

Earth Defense Force: The Primer Invasion

Earth Defense Force 5 & 6 Jumpchain

By LDAnon

The year is 2022.

The Earth Defense Force, founded seventeen years ago, is the world's primary defense organization against possible threats. Little did they know that the long period of peace would end with a massive attack from an unknown force.

Monsters started attacking military bases around the globe, teleported in from giant anchors that were being launched by ten large unidentified ships. More monsters were dropped in from smaller ships. No weapons could pierce the golden armor, and many lives were lost in the opening days.

It's only with the bravery of the Earth Defense Force that humanity stands a chance to survive this horrific threat and push these aliens off Earth so the world can once again be at peace.

Setting

The tale of the Primer Invasion was told in two different games, and some details in one were not mentioned in the other. You can choose which of these two versions you will start in.

Earth Defense Force 5 [+0cp]: The standard experience. You will be in Base 228, assisting with the preparations for a public viewing of the base by civilians during a public rally, just before the Primers attack the base. After the Primers are defeated, the only worry you will have is the rebuilding of civilization, and you will be here for **10 years.**

Earth Defense Force 6 [+200cp]: So you want the true experience fighting the Primers? You will begin similarly to the above, and events will go the same. However, five years after the initial invasion, a massive ring-shaped ship will descend, and the Primers will send their forces from the future to the past, learning from their mistakes. Your only chance to prevent the past from changing is to attack the control unit at the bottom of the ship at a certain time, sending your mind (and ONLY your mind) back in time.

Any knowledge on defeating the Primers will leave you when you choose this option unless you forgo the +200 points for taking this option, and in turn, you will only leave **when the Primers are permanently defeated.**

You have +1000 CP for your use, regardless of your choice above.



Origin

All Origins are free, and can optionally be taken as a Drop-In. Your age is 1d8+17, and you can choose your sex freely unless you are a **Wing Diver**, in which case you must be female.

Ranger: You were hired to assist with security and help direct traffic during the rally when the Primers attacked the base. Once you managed to fight outside the base with a gun in hand, it was a no-brainer to enlist as a formal member of the EDF. Licensed to use military vehicles and many weapons, you are one of the most versatile members of humanity's protectors.

Air Raider: Being a licensed mechanic and hired to maintain the various vehicles during the rally, you enlisted in the EDF to help coordinate the EDF's heavy firepower from the ground. With your equipped radio giving you the ability to coordinate both air strikes and drones to strike back at the Primers, you are ready to wipe out any threat to humanity sent your way. At least, once you learn all of the relevant codes…

Wing Diver: Despite being scheduled to perform at the tail end of the rally, your jetpack also served a dual purpose for mobility when the Primers attacked. Enlisting as a Wing Diver when you could, you became an uplifting sight for many troops on the battlefield. Armed with powerful but close-range energy weaponry, your agility allows you to avoid hits that your less armored body might not be able to take.

Fencer: Equipped with an exoskeleton for moving heavy loads, you were simply one of the many freight handlers helping move around things during the rally. Once the Primers attacked, your experience with such a piece of equipment translated well to become one of the heavy vanguards of the EDF. With enough firepower and defenses to tear through the greatest of the monsters, no one should underestimate the firepower your armored frame has.

Advanced Research Lab Technician: Being sent to Base 288 to help present their new technological developments, you were never meant to see the frontlines. The sight of the devastation wrought by the Primers made you realize the need to develop greater technology to allow the EDF to win this war with humanity intact. Regardless of whether you find yourself in the lab or on the battlefield, you will be developing the weapons to save humanity from this threat. Just hope you won't be the one who has to wield them.

Perks
General Perks

Basic Training [Free/100cp each]: Before you do anything else, it's important to know how to use your equipment! Whether it is guns, vehicles, or any of the more esoteric weapons used by the EDF, you are competent in their use. This won't make you the greatest marksman or pilot, but your allies will be glad to have someone who isn't dead weight.

If you want something more, I do have another thing to sell here. For every 100cp you spend here, I will give you a solid five to six years of skills and experience fighting the Primers. Who knows, maybe if you spend enough, that alone will be enough to carry you through this world?

Reload! [Free/100cp]: With the sheer hordes of enemies the EDF have to face here, it is amazing that they keep up with ammo. While some of the weaker beings only require a few shots here or there to put down, when it comes to anything tougher, they logically shouldn't have enough ammo on their person to deal with it. With this perk, you will gain the ability to always 'reload' your equipped weapon whenever you run out of ammunition. You will always have another clip for your gun, and you will always have a replacement missile for that launcher you have on your back. These extra rounds disappear after being used, but they're still useful when fighting back an endless multitude of giant bugs. This perk is free for this jump, but you can pay to keep it.

Oh, We Are the Valiant Infantry... [Free]: One of the best things the EDF has to keep up morale is by the power of song! Whether it is their main theme, their recruitment anthem, or any morbid variation, you can sing the songs of the EDF with no issues. Surprisingly, if you start singing any of these songs, you might be surprised that your allies around you will sing along as well.

High Up in the Air Our Comrades Fight... [Free/100cp]: With the sheer amount of carnage done in the war, it's important to keep track of your allies. But that is sometimes easier said than done. For that reason, we will give you some insurance. You will find that, when you are attacking something and others that are allied to you are in the way, your attacks will affect them less than expected. While it would still be best to avoid them, you can still expect your attacks to hurt a quarter less than normal. This is free while you are here, but you can spend 100cp to keep it in future jumps.

It's Only With Our Sacrifice... [Free/100cp]: Being that this is the world of a video game, is it any surprise that this world has different difficulties?

At the beginning of this jump, you may decide the 'difficulty' of the world you are entering, with five distinct difficulties of easy, normal, hard, hardest, and inferno. Depending on the difficulty, you will find that the reality of the situation has changed to be easier or harder.

If you go down from normal to easy, you will find the world easing off you slightly. Enemy numbers and durability will be reduced, though conversely, they will have worse equipment and other similar supplies to give. Your allies will also find themselves weaker to match, though that is little to worry about when you are still as strong as ever.

Conversely, if you increase the difficulty instead, you will find yourself fighting enemies that are stronger and more numerous than normal. Enemies that would come out later would show up sooner, and mutated, stronger variants of them would become more common. Thankfully, this is matched by improving the quality of any loot you receive, if only to keep up with the strength of your opposition.

This perk is free for this jump, but you can spend CP to keep it afterward.

Now Pick Up Our Weapons, Off We Go... [Free/100cp] The EDF, of course, still needed some things in order to stand a chance against the alien threat. Of course, being that this is a game, this takes the form of item drops when you defeat enemies!

From now on, when defeating an enemy, one of four crates can be spawned, either a red 'Armor' crate, a green 'Weapon' crate, or a small or large white 'Health' crate. Once you attempt to pick up these crates, they will instantly take effect, with the following effects:

- Armor crates will improve an 'armor' bar, which is innate to you. As long as this armor bar has not been drained by attacks, your body will take no damage, though you are still vulnerable to being knocked around by a powerful attack.
- Weapon crates will grant you a semi-random weapon, roughly equivalent to be appropriate for fighting your current opponent, with about half being usable to you in your current state, and the other half being useful for other 'classes'.
- Small and Large Health crates will heal you and restore your armor bar when it has been depleted, with small crates restoring 15% and large crates

restoring 30% respectively, as well as healing nearby allies for a similar amount.

The benefits of this perk are free for this jump, and you can pay to keep the benefits for future jumps.

Time Ring Accident [400cp]: Sometimes, the situation is slanted toward your enemy to the point that failure is your only option. Even when the EDF succeeded in defeating the Primers, it had been at the cost of almost the entirety of the EDF, along with most of the world being destroyed. For Storm 1 and the Professor, they got to live through many timelines, each one with greater casualties than the last. If it weren't for the random accident in one of the Primers' loops, neither of them would have been able to change the results of the war in the first place. Depending on your choice above, you may have decided to join them. But what about after this jump?

Once per jump, you can decide to trigger the same time travel accident in a new jump, with your mind getting sent back in time to its beginning. Equipment and items you only had in the future seem to fall into your lap in seemingly no time at all, and I shouldn't have to say that any skill you developed would still be as sharp as ever. Of course, these things alone wouldn't necessarily be enough to convince anyone without a lot of effort on your part, but sometimes a second chance is all you need to make things right.



Ranger

Sprint To Collect [100cp]: Sometimes, especially in the heat of battle, it's hard to collect items in the chaos. Worse, even if you want to collect things afterward, you find yourself being redeployed before you have the chance to pick up after the battle? We can help with this. Whenever you begin sprinting or driving a vehicle, a white circle will appear around you. As long as a collectible item is within this radius, whether it is a Crate or other useful things you would like to pick up, it will be collected and used (in the case of the various Crates mentioned above), or sent to your warehouse or equivalent. While sorting through what you got will be a challenge you will have to deal with, you can at least be thankful you won't leave anything behind.

Sergeant! [200cp]: It is hardly a secret that Rangers are the most common unit within the EDF. Wielding nothing but their guns and their own feet, all of the Rangers of EDF still do their best to fight back at the various monsters the Primers are sending and to protect mankind. More than anything else, you are now a capable leader of men, with anyone below you following your orders even when things are hopeless. Furthermore, men under you have a tendency to survive far more than would be expected. All of this means that even if humanity had lost this war, your squad would be the last ones fighting.

Vehicular Assault [400cp]: When it comes to the armed forces of the EDF, one of their major spearheads is still conventional military vehicles, whether it is through tanks or something more exotic, like the newly developed EMC. Regardless, you will find that any vehicle you operate will operate at peak performance, regardless of the general wear and tear it has suffered. Any weapon system will never suffer any failure, and any engine will run as well as if you had a full tank of gas. As long as the vehicle has not been completely totaled, it will work as if it were brand new.

Raise Your Guns! [600cp]: You never needed the massively powerful weapons from any other branch to contribute to the fight. Even though the Primers are massively oversized, basic small arms always seem to be enough to put them down. Any gun you wield will not have its relative effectiveness ruined by attacking something larger than you. As far as you are concerned, a giant is no more resilient to attacks than a human your size. This doesn't mean that a bullet that can't penetrate will suddenly do damage to that interstellar ship's invincible armor, but it does mean that a hunting rifle will be effective against the parts you can pierce.

Air Raider

Airstrike Accuracy [100cp]: Especially when you are fighting in the thick of it, it would be best to know where your called-in support is going to hit. Never fear! With this perk, you can instantly visualize the location and radius of any massive attack you are going to call before you call it, which persists until the strike takes place. Not only that, but all of your allies are privy to this information as well. Now it's not your fault if they get hit by a called-in airstrike.

Disclaimer: It is still your fault if they get hit by your airstrike.

Credit Reloading [200cp]: For how severe the battle against the Primers was going to be, you think the EDF would be a bit more reluctant to hand out replacement equipment when you burn through so quickly. Yet, here we are. When you bring a mass-producible unit onto the field, you will find yourself gradually building up “credits” as you defeat enemies. If you collect enough, you can instantly call in another one of these units to the field, even if it normally wouldn’t be available, the weapon seemingly coming from thin air. This applies to any vehicle or limited airstrike that can be regularly called, so feel free to blast away!

Efficient Piloting [400cp]: Okay, I’m going to be a bit honest with you; it is a BIT ridiculous for a single pilot to be able to use a tank, as each role is needed to keep efficiency up. Nobody seemed to have told this fact to you; in fact, as long as the controls for any vehicle you are in are in the same general area, you can pilot it with no assistance whatsoever! While this doesn’t mean you can suddenly man both a vehicle and its separately controlled turrets at the same time, controlling a tank and its gun by yourself should be easy without any loss of efficiency.

A Weapon To Surpass Construction Crane [600cp]: Even in the most dire of circumstances, the EDF was still pumping out superweapons to turn the tide. To win some of their fights, they had to get truly unorthodox weapons and adapt to face some of the surest threats. And who else is going to pilot such a weapon but you?

You are skilled in the piloting and use of any giant robotic weapon. Whether it was originally meant for construction or was designed from the ground up as a weapon, you could be considered an ace when using it. Further, any giant robotic weapon you pilot seems to endure and deal more damage than it has any right to, allowing you to stay in the conflict for longer with a greater impact. An excellent choice when all of your opponents are at least ten times your size, I would think.

Wing Diver

… Like a Billion Bolts of Light [100cp]: Unlike the other groups of the EDF, Wing Divers primarily equip energy weapons as their means of attack, both as a means of limiting recoil as well as to avoid weighing themselves down with reloads. In your hands, these weapons are more than enough to slay any monster in your way, with your accuracy and effectiveness increasing with all energy weapons, even after this jump. They will also drain less energy overall as an added bonus.

Spriggan [200cp]: While many groups distinguished themselves in the war against the Primers, the most decorated unit of Wing Divers was the Spriggans. Being one of the most capable members of the EDF, their appearance on the battlefield improved the morale of any soldier fighting alongside them. You also affect allies whenever you fight on the battlefield, instantly raising the morale of those who fight alongside you. This effect strengthens the more prestigious you are with your allies, allowing you to eventually turn morale on an entire front with even a hint of your presence.

Energy Management [400cp]: It is both a blessing and a curse that the same portable generator fuels a Wing Diver's weaponry and flight system. While it ensures that they are never left without some ammo, it does mean that overuse of either will prevent them from using both. Thankfully, you are skilled in the management of limited resources, capable of knowing precisely how much of a resource you need to use in order to achieve success, whether it is the amount of energy to kill the giant bug in front of you or the energy needed to rapidly approach the other side of the battlefield in an instant. Your innate awareness of what you have means you have little to fear of suddenly running out.

Gliding Through The Endless Sky [600cp]: As a whole, the Wing Diver is a very squishy unit in the EDF, as they need as little weight on them as possible to maintain their agility. It's with that agility, however, that they excel above everything else, especially in the heat of battle. You are a menace in the heat of battle, weaving in and out of range of enemy attacks with ease. Whether it is a glob of acid from a Type Alpha or superheated plasma released by some alien weapon, as long as you can see it coming, it is not a question of whether you can dodge it or not. Even homing weaponry would struggle to keep up with your dodging prowess. And when this is enhanced by something like a flight pack? I would dare say no one should bet on hitting you anytime soon.

Fencer

Power Armored [100cp]: The most obvious feature all Fencers have, at least when in their proper outfit, is their usage of power armor. While it is bulky and slows them down, it is also the source of their juggernaut status. You are comfortable in all kinds of armored exoskeletons, whether it was designed for civilian use or properly outfitted for military punishment. You will never experience discomfort while using it, and any drawbacks you would suffer would otherwise be minimized.

Dash Cancel [200cp]: Despite what I may have previously indicated about the relative agility of a Fencer, the greatest of their numbers are actually known for their speed on the battlefield. This is due to several thrusters equipped on the suit itself, allowing for bursts of speed, which allow the heavily armed suits to zoom around the battlefield with proper timing. You will always have perfect control over timing the abilities of yourself and your equipment, allowing you to extract all the use of them as is reasonably possible. It will be nice to leave the Wing Divers in the dust from now on.

Grim Reapers [400cp]: Unfortunately, for a war of this magnitude, soldiers die all the time. Even with their greatest efforts, the EDF regularly bled both troops and civilians in every battle, even if they nominally 'won'. What matters is that, at least when you are involved, you seem to have a grim luck when it comes to casualties. When in a massive battle, you will find that any battlefield attrition will pass you over, striking allies instead. This effect will last until you are the last one on the battlefield, at which point it is disabled. Thankfully, in case you don't want to kill all your allies to guarantee your survival, this effect is toggleable.

More Firepower [600cp]: The Fencers, as a whole, have little need for vehicles or any other equalizer; after all, with their exoskeleton, they have become more than capable of carrying multiple heavy armaments. Because of this, Fencers have gotten used to equipping as much firepower as possible to destroy anyone in front of them. You can casually equip multiple weapons without losing any effectiveness, becoming ambidextrous in the field of battle. Further, when you equip a weapon, you can find yourself able to summon an exact duplicate of it in your other hand. Whether this is two massive hammers or several missile launchers, you will be a one-man army on the battlefield.

Advanced Research Lab Technician

Military Research Technician [100cp]: Weapons development is not an easy task. Both when it comes to designing firearms on the ground or vehicles to blast large swathes of alien threats, you have to make considerations for the threats you intend to face, balancing the attributes of the weapons to be strong enough to damage them but not too unwieldy to harm accuracy. As a member of the Advanced Research Lab, you are knowledgeable in the techniques needed to design and test modern weaponry and have enough scientific knowledge to make similar weapons. You are not going to be dead weight in a lab.

Survival Till The End [200cp]: The Professor, despite being a civilian for most of the Primer Invasion, would always survive until the war reached its conclusion. This always happened regardless of both the Primers and the EDF's actions, no matter how the war had gone, he always managed to make it to the Time Ring. You can share his luck, at least as a noncombatant. As long as you remain uninvolved in the direct fighting of a war, fate finds ways for you to survive. Your workplace never gets targeted, or only gets targeted when you leave. This unfortunately does not protect any of those you care about, as the Professor can attest with his wife, so you'd best be ready to fight for them.

Advanced Research Lab Prodigy [400cp]: With the research you are capable of doing, being stuck in a time loop would be a completely reasonable explanation. Your ability to design new equipment has reached an almost precognitive level. Anything you make always seems to be next gen compared to everything else, releasing the equivalent of jet fighters when everyone else is still making propeller planes. When you instead iterate on an existing design, you can always find ways to improve a design as long as you put in the effort. With everything in this, maybe you can arm the EDF with enough to win this war.

Advance of the Primers [600cp]: No matter how advanced the EDF tried to get, the Primers always could one-up them without any issue. Even ignoring their time-travel advantage, they had armor all but impenetrable to weapons humanity had, and could teleport their armies almost endlessly onto the front. If it weren't for the Primers' real objective, they could easily destroy them from orbit. Perhaps you want a bit of advanced technology for yourself?

You now have the beginning of knowledge to create any of the technology seen by Primers in this war. Whether it's teleportation ships or beacons, seemingly invincible alloys, massive terraforming plants, or even something as mighty as the Time Ring itself, you can now make any of them with a bit of work. You could even begin replicating the giant monsters seen here as well if you want.

Items

You may select an item at each price tier to be discounted to half price. For the discounted 100cp item, you will instead receive it for free.

Base Equipment [Free/100cp]: Did you think we were letting you here without anything to defend yourself? With this, you will start with equipment appropriate for your class if you are a fighting member of the EDF, or the equipment of a ranger if you are a member of the Advanced Research Lab. This is only the most basic of equipment, mind you, but it's something to tide you over until you get something a bit better. You can pay 100cp if you want another class's equipment as well, up until you have a set from Rangers, Air Raiders, Wing Divers, and Fencers.

EDF 5 + 6 Soundtrack [100cp]: Are you not satisfied with your life not having a soundtrack? With this purchase, you will have access to the entire soundtrack of both EDF 5 and 6, available in both CD and the mysterious following soundtrack format. You can even decide if anyone else hears it in the latter case, as well as if they will react to what they are hearing.

An Unlimited Supply of Cheeseburgers [100cp]: As the war gets further along, you can expect the food situation to deteriorate, with even rations becoming more and more scarce. Of course, due to your unique situation, we can provide you with a bit more food to survive. You will receive a box that will always have a cheeseburger inside, tailored to your preferences at the beginning of each jump. While it will always be the same cheeseburger, you will find a replacement for it in the box whenever you close the box. Just don’t commit genocide if you get tired of them, okay?

Drone Strikes [100cp]: There are times when getting heavy air support is near impossible. Whether this was due to being severely underground where they can’t reach, or in a post-apocalyptic wasteland after the military was destroyed, it can cause problems for those who need heavy firepower at a moment's notice. A solution developed for this is drones, with various armaments reloaded. While they will never be as impressive as the equivalent strike, sometimes all you need is a mortar-mounted variant. This gives you the aforementioned mortar drone, as well as several synchronized machine gun drones and either a high-power sniper drone or a close-up shotgun drone. All of these will return to you after they finish and reload, ready to be used again.

Recruiter [100cp]: To be honest, this is a bit of a weird thing the EDF has offered to deploy, but I’m not going to complain.

This inflatable decoy has some unique properties once you throw it out. First thing, it looks like a cute, chibi version of a VTuber of your choice. It will then start spouting inspirational lines to any of your nearby allies, being capable of moving in order to wave and otherwise improve the morale of anyone nearby. In practice, any enemy who sees this will likely get distracted and seek to destroy it, but if they are targeting it they are not targeting you, so it gives you a win either way.

Military Intelligence Headset [200cp]: When fighting on the front lines, especially when you are in the middle of a war, intelligence means everything. While the EDF is more than willing to provide intelligence updates here, perhaps you want a bit of assistance in future jumps? With this, you will get a headpiece that fits comfortably on your head regardless of headgear. This headpiece will begin to give you advice when you are in combat scenarios, letting you know of approaching enemies and spotting out weaknesses. Even outside of battle, it will let you know of possible movements of your enemies to help you act. While its intelligence isn't as comprehensive as an actual intelligence division, and its advice will get vague when facing something for the first time, it will improve as you face related threats to beat these deficiencies.

Electromagnetic Material Collapser [200cp]: Generally called the "EMC" for short, this was the first answer the EDF had to deal with the various kaiju threats they fought throughout the war. Costing over a hundred million dollars per unit, by aiming its emitter dish at a threat, you can launch its Atomic Ray Cannon at whatever threat is in its way. Additionally, you will find this version to slowly recharge by itself, so you don't need to invest the energy and resources to recharge it.

Teleportation Anchor [200cp]: What are you trying to do? This item is a deployable teleportation anchor made by the Primers. Designed to be buried under the soil as opposed to on the giant pillars you generally see them on, once planted and activated, it will release about ten of the Primers' monsters onto the world. You can configure it to release any of the basic versions of swarm-type enemies here, from Type Alphas and Betas to the human-hunting Androids, and it will soon teleport more in when the existing ones are killed unless it gets destroyed. While the monsters will instinctively avoid attacking you, what would you have to gain by letting them terrorize other settings?

Military Cache [200cp]: Fighting a war with just small arms is going to be a bit much for the average soldier, even if the weak points the Primers have make it more than possible. As an offering to even the odds a bit, here is a small cache of military vehicles. A few tanks, armed with either armor-piercing or explosive rounds, a gunship that can have several different attached cannons for ground

support, and even a few motorcycles for rapid deployment throughout the warzone. Each of them should vastly help you face back the various monsters the Primers have, though you should be warned that the Primers themselves are more than capable of chewing through a tank with their attacks.

Modified Energy Shield [400cp]: For this next item, I am going to offer something a bit different from the EDF tech you have been seeing throughout this section.

This arm-mounted energy shield, sized appropriately for a human, has a transparent blue appearance when it is fully charged. When an attack, whether it is from bullets, acid, or other energy projectiles, hits this shield, it will instantly negate it. This shield is strong enough to block even artillery strikes. Be careful, however, when it takes enough damage, it will turn black and immobilize the arm, so you will be unable to move it, or yourself for that matter, from its current location until it cools off, though it will still be as indestructible as ever. A perfect defense while it lasts, but both the Krull and Kraken were still killable with multiple of these shields, so be careful.

Underground Base [400cp]: The EDF actually has many bases like this one, so it's not a huge surprise you want one as well. This underground military installation has it all for a proud member of the EDF to station in their downtime, with both a stocked barracks and hallways large enough for massive vehicles to drive through and out of its entrance tunnel. While its various supply rooms are a bit bare at the moment, you should have more than enough room to stock a small fleet of vehicles and even a massive construction equipment for future use. Truly a symbol of resistance against alien threats, is it?

Malice [400cp]: With the war going as it is, it's hard to prepare troops to fight upcoming threats. Thankfully, with this advanced combat simulation, you can face threats in new and novel ways to improve your readiness for them. The monitoring AI for this is highly capable of assembling new scenarios to push you to your limit, even extrapolating possible improvements the enemies may achieve and preparing you for them. As you are purchasing this, I will also make sure that it doesn’t get an ego obsessed with beating you to the point of actually aiding your enemies, so feel free to challenge yourself inside!

BMX 10 Proteus [400cp]: In terms of giant mechs wielded by the EDF, almost none can compare to the power of the Proteus. Armed with twin cannons and stuffed with as many missiles as can fit in its clip, this 20-meter-tall robot is designed to wipe out any meddling alien that enters its crosshairs. Only the

mightiest alien would be able to resist its firepower for long with its relatively rapid fire rate, though it requires a whole crew of four people to use it effectively.

EDF Weapon Database [600cp]: While fighting this war is nice, I'm sure after this jump, you might want a chance to make some of the equipment yourself?

This database happens to have the designs for every piece of EDF equipment seen in these games. From the basic prototype infantry weapons and gunship armed artillery support, to the mightiest infantry weapons, satellite weaponry, and things like the Submarine Carriers, you can assume anything used by the EDF at some point is in this database. Of course, you still need to have the resources to make some of these things, but having the plans is already a big boon in your endeavors to replicate them.

Hooligan Cannon [600cp]: While the golden alloy coating on each of the Primers' ships is, for all intents and purposes, invincible to attack, that doesn't mean that they are completely indestructible. While early on this meant the occasional use of atomic weaponry, the Advanced Research Lab ultimately came up with this bad boy. This artillery piece is the only non-strategic weapon capable of shooting down the Primer's tech through their invincible armor. While its form is unclear, this will give you a gun to launch trackers at targets, which will call the cannon to strike them down. After ten shots in short proximity, the gun will have to cool off, but at least you will never have to worry about maintenance.

Submarine Carrier [600cp]: The EDF suffered greatly in the first part of the war, as the Primers quickly destroyed the vast majority of their military bases, leaving humanity underarmed to fight back. In response to the risk of military assets being attacked, and anticipating that the Primers would not be prepared to fight underwater, humanity built three of these Submarine Carriers. It appears that you will have a fourth.

Capable of carrying military arms under the waves, each of these carriers is loaded with large supplies of ammunition, food, and medicine in order to resupply armies in the area. For your version, it will replenish any stock of supplies you place in it within these categories once you use them up. As long as you keep this carrier alive and kicking, you could always afford to fight an endless war for survival.

Gigantic Unloader Armament Barga [600cp]: Was the Proteus too small for you? This item may be the solution. Originally a boondoggle designed by the Japanese government to assist with construction, the Gigantic Unloader Barga was donated to the EDF after its completion and immediately forgotten in a warehouse in Base 228, with all of its sibling machines being scrapped and mothballed elsewhere. Only when the Primers' use of various kaiju did this mech finally get to shine, being used to take out these threats by literally punching them to death, and leading to their mass production to finally defeat the kaiju that plagued humanity at the time.

Of course, this alone wouldn't be worth the points, so we'll get you a bit of a different version, enhanced by the Professor at the Advanced Research Lab, to utterly crush the Primer threat. The Armament Barga, as it's known, is additionally equipped with a pair of beam cannons mounted on its back, known as the Copper Cannon, allowing it to annihilate threats in front of it easily and hit multiple kaiju threats at once.

Best of all? It only needs a single person to pilot it. You will be able to call it into a designated area with a signaling grenade, and it will retain any modifications you make to it between deployments or after destruction.

Companions

Import/Create Companions[50cp, 200cp for 8]: Want a few allies in the fight against the Primers? With this, you can either import or create a new ally in this fight. They get a background, as well as 600cp to spend as you see fit. Any ally created through this method will be of an appearance and personality of your choosing.

Canon Companion [100cp]: Decided you want to bring someone else from this world? Perhaps you like a particular intelligence operator, or want Storm 1 to follow you into future worlds. With this, as long as you convince them to join you, they will follow you into your chain, with all their canon abilities.

An Ordinary Human Ally [100cp]: It wasn't long into the alien invasion before you met this fellow. A proud ally against the Primer Invasion, they decided to team up with you after your first meeting. Sure, they are a bit on the tall side (but it's not like five stories is particularly large for a human), and they seem to have a disdain for frogs for some reason, but you can trust them and their Ether gun to wipe out any aliens in your way. Post-Jump, they can shrink to a more reasonable size, but they will still always be a trusty human (or whatever race you import them as) in the eyes of everyone around.



Drawbacks

What? A Civilian? [+0cp]: You want to be the protagonist of this world? With this, you will replace Storm 1 on the fateful day at Base 228. I hope you're ready to be the hero the world needs.

They Look Just Like Us! [+100cp]: Uh, is your perspective okay? The giant frogmen look like humans, yet the Grey-style alien looks nothing like humans? Put simply, you now perceive all the monsters and aliens like the people of this world do. This might hurt your morale a bit, if not from fighting 'humanlike' aliens, then from fighting the monsters, which are not totally just giant insects and spiders.

Equipment Cursed [+100cp]: Normally, as you get further along in the invasion, you would expect to get better equipment, either issued by the military or randomly looted from the field. Unfortunately for you, you will find that you will never get anything but the bare minimum for equipment. Further, any equipment you do get will usually be the worst variants possible, though they will still function enough to kill anything the Primers send at you, even if it will be an uphill battle.

Not-So-Obvious Weakpoint [+100cp]: Did you know that almost every Primer device has a weakpoint, either a glowing red circle or some other part similar to it, that will destroy the device when hit enough? Even if you had said yes, you now will never put two and two together that this can be used to destroy said devices early. Until someone else points out the weak point, you will be utterly incapable of intentionally targeting it, let alone destroying it. Thankfully, once you learn, you never have to learn again, but expect a bunch of seemingly invincible enemies until another idiot figures it out.

Blue Jacket Syndrome [+200cp]: You have a lot of confidence in yourself and any group you are a part of. Normally, this would be very good for (your) morale, except that in a war like this one, the Primers are VERY good at taking advantage of every little weakness. You will inevitably get overrun in every battle, and you will start panicking the moment it happens. This doesn't mean that you can't turn things around and win, but your constant misplaced confidence is going to get you into trouble more times than not.

Goddamn Aranea [+200cp]: You seem to have a bad habit of getting caught in situations you would rather leave. Whether it is the jaws of a Type Alpha grabbing you, or getting tugged into the webs of an Aranea from a mile away, you will regularly get caught in the grasp of these threats, with the only escape being to kill

them before you take too much damage. At least all of your allies will be thankful that they aren't grabbed first?

Incompetent Allies [+200cp]: Why is it so hard to get competent allies in this world? Everyone you work with seems to be… well, patently unfit for the job. Soldiers can barely take down a single monster, the intelligence division seems way too willing to sacrifice men to get data about a threat, and the military leadership seems to be convinced their next superweapon will easily push back the Primers when none of them have ever worked. While this issue will be pervasive throughout the entire warfront, and there are a few exceptions, you should never expect to get competent assistance from anyone in this world without a bit of luck.

Nowhere Is Safe [+300cp]: One thing discovered quite early in the war with the Primers is that there is no safe area for humanity to escape to. Whenever a safe area is found, the Primers quickly saturate it with new threats, forever weakening humanity over time. This fact now applies to you. Alien threats will always seem to be drawn to your area, especially when you want to rest. Worse, even hiding in your Warehouse will cause them to burrow in somehow. This will never be enough to kill you through exhaustion, but you will feel the stress build up over time.

If you took Earth Defense Force 6 as your setting, even in a false victory against the Primers, you would know little rest, as you would never entirely run out of remnants of the Primers left on Earth to fight.

Lost Days [+300cp]: Instead of finding the timeline following the events of Earth Defense Force 5, you will find yourself awakening in one of the many early iterations of the invasion, before the Primers had optimized their invasion at all. While Earth's military command and nuclear weaponry remain intact from this, this comes with an all too realistic chance of getting killed via atomic strike because things looked hopeless, especially because the monsters here seem to be more developed than in the more familiar timeline…

If you took Earth Defense Force 6 as your setting, you would also find yourself drawn to assisting Storm 1 and the Professor before either had truly reached their prime. If nothing else changes, all three of you have a decent chance to be killed before you can begin looping and truly begin fighting back against the Primers. If, for whatever reason, they are not present, you can always expect to find yourself in a potential blast zone.

This City Has Nothing But Despair… [+300cp]: The Primers have already fought this war many times. Each time, they more efficiently destroy humanity, with the caveat that they would unwittingly strengthen both the Professor and Storm 1

with knowledge and experience to beat back these new threats. With this, the latter becomes false. You will be fighting this war, underequipped and without its greatest mind and soldier to swing the odds.

Worse, if you took Earth Defense Force 6 as your setting, the Primers will have adapted to you, your perks, your items, your companions, and any other advantage you have. Can you win when the situation is at its most hopeless?

Endings

You have lived and fought the war against the Primers. Whether it ended in humanity's triumphant victory or in your own death, you have to make a choice you are all too used to by now.

Return Home: You decided that you are done with your chain. Time will resume on all the worlds you were at previously, and you will find yourself at home with all of your purchases. If you are killed here, this is the only option you can choose.

Stay Here: Are you interested in the future of this world? Or perhaps you feel attached to this world after fighting for it for so long. You will stay in this world, with all worlds before resuming without you. You can have +1000cp as a bonus for choosing this option.

Continue Jumping: You have more worlds to go through, so why stop now? You will continue onward into your chain.

Notes & Clarifications

Q: How long will it take to defeat the Primers if we take Earth Defense Force 6?

A: Short answer, is that it will take at least a few decades from your perspective, during which the Primers will improve themselves against the EDF and any introduced tactics per loop. Every individual loop will start with you at Base 228, and end with a suicide attack five years later on the Time Ring the Primers are using to travel back in time in order to reproduce the accident that makes the loop possible.

For a more detailed answer, assuming you go with the Canon route, the events will approximately go like this:

Earth Defense Force 5: Yes, this is technically the fifth loop of a time loop, or at least of the loops we know, and it just follows the events of EDF 5, with the ruins of humanity cleaning up remaining monsters in a wasteland. When the time ring appears, many spaceships, which from now on will be referred to as Timeships, go through the ring, along with the stragglers amongst the Colonists. The Primers then deploy their Androids to overwhelm the remaining humans with numbers.

Earth Defense Force 6: Androids, as well as the remaining Colonist forces from the future, appear, though at different times. The Primers also develop the Genadier-type Android. The EDF is unable to defeat the alien invasion's leader, as he is repositioned behind the far side of the moon, where humanity can't reach. Humanity is ultimately overwhelmed; all of Storm Team except Storm 1 dies, and the scattered survivors have to deal with a darker future when the ring appears. More Timeships go through this time (and every time after this to some extent), and the Krull are deployed and ultimately sent back into the past. Mutant species of monsters also begin appearing from this point onward.

Earth Defense Force 7: The Krull appear in the past, as well as the deployment of Mobility-type Androids. The Primers deploy the Siren, a large dragon-like kaiju, which transforms into Glaukos after an attempt to destroy it with a space laser. After humanity loses and the ring descends, Scylla appear to destroy the surface, attracted to where Siren/Glaukos flies. To hunt down the surviving humans underground, the aliens also begin deploying Excavator-type androids.

Earth Defense Force 8: The Scylla and Excavator-type Androids appear in the past. The Professor realizes that just passively increasing the tech of the EDF isn't

enough, and permits Storm 1 to begin making changes to the past. The Primers, finally deciding they have enough Android variants, begin creating high-performance versions of their Androids. Siren still gets turned into Glaukos by an overeager EDF command, but thanks to the efforts of the Professor and Storm 1, they successfully kill Siren, not defeating the Primers but enabling resistance to continue strong until the appearance of the ring. Enough data was gathered during this time to confirm that the Primers are from Mars. The Kraken and Haze are also deployed to finish off humanity.

Earth Defense Force 9: Realizing that they can definitively alter the past, Storm 1 arrives at Base 228 armed. This ultimately culminates in saving the base, which is normally doomed to destruction, and results in the high command of the EDF finally believing the Professor about the future. While the Kraken and Haze appear in the past, they are not enough to stop the EDF. The Professor, realizing that to truly stop the Primers from adapting and to give humanity enough room to actually figure out more information about them, begins purposely looping through time more until they encounter the Timeships where they appeared and destroy them before they can change the past in the Primers' favor.

Earth Defense Force ???: After countless loops, the Time Ships finally arrive in the past where Storm 1 happens to be. After their destruction and the curbstomp of the Primers in the resulting timeline, the EDF decides to finally destroy the Time Ring. After the Primers promptly send a new time ship from even FARTHER in the future, the Professor reveals that to stop the Primers from just endlessly repeating the above, they sent a payload to pollute Mars, destroying the Primer civilization from even existing. This causes a time paradox, whose outcome is ultimately decided in a final battle between Storm 1 and the EDF versus the new weapon. Humanity ultimately wins.

That means, at the bare minimum, you would have to spend 30 years if everything went perfectly by following the canon route, and possibly countless more if you are not so fortunate. If you instead took Lost Days, which happened before the loops really got established, you could spend even more time if you don’t try to change anything.

Q: So what is the deal with the Primers, and why are they attacking Earth?

A: To start, we need to go over that, in the future, humanity goes extinct due to an undisclosed reason related to pollution. The world they had resembles ours to some extent, but not every detail is clear.

Regardless, in the future, a new intelligent species eventually evolves on Mars and grows extremely technologically advanced, to the point of exploring space. Eventually, they land on the heavily polluted Earth, which is now populated with new giant lifeforms, including what in-game we know as the Colonists, which may or may not actually be descended from humanity, and the Frog Man thing is a complete coincidence. They also discover the ruins of ancient humanity's civilization, and out of both intellectual curiosity and the intention to lord over ancient humanity as a god, they build a time machine to travel back.

As it turns out, this time machine is not that accurate, and they end up far in our past instead. Of course, they still get to lord over humanity as a god for a bit, so they don't care that much. At some point, one of their ships crashed in the past when they were intending to leave. This wreck would get discovered in our present, which in turn allowed humanity to technologically advance massively. This could continue cascading to the point where humanity didn't go extinct, which would risk the Primers effectively paradoxing themselves out of existence. The Primers, now faced with extinction, decided they had to 'fix' this, but at the same time, they couldn't just clean up the ship in the past, as that could cause a paradox for their actions. So, waiting to a certain point to make sure that they would not be interacting with themselves and risking another paradox, they invaded 'our' present to both exterminate humanity, and then recreate the conditions that life on future Earth evolved to create a stable time loop and keep them from being exterminated by time paradox. This is further complicated that, with the technology from the ship, the EDF is capable of fighting back, and the Primers are very reliant on sending future information to succeed. Regardless, no matter what happens, when the Time Ring arrives, they send any information to the past, along with their remaining forces, in order to reinforce and refine their strategy.

Their ultimate goal is to have a perfect victory against humanity in the past, so they won't be able to tell their involvement and therefore preserve the time loop forever. For all of their faults, they have been succeeding at this goal, with the number of casualties mounting with each successive loop. Even when they were 'defeated' in EDF 5, 90% of all life on Earth was destroyed.

At some point, tentatively called for my purposes as "Earth Defense Force 0", the Time Ring had an accident when some individuals were suicidally attacking the ring. This accident had a side effect of sending the minds of both the Professor and Storm 1 back in time, which ultimately began the events of the story as they got better and better and slowly figured out how to defeat the Primers, as they could repeat the conditions for the accident to loop back again. This begins a back and forth between the two groups, where the Primers would send something back in

time, which weaknesses would be discovered by Storm 1 and the Professor, and then negated as a threat when they themselves travel back in time.

It is worth noting that the Primers are aware that the Professor and Storm 1 are doing this; it's just that they had no reason to stop them, as they figured that as long as they killed them in the past, it wouldn’t matter. Once they both started ruining the plans of the Primers more regularly, they started defending the ring more in an attempt to stop them from recreating the accident, which presumably would stop them from using future knowledge to help the EDF.

It's also worth mentioning that, as implied above, the Primers have an unclear amount of time to stop humanity from winning. If you kept just defeating the Primers without forcing them to extinction, they would just come from further in the future to try again, because it's either that or their extinction.

Q: So how does time travel work in this setting?

A: There are two categories for how it works.

The Primers' time travel appears to work on a system where they set up a series a jumps further and further into the past. These jumps have a certain level of inaccuracy to them, which increases as ‘distance’ increases. Anything sent back in time will be grouped together with anything that entered at a similar time and can appear at any point on the planet in question. This means that when the Primers send their Timeships, they could appear at essentially any time and place. This technology could also improve with time, as when the Time Ring was destroyed, the Primers were able to send a new ship as an improved replacement at the correct time and place.

For the human side, all you need to know is that whatever accident was caused on the time ring caused the minds of two to five individuals (Storm 1 and the Professor) to be sent back in time. This was purely accidental, and from all appearances, they can’t increase the number of people affected by this, though with enough study you could possibly replicate it. It is also unclear if this always sends their minds back to a specific point, or if there was some kind of variation to it, but I’ll avoid speculating further.

Regardless of method, this world is rather forgiving of paradoxes. While you can’t do something which would prevent yourself from travelling back in the first place (and other similar grandfather paradoxes), there are no Bootstrap paradoxes in place. This means that, as long as you don’t interfere with the original reason for travelling back in time, you can do so endlessly and bring anything back, allowing

for decades of research to be committed without losing any time. This does mean that you have to set things up so you would still travel back in the first place, but every step helps.

If a grandfather paradox does occur, the reality of the situation will enter a superposition to ‘decide’ what happens. In the case of EDF 6, this was between humanity going extinct and the Primers existing, versus the Primers not being allowed to exist in the future and humanity persisting past its initial point. Once one of the positions dominates, it becomes the ‘true’ timeline. This does not negate any of the existing time travel; the Primers' technology still remained even after they were defeated in-game, but how exactly ‘time’ sees the situation is never really explained.

Perk Clarifications:

If you need more concrete numbers for how strong an enemy becomes using It’s Only With Our Sacrifice, the Easy difficulty makes enemies about half as strong and durable, the Hard difficulty makes enemies about twice as strong and durable, Hardest will makes enemies about seven times as strong and durable, and Inferno makes enemies about sixteen times as strong and durable.

It's Only With Our Sacrifice will generally not affect an enemy’s skill level, unless it's the only practical way for an enemy to become stronger. In extreme cases, enemies will just arbitrarily do more damage with certain weapons and take more punishment, even if nothing else would indicate a change in strength.

In general, if a higher difficulty is selected post-jump, you can expect that the plot of a jump to not change too much, as everyone will be buffed by a similar amount. However, due to the increase in the number of enemies and speeding up when they show up, you still can expect the plot to be derailed on higher difficulties without your intervention.

Ultimately, if you don’t know how something will get strengthened via It’s Only With Our Sacrifice, fanwank it.

Grim Reapers only protect from general battlefield attrition, not direct attacks. If someone is bombarding your general area with artillery fire, it would protect you from shrapnel by inflicting it on your allies. If you get directly hit by an attack, you will take the full brunt of the attack.

Item Clarifications:

Drone Strikes mostly exist as an item because they technically didn't exist in EDF 5, and while their sequel retconned them into existence, I figured many would want a way to get them if they were being strict about whether they 'should' exist.

Drawback Clarifications:

This City Has Nothing But Despair… does not necessarily make the Primers perfectly counter your abilities; it just makes them aware of them and have countermeasures in place. Any secret base you have, they will know the location of and attack before you can use it; they will know the signs of any lethal technique and have a game plan in place to avoid it; they will avoid using units that would be ineffective to use against you, and other similar changes can be expected if you are still nominally weaker than them. If you happen to be overwhelmingly stronger than them, you can expect them to bring things from an even further future in an attempt to catch up to you, but they won't automatically hard-counter anything you possess, even under these circumstances.

Other Clarifications:

An Ordinary Human Ally can only 'be' one race at a time. If you decide everyone should see it as an elf, then you can't make it also be seen as a human or orc at the same time.

Version History

1.0: First proper release version.
1.0.1:

- Added a mention that the Now Pick Up Your Weapons, Off We Go… perk does, in fact, come free for this jump, and you just pay to keep it.
- Small spelling error corrections.