Zoids Legacy: Jump (Version 0.1)

"Well, you aren't in Kansas anymore!"

Oh look…well, we weren't expecting a guest, not this soon after we set up shop, but I suppose you can be our first visitor after all. But we move on to anything else…since you've just arrived, we might as well get acquainted.

So…you're a traveller from a distant land? Well, I'm a researcher, studying Zoids! From the look on your face I can tell you're not familiar with them. Zoids are mechanical forms of life, in the shape of various wild animals – and my research has been on their effect on Planet Zi.

But about that…we're not on Planet Zi anymore. I'm not quite sure where we are. Right now we're trying to figure out what's happened, but it seems we were all tossed through time and space to here. Unfortunately, you're probably going to have to investigate this for yourself and see it through to the end.

At least there are tons of these temporal walls, which I'm sure are just prolonging the phenomenon. A word of advice, don't stay too close to them for long, we've had a couple medical cases already.

Will we ever return home? At this point I'm not so sure. I think there are groups out there working hard at the problem…but who knows? Either way, you need some things in order to prepare, so take this!

+1000 CP

There's just some paperwork to fill out, I need you for records if anybody asks you know!

[The Administrative Details =ADMI00=]

Well, thanks for being patient. We're just going to go through some quick details, check down the table below, it'll explain a lot of the things that you need to fill out and such.

Age	Your age will be 1d8+13
Gender	M or F. Your Call
Location	Roll 1d8 and see below.
1	Seb Town, a rural town on the Southern edge of the continent which has all the basic amenities, but very little else.

	Thankfully, each town on this continent seems to have markets, inns and repair shops!
2	Southern Grasslands, the region immediately surrounding Seb Town close to the shoreline. Lots of weaker Zoid variants wander here, and Zoid pilots regularly train here as well.
3	Southern Desert is a region that separates Seb Town from the other towns on the continent. A substantially larger amount of Zoids wander here, and you'll get to see all varieties as you travel through.
4	Ramer Town is the closest town to Seb Town which actually has a Battle Facility! Well, it's like a coliseum for people to train in and test their skills against one another, which is rather popular here.
5	East Sea Bottom Ruins lies rather close to Ramer Town, just a ways out to the East. You'll start off at the entrance…but it might not be a wise idea to go in until you have some more experience under your belt. There are many such caves in this world here.
6	Mount Town, which lies extremely close to the Temporal Wall, and research has been conducted here extensively on the strange time phenomenon.
7	Garil Storm, Battle Arena. Well, this is more like the grand coliseum where many challengers come in order to prove themselves. You can expect to see plenty of people in Zoids coming to face those willing to meet them.
8	Free Choice, ain't that lucky? Choose from the above!

Oh shoot! Forgot your occupation…well, um, take a look and see what description matches you alright?

Drop In	Just a stray wanderer hey? Well that's alright, there's been plenty of those all over the place. We'll get you set up.
Zoidian	An ancient Zoidian? Really? One of the old races who used to be able to speak to Zoids? Wow…that's pretty amazing, I'm sure people will be really interested to meet with you!
Pilot	Ah, a Zoid pilot. Well, you've got your job cut out for you…you're going to have to prove to the world out there that you've got the skills to stand out. Good luck!
Researcher	Oh, so you're a fellow researcher too? Well, I'll be more than happy to share my information with you. After all, we're all in this together to make sense of this mess. I'm sure we'll work together lots in the future too.

[Perks =PERK00=]

=Drop In=

Temporal Orientations 100

While getting flung through time and space might not be your cup of tea, you can't say you haven't gotten used to it. You adapt flawlessly transitioning between time zones, and your senses have started adapting to the weird quirks that come associated with moving through time.

Compared to time travel, high speed movement is a breeze to track, so following the movement of people at high speeds is a laughing matter.

What Hardpoints? 200

The standard rule of one weapon to one hardpoint no longer applies. Sure, the idea of daisy chaining railguns into a four barreled magnetic death launcher might have physical implications, but it doesn't mean you can't do it.

With a bit of mechanical know how and enough worksmanship, you can slap together any monstrosity of weapons. Sure, it's going to look absolutely ridiculous, but that sixteen barrel gatling gun will fire even though you've got it all attached to your left shoulder.

Be careful that while you can negate some aspects of inefficiency, such as the haphazard assembly falling apart, going overweight will still hamper you.

On a slightly unrelated note, you've realized during the experimental process that people on Planet Zi don't really use a lot of nuts and bolts. After a bit of practice and watching other mechanics do their work, it seems like as long as you slap it on and hook it up, it'll stay there whether there was initially a hardpoint there or not.

Size Doesn't Matter 400

It makes sense that the only reason why you don't see everyone riding the biggest Zoid is because they can't control them. After all, you don't see people normally riding bears instead of horses. Luckily for you, the problem of control isn't an issue.

When it comes to controlling any Zoid of substantial size, you have no problem pushing it to its maximum potential, as if it's one size class smaller. Applying what you know towards controlling Zoids, it's possible to operate other machinery that requires a small crew all by yourself.

Wave/Particle Dualities 400

Truth be told, half the time the scientists on planet Zi start talking, you start wondering whether they have a research degree at all. Or if they even went to school. Yet apparently every single one of them is a genius in one way or another. Just the other day you came across a Doctor, who explained to you his hypothesis about how things can be both a wave...and a particle at the same time.

While it all really fascinates you, you figure he had some sort of reason for saying it. It turns out he has an "experimental" technology that requires a power source he can't find. Without it, he can't test out his hypothesis. But you might not have that same problem...asking him for his notes, you've figured out enough to make a breakthrough.

Your magic energy is enough to provide the necessary activation energy, and it'll drain you for as long as it’s functioning, but you can convert freely between bullets and lasers, such that your gatling gun will now spray laser beams, while your laser cannon can fire heavy shell rounds, your missiles can explode into plasma, and so forth.

Maybe if you could advance this far enough, you could perform the conversion in flight? A troubling thought to say the least, but hey, at least that genius scientist got to prove his theory!

Not Picky 400

The temporal shift has left many cities resource stricken, and for Zoid pilots and mechanics, it's been necessary to adapt to whatever parts and pieces are actually present.

Not only have you become rather adept at scavenging for parts from junk heaps and enemy scrap, the techs at the shop have also taught you the tricks of the trade to reconfiguring parts meant for other Zoids to yours. Want to slap all of the guns from the Panzer unit onto your poor Snail type Zoid? Easy!

Mind you, the weight limit still exists, and you probably won't be able to move at all if you try to slap too many cannons onto a single Zoid, but hey, whatever works, right? Thinking about it a little bit more, you realize that if you think back to your experiences...there was a lot of crazy technology you've seen.

Applying this to further samples of technology outside, it should be possible to mount your Zoid onto another craft for example...or to use parts from somewhere else and attach them onto your Zoid...There's the issue of figuring out the right energy source as well as potential weight, but you suppose that's what experimentation is for!

If you were to graft your Zoid onto another craft, it's most likely that you could draw energy for the Zoid from that craft.

Never Enough... 600

So you were watching an old clip of a Liger Zero with the Panzer unit attached firing all of its weapons off at once when you realized...what if you had put an extra set of missiles inside your missiles?

After a short consultation with the folk at the lab, you realize that despite being a wonderful idea, it isn't really an original idea, but it's a logistical nightmare. But you've seen ways to get it done before - ways

that these technicians haven't, so you leave the consultation knowing exactly what needs to be done.

Getting the tech was never the issue, and you know how to solve the logistic issue altogether. Converting missiles warheads to launch even more warheads was quickly solved, so now every missile you fire will split into two, on top of the tech you've attained along the way.

But then you came to wonder...why limit it to missiles? In the same vein as how a charged particle cannon can be diffused into multiple beams, all of your lasers now split into three.

Taking a look at your handiwork afterwards, the question still lingered in your head: Could you still go further? Was this enough?

=Zoidian=

Metal/Mind Meld 100

In the distant past, the Ancient Zoidians communicated with Zoids as peers, and with them, their control over technology was flawless. Nowadays, much of that has changed, and the few ancient Zoidians left have little to bear of their heritage. You however, still have some traces, namely in your capacity to "hear" the voice of the Zoid.

With time, you'll be able to make out general emotions, and figure out what the Zoid wants and maybe eventually you'll be able to communicate with them freely.

You'll also be able to extend this to other machines with time. Keep in mind that not every machine is sentient.

Metal Machine Music 200

I'm not sure who ever considered singing to a machine, but I suppose if you could talk to machines then singing would really just be a logical extension. Your singing voice possesses a strange effect over Zoids, temporarily making them halt in their tracks to listen to you. Of course,

if your voice isn't loud enough, the larger Zoids will probably still ignore you completely. It makes you wonder the Ancient Zoidians had concerts for Zoids and Zoidians alike...

With time, there's no reason why you couldn't sing to other pieces of machinery, though...whether they'll respond to you favorably is up in the air. I wouldn't risk singing to an ICBM launch facility's core computer for example.

Metalmending 400

Certain Zoids have shown the ability to activate self repair mechanisms, repairing their armor like they were repairing their outer skin layer. You can initiate the same thing even with Zoids which aren't capable of doing that.

Their external armor will repair at a rate equivalent to the energy you dedicate to it, but on further investigation, you'll notice that internal workings will slowly repair as well. There's no reason why you can't extend this to other machines - but that damn computer of yours is still giving you a blue screen after you fix it...

Psionic Bond 400

Given enough time between a Zoidian and a Zoid, experiences have demonstrated that it is possible for the two to form a mental link - such that one may call upon the other with a mental signal.

While the background theory behind this mental link is unknown, there is enough to demonstrate that it takes a substantial amount of time to bond, not unlike developing a relationship with an individual. At times you have to wonder just how sentient Zoids are.

You also have to wonder whether ships really do have personalities, because with enough time, you can form a mental link to other "sentient" machinery as well.

Induced Evolution 400

In the few times where there was any evidence of evolution occurring, it was notable that the Zoid grew dramatically in size, and also seemed to display extremely violent behavior.

From interviews with Ancient Zoidians it seems that the size increase is a normal thing, but the violent behavior is typically an attribute of the Zoid itself rather than a definite occurrence. It'll take you a while before you can coax the bigger Zoids to evolve, but small type Zoids are a good place to start.

The evolution process does take a prodigious amount of energy however, and while the effect is permanent, the Zoid can't grow more than two sizes larger. This seems to only increase the degree you can customize them by 4 points with each size gained this way. For larger Zoids, it'll likely take a substantial time before you can actually coax them into evolution...and furthermore, where are you going to put that guy! He's huge!

United As One 600

At the apex of Zoidian and Zoid interaction, it is possible to temporarily fuse with the Zoid. The pair of you will share the same energy force temporarily, which is quite a bit of energy for a human. Though perhaps in your case...it may well be the other way around.

Your physical forms are temporarily merged together, though trials have proven that you could perform the meld at a distance - to a reduced efficiency. In the past, this was used to let a Zoidian become part of the Zoid core - allowing them to gain intimate control of the Zoid.

You have to wonder, what would happen if you merged yourself with a battleship? It's very likely that unless you have sufficient mental control, anything with more than one primary control system will be very tough to meld with. Similarly things with internal passengers are also rather...peculiar to meld with - best to empty the crew first unless you don't plan on melding through the decks.

=Pilot=

Battle Instincts 100

It's the one thing you've done all your life. Well alright not all your life, but since you were a kid you've found yourself most at home inside the cockpit. Piloting is like breathing to you, completely natural, and your instincts inside a machine are far beyond that of those normal folk outside. It almost seems like all machines respond to you a little bit better too.

Core Override Tuning 200

With an adequate amount of experience, pilots start learning how to feel the response of their Zoids straight from the core. With an adequate amount of effort, pilots start learning how to coax a better reaction from the core of their Zoids.

You've put in a more than adequate amount of both, and quite some time, so getting your Zoid to go past its inherent limitations is a possible, if exhausting feat. For a short period your Zoid performs better in every aspect, and you react a lot quicker at its controls.

Hey...if you can do it with your Zoid, you could probably do it with a less temperamental machine too.

Firing Everything! 400

Sometimes, the only solution to a problem is firing so much at it that the problem is eradicated. For a very brief moment, you may realign all of your weapons to a single trigger and fire it all at once. Naturally as you might expect, this will lead to your Zoid either overheating, or running out of ammunition. If your Zoid happens to run off of something else, it'll drain those energy sources as well, so be careful.

It might be interesting to try the same thing with a battleship...

Back to the Water 400

Every pilot eventually finds themselves in a catch 22 situation, facing down a Death Saurer with their Zoid half crippled and their weapons exhausted.

When it comes to pushing for a last ditch charge, they'll find that suddenly that last weapon of theirs somehow has all the strength of everything else combined. Ok, maybe that's pushing it a bit far.

In a critical situation, it's often too much to ask to keep track of all your ammo, and eventually you'll end up on your last legs. At these critical moments, you'll find twice as much strength pours into your remaining weapons.

Even outside of the Zoid, it seems whenever the battle takes a desperate turn, just the thought of "I'm a hero!" is enough to give you that last burst to strength to keep going.

You...*are* actually a hero...right?

Heart of the Storm 400

No one ever said battles were clean and simple. Actually you don't remember a single battle you had that was clean and simple when it involved robots. But that suits you just fine. You have no problem tuning out everything that happens in battle outside of what's affecting you immediately in the here and now.

It's almost like some form of compartmentalization. Outside of an ally dying, substantial injury, or a major shift in the tide, nothing seems to faze you, and once you get out of the battle you basically forget the traumatic elements of the battle as life goes back to normal.

But that's not the real mystery; the real mystery is why anything you pilot can somehow operate at near full capacity regardless of how damaged it is. Heck, you lost most of your navigation systems in the last fight and you still managed to walk out of there like nothing happened!

Proof of the Hero 600

In a world where might makes right, if no one is there to tell you otherwise, it's safe to assume that you'll be a hero one day. At least until you get kicked to the curb anyways. But that's ok! You have an unbelievable level of resolve, that no matter of injury or demoralization can subvert.

They might take those most dear to you hostage, they might have the biggest super weapon this side of Planet Zi, but as long as you even think you've got a chance, you'll be able to outright ignore any of the minor disadvantages against you.

As though your body is but an extension of your mind, you also have a truly remarkable healing factor. For somehow who is constantly bashed around inside giant robots, it seems like you'll heal from internal wounds within days.

Major injuries seem to pain you a little, but you can ignore most minor injuries outright and act as though they were never there. Are you sure you're not a cyborg?

=Researcher=

Core Research Analysis 100

Around here, every genius is a certified researcher on Zoid cores. No literally, we mean it. It seems that every single researcher, and that means you, knows the inner workings of Zoids and how to track down wild Zoids.

Identifying possible parts is a no brainer, and though you might not be like some of the other geniuses who apparently have coffers full of test zoids, you'll still be able to find the right man to get the right part when you need an experiment here or there.

Naturally, you also understand other forms of machinery much better than normal now. If you wanted to, surely you could find the best place to get the parts you need.

Satellite Grid Network 200

High above the Planet Zi, a satellite grid network of "judge satellites" floats, surveying all of the battles which are ongoing on the Planet proper.

While normally they are used for data analysis and ensuring duels go properly, you figure since there's no laws saying otherwise, there's no reason you can't have a set of satellites of your own. These satellites, cloaked against observation and analysis, allow you to keep watch over a three kilometer area.

Test trials for these satellites have worked well, and not only do they give a steady feed of information from all sources nearby, they're also very useful for scanning technology which may otherwise be hidden.

You figure that with the apparent lack of cryptoanalysis in the world there's no sense in bothering to install a security system, but the techs have suggested it anyways, so even though it took a bit of rewiring, your satellites can now mask themselves against attempts to detect them otherwise.

Wait...does the Backdraft Group actually use satellites like these too? Is that how they gather all of their knowledge? Was that why the techs suggested a security system?...Yikes...looks like things aren't as simple as you thought.

FA Functionality 400

Underneath the armored exterior of each Zoid lies a feral Zoid. At least that's the story anyways. It's also not exactly true, but people like these kinds of folk tales. Still, it's a simple calculation for you to adjust the weight profile of a Zoid, I mean this is what you've been running optimization calculations on since you started considering the properties of Zoid armor!

Any Zoid, hell any machine that you send into battle starts off with a full armor layering covering over them, obviously hampering their speed somewhat, but you figure it’s a good trade for the protection.

In the event that it’s necessary, you can shed the armor at will in an explosive manner outwards away from you. When the battle end the armor will reappear.

Energy Conservation Policies 400

The time warps have extensively drained supplies everywhere, so even for geniuses; conservation became the watchword of the day. Alright, maybe not every genius out there was busy conserving, looking at a certain scientist with his massive whale king, but you've followed the watchword to the letter. Energy recycling, energy conservation, conversation ratio optimization, you've done it all.

The Zoids which you operate have a power output equivalent to being one grade higher than they normally are, and equipment related to energy generation and storage are twice as effective as they normally are.

Hybridization Theory 400

So one day you had a bit of spare time after your daily Zoid admiration hour. After taking a close look at your favorite Gojulas and your favorite Mad Thunder, you decided that if the Gojulas could wield the Mad Thunder's Magnesser Drills like an arm weapon, you could probably reenact that scene from the show you watched two days back on the professor's hi-def television.

Those mechanics can slap on parts and scavenge however they like. You can literally merge two machines together into one, with twice the processing power as before. Mind you, Zoids typically won't respond well to suddenly sharing a body with another core and another mind, but you'll have ethical uses for this...right?

For most mundane machinery, you don't need any power source besides your own, but be careful that should you make your machine too big, the internal power supply might not be enough to feed it.

Temporal Analysis 600

It's the most current topic that everyone is analyzing - probably because everybody's been tossed into this mess and there's really nothing more important right now than figuring out how to fix this mess.

The Temporal Walls have been studied extensively as a result, and its relationship with the Zoid Overload System has been clarified. Actually, considering that the Zoid Overload System was the whole cause of this mess, it does seem rather logical that this was the first point covered.

By overloading the core within safe parameters, it is possible for Zoids to seemingly "duplicate" and generate mirage copies. Yet these mirages have concrete attacks - apparently explained by the time paradox which results as a side effect of pushing the core past its normal boundaries.

With your level of understanding it's possible to mimic the effect up to the level of a perfected ZOS core, for any piece of machinery, effectively generating two extra duplicates for a short time until your energy or the duplicates' runs out completely. For a Zoid this will stack on top of the ZOS Core, but it drains you significantly, along with the Zoid.

[Companions =COMP00=]

You say you've got friends do you? Alright, alright, let's see who've you got here… Well, it looks like I'm going to have to outfit you with a Zoid anyhow! We can't have you running around the wilderness without a form of protection, now can we?

Well, you could opt out if you want…But assuming you don't, I'm gonna need to explain some things to you!



See this fellah up here? This is a Zoid. Aye, and I'm giving you one. **A Medium sized one for free, and a core to go with it**. See, the Zoid itself is a skeleton, whereas the Core is like the brain. One won't work without the other.

Let's start with **sizes** shall we? Sizes run from Small (S) to XL (Ultra Large) with M, L, and LL in between. *The smaller the Zoid, the faster and more nimble it is and less likely to get detected*. *The larger the Zoid, the more armaments and equipment you can place, and the Core also supplies more energy as well.* The amount of **customization points** is tied to the Zoid you choose – but the technicians will explain more about that in a jiffy!

Well, I wouldn't have said this if I wasn't going to offer you some options, yeah? Well, no sense in me droning on about it, just look down below!

Size	Cost (in CP)	Customization Points
S	0	15
M	0	20
L	100	25
LL	200	30
XL	300	35

Looking for a full list of what Zoids we've managed to scavenge up from this new world? *(Use the quick key NOTE01)* And just so you know, if you happen to have a design in mind already that matches both the Zoid Type and its size group, we'll try our best to accommodate you.

There are some exceptions that we can't handle though – mostly stuff of legends…

And naturally, if you already have a Zoid to begin with, just try to match it up with the sizes and you'll figure out how many customization points you have.

Pre-existing Variations?!

(Only applicable if you already have a robot which has an animal form)

Oh my…that robot of yours…I think with a bit of work, we could probably tune it to this new world. I wonder if that's somehow a new breed of Zoids?...

If your robot has a form that resembles any sort of animal, you can import it as a Zoid through the following formula.

Cost (in CP)	Customization Points
0	10
50	15
100	20
150	25
200	30

Time Dropped Reinforcements

Boy you really have a lot of friends don't you? Well, alright, I'll help y'all out. For a fee of course. Each companion will cost ya 50 CP, but I'll do bulk at 300 CP for 8 companions if that's what you want. Hell, I'm feeling nice, so I'll even give them 400 CP to play with, with a free background, skills and items.

[Customizations =CUST00=]

Okay! Let's get started on working on your Zoid! Oh, you mean that old fellah never explained about customization points? Man, that guy always gives me more work. Look, I'll give you the lowdown of it. Your Zoid has a certain amount of customization points based on their size. You can fit whatever you want on there as long as you don't go over the limit.

There are some things to keep in mind…

All the costs? They're in terms of Customization Points!

Some parts were made with a specific size class in mind! If your Zoid is too small, it might need extra generators (*E-Tanks*) in order to support the demand. On the other hand, parts that fit a large Zoid will always fit a small Zoid, well; we cut it down to size anyways.

Larger Zoids naturally have more energy, so you can assume if it takes a M sized Zoid a single E-tank to use a certain part, the L sized Zoid can use it without.

Naturally, **the more parts you put on, the more noticeable the speed drop will become on your Zoid**. Unless you're some sorta wizard, you ain't gonna resist gravity and physics!

Aesthetic Modifications

Modification	Cost	Function
Paint Coating	0	We'll coat your Zoid in whatever color you want! If you're looking for colourful rainbow designs, well, fine, we can do that too.
Crimson Custom	1	We were testing out this new alloy paint, and boy is it awesome! The Zoids we stuck this on? They went nearly three times as fast as normal. Well…we didn't fit a full payload on them of course, but sheesh that's fast! The blonde man in sunglasses gave it to us free of charge, but we figured something this nice, you're gonna have to pay for it. Hey, it even glows crimson if you want it to!

Au Custom	1	Gold paint is the best paint we could come up with for modifications, and the folks at the lab were nice enough to help out. With this paint, your Zoid becomes slightly more resistant to laser attacks. Well, there's that, and it also shines so brightly under the sun you might blind people.
Chameleon Coating	1	Well, this paint is a bit strange, but it tries its best to mimic its surroundings. It doesn't work perfectly, but it will help you hide your Zoid from people who aren't very attentive. Doesn't do anything for radar and heat scans though.
Tri-Star Black Coating	1	It's a jet black coating that shines like obsidian. Well we would have said glitters, but apparently that doesn't sell as well. The coating is actually a layer of iron ball paint, designed specifically to absorb radar frequencies. Unfortunately, it doesn't help very much with heat signatures, and running around in broad daylight in a shining black suit isn't very stealthy.
L'esprit Blanc Coating	1	Well, they told us it was white, but we really think it's some shade of silver. For some reason, tested on the field, observers told us afterwards that they felt a chill creep up their spines – especially when the Geno Breaker we applied this to started venting heat, and it seemed like there was an after shadow following it as it moved.
Emblem	0	Got an emblem you want us to stick onto your Zoid? No problem! Just indicate where and let loose!

Tactical Option Modifications

Modification	Cost	Function
Targeting Scope	2	A zoom scope that fits over your Zoid's head and allows it to optically zoom far into the distance. Extends the range of targeting weapons. Can also be used for night vision.
Stealth System	2/4	Costs 2 for Small, 4 for All Else. A stealth system intended to work for S class Zoids, concealing their physical presence and

		masking most of their heat signature. This design, built with efficiency in mind, works off of its own power generator. It does work for larger Zoids, but not as efficiently.
Radom Unit	3	A radar unit that is mounted to give active topographical and EM signal information. It has a weak heat sensing unit as well, but is not very reliable unless given extra power.
Accelerator Equipment	3	A pair of ion boosters, slightly weaker than those used on the Liger Jaeger variant, which boost speed significantly. The cost to manoeuvrability is minimal, and thankfully it comes with an onboard power unit that recharges on cells.
Close Range Laser Emitter	3	A targeting system that allows you to paint targets for projectile based weaponry. You can modify the color and mark used to paint the target. Naturally, this increases your accuracy, and ensures that you can mark and follow targets.
Extension Generator	3	Effectively, it's a weaker variant of an E-tank that has its own generator units. Typically placed very close to the equipment that it is intended to supply, this generator is well armoured and is effective at providing temporary power. But since it takes two of these to equal a full E-Tank, you wouldn't consider using this to keep your Zoid up and running, just to handle auxiliary systems and for temporary energy boosts.
E-Tank	3/4	Costs 3 for Small, 4 for All Else. Energy overflow storage systems, which are normally concealed near the core in order to keep it safe and keep it effective. Allows for a greater than normal energy output, and is absolutely necessary for lower sized Zoids to provide enough energy to supply energy intensive systems such as particle cannons or high intensity laser shields.

ECM Suite	4	Rather than physical stealth, this array jams signal communications and masks your EM signature. It also allows you to intercept communications on a wide variety of frequencies. Works off of its own power generator.
Self Recovery Unit	4/6	Costs 4 for Small, 6 for All Else. These nanomachine docks will automatically deploy drones once your Zoid begins to take damage, starting a slow but steady repair cycle. Taking sustained fire is extremely counterproductive to the nanomachines, and they'll shut down when exposed to a concentrated barrage for any sustained period. Best to find cover when using this. Works off of its own power generator but works better if supplied additional energy.
E-Charger	4/6	Costs 4 for Small, 6 for All Else. An energy cycling device that improves overall energy usage efficiency, but also helps your Zoid recover energy faster when it comes to supplying systems. Can be used to convert energy to a higher frequency for energy intensive systems. Works best in conjunction with E-tanks.

Defensive Modifications

Modification	Cost	Function
Electron Shield Generators	2/3	Costs 2 for Small, 3 for All Else. This wide energy shield array covers over an L sized Zoid completely in any single direction and resists the effects of beam weapons. Can be turned on and off, but is very noticeable when on. It can be hooked up to a power unit for extra strength, but otherwise has its own onboard power

		supply.
Enhanced Fused Armour	2/3	Costs 2 for Small, 3 for All Else. Armour plating for more conventional weapons, good against explosives and can be used to cover a good portion of a M sized Zoid, but it does increase its weight by a small bit.
Electron Disruptor Equipment	2/4	Costs 2 for Small, 4 for All Else. It's an array used to disperse most particle cannon beams, similar to an electron shield generator, but instead it tries to divert the path of the beam. The onboard power unit is only strong enough to deflect minor charged particle cannons...so don't expect it to save you from any of the larger ones.
Full Armour System	4/6	Costs 4 for Small, 6 for All Else. A full armour system that even disperses particles somewhat. Covers over an entire LL sized Zoid, and seriously slows it down. Casting this armour off is an extensive process, and generally just results in the armour falling to pieces around the Zoid. Thankfully, it’s replaceable.
Core Reinforcement Unit	4	Main core protection unit, used to reinforce the central core and stabilize it from damage. Amplifies all defensive modules, and gives your Zoid a response boost. Can be used to temporarily amplify power output, but it'll decrease the output afterwards.
Core Enhancement Unit	4	Increases the absolute output of your core by a single grade, allowing you to generate more energy. Your Zoid also grows a little, but not enough for a size grade unless you take it twice. This size increase however, doesn't increase your CuP, and only allows you to have a bigger Zoid with the equivalent speed of a smaller one.
Electron Assimilation Equipment	5	This array works to absorb beam weapons as they hit, taking the energy from the beams and sapping a bit to recover the Zoid’s own systems. There is an upper limit of how much can be assimilated however, and sustained particle cannon fire can overwhelm this shielding.

		Intended to be used with M sized Zoids, which have an E-tank.

Offensive Modifications

Modification	Cost	Function
Missiles	2/3/5/7	Missiles! Great weapons, lots of explosions and fun to go around for everyone. Mounts to any hard point, and generally just needs a reload when you've emptied the chambers. The prices correspond to 2/4/8/16 missiles in the same firing chamber.
Rail gun	3	A standard rail gun, firing a hypervelocity projectile that causes a severe amount of collateral damage. Best be careful when using it in civilian areas. Unfortunately, though it is very powerful, it is also very energy intensive, and normally needs to be sustained on a L sized Core. Lower sizes will need an E-tank when using this, though an E-Generator could also suffice.
Gatling Gun	3	A standard gatling gun which can be modified to fire different types of rounds. (Cryo, Pyro, Acidic, Electromagnetic) The least energy intensive thing among weapons.
Gatling Laser	3	A laser variant of the gatling gun, which is much more effective against armour but dependent on energy. Runs well on M sized Zoids and fires even faster than a normal gatling gun.
Energy Emission Units	5	Melee weapons which are lined with energy emission devices, creating charged blades, claws, and other such weapons. Intended for use with M sized Zoids, though smaller Zoids only need an E-generator to use it.
Particle Cannon Variations	7 to 10	The Charged Particle Cannon (CPC), intended for L sized Zoids, can be mounted generally wherever there is a place to lock the cannon and link to the Zoid's Core. Usually this is the mouth of the Zoid. There are multiple variations of this weapon, and the stronger the output, the more demanding this

		weapon becomes. Variants such as the Death Saurer's Hyper CPC require an E-Tank to sustain, and other variants include the Multi-Beam CPC, the Focused CPC, and Gatling CPC. The stronger the output, the higher the price becomes.
Republic 360mm Long Range Cannons	10	A pair of cannons, designed for extreme range bombardments. With a range even longer than most variants of the particle cannon, the only thing that surpasses these cannons is the Gravity Cannon. Typically mounted on L sized Zoids, but draws off of ammo rather than energy.

C.A.S. (Changing Armour System) 5/8 Customization Points

Originally designed for Zoids who had been captured when they were feral, the C.A.S. took into consideration that when applying armour to the Zoid, a bit of flexibility could be achieved by making it easy to swap armour sets depending on the situation.

Naturally, the only two Zoids which the C.A.S. system were developed for were the Berserk Fuhrer and Liger Zero units, during the war between the Helic Republic and Guylos Empire. However, with a bit of reverse engineering, **it is possible to implement these parts on other Zoids. This however, costs 8 Customization Points instead of 5**. S class Zoids however, would need an E-tank in order to compensate for the power difference.

Modification	Original Zoid	Function
Panzer	Liger Zero	Adds a large set of armaments, totalling a pair of 216mm railguns, four grenade launchers, seven micro missile pods with eight missiles each, and four standard missile pods with ten missiles each.
Jaeger	Liger Zero	Adds a pair of large ion boosters, which are more effective than standard boosters. Due to the configuration with which the boosters are mounted, the Jaeger's manoeuvrability is extreme even when traveling at high speeds. It also has an

		inbuilt ECM system.
Schneider	Liger Zero	Adds seven energy blades to the Zoid, which are typically positioned at the front to permit ramming attacks. Two of the blades can be positioned at the flanks for fly by attacks.
Sturm	Berserk Fuhrer	A bizarre hybrid of the Geno Breaker and the Berserk Fuhrer. Replacing the Buster Claws is a pair of X Scissors, and over a dozen manoeuvrability thrusters were added on to give this Zoid more flexibility on the battlefield.
Jagd	Berserk Fuhrer	A ranged variant of the Berserk Fuhrer, removing the original two Buster Claws and replacing them with a pair of Long Range Four Barrel Cannons, as well as four missile pods with eight missiles each.
Zenebas	Berserk Fuhrer	Adds a pair of micro missile pods with twelve missiles each, but noticeably has a pair of Heavy Ion Thrusters that propel it to twice the normal speed of the Berserk Fuhrer, regardless of encumbrance.

BLOX (Secondary Zoid Add-Ons) 7 Customization Points, Size M+

Some would call this a variant of the C.A.S., while others would argue that this is a completely different phenomenon altogether. There are special types of Zoids which can latch onto others, acting as a beneficial symbiote. In test environments, the symbiote and the host could cycle energy back and forth like a superefficient E-charger and E-tank combined.

In practice however, adjusting the hard points so that a BLOX can be added on is no simple task. That's on top of making sure that the Zoid itself won't reject the merging process. Long story short, it's gonna cost ya a pretty penny. We won't be able to do it for any Zoid smaller than M either, as all the BLOX Zoids are size S to begin with.

We do however, have the capacity to attach other S size Zoids to your Zoid – for all S size Zoids not in the list that follows.

The list of possible BLOX Zoids to add onto your Zoid is as follows

Name	Type
Leoblaze	Lion
Unenlagia	Unenlagia
Mosasledge	Mosasaur
Nightwise	Owl
Flyscissors	Chimera
Shellkarn	Chimera
Diploguns	Chimera
Demonshead	Chimera
Buster Eagle	Eagle
Boldguard	Panoplosaurus
Lord Gale	Gargoyle

Most BLOX, when implemented onto a host Zoid, will have a single weapon which can also be used. See NOTE02 for more details

[CONFIDENTIAL] Modifications

Modification	Cost	Function
Automated Mechanics Bay	4 [LL+]	A large mechanics bay with a dock with can be used by other Zoids. The bay runs autonomously on its own power, and can be used to dock and repair Zoids.
Central Communications and Control	4 [LL+]	A full communications suite available for LL sized Zoids and above. Performs all the functions that a Radome, ECS, and also functions as coordination center for any deployed drones.
Doppler Field Generator	5 [S only]	Restricted to only S sized Zoids. The generator allows for the Zoid's image to be projected simultaneously in multiple directions. Bystanders see this as multiple copies of the same Zoid moving in synch. Unlike a ZOS core, none of the doppler projections are real however.
Drone AI	6	With this, we can install a secondary AI unit used to man drones. A single AI unit can control up to 7 drones at a time, more if the drones are manned by individuals.

		Necessary for Drone Bay and requires additional power output in the form of an E-generator at least.
Drone Bay	6 [L+]	A mechanical bay which allows for drones to be deployed and docked. While the drones need to be built separately, they can be modified extensively. By default, each one is armed with a single weapon of ordinary make, such as a gatling, missile pod, or a laser. Requires an AI to control it, and unless you want to only use it once, you'll want an extension generator to recharge the drones.
External AI Core	7	This installs a second AI core into your Zoid, which lightens to load on your Zoid, by running all of the functions of the CCC in reduced fashion. It can be mounted on any Zoid M size and above.
Flight Unit	10 [M-]	More of a trial experiment apparatus than anything, it still seems apparent that with this massive backpack array, your Zoid can actually fly for a brief period of time. It requires at least a single E-tank for a M sized Zoid, but the S sized Zoid can rely on an extension generator instead. It can also be used for high speed or abrupt dodging manoeuvres.
Teleporter Unit	12	An experimental device that was crudely reverse engineered from parts found in ancient ruins. Though trials have indicated that short distance instantaneous jumps are completely possible, there remain many issues which haven’t been solved. The most prominent of these is that the device requires an extreme amount of power, and an extension generator. It also takes a short period of time for the generator to wind up. Needs a single E-tank.
Core Corruption Unit	12 [M+]	An insidious core modification that works to bind other Zoids to your will. Works very well on feral Zoids, but can be resisted by Zoids

		with pilots. It can also be used on S size Zoids to morph them into Zoids of your shape, but S sized. It requires an extreme amount of power. (Anything below a LL needs at least an E-tank, with M requiring 2.)
Gravity Cannon	12 [L+]	A gravity cannon - the absolute king of ranged weapons. Even the barrel of this monstrosity is larger than most Zoids, and attempting to rig this onto a small Zoid would probably crush it. It not only requires an extension generator and the core to have an extreme amount of power - without a central communications and control to guide it, it becomes very unwieldy as the projectile fired has massive collateral damage. Test firing showed that everything within a 4 kilometer radius was enveloped inside a singularity. Be careful that smaller Zoids can actually take recoil damage from firing the cannon, as it was meant for an XL size Zoid to begin with. An LL can sustain this by itself, a L would need at least an E-tank, a M would need 2 E-Tanks. Naturally, a M Sized Zoid would probably be demolished from the recoil alone.

[Items =ITEM00=]

Good, you're here! I thought you'd never leave that mechanics' shop. Well, if you've still got anything left to spend with, I might have some things that would interest you…

Cash (25/10000)

Hey! If you're in need of cash, this is it! 25 CP, and we'll give you 10000G, enough for you to live a year out probably, if you didn't have to buy ammunition or parts.

Customization Points (50/1)

Well, this speaks for itself, if you want more customization points, it converts at a rate of 50 CP to 1 CuP.

Organoid (Basic/Upgraded/Perfected) – 100/150/200

Discounted for Zoidians.

An Organoid is essentially a human sized Zoid, but these ancient creatures, who used to be far more numerous, acted between humans and Zoids almost in the fashion as an intermediary. In its basic state, the organoid is capable of amplifying the combat potential of any Zoid it is attached to.

In an upgraded state however, the power of the Organoid becomes apparent as it can temporarily activate a state similar to the ZOS, and amplify the movement speed of a Zoid.

Finally, in its perfected state, the Organoid can manifest a field around itself, healing machinery in the close vicinity. Do take note however, that Organoids are living creatures, and do have some basic needs for consumption.

Core (S/M/L/LL/XL)- 50/100/200/300/400

Well, if you really can pilot that many Zoids at once, getting another Core isn't that difficult. It'll come with the Zoid frame itself as well, so this is essentially like buying a Zoid.

Zoid Data [S/M/L/LL/XL] [0/50/100/150/200]

Pilot Gets a Single M Class Data for Free

With the data samples of a Zoid, you could theoretically mass produce them, granted that you had the proper facilities as well as the necessary resources. With this, you can get the data sample of any Zoid within that specific size class for production purposes.

Resupply Orders 100

Pilot Free

A contract with a nearby Mechanics' Guild Shop, which will let you restock on ammunition for free once per day. Really, you shouldn't need any more than that!

White Box AI 100

Drop In Free

The White Box AI was developed originally for test bed Zoids, which allowed for frame testing without sacrificing an actual core. The AI can operate autonomously to some extent, effectively acting like a sort of auto pilot. Commands can be inputted on a very basic level, allowing for the AI to take control.

Time Space Transmission Protocols 100

Scientist Free

With the information shared between the network of scientists, a document was drafted documenting all of the time phenomena which had been occurring, presumably due to the appearance of the Temporal Walls. This collection of data details clearly the effects of time manipulation, and may help should you ever possess the proper equipment to facilitate sending static objects through time.

Hover Board 100

Literally, it's a surfboard that you can float above the ground with. You can also leap a good couple feet into the air riding on one of these.

Judge Satellite 100

Pilot Free

A patrol satellite within the air that you can drop within the area. It'll set up a barrier zone that shouts annoying alarms into the minds of all those who enter for up to a minute before it stops. It also alerts you if someone enters.

Metal Seed 200

A seed to grow a metallic planet, the leafs of which are used in the creation of an energy source called Reggel - which is in turn what Zoids consume for sustenance. It seems with a minimal amount of engineering you could use it as an energy source for other forms of machinery as well, sentient or not.

Magnite Sample 200

It's a sample of magnite, a rare ore used to restart Zoid Cores which have fallen into stasis, and used to revive those which have suffered too much battle damage and have collapsed. Maybe you could adapt it to other machinery?

Feral Templates 200

These templates were originally developed by the original scientists who took to the field in order to study Feral Zoids. Their research results can be used for the formation and creation of Feral Zoids. With extensively reworking of the general theory and some degree of specialization, it can be used to give small scale machines a limited form of sentience.

Whale King 200

The Whale King is a dedicated transport class Zoid, very lightly armed with single particle cannon – but generally only used to transport a large set of Zoids at once. Yes, it is indeed a Zoid by itself. It’s best if you don’t try to figure out how that works.

Pulse Guard 200

The technology used to block against the Rarehertz virus can be made to adapt and create vaccines for other types of mechanical viruses as well. Originally developed so that the virus could be contained, though it could not serve its original purpose it functioned nevertheless as a vaccine of sorts.

Anti Gravity Generator 300

A field generator used so that the gravity within a large field is reduced to what it would be in vacuum. The energy used to run this is ridiculously massive, but rather than being supplied through normal means, the generator drains energy steadily out of its environment.

Standard ZOS 300

Many scientists have their suspicions that the ZOS (Zoidcore Overload System) was the start of this whole mess, but regardless of the truth, it stands as a fact that the ZOS is an extremely powerful tool despite its potential being sealed. A standard ZOS operates to give a Zoid three true duplicates temporarily, but drains the energy of the pilot and Zoid substantially.

Perfected ZOS 300

How did we get our hands on this? Well that’s a trade secret. With its full potential unleashed, you’ll find that the ZOS changes by quite a bit. The boost from the ZOS allows you to permanently manifest a duplicate that only fades if destroyed. It'll stop attacking if you don't feed it energy however.

Black Box AI 500

Remember that White Box AI? Yeah well that was just the tip of the iceberg when it came to AI research. The White Box AI was a cover to develop the Black Box AI, which was a forbidden AI sequence box, with its AI technology improved so much that it gives a level one could call sentience to the machine it is implemented into.

Yes, this turns a sentient machine into a companion.

[Drawbacks =WARN00=]

Not enough to spend with? Look, maybe if you were willing to try some of this stuff out for me, I might consider giving you a bit of a grant… Something to help you in these tough times.

Where did you go to school? +100

Why is it that you can't seem to understand a word anyone is saying? Nobody on this planet seems to speak proper English, their pronunciations are butchered, they can't seem to form proper sentences, and half the time they repeat the same sentence over and over again as if that's all the vocabulary they have. All the signs seem to be written in contractions and slang too.

You naturally, have no understanding of any of this.

Out of Place, Out of Time +100

Nope, that migraine wasn't just from last night. It was from this morning and will be from this afternoon but maybe if you're lucky, not tonight. You're very prone to nausea, headache, and all sorts of bizarre symptoms whenever you even feel the slightest bit of time distortion.

Unfortunately, time distortions seem to be everywhere.

Stranger From a Foreign Land +100

Well, nobody seems to trust you. Nobody seems to be willing to talk to you either unless you force them, and even then they'll pretend that they don't know anything. You're going to have to work very hard to get any sort of recognition around here.

It's Looking At Me Isn't It? +200

Well it's nice to get attention, but this wasn't what you wanted. Every single enemy always seems to target you with priority. They always seem to target you regardless of where you are, and without consideration for collateral damage – which you ultimately have to pay for.

Realistic Beam Spam +200

Well…that crater's been there for a while. The landscape and people won't just magically recover from missile barrages and laser showers anymore.

All collateral damage is permanent, and nobody has the ability to deviate away from this. There's going to be a lot of angry people…and dead people too.

Rarehertz +200

The Rarehertz virus is sentient, and it's dangerous. It targets Zoids specifically, but as if it was tuned just for you, will target you as well. It has a terrible ability to make you and your Zoid freeze up completely at all the wrong times. Be careful, as this virus has a nasty habit of eating up digital data.

Truly Feral +200

There's always been a large abundance of feral Zoids, but never have they really come into close contact with human civilization. Well, not until we arrived in this world anyways. Now there are packs upon packs of feral Zoids that are attack civilization, and the longer you stay here, the worse it'll get, until you get herds of Death Saurers running amok.

Extremely Limited Ammunition +300

Did you anger the mechanics or the maintenance crew? Cause for some reason your Zoid is never fully loaded up on ammo, you'll find yourself running out of ammo within moments, and even your laser batteries run out of charge after several shots. Jeez, I hope you're ready to duke things out in melee.

Be careful, the Zoids you face? They don't understand the concept of ammunition.

Temporal Deprivation +300

As you enter the world, a neat little popping sound will fill your mind. What just happened? Well, if you haven't already realized it…you've become a normal human again. You'll spend ten years with none of your skills, abilities, or items. Enjoy~

The Gravity of the Situation +600

It seems that nobody in this world really understands what the term "collateral damage" means. Well, the fact that they're packing Gravity Cannons is a really bad indicator. These things fire ultra-high density shells intended to create micro singularities. Every single Zoid you face will carry these weapons, and fire them without consideration of consequences. Don't expect to live long.

[Scenario =SCEN00=]

Temporal Battle Story – Taking Sides

Another space, another time, but to you who have just arrived – you won't notice the difference. At least all of your memories are intact! But…it isn't just you whose been transported into this new world, and for some…old standing grudges haven't been forgotten.

It is the year 0 of the new world, and a new age of war is about to unfold. If you were expecting this to be a fun and friendly atmosphere…well, you're sadly mistaken. A new world, a new land, and all four factions are dead set on making sure that they're the last survivors. *Your time here won't end until the dust has settled.*

When you have no ties to the people and walk around in giant robots, well, it can get easy to forget moral obligations. Regardless…you and your companions are going to have to make a choice. With four factions, which one will you join?

[Helic Republic]

They don't have anything more than a makeshift front line base set up, but the Helic Republic is determined to make sure that this world will not end up in the hands of the Guylos Empire – or well, in anybody else's hands for that matter.

The Helic 117th Advanced Task Force, as they call themselves, is more than happy to receive your help, and will give you access to the weapons cache they were holding onto before the time distortion took hold of them.

You can mount a Single Barrel Republic 360mm Long Range Cannon, for 4 CuP. Limited to 2. You also gain 200 CP.

[Guylos Empire]

From the get go, the Guylos Empire managed to take over a town. Or rather, the Natrium Dragoon and Chlor Dragoon units managed to take over a town. Well, there was actually little surprise about that, considering they marched in with a full array of Zoids against a group of hapless civilians.

They're looking for conscripts, and you've found yourself as number one pick – you lucky whelp! Or well, maybe not, because they don't really treat their soldiers very well, not until you prove that you deserve respect anyways. They will give you some basic arms so at least you have something to work with.

You can mount a High Frequency Particle Cannon on your Zoid, for 4 CuP. This Cannon, while weaker than the standard particle cannon, has a very high recharge and fire rate. Two can be mounted at most. You also gain 200 CP

[Backdraft Group]

You were approached by a headhunter – well, they weren't after your head, but they do want you to join them. The Backdraft group is a shadowy bunch, but arrangements have been made to put you on the frontline division – so you've basically become their poster child!

Unfortunately, they're also rather keen on rapidly expanding through the land by establishing a network of underground markets to secure a monopoly of supplies. There's little doubt that they'll use whatever underhanded methods are available in order to ensure that they can reach this goal.

At least they're thoughtful enough to give you a signing bonus of 300 CP. You'll also get a free White Box AI.

[Terra Geist]

Oh boy, frankly, you're not quite sure who these people are, but one day you got an envelope telling you to go out into the wilderness. An operative from Terra Geist was there waiting for you, and they have a proposal.

They need the other factions removed in order to put their master plan in place – and they need you to do it for them. There's no doubt that without much support, it's going to be little different than footing it out alone, but the operative assures you that if you act – help will come. Can you really trust them?

Despite his words, the Operative leaves you with nothing.

Opening Skirmishes

Regardless of which side you chose, it'll quickly become obvious that this world is too small for four factions, and you're going to have to weed some out. Or well, better put – even if you wanted to make peace with them, they aren't too keen on making peace with you. You could leave them alone…but…

The danger of leaving them alone for too long? Well, you're going to find that they aren't idiots, and they'll be out securing territory for themselves, just like what you should be doing. Without a stable base of operations to project from, you won't last very long, especially if everybody else is well set up and

preparing to mass produce Zoids. Whichever faction you've decided to support will likely set up a basic territory, but it's probably in your best interests to support them in their expansion efforts.

Be careful about force escalation, because in the time it takes to break down a faction, it's likely the other two have already destroyed yours. Things left the way they are, you'll find yourself in a four way stalemate. With time, you might think that maybe this is just going to become a cold war?

Naw, not when you're piloting massive Zoids. The other three factions will work together to destroy your faction, though they can be turned against each other, if you know who to turn against who. Well, there'll be a bit of experimentation involved anyways. You're going to have to choose one faction to dedicate your efforts towards…

I wouldn't take too long either, or they'll definitely organize to wipe you out.

[Helic Republic]

As Allies

The 117th ATF has established a strong enough hold in the region that they've turned their attention to ensuring that the forces are adequately equipped. Thankfully, with the way they've treated the people in the region, the people are happy to pitch in, and defenses come along smoothly. They haven't failed to recognize your efforts, and your input is valued.

It has become obvious to you, and it'll grow even clearer over time, that the folks in the 117th ATF don't really care much about managing the land and has given the whole matter very little thought. It seems that they're really just concerned about eliminating all threats…and then afterwards...

Well, who knows what will happen?

The 117th ATF will be willing to help your efforts, but only to a limited degree as they are dedicated to protecting the people.

As Targets

Thankfully, an attack on the Republic forces is relatively straightforward. The 117th is an Advanced Task Force after all, and not really carrying the *largest* amount of Zoids. If you wanted to, you could even take the frontal route to crush them in battle.

But…they do have some old enmities with the Guylos Empire which could be exploited. Their infighting might weaken them enough for you to deal the finishing blow.

[Guylos Empire]

As Allies

The Dragoon legions quickly set up a structure of order in the region, and have established an understanding with the people regarding how their new world is going to work. And despite any initial reservations you had, it does seem to work. They might not respect the people at all, but the members of the Dragoon legions know that they're necessary and won't mistreat them. That's certainly a bit different from your initial impression of them. Good news is, you've also gained a bit of respect from them for your own skills.

They've started to look outwards now, and there are three other factions that need to be destroyed. One of the two legions will march out, ready to move on the faction – and it's up to you to decide which one falls first.

The War of Conquest begins.

As Targets

The Guylos Empire has the most sizeable military presence in the new world, but that also makes them the biggest target. Fighting them head on…probably isn't advised, but given the way they treat people, and the utter disdain they have for civilians…well, you could probably inspire quite a turbulent revolt if you honestly tried.

Or…you could just turn the Helic Republic on them. After all, my enemy's enemy is my friend.

[Backdraft Group]

As Allies

It wasn't much different than managing a startup, and now it's done. With the contracts all in place, the contacts all aware, and the control network implemented, the Backdraft Group has solidified its position, even if most people can't see the true depth of the company. You're spread all over the region, but the folks of the company recognize you, and you them.

And that's the way it needs to stay, but for that to happen you're going to have to do some more legwork. As an agent of the Backdraft Group, you're going to need to negotiate your way through this, and try to secure an alliance with some of the other factions, while still moving to take one down. After all, one enemy dead is one obstacle removed…

As Targets

The Backdraft Group will have plenty of connections, and uprooting all of them is going to be quite a task. Both the Guylos Empire and the Helic Republic are keen to see them removed, but getting at all of their resources would probably take a coordinated assault from all fronts – and do you really have that level of coordination to handle managing them, especially when they're just as keen to see you gone?

You could just try to raze and burn all of their operational bases, but that's only going to be a temporary setback…and the Backdraft Group has very deep coffers.

[Terra Geist]

As Allies

You honestly still don't know what the status is with your contact. Your main point of contact seems to have changed, and you've only met your new contact three times since the change. From what information you've managed to gather, the society is moving forward with its plans, and you're going to need to take part.

Terra Geist's objective, as your point of contact illustrates, is very simple. Turn the other factions against each other, and bring back the glory of the Zenebas Empire. They won't be out to help you do this, so you had best prepare yourself to find some alternative ways of completing the objective.

As Targets

How do you destroy something you can't see? Terra Geist has hidden itself among commoners – and their strategy is to remove you from the shadows. Expect assassins to show up, and they won't be cloak and dagger assassins. Considering their utter disregard for collateral damage? You can expect to have Zoids causing havoc wherever you go.

Thankfully, their habits of causing havoc won't go unnoticed. As long as you focus on them, with the amount of destruction they'll do, they'll soon earn the ire of another faction…or maybe all of them. You're…still going to have to survive plenty of random attacks beforehand though.

Imbalance to Imbalance

One faction down, two more to go. Maybe you weakened everybody, maybe you're now left with two powerhouses, but regardless of who's left, they'll see a mutual enemy: You.

The problem? They aren't the only ones. Each of the factions has found an ancient Zoid blueprint, and it's now time to bring out the big guns. For some factions, that's a rather literal statement too. All factions still surviving at this point will mobilize themselves against you.

It isn't all grim however. With so many enemies arrayed against you, maybe there's a good chance that the enemy will suffer from heavy friendly fire. And look on the bright side, even the factions that were very hard to find before are now marching onto the battlefield!

Just ignore the armies following them. *You'll end up facing a substantial group of the templates that you did not choose.*

[Helic Republic]

The Helic Republic has managed to infiltrate the time walls, and is now fielding an army of Orudios, backing a pair of King Gojulas. *If you chose this faction, you can pick one of these as a template.*

[Guylos Empire]

From the scientists they've captured and put to work, the Dragoon units have now taken to using a mix of Gilvader and Gungyarados units. *If you chose this faction, you can pick one of these as a template.*

[Backdraft Group]

With their deep coffers, the Backdraft Group has found enough scientists knowledgeable enough of the time distortion to extract Zoids from a different time. Their agents have started to pilot the Geno Ritter and Diablo Tiger. Jeez, just where did they find so much money? *If you chose this faction, you can pick one of these as a template.*

[Terra Geist]

Just where did they get these things? That "help" that the Agent was talking about? Well, it's finally here, in the form of the Cyclops II and Energy Liger. Frankly, you don't even want to know how they got their hands on these. *If you chose this faction, you can pick one of these as a template.*

Scorpions In the Face of All That

You might think it's over once the tide of battle starts to shift in your favor – but were it so easy, you would have crushed them long before this. As the tide turns, Nature itself takes to the battlefield. Or rather…the Death Stinger takes to the battle field.

While you've been busy fending off and crushing the opposing factions, the Death Stinger has been busy reproducing. That's right; the Death Stinger is a Zoid that can reproduce by defeating and corrupting the Core of other Zoids. All those fallen Zoids along the way have been harvested into creating an army of Death Stingers.

At the back of the whole army lies the source of this madness, the Jagd Stinger, albeit with a slight difference. Instead of two Charged Particle Cannons, it's armed with four, which can fire in alternating sequence to provide a constant beam that carries enough destructive power to rival the Death Saurer. This is one Zoid out to lay waste to everything around it, and if you want to survive, you're going to have to take it down.

At least you'll have whoever's survived so far ready to lend a hand. They're motivated to fight too, because failure here means certain death. How many will survive? Well, that's really going to depend on how long you can last and how quickly you can take out the army ahead of you.

When the Jagd Stinger falls, and the dust settles, all those who are left will have a free world ahead of them…

Shots Fired

All things have come to an end? No, not quite so easily. In the time that you've spent fighting it out for this land, the scientists have figured out a way to head

back to their own time periods. The secret lies with a series of ruins called the Time Space Transmission Sites – and the creature guarding it.

The Death Meteor.

A monstrosity which has so far blocked any attempts to access the ruins. You now have a choice ahead of you. Will you forget about leaving this world and focus on uniting it under your banner, or will you fight the Death Meteor, in an effort to correct the flow of time?

[Unification]

Should you decide to forego fighting the Death Meteor, as long as nobody else attempts to aggravate it, it will remain relatively passive and maintain the integrity of the temporal walls. *Once you unify this new world, you'll be free to leave, or once ten years is up from the moment you make this choice, you'll be free to leave.*

[Correction]

If you've chosen to fight the Death Meteor, then there's not much more to say.

From the analysis information we have on the Death Meteor, the massive hyper charged particle cannon circumvents normal conditions and restrictions. It has been seen to fire on both steady streams and repeated bursts, with no sign of cool down.

This monstrosity also appears to be able to control time to some extent, speeding up, and reacting to events seemingly before they can happen. It'll be best if you can rally other people, just so that the Death Meteor will have more targets to face, rather than just you by your lonesome.

Lastly, its armor plating is beyond comparison. If you have a Gravity Cannon…well this would be a good time to use it. If you don't? You're going to need to rain down on this beast with everything you've got. ….Yeah, you definitely want to get plenty of allies before you go.

But if this is the path you've chosen, then there's nothing left but to walk to your chosen grave…

Should you win? Well…if you win, as the Death Meteor collapses, the temporal walls will start to react. You won't have much time. You're going to have to decide, what timeline do you follow?

[Helic Republic]

A future where the Helic Republic was victorious, and fended off the other factions in a vicious war – and your efforts in the last war have been recognized, as long as some members of the 117th ATF survived to tell the tale. You'll spend ten years in this version of Planet Zi, which is moderately peaceful, with the biggest threat being bandits with Zoids, but that's certainly nothing in comparison to what you've faced before.

You'll have access to the Helic Republic records, and any Zoid within the Helic Republic's armory, even those which were not present in the New World. You can copy up to three data samples.

[Guylos Empire]

You enter a future where the Guylos Empire crushed the Helic Republic, and in doing so has prevented the Zenebas Empire from ever rising. A militant police state, the Guylos Empire frequently has to deal with dissidents, but with any member of the Dragoons survived, they'll include you into the report just so you don't get marked as a criminal.

They'll promote you to a position of command – if only so your skills continue to get used. You'll have access to the Empire's archives, and any Zoid within the Guylos Empire armory, even those which were not present in the New World. You can copy up to three data samples.

[Backdraft Group]

Strange…you've ended up in a desert wasteland. You can only presume that you're on Planet Zi…somewhere, but at least your companions and Zoids are still with you. If you wander a bit, you'll eventually find towns and settlements, though the people here seem rather impoverished.

The moment you reach a town however, you'll receive a courier with a package. It is keys to a warehouse of some sort...along with a map. Reaching your destination, you'll find a large storage warehouse, with a dormant Whale King inside. Those blueprints that the Group had scientists formulate? They've been made into Zoids, and they along with the Whale King are at your disposal.

Consider it payment for a job well done.

The world here might not be pretty, and you might not really know where you are, but the Group will be there for you if you need any favors…and occasionally they may ask for some favors of their own.

[Zenebas Empire]

It's a pleasant atmosphere. A sunny day, a pleasant day, but something inside you knows that the world is off. Zenebas Empire…you've never heard of this being mentioned before. It isn't until the day is about the end when you receive an envelope. Well…at least that part is familiar.

It's a brief message – but it tells you what you need to know. The Zenebas Empire was Terra Geist's goal all along. Now, with the Temporal Walls resolved, you've put the final piece of the puzzle in.

Your prize? Well…there's actually no mention of that. But sometime during your time here, you'll be approached by…oh look, it's her again, your point of contact who keeps showing up and vanishing.

She's brought with her a small black box. A small sample, from after the Jagd Stinger, she says. The scientists already cracked it open and took a good look, so this was all she could recover for you. You're wondering why she's giving it to you now?

Well, the head of Terra Geist has to pay her employees right?

The black core is a Jagd Stinger's base core. Intended to be inserted into a S size Zoid, it slowly takes over the original Zoid core, and shifts the form of the Zoid into a Jagd Stinger, before growing slowly in size. Thought this was a normal Zoid? Joke's on you – it already has a black box AI installed in it.

Be careful, if you don't teach it well, this cute little thing will try its best to propagate on other Zoids.

What happens now? Well, you're going to have to survive for another ten years here…but at least there won't really be any threats left!

[Time's Flow, Corrected…]

Regardless of whether the temporal walls have collapsed and time normalized, ten years have come to pass – and it is once again time for you to make your leave. Or well…you have some options ahead of you.

1) Rewind – As the temporal wall collapses, the destination in your mind – home. The home from whence you departed. You'll return to your place of origin, with everything intact.

2) Repose – Perhaps the time distortion hasn't been taken down, or perhaps it has. But either way, you'll find yourself staying in this world for better or for worse. When the distortion does fix itself…you'll find yourself making another choice:

Which fragment of the Zoids timeline did you come from?

3) Advancement – Well, time distortion or not, it's all in the past now! Time to move on ahead!

Notes

If you have absolutely no clue what happens in Legacy, this is a **general flow of events.**

Time Walls Appear -> Everybody is sent into the New World -> Backdraft and Terra Geist ally up -> They investigate into the Death Meteor, which can break the world's time walls with its ZOS, but this will also fragment reality -> Terra Geist arranges for an apocalyptic event with a falling judge satellite -> Death Meteor and the satellite are both stopped, everybody goes back to their own worlds.

Zoid Type Segregation

No clue what type of Zoid you're looking at? Just look here! Yes, you can swap between Zoids of the same type, and size class. The only exceptions to this are the 8 Zoids which are restricted to the Scenario, as they are not intended to appear in Legacy.

Variants usually indicate a change in weapon, or capability, a quick wiki check is easiest to see what's different about it, especially if the name is abbreviated.

[NOTE01]

Zoid Name	Zoid Type	Variants	Size Class
Gator	Alligator		S
Barigator	Alligator		S
GunBlaster	Ankylosaurus		L
Zabat	Bat		S
Saicurtis	Beetle		S
DiBison	Bison	Gravity	L
Brachios	Brachiosaurus		M
Lightning Saix	Cheetah	BS	M
FlyScissors	Chimera		S
Shellkarn	Chimera		S
DiploGuns	Chimera		S
DemonsHead	Chimera		S
Gojulox	Chimera		L
Warshark	Coelacanth		M
KillerDome	Crab		S
Matrix Dragon	Dragon		L
Chimera Dragon	Dragon		L
Redler	Dragon	Booster Cannon, Interceptor, Bloodler	M

Buster Eagle	Eagle		M
Elephander	Elephant	AG	L
Shadow Fox	Fox		M
Lord Gale	Gargoyle		M
Iron Kong	Gorilla	PK, Maneuver, SS, Drill	L
Hammer Rock	Gorilla		S
Griffon	Griffon		L
Iguan	Iguana		S
Liger Zero	Lion	Schneider, Jaeger, Panzer, Imperial, X	L
Trinity Liger	Lion	BA	L
Shield Liger	Lion	DCS, DCS-J, Aero	L
Spark Liger	Lion		L
Blade Liger	Lion	AB	L
SaberLion	Lion		S
LeoBlaze	Lion		S
Double Arm Lizard	Lizard		M
Mosasledge	Mosasaurus		S
Merda	Ornitholestes		S
NightWise	Owl		S
HellCat	Panther		S
Storm Sworder	Pteranodon	F, FX	L
Raynos	Pteranodon		M
Pteras	Pterosaur	Bomber, Radome	S
Salamander	Pterosaur		LL
Sinker	Ray		S
Black Rhimos	Rhinoceros		M
Guysack	Scorpion	Stinger	S
Death Stinger	Sea Scorpion	Jagd	LL
HammerHead	Shark	VL	M
Stealth Viper	Snake		S
Dark Spiner	Spinosaurus	KD	L
Double Sworder	Stag Beetle		S
Gordos	Stegasaurus	LR Attack	LL
Red Horn	Styracosaurus	BG	L
Dark Horn	Styracosaurus	HS	L
Sabre Tiger	Tiger	RS, SS, AT, TS	L
Proto Saber	Tiger		L
Blitz Tiger	Tiger		L
GunTiger	Tiger		S

Cannon Tortoise	Tortoise	BC	S
Mad Thunder	Triceratops		XL
Geno Saurer	Tyrannosaurus	Psycho	L
Geno Breaker	Tyrannosaurus	Proto-, Scissors, Trooper, Flame	L
Berserk Fuhrer	Tyrannosaurus	Shutulm, Jagd, Z	L
Geno Hydra	Tyrannosaurus	KA	L
Gojulas	Tyrannosaurus	G Orga, Giga, Giga w/Cannon, Gunner	LL
Death Saurer	Tyrannosaurus	Bloody Demon, Death Meteor	XL
Godos	Tyrannosaurus		S
Ultrasaurus	Ultrasaurus	Ultimate Phalanx	XL
Unenlagia	Unenlagia		S
GunSniper	Velociraptor	Weasel, LS, NS	S
SnipeMaster	Velociraptor	FB, A-Shield	S
Rev Raptor	Velociraptor	PB, Hunter	S
Command Wolf	Wolf	Urban, AC, IS, Kerberos, Climber	M
Konig Wolf	Wolf	DSR	M
Molga	Worm	Cannory, Dark Poison	S

(NOTE02)

http://zoids.wikia.com/wiki/Zoids_BLOX < This link has the most information regarding BLOX.