



I don't understand.

Back in my day, if you were facing unknown territory, you sent in a scout first. Then your main force.



It's finally happened. Oldhome has sent a scout.

And, in our brilliance, we put him in a place where he could make contact with a dissident first.



That means that he is only going to get one, very biased, side of the story.

With all due respect, we are an official expedition. Are they going to believe a single woman from a dissident gang?



Do you want to take that chance? And do you want to gamble that the scout even knows who we are?

We don't know who sent him. We don't know what condition oldhome is in. Maybe they'll just send an atomic bomb next time.



Or perhaps they'll simply invade, take our home over, and drag us back to oldhome.

No. We need to find the scout, before he reaches his return vehicle.





But the laws about leaving a return motor active --

He doesn't know the laws!



Wake everybody up. This operation is on two tracks -- find him, and find the return vehicle. Leave it active.

Either we make him see who we are, and send him back. Or we kill him.



God damnit. This is my worst nightmare. Utopia snatched from my hands by people who refuse to comprehend what we've achieved here.



Look at that. Just look.

Evil. The universe is an evil place. To make a good man weep in fear.



