooperation as is standard for third party affairs pertaining to Gate Technology. Verified and shareable findings will be distributed by the Galactic Cooperation representative in due course after the Mission.

Interested parties should make their interest known direct to myself. Interest is not in itself a guarantee of contract. Successful applicants will be contacted with further details about the Mission and all prospective applicants are advised that no guarantees of safety can be given.

Awaiting your response,

Cpt. Delicate Granite, Starlight Ebbing, Aspexx Corporation  
Cpt. Stalwart Band, Firebrand-TE3

Message Ends  
End Transmission

## Characters

- [Tiny Ember](#) - Iain
- [Languid Relaxation](#) - Mike
- [Warded Path](#) - Tamsin
- [Gathering Flow](#) - Phil

## Summary

- The party are briefed on *Starlight Ebbing*, after signing extensive Non-Disclosure Agreements

and Personal Injury Waivers in favour of the Aspexx Corporation, that they are to go into the debris of the Orion Station in order to retrieve its Solar Shielded Flight Recorder. They are told explicitly to only debrief to Aspexx and that non-proprietary information would then be released to the Galactic Cooperation via the Firebrand.

- After piloting a shuttle through the debris field, the party eject from it and fight their way in space through waves of Decay to an atmosphere generator that they're able to restore thanks to a "blessing" from the *Starlight Ebbing* Ship Heart. They also get a portable gravity generator working and use this to traverse further in.
- They encounter the ruined cafeteria in which they are horrified to find that what they thought might be Survivors were in fact grotesque puppets being piloted by Decay. Tiny Ember is particularly distressed to recognise one of the workers from [the simulation she witnessed previously](#). Flow and Master Languid both suffer lingering effects from the Decaying creatures here.
- Pressing on into the hangar they find a strange anomaly that causes them great strife to enter, but within they find a computer terminal with ship manifests that Tiny Ember pockets as potentially invaluable. Ember, Master Languid, and Path all suffer strange effects from passing in and out of the anomaly.
- Once through a malfunctioning holodeck, past Decaying Raktors and a Decaying Vitruvian Splatterbeast (much to the party's distress) they enter a blown out chamber where they might have expected a core.
- At the core, there is indeed a Solar Shielded Flight Recorder. After some intense gravitational difficulties, the party retrieve it, and then as Tiny Ember is busy calling for Starlight Ebbing to extract them, Warded Path calls on *Endeavour* to Intervene and get them out instead.
- They arrive on *Endeavour*, and Tiny Ember informs Aspexx of their location.

## Aftermath

- Bullet points of what characters did in the aftermath of the mission

## Consequences

- Breakdown of consequences for characters - rewards, effects, contacts.
- Also mention any wider consequences for the world

## All Characters

- Consequences

## Character 1

- Consequences

## Character 2

- Consequences

*Be sure to add tags for the characters*

[mission](#), [character 1](#), [character 2](#)

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