

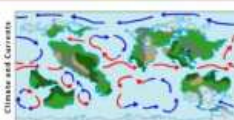
VECTOR THRUST

Jump

Welcome jumper, to the Battle Weary World.



The World
Political
Equirectangular Projection
1:100,000,000 at Equator
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In the August of 1963, tensions between the world's two superpowers reached a boiling point. WW3 had begun, though no one knows who started it. Kaesel and Poltavaria launched nukes primarily at each other's military targets, leading to a shocking lack of civilian casualties. The two superpowers' militaries were absolutely gutted but the war continued between proxies and allies. Due to the surprisingly little damage caused by the nuclear exchange, the taboo on them was lifted and more advanced delivery systems were developed to bypass anti-ballistic missile defenses. Classified under the umbrella term of ANGELS, they were originally just nuke delivery devices but now encompass pretty much every superheavy or unorthodox weapons systems. The foremost developer of these wunderwaffen was The Kingdom.



Before the industrial revolution, The Kingdom was a bunch of petty states in a barren wasteland. After embracing the new technologies and loosely uniting under a figurehead monarch, the federation of states known as The Kingdom was created. The Kingdom's weak military, comprised of a small national army with occasional supplements from their member states and mercenaries, led to The Kingdom being the leader in the development of unorthodox weaponry. When WW3 occurred, their expertise with similar weapons systems led them to create ANGELS for both sides and in the chaos they expanded the borders of their eastern lands. This may have proven to be their downfall as in the 1980s civil war erupted. Speculated causes include, newly annexed states wishing for independence, already entrenched states jockeying for power or even outside influences. The real reason will likely never be known as, 3 nukes blew up the three largest cities, The Kingdom's entire strategic arsenal was expended and in the resultant confusion created by the three nukes some of The Kingdom's armies invaded the neighbouring countries of Albarn and Koazia. The international response to this was to bomb The Kingdom conventionally, nuclearly and with ANGEL strikes. When the dust settled The Kingdom had only 25% of the population still alive, its population centres were uninhabitable and most of its land, irradiated. The outside world, horrified by this display of violence, became peaceful, ended WW3 and formed the International Coalition. The countries The Kingdom invaded were granted aid and relief supplies but The Kingdom, believed to be the cause of all this conflict was blockaded by the IC, preventing refugees from escaping.

In spite of this blockade, The Kingdom has managed to rebuild, though not reunify. The conflicts that pop up there, while not quite as hot as the civil war, can be very lucrative for an aspiring mercenary.

You enter this world the 21st of March, 2005 when a rookie mercenary pilot breaches The Blockade and enters The Kingdom.

+1000 CP

Age and Sex don't matter in this world, only aptitude for flying.

Origins:

Mercenary - Free

Looks like you've managed to get past the blockade. You'll be working for a state in The Kingdom as part of a mercenary outfit or by yourself. As an irregular, you'll be doing all sorts of work and the more victories you earn, the more money you'll make. You'll probably be disdained as a money hungry hound but hey, you have flexible employment options. There's no shortage of war, even outside of The Kingdom. You start the jump in your clients airbase, in The Kingdom. This origin can be taken as a Drop In.

Legion - Free

The Legion is an international peacekeeping force simultaneously supported and barely tolerated by the world superpowers. Their mission objective to prevent wars like WW3 and The Kingdom's Civil War is mostly done through anti-nuke and ANGEL lobbying. However, as a Legionnaire your job is to keep the peace by intervening with force. You start in one of the Legion air bases around the world or in one of the Leviathan class arsenal ships if you have a carrier capable aircraft.

National Air Force - Free

In spite of having most of the outside world cut off from it, nearly all of the balkanised states of The Kingdom have a modern or near modern air force. Whether you were conscripted or enlisted out of patriotism you are part of said air force. You start in The Kingdom.

Perks: One general perk per price tier is discounted/free if 100 CP

General Perks

Basic Piloting Skills - Free

The basics of driving a plane. You can handle yourself in a dogfight and won't crash doing routine things.

More Ammo - Free

The most well armed jets in the real world carry up to 12 missiles. In this world however even the most lightly armed planes carry at least 60. Any plane that you pilot, that was designed to carry and use weapons, massively expands in terms of ammo capacity, with no detriment to its performance as an aircraft.

Mute Talking - Free

Being a jet pilot is a job that requires a lot of talking, as you're expected to report your status, enemies and make call outs for target locks and firing missiles. Not anymore for you because you seem to be able to not talk but still have everyone understand you perfectly well.

Symbol Sighter - Free

The typical fighter jet travels at speeds greater than Mach 1 and is at altitudes greater than most clouds. So why is it that everyone can see your tail emblem? It looks like you're really good at spotting out details on aircraft, both friendly and enemy, and you can share that with everyone on the battlefield.

Terrain Terrain! - 100 CP

The world is a varied place jumper and you won't always be fighting above the flat ocean. Whether you're diving into a ravine or between skyscrapers, you won't crash from just flying in and maneuvering.

Basic Maintenance - 100 CP

Planes need regular maintenance and you won't always have mechanics around to fix your stuff. Now, you can keep planes running just as good as those gearheads. Not only that but you're a damn fine cook as well capable of making nourishing and delicious meals with whatever you scrounge up.

Move Your Jet! - 100 CP

This might come as a surprise but in combat situations the enemy will want to shoot bullets and missiles at you. Good thing you're exceptionally good at moving out of harm's way. Your plane always seems a bit lighter to handle, enemies and their missiles end up coming at you from easy angles and you can get a good estimate of how much you need to turn to avoid missiles.

Battlefield Awareness - 100 CP

Battles aren't just about defeating the enemy in front of you, you know? You might let that bomber you were supposed to intercept slip out of your sights or be blindsided by enemy reinforcements. Well, not anymore as it seems like you have two sets of eyes, one for looking out the cockpit and another for looking at the radar.

Long Flight - 100 CP

Whether it's patrolling an airspace or simply going from point A to point B, flying over extended periods of time can be such a pain in the ass, literally if your seat isn't comfortable enough. It seems like you can deal with it as boredom and tiredness never seem to make you yawn or affect you negatively. It seems like how long you can pilot a plane in a straight is more dependent on fuel than anything. Of course, this won't mean you'll be able to dogfight forever.

Coffin King - 200 CP

Not every plane is designed properly or made with the proper quality control. Not that it matters to you as it seems that any plane you pilot, even if it's a stainless steel pig barge, works like a beaut.

Guns Guns Guns! - 200 CP

In our world, it was said that missiles would remove the need for guns in air to air combat. Then they realized using missiles design to hit slow moving bombers are inaccurate against swift fighters. But I digress, you are real good at giving your enemies the dakka. Leading your airborne targets, firing in spurts to manage barrel heat and finding the optimal attack angle for your ground targets are a piece of cake.

Optimal Lock Ons - 200 CP

Multi lock on missiles are a real treat, aren't they? Of course, there are issues with wasting missiles against targets you can't hit but that doesn't seem like a problem for you anymore. The FCS and your mind almost seem connected as the missile lock on to the exact targets you want them to with exact numbers you want and they seem to be a bit more accurate.

Unguided Guru - 200 CP

Rockets and bombs may seem primitive weapons but you can really make them shine. Calculating the trajectory of the ordnance based on your own velocity and altitude whilst also calculating the trajectory of the target is a piece of cake. Only the fastest of vehicles could hope to evade and stationary targets are guaranteed hits. You could even hit aerial targets, if you improved enough.

All Weather Fighter - 200 CP

Air engagements won't always happen in nice sunny weather. Snowstorms, rain, sandstorms and other bigger weather events reduce visibility and can send particulate matter all over the place, screwing up your radar. But now it seems like you'll be getting the lighter end of things while it's much harsher on your enemies.

Fast plane-Fast missiles-Fast kills! - 400 CP

Speed, speed, speed! ... Sorry. It looks like you're a master of the technique known as boom and zoom. Instead of engaging in turnfights with enemy fighters, you instead use your speed to quickly strike the enemy and then move out of their range.

Know Where To Be - 400 CP

Can you see the future? Well, it sure seems like it. Though, it could just be dumb luck. Your ability to be in the right place at the right time is downright uncanny. Intercepting the second wave of attack aircraft before they hit the allied armour, stumbling across ballistic missile silos just as they launch and getting onto the tail of an enemy plane right before they launch missiles at your wingman are the sort of things that happen routinely now.

EW Whizz - 400 CP

Electronic warfare is an important tool on the modern battlefield so it's important to counteract the effects of your enemy's ecm and enhance your own capabilities. Your skill at visually IDing your targets, using gun and disengaging to use longer range missiles increase to compensate for when you are in the influence of enemy ECM. On the other side of the coin, when using ECM against your enemies the panic and disorientation they feel can practically be smelled, letting you hone in on the weakest links first.

Altitude Master - 400 CP

In a world where explosions aren't always shaped spherically but can instead pick on people that have their altitudes too low or too high, getting good at increasing and decreasing your altitude might be important. It looks that rapid descents and ascents aren't the only thing you're good at, you could practically be a hovercraft with how low you can get to the ground and not crash or be detected. Furthermore, your skill with Yo-Yo maneuvers is also vastly increased.

Energy Conservation - 400 CP

To dodge missiles, you must turn fast. To turn fast, you must slow down. To slow down, you must be fast. These are the basic principles of modern dogfighting and it means that even if the missile doesn't connect, it leaves the enemy more vulnerable to the next one. With this in mind, you know how to chase down enemies efficiently and to conserve speed while evading, preventing that from happening to you.

Weaving through the Fire - 600 CP

Whether you're taking on a big furball, a big AA nest, an enemy fleet or an ANGEL configured for air to air, big barrages of gunfire and missiles are bound to be sent in your direction. It doesn't look like you need to care as the combination of your skill and luck means that if you're ever going to be hit, it'd have to be through absolutely ridiculous amounts of fire power or an exceptionally skilled ace.

Supporting the Guys on The Ground - 600 CP

Combined arms warfare is an important part of modern military doctrine, close air support being a vital component thereof and you're pretty good at that. You can loiter like a chopper, responds to call outs right on time and your mere presence seems to invigorate and inspire the ground troops.

Aerial Coordinator - 600 CP

Wars are fought between armies and not one on one so it's necessary for someone to lead or at the very least relay and conduct orders. The skills you possess in both leading and ordering individual members of a squadron and coordinating with other units, sea, ground and air, is astounding and so is your tactical acumen. You could be the difference to make a small squadron of poorly or not trained pilots in 3rd generation fighters being able to stand up to a squad of trained pilots in 4th generation jets.

Too Fast for The Rest - 600 CP

Regardless of your plane's specs it always seems too fast for anyone else to keep up with. Whether you're pushing your plane to the limit or your enemies are being slower than usual or a bit of both; missiles that chase you end up a hair away from you, intercepting and interdicting craft arrive too late and you'll always find it easy to disengage and RTB safe and sound.

High Gs - 600 CP

Kulibits, Cobras, yo-yos and Herbsts all give you the edge in the air if you know how to perform them but the strain they place on someone can render them unconscious or even dead. Well people that aren't you anyway. You have an incredible knack for pulling them off in the middle of a dogfight and the effect of the G-forces they exert on you, will never detriment you in a non-trivial manner.

Angel Slayer - 800 CP

"Eclipsing power is, at times, not only the instrument of demons, but also of gods."

ANGELS have single-handedly changed the wartime paradigm of this world. A single one could win a battle on its own and change the course of a war. In the face of such overwhelming power it feels like the efforts of a single person are meaningless. Well, unless that person is you. Your skill, luck and instinct skyrocket in the face of opponents that are overwhelmingly larger, stronger and tougher than you are. Dancing through railgun shots that would turn your plane into burning wreckage is child's play and while your weapons may only scratch your enemy, buying enough time to find a weak point or wearing them out is nothing hard for you.

Acurrred Raven - 800 CP

"Many pilots have been hailed as aces; only a few have truly earned the title."

Your skill and experience piloting jet fighters is practically unrivaled, letting you sweep away your lessers in aerial combat like leaves in the wind but it is the sheer pressure that emanates from you that truly makes you dangerous. The mere presence of your jet on the battlefield sends fear and rage into the hearts of your enemies, and inspires hope and relief in those of your allies. Your allies fight harder and with greater resolver and your enemies falter and shake in fear or make foolish decisions in their anger.

Ace Killer- 800 CP

"There are pilots like you in every generation. And I've felled every last one of them."

The Fairy of the Lake, Cherubim Air Command Squadron, The Tactical Air Century. The Battle Weary World has no shortage of legendary aces that are able to turn the tide of battles, if not wars. But being able to cut down the chaff won't do much against you. If they are to take you down it won't be a simple affair taking place over a few seconds but will instead take a long grueling and challenging fight. Unfortunately for them, this protection won't apply for them.

Don't Stop Me Now! - 800 CP

"Velocitate eradico - With Speed I Destroy".

Speed kills, whether you kill with it or you are killed by a lack of it. That's why you'll never slow down. Missiles take less time to acquire a lock, turning won't reduce velocity as much as it should and you'll find yourself accelerating back to top speeds within moments if you do need to slow down. Of course, too much speed can kill those with slow wits, so it's a good thing that your reflexes can keep up.

Burn It All Down! - 800 CP

"Be prepared to be bombed. Be prepared to be sent back to the stone age."

Every bullet that you tag your enemies with hits a critical area, every firebomb you drop creates an uncontrollable inferno that spreads rampantly and every missile you fire seemingly has its warheads power increased. Whether you've gotten very good at setting off chain reactions with your munitions or simply are making them better your ability to destroy things has increased greatly. Destroying a city would be a hard job for one pilot, even one in a strategic bomber but you could do it without even being in a dedicated attacker.

Faction Perks: 100 CP Perks are free for their faction, all others are discounted.

Mercenary

Job Hunting - 100 CP

As long as borders exist, wars will arise from them but that's no guarantee that mercenaries will be hired. What is a guarantee is your silver tongue. You could convince most countries with a standing military to hire you, whether it's just a training or patrol position or in the frontlines.

Black Market Dealings - 200 CP

Both regular national militaries and The Legion have connections to military-industrial complex, that allow for the procurement of new equipment in a timely and simple manner but mercenary groups typically don't. They are forced to deal in secondhand, old equipment from less than reliable sources. It seems that you have quite the knack at finding places that sell to non state actors and the black markets you deal in however are surprisingly trustworthy and the items for sale are no lesser in quality than the militaries of most countries.

Customer Loyalty - 400 CP

Mercenaries, being separate from a nation's regular military, are often treated worse than the regulars and are considered to be much more expendable. Not in your case however. You'll find yourself able to trust and not be betrayed by your clients and bonds of comradery with the regulars you fight alongside are formed much easier. They could even disobey deployment orders to reinforce you and no one would really be punished.

Kingmaker - 600 CP

A kingmaker is a third party that, while not strong enough to win in a conflict against two opposing forces, can make the difference between stalemate or mutual destruction and victory. When acting as a third party breaking your neutrality and allying yourself in a conflict between others will improve your allies performance. Whether it's by causing your enemies to falter at the presence of a new enemy, morale increasing at the idea of new allies or simply adopting superior equipment and doctrine, you could reverse the course of a war.

Legion

Always Ready - 100 CP

Legionnaires all over the world are practically always ready to sortie and stamp out a brushfire conflict and so are you. Regardless of time, rest or hunger, you'll be able to drop whatever you are doing and get ready to fight in a moments notice.

Barging in - 200 CP

The Legion, in its attempt to keep peace will often find itself in a situation with two enemies hostile with each other. You excel in those types of situations, taking advantage of the chaos and taking out key leaders on both sides to force, at a minimum, a ceasefire.

Global Presence - 400 CP

The Legion has bases and Leviathan classes all around the world. Combined with it's rapid response Legions, it maintains its vigil all around the world. Though you might not have the same numbers or force projection capabilities as The Legion, your skill at distributing your forces in a way that maximizes area covered and minimizes weakness is great at any scale.

International Support - 600 CP

In spite of being a busybody interfering in foreign affairs and not answering to any state authority, The Legion is tolerated and even supported by the world at large. It seems like you engender this reluctant tolerance from the world as well. As long as don't do things that are blatant pains in the ass, you'll find the world letting you run around as global peacekeepers and willing to make deals with you for supplies.

National Air Force

Patriotic Fervor - 100 CP

Unlike those mercenaries whose hearts are filled with avarice and the Legionnaires who fight for a hypocritical peace, you fight for a real cause; the glory and progress of your country. You might not actually believe that but you are very good at making your fellow countrymen pumped up and loyal.

Discipline - 200 CP

Mercenaries categorically lack discipline, The Legion has its fair share of outspoken cowboy hero types but a nation's military must be a well disciplined and organized group, akin to a well oiled machine. Your mere presence makes people shape up and act more professionally. With some effort, you could make any organization the very image of efficiency.

Royal Guard - 400 CP

In The Kingdom, it isn't too rare to see the desperate or cocky monarch of a nation take to the air in their personalized fighter. Of course, they don't do it alone, often handpicking elite members of their military to form a personal ace squad. You have a great talent, at well, discerning those with talent and potential from those without them as well as figuring out the skill levels of others, relative to you and the average. Furthermore, if you choose to, your own accomplishments and ability won't be outshone by those who lie and inflate their own reputations.

Pride of A Nation - 600 CP

You're a national treasure jumper, you know that? Whether it's because of your actual prowess or because you're convenient for propaganda you are effective the greatest war hero in the history of your nation. Both soldiers and civilians hold you in deep respect and on the battlefield this respect turns into a zeal and passion unmatched. Coordination, morale and the general effectiveness of your nation's forces are boosted when they support on you in battle.

Furthermore, your influence in the upper echelons of the military mean taking over in coup wouldn't be too hard.

Items: You can discount undiscounted item that costs more than 100 CP

Flightsuit - Free

You can't pilot a plane in any old clothes. This full body uniform keeps you warm, has plenty of pockets, is fire resistant and has a rank insignia that updates itself automatically.

Bizjet - 100 CP

A fighter isn't always the best choice for travelling in the skies. This passenger plane has enough room for around 10 passengers and 2 pilots, is equipped with radar and flares and is nimble enough to slip past The Kingdom's blockade.

Supply of Weapon UAVs - 200 CP

The PDM-01A 'Hornet' is an attack drone small enough to fit on and be launched from a missile pylon. Equipped with a chain gun that fire incendiary shells, this drone peppers its target with bullets and then rams into them. You gain a replenishing supply of 80 and the replenishing effect remains even if you were to mount them onto a weapons system.

EOS-02 MRISA Cannon Network - 400 CP

A network of satellite-mounted particle railguns. They lack destructive capability compared to most Angels, being best suited for taking out aerial targets, but makes up for it with precision and accuracy.

Manufacturers of War - 600 CP

Sigsawa Heavy Industries, the CRADLE conglomerate and Cerin Defence are the three leading arms manufacturers of the Battle Weary World. Now it seems like there is contender for fourth place. Regardless of whether your corporation specializes in the field of aerospace, software or heavy industries, it's manufacturing and revenue making capabilities are absolutely momentous.

Private Military Company - 600 CP Discount Mercenary

An army without a nation, huh. Well in this case, it's more like an airforce without a nation. You are now the proud owner of one of the many mercenary air corps in the Battle Weary World. In terms of combat personnel the company has about 100 "generic" pilots, that are as good as the average pilot, possibly better considering certain state in The Kingdom, and 12 "elite" pilots each with their own specialties and quirks and are all skilled and experienced aces in their own right. Furthermore, you have contacts with interested countries and other parties that would be interested in your services, letting you borrow their airbases and other supplies.

Tactical Air Cohort - 600 CP Discount Legion

The Legion is divided into three branches, each dedicated to peacekeeping on land, air and sea. The branches are then divided into centuries or in the case of the Strategic Defense Fleet, deployments to a particular Leviathan class. The Legion's Air Centuries are divided into cohorts comprised of 10 ace pilots. Whether they're actually Legion or not is up to you but either way you know have command of a group of ace pilots, in 5th generation fighter jets, capable of making strikes all over the globe.

A Small Slice of the Kingdom - 600 CP Discount National Air Force

Whether your rule over it as King or President, this little petty state in The Kingdom is yours to control. Much like the rest of that place, it's managed to scrape itself together and rebuild to a 2nd world level. The land the nation is on is surprisingly free of radiation and rather lush relative to the rest of The Kingdom but the true riches are in its underground mineral deposits, filled with all the necessary materials for heavy industries,

EOS - 01 Ziz - 800 CP

A flying fortress with a wingspan over half a kilometer long, its sheer size makes it impervious to most regular air to air weaponry and it's filled to the gills with AA guns and missile launchers. Furthermore, it's bomb bays can hold enough conventional ordnance to level a city. If you want, you can sacrifice attack power for support capabilities with the Ziz's EW variant, which has no weapons to speak of but prevents all enemy weapons locks in a large area.

EOS - 04-1 Leviathan - 800 CP

While officially not considered to be an ANGEL, the Leviathan class arsenal ship is one of the largest Angels around. Completely dwarfing a Nimitz class, it has enough room to hold a carrier strike groups worth of aircraft, redundant hull systems that allow it to withstand massive damage, a ridiculous number of missile ports and CIWS as well as the capability to launch sub-orbital SM-3 missiles that can intercept ICBMs and ANGELs alike.

Custom ANGEL - Variable CP, minimum 400 CP

What, didn't find the previous ANGEL options appealing? This option lets you buy your own custom designed ANGEL. The sky's the limit with these ridiculous superweapons but here are a few guidelines: the upper end of ANGELs have nuclear arsenals capable of wiping multitudes of cities, are durable and evasive enough to require a theatre's worth of forces to destroy and have ranges equal to ballistic missiles.

Plane Customization

Plane Import - 50 CP

If you already have a plane that you want to customize you may pay 50 CP to bring in it.

2nd Generation Aircraft - Free

It has a jet engine and missiles but not much else. Fighters of this generation include Tigers, Drakens and Fishbeds. Interceptors of this generation are Starfighters and Fishpots.

3rd Generation Aircraft - 50 CP

The bridging generation between 2 and 4. Improvements are primarily in avionics and radar, with only slight improvements in overall maneuverability. You'll find many refits from the previous generation here.

Fighters include F-4s, F-20s, Viggens and Mig 23s. Interceptors include Foxbats and Flagons. Attack Aircraft include Skyhawks, Intruders, Aardvarks, Mirage F1s, Jaguars and Mig 27s.

4th Generation Aircraft - 100 CP

The planes that people actually use nowadays. Made for maneuverability and speed, these planes are designed and shaped in ways radically different from the last generation, with more canards and flight surfaces. Equipped with fly by wire and even better avionics these are quite a step up from 3rd generation craft.

Fighters include Eagles, Fighting Falcons, Flankers and Fulcrums. Interceptors are Tomcats, Foxhounds and ADV Tornados. Multiroles include Hornets, Strike Eagles, F-2s and Fullbacks. Attackers are Su-25s, A-10s and Tornados.

4.5th/4++ Generation Aircraft - 150 CP

Mostly upgrades or refits from the previous generation, they come with AESA radar, even better avionics and occasionally thrust vectoring.

Fighters/ Multiroles of include Rafales, Typhoons, Gripens, Super Fulcrums, Super Hornets and Su-35s. Attackers are Avengers and Nighthawks.

5th Generation Aircraft - 200 CP

Stealth, supermaneuverability, avionic and sensory data fusion and battlefield networking. The cream of the crop of aircraft.

Examples of this generation include the F-22, YF-23, F-35, J-20, J-31, Su-57, Su-47, and X36.

Have +1000 AP to kit out your plane. If that is not enough you can pay CP at a 1:2 ratio to get more.

Weapons: You can take one 100 AP weapon for free.

Guns - Free

Whether it's a 20mm rotary autocannon or a revolver cannon, mounted on the wing root, under the nose or placed as a gun pod under the fuselage it can fire hot lead at your enemies. You can pay 50 AP to upgrade its calibre and 50 AP for every purchase of an additional gun.

Standard Missiles - Free

Two missiles, capable of locking onto ground and air targets. Fairly short range compared to the other types of missiles but due to their versatility, reliability and rate of fire, you'll be using them often.

Semi-Active Air to Air Missile - 100 AP

A missile that lacks a guidance system of its own; having forsaken it for a high-output engine and a large warhead. It instead uses the planes own radar system which means the aircraft must be pointed in the direction of the missiles target to guide it.

Quick Maneuver Air to Air Missile - 100 AP

A missile that has sacrificed range and damage for accuracy. With fire-and-forget capability, point-reflex thrust vectoring and incredible endurance it's sure to give you the edge in close range dogfights.

Micro Missile Pod - 200 AP

Missiles, Missiles, Missiles! This pod contains several Micro Missiles that have the same speed and maneuverability as a regular air to air missile but greatly reduced power. Thus, they can be launched in rapid succession to overwhelm a target.

Advanced Medium Range Air to Air Missile - 100 AP

A missile that links up with the planes fire-control system to simultaneously launch multiple missiles at multiple targets or just one. Despite having great homing capabilities they are sluggish for a few seconds after firing.

Long Range Air to Air Missile - 100 AP

Fast, powerful and long ranged this missile, designed for BVR, sports an advanced targeting system that's hard to spoof. However, due to its speed it lacks the ability necessary to be effectively be used in a dogfight.

Multipurpose Burst Missile - 300 AP

A long range missile with a thermobaric warhead that combines fuel air explosives with other high explosives. It can destroy air and land targets and has a yield comparable to a small thermonuclear device.

Long Range Shockwave Missile - 500 AP

A long range missile, similar to the Multipurpose Burst Missile, but instead of mixing conventional fuel into the atmosphere it mixes mesons. It deals roughly the same amount of damage as the Multipurpose Burst Missile but with a radius 150 times greater.

Air to Ground Missile - 100 AP

With terrain avoidance capabilities and a powerful warhead this missile is capable of taking out armoured vehicles and bunkers. You can pay 50 AP to upgrade its range and 50 AP to increase the number of missiles by 2 and link to up to the FCS for simultaneous launches at multiple different ground targets.

Long Range Air to Sea Missile - 100 AP

Capable of destroying most naval targets in one hit, this missile has a unique flight profile that minimizes the chances of being intercepted by CIWS but renders it difficult to use against ground targets.

Rocket Launcher Pod - 100 AP

A pod containing unguided rockets with fragmenting warheads. This weapon is immune to most countermeasures and can be used in nearly all air-to-ground sorties. The rapid fire rate of rockets allows damage to cover a large area or concentrated at a single target.

Unguided Rocket - 100 AP

A large rocket, too big to be put in a pod, that has a great deal of power. Acting like a mix between a missile and a bomb, it's somewhat hard to aim but it's large blast radius compensates for that.

Bomb - 100 AP

Choose warhead type: Napalm, High Explosive, Piercing

Napalm warheads deal lasting damage and are effective against unarmored targets, High Explosives are good at carpet bombing but are hard pressed against hardened shelters, while piercing warheads can penetrate bunkers whilst having a tiny blast radius.

Pay 50 AP to upgrade a High Explosive warhead to a Thermobaric one and/or pay 50 AP to make it a Cluster bomb.

Guidance type (Optional): TV, Laser, IIR, and Sat Nav

Each option costs 50 AP. TV guided bombs are fire and forget but can only be used in clear daylight. Laser guided bombs require direct painting of the target, which can be disrupted by smog and haze, but work in all lighting conditions. IIR guided bombs are fire and forget, work regardless of light and weather but can't target cold things and are thrown off by flares. Sat Nav guided bombs are immune to countermeasure, inclement weather and poor lighting but typically needs a stationary target and a satellite(obviously).

Linear One-Way Accelerator Cannon - 400 AP

I'm not going to bore you with science details so to put it simply this is basically a magnetically accelerated particle cannon. Useful for taking out slowly targets at long distance and fast ones at close range. Its range is second to none and it can tear through anything in your way with ease. It has plentiful ammo and reloads its two round clip at a surprisingly fast rate too.

Fuselage

Chaff And Flares - Free

Chaff disrupts locks from radar guided missiles while flares trick heatseekers. You can pay 50 AP for the ability to deploy a smokescreen.

More Engines - 100 AP each

More engines means more power which means more speed and acceleration, at the cost of maneuverability.

More Fuel - 50 AP each

Whether it's expanding by the existing fuel tank or adding on conformal fuel tanks, the time before you hit bingo fuel is roughly doubled.

Armoured Up - 100 AP

Your plane has more armour around it's fuselage letting it take more hits though it's increased weight does put a damper on it's speed and agility.

More Seats - 50 AP each

Looks like you want to bring friends to the highway to the danger zone or just reduce your own workload. You have another seat, tandem or side-by-side on your plane for a Radar Intercept Officer, Weapons system officer or Electronics Countermeasure Officer so you can focus on piloting.

Double Fuselage - 200 AP

F-104G Doppelrumpf



OK, I know this looks stupid but hear me out. By fusing your plane with another identical plane at the wings, you can double the weapons and avionics systems as well the engines of your plane meaning that there's a backup for everything important. Plus the amount of firepower your plane can output as well as the area covered by its radar and electronic warfare capabilities will basically double.

Naval Conversion - 50 AP

Your plane has been modified with hooks and the proper landing gear to land on carriers and can take off from both STOBAR and CATOBAR systems. You can pay another 50 AP to upgrade your plane to having VTOL capabilities.

Stealth Conversion (Free for 5th generation fighters) - 200 AP

Radar Absorbent Material, muffled engine exhausts and a thorough redesign of your plane's fuselage to reduce its radar cross section have made your plane high-undetectable to most modern defense networks and planes.

Attacker Conversion (Free For Attackers) - 200 AP

Increases maneuverability and angle of attack by giving your plane a delta wing design or forward swept wings as well as increasing the total amount of ordnance it can carry by expanding the hardpoints/ weapon bays.

Interceptor Conversion - 100 AP

In order to take those pesky bombers and scouts, your plane has had its engines upgraded to make it faster and its missile are longer ranged too. Interceptors that take this will become streak variants, gaining record breaking speeds

Enhanced Dogfighting Capabilities (Free for 4.5/4++ generation and 5th generation fighters) - 200 AP

Dogfighting often comes down to one thing, maneuverability and this upgrade gives that to your plane in spades. Whether it's through the addition of canards, thrust vector nozzles or making the plane's tailerons enormous, it's now substantial more nimble.

Rocket Booster - 300 AP

A rocket booster made for astronaut training planes. It can send your plane to speeds in excess of 3000km/h and that's with the plane's engine turned off.

Avionics

Radio - Free

It's just a radio. Well, not actually as it seems to be able to catch snippets from enemy forces. Nothing secret or special, just regular callouts.

Radar - Free/100 AP (100 AP upgrade is free for 4.5/4++ generation and 5th generation fighters)

It sends out radar waves and receives them to tell you where things are, and you can pay 100 AP to upgrade to AESA, increasing power, detection radius and stealthiness.

Drone Conversion: - 300 AP

Too scared to fight at the front? Anyway, your plane has had any room for a human pilot replaced with machines for remote control with basic functions left to the onboard AI leaving you safe from enemy fire and g-forces though you'll have to deal with lag and connectivity.

Battlefield Data Link (Free for 5th generation fighters) - 300 AP

Combined Arms Warfare is the backbone of any respectable military but coordination and communication between the different branches have been patchy at best. But with this you might bridge the gap. Capable of receiving and sending data packets from all over the battlefield it's a massive tactical force multiplier.

Electronic Warfare Module - Variable AP

While the vast barrage of electronic signals this device sends out does make you a large target the ability to hinder your foes and help your allies to this extent is invaluable.

Stat Upgrade - 50 AP

Increases missile and radar ranges of allies within a certain range of your plane.

Stat Downgrade - 50 AP

Decreases missile and radar ranges of enemies within a certain range of your plane

Jamming Types:

Lock Disabler - 200 AP

Prevents missile locks from being acquired in the range of the jamming field.

Self Copies - 200 AP

Creates mirror images of your plane, that can only be seen within the jamming field.

Mirrored Allies - 200 AP

Creates mirror images of your allies, that can only be seen within the jamming field.

IFF Disabler - 100 AP

Disables IFF for all planes in an area around your plane.

Map Disabler - 100 AP

Disables long range radar and GPS for enemy planes within the jamming field.

Buff/Debuff Disabler - 100 AP

Disables enemy buffs and debuffs for enemy planes within the jamming field.

Detection Hole - 200 AP

Prevents the detection of allies in a small radius around you by enemies within the jamming field.

Data Sharing Disabler - 100 AP

Prevents data sharing via overload of signals. Has a larger range compared to other jamming types.

Meta Data Disabler - 100 AP

Prevents the acquisition of detailed data of friendly planes by enemies within the jamming field.

Satellite Uplink - 200 AP

Your plane can now send signals to satellites in orbit. If you had access to an orbital Ion Cannon Network you could paint targets for them. Other uses are possible but that is its primary purpose.

Companions

Import - 50 for one 300 CP for 8

You can bring up to 8 of your companions to this world, giving them a free origin and other freebies, 600 CP and 800 AP.

Drawbacks

Ridiculous Callsign + 100 CP

Brem Boeing, Buffoon, Sperm Lake, Service Centre, Shrimp Boat and Jet Pilot. A pilot's callsign can inspire fear and awe or it can be real embarrassing. Guess which one yours is?

Mute + 100 CP

You really don't like talking huh? You do the bare minimum of call outs required for combat situations and outside of them it getting words out of you is like extracting blood from a stone.

Edgelord + 100 CP

You intentionally deepen your voice and talk exclusively in lines that wouldn't be out of place in a Linkin Park album.

Sound Issues + 100 CP

It might just be your radio but no one seems to be able to talk at normal volume. Whether it comes through as a whisper or is loud enough to be severely distorted, you're going to need strain your ears to understand anything. Also, if you have anything that gives you subtitles, you'll find out that they don't actually match up with what's actually being said.

Durable Enemies + 200 CP

How annoying. It seems like the either your weapons have been reduced in efficacy or your enemies have armoured up. Either way it seems like your enemies will take a couple more hits to take down, meaning at the very least you'll be using more ammo.

Raising Ire + 200 CP

The battlefield is filled with death and destruction and as a soldier, you'll be involved in causing and stopping it. Whether you are too good at causing at or fail to protect important lives, those on the ground will find themselves an axe to grind against you.

Itano Circus + 200 CP

The micro missile pod is a piece of cutting edge equipment that only planes with advanced FCSes use. Well it should be but now it seems like every enemy plane has one. Enjoy the missiles!

A World of Aces + 300 CP

The Fairy of the Lake, Cherubim Air Command Squadron and The Legion's Tactical Air Century show that the Battle Weary World does have its fair share of skilled pilots but this drawback just makes it ridiculous. Practically every single plane in the sky have pilots that are seasoned warriors. At the very minimum, you will no longer be able to the fears and inexperience of rookies and at worst, you'll find yourself up against pilots equal to you in skill, if not your superior.

Blurred Reflexes + 300 CP

Fighter jets can go faster than the speed of sound and destroy targets with missiles faster than they are, thus good reflexes are important for a fighter pilot which might be a problem for you. For whatever reason the world feels and acts like a poorly optimized video game, laggy and stuttering constantly whenever you step into the cockpit of a plane. You better keep on your toes if you want to avoid being shot down.

An Endless Series of Challenges + 300 CP

Good news jumper! You've gotten a job as a pilot for experimental planes. You'll be piloting planes that still don't have all their weapons into base attacks and intercept missions, deal with psychotic breaks from other test pilots and as soon as you get comfortable piloting one plane you'll be transferred to another one that's vastly different. Get ready for 10 years worth of combat engagements in planes with missing features.

Endtext

Continue Flying the Skies Here, Go Onward to the Next World or Go Home.

Notes

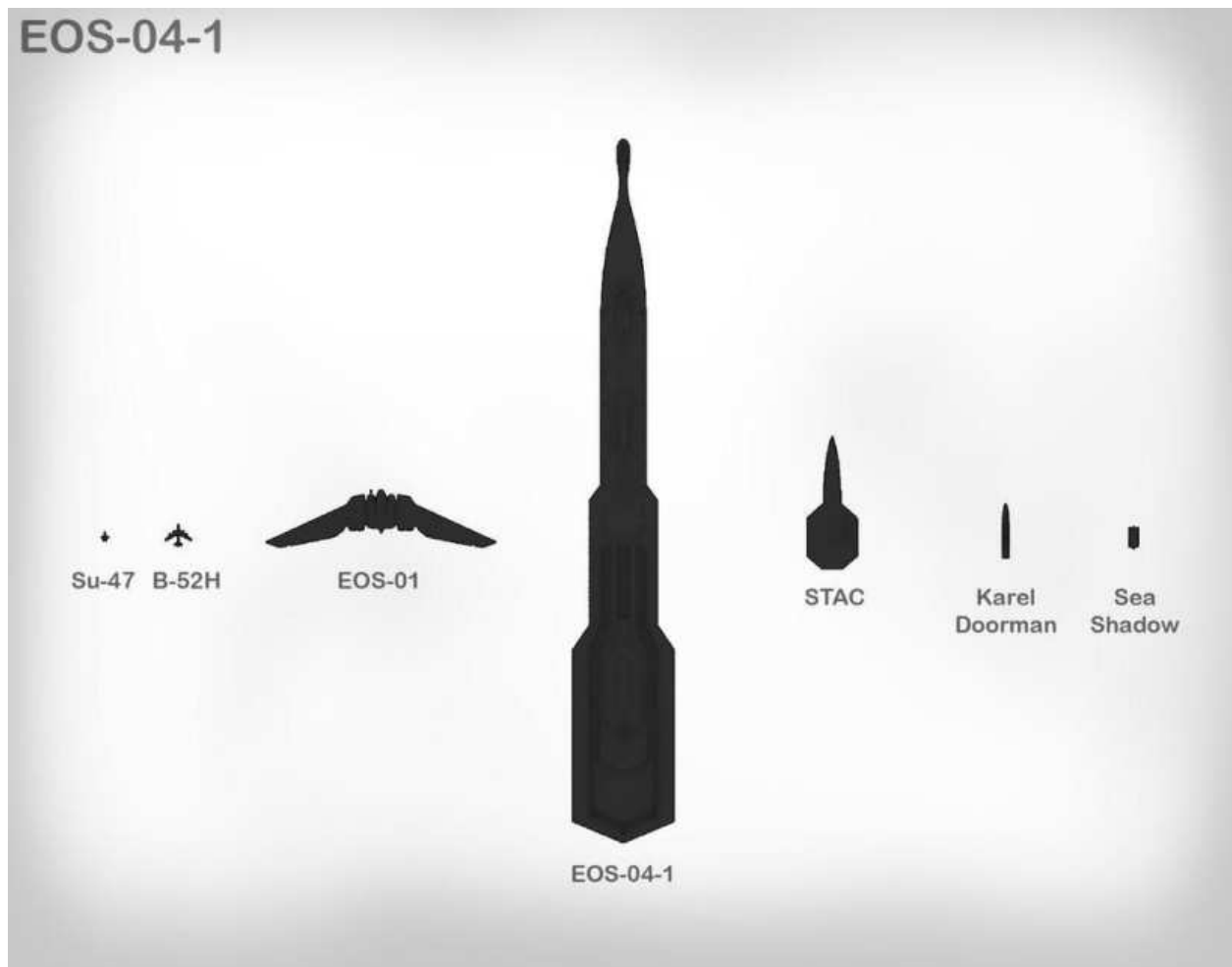
Source Material of the jump <https://www.moddb.com/games/vector-thrust>

The Battle Weary World has two moons, Eris and Ceres.

Linear One-Way Accelerator Cannon

An experimental slow-decay particle rifle, the L1WAC, or Linear One-Way Accelerator Cannon is a heavy-duty mag-glove by a set of four high-power magnets that can energize a field of positively charged Boron particles into creating a split-second burst of extreme electromagnetic and infra-red power, firing it using directed electromagnetic fields and turning the energy into something akin to a extremely-fast shell from a cannon.

Size Reference for ANGELS



Changelog

0.1

Plane section finished, outlines done for everything else.

0.2

Plane section changed in accordance to anons' suggestions (thanks again).

- plane import added
- Stat debuffer fixed
- Double fuselage description added
- Changes made to 5th and 4.5/4++ generation planes

Added intro

Added description for origins

Added and changed perks

- General Perks Finished
- Legion Perks Finished

Added bits for the items

Added drawbacks

Added notes

0.3

Changed conversions in plane section

Changed Too Fast for The Rest and Burn It All Down!.

Finished Faction Perks for Mercenary and National Air Force, credit goes to anon for help with Pride of A Nation

Added some Items

0.4

Clarified some drawbacks

Changed item stipend to floating discount