

A Side Trip to the TFC Last Hope
A choose your own adventure
by Mirei Seppen

1.) You have been assigned many patrols lately and your superior officer feels that it is taking a toll on you physically. Rather than giving you time off he has ordered you to the Fleet Medical Corp Task Force Cruiser Last Hope to be checked before you are assigned more missions. It is a relatively uneventful prodding by the FX-7 droids before you are cleared for more duty. However it is suggested to go get a meal at the cafeteria before you head back to your ship. On the way to the cafeteria you spot someone peeking around corners and acting oddly. He is dressed as a non commissioned midshipman.

If you wish to go about your own business then go to 2.
If you wish to follow the individual then go to 3.

2.) Shrugging your shoulders you head to the cafeteria. The meal is rather delicious and reminds you of home. After the meal you board your TIE and head home. <The End>

3.) You follow the man as he sneaks about along the corridors. He is definitely acting oddly and out of place. You cannot say if you know the man or not as this is not your ship. Maybe everyone on this ship acts oddly for all you know.

If you wish to call the man then go to 4.
If you wish to quietly follow then go to 5.

4.) You call to the man and he turns quickly giving you an ear to ear smile. He is human, rather nondescript with brown hair. "Um yes, how may I help you?", he says, holding perfectly still.

If you wish to ask him why he is acting oddly then go to 6.
If you wish to ask where he is going then go to 7.

5.) You continue to follow the man as he sneaks along the corridors heading for what you know is the hangar. He stoops down and begins tapping on a console obviously getting it wrong a few times. You do not have your sidearm as the ships policy is to not allow weapons to be carried but by security, however the man has a small pistol on his side.

If you wish to call for a guard go to 9.
If you wish to tackle the man go to 10.

6.) "I'm not acting oddly, just doing my job. I am headed for...", he stops and points behind you. "Oh my god what is that!"

If you wish to look, go to 8.

If you wish to call for a guard go to 9.

7.) "Docking Bay 37 Sir, I am part of a surprise party for my division leader. I don't want him to see me get there so we can have a pleasant surprise.", the man says with an uneasy smile.

If you wish to let him go on his way and get some dinner go to 2.

If you wish to call for a guard go to 9.

8.) You turn your back and look at where the man is pointing. Within a second the room goes black as you are stunned by the man's blaster. When you wake you are staring up at a FX-7 unit and an Admiral. This is going to be a long conversation. <The End>

9.) You decide its best to call a guard. The man is taken to a holding cell and you discover he is a New Republic Agent. It's not within your pay grade to know what he was doing but you are congratulated and awarded as Imperial Service Medal by the Admiral and told to go have some food in the cafeteria. <The End>

10.) The man doesn't see you coming, you blindside him as he is bent over and you both struggle for a few moments as he attempts to pull his blaster. It's not long before you overpower him and pin him down. You then call for a guard.

Go to 9.

FM/LCM Mirei Seppen/Delta 1-2/Wing I/ISDII Hammer
SS/BSx3/PCx3/ISMx3/IS-1GW-2SW-11BW-2SR-14BR/MoI/LoC-CSx3-Rx3/LoS-IS-CSx8-Rx4
/MoC-1soc-3boc/CoB/OV-17E [Knight] [Certified] [Private 2nd] {TCCORE-SM/3-XMD}

RG/NOV Mirei Seppen/Rogues
(GCx2)(SC)(SE)(BN)(KSx5)(Cr-Dx1-Rx4-Ax18-Sx2-Ex21-Tx3-Qx0)(CFx10)