(Jumpable 0.7)



Blast off and strike the evil Bydo empire!

Greetings, Jumper. In the year 2112, the Forerunner exploration craft came in contact with a mysterious alien life form hidden in another dimension. In 2120, Forerunner returned with a small high-energy living organism. Both creatures were named Bydo. Several technological developments followed. In 2134, contact with a laboratory situated near Jupiter involved in the development of Bydo-related weaponry was lost. 3 million meters of space appeared to be missing, and a larger Bydo fragment was retrieved. In 2163, the Bydo made their move. War began and the outer rims of the solar systems came under constant attack. An R-9A Arrowhead squadron was deployed in Bydo Mission I to defend humanity soon after. While this information would only be discovered a fair bit after your stay here is over, I suppose it wouldn't hurt to explain the origins of the Bydo.

It's nothing much, really. They're just a race of hyper-advanced biological weapons created by humanity in the far future for the purpose of annihilating another unknown alien race in order to establish mankind as supreme rulers of the universe. As sentient weaponry is wont to do, they were unstable and decided to kill everything. Humanity responded by utilizing a special weapon to banish the Bydo to another dimension known as the Galaxy of Abyss. This did not improve their mentality in any way, and countless years spent there evolving with nothing but their hatred to guide their existence resulted in the race as a whole becoming a singular embodiment of Evil. Whether due to the warped nature of the dimension they found themselves in, or due to the same weapon that banished them there, the Bydo were eventually brought back several centuries in time.

But that's not all. See, whether it was due to their awakening as evil itself, actual evolution and technological advancement or a mysterious time stream, the Bydo changed from a purely physical menace. Their biology extends into the immaterial, with their true self being closer to a creature of waves rather than a creature of particles. This is their most terrible power. This metaphysical biology allows them to infect and convert ships simply by being near it, without actual physical contact being needed. Worst of all, they are capable of dominating human thought itself. In the coming years, many soldiers will find themselves attacked by their comrades and wonder what has caused this betrayal, unaware of their own status as newborn Bydo fighters.

During this jump, you and your followers will be immune to remote attempts at conversion or corruption. If you fly straight into Bydo space and into some creepy plant's heart, that's your fault, but for more subtle stuff the Bydo initiate, not giving you this safety blanket would be like telling you to flip a coin to see if you succeed or fail the jump.

+1000 Choice Points

Backgrounds:

Of course, I'm not just going to drop you into this mess. You may choose from four different possibilities that will dictate the life you've lived in this world. You won't have to worry about conflicting memories- the life you've lived before the jump began simply wasn't lived enough to compare to even the memories you had before your journey began. Your gender will remain the same. Ace Pilots and Squad Leaders become 1d8+18 years old. Researchers and Generals become 1d8+28 years old. For 100 CP, you may change both your age and gender.

Ace Pilot:

Just like in the mainline games. You're some hotshot military man who will be assigned experimental top of the line ships and sent on solo missions against the Bydo Empire. You'll wake up in a military barracks, a few days before Bydo Mission I begins, in 2163.



Squad Leader:

Just like in the spin-offs. Instead of being a badass ace, you'll be a badass rank and file soldier. Well, you'll lead a group of badass rank and file soldiers. You'll wake up in a military barracks, a few days before Bydo Mission I begins, in 2163.



General:

Instead of fighting directly, you will lead a fraction of the war effort. Depending on what your purchase, you may stay on Earth and be part of central command or lead entire fleets against the Bydo Empire. You'll wake up in an expensive apartment, during the preliminary stages of Bydo Mission I, in 2162.



Researcher:

Forget fighting. There are people better equipped to do that. You're one of those nerdy types, and design the ships used by most soldiers. You will lead a small Research & Development group under the Space Corps. You'll wake up in 2161, a year before the R-9A Arrowhead prototype is ready, in the less dangerous parts of your laboratory.



Perks:

Some abilities for you to buy in order to improve your chances of survival.

In The Hunt (Free to Ace Pilot, 100 CP):

Most soldiers in the Space Corps are only capable enough to not crash. That's fine and all, seeing as there are millions of them and skilled tacticians guiding their moves, but you're not some two-bit nooblord.

Flying your way through an enemy dreadnought's innards to blow up its power source? Still not easy, but it's just another everyday mission to you now. Making your way through one end of an enemy fleet's kill zone to another? Probably a bad idea, but unlike almost everyone else, you've got relatively good chances of surviving and dealing with whatever it is that compelled you to do something so ridiculously suicidal in the first place.

Raw Danger (Discounted to Ace Pilot, 200 CP):

Knowing how to fly is pretty important. But you still need to know how to fight. Seeing as you'll be inside a spaceship for a large part of your stay here, you're going to have to fight smarter instead of harder.

Your pattern recognition skills are increased, and your general intelligence and ability to retain information is improved. This has obvious effects in all matters, but the result is greatest in relation to the battlefield: your ability to analyze enemy strategies and units, and correctly identify weak points and weak links, is enhanced even more.

While sharing this information can be difficult, your ability to shoot down enemies strictly superior to you in physical terms rises by an enormous degree.

Image Fight (Discounted to Ace Pilot, 400 CP):

You're good. You know that, your superiors know that, and the Bydo might know it but I doubt they care. Either way, you're a legitimate threat to the Bydo Empire. Still… going up against horrible space monsters all by yourself gets tough on the average person's mind after a while. But you're not average, are you?

You haven't turned it into a fortress or a maze using some phony meditative technique. But you're too stubborn to back down from a fight just because you're scared. Your determination, courage and willpower climb to match whatever threat you're facing, reaching mythical levels when you encounter world-ending nightmares.

Holy Diver (Discounted to Ace Pilot, 600 CP):

Pure skill isn't going to let you beat everything in this world. Sometimes, taking on an entire battleship with that tiny fighter of yours is a poor decision. Sometimes, diving into a hell dimension gets you assimilated by a giant tree. At least, that's how it is for others. They're the best of the best, and that isn't enough. But you're something else.

You're a hero. When you fight to save someone, all of your abilities increase in power. Your reflexes are just a little bit sharper and you get just that little bit more strength from your muscles. That's one person. If you fought to save a class of children, you'd reach the top of human physical ability.

But once you begin fighting to save cities, planets and even universes, your heroism becomes powerful enough to force time and space to aid you. Every corridor in a battleship you fly down turns out to be the one leading to the core and squadrons of enemy units show up in a neat line right as your Wave Cannon finishes charging. This doesn't make you unbeatable as long as you fight to save enough people, but it'll close the gap between you and your foes.

Bear in mind that the people you're saving need to actually want such a thing, consciously or otherwise.

The drifting specks of light (Free to Squad Leader, 100 CP):

Sometimes, soldiers get discouraged. Maybe it's that they're ten men fighting an entire fleet. Maybe they just weren't drilled enough. Either way, you know how to put some bravery in those who fight under your command.

When you fight together with your subordinates, your mere presence fills them with so much courage and certainty of their own victory, it's as if they simply started flying faster and shooting harder. Well, no. That's ridiculous.

Flying to win instead of flying to survive still makes for a pretty good boost to their fighting ability, though.

Soothe the darkness in my heart (Discounted to Squad Leader, 200 CP):

People often fail to realize how remarkably well they're doing. This is bad for you, and humanity as a whole, because the morale of soldiers is pretty important for their fighting ability. Constantly tracking every single one of your soldiers' accomplishments isn't doable at all, but you know just the right words to make them realize the good they're doing by themselves, causing them to have an epiphany that sets their fighting spirit ablaze.

At least, that's how some of your inferiors put it. You probably think it's silly.

Enough to forget my nightmares (Discounted to Squad Leader, 400 CP):

But sometimes, things don't work out too well. Maybe there's no way of forcing the fight towards an asymmetric state, and you're outnumbered and outgunned. Or perhaps you just got played like a fiddle by an enemy commander. Things might look bleak, but you know that giving up is worse than losing.

No matter how bad it may look, you'll know if the possibility of victory exists, and if it does, you can share that certainty with those fighting alongside you.

Moon Patrol (Discounted to Squad Leader, 600 CP):

You're not some legendary tactician. You don't have a cool title like 'Africanus' or 'Stonewall'. But you're not a bumbling oaf either, throwing men and materiel away like it's trash. You've played this game for quite some time, and your skill has risen to the point the actual legendary tacticians whose skill borders on the supernatural would listen to what you say and consider it legitimately helpful advice.

Additionally, your ability to improvise and twist the minds of others is improved even more, to the point you could reasonably defeat those same legendary tacticians as long as you got the first move and set the pace of the fight. If you fought an average run of the mill commander, you could legitimately go into the field without a plan and win just as easy as you would with one. Probably still a bad idea, though.



Basking in the summer sun (Free to General, 100 CP):

The people out there might say they're the ones winning wars. They're half right. While a war where one side doesn't have any way of defending itself can only end one way, it's not as if the soldiers are the only ones that matter. Civilian workers, telecommunications staff, pencil pushers keeping track of where every single ship is going. They're the ones making sure the big scary men can go out there and blow up some Bydo without starving to death before the month is up.

You have gained the knowledge needed to run the less glamorous side of a war machine, such as maintaining and optimizing supply lines, arranging manufactory contracts, and garnering public support.

I greeted the seabirds (Discounted to General, 200 CP):

As it turns out, public support is pretty important for an army. You have that in spades already, seeing as humanity is fighting a war of extermination. But there still are people who don't quite understand what's going on. Corporate folks who think they're too important to contribute or no lifers who are too afraid to even leave home to go to a recruiting station. Well, you don't care a bit about that.

You've got a knack for putting out the right words to the right places (both through direct communication and through propaganda) to get everyone working together, no matter the background or situation. You can't get an entire society to single-mindedly work towards the same objective, but anyone who isn't living under a rock will give the cause some consideration any time they decide on something, and a fair part will devote themselves wholeheartedly.

Just keep in mind that 'Aliens are attacking and we're all going to die if you don't help' has a lot more gravitas than 'Give me all your stuff'.

But then…I entered the demon's den (Discounted to General, 400 CP):

The average commander just focuses on winning the battle. That's good. It might be possible to lose every single fight and still win the war, but that fact doesn't make it something to strive for.

But never mind that, you've got bigger things to worry about. A Bydo detachment is making a beeline for a factory space station a fair bit away from the nearest forward operating base, meaning unless you abandon the flank of another general to provide reinforcements, they'll raze it to the ground and cut down on weapons development. But if you do move to help, a Bydo fleet will be able to evade combat altogether and reinforce the troops that managed to make it through the Kuiper belt.

For most people, this would be a difficult decision. You are not most people, and can correctly evaluate the benefits and downsides of large scale actions and movements during war. But sometimes, a choice won't be difficult just because of the objective values involved…

Metal Storm (Discounted to General, 600 CP):

Some people might call you an idiotic fool or a foolish idiot. You think they are simply too lesser to understand your genius. Rather than play the same game as everyone else, you've learned to change it. Mostly by force. Ordinary soldiers and conventional tactics are but tools to ready your true weapons.

You've learned how to force all battle scenarios into the same molds, allowing for you to repeatedly utilize identical stratagems without allowing your opponents to capitalize on the foreknowledge of what you will do, by virtue of preventing other courses of action. While it's not the only scheme that benefits from this ability, you can repeatedly unveil the same trump cards or secret one-of-a-kind weapons and achieve the same success as the first time, to monstrous effects in the long term.

R-Type (Free to Researcher, 100 CP):

Also known as “Round-Canopy”. The nickname for the fighters of the future, which stand proud as one of mankind’s greatest creations. A light but robust chassis, an easy to understand control system that still allows for incredible control and precision, a powerful engine and power supply, atmospheric and interstellar capabilities, multiple missile options and a reliable main gun. These traits are nearly universal to these great weapons.

Though you have yet to create a unique fighter and leave your mark on history, you have joined the ranks of the men and women who constantly work to improve this great design, and know how to build the R-9A Arrowhead and can easily design your own unique variations. While creating one that is actually worth using might take a while, there are many fields and ideas this world hasn’t explored yet.

K-Type (Discounted to Researcher, 200 CP):

The Force device. A dread weapon built by trapping a Bydo embryo in a cage of metal. It is large, orange and spherical. A biomechanical creation, it is the symbol of humanity’s will to survive. You know not just how to create these, but also Bit devices, which are essentially miniature Forces that do not require Bydo tissue samples.

While expanding on both of these designs may prove far harder than one would initially expect, any results would swiftly prove extremely worthwhile. Just take care not to accidentally build an actual Bydo creature.



Bydo Lab Chief (Discounted to Researcher, 400 CP):

You’re not it. But you should be. Your ability to coordinate groups is enhanced, specially when intellectual pursuits are involved. More importantly, you can easily pass new ideas and principles on to others personally and through your writings. Making technology from other universes widely used will still take a while, but you can make sure the scientists and engineers actually understand it and don’t just spend years trying and failing to force your knowledge to fit their view of the world, rather changing theirs to better fit reality.

As a bonus, you’re actually legitimately intelligent. It’s not so much you regularly find other people to be below your mighty intellect, but you come to realizations and discoveries before almost everyone else around you.

Renaissance Man (Discounted to Researcher, 600 CP):

Your mind may not be transcendent, but your will and desire to collect information borders on such. Through intense study, you’ve gained the knowledge needed to create nearly every single technological marvel found in this world. In theory. While you know all of the underlying principles, you’ve never actually learned how to make the machines themselves. You’ll need to reinvent the wheel or actually focus your studies to take the last step. But soon, battleships, fighters, stations and colonies (all capable of operating in deep space, orbit, or even other planets), fleet-sized gates with galactic and interdimensional capabilities, interdimensional weaponry capable of shattering holes between realities using the echoes of similar anomalies or painfully forcing beings partially out-of-sync with the universe to exist in a singular plane, and extremely high-power energy sources will be within your grasp.

With the greatest of resources, rivaling a fully united planetary civilization capable of harnessing nearby planets, such unbelievable feats of engineering as the creation of entire celestial objects may be possible.

Spacecraft:

You'll be piloting (or working with) the R-9A Arrowhead by default. However, if you are willing to give up precious Choice Points, you may acquire an upgrade. You gain the knowledge needed to operate, maintain, and repair whichever ships you purchase.

R-9A Arrowhead (One Free, 100 CP):

Also known as 'The Savior'. It is said to be the first unit to contact the Bydo Empire, though it is in fact only the first to successfully fight back against it. The R-9A is 16.2 meters long, 10.8 meters tall, 5.1 meters wide and weights 31 tons. It can reach up to 208 km/sec. While it crews two, it can be operated by a single person. It has a simple Vulcan cannon, two homing missile launchers, a polarized canopy to shield the pilot's eyes, a slow to charge Wave Cannon, a Standard Force and two Round Bits. The first three are exactly what they sound like, while the Wave Cannon is a ridiculously powerful energy weapon, capable of destroying nearly all ordinary Bydo ships when fully charged. Unfortunately, doing so requires that most offensive power be redirected to it for some time.

A Force device is a large Bydo embryo encased by four control rods. It is capable of blocking enemy shots with itself as it is nearly invulnerable. This property also allows it to deal damage simply by contacting an enemy. The Force itself can be at rest in the prow or aft of the ship, giving you access to a variable offense and defense. You may also forcefully detach the Force, turning it into a quick and powerful projectile. Additionally, equipping Laser Crystals allows the Force to fire beams. A Bit device, on the other hand, is essentially an artificial Bydo energy core. While the Force is created from harvested Bydo cells, the Bits are of human make. Safely containing the energy within it has made it impossible to detach it from the ship, though it is still a great form of defense. Perhaps offense, if you are particularly brave. Or stupid. Either way, it's a fine ship.

R-9JC Custom (Free):

If you really don't like how your ship looks, you may change a few cosmetic aspects for free.

Nearly all ships have a certain shape for a reason, so you will be mostly limited to painting stuff on them. But that stuff can be anything. A full black and red color scheme, saucy women or maybe even your waifu's name.

Launch Bay (Free or 300 CP):

Funny as it might be the first time, watching you struggle to get your ships in and out of the Cosmic Warehouse every time you want to use them will get really annoying really fast. After this jump, a launch bay will be attached to your Warehouse. By default it'll house every ship purchased (or earned through Scenarios) in this Jump and one copy of each of them, while for 300 CP this will extend to those purchased/earned from other Jumps as well. These copies appear when you want to fly them and disappear when you're done and you may not modify them or even look into their workings- they're just spares in case you wreck the real deal, or want to gauge the increase in specs due to the upgrades you've done. You may equip the copies with any of the weaponry available to them, rather than the default they begin with. At will, you may summon any of your available fighters, at which point they will teleport near you in standby. The specifics of where and how they land is your call. If you have the Warehouse Portal upgrade, you may instead summon a portal in the air itself that is large enough for the ship to pass through, teleport into the ship's cockpit, and launch at full speed through it. Battleships and other large crafts may not benefit from this secondary function, but by necessity, the range and freedom you'll have for where they appear is much greater. Feel free to summon them in stable orbit from your downtown apartment, or surprise everyone at the docks while you're watching from a skyscraper.

R-9A2 Delta (Discounted to Ace Pilot, 400 CP):

An experimental fighter, created utilizing the R-9A's combat data and further technological advancements. It would be made combat-worthy in haste after another human super weapon goes rogue and attempts to destroy Earth, but thanks to me you can get it right now. It is not prepared for mass production, so its insides might be a tad finicky. Its combat ability is greater than the R-9A, but attempts at customizing it will result in failure if you do not overhaul its design into something standardized. Also, it possesses the Diffusion Wave Cannon in addition to the original. It functions much like the traditional Wave Cannon, but spreads its energy in a wide area at low ranges. It's basically the shotgun to the original's carbine.

Oh, I almost forgot. It is also one of three ships to be able to perform Dose Attacks. Dose Attacks are charged by overloading your Force with B-Energy by siphoning it from Bydo crafts using physical contact. This ship's attack is named 'Nuclear Catastrophe'. It functions by using the acquired energy to induce nuclear fusion using nearby molecules, creating a completely safe pyramid around the craft, which is in turn surrounded by another larger pyramid. This larger pyramid is essentially a contained ephemeral nuclear explosion.

It's pretty strong. Normally, it would be impossible to charge a Dose Attack post-jump, but something about the make of this ship's Force will allow clever tinkering to attune it to other energies.

R-13A Cerberus (Discounted to Ace Pilot, 400 CP):

While it is based on the technology used by the classic R-9A, this ship is a completely different beast. It was created by an entirely separate company, commissioned to supplement the Space Corps forces. Due to this, it has an entirely different structure. Most notably, it utilizes a cybernetic interface to connect the pilot to the ship, enhancing response time and control.

A more immediately visible, but possibly lesser, difference between this and traditional R-9A crafts is that it wields an Anchor Force. The control rods in these face forwards and function like claws, grabbing onto enemies. Not just that, but the contact damage caused by this is even greater, at the cost of losing ranged attacks while detached. The R-13A also possesses photon missiles instead of the traditional homing ones. They are dropped rather than launched, charging forward at high speeds by themselves a few seconds after. It also possesses a Lightning Wave Cannon instead of the traditional model, sacrificing some power for incredible homing capabilities.

Last, and most definitely not least, this ship is also capable of performing a Dose Attack. Known as 'Hysteric Dawn', it utilizes acquired energy to force all nearby enemies into another dimension. While an instant 'kill' against most foes, sufficiently powerful beings and crafts may resist this. Like the R-9A2, a fair bit of work would allow one to charge the Dose Attack using other energies.

RX-10 Albatross (Discounted to Ace Pilot, 400 CP):

An experimental ship created by the Air Force in collaboration with a private aircraft manufacturer. Its performance is better than the R-9A's, but not notably so. It is equipped with a Tentacle Force, which opens and closes based on the ship's movements, allowing for frontal or vertical attacks. Its greatest feature is a mirror coating that improves its defenses greatly. Unfortunately, most Bydo weapons are capable of ignoring it. It is also equipped with Chain Reaction Missiles. While these missiles simply fall, closer to ancient bombs than anything else, the explosion takes the form of burst of energy that moves based on the direction the missile itself was headed. The RX-10 possesses a Shock Wave Cannon rather than the traditional. Instead of firing a gigantic beam, it creates an invisible needle that causes a powerful reaction inside the target, causing it to explode magnificently.

While some might be quick to dismiss it, the Albatross is the last ship to be capable of executing a Dose Attack. It is called the 'Negative Corridor'. While the R-9A2 destroys and the R-13A banishes, the RX-10 takes it a step beyond. It uses the gathered energy to create a space-time anomaly where reality isn't. All nearby foes are drawn in and truly annihilated. Though surviving the effect itself is difficult for obvious reasons, its range and ability to actually hit enemies is lower than the others. Again, you may discover a way of charging the Dose Attack with other energies.

R-9C War-Head (Discounted to Ace Pilot, 400 CP):

Also known as 'Monster'. An improvement and evolution of the original and Delta designs, it has greater performance in space and is specially designed to adapt to 'exotic' environments. Built after the first Bydo war, it was not designed to be a savior, something that would protect humanity.

It was designed to destroy the Bydo, and nothing more.

The R-9C is 13.5 meters long, 9.2 meters tall, 4.2 meters wide and weights 22 tons. Even though it is one of the least intimidating R-9 derivatives, it is harder, better, faster and stronger than most ships. It lacks many of the unique functions later ships carried, but remains one of the greatest crafts available. Most notably, it possesses a prototype version of the Diffusion Wave Cannon in addition to the standard, both of which charge extremely fast compared to the mass production models.

R-9Leo Leo (One Free to Ace Pilot, 200 CP):

Huh. Bit of a doozy here. As it turns out, there was a sister ship to the R-9A. At some unknown point in the future, humanity and the Bydo will finally find peace, however brief it might be. Don't think too hard about it. Some other things would then happen, and this bad boy would be busted out by the Space Corps to deal with a rogue AI and his personal planet.

Anyway, this one's a bit special. Lacking any sort of Wave Cannon or Force, its strength lies in the enhanced Bit devices. Unlike normal Bit devices, one can freely manipulate their positioning, allowing not only for a greater degree of defensive and offensive use but also for controlled long-range attacks. Whether this ability is worth the loss is highly debated.

R-9Leo2 Leo II (Discounted to Ace Pilot, 400 CP):

While the original underperformed, the concept was workable. After a great deal of research, a miracle of engineering occurred. An upgrade to the original R-9Leo, this ship has the same stats as other mass production ships and weaponry on par with them, all without losing its enhanced Bit devices.

While affordable for mass production, it had low production numbers due to most pilots simply not having the skills and courage to make the most of its Bit-enhanced offensive powers.

R-90 Ragnarok (Discounted to Ace Pilot, 600 CP):

This…this is something else. The R-90 is one of the greatest ships ever created by the Space Corps. It is an improvement over nearly every single craft ever created to repel the Bydo threat, carefully and methodically engineered through combat data acquired by millions of soldiers over the course of multiple wars. The R-9A was created to save mankind. The R-9C was created to murder the Bydo. This ship…this ship was designed to end it. Nothing more, nothing less.

There is almost nothing in this universe more capable than this craft.

To begin with, it actually holds three different Forces. First, the beloved standard, capable of everything it always has been able to do. Second, the Shadow Force, truly man-made as it lacks Bydo components, and designed to perform all-range attacks. Third, the Cyclone Force, which is a large gel-like Force designed to attack via contact.

On top of all this, it possesses a Mega Wave Cannon, which is just the standard with even greater possible firepower. But at will, it can also switch to the Hyper Wave Cannon, which has a range similar to the Diffusion version but has an extremely powerful bonus effect:

Firing it causes all shots to be supercharged for a short period of time, allowing for the Vulcan cannon to deal damage equal to the Standard Wave Cannon.

R-9K Sunday Strike (Discounted to Squad Leader, 200 CP):

Ace pilots can't win wars alone. Go figure. Seeing the need for an even cheaper mass produced fighter, the R-9K was created. Though it is limited to a slow charging Diffusion Wave Cannon, it carries the same weapons as the R-9C War-Head, and its performance isn't too bad. A sensible sidegrade.

R-9D Shooting Star (Discounted to Squad Leader, 400 CP):

The first step in the development of long-range weaponry. While it has the classic R-9A look, its Wave Cannon was designed from scratch, being called the Compression Cannon in initial development. Rather than the destructive wall created by Wave Cannons, it unleashes a continuous thin ray of energy. When fully charged, its beam can cover the distance between the Earth and the moon. Unfortunately, the ship's cooling systems can not handle the heat generated by this, meaning any pilot who uses this ability will kill himself and destroy the fighter. In addition, it has a special balancer that increases stability during atmospheric flight and a disk radome that allows it to utilize its enhanced range even without support from specialized units.

R-9B Strider (Discounted to Squad Leader, 400 CP):

A long-range bomber with powerful missile armaments, it is built with staying power and defense in mind. While its operational range allows it to travel from planet to planet without outside support, it has the slow and ponderous pace of a battleship, meaning it is unable to defend itself at short ranges. It mounts the Barrier Wave Cannon, which creates several hexagonal structures in an area around the ship, allowing it to intercept enemy projectiles. It has high power but inaccurate and high accuracy but weak missiles alike, and can hold a single Balmung missile.

The Balmung is an extremely fast, long range, and highly accurate tactical nuke. It is capable of wiping out entire fighter squadrons by itself and dealing critical damage to battleships. It is the R-9B's ability to mount it that has made it one of the core fighters in modern Space Corps fleets.

R-9E Midnight Eye (Discounted to Squad Leader, 400 CP):

A common patrol unit in the outer rims of the solar system, the Midnight Eye is lightly armed and has middling defense. However, its light frame has granted it extremely high speed and the space needed to mount higher-quality sensors, making it an essential unit for data acquisition purposes and reconnaissance work. It is due to this ship that so much information on the Bydo was acquired after the first war, allowing humanity to better fight back during the conflicts to follow.

It holds a large data pod used to save all collected data and its special radar system allows it to constantly survey its own celestial sphere. As for weaponry, it is limited to the basic Vulcan cannon.

R-9Sk Principalities (Discounted to Squad Leader, 400 CP):

As you know, most Bydo ships are biological in nature, even if their protective plating may hide this. Seeing a need for a weapon designed to exploit this, the R-9Sk was created. While most of its armor had to be removed, the R-9Sk can mount the powerful Flame Wave Cannon, which utilizes a tokamak to shape plasma and unleash it as a long lasting, if somewhat thin, pillar of flame that is extremely effective against the Bydo for obvious reasons. When fully charged, it can also instantly create a burning ring of fire in front of the ship, flash frying anything unfortunate enough to be caught in one of the danger zones.

UFCS-05 Jormungandr (One Free to Squad Leader, 200 CP):

One of the first transports utilized by the Space Corps. It was created around 2050 and is designed for short-distance missions. It can dock two active five-man squadrons of Round-Canopy fighters, and create decoys of itself. Rugged and simplistic, it is capable of operating for long periods of time, making it a staple of the Space Corps even now. It is specially useful for reconnaissance and siege missions. Unfortunately, it holds a single Vulcan cannon to defend itself.

UFHC-007 Vanargand (Discounted to Squad Leader, 400 CP):

The most common cruiser used by the Space Corps. Its extreme speed, powerful armaments and ability to support Round-Canopy fighters has made it a mainstay in the war effort against the Bydo Empire. It is roughly 805 meters long, 322 meters tall and 160 meters wide. Its port and starboard have multiple highly accurate laser guns with homing capabilities and moderate strength. Its bridge mounts a single powerful beam cannon, though its range is somewhat disappointing and it can only aim upwards of the ship itself. It can dock and launch up to fifteen fighters at once. To top it all off, its prow holds the Vaen Cannon, which is essentially a cruiser-sized Wave Cannon and exactly as powerful as it sounds.

UFWS-004 Egir "Yamato" (One Free to General, 400 CP):

The Egir was designed as heavy command and support ship for R-Type fighters in local missions. While other interstellar battleships exist, most of them are too busy far away from home or in preparation of missions. Thus, a battleship designed to operate on waters was built. It is equipped with the classic Surface-to-Air missiles utilized by most water bound battleships and underwater rockets designed as a superior alternative to torpedoes. To finish it off, it can dock ten active fighters at once. For some reason, you have a customized version of this ship that can function not only in its original environment but also outer space.

UFDD-02 Nidhoggr (Discounted to General, 600 CP):

A relatively small Destroyer-class ship, at 72 meters wide, 432 meters long, and 60 meters tall. However, it is one of the most advanced ships fielded by the Space Corps. Its systems are equipped with the next generation of hardware and software giving it a performance superior to previous mainstays. It is also equipped with three different types of missiles, designed for accuracy, damage, and suppression separately. More importantly, it is equipped with a Desynch Shot, which is a large weapon mounted within the core of the ship itself that causes a localized disruption in space and time around the ship, greatly damaging anything hidden in other dimensions that is nearby. Unfortunately, its range isn't that great.

UFBS-010 Heimdall (Discounted to General, 800 CP):

The primary dreadnought utilized by the Space Corps. At 1600 meters long, 500 meters tall, and 250 meters wide, it is one of the largest ships found in this world. Its hull lasers are similar to the Vanargand's, but better in nearly every way, due to the superior systems installed thanks to this ship's larger size. Its bow also holds the Burtgang Cannon, a titanic laser weapon similar to a Wave Cannon but distinct in its deeper workings that can destroy an entire city when fully charged. Its bridge holds the D-Gun, which is a powerful 3-stranded beam cannon with middling accuracy but long range. To finish, it is also has the Gjallarhorn Cannon, which is a missile battery capable of both high accuracy and high power. It also possesses a launch bay that can support 25 fighters at once.

Moritz-G (Discounted to General, 1000 CP):

A unique super-weapon built by humanity, rather than a traditional ship. It carries two simple mortars at its top, and its main cannon unleashes a beam similar to the R-9D Shooting Star's Wave Cannon. However, if given sufficient time to charge and authorization from several high-level officials (and once you leave this world, just you), it can supercharge its shots and repeatedly perform city-destroying attacks from high orbit. While touted as a planet killer, this does not refer to any ability to actually destroy a planet, but the fact that neither Bydo nor man could repel a sustained offensive from it. Once its main gun is activated, it can attack a single planet and raze all key structures to the ground in a matter of weeks while destroying any ships that so much as take flight without any chance of retaliation, allowing other allies to act with complete impunity once it moves on.

UFXSS-01 Utgarda Loki (Discounted to General, 1200 CP):

A titanic solar cannon developed by the Space Corps. It is several times larger than even the Heimdall. It holds and can launch four UFXSM-02 Focal Mirrors, which gather solar energy for it. After about half an hour of constant uninterrupted charging, it can unleash a devastating beam. While it is deemed the mightiest weapon developed by the Space Corps, it is technically just as strong as the Burtgang Cannon carried by the Heimdall, and even weaker than the upgraded versions carried by the subsequent ships in that series. However, the sheer size, range and duration of its fire means that where the Heimdall destroys cities after planetfall, the Loki scars planets tens of light minutes away. Unfortunately, it has no built-in weapons or defense systems beyond its primary function.

BX-T Dantalion (Discounted to Researcher, 300 CP):

The first successful test in the Bydo Synthesis Project. Rather than utilize Bydo flesh in a weapon, the ship itself incorporates their biological material, in an effort to replicate their powerful armor. With a notably large transparent canopy that reveals its insides, which are incredibly similar to a brain in appearance, it has a twisted design that instills fear into even those who fly alongside it. It is equipped with the Life Force, which has no notable features, but is an incredibly milestone in Force development due to being closer to a living organism than a ball of energy. It also equips Eyeball Bits and Oculoids, which function like regular bits and missiles, despite their disgusting appearance. Lastly, its Wave Cannon is called Dantalion's Flute, and fires several small bolts of life energy in a wave pattern.

B-1A Digitalius (Discounted to Researcher, 300 CP):

Seeing value in the pursuit of further Bydo tissue augmented ships, several lines were created. The first of the two ships based on Bydo plants, the Digitalius focuses on soft vegetation and Bydo seeds. Most Bydo vegetation has extremely hard skin that still is fairly light-weight. By incorporating this skin instead of metal plating, a lighter and stronger ship was created. However, it requires a constant supply of nutrient solution, which has a narcotic effect on humans. Like all Bydo Tissue ships, it is equipped with eyeball bits and oculoids. It holds the Flower Force, which functions in a manner similar to the Tentacle Force, and the Bydo Seed Gun, which fires multiple seed pods that burrow into enemies and drain their life to germinate immediately.

B-1B Mad Forest (Discounted to Researcher, 300 CP)

The second of the two ships based on Bydo plants, the Mad Forest focuses on tree-like growth. As a proper partly living ship, it is capable of regenerating with sufficient time away from harm. It has the barest minimum of inorganic parts, such as the missile bays and Bit conductors. It has a special Wave Cannon called the Ivy Rod, which lashes out using tendrils of energy similar to actual vines.

B-1C Amphibian (Discounted to Researcher, 300 CP)

Eventually, the Bydo were discovered to regenerate due to a genetic element known as the Ribbon. As part of the Bydo Tissue series, a craft designed solely for self-repair capacity was created. Resembling an odd mixture of frog and fish, it is capable of light healing by draining small amounts of the pilot's life force, slightly extending its staying power without the massive sacrifice to operational range and pilot health the later models in this line experienced. It is equipped with eyeball bits and oculoids, much like other Bydo Tissue fighters, in addition to the Beast Force and Bydo Spirit Cannon. The first has four tentacles from which 'friendly' pure Bydo organisms spawn and the later is an upgrade to the Dantalion's Flute, which now has homing abilities.

B-1D Bydo System Alpha (Discounted to Researcher, 300 CP):

The ship that began it all. An R-9A Arrowhead that fell victim to the influence of a unique slug-like Bydo known as Nomemayer and eventually returned to Earth. After destroying many human and Bydo alike, it crashed, its pilot still wondering why none but the seagulls were happy for his heroic return. For the most part, it handles the same as its original form, but has a pulsing fleshy look to it. It is equipped with the Bydo Force, which has an extremely high Bydo coefficient and creates temporary Bydo creatures to attack instead of beams. It also has the classic eyeball bits and oculoids. Lastly, it has the Devil Wave Cannon, which creates spectral Bydo creatures that chase enemies and launch from the back of the ship.

BX-2 Platonic Love (Discounted to Researcher, 300 CP):

A purely experimental ship with low combat specifications, designed to explore the limits of Bydo Tissue's ability to shift between high pliability and hardness. It holds the Love Force, which fires heart-shaped holograms said to be powered by pure Love, and the Love Sign Wave Cannon, which fires a titanic heart-shaped projectile. In addition to this, the ship has the expected oculoids and eyeball bits. Oddly enough, the ship itself has the appearance of a classic cartoon heart, even with its pink pulsing fleshy look.

B3-A Misty Lady (Discounted to Researcher, 300 CP):

An attempt at enhancing the defensive abilities of Round-Canopy fighters. Their lack of energy shields and the underperformance of ablative armor meant evasion and interception were the only real available defenses. Using stolen Bydo technology, the Misty Lady gained the ability to constantly generate a diffusive fog. Sadly, the instability of the fog generating systems meant it never saw field use. It has the traditional eyeball bits and oculoids, in addition to the Mist Force and the Acid Spray Wave Cannon. The first lacks a proper direct attack, but constantly produces a corrosive fog that deals heavy damage, and has beam attacks based on the sun, the rain and the storm once the appropriate laser crystals are acquired. The second simply fires pressurized acidic gas forwards.

TW-1 Duckbill (25 CP):

The first mobile container used by the Space Corps. It is small, awkward to control and about as strong as paper tissue compared to nearly every other modern craft. Its name comes from the shape of its canopy. It is armed with what amounts to hilariously weak copies of the R-9A's weapons. Most people are fine with this, as it is unmanned.

…you're not going to pilot it, right? Right? **Right?**

TW-2 Kiwi Berry (50 CP):

The only ground-based attack vehicle developed by the Space Corps. It has a specially developed body modeled after the Duckbill's, with a set of treads and a very large tank gun added. It has the Drill Force, which does to enemies exactly what the name makes it sound like, in addition to the classic load out the R-9A has. Not just that, but it can hover pretty well! Unfortunately, most Bydo can fly.

TP-3 Mr. Heli (25 CP):

…I'm sorry? What the fresh hell is this.

Huh. It's actually pretty good, even if it was created for civilian missions. The Mr. Heli looks like the bright orange mix of a POW Armor and a helicopter, and is armed with the Mr. Heli Force, designed specially to rain down death on enemies. Not only that, but its Crystal Wave Cannon creates high-density crystals that deal massive damage to foes on impact. I guess you shouldn't judge a book by its cover. Still kinda sucks, though.

R-11A Future World (50 CP):

The last mass-produced fighter based on the R-9A. As it was designed for inner-atmosphere use around urban areas, it has a compact frame, granting it greater agility. There isn't much more to note about it, beyond it using a Miniature Wave Cannon to minimize collateral damage.

R-11B Peace Maker (25 CP):

Much like the Mr. Heli, this ship wasn't designed for military usage. Unlike the Mr. Heli, it actually was designed to fight. It is faster and more agile than the R-11A, being the police equivalent of it, but all of its other aspects suffer for it. Considering what it's supposed to do, that's just fine. It has a Lock-On Wave Cannon designed to deal damage in a singular controlled area, sacrificing power in large open combat to enhance its safety to civilians.

R-9WZ Disaster Report (400 CP):

An experimental, one of a kind ship. Seeing the Bydo as an unnatural terror, researchers decided to use nature's fury to claim vengeance. Thus, the Cataclysm Wave Cannon was born. Rather than fire a pure shot of energy, it creates a flaming meteor that shatters into smaller rocks on impact and constantly releases superheated bits of itself, granting it a gigantic area of effect. When charged to its maximum level, the meteor launched becomes as large as the ship and produces a similarly grand amount of debris. Not just that, but it also creates a miniature lightning storm racing upwards, which can then bounce to strike enemies below, if the ship is sufficiently far away from the ground. If it isn't, it instead causes a small tornado to form and race forwards to destroy one's enemies.

Sadly, the similarity of this weapon's effects to actual natural disasters caused it to be heavily restricted, meaning this craft is only allowed for use in extremely dangerous or important missions.

Less glamorous than the unique Wave Cannon, this ship also comes with the Standard Force H. Rather than simply fire a beam, it creates an expanding sequence of honeycomb-shaped energy panes. These panes persist for some time after firing, even while inside an enemy unit, giving it great damage potential.



Companions:

Alright, here's how this works. Your friends are going to need ships if they want to do anything here. Assuming they're not stronger than one already, anyway. Because I'm nice, you won't have to spend CP to get them cool stuff. Instead, you may donate any ship you bought to them. They will be able to choose a Background, they will gain CP equal to the undiscounted price of whichever ship you gave to them, and purchase Perks and Items. They may not acquire additional Spacecrafts or Companions. You can't donate CP to them and they can't take Drawbacks. Companions that are multiple persons but still count as only one will gain multiples of whichever ship is given to them equal to their numbers. Your companions gain the knowledge needed to fly whichever ship you gift to them. Then again, you might not have any friends. If that's the case, or you simply want to bring more people along with you, something could be arranged. While you may gift ships to Companions acquired here, this will only give them the same knowledge you gained with its purchase.

Wingman (Discounted to Ace Pilot, 200 CP):

So there's this guy, right? He's just some random 20-something. Works nine to five, has a small apartment and surfs the net in his free time. But as it turns out, in about 3 decades or so, he'd become the guy you play as in R-Type Final. His life is pretty bland and it's not improving any time soon, which is why he'd have thrown himself at the war effort (that, and being killed in battle is better than being put down like an animal), but he's a pretty nice guy once you get to know him.

He's still just some dude now, but he has dormant abilities equivalent to all Ace Pilot perks, and combat will allow him to awaken this hidden power. You will meet him during your first new year's eve in this world, and unless you deliberately work against it, you will inspire him to join the Space Corps. Once he gets through training, you'll always end up flying with him. You might have to save his life every so often, but soon enough he'll be the one stopping you from facing a horrible Bydo-based death.

Loyal Soldiers (Discounted to Squad Leader, 200 CP):

Flying alone sucks. Sure, it's fun to watch someone do it on a screen, or play in a simulation of it where you're not in any actual danger. But out there, it isn't great. So, if you're up for it, I can make sure you meet these five people. They're not the best pilots, but they're better than the people who just barely know how to shoot and not crash horribly.

To put it in more quantifiable terms, each one of them has the equivalent of the "In The Hunt" Perk and manifest the effects of the "The drifting specks of light" and "Soothe the darkness in my heart" Perks in all of their allies regardless of the normal conditions required for their function so long as they're working together. You'll meet and begin flying with them after a few sorties, before your first year is up. Additionally, the five of them only occupy one Companion slot, though any time you Import them into a jump you'll have to choose between splitting purchases between the five of them or splitting everything between them.





Forest Watchdog (Discounted to General, 200 CP):

Remember the Cerberus from Delta? The one that was imprisoned in a Bydo forest and forced to become a Bydo warrior, since its Wave Cannon wasn't powerful enough to blast open a hole back to real space. Yeah, things might not turn out the same anyway now that you're in this world, but he's still going to go on a mission that'll take him to the Galaxy of Abyss. Before that mission, you'll have a clear and very visible opportunity to alter his load out, while you are in complete control of your faculties.

If you do so, he'll be able to escape and soon enough he'll realize you saved his life. He's not a decorated war hero who can ask for these things, but he'll still somehow always end up assigned to fly under your command. His skills aren't too above average far as pilots go, but he's filled with the determination to succeed no matter what. In more practical terms, he has the "Image Fight" Perk, the potential for the "In The Hunt" and "Raw Danger" Perks, and an affinity for both inviting and lashing out against dark fates (possibly worse than death) due to his fierce personality.



Weird Baby Cat Bydo Thing (Discounted to Researcher, 400 CP):

So, you were fiddling with this Force device, right? You're trying to see if this control rod model works, when the Force explodes, splattering orange goo everywhere and your life flashes before your eyes. Few seconds later, you feel something purring and rubbing itself against your legs. It's…a cat? Maybe? But if you turn your head a bit it kind of looks like a weird orange baby instead…or a really ugly flower.

It's weird, is what it is. But it likes you, and your superiors are fine with this development, even though it's clearly a Bydo creature. While its intelligence is that of an animal right now, it will eventually enter a chrysalis state several times, transforming into more and more developed life forms. You'll have to supply the mass needed to fuel these transformations. Its body depends on what you give to it during this time period and its mind will depend on how you treat it and what it lives through thanks to you.

For example, it could become a fighter-sized Dobkeratops with a penchant for gothic literature, an organic tank with a huge sweet tooth, or a human girl who's much cuter than should be possible and can turn into an extremely powerful engine of destruction at will. Once it gains human intelligence, it'll be able to control these transformations.

Items:

Big ships and good skills are the name of the game in this world, but there's still some stuff you could do good with.

Bydo Bytes (25 CP):

Humanity might be dying a slow death at the hands of the Bydo, but I'll be damned, the fat cats aren't going to stop making fat stacks. These chips are actually pretty good. Unhealthy as hell, but not bad. A few bags are added to your daily Food Supply, assuming you bought that Warehouse upgrade, and you can always find a half-eaten one in your glove box. Or the closest compartment to it depending on what crazy thing you're cruising with.

R-9A Figurine (One Free, 25 CP):

It's a figurine of the eponymous Round-Canopy fighter. Comes in charming child's toy and high quality collector's item versions. Here, you can have one version on the house.

Ultimate R-Type Collection (25 CP):

A special arcade cabinet that has every version of every R-Type game available. Not just that, but every war you take part in while flying a Round-Canopy fighter will be turned into its own unique high-quality game. Most of them will be Shmups, but every so often strategy games in the vein of the Tactics spin-offs will pop up. It has the appropriate ports needed to dump these games onto data storage, allowing you to share them with others.

Hyper-Advanced Laser Crystal (50 CP):

These are lenses that possess a special wavelength that can be interpreted by a Force device. By absorbing one, the Force device gains the ability to fire the energy contained within itself as a beam. Each Laser Crystal type grants a specific form of energy projection to a Force device. Each purchase of this will give you one Laser Crystal. In the field, Laser Crystals are usually carried by unmanned POW Armor, which must be destroyed by a soldier to claim the prize within. Of course, the POW Armor can unload them without being destroyed, but that's a lengthy process most pilots (and their superiors) aren't willing to wait on. Unlike normal Laser Crystals, these are not entirely absorbed by a Force device, meaning you can remove them and place another inside without losing the original.

Red Laser Crystal:

These imbue a Force with a powerful forward-firing air-to-air attack. While the strongest by far, these are often trumped by shielded enemies.

Blue Laser Crystal:

The weakest crystal. To make up for this, it grants wide-range or angled attacks, allowing for a confusing offensive that can perform otherwise impossible shots.

Yellow Laser Crystal:

These crystals grant an air-to-ground attack. While even more powerful than the red crystal's attacks, these are limited in terms of where it can actually shoot.

Gray Laser Crystal:

Rather than a unique variant, these are modified red crystals. While the original generally maintains a little bit of angling in its shots, allowing for skilled pilots to perform crowd control, these sacrifice even that to increase each shot's power by a fair amount.

Green Laser Crystal:

An experimental mixture of Red and Blue crystal wavelengths. While the Red crystal's forward offensive is maintained, the spread of bullets is increased even more, while sacrificing only a little bit of power.

Bydogen Supply (400 CP):

As you know, the Force device is made of harvested Bydo cells carefully cultivated to grow into a more stable form. Bydo cells, in turn, are the result of this strange red crystal's growth. Bydogen initially is a sort of organic mineral, but when exposed to the strange effects of the distorted physical laws exhibited in the Galaxy of Abyss, it causes more of itself to appear in nearby areas ex nihilo. In regular space, Bydogen will replicate a fair bit by absorbing ambient energy- fifteen pounds of it could become thirty. After that, a direct injection of energy allows Bydogen to enter a state of flux between energy and matter, also losing its mineral properties, becoming a living organism in totality. The particle-wave nature of true Bydo is not yet exhibited in this infantile form.

At this juncture, careful usage of control rods allows one to guide the Bydo object into a becoming a Force device of their choosing. Failure to do so will result in the would-be Force device growing into a fully fledged Bydo, gaining its immaterial properties and ability to endlessly replicate its DNA through the assimilation of matter and thought.

This purchase grants you access to roughly five tons of dormant Bydogen at the start of every jump, which somehow never dips below one tenth of its original quantity. Should you wish to make use of Bydo flesh post-jump without this purchase, know that it is possible, though at a steep cost. As shown with the destruction of a certain laboratory near Jupiter, it is possible to "synthesize" pure Bydo flesh through a high-energy reaction fueled by the consumption of incredible amounts of matter. It should be noted, the mere presence of Bydo lifeforms for long periods of time causes this mineral to form, even without exposure to the Galaxy of Abyss.



Baby



Child



Adolescent



Adult

Drawbacks:

So, you're that desperate for more CP? Or maybe you're just looking for an extra challenge to make your stay here a bit more interesting. Well, I've got some neat choices lined up just for you. You can take as many Drawbacks as you'd like, but you may only gain up to +600 CP from them. If you are in a position where you will not enter into combat by yourself, and will not be affected by what you choose, these drawbacks will instead be applied to those fighting for your sake in divided but ultimately just as damaging portions. Ships you develop as a Researcher will cause their pilots to face undue adversity, as if they were cursed, while Squad Leaders and Generals will find that their subordinates fail much more than they by all rights should. Don't think you can just sit twiddling your thumbs either- regardless of your position, trying to shirk your duties to minimize the effects of these drawbacks will just lead to the Bydo's victory, resulting in your death together with the rest of mankind. Regardless of what you do, while you may make these less painful, you are never going to nullify their effects entirely.

Auto-Scrolling (+100 CP):

For whatever reason, you just won't stop moving during combat. This won't actually impair you that badly, since chances are you'd stay on the move in a fight anyway, but it'll tire you out mentally and annoy anyone you fly with.

Legendary Hero (+100 CP):

So, this is war. You're not going to be some big damn hero and do everything by yourself. Well, there's a distinct possibility you will actually. But without the regular soldiers, researchers and commanders right behind (or beside) you watching your back, you'd probably die. They're still there. It's just…you can't ever really see any of them do anything.

When you go up against a Bydo battleship, you're going to fly in there and shoot it down all by yourself. Others are probably going to be right behind some random asteroid holding off another one with all they've got, but you're not going to see any of it. This doesn't do much by itself, but depending on your personality you could become extremely arrogant and get yourself killed, or go a bit kooky wondering if they're still there to help you.

The genetic structure of the strange life forms known as "Bydo" remains a mystery (+100 CP):

All things considered, the Bydo are pretty understandable. Visually, I mean. Eldritch hell dimension for a home or not, if some random dude looks at one he'll know what's an arm and what's a gun. But if you take this drawback, they'll change. It won't really affect how you or they fight, but they'll be incomprehensible.

Expect eleventh-dimensional multilateral cannons that don't hurt a bit more than the original and armor plating colored with the color out of space.

For the record, no one in this universe (including you) will have to worry about sanity damage if they weren't already being reduced to crying mind-broken wrecks by regular Bydo.

The fact that their DNA has the same double helix as ours however has been demonstrated… (+100 CP):

So, future mankind is pretty progressive. Farm animals were gradually made independent of mankind, and all meat is grown in labs, while still having that indescribable taste only the real deal has. People can marry whatever and whoever as long as no one gets hurt by it and they don't shove it down other people's throat. My point being, this has resulted in a serious peace-and-love culture outside of the military.

This wouldn't be a serious problem if it weren't for people screaming at the government to stop oppressing the Bydo and get all friendly with them. Or as friendly as you can get with a Bydo before dying horribly. You're one of those guys now. Since you're probably a soldier, or at least aware of what the Bydo are like in the battlefield, you won't have problems shooting down scores of Bydo ships without wondering if you and whatever weird fleshy bulb thing was inside it could have been good friends.

You'll catch up on that once the mission is over, of course.

Bydo Bait (+200 CP):

Cream of the crop ace pilot or genius tactician who wins battles he has no right winning every time, the Bydo weren't going to focus on you exclusively. They'd still attack the entirety of humanity and Earth, or at least attempt to. But now? They've got a bone to pick with you. It won't be you against every single Bydo to exist, but where you'd face scores you now find legions.



Power-Up! (+200 CP):

Unlike what the games may have led you to believe, R-Type fighters don't actually go into the field with nothing equipped. Excluding worst case scenarios, you'll always launch with a crystal-carrying Force device and bits. Well, you were going to. Whether it's due to bureaucratic mishaps, a complete lack of time, or pure neglect, you'll never go into battle with your entire load out to begin with. Since there's almost always a constant stream of POW Armors coming from command ships, this won't be that bad, but it'll hobble your starting steps in any conflict.

The most effective in this war? (+300 CP):

You've gone to crazy places, met some nice people and ate some good food. Through all that, you also picked up some neat tricks, like magic or invulnerability. Pretty cool. With the exception of those acquired in this jump, all those neat abilities of yours are locked away for your stay in this world. If you had a superhuman mind, you'll keep any powers strictly necessary for you to continue being yourself, but you're still going to need a ship to get out and blast at the Bydo. You won't have perks that just give you technological knowledge, either, so improving the weapons here will be a tad difficult. But it's not like you'll have forgotten how to build all that stuff. You'll just need to try a bit harder than usual.

The Bydo have it and they control it. (+300 CP):

All things considered, the Bydo aren't that dangerous. Sure, they have near-infinite numbers due to an exploit involving the time loop that created them and the Galaxy of Abyss' unique properties, and have insane biotech that makes most other space monsters hang their heads in shame, but humanity can beat them down over and over with relative ease thanks to Force devices and the sheer intelligence and ruthlessness of their scientists. Well, not ease. Easier than they should is more appropriate.

Unfortunately, the Bydo have gained the technical knowledge necessary to replicate every single power you've gained in your journeys, none of which you may benefit from. For the most part, random drones will have a single one of your abilities, while elite crafts and life forms will gain entire unique power sets based on what you can do. It won't be some world ending catastrophe (nevermind the fact that the Bydo as a whole already are that) to begin with, but as time goes on, their research on your abilities' workings will improve. Eventually, you WILL face something that's just as strong as you, and if you don't completely destroy it in the first encounter it will not only learn from its mistakes and attain even greater strength, but it'll also begin reproducing. You might be able to run if that happens, and you might be able to hide. But if humanity falls? The Bydo *will* end you.



Scenarios:

Rather than a constant threat to your life, these are specific situations which you will have to contend with. All scenarios may be taken, and your stay in this world will not end until the ones you chose are finished. Rewards are given the same stipulations as purchased Spacecraft, though they obviously may not be used to Import Companions.

Paradise Plan:

While Earth isn't exactly dying, its governments still desired a better living place for their people. Thus, Project Eden was created. An entirely man-made planet managed by a bionic Artificial Intelligence known as the Major.

Thanks to the Bydo Empire's presence, this turned out about as well as you'd expect.

While the Major would originally have been slain by two R-9Leos in 2163, resulting in the catastrophic destruction of the planet, this will no longer be the case. The Bydo's corruption will extend not only to the Major's systems, but the entire planet. Eden will become a single living organism hell-bent on destroying Earth. While its large size means it will take 3 years for it to reach Earth and do so, it is now far stronger and fiercer than before, as all of its original defense systems have been replaced by vastly superior Bydo biotech.

Without your aid, the Space Corps will not succeed in destroying it before it can crash into Earth, resulting in the end of mankind. If that happens, your chain will end.

If you are a central player in stopping Eden's charge:

Your newfound political pull as a hero will allow you to approve the development of one of two technologies:

Virtual energetic copies. This will eventually lead to the creation of the **R-9AD Escort Time**. This ship is equipped with the Standard Force DX, which is a simple upgrade of the classic, Round Bits, and homing missiles.

What makes this ship special is its Decoy Wave Cannon, which creates two indestructible copies of the ship. They can harm enemies through contact like Bit devices and can fire small charged shots. During your stay here, it will be upgraded into the **R-9AD2 Princedom** and then the **R-9AD3 King's Mind**. Besides cosmetic changes, each of these was capable of producing two more virtual fighters. Only skill can bring out this ship's true potential.

Enhanced pilot-ship integration. This will eventually lead to the creation of the **R-9WF Sweet Memories**. This ship is equipped with the Standard Force H, Round Bits and homing missiles.

Its main feature is the Illusion Wave Cannon. Sometimes referred to as the 'Dread Wave Cannon', it uses the pilot's thoughts and life-force to fuel its blasts. Simply flying this ship, much less engaging in combat with it, is extremely painful physically and psychologically. Which is just fine, as the more painful and dark the memories used to power it, the more damage it is capable of doing. Only strength of mind and body can bring out this ship's true potential.

If you are a minor player in stopping Eden's charge:

As the world celebrates, you sit in your domicile, doing whatever it is you do when you're not fighting space monsters. Though you are decorated for your acts, you are but one hero among millions. Even though you've been awarded nothing, this success will at the very least give you three guaranteed years of peace from the Bydo.

Operation Bitter Chocolate:

Around 2176, years after the 'last' Bydo mother ship is found and destroyed, humanity will have gone back to its old infighting self. The world remains united, knowing more beings such as the Bydo may exist, but more and more people aren't willing to let their differences past now that they're no longer in constant danger of death.

This would originally result in a civil war concerning the usage of Bydo technology, but thanks to a mysterious spatial anomaly the remains of the Bydo Empire still hidden within the Galaxy of Abyss will be able to twist the minds of many of the people in power. Rather than low-key skirmishes throughout the solar system between the Earth Allied Armed Forces and the Granzera Revolutionary Army, mankind now faces constant warfare. The EAAF uses Force-equipped fighters near exclusively, while the GZRA mostly fields larger crafts.

Then there's the complete disappearance of a GZRA extremist faction known as the Solar Liberation League, which had been under public scrutiny for attempting to create a way of directly controlling Bydo units. Of course, you can't forget that the Bydo remain at all, not that the larger part of humanity is aware of this. If mankind is incapable of defending itself once the Bydo return in 2 years, your chain will end, and that is almost guaranteed to happen if you do not intervene.

Regardless of how this may ultimately occur and unfold due to your own workings in this universe, there are three ways to resolve this situation.

The first: Take a stance and annihilate the other sides before the Bydo make their move.

If you ally with the Earth Allied Armed Forces, you will be given the **OF-5 Kaguya** in commemoration of your services. The last model in the OF series, it can carry the Green Pod, which is a powerful and versatile Bit device. It orients itself and fires in the equal and opposite directions of where the pilot is flying, allowing for a wide range of powerful Force-level attacks. Speaking of Force devices, the Kaguya holds the OF Force V, which has variable bullet patterns that are altered by the ship's speed. It is also equipped with the classic homing missiles and Standard Wave Cannon.

If you ally with the Granzera Revolutionary Army, you will be given the **TL-2B2 Hyllos** in commemoration of your services, the last human-shaped model ever produced. It has extremely high performance in comparison to traditional fighters and other humanoid weaponry. It is equipped with Beam Claws, which are blades of energy capable of cutting through most Bydo units. It also has the traditional Bit devices, six independent homing missile launchers and a hybrid Standard Wave Cannon II/Bounce Lightning Wave Cannon. The first is simply a direct upgrade for its fighter form, while the second has homing capabilities and is capable of ricocheting off of surfaces with no power loss for its bipedal form. It also transforms from regular fighter to giant robot on a dime.

If you actually manage to peacefully encounter and ally with the Solar Liberation League, which are currently hiding in Venus and attempting to create another base in Mercury, you will be given the **B-1D3 Bydo System Gamma** in commemoration of your services. With an extremely high Bydo coefficient, it is more Bydo than ship, and was discontinued due to the mental pollution it caused in its pilots. Fortunately, thanks to genetic engineering, a Bydo Bind System module was made a vital part of its biological functions. This means the insanity and murderous rage that would come from using this ship is gone! It has the usual eyeball bits and oculoids, in addition to the Bydo Force. To finish it off, it has the Devil Wave Cannon III, which creates up to four spectral creatures to hunt foes.

The second: Successfully unify humanity before the Bydo reappear.

Chances are, the public isn't aware of your involvement in ending the war. They might know you as a successful diplomat, but they won't know the details explaining why what you did was so difficult. However, a small group of researchers will. For allowing humanity to once again stand as one, they will somehow develop the **R-100 Curtain Call** years before it was even a dream, just for you.

The prelude to the apex of all Round-Canopy fighters, it has higher performance than every fighter before it, a notably powerful Vulcan cannon, and can be fitted with every single Force, Bit, Missile and Wave Cannon ever created. Though only the copy in your Hangar can initially make use of this to the fullest, you might find that the physical version they actually built is innately compatible with far more than this world's mankind created.

The third: Prevent humanity from destroying itself before the Bydo attack once more.

All three sides are in shock. The Solar Liberation League has awakened… something. From within the Sun, it emerges, and devours all of their installations on the first planet from the Sun. The Earth Allied Armed Forces reels, desperately gathering its armies on Earth to prepare for the final battle. The Granzera Revolutionary Army bends the knee in sympathy, allowing all the innocent willing to part with Earth to hide on the surface of Mars, away from the Herald, while their ships fly alongside the fighters they laid destruction upon not even a month ago. At the edges of the Solar System, reality fractures as the Bydo return, in numbers never seen before.

To ask you to take part in the coming battle is simply too much.

You may end the jump now, gaining as a reward for this Scenario's completion the chance to do so at all, and likely doom this world if you fail to acquire the Planeswalker's Spark so as to allow your messianic return.

Or you may extend your stay by one year. There is no benefit to doing so, but if you reach the height of uncertainty in your own ability to end the Chain and the height of bravery in facing the greatest war to be found in this world, you are free to try saving mankind now.



The End:

You know the drill.

Go home.

Stay here.

Move on.

