STARDRAGON ENTERPRISES

GALILEO BASE

```
Hypercom: online.
Queue size: zero.
Comlink sync... established.
Username: ajenkins
Password: ************
Verified. Standby for download...
```

PHYRAXIAN DOMINIONS

Briefing Orders

24th Regiment, 1st Battalion, Bravo Company
"Jenkins' Juggernauts"
Medium Assault Company
CPT A. Jenkins, commanding

187th Regiment, 1st Battalion, Alpha Company, Delta Squad
"Gardner's Ghosts"
Light Stealth Squad
1LT M. Gardner, commanding

Captain Jenkins, Lieutenant Gardner,

FSA Outpost Galileo is a deep-space R&D facility. Due to naval action in the nearby Andares system, we believe that the usual naval picket at Galileo Base has been severely depleted. High Command wishes to know what research is being conducted at Galileo, and if possible, to liberate some of their material for further study. Field observations have indicated that the FSA is using a new kind of jumpdrive in their jumpships. We believe that the relatively flat part of space that Galileo is in is conducive to hyper experiments and trials. It is possible that Galileo is indeed working on jumpship tech; if so, CISRL should be able to deduce their new capabilities if we can obtain datastores on them.

Full orders en route; LTC Hopwell will brief you in person.

Briefing ends.

PDHC

```
Download complete.
Terminating connection... done.
```

GALILEO BASE is set in the PD/FSA Universe and is being run by Stardragon Enterprises (Dave Leung). I hope to run this game in either IAP or early Spring; apps will go out at an appropriately early time.