

CYOA Version 1.0

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In the near future Earth's human population grew so rapidly that nations have begun fighting for the scarce resources left.

Oil fields and natural gases are drying up, war is prevalent in the middle east. Nuclear reactors can only do so much. In an attempt to alleviate the energy crisis, the United States has launched one of Professor Candide's greatest works. An O'neill Cylinder-type space colony named the SC-01 Providence. The space colony's revolutionary power transfer system, the Microwave Energy Array, is harbored within its superstructure. A masterwork of engineering. The array itself is a solar energy driven generator meant to end the world's energy crisis by transferring cheap power harvested from the sun back to earth and it's construction continues to hold the hopes of a nation.

However, the Russian government has been overthrown in a coup d'etat by the ultra-nationalist forces calling themselves the Order of the Russian Star. In a surprise assault, the Order of the Russian Star infiltrated and seized control of the SC-01 Providence. They were so thorough most of the Colony's civilian populace was killed in less than an hour. The surprise was total and only a single message from Professor Candide got out. An ominous warning that the Order of the Red Star … was helped by someone in the U.S. Government.

In a short time, the Order of the Red Star converted the Microwave Energy Array's harvested Solar Energy into a blast wave which then was fired upon a U.S. city.

San Francisco burned.

A message for the United States' unconditional surrender was broadcast, along with a time limit.

Ten Hours.

In Ten Hours, New York City will burn. If the U.S. surrenders, then undoubtedly other countries will too. The President orders all spaceborne marine forces to commit to an all-out assault on Providence.

Only a few thousand of the Colony Defense Forces were away at the time and they join forces as the United States space based special forces, spearheaded by the marines, begin to respond.

Two hours after San Francisco died, they stand poised to begin their assault to retake the station.

A D.A.R.P.A agent named Sam Gideon will be sent along to try and recover Professor Candide, a high tier asset. He's a former jock with a chip on his shoulder, co-developer of the A.R.M.S Suit, and is addicted to cigarettes.

He's in for the fight of his life against The Order of the Russian Star's robotic armies.

You are not Sam Gideon, Jumper; whether or not that is a good thing remains to be seen.

As Usual, here's your requisition allotment.

+1000 CP

If human, your Age is: 18+1d8 years.
Gender is whatever you wish.
Good Luck

『Location:』

Prologue プロローグ

No rolling as events revolve around the SC-01 Providence.

『Location by Origin:』

Drop In: you were left behind during the initial evacuation and somehow the O.R.S. robots haven't managed to kill you, or use their temporal teleporter to transport you away in a pile of grey-red goo. (organics can't use them in this verse) You start on the Providence, hidden somewhere.

Order of the Red Star: You start on the Providence, defending it from the Marine assault.

Order of the Red Star Commander: You start on the Providence, defending it from the Marine assault.

Marine:You start aboard a Marine Battleship beginning the assault on SC-01 Providence two hours after the attack on San Francisco.

Marine Commander. You start aboard a Marine Battleship beginning the assault on SC-01 Providence two hours after the attack on San Francisco.

DARPA researcher. In the case of a researcher you have a choice:

If you start on the Providence you're probably a captive of the O.R.S. like Professor Candide. If you start outside the Providence space colony you are either on the DARPA shuttle as a support officer with Elena Ivanova or on a marine battleship ready to board the colony with the troops as a civilian asset.

DARPA field agent :You start aboard a Marine Battleship beginning the assault on SC-01 Providence two hours after the attack on San Francisco.

『***ORIGIN***』

Act1 救出～信頼

The four basic origins are: **Colonist** (**Drop-In), Marine, Order of the Red Star, and D.A.R.P.A. Researcher.**

People may get a basic class for free and an optional “bonus history” for 100/200 cp that allows a discount to a secondary perk tree. All perks from primary and bonus history perk trees may be bought by anyone at full price.

[Free, +100 cp to you] Colonist(Drop In): you are the last surviving colonist still alive on the SC-01 Providence. No backup, no support, maybe not even a history.

---[Pay 100cp] Bonus History: Colony Administrator: You have the political skills to run America's first O’neill type space colony.

[Free] Marine: You're a grunt sent here for one purpose. You have standard gear, no special equipment, and you work under a commander who will not hesitate throw your life away for the sake of the mission. But you understand this, probably, because if the mission doesn't succeed another city will be targeted.

---[Pay 100 cp]Bonus History: **Marine Commander**: Now you're in charge. God help you, no matter the casualties the mission must succeed. But will you always follow orders? You get a discount on all basic Marine perks as well.

[Free] Order of the Red Star: You’re an A.I. whether it be a humble Gorgie, to bulky Romanov to a more niche prototype of the Chicane, or even the scrap metal resequencer of an unknown. O.R.S. AI gain a discount on one robot type as a chassis and may use Requisition Points to purchase 2 "backup" bodies that will act as extra lives for this jump only. +100 RP.

--[Pay 200 cp]Bonus History: Order of the Red Star Officer: Well, you got an upgrade. Now you're a commander of your forces. Probably a Cyborg or an Advanced R.I. Android. Maybe even a brain inside a Crystal Viper? Your choice.You don't get the bonus RP. If you choose a cyborg body, no backups allowed.You get a discount on all basic Order of the Red Star perks as well.

[Free]D.A.R.P.A Researcher: You were a researcher with D.A.R.P.A., somehow you have wound up in the main events.

--[Pay 200 cp] Bonus History: D.A.R.P.A Field Agent: Being a field operative for D.A.R.P.A. as one of their agents is intense. You operate directly under the authority of POTUS and the Defense Department itself and are outside the military chain of command. You get a discount on all the basic D.A.R.P.A Researcher perks as well.

『***Perk List:***』
Act2 第2幕

Colony Civilian(Drop In):

[100 cp, free] I'm a Survivor! You are far more durable than a civilian should be. Able to not get slowed down by wounds(though you still might need treatment at the local nano treatment center) You are at least professional athlete quality in physique and skill. You'll need it for all the running you'll do.

[100 cp, discounted] Colony Legs: You can easily adapt to the fluctuations of gravity found in a space station's numerous environments . Or anywhere for that matter. In the case of explosive decompression you have an ability to adhere yourself to a surface for up to three minutes with all the force of a magnetic lock. It doesn't stop the need for air or a space suit though.

[200 cp] **Colony Defense Force Volunteer!** You have the basic training of a marine, and a free Marine Loadout Kit from the items section.

[300 cp] **E.V.A. certification**:You possess a master's skill at moving in a zero or low gravity environment, able to bounce of walls and conserve your momentum to a high degree. Any land bound gymnast would be envious of your skill. You are also well versed in the utilities of using a space suit and tracking your position relative to a space borne environment.

[400 cp] **Colony Engineering Degree and infrastructure specialization:** You have all the knowledge to construct, enhance, and maintain an O'neill cylinder colony with various schematics and design knowledge included. You also know how to build the a-1 version of the a-2 spheres solely for space inspection and construction and can pilot them remotely if you have a computer and a transmitter. With enough materials, you could create an army of constructors that could construct more of these A-1 Constructors! Isn't space engineering fun?
--Colony Administrator

- [100 cp, discounted] paper pusher: you are well versed in the organizational structure of a government you belong too. You know where the paperwork has to go, and the means to navigate the bureaucracy efficiently.

- [200 cp] Political Spin Doctor: you know how to offset blame from you for hiccups in the administration. You have very good speech writing skills.

- **[300 cp] The 11th Hour:** If it's something like a specific part for your super fantastic project x device, something you absolutely need produced for your colony, installation, or ship and you absolutely needed it yesterday for safety. You may three times its value to jump the production line to get the next one they make. Even if it was already called for by some other company.

- **[400 cp] Colonial Administrator:** You have a distinct knack for making friends with the people in charge. From corporate ceo's to the President, if you needed to make a call at 3am… they would get out of bed to answer.

Marine:

[100 cp, free] **(Gun)g Ho!:**You have the basic training of a marine, and a free Marine Loadout Kit from the items section.

[200 cp] **"Fucking Robots!":** This is odd, you have a greater knack for finding weak points on any robotic enemy. In battle against an unknown type of robot, you get a vague hunch of where to aim, or what to do to dismantle/incapacitate it.

[300 cp] **Marking their Territory.** Sometimes when working with another branch of the military, sometimes they don't get the idea it's your branch's mission goals/tactics that need to lead. With this perk those of other branches are more likely to follow your direction as long as your side holds the ranking military officer.

[400 cp] **Battlefield awareness:** if you ever need to storm someplace where you are just one of many thousands of troops, you will find your awareness of the battlefield about you in your line of sight vastly improved. You might spot snipers from across the range from a split second scope reflection, and warn your buddies of danger if you can see moved dirt where someone dug mines into the ground. Be careful, some things can still catch you unaware if there's no telltale signs.

--Marine Commander:

- [100 cp, discounted] **Tough as Nails:** When you go, it's going to take a literal hail of bullets to take you down-and you have the tactical and strategic know how to not make it easy for the enemy. You're a cut above the norm in terms of durability to one of the rank and file and it shows.
- [200 cp] **Cybernetically enhanced.**You are a cyborg-whether it was a secret project, or just saving your life. The cybernetics section is open to you. You gain 500 implant Points.
- [300 cp] **"I need to know everything you know!"** When dealing with those outside your chain of command you are capable of ramping up the pressure for them to tell you what you *need* to know. Even if it may not be something you have clearance for.
- [400 cp]**West Point? I came up the ranks the hard way!:** You possess the rare gift that Generals like Patton share. A true grit for inspiring your men, and the knowledge and respect earned through experience of coming up the hard way, from the enlisted ranks to an officer. People will respect this reputation even when you are retired.You may turn this on or off in later jumps whenever you gain acceptance to any miltary or paramilitary organization's ranks.

Order of the Red Star:

[100 cp, free] Bzzt!?!¿´!:: You gain the ability to speak in a blaring sound of electronic noise to any machine that may include binary. Whether they answer or not is up to them, but you learn any robotic type of communication faster.

[200 cp] Snap!?!¿´!:: Combat Algorithms allow you to be very proficient in coordinated maneuvers with other units/individuals. Your strength in close quarters allows you to lift five tons worth of weight and break pesky human bones.

[300 cp] **Crackle !?!¿´!::** You have an advanced A.I. architecture integrated into your neural process. The human brain's neural processing speed has been clocked in times of stress for the average human being at or above 2000 words per minute thinking speed. You're at over 4000 words per minute, almost twice the average speed most humans possess under stress. If necessary you can 'overclock' your thought speed to a much higher level for about ten minutes, stressing your "processors" to an almost ludicrous degree about 40,000 wpm with much higher computational skills or pre programmed response initiatives and battle algorithms like the Crystal Viper. You have extremely developed computational and assessment skills. Improvisation might be tough for a normal RI, but not for you.

[400 cp] Pop!?!¿´!: This is a little different. It's a suicide attack where you explode without the suiciding. Upon taking critical damage you will expel an explosive concussive blast with the force of three fragmentation grenades from your body, while being temporarily invulnerable to physical damage for three seconds. Further damage after that however may kill you.

--Order of the Red Star Officer:

- **[100 cp, discounted] One Cold Bastard:** Calm, nearly emotionless, a commander of the Russian forces is almost always speaking with a dull tone of voice. A good Russian commander has to show his power, to be noticeably cruel and remorseless, able to do whatever it takes to win. You have the emotional control necessary for such decisions. Able to turn off your emotions as easily as a light switch. It doesn't stop the guilt from your actions when you turn them back on.

- **[200 cp]Cybernetically enhanced.** You are a cyborg-whether it was a secret project, or just saving your life. The cybernetics section is open to you. You gain 500 implant Points.

- **[300 cp] Technopathic Robot Army Control.:** Viktor needed a signal booster for this, the ability to mentally control a force of robots and battleships within a five hundred mile radius(the space surrounding the Providence. You don't possess that range, but even without a booster you get a ten block radius to mentally control any robotic force under your command or which you have access codes to.

- **[400 cp]"Bogey, 12 o'clock":** Bogey Control Training is one of the most grueling training to take as an Order of the Red Star Officer. Often times requiring an enhancement of one's body via cybernetics, as well as training in their use. It is estimated one in three make the cut, the other two out of the three wind up brain dead due to strokes caused by the strain of adapting to such invasive stimuli and two points or more of simultaneous perspective. Unlocks Suit/Bogey Customization Section.

D.A.R.P.A Researcher:

[100 cp] **He's too valuable to kill:** If you are captured off the battlefield, enemy forces are much more likely to keep you alive to try and coerce your cooperation on any scientific endeavors they possess. It won't stop an execution if you deliberately try to impede them from a military objective.

[200 cp] Hacking Skills: **Elena Ivanova** is a russian born U.S. citizen, formerly in the military and now employed by D.A.R.P.A. She acts as radio support Sam Gideon. She is responsible for providing Sam with offensive, defensive and tactical strategies, and also provides him with information regarding his surroundings, enemies, and his next destination. Lauded as a prodigy, she received special education as part of a Department of Defense project. She has a reputation for her superior hacking techniques and analytical abilities, and was determined to be one of the greatest cyber warfare specialists of the U.S. military structure. She also possesses in depth knowledge of the A.R.S suit programming. You now possess the skills to rival hers.

[300 cp] As it's creator, I can't allow : … that to happen. Even if you didn't plan on it or program them in ahead of time, should one of your technological works or designs fall into enemy hands for misuse. A single touch on a console will allow you to open a 'backdoor' into the systems which operate that device allowing you even chances to fight for control so long as it originally possessed a pacifistic purpose. This won't work on a nuke or actual weapon designed to kill many people at once though. That nuclear power plant? No way are they going to initiate a forced Meltdown on your watch without a fight!

[400 cp] Once in a Generation: … there is a scientific mind that can expand a society's understanding in the realm of science, mathematics, and moreover, put that conceptualization into practice via inventions that may change the world. People like Edison, Tesla, Einstein, and now… you. Or you at least have the potential, being a prodigy in the highest intelligence bracket of humanity. You can also prototype your ideas much easier.

--D.A.R.P.A Field Agent.

- [100 cp, discounted] **Former Star Athlete.** Your physical fitness is at peak human potential. You could give an Olympic gymnast or triathlon runner a run for their money.
- [200 cp] **Cigarettes are amazing.** You possess a… weird talent. If you throw a lit cigarette somewhere, it will distract enemy fire for several seconds be it from a human, robot, or some other organic. At will you may summon a lit cigarette, 10 x a day. Your cigarettes will be replenished once every day. Warning: Smoking may be hazardous to your health.
- **[300 cp] UPGRADE Cubes:** This is odd. Sometimes when you defeat an enemy, you'll be able to see a floating green upgrade cube that will raise the weapon you are holding at that time 'rank' by one, sometimes changing its physical construction to increase its damage, ammunition amount, and structure to make it more powerful. Max rank of weapons is rank 8. Though stronger weapons usually only have 3
- **[400 cp] "The simulators are very thorough." ARS suit Training is a rigorous test of one's physical and mental abilities due to the interfaces using direct neural feedback. To be an operator of such a suit you must be in superb physical shape. Well at least there's the benefit of the nanites undoing any lung damage from smoking {if you have the right implant) as long as you wear it often, right?, unlocks Suit Customization Section.**

『*Personal Items*』
Act 3 第3幕

[100 cp] Marine Loadout: Standard assault rifle, 10 magazines, body armor, grenades, water bottle, medkit, five days of ration packs and water treatment tabs. It's all yours, items respawn every week.Weapon magazines refill every 8 hours. It's the same stuff the Colony Defense Forces get. Well, near enough anyways. (free marine)

[200 CP] Civilian Data Cache: You have access to all the designs and structures utilized in the original Colony's structures.(free colonist)

[200 CP] Military Colony Armoring Data Cache: You have access to all the armoring procedures, protocols, and constructions built upon the colony by the Order of the red star when they subverted the vast legions of the colony's construction droids.(free order of the red star)

[800 CP] fortified colony defense system: you get a small 3x 6 x 6 m solid box that when planted in the ground will grow to full size over a week. It took the Order of the Red Star less then 24 hours to convert the entire colony with an army of robots but yours needs to grow from scratch. This fortress will develop into a large mountain like fortress with a heavy laser and air defense system similar to stage 3. The giant Bunker hill.(discount order of the red star commander)

Cybernetics Section
Requires purchase of Cybernetically Enhanced Perk for Implant Purchases: Gain +500 Implant Points (IP)
CP may be converted to IP on a 1:1 ratio. But IP cannot be converted into CP.

After the jump all cybernetics can be turned into nanomachines if you choose.

[Free] Communications Uplink: An inbuilt transmitter system with an implanted patch behind your left ear. Allows communication similar to a com uplink on a local level (within a hundred miles) and local control of Robotic Command Networks or security systems (within a mile of you) if you have access codes..(N/A)

[100 IP]Retinal Implant Upgrade - A cybernetic implant upon the eyes that helps correct bad vision and greatly improves targeting.(N/A)

[100 IP]Lung Purification Implant: a millimeter thin skein of nano-infused tissue is added to the lungs inner surface. It allows the person to have a greater resistance to inhaled toxins and improves lung function. It also can clean up years of carcinogenic residue and tar in the lungs from smoking. Doesn't alleviate throat cancer risks. (Discount DARPA Field Agent)

[100 IP/200 IP]Cybernetic Limb: You gain one cybernetic limb of your choice capable of five tons of force.
For an extra 100 IP you can gain up to 4.(Discount Marine Commander)

[200 IP] Stimulant Package: Marines are hardcore when they need to go hand to hand with metal death robots. This implant contains a store of adrenaline and a variety of medical drugs to deliver a cocktail to a severely wounded soldier to get them up on their feet with quick healing via nano infusion. Doesn't work if they're still being shot at by an enemy. Doesn’t guarantee 100% proper healing of damaged internal organs or grievous wounds like dismemberment either. Has enough ‘juice’ to be used once a year.(Discount Marine)

[200 IP] Colonist Health Enhancement implant: Disease and viral control is a dangerous balancing act in a spaceborne environment. A population apart may develop whole new strains or become extremely susceptible to others. This implant doesn't prevent infections, but acts as a series of immuno-boosters to bolster the implanted person's immune system (Free Colonist)

[300 IP] Marine officer heavy weapons platform- vulcan cannon , heavy tower shield, and mobility booster skates are integrated into your cybernetic connections. "I think I'm gonna need a bigger gun!"- R.Burns (Discount Marine Commander)

[300 IP]Neural Control Interface Implant: Similar to Viktor Zaitsev, You have received small circular nodes implanted into your skull. These nodes are designed to work with nanites in your system to read brainwaves, allowing one to link with a transmission system to control an army of robotic forces.(Discount Order of the Red Star Commander)

A.R.S. Suit/ Bogey Upgrades.

[Restricted to applicable perk purchase for OR.S. Commander, and D.A.R.P.A Field Agent. Other origins may purchase the corresponding perk to access at full price if they wish, but won't truly receive many discounted options]

The Augmented Reaction Suit or the ARS is a futuristic battle suit designed and created by Sam Gideon and funded by DARPA out of the ambition to create an infantry unit that easily exceeds the mobility, firepower, and situational awareness capabilities of existing main battle tanks. Its other function is to act as an experimental super-soldier on the battlefield, capable of performing any role, up to and including full on combat. The battle suit was primarily crafted from a carbon-nanite-based textile, an advanced material famous for its steel-like toughness, it's nearly imperceptible weight, and its regenerative properties.

Although powerful, the ARS system is still in a prototype stage and is not perfect, as it is still prone to overheating, and is also unable to withstand repeated attacks from enemies, however any competent operator would know how to effectively operate the suit.

Sam's was the furthest developed cohesive prototype available. You have to build your own.

Which base do you want to build it off of? The initial purchase of a specific suit is ***free and required with the corresponding perk.***

- **"The simulators are very thorough."** for an A.R.S. suit
- **"Bogey, 12 o'clock."** for a Bogey suit.

A second suit/Bogey may be purchased with SP but shares the same SP pool.



A.R.S. SUIT

+1000 Suit Points

CP may be exchanged for SP at a 1:1 ratio. SP may not be exchanged into CP.

[100 SP] Suit Integration: with this purchase you may import one power armor/ armor/robot as the base of your robot/battle suit. Due to fiat, all systems will mesh together well with your armor/robot purchase. It may gain a Bogey, or A.R.S. suit alt-form dependent on background. But will look like such the entire jump. You must base it off one of the suit types below to gain access to discounts.

Price	System Information	Discount
[1 free with perk buy] **[2nd purchase 400 SP]**	**A.R.S. Suit**	**D.A.R.P.A Field Agent**
[1 free with perk buy] **[2nd purchase 400 SP]**	**Bogey Unit**	**Order of the Red Star Commander**



Left: A.R.S Suit of Sam Gideon wrestling prior model Prototype. {not canonical}



BOGEY SUIT

[Free to All] Powered Actuators: The powered actuators fitted into the suit greatly enhance the user's physical strength and speed. This ability is boosted when the limiters on the suit/robot are removed and Sam was able to lift a near 100 ton metal covering. (Discount N/A)

[Free to All] Electromagnetic Charge :
The suit also transmits a powerful electromagnetic charge from its core, allowing the user's close-combat attacks to break any charged armor and even prototype energy shields an enemy might use based upon the enemy technology's resistance of course. (Discount N/A)

[Free to All/100 SP]Power Core:

Your suit has a recharging power core. There are limiters in effect to prevent overheating. Which is still a problem in the most enhanced suits/robots.

For 100 SP: It becomes an **Enhanced Reactor** with an output similar to a B.O.G.E.Y's . Able to have a small dead man's switch for an explosive final farewell at the yield of a half ton of Semtex that could bring down a tall building. (Discount N/A)

[Free to All] Heat Dispersion Systems:

When a suit overheats this system begins to overclock itself while suit functions are reduced.

(Discount: **N/A)**

[100 SP, first purchase free to. A.R.S suit] B.L.A.D.E System:
The **B**attlefield **L**ogic **AD**aptable **E**lectronic weapons system works by changing configurations to meet a user's needs. New configurations can be loaded into the memory while on the battlefield by scanning the current weapon at hand. Usually, only three weapons can be stored in the memory.at a time. By acquiring an upgrade item or by scanning the same weapon as the one on hand while carrying full ammo three times over, the user of the suit will be able to increase the level of the weapon by one modification stage, increasing its ammo capacity and damage output. You get 500 WP for the weapon customization section for a B.L.A.D.E. Weapon.

Buying this a second time doubles the memory slots and WP able to be allotted to this single weapon. (Discount: A.R.S. Suit)

(Discount: A.R.S. Suit)

[100 SP, first purchase free to Bogey] L.S.S. : The B.O.G.E.Y **L**aser **S**word **S**ystem is a prototype weapon system for the R.I. frame still in its testbed configuration. You get 500 WP for the weapon customization section for a Laser Sword.

Buying this a second time gives it a single free alt-mode of any one Blade System weapon type for the Bogey Bravo's laser rifle, 3 additional 'memory slots' and double the WP able to be allotted to this single weapon. (Discount Bogey)

[100 SP, first purchase free to. A.R.S suit] Hack Hands:

You may forge a connection to any electrical device by placing your hand upon it allowing your suit to use a set of preloaded hack routines to open things like doors, or if one has someone as support at a computer allows them to piggyback their own hack attempt.

(Discount: A.R.S. Suit)

[100 SP, first purchase free to Bogey] Armor Upgrade: The Bogey Unit possesses more durable armour compared to the ARS suit and has shown to easily brush off a rocket explosion directly at its chest.

(Discount Bogey)

[100 SP, first purchase free to. A.R.S suit] Demolition Charges:

Your suit is able to manufacture and produce high grade demolition charges for blowing through obstructions like armored gates so long as it as enough materials.

(Discount: A.R.S. Suit)

[200 SP] Magnetoplasmadynamic thrusters: This suit system allows one to be able to execute emergency evasive maneuvers to avoid enemy attacks, through the use of Magnetoplasmadynamic thrusters equipped into the suit. Though the effectiveness of this maneuver is limited, it can prove useful in near-death situations when the armor's defenses are about to be broken. Its most important innovation, however, is the sliding-boost mechanic that allows the operator to slide into and out of cover at high speeds. **(Discount: A.R.S. Suit)**

[200 SP] Nano Regeneration System: Your suit/robot can repair itself over time at a slow rate. Damage may overwhelm this system. **(Discount: A.R.S. Suit)**

[300] A.R. Mode: This is the mode built into the battle suit where it increases the reactions of the user ten-fold, essentially a form of 'bullet time', allowing them to dispatch most enemies quickly and effectively in combat and escape near-death situations. It also appears that the suit limiters are removed to allow the user to move around faster as it is clear that time is not actually slowing down but Sam is just speeding up. Using this mode, unfortunately, causes the suit to build up heat and can overheat if used for too long. If you didn't understand that prior explanation then I have two words: “Bullet Time.” **(Discount A.R.S. Suit)**

[200 SP] Integrated Guided ‘Purple Laser’ System: This secondary optical weapons system is fully integrated into your suit/robot. It runs off your suits energy, making ammunition virtually limitless provided one doesn't overheat.

If one purchases the **Magnetoplasmadynamic Flight System,** it is integrated there instead of looking like a bulky backpack.

When the wings have gathered enough energy it can launch one of two types of attacks before it remains in the same position to close its wing before moving. The first type of attack involves multiple small lasers that travel in arcs or angles towards the target's location in rapid succession. To an extent these are guided plasma shot at your foes through the use of electromagnetic manipulations, allowing them to arc towards an opponent and make a slight correction for their movements. Not a guaranteed hit.

Depending on the angle, it's good for hitting enemies behind cover.

The second charged attack is one, powerfully directed energy beam that travels straight to the target location. It deals enough damage to have a good chance to instantly kill any normal ARS operator depleting the shields and causing catastrophic damage. Tracks target for about 2 seconds. **(Discount Bogey)**

[200 SP] Magnetoplasmadynamic Flight System: A much heavier and bulky Flight System for an R.I. frame. The one's for a B.O.G.E.Y. model are a cut above the rest in terms of speed and agility, well on par with the A.R.S. suit’s maximum performance when the limiters are removed. **(Discount Bogey)**

[200 SP] E.M.S & Nano-Defibrillator: A dedicated system and resuscitation device using buildup of the A.R.S suit nanomachine system that is responsible for the operator’s safety. It works two fold.

The first is for the operator. A medical suite of nanites capable of slowly mending wounds and a triage system. This usually occurs in the case of operator injury.

The second is the farming of nanites over time to create a football sized dispersion container. When spiked at the ground of an injured individual manufactured chemicals and compounds deliver a cocktail of drugs like adrenaline to get them back on their feet as the nano cloud does a quick and dirty job of patching them up. This cloud uses quite a bit of the suit’s energy.

For an extra 100 FP the base armor which has this equipped the system may apply it to any robotic/android/ technology or individual.

(Discount A.R.S. and Bogey)

[300 SP] Support Unit:
[special] Any nonsentient pet may be imported as this for free to gain a Robotic Alt-form for free]

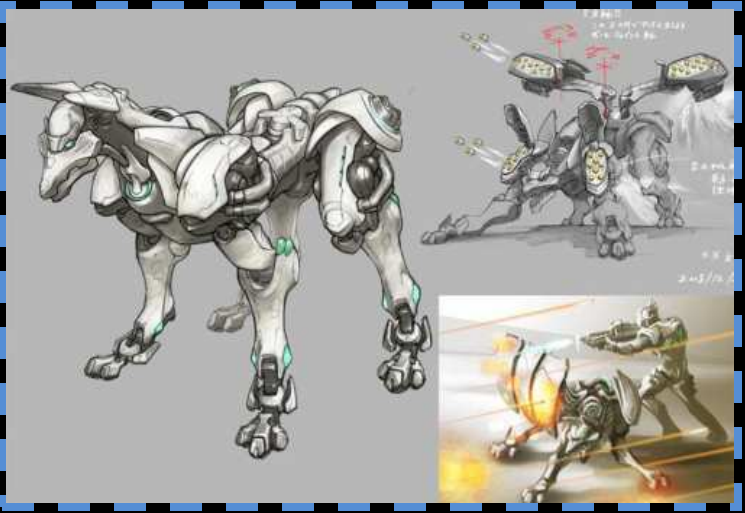
What's this? How did a scrapped project make it out of the design stage to prototype model? One upset eccentric D.A.R.P.A researcher went ahead and made an animal like R.I. support unit.

The R.I. is fully combat capable and comes either with a dog form, or large cat form befitting a predatory wolf or cheetah. It's metal jaws and claws are vibration enhanced, it has its own power core and it can integrate itself with your suit counting as a secondary power supply to enhance your energy reservoir. It's R.I. routines allow it to focus on close quarters combat, though it can be ordered to do any task that would be reasonable for a highly trained combat dog to do.

When not deployed it is designed to fold into a backpack configuration that assists power generation.

If you bought the Magnetoplasmadynamic Flight System it will be able to transform into a booster system for your flight pack. Doubling its maximum speed.

Originally never supposed to be built, you now have the opportunity to field test it.
(DISCOUNT A.R.S. SUIT)



[300 SP] Tactical Thermonuclear Detonation Device: More a byproduct of a Bogeys larger enhanced reactor, this failsafe will activate at the cessation of the unit/operator's functions/life signs in the event of terminal damage. Must be set up with an authorization code by the operator beforehand.

(Discount Bogey)



[POST JUMP]YOUR BOGEY Suit WILL BECOME MAN- PILOTABLE. It's systems micronized and allowing an operator to wear it. Or you can pay 100 SP For the privilege right now.

(Weapon Customization.)
Requires purchase in above table.

B.L.A.D.E SYSTEM:
ALL BLUE BOXES DISCOUNTED TO A.R.S Suit

The **B**attlefield **L**ogic **AD**aptable **E**lectronic weapons system, Blade for short has some interesting features. You gain +500 WP(Weapon Points) for the following table only. It comes with 3 'memory slots' for free. 6 with a second purchase and a maximum of 8 allowed.

[100 WP] Weapon Import : what it says on the tin. Import one ranged weapon to gain the benefits of purchases here.

Takes one memory slot.

[Free] Enhanced Materials nano-carbon materials allow for light weight, yet strong constructions.

[Free] The **B**attlefield **L**ogic **AD**aptable **E**lectronic weapons system can adapt to the changing conditions of the battlefield by changing configurations to meet a user's needs. New configurations can be loaded into the memory while on the battlefield by scanning the current weapon at hand. Only three weapons can be stored in the memory at a time. By acquiring an upgrade item or by scanning the same weapon as the one on hand while carrying full ammo three times over, the user of the suit will be able to increase the level of the weapon by one modification stage, increasing its ammo capacity and damage output.

Assault Rifle:

One of the most common weapons. It has less armor penetration then the heavy machine gun. Upgrades as normal.

Takes one memory slot.

[100 WP] Memory Cache Enhancement:
Adds one memory slot to the L.S.S allowing it to remember one extra form above the default 3. 3 purchases free with second purchase of the B.L.A.D.E System Suit System

L.S.S SYSTEM:
ALL RED BOXES DISCOUNTED TO BOGEY Suit

+500 WP(Weapon Points) for the following table only. It comes with 3 'memory slots' for free. Up to a maximum of 8 can be purchased

[100 WP] Weapon Import : what it says on the tin. Import one Melee or Ranged weapon to gain the benefits of purchases here.

Takes one memory slot.

[Free] Enhanced Materials nano-carbon materials allow for light weight, yet strong constructions.

[Free] **L.S.S- Default 1 memory slot**
Three submodes are granted to the weapon's single altform.
Melee: giant laser sword which can extend its reach when covered in a second layer of energy and plasma. Cuts things.

Rifle - it possesses a rapid fire attack from its large energy rifle that can do moderate damage over time.

Sniper- the scope and barrel extends for farther ranged attacks. The weapon gains a sniper-like heat inducing plasma shot that will not only deplete the an ARS's shields from maximum but knock an armored opponent backwards.

AOE Systems: Burst Grenade mini-factory/ Dispenser:

Involves the Bogey dispensing a collection of heavy burst grenades which split into smaller ones bouncing over a given area which will detonate in rapid succession often having a couple bounce over cover within that area. Over time, the Bogey can replenish its supply. Nanites in the weapon can help transfer necessary materials to the suit's fabrication system. The fabrication process usually takes a minute or so even with enough materials already stored. Takes one memory slot, max grenades: 8

B.L.A.D.E SYSTEM:
ALL BLUE BOXES DISCOUNTED TO A.R.S Suit

[100 WP] AOE Systems: Common Grenade Dispenser:

Allows holding and tracking stores of 3 fragmentation grenades, and 3 EMP Emitter grenades.
Grenades replenish every 24 hours unless you pick up more on the field.

Default: no memory slot
Further purchases: 1 memory slot : Triple grenade storage capacity

[100 WP] *Heavy Machine Gun:*

One of the most common weapons. It has greater armor penetration than the regular assault rifle. Upgrades as normal.

Takes one memory slot.

[100 WP] Disk Launcher:
The disk launcher fires a rapidly rotating disk, similar to a saw blade. The disk launcher has a tendency to dismember opponents and the disk will rebound to one other target if they are close enough together. The disk launcher possesses a melee attack where it's operator can swing the weapon downward with the disk spinning in place but not actually firing, similar to a buzzsaw. The upside of this is that unlike the standard melee attack, the ARS suit will not overheat if the attack connects. The disk launcher is a very reliable weapon with good damage and excellent melee damage. The only downsides are its short/medium range and its slow rate of fire. When upgraded fully it gains a second disk, and a change in the stock.

Takes one memory slot.

[200 WP] *Laser Cannon:*
It is a huge, powerful laser that has infinite ammo: It draws its force from the ARS or Bogey's reactor. As such, using the laser cannon causes the unit to generate heat and if the unit overheats, the laser cannon becomes unusable. It has a sky-blue hue. It is said to be a miniature battleship cannon obtained by pairing with the ARS system. It has the least upgrade levels of all weapons, having only three. **Takes one memory slot**

L.S.S SYSTEM:
ALL RED BOXES DISCOUNTED TO BOGEY Suit

[Free]AOE Systems:Emitter mini-factory/ Dispenser:

The second AOE attack involves launching two hovering emitters which will generate an energy pulse or field that will instantly over heat the ARS depleting its shields at the same time.

Nanites in the weapon can help transfer necessary materials to the suit's fabrication system. The fabrication process usually takes a minute or so even with enough materials already stored.

[100 WP] Collapsible:

Your weapon is able to collapse into a small compact version of itself no larger than a child's toy block. This block is able to be hung on your belt, or stored within an internal compartment on your suit free of charge.

[100 WP] Memory Cache Enhancement: Adds one memory slot to the L.S.S allowing it to remember one form.

[VARIABLE] Foreign system: Double price for any system from the B.L.A.D.E. System table. All Free items for the sake of purchase are placed at 50 WP.

Takes one memory slot.

[200 WP] *LFE Gun:*
Fires a huge ball of energy. Above average power, goes through walls, but the discharge is slow and doesn't travel very far.

The slow projectile speed can dish out multiple hits to heavier enemies

Takes one memory slot.



[200 WP]Lock-On Laser:

The Lock-On Laser is a unique weapon. It requires the user to aim the weapon, then press and hold the fire button. The laser will then open up into a crossbow-like appearance. The player then moves the reticle over the desired targets to lock on, then releasing the trigger. The weapon will then fire multiple lasers into the air, which will then rain down onto the selected targets.

One downside to this weapon is that if fighting in a tunnel, or an area with a low roof, the lasers will hit the roof and dissipate, rendering the attack ineffective. Upgrades to this weapon include ammo count, damage done and number of selectable targets.

When fully upgraded, it's "C=crossbow" gets longer, being able to fire 8 Lasers. The individual damage of each laser is at nominal level, which can be compensated by its multiple lock on capability.
-**Takes one memory slot.**

[200 WP] *Rocket Launcher:*
The rocket launcher is one of the BLADE Systems an ARS can utilize. In-game, the rocket launcher has a green outline on the ground and a green tint while being held. It carries a maximum of three rockets, which will not change in upgrades. One useful feature of the rocket launcher is that when engaging ARS mode while aiming, the time it takes to lock on does not slow down with the rest of time, allowing one to lock onto a target more safely and, in principle, faster.

Takes one memory slot.



[100 WP] ***Sniper Rifle:***



This weapon has a 5x and 10x zoom level. Very powerful, very efficient at long range, but a single-shot weapon. Not found frequently. When fully upgraded, it has a silencer at the end of the barrel, as well as a bipod.

Takes one memory slot.

[100 WP] ***Shotgun***:

The shotgun is one of the many BLADE modes that the ARS can use. It appears with a blue outline and has a blue tint when used in game. It is available right from the start, and is one of the easier weapons to upgrade.

When fully upgraded, it gets a stock and a scope as well as a drum magazine. The shotgun is one of (if not) the most preferable weapon against Romanov units or heavier enemy types, capable of staggering them while dishing out decent to insane damage from medium to close range.

Takes one memory slot.

[200 WP] *Anti-Armor Pistol:*
The Anti-Armor Pistol is one of the BLADE modes of the ARS systems. It is a weapon capable of dealing a great amount of damage with only a single shot, but it has a slow rate of fire and low ammo, although these disadvantages won't be an issue when leveling this weapon up.

Takes one memory slot.

[Variable] **Foreign system:** Double price for any system from the L.S.S table. All free items for purchases are placed at 50 .

Takes one memory slot.





『*Companions*』

Act 4 裏切り~第4幕

[100-400 cp] **Companion Import:** 100 cp per, or 400 for 8. companions imported gain double the cp +200 cp spent on their import. They may gain one free background and buy an advanced one for the listed price.

[100 CP]**Elena Ivanova :** a master of cyber warfare. She supports Sam and the Marines.

[200 cp] **Sam Gideon**. If you can convince him to come along he will. He comes with his own A.R.S. suit, and all the darpa researcher and field agent perks.

[200 cp] **Viktor Zaitsev**
If you can convince him to come along he will. He comes with his own Bogey suit, and all the O.R.S and O.R.S Commander perks.

[100 cp] **Lt. Col R. Burns**: Commander of Bravo Company. He comes with all the perks of the Marine, and Marine Commander Advanced Class. He gains the list of following Cybernetic Implants for free: Four **Cybernetic Limb. Marine officer heavy weapons platform**. **Lung Purification Implant**
(Discount Marine Commander, Marine)
-[100 cp more]"I belong with my men."For an Additional [100 cp] He will come with 100 members of **Bravo Company** and himself as their commanding officer with him gaining 50% of future purchased perks.(Discount Marine Commander, Marine) you can build them with the requisition section if you choose, they gain +500 UR (Unit Requisition) points for the Unit Requisition Section.(Discount Marine Commander, Marine)

[200 cp] **Marine (Charlie) Company** (100 members, 1 companion slot) Ah, seems like more then just Bravo made it onto the station. Charlie company. If more Companies are purchased, they become Delta, then Gamma, etc. They are lead by a commanding officer who likes you and gains 50% of all perks bought for them. Any other units get perks divided among them as per usual. **Each unit purchased** gain +500 UR (Unit Requisition) points for the Unit Requisition Section.(Discount Marine Commander, Marine)

[200 CP] **Robot Company**
You gain +500 UR (Unit Requisition) points for the Unit Requisition Section to build your company. They are lead by a commanding RI who has loyalty programming to you, gains sentience, and gains 50% of all perks bought for them. Any other units get perks divided among them as per usual. You may use the Unit Requisition Section if you so choose to customize your company. (Discount Order of the Red Star Commander. Order of the Red Star)

Unit Requisition Section
(Why yes, you can Customize your Companion Purchase)
CP can be exchanged for RP ar a 1:1 ratio. RP cannot be exchanged for CP.
Any units/vehicles/ships/etc bought here will respawn in 48 hours if destroyed.

MARINE +500 RP (Requisition Points) w/ Purchase of Marine Company. 50% Discount: Marine, Marine Commander,

Price	Unit Details	Upgrades gained to Company per points spent
[Free]	**Standard Marine:**the most basic human troops the United States possesses. By default your hundred marine units are this. Usually carries an assault rifle although they can carry other weapons like rocket launchers. On their own, Marines are slightly stronger than common Gorgie Units	Default
Free	**Commanding Officer:** He comes with all the perks of the Marine, and Marine Commander Advanced Class. He gains the list of following Cybernetic Implants for free: Four **Cybernetic Limb. Marine officer heavy weapons platform**. **Lung Purification Implant**	Limit 1.
10 RP	**Veteran Officers:** **A bit better than the standard Marine, Has a loadout of grenades, emp emitters and a few cybernetic limbs from old wounds and explosive demolition charge.**	Upgrades 10 Units of the Hundred per purchase.
10 RP	**SpecOps. Black Armor "Alpha Squad":** These special forces soldiers have equipment that is a cut above the standard. Their armors tougher, their weapons such as assault rifles, heavy machine guns, and sniper rifles are all stronger than the standard loadout. Come with a fully enclosed helmet with better defensive capability, They come with jetpacks that can be used for short bursts of flight.	Upgrades 5 Units of the Hundred per purchase.
20 RP	**IFV.** **Infantry Fighting Vehicle. This armored land based transport has a large cannon on it's back used to bombard enemy positions.**	-Adds 5 IFVS, Each capable of holding 20 marines. -Adds an additional 5 **marines** to specifically pilot said transports.
30 RP	**Marine Shuttle:** **A flying shuttle with rockets, laser weaponry and two turrets on the sides. May transport ten marines.**	-Adds 5 Marine shuttles, Each capable of transporting 10 marines. -Adds an additional 5 **marines** to specifically pilot said transports.
300 RP.	**Marine Space Battleship:** **Not the Kreon but the Marine Battleships seen in the opening events of the Marines boarding the Providence. Its size is estimated to be about three times the Kreon's size, with weaponry to match. It doesn't seem to be able to project its particle shielding when its hangar doors are open.**	Adds 1 battleship. W/crew, they can't leave the ship.
Free with Marine Company Purchase.	**Marine Company Barracks**: a barracks with bunks enough for units purchased here, a mess hall that serves rations 3x a day , along with an attached hanger annex that expands to include a berth/dock for any vehicles, ships, or large mechs purchased here may be added as an annex to your warehouse.	

Order of the Red Star +500 RP (Requisition Points) w/ Purchase of Robot Company. 50% Discount: Order of the Red Star, Order of the Red Star Commander,



Image/Price	Unit Details	Upgrades gained to Company per points spent
 **[Free]**	**Gorgie-USN:** the most basic human sized R.I. the russians possess. By default your hundred robot units are this. Usually carries an assault rifle although they can carry other weapons like rocket launchers. It's A.I. is fairly aggressive that makes use of cover and will melee enemies that are close to them. They can also use grenades. Upon being damaged it becomes very dangerous. For example, if you remove a leg or legs, it will go wild and try to do a suicide attack. They will also try to jump on enemies at times. Constricting their movements for their allies to kill them, or to suicide attack. Weak point is the head.	Default
10 RP	**Gorgie -USR -** Tougher gold colored robot with much more health than its red counterpart. It uses a heavy machine gun with great precision and does more damage. Also throws many grenades.Weak point is the head.	Upgrades 20 Units of the Hundred per purchase.
10 RP	**Gorgie-USS -** A sniper version of the other two Gorgie types, and also the rarest type. It has the lowest health of all Gorgie units. They have enhanced precision that can head shot an enemy for a one hit kill. Weak point is the head	Upgrades 10 Units of the Hundred per purchase.
10 RP	**Gorgie-USG-** Blue colored Gorgie that is by far the most dangerous type. This is a very fast unit that uses a shotgun and sword. Has about as much health as the red Gorgie-USS, but flinches when shot in the head, which makes it more difficult to continue to fire at its weak point. Weak point is the head	Upgrades 5 Units of the Hundred per purchase.
20 RP	**Chicane -** A mobile barrier that provides cover for allied units. Its head is its weak point. You can fire at it easily while it is moving around, or when its head goes in its own barricade to fire a laser or missiles.	-Adds 10 Chicane's as additional units to your initial roster.
20 RP	**M.O.A.-** Large standing vehicles that have a cannon and usually hold one or two red Gorgie-USNs on top**.**	-Adds 10 M.O.A's as additional units to your initial roster.

Order of the Red Star +500 RP (Requisition Points) w/ Purchase of Robot Company. 50% Discount: Order of the Red Star, Order of the Red Star Commander,

20 RP	**A-2 Sphere** - A drone initially developed to perform inspection and repairs on the SC-01 Providence space colony, it has been retrofitted with military hardware and weaponized, now bearing the name A-2 Sphere. Its spherical design was influenced by the need to reach every nook and cranny of the colony, and the weaponized version shows its true worth when deployed inside structures. The A-2 Sphere's low relative cost has also played a major factor in its widespread diffusion. While rolling they are invincible to all weapons except the anti armor gun. When they stop to open they expose their head to fire at the closest target.	-Adds 10 A-2 Sphere's as additional units to your initial roster.
30 RP	**View Hound -** Developed by the Russian defense contractor Vorenus , the View Hound is capable of transforming from ground to unmanned aerial vechicle (UAV), enabling its use in a variety of strategic military applications. Its rotor blades coated with a special carbon nanotube-based compound, a View Hound in ground operations can spin these blades at high speed to form a shield against attack, as well as using the blades as an offensive weapon. Initially this is an airborne unit with low health that fires bullets. However once it lands on the ground it transforms into a fairly large unit with more health and occasionally uses a shield to protect itself and at times will also fire bullets	Upgrades 5 Units of the original Hundred per purchase.
30 RP	**Light Transports:** A flying open bed transport vehicle.	-Adds 5 Light Transports. Each capable of holding 20 Georgies. -Adds an additional 5 **Georgie-USN Units** to specifically pilot said transports.
40 RP	**Jellyfish-L -** A large unit area superiority mine that only appears as an anti vehicular drone weapon, capable over time of producing Jellyfish M's. **Jellyfish-M -** A enemy mine that moves around on the ground and tries to explode near an Enemy.	-Adds 5 Jellyfish L's as additional units to your initial roster. -May produce 20 Jellyfish M's an hour if they can scavenge enough materials for their construction.
 **40 RP**	**Romanov-N** - Aggressive armored robot about three times the size of a Gorgie unit. Can move around quickly by rushing along the ground, and this movement is also an attack. However it mostly tends to walk around shooting its rockets out. Weak Point is it's core, which is rarely exposed. Normally only to fire a large ball of energy in your direction.	-Upgrades 5 Units of the Hundred per purchase.
40 RP.	**Romanov-F -** An anti infantry Romanov type unit that uses a flamethrower. It melees with its giant spiked club; the flame will only decimate standard marine infantry as it's weaker towards heavily armored opponents,. If you damage the gas tank on its back enough it will explode and kill the Romanov and deal massive damage to units around it. It possesses the same energy ball attack as the N-model. It's weak points are its core and its fuel tank.	-Upgrades 5 Units of the Hundred per purchase.

Order of the Red Star +500 RP (Requisition Points) w/ Purchase of Robot Company. 50% Discount: Order of the Red Star, Order of the Red Star Commander,

40 RP.	**Romanov-G -** As a medium and long range specialized model these Romanovs rarely move around, but they do not really need to. They have a giant missile launcher on their back and turret-like weapons on each hand. They tend to just stand there firing bullets the enemy along with a couple fast moving missiles. After they use the missiles they usually will try to fire a large missile out of the launcher on its back. This larger missile at the moment of firing is it's weak point as well as its core	-Upgrades 5 Units of the Hundred per purchase.
40 RP.	**Romanov-D** - Twice the size of the other Romanovs with drills on their hands. They have three methods of movement. Walking, Tunneling, and Gliding. It also possesses the same energy ball attack as the Type N. As it tries to fulfill a multirole element with increased armor it is the toughest Romanov type to bring down.	-Upgrades 5 Units of the Hundred per purchase.
 **50 RP**	**BIA-** This strange weapon has a similar build to a Romanov, large and ugly looking, only the BIA look more like death gods than anything. They also happen to carry a large axe-type weapon that has an incredible range. The BIA have two forms, one is humanoid, the other scorpion. It has two weak points, its head and its power source on its back boss-level health and strength. Their physical attacks are capable of piercing walls and barriers. Humanoid form: Armed with a heavy machine gun and capable of manufacturing 4 floating turrets that will home in an enemy position and fire at the target from different angles. These little turrets die by themselves after about 10 seconds, but during that time frame they are more than dangerous enough. It possesses slow movement speed. Scorpion Form: should you move too far away from it will transform into its super fast scorpion form. The scorpion form does not have a lot of different attacks; it specializes in running you down and then pouncing on you, and using its tail for physical attacks, along with using its tail as a shotgun. Usually it transforms into the humanoid form after enough damage.	-Upgrades 3 Units of the Hundred per purchase.
50 RP **Picture above table.**	**KNRB-0 Argus Tank.** This massive unit possesses two forms. Walking mode: Spider Tank Mode. Both forms deliver a punishing challenge to any enemy position as its weaponry consists of missile swarms, punishing laser attacks from it's core, tank rounds, and devastatingly powerful melee attacks.	-Upgrades 2 Units of the Hundred per purchase.

Order of the Red Star +500 RP (Requisition Points) w/ Purchase of Robot Company. 50% Discount: Order of the Red Star, Order of the Red Star Commander,

50 RP

Buzzard:
A large format strategic UAV developed by the Vorenus Corporation that retains excellent tactical capabilities. Built on a frame that is approximately the size of an attack helicopter (or main battle tank), the Buzzard has been equipped with a space battleship class laser cannon, as well as transformational capabilities that allow it to engage targets both on their air and in the ground.

This gives it a total battle potential that is incredibly high, matched only by its excessive cost, the extreme difficulty in production supply chain management caused by the complex parts the Buzzard , and the necessary specialists required to maintain the machine. This makes the cost performance of the Buzzard an incredible risky proposition.

-Upgrades 1 Unit of the initial roster of a Hundred per purchase.

100 RP



Unknown: Unknowns are basically moving scrapheaps made out of the machines in the Russian army powered by a central red core, when the red core is knocked out it runs around quickly on it's own two legs while the scrap is magnetically pulled towards it. It can move on ceilings, walls, anywhere really. Can raise the section with the core in it and emit a random bunch of laser lines around, can raise multiple arms with guns on the end and also just grab and kill you. The only way to defeat it is to destroy the core. Can fit through certain vents.

-Upgrades 1 Unit of the initial roster of a Hundred per purchase.

100 RP



Crystal Viper: One of the O.R.S. most Advanced RIs. It resembles a muscular, bald, nude man only slightly taller than a Gorgie, marine, or Sam made entirely out of glass or a reflective metal.

It's capable of **Cloaking**.

Upgrades 1 Unit of the initial roster of a Hundred per purchase.

200 RP.

Kreon: The Kreon is a giant robotic platform fought in Vanquish. Named after the ancient king of Thebes in Greek Mythology, the dreadnought-class ship was developed to exert superiority thanks to its incredible firepower, and the wide variety of aircrafts it can deploy. It comes equipped with a variety of implements and it's battleship class laser weapon may one hit kill any ground or aircraft unit.

300 RP.

Russian Space Battleship: Not the Kreon but the Russian Battleships seen in the opening events of the Marines boarding the Providence. Its size is estimated to be about three times the Kreon's size, with weaponry to match. It has some form of particle shielding as well.

Adds 1 battleship. W/crew, they can't leave the ship.

300 RP.

Temporal Teleportation Grid:

Free with Robot Company Purchase.

Robotic Company Bay: A bay with charging stations, a refueling and repair depot that units may be repaired in , along with an attached deployment bay that expands for any vehicles, ships, or large mechs purchased here may be added as an annex to your warehouse.

Drawbacks』
Act 5 法第5

+000 To be honest I figured the whole plot was supposed to be a joke: It's like a bunch of Japanese game developers making games for Americans and in the 'style' of western games (specifically the same developing studio that made Bayonetta): we've got the one-man-army main character, the badass grunting/gargling CO, the plot is about Russians attacking America, we have the dancing robots... I mean it all reeks of a subtle parody/satire.

Odd things will happen during your stay here. Little things many won't notice but might leave you laughing. Be careful, bullets may still be flying.

+100 **Bullet Hell:** Where are all the bullets coming from? No seriously, where! Firefights become insane. Missile swarms become more prevalent. Basically, Dakka is everywhere!

+100 Marine Language: Everybody curses so much it’s hard to understand what they actually mean.

+200 CP “**They are teleporting something in!”:** The enemy forces have five times the reinforcements ready to be teleported at you when they need to press the attack. Expect enemy waves.

+300 CP **Meteor Credits!** In the latter months of the Ninth Year of your jump waves of meteorites shaped like people's faces and names will be coming towards the Earth. You'll be transported to a spaceship and be given the gunnery control. You'll have to shoot them all down or they'll head past you and hit the Earth! Is it fun? I don't know. But it seems a fitting way to end, right?

『*Scenarios*』
(choose one)

+300 CP **Using *Space-Russians* is a copout!:** “Oh god, why! Whyyy!” Now it's not just the Space-Russians. It's the Space-Arabs, the Space-Israelis, the Space-Germans, the Space-Chinese, Space- Indians, Space-Pakistanis and the Space Japanese-Korean Alliance! All of them are heading to the colonies to subvert the Microwave Energy Array(s)! Yes I said arrays, and that means multiple colonies. Four of them including the SC-01 Providence, the SC-02 Enterprise, the SC-03 J’pers Baddha’luk, and the SC-04 Wesa’gundadi! Unless they're stopped they'll be in a position to destroy a different city of the world each day! Better move fast, Jumper!

+600 The amount of plot holes are staggering: Why was the the station so badly guarded? You'd think that the bigwigs would've figured out that it's totally non-threatening giant death beam could be used for something other than warming kittens, and kept such a strategically vital and incredibly expensive asset well guarded. And while we're at it, where are all the civilians? And don't tell me that the station wasn't yet finished and barely populated, there were movie theaters, restaurants and recording studios for crying out loud. Those would be the last thing a skeleton crew of workers would build.

Oh, but you can say that it was all a part of president Winters plan and all of the civilians (what, all of the millions of them?) and most of the guard were covertly evacuated. Which leads me to the next point - what the hell was the president thinking?! Sure, recession yeah, blah, blah. It didn't look so in crappy in the San Francisco scene, but I'm sure you were in the middle of a real huge financial and social crisis, being able to afford the giant space station and a huge fleet of a few thousand space battleships, while the rest of the world were starving to death in a hellish dystopia (and seriously, what were they going to use those battleships for if the Order of the Russian Star didn't attack, peaceful space exploration?)

And what was her plan to resolve such a crisis? Incite a coup in a country that's barely handling it's own problems, allow the terrorists to capture the astronomically expensive space station, firmly entrench there, and nuke San Francisco. Then send the fleet and marines to retake it, suffering grievous casualties in manpower and assets, and wrecking most of the station in the process. Then use the deathray to nuke Moscow, killing millions of innocent civilians in a retaliation for the actions of a terrorist group, which had taken control of the unwilling population of the country through violent military means, and who may also be well on the other side of the globe from Moscow. I'm sure your voters and all the other countries will support and approve of such a responsible use of the WMD, and by no means will feel threatened by it, or provoked into a nuclear retaliation. Such a great, fail-proof plan, only good can come of this. :3

… this plan failed worse than anything. After the events on the SC-01 Providence World War III breaks out when the President’s intentions come to light. Escalations will continue until the ninth year when the nukes will start to fly. Unless you stop it, and it is stoppable... probably. It's sure gonna be a difficult task. Are you sure the points are necessary?

『*Back to Earth*』
Act 6 結末~法6
(End Options)



Go Home. Your done, you're heading home.

Stay. Here? Of all places? Alright if you're sure gain an extra +1000CP free on me.

Go Onto the Next Fight!: Head to your next Jump!

Notes Section:

-D.A.R.P.A field agents and order of the red star commanders receive their suit at the beginning of the jump.

1a. The A.R.S prototype /Bogey may be purchased by any Drop In, Marine, Marine Commander, or with the purchase of the appropriate perk, with the proviso it will be found in an encounter with Dr.Candide on the station at the midpoint of the hostilities or sooner. The midpoint is actually the game's beginning just when the marines begin their assault (about 24 hours after the order of the red star took control of the Providence)

2. Order of the red star A.I may enhance one robot chassis and base weapons they purchase with equivalent Weapons Systems and abilities by purchasing the bogey perk at an undiscounted price.

After the jump these modifications either becomes a pilotable suit that is able to be summoned, or as an Alt-form, or a companion/bodyguard with its own non- sentient ai in its own right from the warehouse at will. However, they start with only 400 SP free for "bogey systems."

Changelog: v0.5 – v1.0
-Font error: switched title fonts to roboto mono from robotrix3.6
-Changed prices under personal items.
-grammar issues and text errors fixed. Expounded upon item fixes.