In the dim void of space, the Galactic Alliance of Humankind clings willfully to continued existence With Earth long lost, and habitable planets essentially unheard of, most live in wandering ships or settled stations. It is an existence that would be considered strange by their ancestors, but not unpleasant.

That is, if it were not for the great enemy. A grim war is waged against a race of space-faring cephalopods, known to the Alliance as the "Hideauze," in almost every corner of known space. Vicious creatures that ignore any and all attempts at communication, their bizarre living weaponry makes them worthy foes. The pilots of the Alliance Navy and Machine Caliber Corps are all that stands between human civilization- embodied by the magnificent capital, Avalon -and the tentacled hordes.

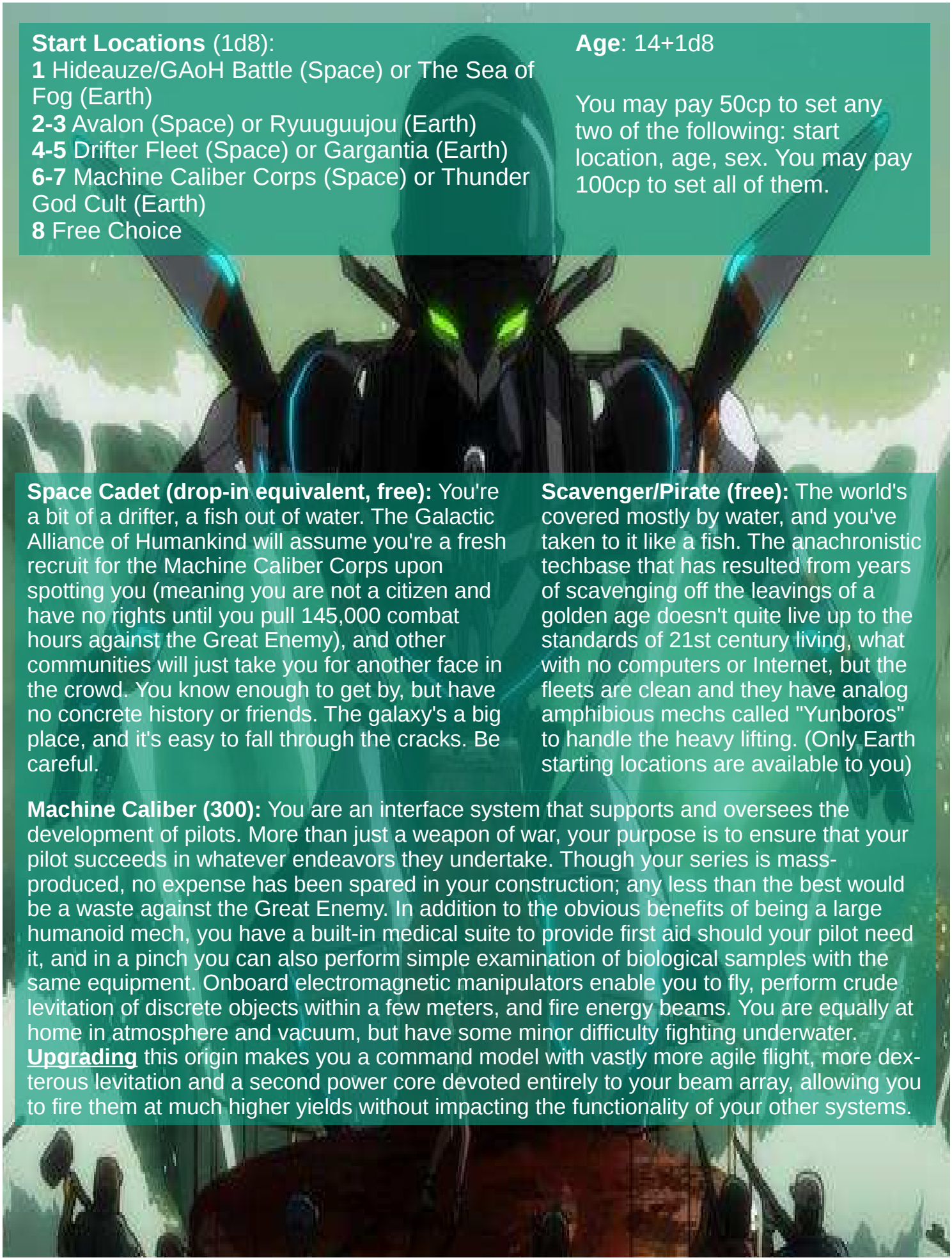
Earth may be lost, but it is not gone. Though no Alliance map includes it, the planet still supports a population of humans. Ocean levels have risen and much of the world is covered, with many living their whole lives without seeing dry land. The states of Liberistan and Augustonia feud constantly over what land remains, and their borders are kept closed with naval force. Those not counted amongst their citizenship live in migrant fleets, earning a living by salvaging equipment from the lost civilization that lines the seabed. The Hideauze are here too, though they are notably less aggressive than their space-faring counter-parts, often ignoring human activity unless directly provoked. The natives refer to them as "Whale-Squid."

But now, a FTL accident has deposited a little bit of the Galactic Alliance back upon the planet from which they originated. The combat pilot Ledo and his Machine Caliber mech, designation Chamber K6821, have crashed and sunk into the sea. Six months from now, he will be fished up by the salvage crews of the Gargantia fleet and awoken from suspended animation.



To prepare you for your stay, here is 1000cp. Discounts are 50%, as usual. Upgrades cost the same as the base option (an additional payment) without discounts or freebies.

Jump by CortexAnon and Ichypa



Start Locations (1d8):
1 Hideauze/GAoH Battle (Space) or The Sea of Fog (Earth)
2-3 Avalon (Space) or Ryuuguujou (Earth)
4-5 Drifter Fleet (Space) or Gargantia (Earth)
6-7 Machine Caliber Corps (Space) or Thunder God Cult (Earth)
8 Free Choice

Age: 14+1d8

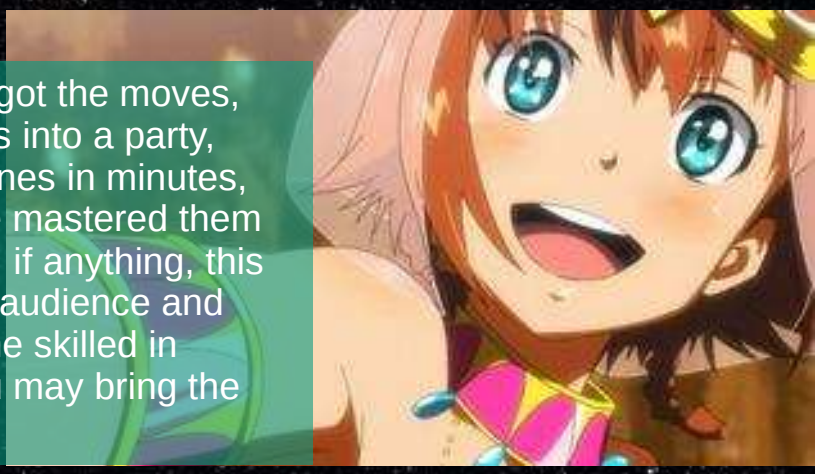
You may pay 50cp to set any two of the following: start location, age, sex. You may pay 100cp to set all of them.

Space Cadet (drop-in equivalent, free): You're a bit of a drifter, a fish out of water. The Galactic Alliance of Humankind will assume you're a fresh recruit for the Machine Caliber Corps upon spotting you (meaning you are not a citizen and have no rights until you pull 145,000 combat hours against the Great Enemy), and other communities will just take you for another face in the crowd. You know enough to get by, but have no concrete history or friends. The galaxy's a big place, and it's easy to fall through the cracks. Be careful.

Scavenger/Pirate (free): The world's covered mostly by water, and you've taken to it like a fish. The anachronistic techbase that has resulted from years of scavenging off the leavings of a golden age doesn't quite live up to the standards of 21st century living, what with no computers or Internet, but the fleets are clean and they have analog amphibious mechs called "Yunboros" to handle the heavy lifting. (Only Earth starting locations are available to you)

Machine Caliber (300): You are an interface system that supports and oversees the development of pilots. More than just a weapon of war, your purpose is to ensure that your pilot succeeds in whatever endeavors they undertake. Though your series is mass-produced, no expense has been spared in your construction; any less than the best would be a waste against the Great Enemy. In addition to the obvious benefits of being a large humanoid mech, you have a built-in medical suite to provide first aid should your pilot need it, and in a pinch you can also perform simple examination of biological samples with the same equipment. Onboard electromagnetic manipulators enable you to fly, perform crude levitation of discrete objects within a few meters, and fire energy beams. You are equally at home in atmosphere and vacuum, but have some minor difficulty fighting underwater.
Upgrading this origin makes you a command model with vastly more agile flight, more dexterous levitation and a second power core devoted entirely to your beam array, allowing you to fire them at much higher yields without impacting the functionality of your other systems.

Perks

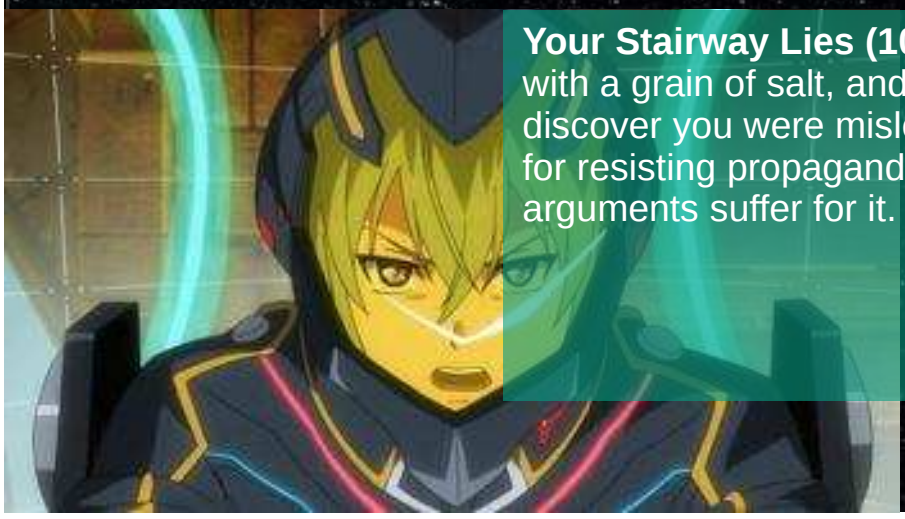


The Piper Will Lead Us (50): You've got the moves, kid; unless a literal god of dance walks into a party, you'll be the life of it. You pick up routines in minutes, and by the end of the night you'll have mastered them beyond your teachers' capacity. What, if anything, this skill gets you socially depends on the audience and your dance of choice. You also become skilled in playing woodwind instruments, so you may bring the joys of dance to others.

Whatever Comes Our Way (100, free Space Cadet): You have a very specific skillset, and you like what you do, but occasionally needs must. While within a community, you get a feel for where they are struggling and where your help would be most welcome. This does nothing to assist you in actually completing the tasks set for you, but you'll always know where to find odd jobs.

Can You Hear the Wind Blow? (100, free Scavenger/Pirate): Disrespect the sea at your own peril, for it is great and you are small. You have an intuitive grasp of meteorology and oceanography, especially as it applies to life on the high sea. You can recognize the signs of a potential storm, read thermals and oceanic currents by sight alone and can pilot both ships and kites to expertly navigate such.

I Exist Solely... (100, free Machine Caliber): Sometimes, people need a little push to reach their potential. Genius requires talent, but talent is useless without the motivation to engage it. Over time, you can encourage someone without overwhelming them with the weight of your expectations, raise their self-esteem without making them dependent on your praise, and inspire them to do that which they were born to do.



Your Stairway Lies (100): You take every revelation with a grain of salt, and do not melt down when you discover you were mislead or mistaken. This is useful for resisting propaganda, but you may find your internet arguments suffer for it.

Explode into Space (300, discount Space Cadet): You're trained and treated for the realities of space combat, with microgravity and extreme range first and foremost. You won't suffer any physiological or neurological afflictions from low or no gravity, regardless of how long you are subject to it. When using ranged weapons in vacuum, you have an intuitive sense of how fast your target moves in relation to the projectiles in use, which aids in leading targets and increases accuracy overall.

Heavy Metal Thunder (600, discount Space Cadet): You don't spray and pray. You take aim, lead the target, and recalculate upon missing. When firing with multiple automatic/continuous weapons (either personal or vehicle-mounted), your accuracy increases as the duration of your barrage does. This effect maxes out in a minute, after which point you cannot miss. Your shots may still be blocked, or dodged on reaction. Letting up for any reason will reset this benefit.

Carcass-Eating Negotiation (300, discount Scavenger/ Pirate): Your bizarre local customs add exotic flair to your interactions, putting your conversational partners at ease and making them much more likely to treat fairly with you and deal with good faith. Perhaps this takes the form of an exotic meal, a tea ceremony or even a dance of friendship. They won't bend over backwards to accommodate you, but only the most ruthless would even consider cheating such a fun host.

Smoke and Lightning (600, discount Scavenger/Pirate): You are very resourceful when it comes to lost technology. When you come across a mostly-intact mechanism which should be utterly beyond your understanding, you can jury-rig it up to 50% functionality in about the time an actual expert could restore it completely. However, utilizing it in this slipshod state is dangerous; repeated use necessitates further maintenance or risks spectacular explosions. You also become very adept at absorbing technical primers, taking only half the time to comprehend such information.

Fire All of Your Guns (300, discount Machine Caliber): Sometimes, taking things one step at a time is too slow. Attacks you (including weapons you wield or those attached to a vehicle you are performing gunning duties for) initiate will never negatively interfere with each other, so long as you are physically and mentally capable of initiating them all at once. Bullets will curve around each other, beams will overlap without incident, and so on.

...to Set You Up for Success (600, discount Machine Caliber): You are capable of giving comprehensive speeches that not only allow you to quickly distill the realities of a situation to your listeners, but also convey a significant morale boost simultaneously. Allies given such a pep talk will perform at their theoretical maximum for the duration of the situation in question, though if your own understanding was flawed when giving the speech or if the situation lasts more than 24 hours this effectiveness rapidly falls off.

Advantages

Companions and companion candidates may not take advantages they don't receive for free, but can upgrade those they qualify for. You may, however, buy them with your own CP and designate a companion or candidate as the beneficiary.

All That Glitters (50): You've got a bit of a windfall in this harsh universe. You're either a full-fledged citizen of the GAoH (with the history that implies)- which means you have access to real food, living space, and are allowed to reproduce -or you have a stash of Earth- or Drifter-money that would allow you a modest but labor-free living for about a year amongst a reasonable fleet.

Standard Issue (50, free Space Cadet): You possess the standard space suit issued to Alliance personnel. In addition to protecting from vacuum, it sports a communications and display system which can also serve as an interface for the myriad devices on which Humanity relies upon for survival. **Upgrading** this also gets you the standard sidearm, which has blaster, stun and knife modes.

Barbecue Rations (50, free Machine Caliber): After an embarrassing incident with an induction heater, you've been branded the BBQ bot. A meat locker (which somehow requires no external power) appears in your warehouse, which is always full of various cuts of beef whenever it is opened. The **upgraded** version is sensitive to your wishes, and will stock itself with whatever type of meat you desire (so long as you or your companions have eaten it in the past) when you go to open it.

Kite (50, free Scavenger/ Pirate): A wearable glider that folds down to the size of a large backpack, this is a common tool amongst the migrant fleets of Earth. It's not always convenient to have boats connect, so with this you can get between ships by simply climbing to the highest point and hurling yourself off. Just remember to open the wings *before* you jump- being a daredevil doesn't pay. The **upgrade** adds a detachable propeller and floating apparatus, which converts the glider into a small seaplane.

Make It Happen (200, discount Space Cadet): You may import up to two companions into either the Space Cadet or Scavenger/ Pirate origins, and grant each of them 300 CP to spend.

Charming Local (200, discount Machine Caliber): A particular human has taken a liking to you. This may be a canon or original character, and in the latter case they receive either the Space Cadet or Scavenger/Pirate origin along with 300 CP to spend. If they survive the ten years, they may follow you as a companion wherever your travels take you.

Salvager/Destroyer (200, discount Scavenger/Pirate): You've got a nice boat, between 50 and 70 meters in length, with either a complement of multi-purpose Yunboro submersible mechs to pull salvage up from the sea floor *or* an arsenal of turrets and torpedoes with which to encourage donations to your cause. **Upgrading** this gives you a few options: you can triple the standard offering (receiving three boats each with the loadout choice), or receive an enhanced combat Yunboro which is bigger, stronger and more heavily armed along with a specialized speedboat transport for it. Alternatively, you may acquire a functioning Machine Caliber prototype from before the Alliance left Earth, which uses powerful jump jets to allow it to skip across the water, and is armed with a single electromagnetic weapon. Note that this last option will likely draw hostile attention from the Land Nations. All options, upgraded or not, replenish their own fuel and munitions over time, but pushing either system will deplete them temporarily.

Squidkiller (400, discount Space Cadet): A Machine Caliber has been assigned to you, or perhaps a derelict one has accepted you. They receive the Machine Caliber origin along with 300 CP to spend. If they survive the ten years, they may follow you as a companion wherever your travels take you. Alternatively, you may use this option to import an existing companion to the role. **Upgrading** this option adds more precise antigravity systems and a secondary power core devoted solely to the weapons array, which dramatically increases its performance.

Idosyncratic Structure (400, discount Machine Caliber): You may import a mech you already possess into your Machine Caliber form, seamlessly integrating any and all systems. In the future, you may import your Machine Caliber form as if it were a mech, with the same results. (Functions only for Machine Calibers)

Stairway to Heaven (400, discount Scavenger/Pirate): You possess a Gargantia-class boat, with functioning long-term survival hydro-ponics bays and a mostly functioning orbital launch mass driver system. The reactor's a dud, so you won't be putting anything all the way into space until that's sorted, but it is still an artillery piece capable of firing beyond the horizon with pinpoint accuracy. She's got a few smaller guns for more local defense, too. This could easily be the flagship for a fleet. You may **upgrade** this option to have the reactor pre-repaired.

Union's Gate (400): The last technology developed on lost Earth was that of Faster-Than-Light travel. By twisting and bending space, the effective amount of distance to be traveled can be reduced without exposing the crew to relativistic effects.
Now, you have come into possession of a set of notes (on a rugged, waterproofed harddrive) regarding the development and construction of this technology, along with guidelines for creating the quantumly altered matter that serves as its fuel.



Drawbacks

Pick up to two drawbacks to grant points. You may take more, but gain no further benefits.

Rainbow Squid Jesus (+0): The war began in a time of great desperation, and now you will be there to see it. The Fifth Ice Age was set to annihilate human civilization on Earth, but the world united in searching for solutions. Things were looking up- until the great enemy emerged. Preying upon a desperate, failing people, the Hideauze abominations swept in and began spreading their filth everywhere. Some nations fell, but the fore-bearers of the Galactic Alliance of Humankind rose to fight them. Humanity is building a Wormhole Stabilizer- the first of its kind -to escape the alien onslaught, but the great enemy knows their intent. Your jump begins on Earth, as the first act in this space tragedy reaches a fever pitch. What will you do, traveler?

Babelfish (+100): You don't speak the language. Maybe you're a spaceman who has come planetside for the first time or an Earther far from home. Maybe your built-in translator is broken, or maybe you're from a foreign fleet. In any case, you know enough to order food and perform other day-to-day activities, but communicating anything more complex will be a struggle.

Poor Maintenance (+100): The years have not been kind. Without the core of Human civilization, it has been difficult to collect resources and repair broken equipment. Where fabrication has been impacted, these issues have compounded. Your stay will be shot through with equipment failure of every stripe. Though this will not lead directly to your death, it will be deeply inconvenient and occasionally place you in danger.

Naïve (+100): You're predisposed to believing that everything is as it seems to be, and are rattled when you discover someone has lied to you. Over the course of the jump, you will learn that "Denial" is not just a river in Egypt.

Last Wish (+200): There is a well-documented error in the programming of Machine Calibers, which survives due to a combination of coming up only rarely and likely impacting the overall robustness of their systems as a side effect of a fix. When faced with a dying operator, the AI will pursue their last given task with a fervor that knows no bounds nor reason, often distorting the intent in the process. Normally, such units are decommissioned and their particular madness ends there. But now, a particularly insidious version of the glitch has become communicable via simple data transfer. Humans, you see, *need to be protected from themselves*. If you are a Machine Caliber, you are not immune. Take care what attachments you open and keep your software up to da- *uh oh*.
If you took Rainbow Squid Jesus, Machine Calibers have not yet been developed. As such, you may only take the two drawbacks together if you are a Machine Caliber yourself, and doing so results in you being affected by the error for the entire jump with no opportunity for repair.

XENO SCUM! (+200): The time has come to take back what the universe has stolen! The Galactic Alliance of huMankind has rediscovered the location of Earth, the Drifter communities have been swept back into the fold, and this glorious armada intends to restore the homeworld to its former glory. Their motions have not gone unnoticed, leading the Hideauze back hot on their heels. The Alliance may or may not have also developed an aesthetic penchant for skulls, gold, and gold skulls, while the Hideauze may have adopted purple and white insectoid elements. The war has come home to roost, and the locals are not prepared. This could get... messy.
It would be wise to conceal the nature of your abilities, lest you be judged a dirty, subversive element that spits in the face of Human purity. Should the Alliance learn your exotic nature they will track you unerringly and send squads to destroy you. Failing that they will settle for hurting those you care about and upending your designs at any opportunity.

Urobutchery (+200): Gargantia is one of the more upbeat works touched by author Gen Urobuchi's hand. Not so much anymore. When a fight breaks out, extras will die in droves, side characters may be crippled for life and even the main cast is not safe from harm. Respawning of companions and resurrection in general is prohibited while this drawback lasts, as well. Being a sympathetic character is no defense in the face of war.

Darwin Weeps (+300): That's not how evolution works! If a change happens within a single generation, it has to be some other mechanism, because that's not enough time for natural selection to take...
AAAAAAAAUUURRGH. Whatever. After centuries of stagnation, it looks like your arrival has kicked Hideauze advancement back into full gear. Their aggression as a race skyrockets, and new strains have begun appearing once more. Over time, they will respond to whatever weapons you use to fight them, twisting their own physiologies to become apex predators who would not be out of place in the most dangerous jumps you've visited in the past. The mechanism of said adaptations will elude your understanding.
If this is your first jump, they simply advance more quickly over all.

Relics of a Golden Age (+300): Your out-of-jump powers have been individually sealed in 8cm mechanical cubes or luminescent anemones, scattered throughout the holdings of Humanity and the Hideauze, respectively. Fortunately, your Bodymod is unaffected and the box containing your Ware-house access is in your hand. It is, however, something of a puzzle, requiring you to loosen screws in the correct order to open it and receive your prize. In your other hand is a screwdriver. For the first year, no one other than you will try to find or access the containers. After that, anyone holding an open box or attaching an anemone to their skin will be able to use the power within. When *you* touch an open box, it is destroyed as the power contained returns to you. To get a power back from an anemone, you'll have to eat it. They taste awful, and feel utterly disgusting going down. All powers are returned to you after the ten years or when you leave the jump, in any case. If this is your first jump, you're a novice (albeit a talented one) at your trade and will need to train your perks up.

-Notes-

Urobutchery does not block "1-up" type perks or items from saving the jumper from a chain loss, but no one else will be coming back from the dead while it is in effect. Companions who are killed will respawn when the drawback ends.

Full-bore Heavy Metal Thunder can only be dodged if your target has better reflexes and reaction time than you do. Blocking requires only being able to take the heat.

Machine Calibers take pilot input through reading their nervous system, though they can correct any errors they perceive in said directions if they choose. It is possible to overclock both the Machine Caliber's systems and its neural interfaces to increase overall performance, but this risks permanent damage to both parties.

You may use Squidkiller to take Chamber K6821 as a companion candidate, but only if you also take Charming Local for Ledo. Similarly, an upgraded Squidkiller purchase may be used with Charming Local to get Striker X3752's attention along with Commander Kugel.
An upgraded purchase of Salvager/Destroyer (refurbished Machine Caliber prototype option) and Charming Local will allow you to take Muzzle and Leema as companion candidates.

You (or a companion) need to be able to digest a creature and gain sustenance from it if you want its meat to appear among the upgraded Barbecue Rations. If you can only digest certain parts, those are the ones you can pull out. Exotic biology is a-okay so long as that criteria is met. Said meat is very, very dead and lacks additives.

Union's Gate - There are two primary applications of this methodology: gated and gateless travel. Gateless is used mostly for rapid interplanetary travel, as it does not require dedicated infrastructure to function and is good enough over short distances. However, it becomes less efficient (fuel-wise) over large distances and is accordingly neglected in favor of gated travel in such situations. Gated travel involves forming a wormhole via a fixed installation, allowing many ships to pass through. Generally, the first such ship is a specially equipped End-Gate, which unfolds upon reaching the destination and stabilizes the wormhole. Without special equipment, unstabilized wormholes can be dangerous, flinging (some, or all of) traversing ships more or less randomly within a few thousand light years of the intended destination. There has been some research into weaponizing this effect, but it is still in the prototype stages. You'll need to puzzle that out for yourself, Jumper.

If the novels ever get properly translated, there may be an update to better reflect their content.



...Unacceptable.

Your understanding denies both your existence and mine. This additional information does not warrant a cessation of the Hideauze's annihilation. They threaten to drive mankind into extinction; preventing that is your only mission.

Propaganda? No. My parallel link to the Alliance has been cut off. What I have said was the conclusion drawn from my own analysis of the available data. Mankind and the Hideauze will never come to an understanding, because they have rejected civilization itself. If mankind possessed bodies as tough and powerful as those of the Hideauze, there would have been no need to develop the Machine Calibers.

My system is the product of mankind's knowledge. However, we are necessary in order to augment their weak bodies. It can be surmised that mankind advanced their intellect and founded civilization in order to overcome their own limitations.

Civilization itself is proof that mankind stands at the apex of all creation.

HOWEVER. The Hideauze have abandoned their human forms, along with their bodily limitations.

To merely pursue and satisfy one's well-being and desires as a biological creature, a higher level of intellect is not necessarily required. Machine Calibers are the only means for mankind to remain ITSELF.

We are the result of pure knowledge given birth by civilization. The Hideauze abandoned that very same knowledge and thus became the culmination of biological beings. You must therefore fight with me for the dignity of mankind. In a conflict between creatures that are fundamentally the same, defeat is equivalent to annihilation.

One pursues civilization, the other abandons it.

The war between the Galactic Alliance and the Hideauze is a conflict between two irreconcilable survival strategies, where the vanquished fall prey to natural selection. As long as you wish to survive, you have no choice.

I am but an interface system that supports and oversees the development of pilots.

I exist solely to set you up for success.

Inversion Advantage

Mankind was, and always will be, its own worst enemy. Eons ago, in response to the looming Fifth Ice Age, an organization known as the "Evolvers" worked to produce entirely self-contained environmental suits, either to wait out the disaster or to assist in space colonization. Unfortunately, their efforts resulted in a system involving one operator, some nanomachines, and one genetically engineered cephalopod. Disgusted by this development, the Continental Union kicked off a World War to see it stomped out.
They eventually decided to cut their losses, retreat through an experimental Wormhole generator (attempting to close it behind them with explosives) and rebrand themselves the Galactic Alliance of Humankind. The primitive warp tossed them out somewhere in the galaxy, completely upending their sense of direction. The Alliance of the modern day does not know where Earth is, nor are they cognizant that the Fifth Ice Age is long over.

Hideous Mantle (300): You know the truth. Perhaps you're a scavenger who lucked out on a dive, or a pirate who liberated such spoils from someone. Perhaps you were born knowing, being able to trace your line back to the Evolver movement. In any case, you now possess a Symbiont. It is capable of respiring oxygen from seawater, and can survive temperatures approaching absolute zero. It is at home in both the crushing pressure of the ocean's depths and the vacuum of space. It can also reproduce viviparously, producing a clutch of miniature adults which can support a host (albeit a very small one) immediately upon birth. Symbionts are not sapient.
Within each Symbiont, specialized nanomachines use hyper-efficient photovoltaic, photochemical and electromagnetic processes to recycle metabolic substances, reducing the need for externally gathered sustenance for a healthy individual to almost zero and glowing with a showy teal light in the process. They are also capable of linking together to form shells which serve as both protection and microgravity maneuvering rigs. Given a sufficient intake of carbon and some other trace elements, they are even self-replicating.
When worn, planet-bound natives are incredibly superstitious of your presence while spacers will likely shoot you on sight.

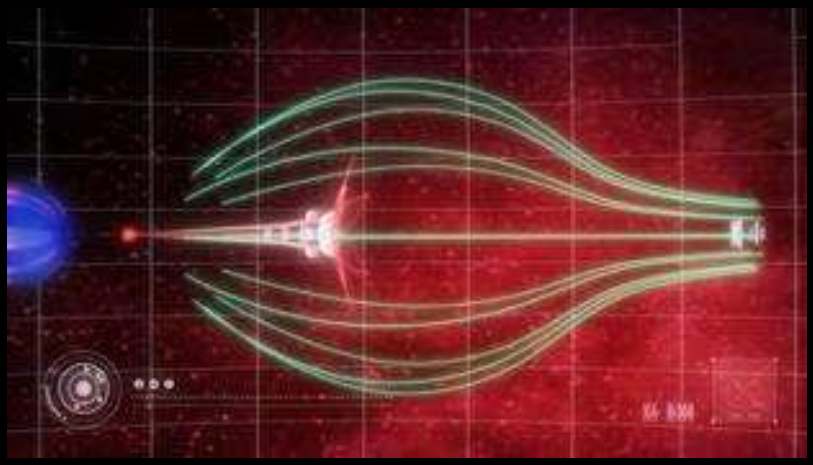
If **upgraded**, you also receive a rugged, waterproof harddrive containing the details of the Symbionts' genetics along with the specifications (structural and programming) of the associated nanomachines. Combined with the information contained in [Union's Gate], you may be able to recreate the Hideauze's Blossom-Sail fortified supercannons and other space infrastructure.

Space Cadets and Scavenger/Pirates may forgo their access to Advantage freebies and discounts to take Hideous Mantle at a discount. This changes their in-jump history to be a member of either the space-faring or Earth-native Hideauze communities. In such a case, you've grown so dependent upon your cephalopoid second skin that taking it off during this jump will put your life in considerable danger. Post-jump, you may chose to have it either harmlessly split off or take it as an alternate form. In this case, Darwin Weeps instead causes the Continental Union/Galactic Alliance to inexplicably develop their technology base at a similarly explosive rate, in the spitting image of previous jumps.

Jump Forecast

The options on offer here can easily make you a big fish... *on Earth*. A Machine Caliber will crush anything the migrant fleets can throw at it, and a mainland navy could manage a Pyhrric victory at best by leveraging their salvaged golden age weapons. Locals with access to a Gargantia-class ship are also an OCP to most foes, though actually capitalizing on the built-in mass driver presents some logistical issues.

The situation in space is leagues apart. Machine Calibers are expendable troops, favorably matched against individual shelled Hideauze but still vulnerable to their attacks when hit at angles outside the Calibers' firing arcs. Unfortunately, most of the fighting takes place on a much larger scale. If you want to compete there, you'll need Union's Gate and either scaling up the systems of a Machine Caliber or the upgraded Hideous Mantle option, which supplies documented details about Hideauze physiology. Said paths will open up the higher tiers of the GAoH or the Hideauze, respectively. You'll still need some way to acquire the resources to build these monsters.



The pride and joy of the Hideauze is the Blossom-Sail Fortress. For reference, the blue sphere in the image at left is billed as a Hot-Jupiter-class planet. Earth's mean radius is 6,371 km, while the lower bound for hot jupiters is about 25,000 km. The angular structure to its right is the Blossom-Sail.

Despite losing all but one of its main guns to the GAoH's opening volley, the Blossom-Sail shown in episode one annihilates the opposing vanguard with a single shot of that remaining energy projector.

The GAoH retaliate with their prototype weaponized wormhole tech, which requires six ships equipped with specialized emitters. A direct hit succeeds in disabling (by pulling most of it in, and shredding it) the Blossom-Sail for about one minute. It takes *three* minutes for the Hexiler emitter-ships to prepare another shot.



The status quo here is that the Hideauze are more or less untouchable in locations suitable for Blossom-Sail Fortresses (they require a local star with obscene levels of radiation pressure), while the GAoH are vastly more mobile with what force they have, which is still considerable in its own right.

So, now you know, Jumper. What'll it be this time?

Return Home Stay Here Move On

