MARTIAN SUCCESSOR NADESICO (IC 0.99)

"When you do find the Justice that you're looking for, what do you plan to do with it?"

You awaken to the sound of two men discussing something, but their conversation stops the moment they realize you've come to. Of the two, the man in the lab coat leaves, but the old man left behind helps you to your feet. It doesn't take him too long to bring you up to speed on the situation at hand. The survey team was dispatched long before your arrival, but your arrival coincided with a substantial temporal anomaly…and well, here you are.

The place is Earth. The year is 2196. Mankind has expanded out into space and colonized the known regions up to Mars. But that, according to the history books, is where mankind reached their limits. The limit that they reached was neither social nor political in nature; rather, as they reached Mars, mankind was visited by an alien presence – one which set back colonization efforts by decades.

It has been exactly one year since the arrival of the alien threat known as the "Jovian Lizards", and one year since the Utopia Colony on Mars was destroyed...and also one year since the last substantial temporal anomaly. You can see why the old man is interested; all of those factors combined make for some very peculiar coincidences. That is to say, it's very likely not to be a coincidence at all. The Survey Team's policy of non-intervention restricts them from acting beyond information collection, but you aren't bound by the same limitations.

You'll be given a brief span of time to prepare of course, but once your preparations are complete, you'll be sent into the world and left to your devices. Unlike the Survey Team, you have no obligations other than to survive for the next decade. But of course, maybe you're interested in figuring out what's behind all of these temporal anomalies yourself. All of the temporal anomalies have made the Survey Team's job a little bit easier though – the brief glimpses forward and back have given the preparation team plenty to work with.

Of course, you'll be getting a standard allotment of resources for your own preparation purposes. You should take it before moving on to the more important decisions.

+1000 CP

As far as more important matters go, the old man realizes there's something else that he needs to mention. Though he touched upon it lightly earlier, he finds it necessary to emphasize that humanity is at war. The situation has become serious enough that many civilian firms have been drawn into the conflict – at the forefront of these is NERGAL Heavy Industries. Whether you join the war effort yourself is a choice that you'll need to make.

You might not remember much of this conversation, but the old man advises you to be cautious nevertheless, diving mindlessly into a war without considering the different sides has historically

proven to result in disaster more than once. It would certainly be for the best not to assume that NERGAL, or even the Earth United Government for that matter, is doing this for the populace.

Whether you remember the old man's words or not, you can save making firm decisions for when you actually step foot in the world, right now there are more pressing matters to be addressed – namely, the foundations of your identity.

[Profile Check]

If you're going to be entering this world, we'd advise that you at least take care of your physical appearance. A background is optional, heck, you aren't obligated to make any preparations at all, but if you aren't at least human in appearance, you should be wary that there are plenty of reasons for humans on Earth to be xenophobic. They're under attack by something called the "Jovian Lizards" after all – anything that doesn't resemble a human could very well be the enemy.

Now, we understand that your current form may be a bit…too far gone, and resembling a human might be a lost cause. In the event that you still wish to pass time without being ostracized and hunted down, we can help you as far as a physical body is concerned. You may freely shift your appearance and gender to fit a human body of your choosing. Naturally the age of your appearance is also up to you to decide – it may be best to be sensible and not go for anything too bizarre. It may be 2196, but life expectancy for humans hasn't gone up too far. The Jovian Lizards have clearly helped to keep the human population on Earth and colonies under control.

While you have a measure of freedom as far as your appearance goes, there are only so many backgrounds that we can provide for you. It's totally optional of course; you can enter the world without any supplementary identity, though how you explain your presence to others will be your own problem to solve. Should you adopt an identity however, you'll find that certain preparations will be less expensive than others. Take a look anyhow and see for yourself if any of the identities interest you at all.

Background	Description
Traveller	Admittedly a more accurate term would be refugee or even asylum seeker, but in the aftermath of the Jovian Lizards' attack on the colonies, there are plenty of folks who ended up homeless. This is, without a doubt, the easiest way to slip into society whether on Earth or in the remaining colonies, but you should keep in mind that being tolerated and being accepted are two very different things altogether. The United Earth Government will certainly say that everyone is welcome to do their part in the fight…but what that means differs radically from person to person…
NERGAL Employee	Whether it is resource acquisition, talent scouting, or research and development, NERGAL leaves its competitors behind in the dust. Though very little has been clarified about how NERGAL took its lead in the first place, the strong grip that it has on mankind's economic front is undeniable. As such, each and every employee is treated exceeding well…and reminded that the company policies are very, very strict.

	Slipping you into NERGAL is a simple task…but should you ever entertain the notion, you may find that leaving NERGAL with no strings attached can prove troublesome. Should you become an employee, keep one thing in mind – you're only useful as long as you remain useful to the company…and branches harmful to the company can be easily pruned.
Pilot	Following an advance in nanomachine technology, a new generation of machines were made, boasting much higher responsiveness and efficiency courtesy of the new Image Feedback System. The IFS allowed the machine to act like an extension of the pilot's body, allowing for movements quicker than what a piloting stick would permit. Some would say that piloting no longer requires as much technique or finesse as it did in the past, but regardless of whether this is true, experienced pilots are still rather few in number. The reason for this is twofold, partly due to the ongoing war with the constant setbacks that the UEAF has faced, and partly due to the nature of the nanomachines themselves. The process to become a pilot is a mentally challenging one – and candidates who are mentally unbalanced often don't make it back from the first battle. This only adds on top of the stresses that war itself naturally inflicts upon soldiers. In any case, as a pilot, the IFS and the nanomachines are already within you – so if you find your state of mind shifting a little from excessive piloting, you should address the issues sooner rather than later.
Ship Operator	The battles at Mars and other colonies cost the UEAF many good men and women, and with the war nowhere close to ending, it's no surprise that many civilian firms, even private defence contractors like NERGAL, have considered modifying individuals to make them capable of running ships all on their own. The loss of such an individual would still be tragic, but at least it would be more feasible than losing an entire crew, at least from the economic perspective. As one such "operator", it wouldn't be inaccurate to call you a "test tube baby", as antiquated as the term is in 2196. Handling ships and other complex pieces of machinery is as close to a "life purpose" as you'll get, and you're good enough to do it all by your lonesome. Just don't expect us to give you a ship. With the UEAF in the state that it's in, it's pretty likely that they'll scout you out…if NERGAL doesn't beat them to the punch.
Mechanic	They might call the enemy Lizards, but the forces deployed by the Jovians are largely mechanical in nature – and generally unmanned as well. It isn't too much of a surprise that mechanics and technicians alike are all critical in this stage of the war – the UEAF needs to understand their foe after all. Your skills as a mechanic are unquestionable – but for this background in

	particular, there's a peculiarity that you should pay attention to. Sure, you'll get a fair boost to your expertise in handling, disassembling, and mashing machines together, but rather than a standard preparation package like other identities receive, the Mechanic alone gets an extra 700 points of mechanical resources, specifically towards the modification of a Aestivalis Frame…I'll let the shopkeeper explain that part to you though.

Well, if you've decided on what identity you'll be entering this world with, there's just one last detail to address before I let you go off and take care of your own preparations. The survey team laid out a set of spatial beacons for us to transport you to you see – safe locations, pretty important given the fact that there happens to be a war ongoing. You can either let lady luck call the shots on where you find yourself…or you can **pick a specific location for 50 CP**.

Roll	Beacon Location	Surrounding Information Feed
1	Earth – Kursk	An old industrial core during the period of earlier wars, Kursk is now far beyond its prime, but the UEAF regularly patrols this area for signs of Jovian invasion activity. While facilities here have been reduced to a minimum to sustain UEAF troops, from time to time refugees are known to pass through the area as well. The small UEAF deployments generally don't mind helping refugees out, though the general advice is for refugees to clear out from the area and relocate elsewhere.
2	Earth – Sasebo, Nagasaki Prefecture	From what we can tell, the beacon itself is located on board a civilian battleship, as strange as that might seem. While the ship currently appears to be unoccupied and your arrival will likely go undetected for some time, our projections suggest that staying on board the ship may be safer than leaving the ship. The nature of the surrounding facilities suggests that this dock is owned by NERGAL, though what they're doing with a civilian battleship is beyond us.
3	Earth – Yokosuka Bay, UEAF Dockyard	The official UEAF dockyard and likely the safest place as far as military concentration is concerned, it is unfortunate that a strong level of resentment still persists between the civilians and the UEAF following the series of losses by the UEAF and the influx of space refugees. The UEAF dockyard, following tradition, is located on a separate island away from the mainland – and you'll have enough time to slip out of the dockyard upon arrival, should that be necessary.
4	Lunar Colony – NERGAL Laboratory	One of the major NERGAL laboratories outside of Earth and one of the few off-world production facilities remaining, trial work appears to be ongoing here for the construction of a second battleship vessel, though the lack of communication from this facility to anywhere else suggests that this is being done in secret. Despite the presumably

		sensitive nature of this work, there happens to be a refugee colony in the very same area. Perhaps this is just to make the masquerade more effective against prying eyes?
5	Earth Orbit - L2 Satsuki-Midori Colony	A satellite colony situated at Lagrange Point 2, the Satsuki-Midori colony serves as a storage facility for spare Aestivalis combat frames, as well as a suitable location for training pilots. Though the colony itself appears to be safe for the time being, the incursions by the Jovian forces have been pushing rather close to the colony. An extended stay here would be perhaps…unwise.
6	Mars – Utopia Colony Ruins	On October 1st, 2195, the Utopia Colony on Mars was annihilated following the arrival of the Jovian Lizards forces. In the aftermath of the first battle of Mars however, survivors have gathered from all over the red planet to the ruins underneath the Utopia Colony. Life here is harsh, but oddly enough the Jovian Lizards do not harass the survivors, so that's at least one less problem for them to worry about.
7	…Jupiter?	Well we told you that one of our beacons drifted a ways away, but honestly I'm not sure how it made it past the asteroid belt intact. Thankfully the beacon countermeasures have already activated to ensure that nothing gets their hands on it, but the beacon is reporting strange life signs around the Jupiter region. Perhaps the Jovian "Lizards" have been abducting humans? The beacon will attempt to transport you to the closest location with human life signs, but after that you'll be on your own.
8	Free Choice	Just as it says, we can deploy a spare beacon anywhere between Earth and Mars, though how safe you remain after deployment will depend largely on where you end up deployed.

I was told though, that one of the beacons might have drifted off a bit further than expected. Don't worry too much…you'll still be safe, I assure you. We even detected human life signs nearby, though the official records seem to suggest that human colonization never hit that region of space. Well, maybe the records are just out of date.

If you're done picking out a beacon, I'll leave you to your other preparations. Whether you're looking to prepare yourself or your companions, my buddy the idiot with orange hair can help you – you'll know when you see it. Our shopkeeper just returned from the survey team, and while our resident scientist is preoccupied with investigations of some ruins, another colleague of ours is handling the matter of extra resource distribution. She's a nice lady, so don't worry too much if she asks you to do strange tasks…it's all part of the procedure. Once you're ready, you'll be sent automatically to the beacon of course. Good luck in the decade ahead.

[PERKS]

If you're of the mind that you need some sort of personal preparation, then the old man's associate, a man with really bizarre orange hair, might be able to help you out. As part of the original Survey Team, he identified certain skills which seemed particularly useful to him at the time, and sorted them out to fit the different identities upon the old man's request. As far as preparations go, the entry tier for each individual identity is free for that given identity, while everything else within the same group is discounted at half price.

There are some options however, which aren't discounted at all. Most of these don't fit under any specific identity either, but they should still serve as a plausible means of preparation should you require some specialized training.

TRAVELLER

When on Mars…. 100

If you're going to be travelling about, you should be wary that you are very likely to go into space, especially if you get involved with the war that the Earth is having with these Jovian Lizard people. Even if you've never been to space, you've probably heard of how hostile it can be, and one trip up is all it takes for you to get yourself in a tight pinch when you're out there in the final frontier.

Hopefully you'll never be in a situation where this sort of resistance comes in handy, but if you do ever find yourself out exposed to the harsh nature of space, you'll find that this basic training will at least keep you alive for a fair bit longer than a regular person – you'll have to be aware enough to bring yourself back to safety though. Don't assume that you're safe just because you're stowed away on a space ship either…you never know when you might come across a de-compressurized compartment or an electrified corridor. Thankfully for travellers like you, the resistance isn't the only thing we can help you with, your own sense of danger will be dramatically enhanced as well, so you'll at least get a gut feeling if something terrible is about to happen.

Whether you listen to your gut feeling though…well that's up to you.

You're An Idiot 200

Maybe it's because of the ongoing war, maybe there was a drain of the talent pool somewhere along the line, but frankly, you're going to be meeting a lot of very odd individuals during your time here, especially if you choose to participate in the war effort or you decide to try your luck with one of the factions. There's no mistaking that these people are professionals…it's just that for professionals, most of them are extremely eccentric – some of them are lost in their own world, some of them have an inability to regard others with a level head, some of them are too arrogant for their own good.

This skill might come in handy for bringing people that are lost in their own world back to Earth. After all, sometimes people just really need a wake-up call, and you are extremely proficient at

delivering that to them. If you're fed up with their eccentricities and the situation demands for a level head, a sharp comment from you will suffice to jolt people back to a normal state of mind. Better yet, they won't forget what you said immediately, so you should at least be spared of their antics for a little while.

For some folks however, a sharp comment from you is sufficient to send them spiralling into a state of shock, especially if they refuse to acknowledge their own faults or the severity of the situation. This can also happen if you have to continually reprimand the same individual, but you should be proficient enough to see whether a person is close to breaking down from what you say.

Infectious Passion 400

Travelling to a new world means dealing with a lot of new people, many of which probably have different interests and hobbies from you. But it's fun to indulge in these things with others, and it can be fun to introduce the things that you're interested in to the world at large. In helps that you have an inherent talent for doing exactly that as well.

So long as you're passionate enough about a certain thing, be it an idol who doesn't necessarily exist, or a cartoon from twenty years back, or even a sport that no one is aware of, you'll be able to convey that passion of yours into people who stick around you often. Just spending time around you is enough to cement their own interest in the thing that you're passionate about, until they eventually reach the same level as you as far as fanaticism goes. Better yet, they'll continue to spread it to others as well, so before long, you'll have plenty of people who can indulge just as much as you. It's probably for the best though, if you try to stick to one thing at a time. Fanaticism is always easiest when people can dedicate their attention single-mindedly.

Did I say fanaticism? Well I suppose it isn't completely inaccurate. Given enough time, there will always be some folks who are much more passionate about their found love than others, and you'll likely come across some folks willing to go to extreme ends to promote their newly found passion. The more the merrier, right?

Black Phantom 600

All records of ours go to suggest that genetic manipulation is a thing of the past, so you shouldn't have to worry about that at all. At least, that's what we would have liked to tell you. In truth, there have been many instances of genetic manipulation and human experimentation. Some folks would argue that this is inevitable for the sake of defeating the Jovian Lizards, but for every success there are dozens of failures. We're not saying that you'll end up a test experiment yourself of course, but if you do want to take part in lab tests, you might want to consider this as preparation first.

The folks that undergo experimentation and live aren't necessarily the "lucky ones", but they are certainly far more resilient than the rest. Even if you happen to be experimented on or you happen to be deprived of some senses, you'll find that being impaired is enough for your mental and physical fortitude to greatly improve. On top of this, as long as you are impaired, physically or

mentally, your body will quickly adapt to compensate for whatever has been lost. The adaptations aren't perfect, but they'll at least reduce the impact of injuries, lost senses, and other such mishaps.

The records suggested that experimentations like these were a thing of the past, and you'll probably realize that there's an additional side effect to your impairment. The further impaired you are, the easier it seems to be to hide away from society. Whether it is because they would prefer not to deal with you, or if it's because the system does not care to recognize an impaired individual, the greater your impairment, the less likely anyone is to notice your presence. Heck, with enough impairment, you could probably waltz into a military base without anybody noticing.

Again, hopefully you never come across such a situation when this actually becomes useful, but in the event where your senses are lost, this preparation extends beyond mere resilience. If you have another individual who possesses the senses that you lack, you can synchronize your body with theirs – as long as they're willing – and borrow their senses to function normally. The same works the other way around as well, granted – you probably don't want to go around giving your senses away to multiple people at once.

NERGAL EMPLOYEE

Combat Insurance 100

As a private contractor, NERGAL is very well aware of the costs related to combat operations. After all, unlike the military that can pull on the government to settle damages, NERGAL doesn't exactly have that luxury. What NERGAL does have however, is near total control on the economy given its presence as the leading private contractor coordinating Earth's defence efforts.

So thankfully, even if you happen to accidentally destroy a city block in an engagement against the Jovians, you won't have to pay for the damages, since NERGAL is willing to foot the bill. Of course, if you're intentionally destroying things, it is very likely that NERGAL won't play nice forever, but otherwise you won't even have anybody chasing after you for compensation. This, oddly enough, seems to stand in effect even for ex-employees, so presumably even if you leave NERGAL sometime soon, people will still assume NERGAL is responsible for any collateral damage inflicted.

It really makes you wonder just how much money they have…

Right Man for the Job 200

The UEAF can freely draft citizens as they see fit for the war effort, but NERGAL can't afford to pull just any young chap off the streets. Every employee needs to be carefully selected, with their strengths and skills weighed against the task at hand. For a matter such as the war against the Jovians, it is even more paramount to find the right individuals for the job, considering there likely won't be any second chances.

Your skills excel in this field, and it wouldn't be wrong to call it recruitment, headhunting even. Depending on what types of skills you require, you have an uncanny knack for identifying the best individuals for the job – even if they aren't currently the best just yet. Thankfully, the folks that you

recruit also tend to be rather flexible as far as applying their strengths go – NERGAL wouldn't tolerate one-trick ponies after all.

Given that at the end of the day anyone recruited is still an employee and still has to get paid, it's for the best that NERGAL doesn't have to waste time training them as well. Thankfully, these folks that you find are generally more than capable of teaching others their expertise, and adapt quickly to the task that you assign them to. It's safe to say that if NERGAL is hiring, they're looking for nothing but the best.

…This won't guarantee what kind of personalities you will come across however…

Contractual Obligations 400

At the end of the day though, a private contracting firm is still different from the military. The hierarchy isn't as formal, but the relationship between employee and employer is extremely strict. As long as someone remains a NERGAL employee, they must abide by the company's regulations as well as the terms of their own contract.

When contracts are broken or terms aren't met, you'll have the means at your disposal to ensure that appropriate compensation is extracted. NERGAL can't just let them walk away scot free after all. NERGAL tends to keep very close observation on all of their employees – even those who have left, and it isn't uncommon to find old employees who are still under constant observation. In the worst case scenario, there have been instances where the price for contract violation has been a rather final one.

Taking a page out of NERGAL's book, as long as you establish a formal contract with another individual, should that contract be broken by them, you can extract mental energy out of them. Until the time comes when they fulfill the terms of the contract, or you break the terms of the contract, they'll remain under your surveillance as well.

You should probably keep this bit about NERGAL and contracts in mind, should you ever consider leaving their employment.

Asset Acquisition 600

You don't just start up a contracting firm and take charge of the world economy overnight, and without a doubt, there have been many, many incidents that have occurred in NERGAL's history that would have left black stains on the company's good name. Takeovers, political influence, buyouts, headhunting, probably plenty of things that were even worse – but the person who would be most aware of everything can only be the folks at the very top of the food chain. The president of the company in particular, seems to have a particular knack for getting whatever he wants in pretty much no time at all. Considering that he pretty much owns a bit of everything, perhaps that isn't really a surprise.

When it comes to your own assets, you're similar efficient in terms of managing everything that you own and pulling out whatever it is that you need. No one will question you, should you demand

something from them, as long as you own the item in question, even if the matter of ownership happens to be a bit convoluted.

In addition to this, as long as it happens to be yours, others don't even need to think about stealing or manipulating it without your express permission. Any attempts to do so won't escape your attention, and as long as you're nearby you can take whatever action is necessary to stop the offence. Needless to say, you can stop people from hijacking your ship by forcing it to shut down if you're within a few kilometers of it, but trying to stop it all the way from Mars is going to be fairly infeasible.

PILOT

If It Can Be Piloted… 100

Post IFS integration, it isn't just Aestivalis frames that pilots are capable of controlling. Many machines such as forklifts and construction vehicles have also been converted for use with the IFS, so it isn't hard for a pilot to adapt from using one machine to another. Certainly it helps them adapt to new professions in periods of peace – granted, that doesn't seem like it's going to happen anytime soon right now.

It helps if you know what it is that you're using though, so thankfully you'll have a better sense of recognizing a machine's functions based on sight alone. Even for machines that aren't necessarily capable of interfacing with the IFS that you possess, you can still utilize the system to temporarily halt the machine. Granted, this doesn't work so well if the machine is substantially larger than you, but for most things around your size, the IFS can force it to shut down quickly and without much of a hassle.

Combat Combination 200

Most of the machina that I've seen here are actually pretty normal – they just remind me of a really large suit of armour that reacts well to whatever actions you make. But then it turns out that there are really strange things you can do with them…and worse yet, it isn't limited to machina from this world either. When will they ever learn to stop messing with machina?

Well, whatever, if you think it's necessary to help you prepare, I won't stop you. I suppose I can see how it can come in handy sometimes, but if your basic machina won't do the trick, well now you can combine it with another to add on more functions to the existing machina. In practice though it works in a really odd way, not like anything to do with machina isn't strange, but if the machina that you're trying to combine with normally can't combine with anything, all that happens is that parts will fly off and snap onto your machina. I told you it was strange.

But it gets even worse if you're dealing with machina that do combine, because then what ensues is this really strange fusion of parts, and there doesn't seem to really be a limit as to how many combinations you can do – except each time it happens, well, the final machina isn't exactly as efficient as it used to be when it wasn't a monstrosity in the making. I suppose that if you do

nothing but mash machina together, you'll probably end up with something that you won't even be able to control properly yourself…so you should probably have a bit of self-control with this, ya?

Get to Burning 400

I'm not an expert on machina yeah, but some of the things I've seen pilots do with these machina, they don't feel normal at all. Like, I can understand that machina tend to run off of some sort of energy source…but these guys don't seem to have any considerations for that. It's like as long as they keep shouting and "trusting in the machina", it'll respond to them. Trusting in the machina, that's a wild concept I tell you.

But you're a pilot…so I guess it isn't too strange that you can do the same thing. Normal limits like energy reserves, things like taking too much damage, you can ignore that seemingly as long as you have enough willpower – willpower to force the machina to keep going as it were. I'm still amazed at what these IFS things can do. I've even seen pilots that seem to using some sort of magic with the machina ya? My buddy told me though that it isn't really magic, but rather they can channel extra energy into very specific portions of the machina. Well, if you can run your machina on willpower alone, then there's no reason why you can't charge your machina with willpower too, right?

Martian Successor 600

As far as the UEAF knows, there aren't many pilots outside those who came from Mars who have demonstrated any capacity for Boson Jumping – but you might just be one of the odd cases out. This is probably doubly true if you consider the special form of Boson Jump that you perform, but it's better to explain what we do know of Boson Jumping before going any further.

The origins of Boson Jumping seem to have come from Mars, and due to the way terraforming of the planet occurred, it appears that Martians are inherently attuned to the process. The Boson Jump itself consists of both a temporal and a spatial component – but the former is extremely volatile, with no evident means for control, even with the technology discovered. People have "vanished" and reappeared anywhere from weeks to years at a time – though NERGAL has taken extensive efforts to cover up each and every case of this happening. With its nature as erratic as it is, we've had to excise the temporal portion away from this – otherwise you're pretty likely to end up drifting in a void after going on an uncontrollable time tripping ride.

The spatial jump portion however, which is the ability that you possess, seems to be controllable via thought and concentration. The easiest target to transport is naturally yourself, and with enough concentration, you can instantly jump extremely long distances. Granted, there have never been any tests where the jump range exceeded the distance from Earth to Mars, but that should probably suffice as far as gauge goes.

Be wary of attempting to transport a different target aside from yourself however. You may possess an inherent resistance due to your own ability to Boson Jump, but it doesn't mean that others can as well. Organic individuals in particular don't handle the spatial jump very well – and long distances

can result in tearing them apart. Thankfully inanimate objects can withstand the stresses with less trouble. If the individual happens to be capable of Boson Jumping themselves, or they're resistant to strong gravitational forces, then it may be feasible to target them for the process.

SHIP OPERATOR

Overload Buffer 100

With the ongoing war against the Jovian Lizards, arranging for every ship in the fleet to run full crew complements has been a major challenge, especially with the loss of the UEAF fleets following the fall of Mars. Many of the ship operators remaining in either the UEAF or under private military contracts have been forced to adapt to the situation – which means handling more roles and taking on greater responsibility for their assigned vessel.

To aid you in this task, your ability to process information coherently has improved, allowing you to handle multiple streams of information at once, all in greater concentrations as well. Even with the help of artificial intelligence systems, you should expect to handle information coming in from multiple ship systems at once, so this will be handy to keep everything in check and under control. To help you with retaining all of this information, the way you handle memories has been tweaked a little, allowing you to isolate and compartmentalize information such that everything remains uncluttered and accessible inside your head.

Root Acceptance 200

While the intention behind employing a ship operator with strong mechanical expertise already has tactical merit by itself, there is another philosophy influencing the decision behind the choice of an individual with such talents. The philosophy stems from the fact that the majority of Jovian Lizard forces deployed against the UEAF thus far have been entirely mechanical in nature. Against enemies of this variety, a ship operator well versed in electronic warfare is a substantial boon – especially considering that UEAF fleets are generally outnumbered against Jovian forces.

Your own skills in terms of electronic warfare, infiltration, and control do not fall short from expectations. Regardless of what means you use to interface with the system, once you do establish control, it becomes possible to fool the system into thinking that you're a recognized user. What you do while inside the system is up to you, but as long as you remain nested within the system, your actions will go ignored by any implemented safeguards and even other users. With time it should be entirely possible to trick the system into believing that you are a key component and under these conditions giving yourself higher system privileges will be far easier.

With the numbers involved in each Jovian assault, it is probably for the best if you target key ships rather than each individual fighter. Your skills at breaking into systems might be extremely versatile, but in a full pitched battle, you may only have precious minutes before the Jovians overwhelm you with sheer numbers. Wouldn't want to waste it on small fry machina, yeah?

Ringing the Bell 400

If you ask me, giving machina brains is a bit dubious, but the others on the Survey Team are convinced that these "AI" are the only reasons why the war isn't over with the Jovians victorious, so I guess you just have to live with it. But you certainly can't have one of these AI run free without somebody watching, so we looked for a way for you to interact with them, give orders and fix them if they break down, yeah?

I've tried it myself, and it is real crazy I tell you. It'll probably feel like diving into a pool at first, but instead of water, you'll be diving into this computer world where the AI lives. Within this world, you'll be able to make some changes as necessary, even interact with the AI like it's a real person. I'm still not sure where I stand as far as handling machina like this goes, but it is pretty useful. From the different AIs we tested out, it seemed like the older AIs with more information on them had far larger worlds, so you should definitely check what you're dealing with before you dive in.

Digital Titania 600

It's better if you just read the scientist's notes for this one, given that orange haired man freely admits he's out of his depth on this one. The notes refer back to an old NERGAL project, referencing a "One Man, One Ship" initiative that was never successfully rolled out. But with your interference, maybe this project can see to completion.

In order to properly utilize this, it is necessary for you to first take complete control over a vessel – which is the "ship" in question. As you might expect, you become the "man" component, once you have seized total control over the vessel. Granted, it doesn't have to be a space ship as nearly anything that has an electronic interface will suffice. The end result does change however, since once you seize complete control, you can freely manipulate each element of the vessel like your own body, from armaments to ship infrastructure. As such, it is only normal that different vessels will have different functions available to you. You should probably be wary when attempting to utilize larger vessels however – given that the increased size likely means a lot more systems to get used to as well.

If you happen to be feeling lazy and would prefer the ship to run autonomously again, it is possible to temporarily "abdicate" as it were. In your place you can leave behind an artificial intelligence with a complete set of instructions on the workings of the ship and its capabilities. Again for larger vessels, it might serve you well to have several AIs implemented in such a fashion.

ALTERNATIVE MEASURES

As the old man's associate mentioned, none of these options are discounted.

After War 101 // 100

Sooner or later, this war with the Jovians is going to come to an end. Most people would hope that the end comes sooner rather than later, but as it stands, most people are too preoccupied trying to survive to consider what comes after the war. Frankly, regardless of who wins the war, you can't

possibly stay a soldier forever, right? If eventually peace does come about, it'll be good to have something else other than fighting that you can fall back on.

You can consider this training option as pre-emptive rehabilitation, in case after the war ends, you need some other skill or trade in order to make a living off of. There is a wide variety of rudimentary life skills that you can choose from – from Chinese cuisine to voice acting lessons, heck if you want you can even learn the skills to become a professional model. Unfortunately though we can't really teach intricate things like Boson Jumping Specialization, as great as that could be for day to day purposes in some cases, it happens to be a little bit too extraordinary for this compressed course to properly teach.

Can't really say you've learned a skill properly without practicing it a fair bit though, but with the war going on you might not have much time to actually practice. Thankfully, we've got a solution for that too! Should you have some skills that you regularly use – like handling heavy machinery or handling telecommunications, you can tie one of those skills with the skill you're planning to learn. Whenever you practice that skill, the linked skill will improve a bit as well – and vice versa.

Not an Anime! 200

There are days when life seems to take a strange turn, and people around you seem rather keen to put on a show. Folks that act out their lives like they belong in a child's cartoon, or folks whose personalities sometimes just run out of control – you're likely aware what being around folks like that feels like. Admittedly, being able to pretend that you're a hero of justice or something like that isn't bad, once in a while.

But so long as you keep this effect active, you'll find that folks who linger around you become a bit…odd. Odd, as in their behaviour would fit that of a person looking to audition for a role in a child's cartoon, or odd, as in they develop a very strong fixation to weird concepts or hobbies. It isn't just limited to people who hang out around you either – over time, the ones that are too far gone seem to spread this bizarre behaviour of theirs to others who hang out around them.

Well, it'll certainly make the world a bit more colourful with time.

If all of this seems very outlandish to you …well, don't hang around NERGAL employees too much, because a lot of them seem to exhibit this effect all day every day. It's a wonder the crew of their new ship can keep things intact. Still, for all of the insanity that goes on and all of the bizarre quirks that the people of this world seem to have, all of them possess amazing levels of mental fortitude. With time, the folks that are affected by this quirk of yours will likely develop similarly strong levels of mental fortitude as well. Heck, if they have to go through some of the things that these folks do, even their physical fortitude will probably improve.

Gravitational Pull 200

Sometimes, you come across folks who seem to always be in the thick of things. Sometimes, you come across folks who just happen to know everyone. Then sometimes…you are that person. As

long as this effect remains active, important people and important events both seem to show up around you at a constant frequency, even if they would normally have no business showing up in the area. They might not have any particular reason to be present, but your regular presence won't go unnoticed – with repeated encounters you'll quickly establish a bit of a reputation for yourself even if you don't necessarily interact with them. This will naturally extend from individuals to related factions, so it's probably for the best if you do try to interact with some of the folks, just so there aren't any misunderstandings. With enough time, you'll probably develop quite a reputation with all of the relevant factions, just by showing up on their radar constantly.

Garden of Chulips 200

Long before the first Jovian attack on Mars, NERGAL had already set their sights on the red planet, specifically on the alien ruins that had been discovered buried within the polar ice caps. While NERGAL's research teams had no luck figuring out the true nature of the ruins, what they did discover were the Chulip Crystals – fragments capable of distorting space and time. With a single Chulip Crystal, it was possible to send small objects elsewhere in space, and with large clusters, even substantially larger objects could be tossed elsewhere instantly.

The Jovians recognized the potential behind these crystals long before NERGAL discovered them, creating what would be known as the "Jovian Chulip" – a two way spatial gate that would work as rapid force deployment devices.

So technically with this option you would be the third party to get a hold of this technology. But manipulating the crystals is not without an element of risk. To understand the nature of the risks, the Survey Team's studies identified that these Crystals were related to the phenomena of Boson Jumping. Unfortunately in the process of utilizing the crystals, the strong gravimetric waves produced would tear an uninitiated subject apart – resulting in death.

Thus, our preparations involve strengthening your spatial and temporal resistance in order for you to withstand these extreme rift effects. The same resistance can be passed down onto another, but we can't help you with the process – you'll have to perform a manual infusion of not only blood, but also a bit of magical energy in order for your intended target to adopt a similar resistance. There is one thing of note though, whether it is activated on yourself or another, you'll notice that glowing lines similar to those manifested by A-Class Jumpers will manifest on your body.

Of course, all of these preparations would be pointless if you didn't have a stable source of Chulip Crystals to play around with. Despite their anomalous nature, the Survey Team has identified a method for you to recreate Chulip Crystals, as long as there are regions of substantial gravitational flux that you can manipulate. You can sap off of these regions in order to create any extra crystals you might need.

Gekiga-In Designer 200

If we considered every bizarre aspect that this world presented to us when we first arrived, then honestly the design of robots here isn't actually all that bad. But considered in a vacuum, you really

have to wonder what goes on in the minds of the engineers and mechanics that design these things. I tell you man, I've seen lots of crazy machina in my day…but crazy doesn't come close to describing what these guys made. Those "Aestivali" machina? No I'm not talking about those; we found things that made those look normal. My buddy found a way to reverse engineer these monsters, which is what this option offers.

Making additions onto an existing machina is the simple part. I've seen wings, transforming heads, all sorts of strange parts that have been put onto these machina, and it doesn't seem to have any negative effect on performance either. Make enough additions and the rest of the machina just seems to complete the adaptation process by itself, complete with strange chest lasers and eye beams even if none of those components were added on. My buddy had a theory looking at the initial designs that machina made this way were powered off of something called "hot bloodedness" and "burning spirit". I don't think know what that means, but it really sounds like it came from a television show. Come to think of it, these designs do remind me of that cartoon show the scientist was watching…

The same peculiarity with adding in strange parts, odd weapons showing up, and odd power sources applies if you design your own machina up from scratch, but the scientist mentioned that it should be possible to add in things like "transformation sequences" and "separation sequences" even if you didn't design the machina for multiple pilots. Honestly, I'm still trying to figure out how the rocket punch is supposed to work….machina just isn't my thing, ya know? If you happen to get stuck figuring out how a design should work, maybe you should read some of those comics for inspiration ya? I think our shopkeeper Vani brought some DVDs back too that might help…

[CREW RECRUITMENT]

If you weren't already aware of the situation, there's a war happening, and regardless of whether you plan on diving in headfirst or not, it might be best to have somebody watching your back if the war does catch up to you. Whether you're looking for new allies or looking to give your existing allies a bit of help, there are options at your disposal.

Fellow Anomalies 50 CP

The man arranging the paperwork suggests that if you're going to be going on board a machina, you should probably do it with fellows that you can trust. While he's most likely rambling on nonsensically, there's some merit in having familiar companions over complete strangers, if only because the former would be easier to work with. If you do have such companions, and would like to make the integration process a bit easier on them, the man arranging your paperwork can arrange for them to have the same procedures, as long as you're willing to pay for it of course.

Import a companion for 50 CP; they gain 500 CP to spend on skills with the same entry benefits as you (background/form/etc.) – a special exception is made regarding their own Aestivalis Frame, as they get an amount of MP as their background dictates.
You may import in a batch of 8 for 300 CP, with the same benefits.

NERGAL Internal Records 50/100 CP

Having access to NERGAL's personnel records turns out to be quite handy, considering the survey team managed to pull back information on a massive number of "peculiar individuals", and some of these folks might just be of use to you depending on what skills you're looking for. You'll still have to convince them to join up with you of course, but aside from that, the preparation team can arrange for these new companions to be granted the same privileges as your other imported companions. If you

So long as you can convince them to join you, you can find a companion from any of the locals in this land. While they gain 500 CP to spend on skills along with a free background, choices made to help them won't take effect until you can successfully convince them to join you. Their choice of background won't override their existing identity and only applies for perks. If you pay 100 CP you can have them naturally start alongside you. You may use this option to create a new companion at a cost of 50 CP.

Temporal Conversion 100 -> 50 CP

This option allows for direct conversion from your pool of CP to your companions' pool of CP. For each 100 CP you donate your companions who already gain CP to begin with will each gain an additional 50 CP.

[ITEMS]

It isn't so much a store as it is a warehouse and laboratory combined, but aside from a pink haired girl and a bunch of robots with accordion arms slowly shuffling about, there's nobody else here. Every so often, the bulky robots construct several smaller droids to go carry parts about, but other than that, everything seems to be more focused on moving around rather than doing anything productive.

The shopkeeper notices you in any case, as she runs over to you after kicking a couple of the smaller droids to the floor. It's quite evident from the expression on her face that she's not at all pleased with her "employees". And while she'd love to tell you all about how useless her hoplite mechs are, she realizes that you're not here for that.

She had requested these new additions to help her prepare the new wing of the shop, which was in turn designed to handle some systems that the survey team had developed based on what they found in this world. There's a war going on after all, so she'd like to help you with preparations as much as possible too – from personal experience, she knows how bad a war can get.

There is effectively, two wings to the shop, one for normal supplies and whatnot, and another for preparations more suitable for combat. The survey team agrees that the volatile nature of this world gives reason for the preparation team to be a little bit more generous. She'd love to help you further with your preparations, but she's a bit busy with her new helpers, so you'll have to take a look at things for yourself – it should be rather intuitive though.

As you head off, she seems to mutter something about never getting helpers from Pulse ever again.

THE MECHANICAL BAY

The new wing to the shop is the mechanical bay, brought in specifically to deal with matters related to the "Aestivalis". There's a note related to this term, presumably made by the shopkeeper – which reads "why didn't they just call it a really big robot instead?" – but evidently she stuck with the name that the natives used.

The mechanical bay uses a separate pool of resources from standard CP – to keep things brief the shopkeeper calls it MP instead. All identities save for the Mechanic gains 500 MP to start with. The Mechanic gets 1200 MP to start with. The same goes for any companion that you've brought along with you.

Production Resources 50 CP -> 50 MP

Should you find that you have insufficient resources, it's possible to convert existing resources that you have from CP over to MP in the ratio indicated above. The conversion however, is a one way conversion, and as such MP cannot be converted into CP.

FRAME COMPONENTS

Base Aestivalis Frame 0 MP

A basic Aestivalis combat frame isn't anything too amazing, but as far as this world goes the technology is considered cutting edge. The IFS controls implemented into the frame allows anyone with an IFS nanomachine implant to control the Aestivalis like they would control their own body, and the Aestivalis comes equipped with a light machine gun and a combat knife, both effective against enemies of a similar scale.

Aestivalis operate off of an internal converter – which takes a nearby feed of gravity waves and utilizes it as energy. So long as the Aestivalis remains within range of a gravity wave source, it can function at optimal strength. Once the source is cut off however, the Aestivalis immediately switches over to battery power – perhaps a shortcoming that you'll have to rectify yourself. Thankfully, most ships of the line in the UEAF fleet possess gravity wave transmitters, and it is likely that NERGAL ships possess the same capacity.

Despite its small size, the Aestivalis manipulates the same technology demonstrated by the Jovian Lizards – the "Distortion Field" – a gravitational barrier which can is the Aestivalis' first line of defence against particle and wave weapons. Against solid kinetic munitions however, the Distortion Field doesn't fare so well…

As the Survey Team believes that you should at least be able to defend yourself, a basic frame is free – whether you decide to employ it or not is up to you.

Heavy Armament Frame 100 MP

One of the basic variants of the standard Aestivalis frame, the Heavy Armament Frame addresses concerns regarding combat against armour heavy targets as well as reducing the damage from kinetic munitions. Traditionally the frame isn't used much outside of atmosphere due to its low mobility – and pilots prefer the Zero-G frame for high mobility combat, but the firepower from the twin 120mm cannons cannot be underestimated.

The Heavy Armament Frame's load-out consists largely of kinetic armaments, from missile pods to the aforementioned 120mm cannons. The additional armour plating, while not as useful against gravity blasts, increases the durability of the Aestivalis in conventional combat situations dramatically – and should it be necessary, the entire armour frame can be jettisoned in all directions simultaneously. As you might expect, this is most effective in vacuum.

Aerial Frame 100 MP

While it was originally designed for movement in atmosphere, there's no reason why the basic aerial frame can't be used in space, though the lack of resistance will mean an expert level of control is necessary in order to compensate for the overshoot effects. The presence of additional thrusters increases the speed of the aerial frame dramatically and its speed is among the highest between the different frame variations.

But as far as armaments go, the Aerial Frame doesn't bring anything new to the table. In addition to this, the armour on the aerial frame is light in order to reduce the weight of the frame, and as such, it depends heavily on the distortion field as its main means of defence. Fitting a Frame made for high speed engagements, we attached a jamming system to the Aerial Frame to deter missiles and electronic threats.

Zero-G Frame 100 MP

One of the first custom frames to be implemented due to the extraterrestrial nature of the Jovian menace, the Zero-G frame does not have the speed or armour that the Aerial and Heavy frames can boast of, but its manoeuvrability is among the highest, and its responsiveness is extremely high, even in a vacuum environment where the slightest movement can run out of control.

Recognizing that drift in space can cause a frame to leave the gravitational field projected by its mother ship, the presence of a solar sail was implemented to allow the Frame a means to slowly recharge energy even outside the field of operations. Besides this function however, the solar sail can also be used as a means for optical camouflage. This function works best when the frame itself is shifted to a low power state, and doesn't drain from the battery while active.

Lunar Scale Up Frame 100 MP

The schematics for this frame was reverse engineered through a temporal anomaly which showed the Survey Team glimpses of a "possible future" while they were investigating some ruins. Apparently used to combat large scale threats, the solution appears to be a matter of simply scaling the size of the Aestivalis up as well – and attaching anti-ship missiles to it.

The anti-ship missiles are about as self-explanatory as things can get, but the process of size scaling doesn't have an inherent limit. Of course, there's a matter of maintaining the frame, and a matter of storing it once the scale up process is complete, but we'll leave that matter for you to figure out yourself. For each time this is taken, the size of the base machine is scaled up by half of its base size.

Frame Adaptation 100 MP

If you already have a machine that you prefer to use, there's no reason why we can't adapt your machine to fit specifications for an Aestivalis, or vice versa, adapt technology suitable for an Aestivalis onto your machine of choice. Keep in mind that you're not limited to a single frame, as long as you can afford the adaptations.

Gekiganger Frame 200 MP

We didn't think it was a particular good idea, but let's just say that there are plenty of folks who believe in designing frames using inspiration from archaic sources. The differences between these frames and the standard ones are extremely substantial – from the fact that these frames are three times bigger than standard Aestivalis frames alone you should already be able to distinguish them.

The Gekiganger frame has a chest based gravity blaster…dubiously named the Gekigan "Shoot" – in fact all of its based armaments – from detachable claw arms, lasers, rockets, are all named in this fashion. From the shopkeeper's notes it is quite evident that she doesn't understand how a kid's cartoon show became the official nomenclature for an entire series of weapons – but she presumes that whoever built this frame really loved to watch cartoons.

Along with its increased size comes a notable improvement in this frame over others – not so much the armour as you might have expected, but rather in the two built-in boson jump calculators, allowing the pilot to facilitate spatial boson jumping. It would seem that the fixed limiters are also in place for this frame, so that an improperly conditioned pilot won't accidentally kill themselves in the process.

Sarena Prototype Frame 300 MP

As far as we know, this design shouldn't even exist, so you should keep a low profile if you intend on flying around in this frame, because strange technology can prompt people to start investigations. From the survey team's notes, this frame seems to have resulted from a project in a "possible future"; its design embodies the concept of one man, one ship – a frame capable of defeating a substantially larger force despite numerical disadvantages.

The Sarena Suite, as it were, contains four separate armour variations. In its base state the Sarena does not resemble any known Aestivalis, instead resembling an alien jet fighter of sorts, suggesting perhaps Jovian influence on the design. With six thrusters and a pair of distortion field generators, it relies on nothing besides ramming a target directly with the field active to inflict damage.

Its manual combat variation is armed with a pair of rapid fire ion cannons for conventional combat, but the strong distortion field remains a primary close range weapon. For purposes of infiltration and demolition, a variation of the fighter can be equipped with bunker buster grade weapons. Finally, for purposes of long range assault, 130mm cannons can be swapped in at the cost of the rear thrusters.

While each of the individual variations serve different roles as far as attack purposes go, the prototype possesses extremely heavy armour and the tail segment can be used to facilitate hacking of electronic systems – there's even an onboard boson jump computer allows it to facilitate short distance warps. The Survey Team's notes suggest that the pilot of this experimental frame was an A-rank Jumper himself, and likely capable of outstripping the computer as far as jumping range and accuracy were concerned.

Despite being such a comprehensive conversion, the nature of this prototype frame does not actually differ from the other frames – all of its components can be individually jettisoned in the event that they are no longer necessary.

ACCESSORIES

Gravitational Combat Armaments 50 MP

While the Aestivalis' basic armaments is effective against enemies of their own size, the effectiveness drops off substantially once they're pit against larger battleships or assault platforms – both of which have been fielded by the Jovian Lizards before. This specific set of armaments was designed to fight against such threats – including armaments made specifically to pierce distortion fields, as well as armaments made to penetrate heavy armour. As they come in both melee and ranged varieties, you'll have to choose the specific weapon that you're looking for upon purchase.

Alternatively, you may adapt a weapon of your own accordingly. If the size isn't quite up to scale, we can scale it up for an additional 50 MP – or the other way around. In space you might be able to swing a massive blade about without issue, but when gravity is present…in may not be so easy. Naturally you can take this option multiple times.

Boson Jump Calculator 50 MP

In the year 2196, the notion of organic boson jumping is still considered largely impossible. Researched in secret by various firms and various factions, the "key" to allowing a frame and its pilot to boson jump seems to lie exclusively in genetics. Incompatible pilots simply do not return after a boson jump. With the strange temporal anomalies occurring in this world, the Survey Team has identified a "computer" capable of facilitating the boson jump…admittedly limited to a spatial jump mode. Temporal jumps however, remain impossible.

With a single calculator present, a frame can "jump" instantly between two points in space. Normally a boson jump requires the pilot to be able to envision the "end destination". In this case however, the calculator can determine an appropriate end destination on its own, though its range isn't anywhere close to a natural jumper. The addition of more calculation units can extend this range, but ultimately the frame is still limited in that it can only traverse space within the same dimension – and the calculator needs a source of information to draw from in order to determine a safe exit point.

While the frame itself remains protected regardless of the strains from the spatial boson jump, for a pilot without the necessary genetics, the operating range for the jump is shortened extremely in order to reduce the physical stresses involved – and while the pilot may still feel extreme discomfort, the internal limiters will ensure that they at least won't die. A natural jumper is capable of facilitating multiple jumps – in the case of an individual without the necessary perquisites multiple calculation units can replicate the same effect. As such, it is possible to take this option multiple times.

Safeguard the secrets of boson jumping and the calculator – because it could very well become the impetus for yet another war.

Distortion Field Generator 50 MP

Normally the activation of the distortion field drains away at the internal battery of the Aestivalis, and a sufficiently destructive blast can overload the Aestivalis or even pierce the barrier completely, even if there is a stable source of gravity waves. A stronger field can be manifested by implementing

additional field generators, and thankfully these field generators come with backup batteries of their own – extending the Aestivalis' operating time when the field is not in use.

It's possible however, to attach a distortion field generator onto either a specific part of the Aestivalis, or even onto a melee weapon. Employed in such a fashion, it is possible to utilize the distortion field in an offensive capacity – by activating the field upon contact and causing it to forcefully expand on the point of contact.

Slave Control Interface 100 MP

The entirety of the Jovian Lizards' forces fielded against Earth thus far have been robotic in nature, and some suspect that if there are organics behind this robot army, it's likely that these aliens are extremely advanced, scientifically and technologically speaking. That being said though, it's not like the "grasshoppers" and "crabs" fielded on Earth can't be taken down or subdued….

This control interface is essentially a dummy AI that exists to lock down and convert enemy robotics. Barring further modifications, a direct line of sight is required for the program to start taking effect. The smaller the target is, the quicker the program can hijack the machine, and it is much easier to "freeze" the automaton than it is to completely rewrite its logic systems. There are however, rather strange similarities between the logic circuits used in these machines when compared with machines on Earth. With a basic comparison, it would be hard to tell the difference which AI was made by a human versus a Jovian…

The interface can control multiple targets at a time, though processing speed slows down with each successive "slave". This can be compensated by either upgrading the base machinery, or a quicker solution would be to simply attach more interfaces. For small sized machines, controlling up to a dozen at once should be viable.

Graviton Wave Generator 100 MP

The downsized version of a phase transition engine normally found on a battleship, it is affixed to the frame like a backpack, but while it can sustain an Aestivalis frame indefinitely, the engine itself must be protected at all times, as destruction of the reactor can be catastrophic. Whether you take it alongside the armour provided is up to you, though the additional armour can add a significant amount of weight to the frame.

As bad as that sounds, the generator isn't completely defenceless on its own. A secondary distortion field is built in to the generator apparatus, allowing it to deflect beam weapons passively, just as a Jovian battleship can. The presence of the dedicated generator also means that the distortion field created is substantially more powerful than an Aestivalis' natural distortion field. Attaching more than one generator is naturally an option, but keep in mind that even downsized, the generator is still pretty bulky.

Condensed Graviton Pulse Cannon 200 MP

Working off of a prototype design that the Survey Team "borrowed" from the NERGAL databases, this prototype is a scaled down gravity cannon, similar to the ones found on Jovian mother-ships. The destructive power of the original cannon has been reduced by a fair bit, but on the other hand, the cannon no longer tears the frame apart upon firing so the loss in firepower was relatively acceptable.

In order to facilitate repeated firing however, a stable onboard generator for graviton waves should be attached, as each shot will drain a frame's onboard battery completely. While some may find the damage output of the cannon rather underwhelming, the cannon focuses its beam intensely, reducing the effect of particle dispersion and extending its operational range by a fair distance.

Boson Jump Cannon 200 MP

A scaled down variation of what would otherwise be found only on a battleship, while the maximum output of this cannon is smaller than the one found on a battleship – the effect itself isn't lessened by any degree. Originally a weapon designed to bypass the all-encompassing nature of the distortion field, the jump cannon warps its projectile directly into the target.

But a weapon like this isn't without its shortcomings. Because the projectile is generally composed of solid matter, manual detonation is generally required in order for substantial damage to be inflicted. Furthermore, the nature of the jump cannon means that a boson jump calculator is absolutely necessary to control the target destination. The presence of jump calculators does however help to extend the cannon's limited range.

Eucharis Tether 300 MP

As far as the Survey Team could tell, this implement was related to the Sarena prototype, a systems interface that allowed the pilot of the Sarena Frame to receive information and instructions from an alternate vessel. The principle appears to work similar to how a mother ship can transmit gravitational waves to an Aestivalis frame, but the information that can be relayed through the tether goes far beyond energy waves. Communication, radar, and other electronic feeds can all be transmitted – in the worst case scenario the tethered ship can control the frame remotely, whereas the frame can direct the movement of the ship from its location.

In practice, the unknown pilot of the frame shared senses directly with the operator of the tethered ship. Each of the pair embodied the one man one ship methodology in their own degree – suggesting an intentional experiment to reduce the manpower requirement of fighter groups.

Prototype « Y-Unit » Emission Device 300 MP

Downscaling from a special gravity blast cannon under development by NERGAL, the standard gravity blast cannon is only capable of firing in a linear direction, but the Y-Unit is capable of bending this beam around, altering its course in transit. The strength of the Y-Unit Cannon is essentially the same as the standard gravitation pulse cannon, but the operational range extends much further than the standard cannon in exchange for higher energy requirements.

Should multiple generators be present on the frame, the Y-Unit's emission can be changed from a directed beam into targeting a localized zone. The damage caused by localizing the entirety of the beam is enough to tear space open completely, and it'll probably drain every bit of power from the generators, so use it with caution.

STANDARD ITEMS

For all of the standard items that don't have much to do with robots and all of the basic supplies that you might want to make life during the next decade a little less overwhelming – the shopkeeper has stocked a bit of everything that caught her eye, and…it kind of shows, given how disorganized everything happens to be. She hurriedly claims that it's the fault of the hoplite robot helpers though.

How they managed to carry a battle cruiser into the shop, you'll never know.

Citizen Card 50 CP

At a glance this is a simple identification card, one that most citizens probably carry with them on hand at all times. The card itself contains your details – but you can change those details as you see fit in order to shift your identity as far as others are concerned. You can use this to bypass security checks and whatnot, but if you do anything too out of place, don't expect people not to investigate.

Gekigangar III DVD 50 CP

This DVD contains the recordings of an old child's cartoon, which despite its age still seems to have quite a number of fans in this world. It might not be fair to call them merely fans – as a quite a number of these people are absolute fanatics. The DVD itself seems to have some strange effects on people, as it can inspire bizarre fascination with its contents amongst those who watch the DVD. People who watch the first few episodes tend to get strangely obsessive – and the effect only seems to die down when they finish watching every single episode.

DNA Data Scanner 100 CP (Free for NERGAL Employees)

A nifty device used by many of NERGAL's public relations officials; the data scanner is exceedingly effective at investigating an individual's origins – as long as something about them exists on databases. There's no clue how anyone managed to stuff this much information into a handheld device, but as long as a small sample of DNA in any form is inserted and there's any bit of recorded information about the target, the scanner will list their details in full.

Ship Navigational Logs 100 CP (Free for Ship Operator)

The concept of ship logs isn't a very abnormal thing, though having a set of ship logs that actively records everything which occurs on a vessel can lead to some rather peculiar moments, especially if there are things going on that you weren't necessarily aware of. Sometimes, people do rather awkward things when they think no one is watching. While this can be configured to monitor multiple vessels, one should be wary that the logs you receive may become enormous as a result.

Zero-G Operations Suit 100 CP (Free for Pilot)

The pilot suits that the UEAF and NERGAL employs are…rather peculiar to put it briefly. Rather than a traditional suit which is put on like a shirt, the pilot suits are essentially just shoulder pads, from which a protective filament is deployed all around the pilot's body. This filament joins up and forms a tight mesh – locking with helmet seals and other articles of clothing to form a complete seal that isolates the pilot from outside conditions.

A simple tap is enough for the suit to extend or retract, and the pads are convenient enough that they can be hidden underneath clothing as necessary. This suit in particular is rather resistant towards a wide variety of stress factors – from temperature variations to various degrees of physical stress. Naturally, it'll be pretty handy for you as a pilot.

Chinese Wok 100 CP (Free for Traveller)

It's a wok, and it's likely to be the most self-explanatory thing in the entire shop. If there's one thing that never gets old in a war, it is good food – and a wok can help you with that. Essentially an oversized frying pan with a rounded surface, the extremely resilient frame it possesses improves both its ability to conduct heat as well as serve as a strong blunt weapon. The wok won't get damaged regardless of the abuse you put it through, so feel free to hit annoying admirals with it as many times as you like. As an actual cooking tool, perhaps due to how it conducts heat well, this wok is very useful at disinfecting food.

NERGAL Emergency Supplies Case 100 CP

On the exterior it looks like a relatively simple box, and the description indicates that it consistently stocks a wide variety of survival supplies. However, while the box itself may look deceptively small, it has enough room within its compartments to hide a human if necessary, though the fit likely won't be a very comfortable one. There is even a miniature workshop stored within the case compartments, in the event that you need to quickly fix something for any reason, though it is likely useless as far as major maintenance goes.

Aestivalis Simulator 100 CP

A flight simulator set up like two massive arcade stalls – the simulator itself is dependent on VR projections of Aestivalis units, and generally serves as a practice tool for pilots of all experience levels. The basic computer AI adapts at speeds of your choosing to the combat data which you register inside, and it is possible to test out new frames or other machines by entering the relevant information for the VR mechanism to create a proper projection. It's also possible for more than two people to join in, though they'll have to bring their own controllers and screens – only the two booths themselves are set up in the same way an Aestivalis cockpit is.

Ruri Ruri Livestream 100 CP

It doesn't come in a DVD, or a USB, or really any type of solid state media format, but whenever you have questions regarding nearly any subject, this strange television program will pop up, in which a

blue haired woman dressed in a rabbit suit and a sullen looking young girl will attempt to give you explanations to answer your questions.

The woman in the rabbit suit is pretty much clueless when it comes to most subjects, the sullen looking young girl seems to be more interested in calling people idiots, but is generally quite knowledgeable when it comes to scientific matters – but when push comes to shove, a third host can show up on the program as well. A young blonde woman in a lab coat…she oddly seems to have vague answers for almost anything, though sometimes her vagueness can leave you wondering whether she's simply bluffing.

If you ask weird questions or senseless questions, you should probably expect the sullen looking girl to call you an idiot.

Image Feedback Marker Implementation Guide 200 CP

In this day and age, to become a proper pilot, one must be subjected to IFS nanomachine treatment, but the procedure isn't one without its consequences. The IFS itself can just be considered a neat tattoo, but the psychological effects that it can have on pilots can be quite a problem. While this guide can teach you how to properly implement the IFS on another individual without the arduous injection process or the mental side effects – you'll have to figure out how to implement the base technology for the IFS on the machine end yourself.

Principles of Distortion Field Manipulation 200 CP

It's really more of a collection of NERGAL field notes and UEAF observations than anything, but there's enough information here for an individual to start working with the basic principles of gravity particle and wave based technology as well as improve upon existing representations of this tech. It'll no doubt take a bit of time on your part regardless, but modifying existing technology to demonstrate new phenomena (like curving a gravitational blast) or extending its range should be easily within your reach given a bit of dedication.

Atmospheric Nanomachine Principles 200 CP

Unlike the notes on distortion field manipulation, this collection of works is actually quite in depth, since the technology was developed and implemented even before the terraforming and colonization of Mars began. By employing nanomachines, it is possible to slowly terraform a planet to your desired environmental conditions. As the name suggests, these nanomachines can be used to generate a preliminary atmosphere on a planet which possesses none.

More important than that however is the fact that these nanomachines make it possible to slowly manipulate the genetic structure of individuals on the planet itself. Unlike other forms of genetic engineering which can prove to be rather intrusive, this process takes time on the order of years to decades dependent on exposure vectors, but it induces changes in a fashion that won't be detrimental to the affected individuals.

Based on the survey team's notes…it wouldn't be too surprising if nanomachines had something to do with the Boson Jumping phenomena as well…

Nadesico Class ND-0XX 300 CP

It's a battle-cruiser. In fact, the shopkeeper isn't too sure how it ended up here, but it's here. You'll find that within identification numbers or any production records, NERGAL will also deny its existence, even though a sister ship of the same class is essentially preparing for her maiden voyage in a secret location somewhere in Japan. While the size and shape of this ship doesn't differ from its sister ship at all – there is a difference as far as a crew complement goes, since the entirety of the crew has been replaced with AI. Be wary though, that while the ship is rather powerful, the fact that it is run primarily by AI can become a liability at times – the Jovians have been known to hijack electronic devices and vessels alike. Aside from the standard missile pods and the gravity blast cannon – the Nadeisco class bears no other armaments.

You can freely decide what coloration you'd like the ship to possess – otherwise it comes in the NERGAL default of white and red. You should probably decide on a name for it as well.

Converted Jovian [Chulip] 300 CP

The name Chulip was something bestowed upon this device by the UEAF – and while groups such as NERGAL possess devices like these of their own, it is best if you don't reveal this to anybody from any of Earth's various factions. At best they'll attempt to take it away from you, at worst they'll consider you an enemy and try to eliminate you.

The Chulip is a "gateway" device that allows for the transportation of solid matter, namely inanimate objects, from one place to another. While the "entry" point is always fixed onto you, the "exit" point is fixed at the Chulip's location, provided that both you and the Chulip remain on the same plane. The Chulip itself is extremely resistant to damage, and if it takes begin to sustain damage it can simply close itself up and become impervious – something that Mars would remember quite well, if there were any survivors from the first battle of Mars.

[COMPLICATIONS]

Just as the old man said, there's a young woman in charge of handling the matter of extra resources. You can tell because she's sitting behind a table with a nameplate that reads "extra resources" and it isn't very likely that her name is actually "extra resources".

The woman doesn't bother with introductions, but explains to you that if you're willing to take on some additional problems as part of your integration, she'll compensate you accordingly with the extra resources that you're looking for. She's not out to kill you of course, but with the Scientist occupied over investigating the temporal slips – she needs something to keep herself occupied as well, and you might as well be it. Before long, this will all be like a dream to you anyways, she insists.

You may gain a maximum of 600 CP worth in complications, but you may take as many as you wish.

A Ship of Fools +100 CP

It's pretty normal to find people with quirky habits and strange mannerisms – most people tend to have their own peculiarities that they don't reveal to others, especially not strangers. But some folks lack the element of self-control and they'll air their peculiarities in public without a second thought. You can't really call this "luck" of any sort, but you seem to have a knack of finding the oddest people around – folks who are naturally obsessive, folks with very polarized perspectives of reality, you seem to have no trouble running into each and every oddity this world has to provide.

Normally you could sum this up as "an interesting experience all in all", but when you're swept up in the insanity caused by others, you might find that living the experience isn't so much "interesting" as it is frustrating. This is definitely going to be one very busy decade for you, so you better get ready to solve whatever problems other people have.

Is Gekigangar Real? +100 CP

Sometimes when people are passionate enough about something, they'll strive to make it real; they'll strive to make it larger than life. It goes without saying that one man's obsession can influence the lives of many – but when many people collectively obsess over something…things can spiral out of control very quickly.

When the object of obsession happens to an old anime from decades in the past, when it becomes all too obvious that this isn't just a passing fad, well by then it's probably already too late to do anything about it. A mechanic obsessing over antiquated robot designs can still be relatively harmless – but for a politician to make decisions based on a hot blooded anime character's moral guidelines, or for armies to act as though they're all shounen protagonists…well you might have a problem on your hands.

Even if you've retained some semblance of sanity, well…can you really call it that – are you really sane if you're the only person who possesses sanity?

What Was Your Name Again? +100 CP

It's nice to be recognized by other people for your efforts – but when they mistake you for somebody else consistently, well it would only be natural for a person to get a little bit frustrated. The "official" records that people have on you seem to be different from your actual identity, given that everybody seems to be under the impression that you're somebody else.

As if being mistaken for somebody else completely wasn't bad enough, most people won't have a favourable impression of you thanks to your "second" identity…and most people don't tend to remember you for your efforts either, granting the credit for your work to others even if there was no other individual present.

The Forces of United Idiocy +200 CP

The United Earth government isn't the most competent group of individuals, perhaps only to be expected for a government tossed into a war they never asked for. The countless setbacks and defeats have made the government a bit paranoid…and your presence doesn't seem to give them any reason for reassurance. In fact, they seem rather set on the notion that you're an enemy – and they'll treat you just as they treat the Jovians – elimination with extreme prejudice. It's probably in your best interests to get away from Earth – not that there are many places where the government can't reach. But at least with the Jovians keeping them busy, they probably won't chase you out into space…

I Just Wanted to be a Cook +200 CP

Life isn't always so fair that we get to choose what it is we want to do. Not everyone wanted to fight a war, not everyone wanted to be conscripted into an army, but in times like these there isn't necessarily a choice in the matter. They say that in times of war, civilian morale is of utmost importance, and once the civilians stop seeing a point to the war, the war is essentially lost.

If that is the case, then perhaps the battle for Earth is a lost cause. Nobody sees any reason to fight and there is vocal dissent spreading against the government, with rumours being spread that the Jovian Lizards are nothing more than a UE ploy to thin down the population. It's hard to say whether there is any merit to these rumours, but the government seems more concerned with silencing people and conscripting civilians by force rather than addressing the bigger issue at hand…and that certainly can't be a good sign as apathy and distrust continues to spread.

Deep Set Grudges +200 CP

Old grudges die hard, and you'd be amazed how quickly grudges can develop, even just in the span of months. The longer the Jovian excursions continue, the more polarized the people of Earth and its colonies will become. Even if the majority of civilians are doing nothing to contribute to the war effort, the longer this war draws on, the more evident it'll become that no solution save for complete genocide will suffice as far as ending the war goes.

If you let the “us versus them” mentality go on for too long, don’t be surprised if people start seeing you as part of “them”. Humans are very efficient at dividing themselves into groups and stereotyping others – all it takes is a single event for folks once allied under a common cause to turn on one another. Take care of who you associate with and carefully consider who it is that you trust, because yesterday’s friends can become tomorrow’s enemies.

Subject of Darkness +300 CP

Genetic manipulation is considered archaic by most scientists, but it hasn’t stopped people from messing around with others to further their own purposes. You should know that very well, considering you were subjected to such experiments yourself. Your senses and abilities have been stripped from you – but in an odd act of “benevolence”, they’ve been granted to a partner of yours instead. Whether this is one of your companions, or a complete stranger should you have no companions, you’ll find that this new partner of yours is now your new eyes.

As well as your new nose, your new ears, and well…they compensate for everything that you’ve lost. As long as they remain around you, you’ll find that you’ll attain some of your stolen senses and abilities back in a drastically weakened fashion. It would seem that you and your partner together make up one “new” individual.

Thankfully, despite all of the senses and abilities that you’ve lost, you can still speak – not sure how much good that’ll do for you though. If your partner strays too far from you, you’ll find that you’re effectively hapless in this world – but while they’re around you and giving you a bit of your senses back – they themselves become helpless. Should your partner fall, your senses will become permanently lost, and naturally, if you fall…well, it won’t matter anymore right?

There’s no clue as to why somebody decided to mess around with your senses and abilities, but considering it’s already done, you should probably try to make the best of things and figure out how you want to approach this balancing act between you and your partner.

[FINAL DOCKING PROCEDURES]

Oh good, you came back right on time, I was almost afraid that with all of the temporal slips that have been happening, we might have had to send a retrieval team after you. Ah, in any case, there's no need for that – you can put the problems of this world behind you now…you have a more important choice ahead of you after all. It's best if you decide quickly, because it'll be a hassle if you get plucked away by another chronal slip.

Don't make light of the decision, it decides your fate after all.

ONE FINAL JUMP HOME

Well that makes things pretty simple, we still have your records intact, so ensuring that you get home with everyone and everything in one piece won't be a challenge at all. Just make sure you're all set and we'll send you on your way.

SETTLING DOWN

Did you have something else that you wanted to do – or have you made up your mind that you'll be staying here after all? Well, I'm sure the folks here can use all the help they can get to face the problems ahead of them. No worries, we'll make sure all of your possessions are left behind with you.

ANOTHER JUMP FORWARD

Well, this needs no explanation does it, if you aren't going back and you aren't staying put, then you're most certainly advancing forward. Good luck to you, until we should meet again.

Notes

PERK NOTES

TRAVELLER	
When on Mars…	*Increases your tolerance towards the elements (like vacuum, or cold – not like fire, water, etc.) and allows you to survive for longer under situations which would normally kill a person. *Your senses develop to instinctively warn you if the local environment is hazardous to your or allies.
You're An Idiot	*When you make a comment or an observation regarding a person, it'll nest firmly within their minds even if they could ignore it coming from another individual. *The more they attempt to forget or ignore your comment, the greater the influence it has upon them. On the other hand, if they accept your statement at face value, the negative influence decreases dramatically. *The more accurate the comment is, the more effective the influence becomes, going from stunning an individual to inspiring a small mental breakdown.
Infectious Passion	*Preferences and behaviour normally related to your hobbies and your personal interests can be spread into other individuals, like a viral infection. *As long as the behaviour, hobby, or interest is practiced and discussed amongst people, it will continue to spread regardless of your presence. *The longer this is allowed to fester in people, the more fanatical they become regarding the subject of interest.
Black Phantom	*Increases your willpower and durability substantially whenever your body is impaired, should one of your senses be taken from you, every other sense improves significantly in response. *The greater the afflictions upon your body, the more your "presence" vanishes from the world around you – enemies will instinctively overlook your presence, recorded traces of your identity will begin to vanish, and eventually people will presume that you're dead if you disappear for a while. *You may link to somebody else with impaired senses, supplementing their weakened senses with your own, and lending your strength to them. While this can be done for multiple individuals, be wary that it weakens your own abilities while you are strengthening others.
NERGAL EMPLOYEE	
Combat Insurance	*Should you inflict collateral damage on individuals or people through your actions, you'll find that people/factions won't pursue you for compensation – instead they'll be mysteriously compensated via an unknown source. *People tend to hold any association that you're affiliated with responsible for your actions, rather than holding you accountable.
Right Man For the Job	*Allows you to identify individuals with exceedingly strong prowess in specific fields – the identification points out what the field is, and the

	individual's potential within that field. *Individuals chosen in this fashion can apply their strengths to related fields without the necessity for perquisite training. A voice actor can serve as a communications officer for example. *Individuals found in such a fashion are also more effective at teaching others in their specific field, given their expertise.
Contractual Obligations	*As long as an agreement is formed between you and an individual, you can enforce the individual to take whatever action is necessary in order to achieve the requirements of the agreement. *If they break the terms of agreement, you can exact a toll upon them by steadily draining on their mental energy until they can meet the agreed upon demands. *While the agreement is active, you can draw information from them at will over their whereabouts and activity.
Asset Acquisition	*Allows you to freely take information, manpower, and resources from properties that you own, whether directly or via proxy. *The location and status of your assets remains known at all times – and you'll be alerted to unauthorized intrusion of any sort. *As long as you own a given piece of property, or have rights to an individual, you can control their functions remotely – like shutting off a running ship, or restricting an individual's movements. The further you are away from the target however, the weaker the effect's scope becomes.
PILOT	
If It Can Be Piloted…	*Your skill in handling machinery is improved, and as long as it has some sort of control interface, you can grasp the machine's basic functions and its intended operating parameters. *Your skill allows you to disable basic machines, though the larger they are, the less likely you are to succeed.
Combat Combination	*Allows you to combine a machine you're piloting with another one – though for machines not normally combination compatible, this results in taking away parts from them to add to your own. Other machines, as long as they possess a combination function, can be utilized, even if your frame isn't the intended combination partner. *Additional energy costs from these added components are negligible, but the functions are reduced in efficiency and effect scope, especially if the two machines are normally incompatible.
Get to Burning	*Allows you to power machinery with willpower and "guts" alone. The process of conversion is inefficient, and as such a substantial amount is required to operate a normal machine. *Machines you pilot are capable of withstanding damage beyond normal limits, though it drains your willpower to keep them running. *On frames capable of operating on their own, you can overcharge the machine with your willpower, allowing you to use a barrier field as a close range weapon for example, without the risk of backlash to yourself that you

	might expect.
Martian Successor	*Facilitates a spatial boson jump (Not a temporal boson jump). As long as the intended destination is known and present within the same world, the boson jump facilitates a warp to the target destination. *With practice, this can be used on inanimate objects, but living beings transported in this fashion will likely be torn apart by the dimensional shift unless they are naturally resistant to spatial distortion effects.
SHIP OPERATOR	
Overload Buffer	*Improves your ability to comprehend large amounts of information and pinpoint information necessary for your objectives. *Your own ability to compartmentalize and recall memories is substantially improved.
Root Acceptance	*Allows you to subvert electronic system defences, by providing false "handshakes" to have them recognize you as friendly. *Once you integrate into a system, you can monitor its activity at will, and if necessary, mask your presence within the system from others who interact with it. The longer you remain within a system, the greater your access privileges become. *This functions so long as you're connected to the system (physically or digitally), but connecting to multiple systems will require greater management skills to retain control over and access progress slows down.
Ringing the Bell	*Allows you to interact with and modify Artificial Intelligence by "diving" into a virtual space constructed based on the AI's own database. *A more complex AI or an AI with more memories will have a much more complex virtual space – perhaps making editing and correction a more complex matter, a simple AI will have a relatively barren virtual space. *This alone does not allow you to manipulate the AI beyond pruning what already exists; further modification will require other skills of your own. However, while within the virtual space, you can "encourage" the AI to focus on developing certain systems over others.
Digital Titania	*Requires a level of integration and adaptation into a physical system – a ship's mainframe for example – once full access is established, regardless of how you go about it, the piece of hardware that you've integrated with becomes an extension of your body. *A larger piece of hardware will require more time to integrate, in terms of getting used to the new extension of your body, and likely in terms of getting access as well depending on what method you utilize. *Once the connection is established, you can break and reconnect as necessary – maintaining more connections naturally strains you. *Once full control is established however, it's possible to create a dummy "administrator" AI in place of yourself should you break the connection. The AI is rudimentary, but can operate as much of the hardware as you can.
ALTERNATIVE MEASURES	
After War 101	*Allows you to learn a rudimentary skill – singing, cooking, or voice acting

	for example, the skills need to be mundane in nature in order to be valid. *Your effectiveness at this skill grows equivalent to another skill that you link it with. You may link it alongside any existing skill you possess.
Not An Anime!	*While active, the longer people remain around you, the more their personalities and actions skew towards outrageous extremes – acting like they're in a drama and reaching overly dramatic conclusions. They are also swayed easily by "anime" concepts like over the top passion, mindless devotion to justice, and an affixation for 2d idols. *This behaviour seems to be infectious, that those who linger around the infected will also be affected in due time. *The resilience of the affected improves extremely slowly as long as they're affected, both physically and mentally. This is permanent.
Gravitational Pull	*People seem to gravitate towards you whenever you're present, and you seem to be inherently drawn towards places and people of importance. *The longer you stay around an individual, the more likely they'll start to develop a relationship of sorts with you, even without normal interaction.
Garden of Chulips	*An ability to infuse another with a resistance towards spatial and temporal manipulation. This manifests as glowing lines on their body when active. *The process requires you to infuse both magic and blood into them. The requirement for magic can be reduced if you're naturally resistant to spatial and temporal effects yourself. The amount of blood cannot be reduced. *Allows you to create "Chulip" crystals in areas of high gravitational disturbance, which can be used to temporarily temporally displace an inanimate object for a short period of time, or spatially displace it as you see fit. The larger the object the greater the number of crystals required.
Gekiga-In Designer	*Regardless of how ridiculous or unnecessarily complex your designs are they'll function just as a normal machine would. *You can build robots that would fit well in a super robot series, or modify existing designs to fit a super robot series. Specifically, this can change existing designs such that a normal machine can undergo "splitting" into multiple smaller machines or undergo "combination sequences" with other machines. This also adjusts their armaments.