**Machina Terra: Emissaries of Sol Campaign Outline**

**Plot Overview:**

The story is set in the waning weeks of the Second Shivan Incursion, beginning at the first Shivan invasion of Capella ending hours before the Capella star supernova.

It details the actions of an apparently rogue Shivan battlegroup, not attacking within Capella but instead, makes for an unknown destination outside of Capella. GTVA Command is worried that the actions of this battlegroup may signal a full scale invasion of Capella’s neighbouring systems and rapidly deploy a powerful Allied force to combat and neutralize the threat.

With the aid of the GTVI who (not officially explained) the Shivans are lured into a prepared GTVA trap. Although the initial battle goes well for the GTVA, who manages to destroy several enemy capital ships, the tide eventually turns to the Shivans as numbers and frontal assault potential begin to show. The Shivans however, inexplicably retreat leaving the GTVA alive but shocked and damaged.

The surviving battlegroup easily bypasses the purely mechanized blockade to Epsilon Pegasi and enter the system. All vessels from the first battle, at least those which were not too badly damaged to be put out of the fighting are organized with other GTVA units within Epsilon Pegasi to eliminate the Shivans there.

From multiple skirmishes between the Shivans and GTVA, the Shivans begin to take capital ship losses. Additional Shivans enter through Epsilon Pegasi from Capella before the GTVA fully blockades it again, and the two new Shivan fleets attempt to group together in order to create an almost invulnerable force.

However, the main GTVA forces are between them and the main elements of the first Shivan battlegroup is on an almost panicked hurry in the direction of the Polaris node which the GTVA prepares a full blockade. However, the Shivans begin to attack soft targets around Epsilon Pegasi, namely poorly defended installations or lightly guarded civilian convoys in order for the GTVA to spread thin its forces defending targets around the system.

With GTVA forces unable to pose a major threat to a large force of Shivan capital ships any longer, the second Shivan battlegroup engages in a one sided engagement with the reserve GTVA units and successfully join and reinforce the first battlegroup.

The GTVA now fall back to protect the blockade, as Intelligence understands that the Shivans goal lies in Polaris. The node is heavily guarded, with multiple corvettes, cruisers and squadrons of bomber strike craft. The GTD Aeneas, leader of the Task Force is available as a reserve in the upcoming battle. Command predicts that although there would be potential for much loss of life for the GTVA, at least this threat will be neutralized.

At this point, the GTVI begin to deploy some of its own personal forces in this Operation. Its main agent in the operation is the GTICv Proximus accompanied by 2 wings of elite SOC guards.]

When the Shivans bring to bear its forces on the Polaris jump node, the GTVA initiates its attack; the Shivans are trapped between one side of GTVA blockaders and the other side assault squadrons. In addition, the GTVA deploys AWACs to ensure the Shivans are unable to flee the battle, so that the end result will result in a decisive victory for the GTVA.

However, this is not so, for the Proximus appears during the initial stages of the attack plan and commandeers authority and forces the blockaders to stand down and allow the Shivans to enter the node. One of the main Fleet captains disagree and opt for the main Assault force to attack the Shivans’ rear, which the Proximus is forced to agree (due to the reasoning that the Shivans’ frontal assault power would easily annihilate the blockaders if they remained.)

The Shivans exhibit again a strange behaviour in that some Shivans decide to turn back to the attackers and retaliate, buying additional time for the main Shivan battlegroup to enter the node and escape. Although the day ends in a tactical victory for the GTVA, the strategic victory is won by the Shivans. Command is fractured by the authority struggles between Fleet and GTVI but eventually, the GTVI take command over the attack.

Minutes after the Shivans’ escape, several hunter-tracker vessels are sent to pursue them and ensure that the battlegroup does not vanish into Polaris space. In addition, the GTD Aeneas takes a strong force of Allied warships and attempt to force a confrontation between the two forces.

Upon entering Polaris, the hunter-trackers identify that the Shivans have converged on a specific area and have sent fighters in a fashion that they are attempting to find something with the 14th Polaris quadrant.

Eventually however, the Shivans muster a small strike force to engage the hunter-tracker team, who are driven off due to their low offensive capability. The GTVA are at this time within the Polaris system already and prepare swiftly to make a decisive attack on the Shivans as they are grouped together. Due to the fact that the hunter-trackers were driven off, and system wide sweeps are not accurate enough to determine the state of the Shivan forces, an elite squad chosen from Fleet units (namely hand-picked pilots from the 119th Silver Darts) led by a GTVI agent North Star is sent with experimental cloaked fighters (Myrmidon, Perseus, Herc II) to assess the situation before the main GTVA force attacks.

The cloaked intelligence squad appears a good distance away from the Shivans each in their own distinct positions (excuse is that fighters together will provide enough heat radiation to be detected), only to monitor the true goal of the Shivans. The Shivans have surrounded a group of strange unidentified craft of about fighter class size. North Star who is in direct contact linking with the Proximus passes down an order to Alpha (who is closest to the fighters) to get a heavy scan of one of the fighters.

The Shivan fighters have already formed a patrol screen for a wing of Asmodeus to capture the unidentified craft. Despite this, Alpha 1 evades the patrols successfully and obtains a scan, and returns to the monitoring position. Alpha 1 passes the scan results to the rest of the squad and while the squad discusses the results, the Shivans successfully manage to capture the cargo and break the formation in preparation to leave.

At this point, the GTVA launch their assault.

In effort to prevent the Shivans from escaping, the GTVA also deploy AWACs to provide navigational scattering. The battle is immediately fierce and brutal. The Shivans ferociously fight back despite the shock attacks by the GTVA. Initially, the player is ordered to protect vulnerable targets from bomber assault, but Shivan fighters manage to detect a nearby AWAC and begin attacking it in earnest. Despite the protection provided by a Deimos and Alpha 1, the AWAC is destroyed allowing sufficient navigation scattering to be lifted, allowing the transports carrying the unidentified to escape the battle. The Proximus at this point decides to abandon post and pursue the transports seeking to capture the cargo. Alpha 1 is ordered to assist the Deimos in destroying a charging cruiser before being ordered, along with the rest of Alpha to confront the Proximus.

The next mission is a cutscene mission in which Alpha is confronted aggressively by the Proximus surrounded by the first beginnings of the Grey Praeceptors. The GTVI convince the wing to transmit every log from their crafts before executing them (to ensure that the ordinary Fleet do not have the specifics of the Chimera). Prior to their execution, the Proximus simply informs them that their deaths have a purpose, a purpose that will help humanity.

The end debrief is given by the 119th Silver Darts Commander Orchos, explaining the results of the Shivans’ destruction, save for one single Moloch corvette. In addition, he gives a brief note of regret for the loss of Alpha wing and the strange craft discovered, but gives it in the manner that the GTVI cooked up – Alpha died of a subspace faulting in the experimental ship cloaking technology. Orchos concludes with the statement that the GTVA has essentially lost Capella, but are racing against the Shivans to evacuate the last civilians to safety before they detonate the Nereid and Bastion in effort to save the node. Vega and Epsilon Pegasi are flooded with refugees and the Aeneas will be deployed to assist.

The ending cutscene begins with the Aeneas fleet steadily flying to the Epsilon Pegasi jump node, with the camera panning to the supernova that is Capella. (This is where credits are shown.)

The cutscene fades to black then a black area full of stars. This is where a short conversation between GTVI operatives speak to each other before the campaign finally ends with a black screen and a poster picture of “Machina Terra: Emissaries of Sol”