

[9:13]Hook@drcripple FX| On the hunt for the mummies, the team land a shuttle down by the shuttle that the mummies were thought to have taken. Hook had been piloting

[9:19]Hook@drcripple FX| Instead of the standard rifles, the squadmembers had been given experimental rifles, which had a setting to move them from energy beams to physical ammunition. However, the physical ammunition

[9:20][Local]Hook@drcripple:they had on them was limited

[9:20]Hook@drcripple steps out of the shuttle, phaser in hand. "Look around everyone. Be mindful of these mummified entities,

[9:22]Juulla@S.J.Bre engages her helmet for full protection and primes her rifle

[9:22]Toss@jmh947#757 stepped out shortly after, checking their equipment for a moment before looking around "This one assumes they look just like the cleche ones in old movies, Sir?

[9:22]Hook@drcripple FX| In front of them, (where the wreckage is in game) was a discarded civilian shuttle. The door was open. Sand had begun to bury it

[9:23][Local]Hook@drcripple:"I suspect we will find out when one comes running at you," he comments with a smirk

[9:23][Local]Toss@jmh947#757:"Aye Sir

[9:24][Local]Varerus@dawnalan#731:Continues to scan with her weapon, ready to fight at a moments notice, while also getting ready to use her new gauntlet and melee weapon if the hostiles get too close

[9:25][Local]Toss@jmh947#757:"And we are simply coming in to eradicate these beings, yes?

[9:26]Hook@drcripple approaches the shuttle. "Eradicate, and find out how they got here. Reports say this shuttle, so that's a start,

[9:27]Toss@jmh947#757 nods "Aye Sir

[9:28][Local]Hook@drcripple:"Korena, Varerus, check the inside," he says, climbing to the top of the shuttle and pulling off some plating

[9:29]Toss@jmh947#757 keeps to the outside, moving to cover the area they were around

[9:29][Local]Varerus@dawnalan#731:"Copy, moving to clear" She says as she leads the way, weapon up in case anything comes at her or them

[9:29]Hook@drcripple fiddles with the wiring and pulls out his PADD

[9:30]Hook@drcripple FX| The inside was long abandoned, sand piling up around the door and inside

[9:30]Juulla@S.J.Bre looks around the outside of the shuttle before climbing on board, "Varerus, I'm going to try check the computer if it still works.

[9:31][Local]Juulla@S.J.Bre:Can you keep me clear of any surprises

[9:32]Hook@drcripple FX| The computer will wor

[9:33][Local]Varerus@dawnalan#731:"Yes, I will keep your back clear" She simply says as she continues to keep alert, looking for anything that may be a threat

[9:33]Toss@jmh947#757 peeks past the shuttle for a moment as well to see if there's anything on the ridge

[9:33]Hook@drcripple FX| Toss sees something moving on the ground. On closer inspection it seems like a piece of linen wrapping

[9:33][Local]Toss@jmh947#757:(Back down the way we came?

[9:33]Hook@drcripple FX| Some noise comes from the top of the shuttle

[9:34]Juulla@S.J.Bre sweeps the interior and looks towards the most obvious location for a computer acces

[9:34][Local]Hook@drcripple:((yep!)

[9:34][Local]Toss@jmh947#757:(Gotcha

[9:35]Toss@jmh947#757 narrows their eyes as they turn back around, approaching just a bit and attempting to scan the piece of line

[9:35]Juulla@S.J.Bre holsters her rifle and unclips a portable power bank from her hip and connects it to the computer

[9:35]Hook@drcripple FX| Juulla finds a place and logs on. From the logs, it seems like this shuttle landed about two weeks ago. The mummies were definitely here. Five of them left the shuttle

[9:36][Local]Varerus@dawnalan#731:Continues to provide overwatch for Juulla, being near her to make sure nothing can hopefully attack her, continue to scan and keeping an eye on the open door

[9:37]Toss@jmh947#757 stands upright after as they make their way back "These mummies were definitely here, there are scraps of wrappings that match their physical signs

[9:37][Local]Toss@jmh947#757:"Sir, are you alright up there?

[9:37][Local]Juulla@S.J.Bre:Captain, I've got a read on this. Looks like this is confirmed to be the shuttle they came in on. The complement was 5

[9:37][Local]Hook@drcripple:FX| Sounds of screeching can be heard from Henry's PADD on the top of the shuttle

[9:38][Local]Hook@drcripple:"Yeah, I accessed the ships comms from here, I've got some sort of sound, just letting the PADD go through it,

[9:39]Toss@jmh947#757 listened quietly while they looked around once mor

[9:40][Local]Hook@drcripple:"Where did they go from here then?" he says looking around

[9:40][Local]Juulla@S.J.Bre:I'll try access the sensor logs, if they exist

[9:41][Local]Toss@jmh947#757:"The guess this one has is that they headed out into the desert from the way we came in

[9:42][Local]Toss@jmh947#757:"The natural shape of this small valley may have guided them in some form

[9:43][Local]Hook@drcripple:"It's natural to assume they took the path of least resistance," he nod

[9:44]Hook@drcripple slides off the top of the shuttle

[9:44][Local]Juulla@S.J.Bre:I can't see where they went, the sensors must have shut down on impact, but I can see where they've been. This shuttle arrived from Starbase 113. Interesting... seems life support faile

[9:44][Local]Juulla@S.J.Bre:at some point as well, it's still inoperative.

[9:44][Local]Toss@jmh947#757:"Doubtful such beings needed it either if we are to cross-reference them with other beings of similar nature...dead, that is

[9:45][Local]Hook@drcripple:"The shuttle was attacked by the mummified entities? Are there any bodies inside?"

[4:46]Varerus@dawnalan#731:Calls out to tell Hook, "Negative, there are no bodies in here"

[4:47]Toss@jmh947#757 takes a moment to scan the distance, before looking to the team for a moment "Captain, there is a settlement nearby, it would be safe to assume that they may have traveled there

[4:50]Hook@drcripple:"Makes sense,

[4:50]Juulla@S.J.Bre:Captain..

[4:51]Juulla@S.J.Bre:Ah, Sir. When the shuttle left Starbase 113, there were three members onboard. According to the computer, they never left the shuttle

[4:53]Hook@drcripple:"So you... mean... the mummified entities turned the three onboard people into the mummified entites themselves?

[4:53]Juulla@S.J.Bre:I believe so

[4:54]Hook@drcripple:"That means we don't know how many entities are on this planet?

[4:54]Toss@jmh947#757:"From our reports, they have a form of...'assimilation' that requires killing the targets with brute force to give openings to be infected

[4:54]Toss@jmh947#757:"So yes, there is a possibility that we will find many bodies in the midst of being transformed

[4:55]Hook@drcripple nods. "Let's head to the settlement and see what's happened. They may have more information for us,

[4:55]Toss@jmh947#757:"Aye Sir

[4:57]Varerus@dawnalan#731:Speaks up "we should proceed with extreme caution, If these creatures went to the settlement and have fully converted some of the people... We are going to possibly be facing more than we expected."

[4:59]Varerus@dawnalan#731:Quickly adds "as well as the possibility we will not have enough special ammunition to fight them with" she finally adds

[4:59]Toss@jmh947#757:"This one assumes we all have explosive ordinance as well?

[5:01]Varerus@dawnalan#731:Speaks up again "This is true and we all have some explosives of some type, however, these creatures may find a way to not give us an opportunity to set up or use them"

[5:01]Toss@jmh947#757:"...This one was meaning things like grenades, Ma'am

[5:01]Hook@drcripple:"One of the reports do state that explosives do kill the entities. But we do not want any civilian casualties. Let's move out to this settlement. Careful, it's hot out here, so stay hydrated," he say

[5:02]Toss@jmh947#757:"Aye Sir

[5:02]Toss@jmh947#757 holds so others can move ahead, being as they're the Marksma

[5:02]Varerus@dawnalan#731:Follows along, keeping her head on a swivel and keeping an eye out for any dangers or targets

[5:05]Hook@drcripple FX| As the group approaches the settlement, they see abandoned vehicles, some smouldering, spread over the area. As the approach a shot rings out, missing the group widely

[5:05]Hook@drcripple:"Get down!" he yells and dives for the nearest cover

[5:06]Toss@jmh947#757 rather quickly gets their rifle up and aimed vaguely at the direction of the shot; already pron

[5:06]Toss@jmh947#757:(Actually targeting a Naussican Guard lol

[5:07]Hook@drcripple:"SGT Toss, you see where we're getting shot from?

[5:07]Toss@jmh947#757 is peeking through their 'scope' to see what it i

[5:07]Toss@jmh947#757:"This one may in a moment...

[5:08]Varerus@dawnalan#731:Speaks up with her weapon raised and set on stun currently "I have an idea where but to confirm I need the target to shoot again" She say

[5:08]Hook@drcripple:"Stay down, Captain," he responds

[5:09]Toss@jmh947#757:"Humanoid, non-mummy, bearing 316. Armed

[5:10]Toss@jmh947#757:(That's more like...192 lol, that's on me

[5:10]Hook@drcripple:"Stay down folks," he says, and holsters his phaser, standing and putting his hands in the air. "Federation MACOs. We're allies," he calls

[5:11]Toss@jmh947#757 glanced to Hook with their usual deadpan expression, clearly not glad he's doing tha

[5:11]Hook@drcripple:[Shooter] "Are you mummies?"

[5:11]Hook@drcripple:"No,

[5:11]Varerus@dawnalan#731:Also glances at hook and while she understands what he is doing, it is a tactical mistake that if the circumstances are wrong, could cause him injury or his life

[5:12]Hook@drcripple:[Shooter] "That's what the mummies would say!"

[5:12]Juulla@S.J.Bre:They can talk

[5:12]Toss@jmh947#757:"They cannot...at least psysically

[5:12]Hook@drcripple:"Do mummies talk?" he asks back at the shooter

[5:12]Hook@drcripple:[Shooter] "No... no. No, they don't,

[5:13]Hook@drcripple:"Can we come in without you shooting at us?"

[5:13]Toss@jmh947#757 was quietly scoped in on the civilian, occasionally glancing to Hook to see if he was waving them off of shootin

[5:14]Hook@drcripple:[Shooter] "We'll open the gates! But no funny business!" he had lowered his own rifle

[5:14]Hook@drcripple:"Let's go," he nods to the team

[5:14]Toss@jmh947#757 stands and keeps their rifle up but not ou

[5:16]Varerus@dawnalan#731:Puts her weapon down at rest but ready to bring it up at a moment's notice

[5:17]Hook@drcripple FX| The group make their way into the settlement. Around them, huddled civilians look at them with gaunt eyes. A few have weapons, but these look old and damaged. Some are around the wall, working +

[5:18]Hook@drcripple: on fixing a hole, it seems. Some of the houses are damaged. The smell of burning flesh wafts through the settlement, and thick black smoke can be seen rising above the settlement nearby

[5:18]Hook@drcripple FX| A few people with weapons come welcome the group by pointing their guns at them

[5:19]Toss@jmh947#757: "Sir, it would seem they are well-aware of the mummies and have done an...adequate job of defending against them

[5:19]Hook@drcripple:[Klingon Guard] "Stop there! No further!" he says

[5:22]Hook@drcripple: "We're Federation MACOs, from the 38th Fleet," he announces. "We're here track the mummies that landed here,

[5:23]Hook@drcripple:[Orion Guard] "Any injuries? Open wounds?" he presses, brandishing his gun at them

[5:23]Hook@drcripple shakes his head. "We're clean," he says, looking back at the team

[5:24]Toss@jmh947#757 nods "Affirmative, none of Team 9 have sustained injury.

[5:24]Hook@drcripple FX| The guards relax slightly

[5:24]Hook@drcripple:[Klingon Guard] "Can't be too careful," he says

[5:27]Hook@drcripple: "What's the situation here?

[5:27]Toss@jmh947#757 looks around quietly as Hook talks with the survivor

[5:27]Hook@drcripple FX| There's a yell from the wall. "THEY'RE ATTACKING!

[5:28]Varerus@dawnalan#731: Goes on alert at the announcement and raises her weapon, ready to go at a moment's notice

[5:29]Hook@drcripple:[Klingon Guard] "Protect the walls! Don't let them get in!" he says, and the guards disperse. Civilians start to yell and scream

[5:30]Hook@drcripple: "Go, get to the walls," he nods to the team, unslinging his rifle from his back

[5:30]Toss@jmh947#757: "Aye Sir

[5:30]Toss@jmh947#757 posts up on the higher point, looking through the 'scope' and trying to find target

[5:32]Hook@drcripple FX| A horde of mummified entites are running towards the wall. More than 5 for sure. The guards open fire, but they are terrible shots, missing

[5:32]Toss@jmh947#757:"Sir, permission to use localized explosive ordinance?" before firing off a single round at centermass to see how the mummy fare

[5:33]Varerus@dawnalan#731:Seeing the mummies approaching, she takes aim and after switching to the special ammunition on her weapon. Opens fire, hitting one of the mummies dead on

[5:33]Juulla@S.J.Bre opens fire on the incoming mummies

[5:33]Hook@drcripple:"Guns on highest setting, check your targets. Do not fire physical ammunition now!" he barks. "You may use explosives,

[5:34]Hook@drcripple:rolls 76 (1-100

[5:34]Toss@jmh947#757 nods, trying various high-setting busts and quickly tossing a grenade over ahead of where the large mass will be when it explode

[5:34]Toss@jmh947#757:(want me to roll?

[5:35]Hook@drcripple FX| Toss's first shot hits the mummy but it takes it in its stride. Same with Varerus' shot

[5:35]Hook@drcripple:((roll Toss! And Juulla!)

[5:35]Juulla@S.J.Bre:rolls 67 (1-100

[5:35]Toss@jmh947#757:rolls 38 (1-100

[5:35]Toss@jmh947#757:(Here we go...

[5:36]Hook@drcripple shoots and takes out seven mummies, vaporising them at the highest setting of the rifle

[5:37]Hook@drcripple FX| Juulla vapourises six mummies advancing. Toss vapourises three

[5:38]Toss@jmh947#757 shakes their head slightly, firing off more shots and looking to see if they have another grenad

[5:38]Toss@jmh947#757:rolls 31 (1-100)

[5:38]Varerus@dawnalan#731:Takes aim and fires her weapon slowly, going for accuracy over rate of fire

[5:38]Varerus@dawnalan#731:rolls 81 (1-100)

[5:38]Hook@drcripple FX| Toss's grenade kills 8 mummies, vapourising as they get caught in the burst

[5:39]Hook@drcripple FX| Toss hits three, but only manages to kill one, the other two momentarily dazed from the shots. Varerus also hits eight, but only one goes down, the other seven getting back up slowly, huge +

[5:39]Hook@drcripple:phaser burns on their chest

[5:39]Juulla@S.J.Bre maintains fire on a group heading towards the main entrance

[5:40]Hook@drcripple FX| Mummies have reached the wall either side of the MACOs, throwing themselves at the defences

[5:40]Hook@drcripple:((roll juulla!))

[5:40]Juulla@S.J.Bre:rolls 25 (1-100)

[5:40]Hook@drcripple continues to fire.

[5:40]Hook@drcripple FX| Juulla floors another two, vapourising them

[5:40]Hook@drcripple:rolls 67 (1-100)

[5:41]Varerus@dawnalan#731:As the creatures get closer to the gate, she throws her grenades, while also continuing to shoot accurately but slowly, aiming for different points on the mummies, seeing if any spot yields for result

[5:41]Varerus@dawnalan#731:rolls 69 (1-100)

[5:41]Hook@drcripple vapourises another six

[5:41]Toss@jmh947#757 continues to fire focused shots, eventually dropping another grenade down at the groups below

[5:41]Toss@jmh947#757:rolls 85 (1-100)

[5:42]Juulla@S.J.Bre:Sir, I have an idea

[5:46]Hook@drcripple FX| Varerus' grenade hits and kills a bunch. Her shots hit six of them, vapourising them. It doesn't seem to matter where they hit, though leg shots slow them down, and head shots daze the mummies +

[5:47]Hook@drcripple | for a bit. Toss knocks off 8 herself, her grenade blowing up another group. There are only a handful of mummies in front of the MACO, though most are hitting the right wall hard, whilst the left +

[5:48]Hook@drcripple:wall seems to have gained a hole, allowing mummies to enter.

[5:49]Hook@drcripple:"I'm all ears, Sergeant," he says, switching his focus to the left side, trying to shoot the mummies as they slow to enter the hole in the wall

[5:49]Hook@drcripple:rolls 16 (1-100)

[5:49]Hook@drcripple manages to only hit one, but at least they're vapourised

[5:49]Toss@jmh947#757 does much the same, trying to also get a grenade over near the left but not hitting the wal

[5:49]Toss@jmh947#757:rolls 51 (1-100)

[5:50]Juulla@S.J.Bre maintains her fire on the main group, trying to split the group apart

[5:50]Hook@drcripple FX| Toss' grenade expodes, taking out a number of mummies

[5:50]Juulla@S.J.Bre:rolls 79 (1-100)

[5:50]Hook@drcripple FX| Juulla's shots effectively end the mummy attack on the centre

[5:51]Varerus@dawnalan#731:Shifts her fire to the left wall and continues to shoot accurately but slowly

[5:51]Varerus@dawnalan#731:rolls 59 (1-100)

[5:51]Juulla@S.J.Bre:We might be able to create a particularly effective forcefield to plug that hole

[5:52]Hook@drcripple FX| Some of the mummies who breached the wall are now on top, rushing towards Henry's side. Henry switches his fire to them

[5:52]Hook@drcripple:"Do it Sergeant..." he says, opening fire on his flank

[5:52]Juulla@S.J.Bre moves across to cover above Henry's head

[5:53]Hook@drcripple FX| Varerus thinks he's heard, vapouring five on the left flank. The right wall looks like it's ready to fall, with the number of mummies attacking it

[5:53]Hook@drcripple:rolls 5 (1-100)

[5:54]Hook@drcripple:((roll brex!))

[5:54]Juulla@S.J.Bre:rolls 44 (1-100)

[5:54]Toss@jmh947#757:"Sir, the structure of this settlement will not hold much longer!" firing off more shots at the mummies trying to come in

[5:55]Toss@jmh947#757:rolls 6 (1-100)

[5:55]Varerus@dawnalan#731:Shifts her fire to the right to shoot the mummies, getting her melee weapon ready for CQC. while keeping an eye on the left flank to see if the others will need her help with the charging mummies

[5:55]Varerus@dawnalan#731:rolls 32 (1-100)

[5:56]Hook@drcripple FX| Henry and Juulla open fire, but their shots don't down all the enemies coming their way. Henry is jumped by a mummy, falling backwards with the mummy on top of him, whilst one tries to rip the +

[5:57]Hook@drcripple | gun from Juulla's hand. Toss is jumped by a mummy who leaps from behind, and the pair struggle on the floor. Varerus hits three, but doesn't vapourise them

[5:58]Hook@drcripple:zzzzZZzzzz..

[5:58]Hook@drcripple slumbers peacefully

[5:58]Toss@jmh947#757 is taken for a ride via this mummy, but doesn't let them get far while trying to slam them onto the floor before themselves

[5:59]Toss@jmh947#757:rolls 75 (1-100)

[5:59]Juulla@S.J.Bre struggles with the mummy trying to take her weapon, trying to throw it over the side with Hook's attack

[6:00]Hook@drcripple FX| Toss Andre the Giant slams the mummy into the ground

[6:00]Varerus@dawnalan#731:rolls 93 (1-100

[6:00]Juulla@S.J.Bre:rolls 81 (1-100

[6:00]Varerus@dawnalan#731:Sees that her 2 comrades are in danger and switches out to her modified melee weapon, being so modified that it was very dangerous and close to the gray area when it came to weapons but legal. She

[6:00]Varerus@dawnalan#731:charges the 2 mummies that are attacking hook and Juulla

[6:01]Toss@jmh947#757 rather quickly stomps a foot into the mummy, giving it a nice point-blank blast with the rifle to vaporize it and moving o

[6:02]Hook@drcripple FX| Juulla's throw hits the mummy ontop of Hook, whilst Varerus' attack decapitates it. Toss vapourises the mummy

[6:02]Hook@drcripple kicks back up to his feet, ready to attack again

[6:02]Toss@jmh947#757 quickly goes back to firing at the mummies coming in, also seeing if that decapitation was enough to kill the mumm

[6:03]Toss@jmh947#757:rolls 24 (1-100

[6:06]Hook@drcripple FX| The decapitated mummy is dead. Toss hits two more, but doesn't vapourise them

[6:06]Hook@drcripple FX| The mummies start to fall back

[6:07]Toss@jmh947#757:(Like, they chose to?

[6:07]Hook@drcripple:(it looks like it, yep

[6:07]Toss@jmh947#757:(Cringe.

[6:07]Toss@jmh947#757 keeps firing regardless as the mummies run awa

[6:07]Varerus@dawnalan#731:As the mummies fall back, she switches back to her weapon and takes potshots at the falling back mummies

[6:07]Varerus@dawnalan#731:rolls 71 (1-100

[6:07]Toss@jmh947#757:rolls 95 (1-100

[6:08]Hook@drcripple FX| Varerus and Toss kill seven and nine, respectively, Varerus not vapourising them, but Toss does

[6:09]Toss@jmh947#757 now quickly braces down and starts watching through their scope and then something with better magnification to see where they hea

[6:10]Varerus@dawnalan#731:Holds fire at the mummies when they get further away, conserving the power cell on her weapon

[6:10]Juulla@S.J.Bre looks over Hook "Are you okay, Colonel?"

[6:11]Hook@drcripple FX| The mummies disappear over the sand dunes and out of sight.

[6:12]Toss@jmh947#757:"...This one supposes we will end up seign them again

[6:12]Toss@jmh947#757:(seeing*

[6:13]Hook@drcripple 's got a tear on his uniform shoulder, with a shallow wound. "I'll live," he says

[6:13]Toss@jmh947#757:"Sir, it would be wise to ensure you were not infected during that attack.

[6:14]Hook@drcripple nods and allows himself to be scanned

[6:14]Varerus@dawnalan#731:Speaks up "I am more concerned about the numbers we just faced... There were only 5 on the shuttle originally... Yet this attack had more than 50 in it". she says, pointing to the question of where they

[6:14]Varerus@dawnalan#731:got the numbers from

[6:15]Juulla@S.J.Bre:Maybe from the tow

[6:15]Toss@jmh947#757:"There is a likely possibility that they have found other settlements and overrun them to boost their numbers

[6:15]Toss@jmh947#757:"...Speaking of, this one believes we should check on the settlers below

[6:16]Hook@drcripple:"Do it," he nods

[6:16]Toss@jmh947#757:"Aye Sir

[6:17]Toss@jmh947#757 obviously goes down to check on the settler

[6:17]Varerus@dawnalan#731:Also joins in on checking the settlers, leaving Juulla to attend to hoo

[6:18]Hook@drcripple FX| There are dead and wounded settlers everywhere, alongside dead mummies. Where the wall was breached, is a hole of bent metal. The right side was where the repairs were going on, and looks ready

[6:18]Hook@drcripple | to collapse

[6:18]Hook@drcripple FX| The Orion guard is on the floor, injured

[6:19]Toss@jmh947#757 makes their way over to the guard, taking a knee "Are you alright, Sir?

[6:19]Hook@drcripple:[Orion] "No! No! I'm not infected! Trust me, I'm not!

[6:19]Hook@drcripple [Klingon Guard] stands over the Orion

[6:19]Toss@jmh947#757 holds up a tricorder in return "Sir, if you will allow this one to scan him, we can put his statement to the test

[6:20]Hook@drcripple [Klingon Guard] raises his rifle at the Orion. "No time. We cannot allow the virus to spread,

[6:20]Toss@jmh947#757 scans the Orion regardless as the Klingon is doing his melodrama "One moment then

[6:21]Hook@drcripple:[Orion] "No, please, I'm not infected, tell him I'm not infected!

[6:21]Toss@jmh947#757 looks up to the Klingon after and gives a nod, stepping away quietly and moving back near Vareru

[6:21]Hook@drcripple:[Orion] "No! NO!

[6:22]Hook@drcripple FX| The Klingon executes the Orion

[6:22]Hook@drcripple:[Klingon] "Burn the bodies," he says, grimly

[6:22]Juulla@S.J.Bre folds away her tricorder as the sound of the disruptor shot rings out throughout the settlement

[6:22]Hook@drcripple:"What's the assessment?

[6:22]Toss@jmh947#757 is, unbothered as ever "The Orion was infected, this one checked to ensure so it was not a senseless death.

[6:23]Juulla@S.J.Bre crouches to a low whisper "You are infected. We have no way of knowing what the duration of this infection is, or the symptoms.

[6:24]Varerus@dawnalan#731:Speaks to Toss "That was a cold blooded affair as some humans would say... However, based on the circumstances, available information and current supplies... This at the moment seems like the most

[6:24]Juulla@S.J.Bre:Well. Other than the final

[6:25]Varerus@dawnalan#731:practical option..." She says indifferent without a hint of remorse in her voice from what can be heard.

[6:25]Hook@drcripple:"I see," he states and pulls out his PADD. "According to the data from the U.S.S. Endeavour, I will begin to feel fatigue and shortness of breath in about seven to eight hours. Death in seventeen,

[6:26]Toss@jmh947#757 nodded "Affirmative. Many of this one's kind would agree with such a statement" gesturing back up the stairs "They will handle themselves, they have obviously done so before.

[6:26]Toss@jmh947#757:"Shall we see to the Captain?

[6:26]Varerus@dawnalan#731:Just nods her head and heads back to Hook, to see how it is going

[6:27]Hook@drcripple:"We have antidotes in the shuttle. The Endeavour was able to cure the illness, but the medicine does not last if taken out of cryo. We just need to get back,

[6:28]Hook@drcripple sits down

[6:28]Toss@jmh947#757 nods "Affirmative, how long will it take us to return?

[6:28]Juulla@S.J.Bre:Captain, Sergeant

[6:28]Toss@jmh947#757 had only heard "just need to get back

[6:29]Hook@drcripple checks his watch. "Took us about an hour to get here, so an hour to get back. But that would mean leaving this place defenseless,

[6:30]Hook@drcripple FX| The stench of burnt flesh is stronger now, as funeral pyres are lit all over the settlement

[6:30]Juulla@S.J.Bre:If we could bring the shuttle back, we may be able to canibalise the shield generator, if we could hook it into the powergrid that might give the settlement a chance

[6:30]Hook@drcripple [Klingon] approaches. "Where is your shuttle?

[6:31]Toss@jmh947#757 nodded to Juulla before turning to look at the Klingo

[6:33]Hook@drcripple:"Over yonder, about an hour or so's trek,

[6:33]Toss@jmh947#757:"North-west from your settlement

[6:34]Hook@drcripple:[Klingon] "It's a wonder you got past the mummies. They have us sieged, just beyond the dunes. Anytime we send people out, they never come back. And with nightfall approaching, they will probably +

[6:35]Hook@drcripple:attack again. They've got this place scouted. Small attacks like that during the day to weaken our defenses, and then assualts at night,

[6:35]Varerus@dawnalan#731:Speaks up "Might I suggest I stay behind to help the locals with defences while you bring the shuttle? I am very good in field crafting and can help with improving defense here". She says leaving

[6:36]Varerus@dawnalan#731:the final Option with Hook

[6:36]Toss@jmh947#757 almost spoke but quietly down as Var did, looking over afte

[6:37]Toss@jmh947#757:(quieted*

[6:38]Hook@drcripple:"If those were diversionary attacks, I doubt one of us will be able to hold if the mummies attack. And if the shuttle is outside the range of the mummies, we'll have a hard time breaking through,"

[6:38]Hook@drcripple:he say

[6:41]Hook@drcripple takes a deep breath. "We'll have to hold the mummies off here, and make a break for it as soon as the attack has broken,"

[6:42]Toss@jmh947#757 nods "We will be staying then, Sir?

[6:43]Juulla@S.J.Bre:I will see what can be done to shore up the defenses here for next time in that case then, Sir

[6:43]Hook@drcripple:"Yes," he nods. "Work with the settlers on whatever you can to fortify this place as best you can. Nothing is out of the window. Dig trenches outside, if we can construct a turret, do it, if we can +

[6:43]Juulla@S.J.Bre retracts her helmet

[6:44]Hook@drcripple:get a forcefield to cover the entire settlement, then we should do it. Anything to stop the next assault and eliminate as many mummies as we can,

[6:44]Toss@jmh947#757:"Aye Sir." and with that, Toss is already stepping away to begin repair

[6:44]Hook@drcripple gets to his feet. "Get moving, go," he says to the other two

[6:45]Juulla@S.J.Bre nods and goes off to inspect the settlements supplies

[6:45]Varerus@dawnalan#731:She leaves to find the closest thing this settlement has to a quartermaster, if it has one or an equivalent. If not she would look and ask around on what supplies or materials the settlement has