

2235

COLONIES



BY: CONNOR MONTGOMERY

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MontView Books

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Dedicated to

George Lucas –

For pouring science fiction

into my head

Dramatis Personae

Zulu Leader –Male, Sniper, Master Sergeant

Zulu Two –Male, Medic, Sergeant, Second

Zulu Three –Male, Demolitions, Corporal

Zulu Four –Male, Stealth, Corporal

Commander –Male, Colonist Leader

Jumper –Male, Colonist, Jumps on enemy

Hider –Male, Colonist, Ambushes enemy

Psychopath –Male, Colonist/Host, Unknown

John –Male, Colonist, Uninfected

Prologue

The sun rose up over Hessler I, Fireteam Zulu had already begun patrolling their assigned rounds.

Zulu Four was guarding the quarantine zone when he heard an odd rattling sound coming from behind. He turned around to see the gate being heavily rattled by someone, or something. As Zulu Two noticed, he contacted team lead.

Chapter I – Revolt

Before Zulu Lead could arrive the quarantine gate had swung open, and colonist, infected with Bio-Flu leaped into the containment field. Zulu two ordered a retreat to camp. Then, after securing the gate with the colonist inside, headed back to camp himself.

Little did the Zulus know, a host had escaped by other means.

The next morning, Zulu Four had returned to guard duty while Zulu Two discussed the matter with his leader.

Chapter II – Escape

Once more, Zulu Four experienced the rattling, except this time, two escaped, wielding broken colonist defense rifles and charging at the lone merc. Zulu Four opened fire, but in a state of shock, missed every shot.

As Zulu Three heard the commotion, he rushed over to assess the situation. As soon as he saw, he contacted camp. Zulu Lead ordered a retreat to discuss the emergency

With the squad back at camp, Zulu Lead ordered his not to fire on the colonists unless absolutely necessary and that the quarantine zone would be placed under full lockdown.

Now with Zulu Three and Four at the gates, no one could get through – or so they thought.

The virus could not travel without a host, and as far as they knew, there were none loose.

Chapter III – John

As Zulu Lead and Two checked homes, they came across a man named John. John said he had seen a crazed looking human who may have been a host. This news brought dread into Fireteam Zulu, and they all knew something would have to be done about this.

When the leaders returned to camp, they were horrified to learn that the infected colonists had escaped the quarantine zone and were gone.

Now, with Fireteam Zulu on red alert, auto-turrets were placed at homes of colonists; no colony shuttles were allowed to come or go, and local militias were formed for defense. John returned to Fireteam Zulu to try and help

out with the problem, and was placed in charge of Second Militia in the western sector.

Fireteam Zulu was now ready for any attack, ambush or assault.

Chapter IV - Attack

Fireteam Zulu soon received a call from Second Militia notifying them that they were attacked. The Fireteam responded immediately.

When they arrived, half the militia had gone A.W.O.L., and a quarter was infected. However, John still fought bravely with his remaining percent by his side.

Fireteam Zulu was a tremendous help to the colonists as they fought bravely against the infected attackers.

Finally the host joined in on the battle fighting alongside "Commander", their leader.

Suddenly the battle took a turn for the worse as John was grabbed by an enemy who was hiding in the dark, shady area screaming and firing his pistol all the way out. Soon Zulu Four was mauled by “Jumper” and shot in the shoulder at point-blank range.

Zulu Lead called a retreat and battle was nearly over.

Chapter V – Evacuation

Back at camp and with enemy following, Zulu Lead called for evac. Zulu Two and Three fought the infected colonists while Zulu Four cradled his bandaged shoulder at camp.

Zulu Lead administered first aid to Zulu Four and then moved to assist his teammates in combat while awaiting evac.

As soon as evacuation shuttles arrived, everyone piled in and deserted the old rock of Hessler I. Finally the colonist terror of Bio-Flu had ended. Unfortunately, for Fireteam Zulu, their terror had only just begun.

Glossary

Fireteam Zulu –The elite force stationed on Hessler I. It is a mercenary unit serving under the United States military.

Hessler I –The U.S. colony world on which Fireteam Zulu is placed. It is the first of nine planets in the Hessler system.

Bio-Flu –*Biologicus-Influenzica*, a virus native to the jungles of Hessler I. It drives its victims mad.

Host –The carrier of Bio-Flu. The virus can travel better if held for long periods of time.

A.W.O.L. –Absent **W**ithout **O**fficial **L**ease.

Abandonment of a military.