

## Outline

The following is a loose outline of the story of the whos, in that the main plot follows the Green family over several generations, from its time in the Uintar Valley, to the long wars against Woobarren and Macalavay, to the long defense of Sarengarth, until its fall, the rise of the Underthrown, the Fourth Omnicide, and the diminished-but-fierce war that continued after it. During all that time, the family found its fate; the mysterious cause of the ancient, millennium-old war; and the strange origin of the Chosen intuition that ran through the family's bloodline.

**Books** (click to jump to section):

1. **The Valley** – Peter and Emily Green's idyllic childhood in the Uintar Valley, ending with the Excision, and their flight to the surroundings of Woobarren.
2. **Woobarren** – The long, brutal war with the superfortress of Woobarren, in which Peter and Emily rise to leadership, fighting a war that ends with the superfortress' destruction.
3. **Macalavay** – The war against Macalavay, lasting twenty years, ending with Peter and Emily Green's death, and the ascendance of their children. The fall of Macalavay leaves the whos lost and wayward once again.
4. **Sarengarth pt. 1** – The reclaiming of Sarengarth, the louse sieges against it, and the journey to Faien'roh, in which Orion Green discovers the spark that began the war.
5. **Sarengarth pt. 2** – Sarengarth's agonizing decline, ending with its inevitable fall under the hordes of louse soldiers.
6. **Remnants** – The heroes of the whos are split; Myron Brown in the south with the village of Neverfall, Orion Green wandering alone in the fallen world. The rumored Underthrown eventually rise, retaking Sarengarth, and bringing the war to the lice, altering their massive superweapon to rain death on all in the Fourth Omnicide. Orion sacrifices himself, both to kill Timeless, and to scour the louse war machine into submission. His children survive him.
7. **Aftermath** – Seven years after the Fourth Omnicide, Myron Brown and companions search for a cure to the virulent Dholeska virus in a shattered world. Sarengarth becomes a beacon for the last remnants of the whos. Orion's children grow older.
8. **Nackshaw** – Ten years after Myron Brown's victory at Balbonnar, the whos of Sarengarth lay siege to the louse stronghold of Nackshaw, the whos on the offensive for the first time in many years. Leo and Andromeda rise to their parents' legacy.

## 1. The Valley

### 1. Bliss

1. Peter's visit with teacher Harling.
  1. Says that their people are inherently good because their bad parts are "separated"
2. Expeditionary Battalion mission, finding strange artifacts.
3. Return with Emily, discuss movie the next day.
4. Dinner with parents, sleeping, daydreaming.
  1. Remembering his sister, Rebecca, who was in Expeditionary Battalion and died in an air sloop accident.
5. Go to movie with Emily, Mary, and Tom.
  1. Argument over seeing documentary about exploration outside valley.
  2. Peter doesn't like Tom because he is too confident in his ignorance.
  3. End up seeing a mystery movie.
  4. Walk in city afterward
    1. Peter purchases a book of constellations.
    2. Emily says her father mentioned Expeditionary Battalion being shut down.
6. Peter Green
  1. About 5'11", slender build
  2. Green-brown eyes, brown, parted hair
  3. Cautious, but headstrong, personality
  4. Loathes empty confidence
  5. Does not understand why people want to stay in the valley
  6. Hates unnecessary subtlety and convention
  7. Sensitive, but tough underneath it.
    1. Things will get to him, but this only inspires a reactive toughening
    2. Cares very much for Emily, and Myron, and his people in general
    3. Only emotional around Emily; he trusts Myron, but Myron has too much male ego for him to be comfortable sharing feelings with him.
7. Emily Mathias
  1. About 5' 8", slender build
  2. A year older than Peter, and more mature emotionally during their time in the valley
    1. After wards, they almost switch roles; Peter handles the loss better than Emily, although she is still an important emotional crutch and guide for him many times, and they maintain roughly equal roles.
  3. Slender, with round but tapering face, freckles, dark brown hair, green eyes.
  4. Usually wears jeans, khakis, belt, brown jacket, or green flannel, with white blouse underneath.
  5. Strong and mature, but falters under the pain the lice bring
  6. Wiser than Peter, but also more reckless
8. Next day, Peter punches Tom at lunch for laughing at him about the Expeditionary Battalion being shut down.
  1. After school, asks Emily to come look at constellations in his backyard with him.
  2. Go home, gets out telescope, spots mysterious object moving behind clouds.
9. Next day, Peter working outside, building platform for telescope so he can see past trees.
  1. Father criticizes him for not doing more important yard work.
    1. Accuses him of ending up a "dreamer" like his grandfather.
10. Peter's father suddenly dodges out of the way split second before a crack, and a branch falls.
  1. The uncanny foresight his father had mystifies Peter, but he makes nothing of it.

2. Peter's father mentions cutting down the “dangerous tree” that holds Peter's platform.
11. Weapons Training
1. Weapons master, Atoctor, teaches them how to use guns
    1. Students ask why they need them, if the Wall is there.
    2. Atoctor says that something might get through.
    3. It mystifies the students that they think someone could get through
    4. To Peter, it is simply more evidence of the authorities' lies.
    5. Emily's hand shakes terribly the first time she fires.
    6. Peter imagines a beast charging toward her as she fires shakily; he turns and puts a bulls-eye through the target on his first shot.
  2. Knife fighting
    1. Peter and Emily practice together.
    2. She knocks him to the floor four times out of five.
      1. Peter's ego is dented, given how much he had anticipated learning to fight.
      2. She becomes more confident, but still doesn't see the need for weapons.
12. Peter's grandparents visit.
1. Peter brings them drinks, etc..
  2. Peter's grandmother disapproves of him in Expeditionary Battalion.
    1. He does not reply, seeing his father's look.
    2. She wants him to get a “real job” in business, like his father.
  3. Later at night, Peter over hears his grandfather (a writer / historian) mentions something to Peter's father about “he did what he did because it was safer.”
    1. Foreshadowing of Peter's father, and thus Peter, being Chosen.
    2. Family kept quiet about it because they didn't want to be seen as nuts.
    3. Peter makes note of this, but it does not come up again for now.
  4. Learns that his great-grandfather died in an air sloop accident.
    1. Also overhears grandmother's concern about him, mentioning with worry that she doesn't want him to end up like Rebecca.
    2. “Air sloop accident” was actually a louse attack on the air sloop, but this is not known to Peter's father or anyone but his grandfather. Peter learns this *much* later.
    3. Great-grandmother committed suicide a few months later out of grief.
13. Next day is last day of school.
2. Horizons
1. Peter's father makes him get a job over the summer
    1. Peter does not mind this concept at its face
    2. Father wants him to have an internship at his office.
    3. Argument with father.
      1. “The future isn't here! This little crack in the earth is nothing to what's outside! You haven't seen it; I have!”
      2. His father is adamant.
  4. Gets job at library in Nalio as compromise
    1. Father drops him off.
    2. He shelves books.
    3. Meets
    4. Looks for information about Professor Harling during breaks.
      1. Finds little, other than basic information.
      2. Says that he was once suspended from teaching early in his career, but does

not list a reason

5. Looks for information about Valley
    1. Learns that they settled here hundreds of years ago.
    2. Does not find anything earlier.
  6. Goes to use computers, to find more, finds a lot of files for earlier dates blocked, but existent; only learns that they exist at all after finding out how to imitate administrator access from one of his co-workers, Ivin.
  5. Continues relationship with Emily.
  6. Another Expeditionary Battalion, funded privately by Nelc.
    1. Find a cave with the skeletal remains of dozens.
  7. Return to school in fall.
  8. Lice attack not long later.
3. Awakening
1. Louse attack
    1. Emily and Peter are in woods, about to make out, when ships attack
    2. Barely escape lice on road, run through culvert under road, into woods
    3. Find gun in house, fight lice
    4. Run down slope
    5. Find friends with car, drive to Nalio
    6. Get separated in crowd; Emily and Peter barely stay together
    7. Get onto cruisers; some are shot down as they take off.
  2. Flight from the valley
    1. Spend a lot of time sleeping.
    2. Peter feels numb
    3. Land at one point, in misty, rocky area not far from cliff that goes down for miles.
    4. Fly for a couple weeks, landing a few more times now and then.
    5. Finally, at the last landing place, Emily and Peter are sitting on a rock watching the sunset when they hear gunfire.
    6. Peter goes to fight lice in woods, leaving Emily behind; Myron is introduced, though not by name.
    7. Lice get their name from Myron, when Peter rips the mask off one, he says it "looks like a goddamned louse."
    8. Fly four more days, until they are shot down by missiles.
      1. After crash, Peter rescues Melissa, and revives her son with CPR.
        1. She also has a daughter, but Peter finds her dead. Myron tells Melissa.
      2. Helps Myron take care of wounded.
      3. Finally set up tents as dawn comes; Peter falls asleep.
    9. Next day, Peter goes hunting with Myron and other soldiers, gets to know him a bit more.
      1. Peter clashes with Myron a good deal; he has sensitivity where Myron does not, lacks confidence where Myron has it, and is far more cautious than Myron.
      2. Bring back a decent amount of food.
    10. Thale's sister commits suicide.
      1. When they go to bury her on top of a hill, they see Woebarren in the distance, through the mist, a faint outline.
      2. Peter and Emily are looking down at river at book's end, having buried Thale's sister, talking about how they will have to start a farm to survive, and the future.
2. **Woebarren**
1. Westreed

1. Six months after crash, whos have founded small village called Westreed on hills.
  1. Peter works farming, Emily helps Melissa care for animals.
    1. Emily has planted flowers outside the cabin she and Peter share.
    2. Emily realizes it has been six months, cries over it.
    3. Village is run by Frederick Theyven, who was a lieutenant on the ship, took over when the captain was killed.
      1. Shows up on bridge when Peter and Emily are there before ship is shot down.
      2. He is a good leader, forthright and bold, and Peter indirectly learns from him reluctantly.
  2. The day after the story leads back in, Emily, Myron, Peter, Thale, and a few others go on a scouting mission to a hill across the river, under orders from Theyven.
    1. Bring truck; Peter is angry at this.
    2. Find louse camp, Myron decides to initiate combat with them.
      1. Introduction of gunpod creatures.
    3. During battle, Thale is killed.
    4. Peter is enraged at Myron for attacking lice recklessly.
    5. They return, after destroying camp.
  3. Thale's funeral occurs off-screen, as does council meeting
    1. Peter has strange dreams of louse soldiers killing people he knows, memories he doesn't have, etc.
  4. Illness strikes Westreed
    1. Several of Melissa's cows become sick and die.
    2. Antibiotics are still in ship, and that's if they are any good.
    3. Peter and Emily go to retrieve them.
    4. Are attacked by lice at wreckage.
      1. Group of Whos in masks, olive clothing rescue them.
        1. Turn out to be a guerrilla cell of the Enkarra, a nation of Whos.
        2. Ivrid and Jeya, two soldiers, rescue them.
        3. Bring them back to Unconhic, their capital.
        4. Peter stays with them for a night, meets the rest of Ivrid and Jeya's group.
  5. Alliance with Enkarra
    1. Their leader is a woman named Emeya Dumir.
      1. Her sons and daughters are her lieutenants
        1. Finn Dumir is the leader of the air force, and most of the cruiser fleet.
        2. Syver Dumir leads the armor in southern part of the forest.
        3. Breci Dumir leads the northern war
2. War begins with Woebarren
  1. First Battle for Gazae Canyon.
    1. Jeya is killed while clearing a hallway.
    2. Emily almost dies during the battle.
    3. After clearing out much of Gazae Canyon, the whos have a staging area from which to attack the rest of the Gazae Desert and the Outwash.
3. Peter marries Emily
  1. Realizes he almost lost her in the battle.
4. Peter begins learning to fly, one of the pilots named Anira Vasad offers to teach him.
  1. She has a spunky personality, and attempts more than a few daring flying maneuvers that make Peter question his decision.
  2. He takes to it quickly.

5. Peter begins to notice his chosen intuition during the battles
  6. At one point they are captured, along with a who named Michael, who is killed in front of them, but is defiant even when he dies.
    1. Later they manage to escape.
    2. First encounter with Timeless, who wounds Peter badly in melee, before Emily finds a gun and shoots him.
2. Aces
1. With the fall of Gazae Canyon, the Enkarra fleet can move in and begin to encircle the hanging towers.
  2. Peter teaches Emily how to fly; a few months later they complete their training, and are assigned
3. Alabaster – end of year one
1. Finally take ridge overlooking forest, begin to build city of Alabaster in the ruins of a louse stronghold.
4. Pinpoint
1. Snow brings fresh louse reinforcements, whos are forced back badly, but hold many of their positions.
5. Blockade
1. Many louse cruisers attack, much of the Enkarra fleet is lost in the battle.
  2. Slowly begin to clear out the lice standing between the different factions of the who war effort.
6. Cracks
1. After building up a significant fleet, the Enkarra begin to attack a vulnerable portion of Woobarren, and break their way into the stronghold.
    1. Peter and Emily fly many strikes against turrets inside.
3. **Macalavay**
1. Landing
    1. After crashing, Peter awakens, regroups with others.
    2. Emily is wounded, he has to leave her and lead civilians to safety.
    3. Finds resistance in cave; brief scuffle with them.
      1. Yyrick is leader
        1. Tough, does what it takes to survive in the harsh, louse-plagued desert.
      2. Sister, Lyvri
        1. Short, slender, somewhat-short black hair with bangs that come down over her blue eyes.
        2. Fierce and loyal, grim but also optimistic underneath
        3. Shares her brother's survivalist attitude.
      3. About forty others
    4. Lyvri and Peter become friends working together on ammunition.
    5. First attack is against a louse research facility building a burrowing missile capable of penetrating the ground enough to destroy underground cave hideouts.
  2. Gathering Strength
    1. Begin moving about, uniting cells of resistance.
      1. Second part opens with Peter leading raid
    2. They have a few ships; eventually they are able to launch a raid on the structure.
    3. Emily is pregnant with son.
    4. After she gives birth, there is an attack on the underground stronghold they use as a base. Peter
    5. Attack against louse stronghold that will later be built into Point Seven.

1. Lyvri is killed.
    1. As she is dying, she confesses her love to Peter.
    2. Peter says he loves her back, even though it is not true, to comfort her.
    3. Later, he wonders if he did the right thing.
  2. Peter leads attack against stronghold commander and his staff, flying a tricopter straight up to the top of the stronghold.
  3. Kamenians are impressed enough to join the battle.
  4. Peter and Emily's son is born. They name him Orion.
3. Siege
1. Opening scene is a single Falcon fighter strafing along a louse cruiser, blowing up the bridge, and bringing it down. Emily returns to hangar, removes her flight helmet, and embraces Peter.
  2. Peter commands the *Zodiac II* and the rest of the who fleet to attack Macalavay.
  3. Story picks up again nearly fifteen years later, the captured stronghold used by the whos is called Point Seven, and is by the far the largest. The others are named in order of location, going Point One through Point Twelve.
  4. Orion and Cassiopeia are born and raised in a small forest village of Ereena between Point Six and Point Seven.
    1. Flashback to when Orion goes hunting with his father when he is young; a flash of insight tells him where a deer is, and he shoots at it without truly being able to see it. Kills a female fawn, his father scolds him for it. Orion does not say anything about what he saw or felt, simply lets it go as something strange.
  5. Have done a lot of damage to the outer defenses; usually fighters and bombers can enter and exit using flares to throw off missiles, raiding targets within.
  6. A couple days after story restarts, Emily learns she is pregnant again. Has a third son, Procyon.
  7. Yyrick still leads whos against Macalavay's underground entrances.
4. Point Seven
1. Procyon killed due to mistake
  2. Peter learns of huge louse fleet slowly moving north.
5. Felling the Fortress
1. Realizing they are running out of time, Peter lines up attacks on major structural points and power generators, hoping to destroy Macalavay.
4. **Sarengarth Pt. I**
1. Wandering
    1. Who fleet scattered after Macalavay, but manage to regroup in mountain range, attacking louse strongholds one by one.
      1. Orion covers attacking soldiers from tricopter using its machine guns.
        1. Resents being forced to take a back seat in the battle.
        2. Conflict with Myron later, who he believes is suppressing him and being overprotective, Cassiopeia sides with Myron.
    2. Take fortress, Orion wins right to accompany the group that clears out the interior.
      1. Discover gunpod in basement, is one of the last times they fight one.
      2. First encounter with Dhaika.
      3. Admiral Vallister was killed a few weeks after Macalavay when his ship, the *Foerender*, is overwhelmed and destroyed.
  2. Arrival
    1. Almost get shot down in battle, but are allowed to land in return for helping the stronghold.

2. Oudbouth is ruler of Sarengarth, but his son rules in his place, as he is very ill.
  1. Diomitrick, effective leader of Sarengarth, is very distrusting of the newcomers.
  2. His sister, Xenia, has very pale hair, and green eyes. She helps rule with Diomitrick, but does not agree with his draconian practices; however, she is often powerless to stop him, and goes along with it to avoid losing her influence outright.
3. Overthrowing Diomitrick
  1. Find proof that he slips poison into Oudbouth's meals to keep him weak.
    1. Catch Diomitrick on video torturing and killing one of the Sarengarthians that caught him slipping the poison.
    2. Use it as proof to turn his people further against him.
    3. However, the soldiers are still loyal to Diomitrick.
  2. Diomitrick eventually outright murders Oudbouth, attempting to blame it on Sarengarthians.
  3. Orion finally challenges him to a knife duel in throne room, and wins.
    1. Becomes the leader of Sarengarth, but makes it as democratic as possible.
    2. Allows Sarengarthian council to regain their power.
  4. Orion weds Xenia as a symbol of the alliance.
    1. Does not really love her, but over time gains some semblance of feelings for her.
    2. So does she.
    3. Realizes that, with a war coming, having too many loved ones might be a downside.
    4. Still is not over Julia; feels guilt for marrying Xenia.
3. Lurgiam
  1. War on Lurgiam
    1. Attack on New Caelonia.
      1. First reappearance of bioforms.
4. Gathering Storm
  1. Allying with other Who forces
5. First Winter
  1. First battle is a swarm of louse attack ships, landing craft, and fighters swarming down from the sky above.
6. Melt
  1. Sieges on louse superfortresses
    1. Mhallshur, a large stronghold built in a depression, with mountains surrounding it, near a cruiser lane.
      1. Enlist Whos living in hills around Mhallshur to help them get toehold in desert around the structure.
        1. Desert is similar to that surrounding Macalavay
        2. Tall towers give lice advantage; they are destroyed one-by-one as the fleet moves in for a long-term siege.
    2. Sawalta, built on a flat area.
      1. Appears to be mostly storage, and a staging area.
      2. Large breeding facility.
- 7.
8. Second Winter
  - 1.
9. Arsthonna
  1. Journey to Arsthonna
  2. Chasing secret weapon, a secret cloaking technology.

1. Xenia is along, despite Orion's protests; she leaves Crole in charge of the war, and Sarengarth. Orion agrees to this, but still worries about her safety.
2. Stow away on louse supercruiser heading west.
3. End up finding that Who civilization is far older than they thought.
4. Discover artifacts that lead to creation of the Guire suit. They fail to adapt it to ships, however, due to the irregularities in large fields.
5. While flying (stowing away on giant louse transport), see clouds of louse cruisers flying east, towards Sarengarth and the other Who cities and strongholds. Orion begins to realize the war is hopeless, but does not tell anyone.
  1. Struggles with his dishonesty; does not want to lie, but does not want to damage morale.
  2. Wonders if it is better for his people to simply flee to this area, to hide, but they begin running into lice, and are forced to travel over desert for over a week before making it back to the airport and boarding another giant cruiser to take them back.
    1. On the return, they are compromised, and their ship is destroyed not long after they make it into the giant cruiser. They escape, and sneak into the hallways, eventually finding the control room, and forcing it into a crash landing that heavily damages the airport near Sarengarth.
      1. Myron is nearly killed; they barely escape the airport, and spend a few days waiting for evacuation.
      2. Eventually make it back to Sarengarth.

#### 10. Third Winter

1. Xenia is killed when a branch of Sarengarth, leading to the old throne room, is destroyed. Orion is barely meters from her when it cracks in half, the hallway tumbling away with her and hundreds of others.
2. Bioforms begin to show up again.
3. Learn about multiple “tribes” of lice, from scrambled intercepted communiques.
  1. Fhaarcast.
    1. Use mostly infantry and armor.
      1. Infantry are in squads of 13, twelve soldiers with a mix of submachine guns and rifles, and a squad leader who carries a shotgun.
      2. Armor travels in arrow-shaped lines, with the center line generally being missile launchers.
      3. Have by far the most super-tanks that are used for sieges.
    2. Fewer bioforms, usually reserve them for their specific purposes.
    3. Most tactically-minded faction.
    4. Most numerous faction.
    5. Have by far the most Dhaika.
    6. Still occasionally use gunpods, but these have almost uniformly been phased out in favor of Breakers armed with SAWs, or hulks, or simply more powerful troops.
    7. These were the factions controlling Woebarren, Macalavay, and Lurgiam.
  2. Dhruukam.
    1. Almost always lead attacks with breakers.
    2. Use very aggressive, “blitzkrieg” strategy, involving a lot of air power.
    3. Use hulks in place of tanks.
    4. Second most numerous faction.
    5. They are very vulnerable to armor attacks, thus they use bombers and fighters to

attack Who armor.

3. Nephnari

1. Skittersting and attalack breeders.

1. Use swarms of them to attack; the creatures have such a high reproductive rate that they need this to keep their numbers down.

2. Often use Dhaika snipers to support them, taking out

2. Least numerous of the factions.

3. Use mobile gun trucks to support skittersting swarms.

4. Usually they all participate in attacks, but often they are given separate assignments.

5. Have encountered all of these factions before, but did not know their names or their distinctions from each other.

11. Equilibrium

1. Short journey south. Orion sits on ships circling louse stronghold, reassures himself, that even if the lice eventually overrun Sarengarth, that the whos will hide, maybe for a hundred years, maybe for ten thousand, but eventually they will rebuild their numbers and strike back. And when the lice fall, they will not be able to rise again, because they do not know how to create and grow, only how to feed on destruction.

12. Faien'roh

1. Orion wants to learn about the Schism, and what created the lice.

2. Use captured louse cruiser to infiltrate huge long-range airport, board super-cruiser heading west.

1. Are satisfied to see that it is still heavily damaged.

3. Land, disembark, are detected, barely escape port.

4. Fly for a few weeks, several brief skirmishes with the lice.

1.

5. Finally find Faien'roh.

1. Entire area is volcanic, mostly dormant, but there a lot of huge geysers, acid rivers, and boiling lakes. Many mutant creatures, there is some radioactivity but not much.

2. Large, square-beaked birds called axshaws fly among cliffs.

3. Cale Veni, not far from Cale Sier, is built on a slope not far from an acid river.

4. The trees that once had held cities are mostly destroyed.

5. Meet leader of Cale Veni, Tenebrauk, and his sister Calana.

6. Orion tells them of his quest. Tenebrauk tells Orion of a cave, but says Orion must do something for him first; try to rescue his wife, who was captured by the lice.

1. On the way, Orion begins to have flashbacks, visions of what happened before.

1. Intermingled with visions of his father's life, and grandfather's life even.

2. Realizes he might have some sort of inherited memory.

3. Asks Calana what happened here; she describes some of the battles as she heard them, the visions match up with her descriptions.

4. He tells her about what he is seeing, but no one else.

2. Arrive, attack louse tower, reclaim Tenebrauk's wife and several other civilians.

7. Back at Cale Veni, Tenebrauk tells Orion of the cave, and says he and Calana will go, too.

1. Tenebrauk and Cassiopeia escort them on fighters.

2. Orion and Calana fly tricopter to cave, on side of cliffs, not far from gargantuan waterfall.

3. Are shot down along the way, crashland about fifty miles away. Fighter escort is similarly scattered.

4. Begin along cliff, spend first night in alcove.

1. Orion and Calana talk about their lives, get to know each other.
5. Next day, they make it into cave.
  1. Fight attack in first room, Calana identifies it for him.
  2. The chambers become more defined.
  3. Strange, panther-like beasts attack as well; Orion manages to kill them all.
  4. Giant, praying-mantis like creature in room with skeletons hung from wall by iron bands, as if it were a burial chamber.
  5. Find evidence of walls, that this used to be a laboratory of some sort, and the cave filled in over it over so many years.
  6. Find shattered glass tanks in another room, fight with quick, insectoid beasts with long, scything arms.
  7. Eventually come to central chamber; a light sits glowing from a sort of floor-to ceiling, hourglass-shaped column.
  8. Orion has visions of something; an ancient city and a who becoming a louse, or perhaps a louse becoming a who.

6.

13. Return

## 5. Sarengarth Pt. II

### 1. Fourth Winter

1. Sarengarth and allies are weakening.
2. Whos attack Rhashidon, believing it to be the louse capital.
  1. Calana is shot by Timeless as they flee into tunnels

### 3. Fifth Winter

1. Nearly crush Mhallshur, before the brutal counterattack forces them back.

### 4. Star Glaze

1. Rescues soldier named Kira Matthews from slopes of Anahaia.
  1. Kira is only survivor of her battalion
  2. Myron knows that Orion is only trying to rescue her because of Cyra's death, refuses to accompany him, tries to stop him.
  3. Orion flies ship by himself, with a couple of other soldiers.
2. Orion meets Emma Flanders, a woman in his elite hand-picked squad who helps him rescue Kira.
3. Orion begins to spend his nights within the city of Sarengarth, in the clubs and restaurants.
  1. Is often alone with his thoughts, thinking about how, in only a few years, this will all be gone.
    1. One night he sees a woman crying over piece of paper, alone. He doesn't know why, but "he can guess"
  2. A few nights later, he meets woman named Cyra, a civilian.
    1. She is very outgoing, and brings Orion home, giving him some little refuge from his melancholy, if only shallow and brief.
    2. He begins to live with her, in her apartment in the upper branches of Sarengarth.
    3. Dhaika smuggle themselves into the upper branch one night, attempting to assassinate Orion. Cyra is killed, Orion manages to escape.
4. Attack on Kaga-Hirik, again in Rhashidon.
5. Attack louse breeding facility.
  1. Orion sees Matriarchs for the first time
  2. Duels with Timeless.
  3. Sneaks into reactor control center, sets them overheat, causing huge explosion.

4. Falls out of tower in ceiling of huge hangar, almost dies, but is caught by Cassiopeia's bomber, which descends at exactly the right speed and angle, then slows down.
6. Leave Rhashidon, chasing after the *Kaga-Hirik*, a huge louse super-ship meant to destroy Sarengarth.
  1. Cassiopeia is killed when her fighter is shot down during the attack.
  2. *Kaga-Hirik* destroyed
    1. Rhashidon heavily damaged when *Kaga-Hirik* crashes.
    2. Also see, for the first time, the giant wire-frame towers the lice built as giant railguns to fire high into the atmosphere before arcing back down onto their targets.
5. Summer's Heat
  1. When Orion returns to Sarengarth, the rest of the fleet meant to accompany the *Kaga-Hirik* is moving in.
    1. Orion realizes the fleet will blunt the whos' attack on many louse superfortresses; they have already destroyed one, and they are close to destroying several more.
      1. Plans ambush, leads push with fleet against louse superfortress of Merravech, captures its surface-to-air nuclear arsenal.
      2. As a huge contingent of the louse fleet flies overhead, they launch the nukes high into the atmosphere, and destroy almost all of the louse ships over the course of several hours.
    2. Rest of Sarengarthian fleet moves to counter remainder of louse attack at Exlore
      1. Orion encounters Timeless, draws him out after destroying his ship, they clash in a dogfight. Orion's fighter is hit dead on by a missile from Timeless; he falls through the air, barely pulling his parachute before he passes out.
        1. Everyone thinks he is dead, except Myron.
        2. Orion has a vision where the Revenant gives him the strength
6. Sixth Winter
  - 1.
  - 2.
  3. Whos are truly weakened; many strongholds close to Sarengarth have fallen.
7. Casa Novak
  1. Algabro falls; this prompts the Sarengarthian war council to demand action.
    1. Decide to strike at Casa Novak, the capital.
    2. Orion knows of two potential locations.
  2. Fleet moves south, led by the *Selfynn*, Myron's flagship.
    1. Gather fleet from resistance along the way.
    2. Eventually arrive, prepare to strike at the city.
  3. HAS-34 overrun by Parasites, sends fleet to wrong location.
    1. End up attacking bioform creation facility.
    2. It is heavily defended, and the fleet takes heavy casualties.
  4. At the first location, there is nothing but a falling Who nation, Ja'jura.
    1. They rally its remaining fleet, and flee.
  5. Eventually find Casa Novak, meet up with the rest of the Who fleet, which has snowballed into a very large attack forces.
    1. City is built on water, lots of lights, huge bridges lead across bay to get to it.
    2. Giant ships patrol water, almost as large as the *Kaga-Hirik* was.
    3. Attack goes well, they damage a lot of the outskirts, even some central areas with long range missiles, but the city is far larger and stronger than Orion could have

expected, or even believed.

1. Orion watches from the *Selfynn* as veritable clouds of fighters engulf his fleet.
2. Barely manages to escape.
3. Realizes that, had he gone out to fight, he would have been killed.
4. They are forced back, the fleet is scattered.
5. Orion realizes that they will not be able to do any more, decides to return home.

#### 8. The Underthrown

1. Meet Underthrown on the return journey
  1. Land near entrance to caves; Orion and group taken hostage by masked soldiers.
  2. Turns out caves lead miles and miles down, to enormous caverns.
  3. Orion and others brought down there.
  4. Sees and is angered by the safety and comfort these Whos have.
  5. They call themselves the Underthrown; a mining nation driven underground by the nuclear war years ago. They have multiplied and prospered in the caves
  6. Beautiful Mirror Lake, water is so still it reflects the roof of the cave thousands of feet above. Capital city of Curnholm is built around it.
  7. Initially they refuse to help, despite Orion telling them that they could turn the tide of the war.
  8. Eventually, he leads a small group of louse ships back to the cave to make it look like the war is closing in on them anyway.
    1. Feels some guilt for doing this, but tells himself that it is vital that they help, and that the Underthrown are being selfish.
    2. Myron agrees with Orion, but Emma thinks it is wrong; they have to force her to go along with it.
    3. Damage from the attack is negligible, but it shakes the Underthrown because they believed their caves unknown and impenetrable.
  9. Eventually, they leave.
    1. Iyilla, one of the women who leads them around the caves, gives Orion and Emma stones from the caves.

#### 9. Fury and Fate

1. Most of the Whos' offensive capability is focused on buying time and weakening the louse defenses for the arrival of the Underthrown.
  1. Multiple missions against particularly important, isolated skytrain in the distant, snowy mountains of Wanderlow.
    1. Multiple bombing runs; Orion helps both attack anti-air installations, and fly fighter escorts. Meanwhile, cruisers circle it, hammering away at the armor with EIRG guns.
    2. Louse fleet does not respond in force for weeks because of the isolation of the skytrain.
    3. Eventually, they knock out shields, and get troops into interior of structure.
    4. Emma helps plant tactical nuke inside of frame of skytrain tower; when it and several others detonate, they collapse an entire tower.
  2. Attack on Kair Hovaal
    1. Louse staging area used to attack Sarengarth, relatively Lurgiam and Macalavay.
    2. Successful raid, manage to destroy a lot of enemy cruisers and aircraft on the ground, damage manufacturing equipment.
    3. Admiral Crole is killed when his ship is overwhelmed.

#### 10. To the Last Man

1. Spring is coming.

2. Louse armies are being forced back.
3. Orion and Emma are sent aboard the *Selfynn*, along with a couple other ships, to retake a stronghold a couple hundred kilometers north of Sarengarth.
4. While there, a powerful EMP weapon hits Sarengarth.
  1. When Myron calls for further orders, he gets no response.
    1. Realizes something is wrong with Sarengarth; calls again and learns that it has been struck by something that downed the shields.
    2. Recalls Emma and Orion, who are fighting on boulders, along with other soldiers.
      1. As they run, a hulk attacks, shooting Emma in the head. Orion kills it, finds Emma's body, and tries to drag it away, but is forced to abandon her body as louse soldiers overwhelm him.
      2. Begins to snap; considers killing Myron on the way back.
5. They return to Sarengarth
  1. Orion decides it is time to die to die; he has lost too much, and now Sarengarth has been destroyed.
    1. Takes a fighter from the *Selfynn*, flies into battle.
    2. Is shot down by Timeless, makes his way through Sarengarth, kills a hulk and several soldiers in an atrium.
    3. Leaps down onto a passing louse troop ship.
    4. Knife fight with Timeless.
    5. Branch above them is hit by a powerful blast, breaking it off.
    6. Orion battles Timeless, until branch hits ground, at which point he is knocked unconscious.
  2. Myron and the crew of the *Selfynn* take out many louse missile ships, but realize they are too late to save the stronghold.
    1. Decide to save as many civilians as possible.
    2. Crush landing bay full of attacks.
    3. Rescue about 50 civilians.
    4. Retreat from battle, land at Algabro, refuel, and flee.
  3. Orion awakens to find woman hiding in ruins of city below Sarengarth.
    1. Her name is Serena.
    2. Plans to flee city once she has gathered enough supplies.
    3. Lice are all over city, but have mostly passed this block by after clearing it out a few hours earlier.
    4. Spends a night or two there.
  4. A few days of flying aimlessly leaves Myron's ship without fuel; they crash land among cliffs near louse superfortress.
    1. Almost everyone survives, they leave the ship, make camp nearby, watch louse drop ships land, soldiers investigate wreck. They manage to evade them.
  5. Eventually, Orion and Serena are found out.
    1. She is killed.
    2. Orion bursts out, running, and kills several louse soldiers, but is surrounded.
    3. Book ends with Orion dropping his weapon, and surrendering.

## 6. Remnants

### 1. Captivity

1. Brought on ships with other prisoners to various places.
2. Often forced to bury dead.
3. Many tiny, one-man or one-woman rebellions.
4. On ships, often see ruined Who strongholds, with intercom announcing details of the



1. Wandering across the cracked, sandy ground of a nuclear wasteland, between stunted trees and smoothed rocks.
  2. Huge thunderstorm brews as attack begins
  3. Jack, Megan, and Orion are to deliver nuke to base of power station near top of waterfall.
  4. Fight lice jet-packing onto back of ship; they fight them off, land, then battle their way up the slopes.
  5. Megan is wounded; Jack drags her back to an elevator, while Orion plants the nuke.
  6. Attack devastates Nethogra, but Whos take heavy casualties, and the fleet is scattered.
    1. Jack is not unhappy, saying it did what it was made to do.
  7. The fragment of fleet that Jack, Megan, and Orion travel with continues on their way back toward Sarengarth, finds several more Who strongholds under attack, in mountain side. Barely escape the battles.
  8. On the way back, they also destroy a bridge; they parachute onto edge of bridge miles and miles up, to destroy anti-air and anti-cruiser guns from the inside.
6. Welthoa
1. Fleet flies north, fleeing from louse pursuers.
    1. Seaside nation of Welthoa under siege by louse ships, they beg for help.
    2. Commander refuses.
    3. Jack and Megan help Orion gather some pilots, he and his makeshift squadrons attack the louse cruisers, disable many. They also destroy several landcrawlers rolling across the massive beaches.
  2. Commander is displeased, threatens to maroon Orion.
    1. Jack says that if they leave Orion, they will be leaving him, too. So does Megan.
    2. Orion is touched by this act of devotion from his new friends, but is still wary to get attached to them.
7. Benatio
1. Fleet is losing steam; they flee to Benatio Mountain, not too far from Sarengarth, or the ruins of Macalavay
    1. Orion wants to visit ruins, flies by them. Takes a small fighter out from the cruiser to coast around, marveling at how empty the structure is when it had been so war-torn just years before.
    2. Help to defend Eilayss against attacks.
    3. Eilayss is planning a strike against a nearby louse skytrain tower.
    4. Nuclear bomb destroys Eilayss while they are at nearby fortress of Teeroek; Orion is talking to a soldier, facing away from the city. Nuke goes off, blinding soldier; he cries out and falls to the ground, Orion flees inside just in time.
    5. Retreat into deep basement with Jack, Megan, and about seventy surviving soldiers.
    6. Orion catches Dholeska the disease begins to eat away at him. Realizing he might die without passing on the Chosen bloodline, he attempts to rape Megan in her sleep, but Jack knocks him unconscious.
    7. The next day, he is forced to leave by Jack, after convincing him not to have him executed.
    8. He wanders through the woods for a while, before stumbling into a stream. He washes himself, before continuing on.
    9. Wanders through the woods for a few days; at one point he is ambushed by several Dholeska-infected, shoots all but one, which grabs him. He sees eyes wide with agony, the pustules having not quite covered its face, before he stabs it in the chest and kills it.

1. Washes the pus off of him fearfully; but he is not infected again.
  1. He realizes that he is immune now.
2. After a few weeks, Jack, Megan, and the other resistance soldiers are extracted, to fulfill Eilayss' original goal in resisting.
  1. Jack and Megan attack louse skytrain tower, taking a squad through the dusty, scrubby hills as a buffer against louse troops that might attack the road.
  2. Megan is killed during the battle; enraged, Jack runs alongside truck, killing lice until at last the bomb is inside the base of the tower.
  3. It explodes a moment later, just as the lice overrun the Who forces.
8. Refuge
  1. Orion continues walking, heading north.
    1. Watches a huge louse fleet moving through the sky, high above, like a cloud of stars.
    2. Hears gunfire from a small village; runs down only to see it being overrun, the citizens being massacred. He shoots a couple lice in anger, before running and hiding when a dozen follow. He spends several hours lying prone, unmoving, before leaving.
    3. Keeps moving, next day he encounters a small group of four lice. Shoots three, last one shoots him. Orion plays dead until it is close enough, then shoots it with his sidearm.
  2. Continues north, is taken in by couple, Gordon and Amelia, for a while.
    1. Collapses unconscious at their doorstep, wakes up on couch. They have treated his wound.
    2. They don't understand the point in continuing to fight.
    3. Have vegetable garden to sustain themselves; are fearful that the lice will see it from the air.
      1. Orion knows it will not be enough to last them the winter; he offers to lead them to the resistance, but they refuse, not wanting to get back into the fight.
    4. While there, Orion learns that Jack and Megan were killed from Wavelink address the resistance uses.
      1. Watches videos of towers falling, realizing they are still trying to prepare for the arrival of the Underthrown. Resentment against Underthrown and their comfort and safety.
      2. Wavelink pages addresses are like, 6/425/23341. The first number is a general address: 1 is government, etc; 2 is businesses, shopping; 3 is general use sites, for organizations; 4 is social sites and forums; 5 is mostly message clients; 6 is underground forums, and is rarely used and usually encrypted.
  3. Takes resistance's underground railroad.
    1. Sees Who fleet destroyed over river, watches the battle.
9. Alderheim
  1. Small seaside town, built not far from a mountain range. Lice passed them over when the invasion came inland, but left a small contingent of soldiers.
  2. Begins to read holy book of Revenant.
  3. Becomes known as Teacher after consoling dying woman with the book.
  4. Does not like nickname, but reluctantly becomes religious leader for group.
    1. Still fights with bolt-action rifle when he helps them on raids.
    2. Blesses and buries the dead, sometimes by himself.
  5. Helps them defend Cullsweth, a nearby town, against attack.
    1. Trielle, a woman Orion lives with, has a missing daughter there.
    2. Cormick accidentally let daughter get lost, is a friend of Trielle's dead husband.

3. Cormick is killed during the mission to find Trielle's daughter, Marie.
4. Encounter two new types of bioforms there; stalkers, with are wolf-like creatures, and slicers, which are like praying mantises with bladed arms.
6. Cullsweth falls
  1. They retreat to Alderheim, watch cities along the shore burn in the night as a fresh wave of louse cruisers arrives inland and rains fire on them.
7. Lice attack Alderheim a few weeks later and destroy it.
  1. Orion flees with Trielle and her daughter.
  2. Make their way up mountains after a few days.
  3. Orion has to rescue Marie from an attack; barely manages to kill it.
  4. They watch as this final winter invasion makes short work of the seaside villages.
  5. Orion decides to head back toward Sarengarth.
10. On the Run
  1. Trielle knows something about surviving in the woods.
  2. Orion sleeps next to her to keep warm; they keep Marie nearby.
  3. Talks to her about her past, how she grew up in the seaside city of Azeralla, and how beautiful it was.
  4. It is getting colder; Orion realizes they won't be able to survive outside much longer.
  5. One night, they spot a landed cruiser. They decide to approach it, and meet a mercenary, Kellrick Nole, and his small army.
    1. He always wears a wide-brimmed hat, and fights with an old assault rifle.
    2. Tells Orion that there is no point in fighting for free, or really at all.
    3. Has fallen on hard times, as few strongholds still stand that are willing to pay, survives by raiding louse strongholds and ships for supplies.
    4. Ship is fast and light, and is called the *Helnarv*, after a mythical sea beast from Nole's youth.
  6. Join him attacking area where the Underthrown are supposed to appear.
  7. Learn that the Underthrown fleet is, in fact, planning to surface, and needs staging areas cleared.
  8. Trielle drives small buggy holding one of the bombs to crack open the mountainside.
    1. Orion fires gun at pursuing louse fighters and then a cruiser in the distance, while it rains missiles on them and the other soldiers.
    2. Manage to break open wall, but no Underthrown emerge.
    3. Orion and Trielle go out on scouting mission, wonder whether the Underthrown are worth getting hopes up over.
      1. Orion tells Trielle about his need to pass on his genes.
      2. They have sex in the woods.
      3. Promise not to have any emotional involvement with each other.
  9. Head north.
    1. Mhenoria, a louse superfortress near Sarengarth and the skytrain that Jack and Megan destroyed, is close to one of the other planned exit points.
    2. They fly back north, hoping that this time they will be successful, and the Underthrown will keep their promise.
11. Nineteen Hours
  1. Nole and a few other fragments of Jack and Megan's fleet gather and manage to drive the lice away.
  2. The Underthrown break out of the rocks; the first fleet is defeated in nineteen hours by swarms of louse ships that retaliate within minutes.
  3. The second wave is more successful, and begins to gain momentum.

## 12. Below the Belt

1. Planning to gain a toehold there to spearhead the war in the south, and hopefully bring the inevitable attack on Casa Novak one day closer.
2. Meet up with Underthrown attacking Nephnari complex on beach, fighting with dervish bioforms in rocks and fire from Nephnari snipers kills many.
  1. Orion manages to line up a devastating strafing run on a group of dervishes, blowing many to pieces.
  2. Searches inside hoping to find information about the Dholeska virus, and how to stop it, but is forced out.
3. Later, they attack a louse power plant, hoping to cripple their ships and armor for when the Underthrown plan to break out nearby.
  1. Nole dies in fire when the *Helnarp* crashes, holds off lice so that Trielle can escape.
  2. Power plant later explodes.
  3. Orion shoots down louse fighters heading to intercept cruisers.
4. Head back with much larger fleet, hoping to retake Sarengarth
5. On the way back they fly through Rhashidon and damage parts of it badly.

## 13. Homecoming

1. They attack Sarengarth, which has little louse protection, and begin to retake it, slowly but surely.
2. Make several more raids against Wanderlow, the skytrain line Sarengarth had battled the previous year; under this guise, Orion begins to launch raids against the louse laboratories hidden high in the mountains nearby.
  1. He is looking for the source of the Dholeska virus
    1. He hopes to turn it against the lice.
  2. Underthrown commander, Admiral Jacevyk, is angry with Orion for his insubordination, but Orion counters that he is their ally, not their underling.
  3. Orion has a difficult time dealing with not being a leader.
3. Orion begins to have visions of his impending death.
  1. Envisions a final duel with Timeless, and flashes of something that will “finish” the war, but he cannot tell what it is.
  2. Tells Trielle, but she refuses to believe that he will die.
  3. Orion barely dreads it, seeing his death as a release.
4. Trielle is pregnant with Orion's child.
  1. Orion does not like this at first, does not want to marry her or be attached to her, but realizes that he has fallen in love with her.
  2. At one point, decides to name their son Leo, after the ancient lion constellation.
    1. Orion does not know what a lion is, Trielle explains that it is a mythical beast, proud and brave.
    2. Orion tells her “You can name him that.” Then corrects it to “We. We can name him that.” Trielle realizes Orion still plans his own death, and angrily storms off.
5. Capture some Dholeska information.
  1. Also manage to destroy the skytrain tower they have been attacking.
6. Trielle learns she is having twins
  1. Orion decides to name the girl Zoey.
  2. Tells Trielle he wants to live long enough to see his children, then die.
7. Next attack on skytrain tower, huge louse fleet battling huge Who fleet in clearing.
  1. Orion uses his Chosen intuition to steer the ship out of the way of a missile; it flies past and destroys Admiral Jacevyk's ship, the *Northfire*, killing him.
    1. He feels a strange sort of guilt about this later, grappling with the feeling of

responsibility he is given, choosing who to save.

8. Near Neverfall, Myron, Abby, Aldrick, and Alanah make their way toward the louse superfortress, after Myron learns of a Dholeska lab within, and hopes that he can infiltrate it and discover something.
  1. Fight a lot of Dholeska-infected psychos on the way across the wasteland.
    1. Alanah nearly breaks down after having to fight a nested-doll-type creature that resulted from a pregnant woman being infected with Dholeska.
    2. Alanah is killed by louse soldiers that land, trying to neutralize the group.
    3. Eventually they locate a sewer entrance leading to the interior of the stronghold.
    4. They return to Neverfall, and bury Alanah.
    5. Fly back with several tricopters, back through the sewer drain.
    6. Defeat lice on landing platform, make it to elevator.
    7. At the top, they find a bioform lab.
    8. Kill a squad of Dhaika sent to stop them, but take heavy casualties.
    9. First encounter with a Counselor.
    10. They are taken prisoner for a while.
    11. Rescued by woman named Clarissa, and a small guerrilla cell operating inside the louse superfortress.
9. Snow begins to melt as winter ends.
  1. Myron, Abby, Aldrick, and Clarissa fly north on a mission to find a bioform development lab.
  2. While they are gone, the lice attack and destroy Neverfall. Pranesti is killed.
  3. Meanwhile, Orion and Trielle are living at Nassre.
  4. Myron and the others eventually find their way to Sarengarth, reunite with Orion.
    1. By this time, it has been just over a year since the lice destroyed Sarengarth.
  5. End up trapped in stronghold Teylich, near Narcanine, after Orion and the others go to visit Thrynne, an old friend of Cassiopeia's.
    1. Thrynne relates to Myron that Cassiopeia always considered him her second father.
    2. Lice attack, wither away at Teylich. Soldiers flood in, they have to flee. Clarissa is killed, but the others escape.
      1. Orion offers to help Aldrick through the pain of losing another loved one, but he ignores it.
  - 6.
  7. Whos begin building another stronghold, at the site of where Perrodin fell, calling it Oreonus, in honor of Orion.
  8. Lice attack northern Neirich forest,
  9. When they return, Orion confides in Trielle that he feels his sister has died for nothing, and that now the war has come full circle, and nothing has changed.
    1. Decides that he is going to end the war, one way or another, soon.
14. Finality
  1. Orion prepares another great journey to the west, this time to attack the louse weapon he keeps having visions of.
    1. Goes to louse-controlled mountain that the whos are laying siege to, leads special attack up the slope to Dholeska lab that he has finally tracked down.
      1. Supported by long range missiles from cruiser
      2. Myron and Aldrick's ship of soldiers is shot down.
      3. Orion leads his fighter pilots up the mountainside, deciding to use them as soldiers instead of Aldrick and Myron and their troops.

4. Decreased gravity at top (because they are so high up) makes some instruments go a bit haywire.
5. Crush Dholeska lab's anti-air defenses.
6. Get inside, most of them are killed by Dhaika, Orion and two other pilots, Kyhia and Ruhil, escape into the vents.
7. Make it to small control room, Orion stabs one Dhaika, uses his body as cover to shoot the other two in the head.
8. Ruhil sacrifices himself to distract Dhaika with heavy machine gun.
9. Orion and Kyhia run for computer room.
10. Next door is a lab holding a giant four-armed Hulk with a chain-gun on each arm. It kills Kyhia, but Orion runs up its arm and tapes a grenade to the back of its neck, then runs down its other arm and dives off, rolling into cover.
11. Gets info he needs from computers, including a full copy of the Dholeska sequencing information and synthesization instructions.
  1. Also finds exact location of louse weapon he has been dreaming of.
12. Escapes through vents, back to hangar, waits until Scorpion fighter takes off, using the cover of its engine noise to shoot several louse soldiers, before breaking free, killing a few more, and stealing another Scorpion.
13. Flies as high as he can, all but ruining the engines, before gliding slowly back to ground and eventually rejoining the who fleet
14. They still haven't found Myron and Aldrick, but Orion believes that they are alive. Begs the fleet to go after them, but they say it will be another five or six weeks before they push the lice as far back as where they crashed.
15. Orion returns to Sarengarth alone.
16. Meanwhile, Myron, Aldrick, and the other soldiers hide in the great mountainside, sending up a beacon, then retreating to the forest to watch it.
17. Realize they will have to get away on their own.
18. Night raid by louse soldiers, but they kill them all, before disabling beacon and moving it a few miles away. Then they reset camp and sleep.
2. Next day, Orion sets off on mission he has been preparing for.
  1. Target: Iyosha, a distant, mysterious louse city where Orion is certain the weapon is being built, called Exhola, or Finality.
  2. Sees many trees on the open plains under heavy siege.
  3. Along the way, he consults with mystics about the future, in village where his ship lands.
    1. They tell him that this time he will have satisfaction.
  4. Realizes he doesn't have enough forces when he gets closer, decides to help nearby Underthrown win siege so that they can accompany him.
    1. Flies bombing mission against louse stronghold, delivers nuclear bomb that no other pilot has been able to so far; all of the others were shot down.
3. Myron and Aldrick eventually sneak into louse hangar.
  1. Aldrick begins picking off lice from distant cliff-top position with sniper rifle, many louse soldiers move out to look for him.
  2. In the meantime, Myron and his troops sneak in, kill what resistance is left, and steal a louse landing craft.
  3. Fly over to extract Aldrick.
  4. Communicate with Sarengarth, learn that Orion has already left. Myron takes what ships are under his command and follows.
4. Orion and his fleet reach Iyosha, and begin to attack the surrounding superfortresses

1. Second day, get within sight of the weapon; it is a huge, tall, skeletal building
2. Leo and Zoey are born; Trielle calls Orion last one time, so that he can hear his children (with a slight speed-of-light delay from the enormous distance), and Orion tells them how he loves them all.
3. Battle lasts nearly a week.
5. Character of Brie, a pilot in Orion's squadron who was a friend of Thrynne's, joins Orion's Tiger squadron.
6. Anna and Gideon, Underthrown soldiers they meet on the way.
7. Final Battle
  1. Orion and Brie in fighters, Aldrick, Myron, Anna, and Gideon in attack ship.
  2. Cleave through louse fleet, make it to super-weapon tower.
  3. Orion shot down by Blackguard fighters after destroying a couple, crashlands, staggers out of ship.
  4. Timeless sends twenty-four Dhaika after him, taunts Orion through intercom.
    1. Orion kills first group in warehouse room, sneaking around crates and surprising them.
    2. Second group in lounge-like area, Orion sneaks around columns and kills them, including one with grenade launcher that keeps shattering columns.
    3. Third group comes from the exact same direction, throw smoke grenade, hoping to kill Orion by seeing through their heat-vision when he cannot. He suddenly becomes able to "see" the Dhaika with his Chosen intuition, and guns them down; the lice don't even bother using cover because they think they've got him.
    4. Timeless taunts Orion throughout these fights, through the intercom.
    5. Orion is shot down, kills twenty-four dhaika total alone, then goes up to where timeless has wounded gideon and anna. fight with timeless. orion ends up captured. bracelet (quicksilver) transforms into dagger, he cuts himself free
  5. timeless says he knows orions every motion, and that he cant beat him. orion says theres one thing you'll never understand timeless. love, and sacrifice.
  6. throws himself into pit of energy with timeless just as myron enters.
  7. anna is shot in head as they try to escape.
  8. brie takes them to tone of the empty dholeska canisters, they strap in and escape the nuclear blasts
  9. eventually rejoin fleet. tide of nukes is heading east
  10. find location of ancient who data cube with history stuff inside of data of louse dholeska canister. head there. befriend city. gideon stays behind to help them defend against skitterstings landing in Npehnari feather fliers, is overrun and killed.
  11. they escape, myron and brie are shot down. myron finds data cube with geiger counter on top of dune, is shot twice by gunpod. vest saves him. runs off, shooting down some more lice. runs down dune, back to landing craft, they take off, brie mows down attackers with chain gun on side of tricopter
  12. keep flying. gathering forces from small nations, preparing for huge battle with louse fleet forced eastward by tide of nuclear bombs. myron points out to aldrick that "orion was the real diplomat"
  13. they keep heading north, ready to converge with the louse fleet in the final battle.
2. Upon returning to Sarengarth, the louse fleet is converging.
  1. Lice attack Bristle Sea, to the north.
  2. Aldrick spends nights with Trielle to console her when she is lonely.

3. Fleet eventually moves on southeastern Sarengarthian strongholds.
  1. Sarengarthian fleet can't strike back without losing more ships than they can afford to.
  2. Myron leads ships through underground tunnels within Mount Anahaia to attack louse fleet from behind.
4. Trielle learns she is pregnant again.
  1. Keeps it a secret; it has to be Orion's.
  2. Visits a doctor in secret, learns that it was a delayed pregnancy, that he has never seen anything like it.
  3. He also tells her it's a girl; she decides to name her Andromeda.
5. Lice strike back through tunnels, begin to surround Sarengarth.
6. Battle near Tangata; louse ships with tactical nukes detonate, killing many soldiers in forest, even though Brie tries to stop them.
  1. She is frustrated with herself, feels like Orion would have been able to stop the nukes, and wonders if she'll ever be able to fill his role.
7. Myron and Brie travel to the nation of Polpatra, deep in the forests to the north, to warn them of the coming louse invasion, hoping that the mysterious nation might have some forces of use to them.
  1. Have visited the nation before, but they were turned away.
  2. New ruler this time.
  3. Brie and Myron are distressed to learn that the country has little to no defenses.
  4. City set in swamp, surrounded by towering cliffs with great waterfall.
  5. Halfway through visit, about sixty louse ships are spotted down river.
  6. Myron and Brie offer to help defend; the Polpatrians only have about ten ships, mostly military surplus that haven't been disarmed.
  7. Swamp area is badly damaged, all but a few on the ships are killed, but they manage to destroy most of the louse ships, the others retreat. Brie chases down and destroys two nuclear bombers the lice send to attack the main city.
8. A week later, and a month after Orion's death, nuclear bombs begin to hit Sarengarth
  1. Most of the population evacuated underground.
  2. Trielle is moved a few days early, along with other mothers / children, as a safeguard against the radiation.
  3. Nukes hit, do not destroy Sarengarth, but overload its shields. Many other strongholds are badly damaged.
    1. They spend a couple of days in the darkness while Myron and the other leaders try to figure out what to do.
    2. Decide to wait for the fallout to dissipate before scouting out above ground.
    3. Have lost contact with Mirricidum and Tangata and most other strongholds.
    4. Brie and Aldrick sleep together once, after she tells him they need some kind of redeeming comfort.
  4. Lice moving through underground tunnels, try to attack hiding Sarengarthians.
    1. Battle with lice in one of the tunnels.
      1. Aldrick on mounted gun kills many lice, before an RPG hits the truck and badly wounds him.
      2. Myron drags him to safety.
      3. They fight off the lice, but Aldrick is wounded, and many whos are dead.
      4. Brie visits Aldrick in the hospital, but he rejects her advances, telling her their tryst was a mistake.
      5. Myron wonders if this will be the last stand.

6. Outside, nukes are still going off in the far distance, sending deep rumbles through the ground.
5. Eventually, they send up a probe.
  1. Returns with high concentrations of Thorium-Q, an extremely radioactive isotope.
  2. Fallout will be unendurable for seven years.
  3. End

## 7. Aftermath

1. Seven years later, Terrence and Moon are returning to Plyronia after a successful raid on a louse outpost.
  1. Moon is a tall, dark-haired girl, with very pale skin.
    1. She is hopeful about the future; her entire family survived the Fourth Omnicide, two brothers and a sister, all younger.
    2. Sometimes has trouble killing lice, wonders if they are redeemable.
      1. Terrence is gentle with her about it, but Bren, their squad leader, constantly berates her for her feelings.
  2. Terrence is married, but his wife stays underground while he leaves on missions for long periods.
    1. She thinks he is cheating on her, and he thinks she is cheating on him, but he doesn't confide this in anyone, and neither of them actually are.
    2. Used to be a computer programmer who liked to hunt; now he has been drafted and trained as a soldier.
  3. They kill a group of lice in the woods who aren't wearing goggles, or breath masks. They also don't have radios.
    1. Moon says they look almost like people, but Bren shuts her up.
  4. Kill several Dholeska-infected along the way, including a cluster of children that Moon makes Terrence shoot for her.
  5. Spend the night camped in a valley across from it, looking at the ruins of an old bridge and stone buildings.
  6. Terrence says that is kind of beautiful, Moon says, "Yeah. Back when our world was a world."
  7. The next day they arrive at Plyronia, and receive orders that they will part of an expeditionary force sent to Sarengarth.
    1. Terrence tells his wife, and she angrily storms off.
    2. Terrence leaves for briefing.
      1. They are told that, since the fallout has finally worn off, the time has come to look for survivors, now that enough lice have been cleared from the area around Plyronia.
    3. When Terrence returns to his quarters, his wife is gone, as are her belongings.
8. The next day they set off for Sarengarth.
  1. Fly to the south, seeing many ruins along the way.
  2. Land for the night near a completely destroyed village, they pick through it looking for supplies, find many bent and twisted skeletons.
  3. Sky is still a strange shade of green and pink from the fallout in the upper atmosphere.
9. Day after, they arrive at Benatio, and decide to scout it out.
  1. Terrence teases Moon, then confides in her about his wife leaving him.
    1. "What kind of nickname could I even have?" "I don't know. 'Moo'?" "... You're an idiot."

2. Ambushed by lice in the woods nearby.
3. Bren is wounded badly.
4. They flare out the thicket with flash grenades, then finish off the last few.
5. One raises its hand in surrender as they approach, says something to them like "please"
  1. Moon crouches next to it, wondering if it has learned the whos' language.
  2. Bren shoots it in the head with a pistol before she can do anything.
  3. Moon yells at him, but he tells her to follow orders.
  4. She is further angry that Terrence didn't back her up.
6. Eventually find ruins of Teeroek, and explore inside for a while, before leaving.
  1. On the way back, scorpion fighter flies overhead. They duck down, but it does not return.
  2. They get extracted, and return to their ship.
2. Meanwhile, in Sarengarth, seven years have passed. Myron decides to send an expedition to the west to see if anything is still habitable, and maybe find a place to found a colony.
  1. His real motive, is to continue the path Orion had started on before his death; uncovering secrets of the whos' past, and history of Omna.
  2. Abby, Aldrick, Brie, and Trielle also come along, as well as one-hundred others. Thrynne stays behind to care for Leo, Zoey, Hannah, Andromeda, and Marie; although Marie, now around seventeen, considers herself steward of the children in her mother's absence.
  3. They fly to the west, to an ancient city Myron had learned the location of from the data cube he had picked up seven years ago in the dunes.
    1. Along the way, they are ambushed while landing one night. Trielle is wounded in the leg, but survives.
    2. Inside they encounter strange bugs, about the size of skitterstings, that spray oil, and shoot webs out of their mouths.
      1. Eventually figure out that it's the males spraying the oil, and the females trying to reel them in on webs.
      2. Aldrick catches on fire and loses his gun when he shoots at one of them after being doused in oil.
    3. They kill many of them, and make it to an ancient data center. Myron is sure the place is at least fifty thousand years old.
      1. Read through a few articles, the language completely foreign.
      2. Myron only gets half the data he wanted, before being sprayed
    4. They fly to a nearby village to see if someone will translate it.
      1. Are told that the bugs are called thorcalids.
      2. Get the message translated; it shows location of temple that is over seventy thousand years old, an ancient ruin being explored at the time of the city.
  4. Along the way to the temple, they are shot down by a lone louse cruiser, and crash into the ruins of a louse training base.
    1. Brie flies about, with her wingman Quentin. She destroys two Blackguard fighters leading them through towers of wreckage, and shoots down another, within seconds of each other. She tells Myron that "Cass would be proud."
    2. Myron and the others wander through the wreckage, looking for fuel, food, and other supplies. Aldrick flanks them from the side, moving through the old metal towers and rusty scaffolding.
      1. He kills a sniper that is lining up its sights on Trielle.
    3. Eventually uses her rockets to dive bomb herself to shoot up superhulks guarding

louse towing cruiser so that Myron and the others can move in and capture it. All the while, mysterious flares are shooting up into the air in the background.

1. They do, and attach their own crashed cruiser to it.
2. The piggybacked cruisers continue on their way.
4. Stop for fuel at a tree-city Orion had told Myron about; he had once visited here with Jack and Megan, years ago.
  1. Leader, Stefen, tells them that they lost seventy percent of their population in the Dholeska plague, and that the forest is still thick with the dead and infected.
  2. Still skirmish with isolated lice, but most have died of the re-engineered Dholeska.
  3. Have lost almost all their ships; barely have any fuel, have to rely on solar power just to get basic functions of life. Barely have enough food.
    1. Makes Myron reconsider his colony idea.
  4. While there, Stefen gets radio message; his daughter trapped in the basement of a house in a village in the forest that has been overrun by the lice. Begs them to rescue her.
    1. Trielle agrees, but Myron and Aldrick say that their mission is more important.
    2. Trielle says she'll do it by herself then. The others agree to go with her.
    3. Brie flies them to the location, they move in, killing many Dholeska-infected, and a few mask-less lice.
    4. Rescue daughter, return to tree-city with her. After they leave again, the doors close, Stefen saying that he locked them out because he doesn't want to risk bringing in the Dholeska again, and that his daughter must have been immune.
      1. Trielle seethes, because if they were infected, so would she be, and the city would be exposed to the plague anyway.
      2. Aldrick tells her that there is nothing they can do.
      3. They return to their ship, and fly further to the west, toward the temple.
  5. Visit the temple, find references to ancient battleground, and that the whos came from somewhere else.
  6. Between the two places, Trielle learns about the telomerase, and is angry, considering it unfair, but Myron tells her used it all up, injected it all at once. Doesn't know what will happen.
  7. Visit ancient battleground.
    1. They are awed by the slaughter that their own people inflicted upon themselves, over "nothing things" according to Trielle.
    2. While there, they encounter Dhaika with the hourglass symbol on their belts and armbands. Myron steals a data chip from one of the commander's bodies before they flee.
      1. Later learns that the louse mission to Faien'roh was to find an ancient plague the whos created to wage war on themselves. Myron feels sickened by all the horrible revelations.
      2. Realizes that the Dholeska is a revival of an ancient creation.
      3. Wonders what Timeless' men are still doing alive so long after his death, and how they found them.
  8. Return home to find Sarengarth's few remaining docks abandoned.
    1. Dholeska everywhere.
    2. Trielle freaks out, runs off looking for her daughters.

3. They follow, gun down many Dholeska-infected in a sloped loading dock. Trielle runs to an elevator while Myron and Abby are across the room occupied with other Dholeska. Myron shouts for Aldrick to follow her; he does, and jumps into the elevator right before it closes. Myron and Abby kill the remaining Dholeska, then go back to the ship to organize a search party. Meanwhile, the elevator takes Aldrick and Trielle deeper into the bowels of Sarengarth, swarming with Dholeska-infected, where Trielle just wants to find her children.
4. After nearly 72 hours of fighting, they find Marie and the children, eventually start making their way toward the surface, find Myron and his search team half way up. Back on the surface, they meet Terrence and Moon, who have been camped in the ruins of Tangata, along with their group.
5. The *Broken Arrow* (Myron's ship) is refueled, and joins with the *Superior* (Terrence and Moon's ship) to respond a distress call to the far north, along the shore, near where Alderheim used to be.
6. Realizing that there is nothing left for them at Sarengarth, what with everyone dead or Dholeska-infected, they take the children and leave the tree-city behind.
7. Fly to the far north to help an attack against a sea-side who city built into the rocks that Orion had helped defend eight years ago.
  1. Is now controlled by the lice, as a superfortress.
  2. Aldrick asks Trielle about Alderheim but she doesn't tell him much, saying that it's long gone now and does no good to talk about it.
  3. Help siege against the louse fortress that has been sending attacks against the slowly recuperating who cities.
  4. Brie and her pilots knock out missiles in their VAR Interceptors, fly over a rocky river in the sea-side desert, help bombard the fortress, but take heavy losses. Quentin Vox (Brie's wingman) takes heavy damage, losing his wingtips and one engine. Brie flies out, uses her towing cable to grab onto his fighter, before ending up having to bail out.
  5. Leo, Zoey, and Andromeda are awed by the destruction.
  6. The *Broken Arrow* participates in the attack, until it has run out of missiles.
  7. However, the louse fortress is weakened, and the planned siege is well underway.
9. They offer to fly south for another mission; destroying a louse missile base that is threatening another area with long-range missiles.
  1. They agree, only to find the base abandoned, with no missiles in sight.
  2. Instead, they come into contact with the louse ship *Charybdis*, which proves to be a formidable opponent, disabling the *Superior*, and damaging the *Broken Arrow*. Aldrick and Myron plan a daring boarding action, and kill many lice, enough to give the *Superior* time to crash-land, and for Brie to extract Trielle and her soldiers.
    1. They find information saying the lice plan to attack and destroy an ancient city where there might be a cure for the Dholeska, whose progenitor is thousands of years old.
10. Towing the *Superior* behind, Myron and the others tow the *Superior* back to Tangata, and land there.
  1. Bren, Moon and Terrence's leader, thanks Myron for saving their lives.

2. That night, lice raid camp. Andromeda picks up assault rifle and fires into the dark, killing at least a dozen lice singlehandedly.
11. Lice attack again, with fast attack trucks, and many infantry, this time completely overrunning the who defenses.
12. Moon and Terrence are killed.
13. Trielle is trapped under a fallen branch for several hours, Aldrick helping her kill lice that wander too near, until he manages to shoot a piece of the tree branch off with a high-caliber rifle, and allow her to get up and make her way out.
14. About thirty flee on the Broken Arrow.
15. Make their way north again, to where whos are laying siege to a louse island a few kilometers off shore.
16. Find location of ancient archive, atop hill, ancient fortress / library called Escolia, that might have a Dholeska cure, from its ancient ancestor, the Emortilla.
  1. Beautiful, tranquil, with gardens.
  2. Ancient elevator seems to work, but breaks and drops Myron down ten feet.
  3. They make their way through the ancient archive, until they meet Unlife, the keeper of the archive, whose body and mind were attached to the archive computers, keeping him alive and preserved for over eighty thousand years.
  4. Ship flies off as lice approach, leaving Abby, Myron, Trielle, and Aldrick in the basement.
  5. Eventually Unlife gives them information about where it might be; a place far to the north, a riverside city built into the massive cliffs and rocks. In return, Myron and the others agree to sneak through the complex and remove him, ending his long tormented existence. Unlife explains that he could not do it himself because his creators anticipated he might attempt suicide.
  6. They are attacked by several thorcalids, but having encountered them before, they dispatch the creatures with relative ease.
17. They fly north
  1. To the north, who cities in the mountains are recovering.
  2. They survived because the mountains split up the louse fleet, but they still lost a lot of people.
  3. They owe most of their survival to massive underground shelters that protected them from the Fourth Omnicide, whereas most of the lice in the area were killed.
  4. Get chased by two cruisers and several scorpion fighters, including timeless' lieutenant.
    1. Trielle gives Aldrick a small handgun to keep hidden, "for luck"
    2. Aldrick is wounded while manning an anti-aircraft gun.
    3. Broken Arrow is hit and shot down after a long chase and battle
    4. Bren is killed in the explosion when the ship crashes.
    5. Louse gunship circles and shoots at whos as they flee into the wreckage.
      1. Maria is killed by the aerial gunner as she runs.
    6. Gunship flies off, leaving Timeless' lieutenant behind with a squad of Dhaika and several stalkers.
      1. Trielle is wounded in the shoulder, as she hides in the wreckage.
      2. Leo helps her reload her pistol, and distracts a stalker, so that Trielle can shoot it dead.
      3. Aldrick, realizing his wound is fatal, tries to cover the others' retreat.

4. Trielle grabs Leo and carries him away, along with Zoey and Andromeda. Hannah flees with Abby, and a few others. Myron meets Aldrick's eyes one last time, before Aldrick nods, and turns away to fight the Dhaika.
5. Aldrick kills all the Dhaika, sustaining several more wounds, before the lieutenant sneaks up and stabs him in the chest.
6. Before he expires, Aldrick shoots the lieutenant in the head with the hidden handgun.
5. They camp in the woods that night.
  1. Gail, Dane, and Rubin are only others that escaped the wreckage.
    1. Gail is a survivor from the original Sarengarth, the daughter of a Macalavay veteran.
6. Next morning, they return to bury the bodies.
  1. Trielle sobs over Aldrick's grave.
18. Fly south to lakeside village.
  1. Labor in return for a space in the village inn.
  2. Get ride on trade cruiser, in cargo bays.
19. The trade cruiser flies further south.
  1. Myron convinces him to go to Polpatra, thinking the cure might be there.
  2. Land there, and look, but find nothing.
  3. Dholeska attack camp during the night.
  4. Myron argues with captain; he refuses to leave with them, thus they are left behind.
  5. Make their way through ruins of Polpatra to a radio station, and signal Sarengarth. They are shocked that someone is there; the resistance has built up enough to take control of the tree-city. Sarengarth sends a ship to rescue them.
20. Returning to Sarengarth, Myron and the others rest for a while, before Myron renews his search for the cure.
  1. They land in the forest where they think it might be.
  2. Abby stays with the children, while Myron and Trielle go looking for it. They are attacked in the woods by Xholocaths (strange parasite things that grow too large for their hosts' bodies, bursting out and wearing the body like a coat). Find cure information in underground research station that must be thousands of years old.
21. Back at Sarengarth, they hand the information over to doctors.
  1. However, the cure doesn't work.
22. Zoey catches Dholeska
  1. She lasts for a week before dying.
  2. Weirdly it took a week to kill her, and had such a long incubation period (she must have caught it during an earlier attack).
  3. Trielle is mad with grief.
  4. Waiting for louse attack.

Whos are fortifying the inzar slope, full of decoys and mines. Fill the ruined lower city with hidden anti-air batteries. Lice send a few bomber raids but they kill them with missiles from the tree-city, refusing to reveal their hidden defenses. Sending out beacon all over attracting allies, even in small groups, to cluster around sarengarth. Beacon also calls louse forces, but the whos are ready, and the lice

are weaker than before, their numbers withered by the fourth omnicide. Myron thinks that they have a chance this time.

Hear about nephnari repairing a skygun to fire at sarengarth, to the mid-south, just north of rhashidon. Balbonnar. Myron realizes sarengarth is too weak to hold up to that; he plans a mission south to attack it.

On the mission, they are ambushed by the louse general from the northern mountains, Kriegloth (Relentless). Their ship and much of its support are shot down. Almost half of Myron's forces die. Trielle is mortally wounded by an explosion; she keeps fighting, trying to leave herself behind once the bomb is planted to hold them off, but Myron grabs her and drags her away after she is shot several more times. The bomb detonates right as they escape, toppling the sky tower.

Underthrown outpost of Throgon is just north of Balbonnar, is visited on the way there and abck in both assaults. Myron's ship is called the Usurper during this time. Admiral Symes = underthrown admiral at Throgon. Jessa is Myron's second in command on the ship.

He comforts her as she dies, telling her that everyone; Orion, Abby, Aldrick, himself, Brie, and her children; loved her. She passes in his arms. Angrily, Myron brutally kills several lice that follow him in hand-to-hand combat, then carries her body back to the fleet. Can't bring himself to close her eyes

They keep fighting over the next few days, striking other targets. They do not hear from Sarengarth, and think it doomed, until they return home to find it wounded, but standing.

Myron plans another assault to the south, where they might cripple the louse war machine for years. He says he has to go back. Abby signs up for officer's school; Myron says he needs people he can trust to command ships, and that she has the right "intuition" for it. Find out that Gail Silver made it back to Sarengarth, and she helps to take care of the children.

A mission to the north to distract the lice, ends with Quentin Vox's death (Brie's copilot / friend), but it works, destroying an important louse center of operations, and drawing much of their fleet north to retaliate.

Myron flies south, whos tear through louse fleet at Balbonnar. Eventually tracks down Relentless after crippling another skygun, surrounds the stronghold he hides out in, overwhelms it, and chases down his ship. Relentless flees to the second half of his fleet. Brie, realizing there is no other way to win, intercepts a nuclear missile Relentless fires at Myron's ship. Thusly, Relentless is killed, and much of his second fleet is destroyed. Myron is aggrieved, but the victory is decisive; the louse fleet scatters wide, and Myron chases down many ships on his way back to Sarengarth. He weeps for Brie's death, but realizes the victory is a beginning of a new era, and gratefully reunites with Abby and Hannah back at Sarengarth.

Celebrations back at Sarengarth for the new year and the victory, Myron confides in Abby that he doesn't want Brie or Trielle to be forgotten. Abby says that its the point of war, for sacrifice to be forgotten, to focus on life again.

Myron leads night raid against Graylon, a stronghold not far from Nackshaw, another stronghold. Marks the beginning of the war against Nackshaw.

Ten years later, they are preparing to attack the stronghold itself for the first time, a who fleet massing at Sarengarth. The other defenses of the stronghold have been all but knocked out, giving the Sarengarthian fleet a clear shot at Nackshaw.

Leo is now eighteen, and Andromeda is seventeen. Leo is a pilot, given command of a fighter squadron. He has medium brown, almost orange hair, courtesy of his mother. He flies a Falcon, just like his father and grandparents.

Andromeda has pale hair, like her late stepsister, and brilliant greenish-blue eyes. She is a marksman unmatched anywhere, and uses the recently-designed SR-558 rifle. Her sniper capabilities earn her a place in an elite squad, thanks to Myron, who worries whether or not he has given Orion's children more than they can chew.

Andromeda is also addicted to Icridium, which she acquires from an illegal dealer she knows in Sarengarth, named Erco. She thinks it feeds her chosen intuition, which is more active for her than anyone else in her family. She believes it is letting her see into the future, and that, within Nackshaw, there is a secret capable of winning the war. She is somewhat close to her brother, but does not confide these things in him.

Leo and Andromeda capture a ship, like the *Lion's Pride*, from the lice in midair

Myron is effectively Leo's surrogate father, emotionally, and any scorn or chastisement from him is taken very hard.

Abby is now an admiral, having finished officer's school, who leads the who fleet side-by-side with Myron. Neither have aged much.

Hannah's boyfriend, Arrim, is killed during a mission into Nackshaw. Leo almost lets him die out of jealousy, as he has feelings for Hannah, despite thinking of her almost as a sister.

Executions atop Nackshaw as the new agent of the Lhocansthka comes to Nackshaw. Special forces captured near a part of Nackshaw are horribly executed; they might have been getting close to something important.

Begin attacking skytrain tower at wanderlow again. Destroy louse fortifications in mountains, finally destroy it after several weeks. Andromeda begins piloting, is excellent at it. She helps destroy the distant, isolated shield generators around the skytrain tower. They finally destroy it. Hannah begins to reciprocate Leo's feelings for her, but nothing happens (yet). They celebrate the destruction of the skygun, and the crippling of the louse war machine.

Raid a louse supply depot in hopes of crippling it. Lice attack Sarengarth at that same time. Raid fails.

Return to wanderlow for mop-up. Fight with louse fleet that slipped out from underground. Dauntless is among them. Leo and Andromeda lead strikes against louse ships, manage to take out anti-aircraft cruiser on the second sweep. But Andromeda is shot down. Dauntless sends eight dhaika to inspect the wreckage; she kills six of them, and Leo and Hannah return in a tricopter to rescue her.

They help destroy the remaining ships, and heavily damage Dauntless' ship, forcing the louse fleet into a full retreat for the first time in years.

Leo and Andromeda talk about how Dhaika went after her. Leo wonders if they should try to get reassigned nearer sarengarth, if someone is hunting them.

Andromeda ends up being the most powerful chosen yet.