

Introduction

Centuries ago a great calamity occured. Volcanic activity throughout the Pacific Ring of Fire reached an unprecedented height, blocking out the sun for 150 years and ending human civilization as we knew it. After 150 years of a period now known as The Cold, where people could only live in areas with access to geothermal resources, the world entered a new era, After Calamity.

The defining lynchpin of this new era is the resource known as Cordium, brought forth from the tectonic upheaval of The Calamity. A highly potent yet volatile power source, it allows for the construction of enormous heavier than air Airships and is the primary means of powering civilization alongside geothermal energy. As the changed and uncharted ocean is filled with geothermal hazards, air travel has become the main method of transportation and commerce. Countries with access to Cordium and geothermals band together to further strengthen their positions whilst those without are left to the wayside and referred to as part of The Periphery.

The greatest clique of Cordium states is the Pacific Federation, formed from nations in the Ring of Fire. With a global monopoly on both Cordium and geothermal energy, they are certainly one of the world's most eminent superpowers. The Federation’s existence hasn’t been all smooth sailing as they have been involved in the largest conventional conflict of the AC era when one of their states, Oceania, attempted to secede. Another war seems to be brewing, as the north American state of Cascadia has seceded too, claiming that they can no longer abide the use of their Cordium and other natural resources to support the Federation’s imperialist war machine.

You enter this world in the year 432 AC, as the Sicario mercenary company undertakes their last operation in the Creole Republic before they move to Cascadia.

Age and Gender

Free choice

Factions

Mercenary

Whether you're a relic from Oceania, a disillusioned Cascadian or someone from The Periphery wanting to make something of yourself, you now exist without borders to tie you down. Fighting for money rather than country might earn you disdain but the opportunity to garner lucre will be great. As a free element you can drop into this world without a prior history or memories.

Cascadian Independence Force

From the glaciers of its north, to the deserts of its south Cascadia is a land of plenty thanks to its large cordium deposits. The primary military arm of Cascadia, the Cascadian National Guard is divided between loyalty to its country and loyalty to the federation thus the fight for Cascadia's independence comes from its partisan, irregulars and whatever mercenaries that can be scrounged up alongside the divided main branch. Regardless of training, the members of the Cascadian Independence Force will fight like a cornered rat against the fat cat that is the Federation.

Pacific Federation

The people of the Federation are as varied as the lands they hail from, though their core states tend to be steel jungles powered by Cordium, but the majority of their pilots are academy trained. There they are taught not only to be the world's leading pilots but to also be loyal to the Federation. However, the Federation isn't above hiring mercenaries themselves.

Perks

Basic Skills- Free

You know how to handle yourself in the cockpit of a plane, along with the basics of air combat maneuvers. Your skills in the cockpit aren't limited to piloting as you're quite capable as a rearseater. Tracking targets in furballs and enduring the g-forces of all but the craziest of dog fights are both well within your grasp.

It's that Crown! - Free

You can recognize enemy and friendly fighter squadrons by their roundels, even if both of you are engaged in the largest furball the world's ever seen. If you want, the arrival of sufficiently influential squadrons will be denoted to you by a "full screen" warning, showing their squadron's name and insignia.

Mildly Mercenary - 100 CP Free Mercenary

As a mercenary you're not exactly part of the regular forces so you have quite a bit of leeway in terms of behaviour. Frivolous radio chatter, bantering with your boss and a whole load of other transgressions that would end with you court martialled are the standard for you and your comrades. This tolerance of unprofessionalism even extends to joint operations with the regulars too.

No Quarrel - 200 CP Discounted Mercenary
You're quite the diplomat. There’s more to being a mercenary than just flying around in warzones and blowing up everything your contract tells you to. Negotiating for a better deal from your boss(es), convincing third parties in the combat zone to remain neutral and getting favours from the ground troops are all things you’re quite well versed in.

Recycling Airbases - 300 CP Discounted Mercenary and Cascadian
Fighting against a larger, more well equipped and technologically sophisticated force isn’t all downsides you know. After all, there’s no guarantee that they’ll be keeping all their fancy toys having you as an enemy. Conducting raids on airbases that leave landing strips and barracks alike perfectly intact along with finding state of the art battleships drift out of safe territory without any escorts are the sort of antics that will become commonplace for you.

Legendmaker - 400 CP Discounted Mercenary
Mercenaries kill and die for one simple, greedy reason: money. That’s what they all think anyway. In truth mercenaries usually have a more personal reason for fighting, making their loyalties a complicated thing. For you however, it’s a simple thing to recruit these scoundrels, drop outs and other dregs of society and lead them into battle for money and glory. Whether this perk makes you a descendant of one the Mercenary Cabal’s council members or not you truly live up to their legacy of managing mercenaries and the globe's balance of military power. Furthermore, you have quite the talent for scouting truly exceptional pilots.

Monarch - 600 CP Discounted Mercenary
A pilot like you is one that deserves the name of a king. For your skill in the sky can raise kingdoms from the ashes or raze them into embers. Global superpowers like the Pacific Federation expecting a sweeping victory against a vastly weaker foe may end up ruined. Though it wouldn’t be right to call such a result “solely your fault”, it certainly wouldn’t be possible without you. In spite of this legendary skill, your past is shrouded in mystery, with only scant details being known to your closest comrades. This state of information blackout is togglable.

Spirit of Solstitum - 100 CP Free Cascadia
Solstitum was the second most powerful of Cascadia’s founding cities and is now a dire warning about handling Cordium safely as the AC era’s first artificial exclusion zone. In spite of the great danger still present, militias have formed just for the sake of reopening the city. This fighting spirit is common amongst Cascadian fighters and something you can draw upon to bolster the morale of you and your comrades.

Wild Boar - 200 CP Discounted Cascadian
Whether you’re a veteran of the Oceanic war, or someone who’s spent a lifetime dealing with the inhabitants of the Dustlands you have a veritable breadth of experience in fighting. Both irregular insurgents and the disciplined armies of the federation are forces that you’re familiar with, whether you’ve fought with them or against them.

Core Power - 300 CP Discounted Cascadian and Federation
There's not much meaning in having loads of Cordium and magma under your land if you can't harness it. Whether it's as a miner, prospector or a refiner you're a whiz at harnessing the power of the earth. With your knowhow, both technical and practical, you could run and build a cordium mine or work as a researcher at the University of Presedia.

Organized Guerillas - 400 CP Discounted Cascadian
The line between freedom fighters and terrorists is one that is often blurry, with partisan actions often leading to increasingly harsh treatments towards innocents or an excessively large RoE. That won't be a problem for you as you are quite capable of rounding up disparate irregular forces and getting them to work under a single coordinated banner. Not only that, but you're quite good at commanding these forces or at least directing them if they're unable to be directly ordered.

Inspiring Resistance - 600 CP Discounted Cascadian
Against the sheer industrial might of the Federation it may seem like Cascadia is destined for loss after loss on the battlefield. It's a good thing that you're so good at losing then. Whether it's leading fighting retreats, denying resources from your enemies whilst still keeping whatever you can carry or exploiting gaps in their battle lines, larger foes will find themselves bleeding for every step they advance. And though the enemy of your enemy isn't always your ally, the increased amount of surreptitious aid they're offering is still helpful as your adversary's diplomatic reputation takes a nosedive. The Sirens of Defeat may ring in many times for you before the war is over but that'll just make your victory all the sweeter in the end.

Banzai - 100 CP Free Federation
The oft used battlecry of Federation forces, meaning "one thousand years".It is a display of the willingness of Federation fighters to kill and be killed for their state. You've certainly inherited its spirit. Even without saying it outloud, you (and your comrades to a lesser extent) are filled with the same diehard determination and fighting spirit the phrase embodies. Furthermore, you won't be reprimanded for filling the radio channels with your battlecries.

Academy Trained - 200 CP Discounted Federation
Located in the plains of the Kingdom of Ulaan Bataar, the Federation's Air Academy is the world's premiere pilot training facility. With this, you'll be as well trained as the average graduate or one of the better drop outs, having learnt how to operate in an international force, escort airships and to obey orders, regardless of morality.

Kennedy's Connections - 300 CP Discounted Federation and Mercenary
The core states of the Federation may hold great power but they are not uncontested in their influence. Private companies integrated into the Federation and political dynasties that may trace back from before the Calamity hold great sway and thanks to your connections with them, you do too. Whether it's acquiring new prototype fighters to do "field testing", finding secure locations to lay down for a bit or for more mundane uses these connections will serve you well.

Not Yet! - 400 CP Discounted Federation
In the coming war, the Federation forces in Cascadia will have their aerial supply route cut, communications disrupted, most experienced pilots shot down and naval reinforcements sunk in port. In spite of all that, they continued to fight, even after a second Calamity erupted. The essence of this never give up attitude is something you hold well. The loss of a plane won't stop you from continuing the fight as you can safely bail out onto even the harshest of landscapes and make it back to a friendly airbase. That's only if you get shot down in the first place which won't be easy for your enemies as your plane inherits your hardy spirit, letting it survive more hits than it reasonably should.

Peacekeeper - 600 CP Discounted Federation
The elite of the elite, the Crème de la crème of the already prestigious Federation Air Force are their peace keeping squadrons. Consisting of the best pilots of each of the Federation's member states they're meant to end threats and conflicts before they can escalate. Besides the sheer skill and experience expected of a peacekeeper, you carry their reputation as the flying wrath of the Federation, intimidating all but the bravest of pilots or overwhelming of forces into retreating. This influence combined with your high rank effectively grants you the authority to do anything necessary to carry out your peacekeeping duties, even the usage of WMDs and the elimination of any dissenters in the chain of command.

Items

Flightsuit - Free

Whether these clothes hold the patch of a Federation state, Cascadia or are unbound by borders, they'll keep you warm and covered as you pilot your plane.

Champagne of Victory - 100 CP Free Mercenary

A bottle of quality vintage acquired through some rather dubious means. It's a fine drink for regular occasions and the bottle automatically refills at the end of the week. The true flavour of this beverage reveals itself after great victory in battle, where it automatically fills up and gains an enhanced taste.

Information Network - 300 CP Discounted Mercenary

Finding work as a mercenary isn't the easiest thing. Contracts with pirates and bandits are indeed commonplace but most nations won't advertise the fact that they're at war. That's where this network of informants comes in. Rumours of war, contracts from the bounty hunter's guild and all sorts of other useful intel will come down this grapevine.

Sicarios - 600 CP Discounted Mercenary

Whether they deserted from a proper army or a group that you've built up from scratch across the years or something in between, you now have a band of hired killers, loyal to money and your command. Composed of elements including fighter squadrons and spec ops groups to groups of airborne infantry and transport aircraft to carry them, make no mistake, this is no ragtag militia; it is your tool to scorch your name into the skies above as you travel the glorious path of conquest, for it could supplant a nation's military in time.

Bounty of Cascadia - 100 CP Free Cascadia

Whether it's a vineyard full of delicious wine, a stretch of Artic water perfect for crab fishing or a verdant forest, this is a small patch of Cascadia to bring along with you as both something to remind you of what you're fighting for and a nice vista to enjoy the benefits of.

Eminent Domain- 300 CP Discounted Cascadia

A highly experimental battleship, with top of the line armaments and electronic warfare modules. It packs both the firepower and utility of an entire battlegroup in its frame and holds enough munitions and fuel to hold off enemy fleets in pitched combat before resupply. It comes with an NPC crew and a rather jovial captain if you don't have the personnel or skill to crew it yourself.

Cascadia's Soul - 600 CP Discounted Cascadia

The root cause of this war, of any war in the After Calamity era is Cordium. Control over it is what made Cascadia's ascendancy after it's secession from the Federation possible and what made the Federation fight so hard. The power to control such a thing might be more than one person ought to hold but here it is. Enough Cordium to power an entire country and have enough left over for a fleet of airships to protect it and the means to extract it from the ground.

Salt of the Earth - 100 CP Free Federation
No matter what you add it to, it'll always be bitter, tasting of soot, ash and defeat. Yet, that bitterness will harden your mind and soul for the trials to come.

Mighty Fortress - 300 CP Discounted Federation
Whether it's a communications array that does theatre wide jamming, an offshore research platform or just a flat out defensive position with a lot of guns, missiles batteries and maybe a land battleship tucked in, you'll be grateful that this position is around for you to base operations from or fall back to for a respite.

The Consequences of Power - 600 CP Discounted Federation
How can one still win a war with their navy in ruins, their air wings broken and their armies retreating? Simple, show your enemy absolute terror, a simple thing to do with this arsenal of missiles with Cordium primed warheads. Coming in a trinity of forms, the first of which are devastating long range cruise missiles capable of turning a prosperous city into an orange hellscape. Though the initial explosions are impressive, the full extent of the damage these cruise missiles can cause is through the subsequent Cordium reactions, from which a second Calamity could ensue. The second variant of these missiles are undersized versions of the cruise missiles that can fit on planes. Their sheer bulk means only one can be carried at a time and the damage they deal will be lessened but it'll still be enough to clear out a city for you to engage in a dogfight with a high value target. The third variant of these missiles are also able to be mounted on planes and not only that, in multiples too. These missiles fire in bursts and detonate mid air using their large blast radius instead of direct hits. The lingering cordium explosions that these missiles create can easily turn a sizable area into a temporary no-fly zone and they detonate without a giant transparent indication of the blast's size.

Planes - You can import a prior plane for 50 CP
Trainer - Free
These planes aren't even meant for combat but they'll suffice. Though their weapons' payloads are reduced compared to their regular counterparts, acceleration, turning speed and general handling are no worse.

2nd/3rd Gen - 100 CP
These jets are serviceable, with loadouts suitable for extended combat. However, cockpit visibility is subpar compared to later generation planes and maneuverability is often sacrificed for the sake of speed.

4th Gen - 200 CP
This generation is a general upgrade from the third. Maneuverability and speed are no longer mutually exclusive with large multirole loadouts. Furthermore, planes in this generation have reached the point that they can maneuver at higher angles of attack, granting them supermaneuverability.

Prototype - 300 CP
Whether it's a testbed variant for increased maneuverability or an entirely original design, these planes are a step above the rest in both terms of ordnance and maneuverability.

+ 1000 Prestige Points to customize your plane

Convert - 100 CP per PP
If a thousand wasn't enough, you can exchange CP for prestige points.

Weapons
Gun - Free/100 PP
A 20mm cannon used for close in knife fights. In the age of missiles these might seem obsolete but the lead storm it can output will work just as well as a couple of missiles. This gun has a capacity of 2400 rounds. For 100 PP it can be upgraded to fire HE proximity detonation shells that deal more damage though the ammunition count will be reduced to 550.

Standard Missiles - Free/50 PP per
Capable of targeting air and ground targets, these missiles, nearly two hundred in number, will be your bread and butter weaponry. Even though they use IR tracking, they'll still be able to target enemies in forest fires and even more extreme conditions. You can exchange these standard missiles to either High Impact or High Velocity variants at a 3:1 ratio. These variants sacrifice accuracy for damage or vice versa, respectively.

SAA - 100 PP per
These semi active air to air missiles are guided through the radar of the plane that fired them. Possessing longer range and a larger explosive payload than standard missiles, they possess a large drawback, in that the nose of the plane must be pointed at its target.

MLAA - 100 PP/200 PP/300 PP per
The multi-lock anti-air missiles are capable of tracking and firing upon multiple targets at once with a longer range than standard missiles, though with a reduced accuracy. You can upgrade the amount of missiles you acquire per purchase by upgrading to dual volley or triple volley variants, which fire in greater numbers.

ASM - 200 PP per
The anti ship missile is a heavy brute of a projectile that is capable of targeting airships, landships or regular naval ships only but a single hit from one of these is capable of destroying any vessel, no matter how large.

DT - 50 PP per
A modified fuel drop tank filled with explosives. Though it doesn't quite pack the punch of a proper bomb it'll work, trust me.

UGBS - 100PP/200 PP per
These small unguided bombs may lack punch compared to their larger counterparts but their size means a plane can carry more individual bombs and drop them all over at a faster rate. With an additional 100 PP these can be upgraded to become triple volley, increasing ammo count along with area of effect/damage.

UGBL - 200 PP per
These large unguided bombs are one the biggest ordinances your plane can carry and their explosive payload matches their side. Of course, you won't be able to carry as many of these bombs but with their power, you won't need to.

URS/URM - 100 PP/200 PP per
Unguided rockets that fire from a rocket pod. The explosive charges of the rockets mean that neither armour nor bunkers are safe from them and their small size means that you'll be able to rain explosive death over the battlefield for a long time. For an additional 100 PP the size and thus the explosive power of the rockets can be upgraded and the rocket pod will be able to fire in "bursts" by shooting all the rockets at once.

SR - 100 PP per
This standoff rocket is a singular unguided rocket that's too big to be fired from a pod. Though it's rate of fire and ammunition count suffers in comparison, the damage it does cannot be denied.

MLAG - 100 PP/200 PP per
The multi-lock anti-ground missiles are capable of tracking and firing upon multiple targets at once with a longer range than standard missiles, though with a reduced accuracy. You can upgrade the amount of missiles you acquire per purchase by upgrading to dual volley, which fires in greater numbers.

Gun Pods - 100 PP Per
In case you didn't have enough guns. These come in regular, canister, rapid fire and high explosive variants. Regular gun pods are effectively just copies of your plane's primary gun, rapid fire gun pods trade damage for rate of fire,canister gun pods fire a storm of short range steel flechettes and high explosive ones fire deadly proximity detonation shells.

Railgun - 400 PP/600 PP
Normally meant to be mounted on a ground emplacement or (air)ship this cannon fires high velocity rounds propelled by electromagnetism. Direct hits are capable of destroying an airship with a single shot and even the superheated plasma wake the projectile leaves behind is capable of serious damage. However, it takes time for the railgun to charge up to fire and it requires a prolonged cooldown period after each shot.
With an additional 200 PP, the railgun can be upgraded to fire in bursts and have a substantially reduced cooldown.

Remote Detonation Burst Missile - 400 PP
This strange clawed missile can attach itself to an airship or plane in flight and like its name implies, it does not detonate on collision or proximity to its target. Instead the pilot must manually detonate it. The resultant explosion is capable of destroying an airship and is large enough to catch more than one plane in it's blast radius.

Burst Missile Launcher Universal - 600 PP
Four missile ports, two installed on the bottom and two installed up top. Each port is capable of firing many missiles by itself but the BML-U fires all them in unison to create a veritable storm of missiles, capable of wiping out air, land and sea targets with precision the likes of which have never been seen before in the AC era.

Experimental Uranium Freefall Bomb - 600 PP
It's an unguided nuclear bomb. It has an impressive explosive yield and leaves behind radioactive fallout but it's hardly going to trigger the second Calamity.

Modules
Flares - Free
This nigh unlimited supply of countermeasures will fool both radar and IR guided missiles, though you'll only be able to deploy them every seven seconds. Of course, they won't do anything against direct fire weapons and missiles going in a straight line might end up hitting your plane anyway, so don't forget how to engage defensively just because you have these.

AOA limiter - 300 PP Free Prototype
When flying at high angles of attack a plane will find itself subject to extreme amounts of induced drag, greatly decelerating it and potentially causing massive structural damage. Thus, in order to prevent such a thing from occurring, planes are installed with a limiter but limiters can be disengaged. When they are, the plane is capable of supermaneuverability, providing it with an unparalleled advantage in a dog fight.

Body
Extra Seat - 50 PP
Does it get lonely up there? This purchase modifies your plane to add another position in the cockpit for a WSO, who'll help with tracking and acquiring targets along with the usage of weaponry.

More Hardpoints/Internal Weapons Bays - 100 PP/200 PP per Discounted Prototype
In case you didn't have enough room on your plane for missiles, bombs or gun pods you can add some more room. For an additional 100 PP these hardpoints are replaced with internal weapons bays, which reduce your radar signature and can carry more than an ordinary hard point would.

VTOL - 200 PP
Long runways to take off and land from don't exactly grow on trees, so it's always helpful to be able to do vertical take offs and landings. Beyond the increased amount of locales you can base your plane out of, VTOL makes it so your plane can't stall anymore, something that might come in handy in dogfight.

Thrust Vectoring and Canards - 300 PP Free Prototype
Sometimes your plane just doesn't turn fast enough. That's why it's been upgraded with additional canards and thrust vectoring nozzles for vastly improved maneuverability. These features truly shine when the AOA limiter is disengaged.

Cordium Engines - 400 PP Discounted Prototype
With this, your plane has truly become a comet streaking across the sky with a tail of orange. These Cordium powered engines are capable of top speeds that outstrip all but the fastest of regular planes, accelerate at tremendous rates all without negatively affecting maneuverability.

Companions
Import - 50 CP Each, 300 CP for 8
You can bring up to 8 of your companions to this world, giving them a faction and the standard freebies along with 600 CP and 800 PP to spend.

Cute WSO - 100 CP
A plane with two seats will need two to pilot it to its fullest potential. That's where this plucky fellow comes in. Capable of keeping up with you in all but the most intense of dogfights, they'll be a loyal ally and friendly (possibly freckled) face to the end. That's not the only thing that your WSO is good at as they're a skilled mechanic capable of maintaining and repairing your plane in between sorties.

Momarch - 200 CP
Who is this mysterious maternal pilot? It seems that this Hitman 1 is a woman, with long locks of hair and a "mature" body type. Her skill as a pilot remains second to none and she's always willing to lend her lap to you when you're stressed and angry.

Canon - 200 CP
Is there someone in these skies (or below them) that has caught your attention? This will give you an opportunity to meet them on favourable terms and recruit them
Drawback - No Limits
Disgraced + 100 CP
Whether you were overzealous in a ground attack or couldn't make the cut in the Academy there's a shadow from your past looming over you. You'll find it hard to rise above any bottom barrel position that you find yourself in and your regrets are a button that can be pushed to be used against you.
Orange Colourblind + 100 CP

You can’t see things that are coloured orange. This isn't too big of a deal, no one’s crazy enough to detonate enough cordium primed warheads to cause a second Calamity, causing the skies to be filled with orange clouds, orange lightning bolts and a general orange ambience.

Conflicting Loyalties + 200 CP
The coming conflict between Cascadia and the Federation will be a trying one for many as the Federation has a sizable amount of Cascadian nationals fighting in their armies. You find yourself among their numbers and are truly attached to both your national identity and loyalty to the Federation.

Collision Hazard + 200 CP
The sheer size of an airship makes it pretty clear what would happen when a plane collides with it. Of course, the odds of destroying your plane by crashing it into such a large and cumbersome aircraft are incredibly low, or rather they were incredibly low. Now it seems like the universe is conspiring against you with how airships manage to find themselves the perfect cloud cover or smokescreen from their exploded brethren. Even in engagements without any airships near crashes into mountains or the terrain below you in general become far more likely.

True Mercenary + 300 CP
Your enemies are far greater in number and their equipment far more technologically advanced than they should be; with airships and landships being deployed in nearly every engagement you’re in. That’s not the problem you have to contend with as their weaponry deals far more damage than it would usually. At least it seems like these additional strengths are mostly focused on you, as it seems like your allies won’t be in more danger than usual.

Red Alert + 300 CP
It seems like you can’t stop pissing the enemy off. Regardless of what your actual position is, you’ll quickly find yourself rising in the ranks of infamy amongst your enemy. Soon, your mere presence on the battlefield may warrant multiple QRFs to converge onto your position and as the war drags on, these forces, sent for the sole purpose of taking you down, will escalate at a truly tremendous rate.

MAMO + 600 CP, Can’t be taken with True Mercenary
You really want a challenge don’t you? In addition to the effects of True Mercenary, everyone is far less durable, your plane carries significantly less ammunition, handles worse, can no longer use any weapons other than guns and has its afterburner stuck. Meanwhile, enemy planes have doubled in number, received ace training, possess random extra armaments and are nigh impossible to locate due to cordium interference.

Stay Here

Move On

Return Home

Notes:
Plane List:
T-21 (Trainer MiG-21)
T/F-4 (Trainer F-4)
MG-21 (MiG-21)
SV-37 (Viggen)
F/E-4 (F-4)
F/C-16 (F-16)
CR.105 (Avro Arrow)
SK.25U (Su-25)
MG-31 (MiG-31)
F/D-14 (F-14)
MG-29 (MiG-29)
Accipiter (Harrier)
F/E-18 (F-18)
F/C-15 (F-15)
SK.27 (Su-27)
SK.37 (Su-37)
F/S-15 (F-15 Active)
VX-23 (F-22)
CHIMERA
SP-34R
PW-MK.1
I don’t have to link to Project Wingman’s steam page here, do I?

Changelog:
Mk1
Finished and jumpable
Mk2
Added an import option.
Added Cordium Engines.