

Stardock Omega 31: Crews

Created by Nytecode

Crew of the UREF Notorius

Character	Profession	Species	Played By	notes
Lucky	Pilot	Rabbitoid	Stinger	Captain
Fozzy	Pilot	Ursinoid	Jon	
Doc	Scientist	Silicoid	Dustin	
Noodles	Engineer	Tentac	Darrell	
Tumbleweed	Engineer	Whistler	Loren	
Seyloon	Marine	Human	Shawn	
Xxxero Handslammer	Marine	Xeloxian	Gary	
DustPuppy	Marine	Whistler	Eric	
Boots	Marine	Crocodillian	Mike	

Ship

UREF Notorious - Xeloxian Frigate

- Upgraded Engine
- Upgraded Engine
- Upgraded Cannon
- Upgraded Helm
- Extra Modules
- Fighter Bay

Ship file

```
<?xml version="1.0" encoding="UTF-8"?>
<Ship name=Notorious" species="Xeloxian" size="6" damageSize="6">
  <Modules>
    <Module name="life_support" rotation="0" location="17" />
    <Module name="life_support" rotation="0" location="3" />
    <Module name="science" rotation="0" location="38" />
    <Module name="cannon" rotation="270" location="21" />
    <Module name="engine" rotation="0" location="23" />
    <Module name="helm" rotation="0" location="22" />
    <Module name="engine" rotation="0" location="25" />
    <Module name="hull_stabilizer" rotation="0" location="24" />
    <Module name="cannon" rotation="90" location="27" />
    <Module name="hyperdrive" rotation="90" location="10" />
    <Module name="engine" rotation="0" location="26" />
    <Module name="teleporter" rotation="0" location="31" />
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</Modules>
</Ship>

Mission 1 - Outsider Invasion

As we approached the planet, we took the time to upgrade 2 engines, our helm, and a cannon. Fozzy used all of his prior engineering training to ensure we didn't enter with a broken helm and Xxxero wasn't having much success in no breaking the cannon. He somehow lucked out.

When we warped in, we found 2 the Outsiders within 6 MU and another one was around 12 MU's out. These things were as big as a skiff and had different colorings; Red, Indigo, and Green.

Our engineers Tumbleweed and Noddles got us more power and Dustpuppy fired an overloaded blast into Red. Doc sent a Teleporter bomb, and Xxxero fired two multishots into Red, also. Apparently all to NO EFFECT!!! Two of the outsiders shot some sort of highspeed asteroid at us and another got in close and was trying to PULL our crew OUT of the ship!!! We continued send teleporter bombs and multiblasting Red to very minimal effect. Seyloon took damage as he was trying to run towards the teleporter and had the uncanny knack for finding where an Outsider would attack. Luckily we found out before sending him that there is no life support inside the Outsiders. After some careful observasion, we found it odd that certain damage frequencies had no effect on the Red one. Captain Lucky and Fozzy had to dodge a couple of those asteroid things. They move half again as fast as missiles but have no seeking capabilities.

After our engines and weapons cycled again, we decided to still continue to pound on Red. Doc sent a teleporter bomb, Dustpuppy fired another overloaded blast (much to the chagrin of the captain since we were already damaged) and Xxxero fired a multiblast which finally caused the sucker to explode. That was the turning factor since the other two where too close and suffered damage. We switched fire to Green causing it to explode (with twice the force as the other one!!!) Indigo was apparently able to absorb damage better but it soon succumbed to another teleporter bomb. Giving Doc a ship“ kill. Our medic is apparently pretty good at killing.

After Action

We managed to not loose any crew even though poor Seyloon kept getting hit. We were feeling pretty lucky with our requisitions and because of our overwhelming successful mission, it was like our luck was restored. Few crew actually needed it, getting things at first request. Fozzy picked up a Fighter bay. Seyloon picked up an E-Blade because he would like to be able to cut off tentacles that are reaching in for him. Tumbleweed managed to get himself some Skeletal Enhancements.

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