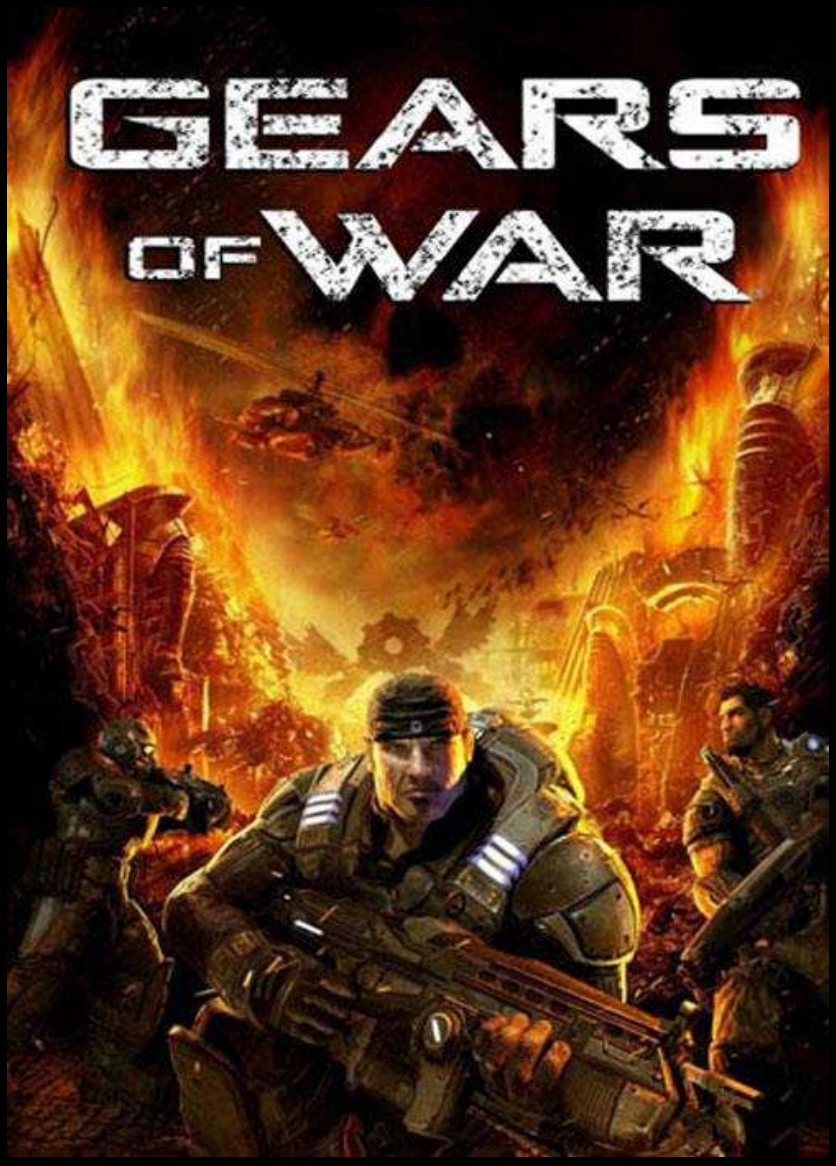
Welcome to a problematic world where everything's gone to hell in a handbasket!

I'm sure you're used to that by now, so how about a good old-fashioned war of survival against an inhuman force pushing humanity to extinction? A battle of resources, of land, and the right to see who lives on this planet when the dust finally settles. The species that's the most determined will naturally win, and the losers will be lucky if they make a footnote in the history of Sera.

What? No, I didn't mean Earth. I really mean Sera. You're on a whole new world...



STORY:

Welcome to the setting known as Gears of War! The world of Sera is far different, with completely different governments and landmasses and technologies. This all first started when a highly potent substance called Imulsion was discovered by accident in an oil-drilling facility. Clean, extremely efficient, and fairly abundant, this new resource became a lucrative means to transform society. Wars very quickly began to erupt for control over Imulsion resources, financial markets went rampant, and entire currencies and countries became linked to its value... which caused great upheaval when the Imulsion prices crashed.

Then Emergence Day occurred.

A group of reptilian humanoids, eventually known as the Locust Horde, came from underground and invaded the surface. They proceeded to slaughter any human they could come across, regardless of age or gender. Nearly every major human city was attacked, and caused civilization to nearly collapse instantly; nearly a quarter of the world's population died upon the first day. The Coalition of Ordered Governments, known as the COG, eventually was forced to burn 90% of Sera's surface to deny the Locust Horde any more ground, for all the good it did them.

Even now, those abandoned by the COG became Stranded, or humans who were in the wild and trying to survive on their own. The Locust Horde does not distinguish between Stranded and the COG, seeking the complete obliteration of humanity despite the decimation of the planet's surface. Led by their leader, Queen Myrrah, the Locust and the COG fight a terrible battle to this day.

You will be starting in the time of 7 A.E (After Emergence), and will be leaving after the assault on Azura Island in 17 A.E. To give an indicator of the timeline, the first Gears of War game started in 14 A.E., when a certain Marcus Fenix was broken out of prison in preparation for the Lightmass Offensive.



LOCATIONS:

Where will you be in this world, I wonder? Most of the planet is burned away, so if you're unlucky you won't be in a particularly easy place to live as far as surviving goes. The wildlife of Sera is far different than what you're used to as well, being unforgiving due to the impact of Imulsion. It's probably time to find out, anyway. Roll a 1d8 to decide your starting location, or pay 50CP to decide for yourself.

1- Jacinto City: The main headquarters of the COG, this massive city stands as one of the last bastions of Humanity. It stands on a granite plateau so the Locust Horde can't dig through it. Relatively safe here.

2- Ephyra: Also built upon the granite plateau. After the scorching of Sera by the Hammer of Dawn, this city became flooded with COG survivors. You will be safe until 10 A.E., when the Locust Horde will stage a massive offensive against the city.

3- CNV Sovereign: A massive helicraft carrier that serves as a hub for King Raven helicopters, this floating fortress won't see use until the Siege of Jacinto in 15 A.E., which then it will become the floating headquarters of the COG. Just be sure to watch out for the sealife when that happens...

4- Jacinto Maximum Security Prison: You wake up in a cell in a security prison, any equipment you brought in a very well-hidden secret compartment (any vehicle purchases in a nearby cave). The place is a tightly run establishment, and the life expectancy for the inmates is less than a year. If you can hold out until 14 A.E., then you can get released. Or just break out yourself, it'll be interesting to watch.

5- Lethia Imulsion Facility: Located in the city of Tyrus, west of Ephyra, at one point this was a highly industrious mining facility for Imulsion. After Emergence Day, the Locust Horde overran it and made the facility abandoned. Be wary however, as the raw Imulsion has turned some of the Locust into Lambent, terrifyingly feral creatures who tear apart anything.

6- The Hollow: A series of underground tunnels that lay beneath the surface of Sera, these networked caverns are the home of many subterranean creatures of all shapes and sizes... including the Locust Horde. It is a strange and unusual selection of sights and wildlife down here, with many of them not seeing the light of day. Be careful down here.

7- The Nexus: You are not a lucky person, are you? Situated in the innermost sections of the Hollow, this massive city is the headquarters of the Locust Horde. It is also the location of their leader, Queen Myrrah. It is she who commands the Locust Horde to destroy the humans of Sera and claim the world for themselves, and as such your presence will not be tolerated. Prepare to fight your way out.

8- Free Choice: Some things were just meant to be, it seems. You have the ability to choose your own destiny, and as such may choose your own location anywhere on the planet of Sera to start.

IDENTITY:

So you know where you are... the only question is WHO you are in this world. Your role determines your future, like a cog in the machine. Funny how it works like that. You may roll 1d8+25 for age, or pay 50CP to decide. You start with your prior gender, but can change to male for free if you so wish. To change to female, you must pay 50CP. It should be noted that any of these backgrounds can either come with memories or not, though it might make things harder if you opt out of them.

Leader (Free):
+Your allies will be eager to protect you should you prove competent
+Most times you will not be on the front lines unless you choose to be
-The responsibility of a species will be placed upon you
-You'll be a target for both headhunters and eager juniors of your faction
In this day and age, the pen is mightier than the sword because it has outlived the sword. There is little oversight when it comes to your actions, so long as you get the job done and prevent unnecessary loss of life. But lives hang in the balance of every decision, and your failures will have far less room for forgiveness than a grunt's failures would. Tread carefully.

CQC Expert (Free):
+Skilled with all manners of close-range weapons and methods to kill
+Used to pain, so you can keep trucking along
-Accuracy tends to falter when you try to use a long-range weapon
-Not everything is solved by rushing in and breaking skulls
You are a beast in war, and you do best when you get down and dirty. In a battle of guns and bombs, you're often seen rushing in and bludgeoning your foes to death, an impressive feat when the enemy is an alien armored being of raw muscle and hate. Maybe you just have more muscle and more hate. Who knows.

Range Expert (Free):
+Easily can kill enemies before they get to you
+More accurate with long-range weapons
-Don't do so hot in close-range skirmishes
-Hope you notice other snipers
In a war of bullets and bombs, you make an effort to excel. You prefer to get the most bang for your buck, and do your best to strike at enemies before they strike you. More preferably, with someone else distracting them. Whether it's striking from nowhere to send the Locust into a panic, or to quickly drop a Boomer before it drops your teammates, you're the soldier for the job.

Technician (Free):
+Able to work with all manners of technology
+Can understand a fair amount of what's going on in the battlefield
-Not very good at fighting; what are you even doing here?
-Might get made fun of for being an egghead
You are the grease that keeps the COG turning. Everyone uses weapons and guns; even the Locust recognize this by stealing COG technology or making their own variants. Without people like you however, it all falls apart. Sure, there's folks in a comfy warehouse to fix things in safety, but what about the field? That's where you come in.

But that's not the end of it, no. There's more to this war than just the skills you bring, for there is no escaping it regardless of where you end up on Sera. Even going into the Hollows will not save you, for everyone can be found in time. This means you must choose which species you will be in this world, for that will decide who you fight for. Your consent in this war is not required, merely your obedience.

-Human (Free): Your bog-standard human, one of two main species that currently fights for the right to live upon this world. They had initially torn themselves apart during the Pendulum Wars, fought between the Union of Independent Republics and the Coalition of Ordered Governments. The COG won, and only six weeks after the war was over the Locust Horde emerged to slaughter all humans. The COG isn't the most morally sound group, but War tends to do that to you.

-Locust/Swarm (Varies): The humans of Sera thought that they were the true masters of the world, that they alone dictated the fate of the planet. They had no idea that they had competition, and that it was below their feet for quite some time. Created by Niles Sampson during experiments to withstand the effects of Imulsion, they eventually fled into the Hollows and became a powerful force in their own right. The Lambent epidemic, caused by infection of Imulsion, is what drove them to the surface to take the surface of Sera. Should you choose this, you must decide your phenotype.

> -Drone (Free): The basic kind of Locust, the Drone stands at 6'7" on average and are the most flexible kind, able to take on a myriad of positions within the Horde. Possessing a thick, pale hide and multiple major organs, this variant is why the COG has had so much trouble with the Locusts. That is, since there were millions of them. You may also choose the Swarm variant, which has less scales and more red plates with a slight insectoid theme to them. If you desire, you may instead pay an additional +100CP to become a Swarm Scion, infused with Osmium and made eight to nine feet tall while becoming stronger and significantly more intelligent, all while releasing osmium dust to enhance other Locust/Swarm allies around you.

-Accepted (Free): Now this is interesting. Aside from the Berserkers, the only female in the Locust Horde is Queen Myrrah. It is her cells that allowed her genetic immunity to Imulsion and resistance to its corruptive properties. It is her cells that gave rise to the Locust itself, and despite this she looked completely human. While you do not possess her telepathic connection to the Horde, you will possess her other traits and the Locust will immediately recognize you as one of their own. Humans will recognize this and do their best to kill you immediately while you are here, so no chance of sneaking around.

-Boomer (100CP): Fortunately, or unfortunately, the Drones are hardly the toughest members of the Locust Horde. That honor belongs to the Boomers, eight feet in height and similarly built to withstand a tremendous amount of punishment. Their improved strength means they can carry around very heavy weapons with next to no issues, and have no trouble with firing them while moving. Normally you'd be as dumb as a sack of bricks that didn't recognize it was a sack, but we'll just let you keep your faculties. For an additional +100CP you can instead become a Swarm Warden, easily towering at twelve feet tall and covered in osmium crystals to make them nearly immune to all forms of gunfire.

-Kantus (100CP): Even the Locust Horde had religion, and every religion needs preachers. This is where the Kantus came in, acting as the clergy and fulfilling a support role among the troops. Seven feet tall and leaner than the Drones with leathery white flesh, their strength lies in their agility. A normal drone will roll heavily to avoid a grenade, whereas a Kantus will drive father with a much faster speed. They also have access to a strange language, allowing them to commune with beasts of the Hollow and even raise fallen Locust to fight again.

-Berserker (300CP): If you ever wondered where the females of the Locust Horde were, then look no further. Coming in at ten feet tall, fast enough to catch a speeding train, and durable enough to take multiple strikes from a Hammer of Dawn orbital satellite, these things are nothing to mess around with. It also doesn't help that they're incredibly strong and have very honed senses of smell and hearing to track down their enemies. This is because they're normally blind, but should you desire you can keep your sight.



SKILLS AND ABILITIES:

Of course, all the prior choices were just fluff and identity. Yes, you know what you are and that's rather good for making sure both sides aren't just going to try killing you. But without bringing anything to the table, you can expect to be tossed out or used as target practice. There's no room for freeloaders when it comes to the fate of a species, after all. It's time to get into the meat of things... more specifically, what you can do here.

-GOD DAMN SON OF A BITCH (Free): The art of swearing is crude and obnoxious when used incorrectly. But you? You know how to swear EFFICIENTLY. Whether it's for the sake of injecting some comedy into a situation, or emphasizing the seriousness of a situation, you'll know just how to get the most bang for your buck.

-Action Reload (Free): Normal people reload in a safe manner to ensure their gun will not jam. You try to reload as quickly as possible to make sure you don't get devoured for taking one second too long. Whether it shows up on a HUD of some kind, or whether it's a 'feeling' you have, you're aware of an action prompt whenever you reload your weapons. When you hit the sweet spot in your reloading routine, you're able to finish the job much faster, and the excess movements you've discarded make your shots that much more accurate for a brief period. Every second counts in battle!

-You Need Mass! (Free): You'll notice that many people in this world are big. Quite big, as a matter of fact, if not in height then definitely in width. You'll need to fit in if you are to survive here, and thus will be physically bulked up. Thick-skinned enemies run into problems as your sheer strength powers through, and you're much harder to knock down. Comes with an optional 1-2 foot increase in your base default height, and it is your choice on whether this goes away or not when you leave.

> -Towering Impression (100CP): Oh, so it's not enough. You want to be able to stand with the biggest ones here, to truly let them know who it is they're dealing with. You will have the option now, increasing your height further to an impressive ten feet tall with the appropriate strength. Uzil RAAM was this height, to give you an idea of just how massive you'll be. Go forth, and conquer.

-Strong Looks (100CP) (Free: Leader): Whether you are in times of peace or times of war, the appearance of one's army can decide many things. Perhaps they are fearsome enough that nobody wants to mess with them, or look just badass enough that you'll get a stream of recruits wanting to be like them. Whatever you choose, you'll always have the knowhow and the skill to design banners, uniforms, and armor that will make your troops look exceptionally competent. Whether they are is another story.

-Chosen Exercises (100CP) (Free: Leader): Organizing one's army and making them band together is but one task a leader carries upon their shoulders. Making them stay together is another, for the enemy will be doing their best to break your troops. This is why you are able to design special training courses, exercise regiments, and fire drills that help sharpen the skills of your troops and increases their loyalty to each other so they don't desert you so easily. Keep them sharp, and keep them together.

-Tactical View (200CP) (50% off: Leader): Running around like a chicken with one's head cut off is an easy way to make your army fall apart, and likewise see your very nation get collapsed. How do you think the COG got so large? With this, you'll have that same short-term and long-term ability to plan for the movement and actions of both your troops and your affiliation of choice. Play your cards right, and you could turn a small village into a thriving nation in time.

-Logistics (200CP) (50% off: Leader): Do you know what the difference is between you and the Stranded? Unlike those vagabonds who either cast off the COG or were left behind, you're capable of figuring out the needs and requirements of your soldiers. Whether it's determining what you need to get food to them, or how much ammunition you'll get during a shortage, or even plotting out ways to cut corners on civilian infrastructure without negatively affecting them to get material for armor, you can do it. You might need to make some rough decisions, but you'll know what your options are instead of starving.

-Lasting Impression (400CP) (50% off: Leader): Chairman Prescott is many things, and 'nice' is not one of them. 'Charismatic,' however, is. You share this same gift now, having an impeccable gift of speaking to the masses and swaying them to your side to fight for your cause. You also have quite the gift when it comes to raising and preserving morale among your underlings, so that even in the bleakest of times they will stand and fight for what matters to them. You'll always know just what to say for those grand speeches or private conversations, and very few people won't at least hear you out before deciding if they want to eat your face.

-Sighting Secrets (400CP) (50% off: Leader): There is an unfortunate truth when it comes to large enough organizations, and that is the dark secrets that may be lying in wait. The COG was no group of saints, knowing full well what caused the Locust Horde to rise to power as well as the existence of Queen Myrrah. These are secrets that can drastically make or break your grip on a group, which is why when you take charge of a nation or organization, you'll find it exceptionally easy to find or keep all their dirty secrets. Even the ones they don't want new leaders to know about, you'll find you're able to uncover disgustingly easy while keeping them hidden from others. What you do with them, however, is up to you.

-Weapon Executions (100CP) (Free: CQC Expert): Most guns are designed to kill something from afar. That's the point of a gun, to be used in dealing death from a distance rather than using it like a cudgel. But where's the fun in using a gun for only its intended purpose? If an enemy is downed or in a position where you can take the time, you can come up with all manners of methods to modify and use your weapons to both deal a large amount of damage and to execute enemies in a hilarious fashion. Use a shotgun like a golf club? No problem! A sniper rifle like a sledgehammer? No problem! All of these and more, plus your weapons will never suffer damage from using them in this fashion.

-Blind Fire (100CP) (Free: CQC Expert): You can't be arsed to stick your head out when there's people shooting at you! That's how you lose your head, as one unfortunate Carmine found out later in the war. You've learned how to get around this problem and effectively stick your gun up and fire with reasonable accuracy at the enemy, staying in cover while striking at your foes! Hollywood only wishes they could pull it off as well as you, though strangely enough people have trouble hitting your hands while you do this. Skilled marksmen can still strike you, but most goons not so much.

-Adrenaline Junkie (200CP) (50% off: CQC Expert): People can get tired, and in combat this can be a problem. This is especially a problem when the enemy is usually concerned with turning you into a red bucket of jelly if they're feeling generous. For you, not so much. Your stamina and adrenaline functions are noticeable increased, and you can continue on in battles for far longer than the average person, or run for far longer so you're not caught in the open with a few miniguns pointed at you. As a bonus, you don't get adrenaline crashes anymore!

-Weapon Waltz (200CP) (50% off: CQC Expert): Nine times out of ten, you do not want the enemy to come closer to you. The more distance between you and them, the better your chances. You are one of the rare few who do better if someone gets in your face, even if you have a ranged weapon in your hands. You're able to mix martial arts into the mix now, utilizing your weapon effectively as a sort of 'gun kata' so you aren't just blindly smashing someone. As a bonus, this will mean you'll no doubt win any chainsaw bayonet duels you're suddenly pushed into.

-The Wall (400CP) (50% off: CQC Expert): Some are paper tigers, only able to act defensive if no enemy is in sight. Others are defenders, fighting against their fears and only providing a token resistance to an enemy onslaught. You? You may as well be a wall if you select this perk. This not only gives you some additional durability, but with some concentration you can force yourself to power through a hail of gunfire and attacks as though it were just a storm wind. This goes without saying that it does not work if you are incapacitated, but sometimes you need to take a bit of pain to end the fight.

-The Cole Train (400CP) (50% off: CQC Expert): To Hell with ANYONE in your way. Momentum is your friend, your ally; when charging the enemy you find your attacks deal a noticeable increase in damage, and your ability to reload and strike people on the fly is increased. You could even shove your gun in someone, fire through them, and move onto the next one akin to chaining your kills. This effect ends when standing still, but when you push forward and charge through the enemy they will know it. All Aboard!

-Distance to Death (100CP) (Free: Range Expert): The grenades of this world are less like grenades and more like bolos that happen to be bombs, which can be really difficult to aim when you're not used to it. Fortunately for you, you have an optional 'HUD' system that lets you see where a grenade will land depending on how well you arc it. This can also extend to where long-range weapons will land their shots, such as the Torque Bow or the Longshot Sniper Rifle. Think of it like a laser sight without the drawbacks, that accounts for both bullet drop and wind direction.

-Devilish Details (100CP) (Free: Range Expert): As someone who has to keep track of the battlefield at times, you've learned to keep an eye out for things. You have to, or your allies will suffer when a grub hole opens up or mortars start raining down. Your situational awareness will increase noticeably upon acquiring this, and you can pick up subtle cues on events before anyone else will. Sudden dangerous events such as Emergence Holes are something you'll realize will happen before they pop up, and you can tell the signs of a trap more easily than others.

-Accurate Endeavors (200CP) (50% off: Range Expert): A rifle is a wonderful tool, and a sniper is a glorious weapon... if you can actually HIT people with them. This perk makes you more accurate in mid-range and short-range weapons, letting you strike the enemy easier and making every shot count. Furthermore, this lets you know just where to kick a door to have better luck breaking it open, or how to study an enemy to know where to shoot for maximum effectiveness.

-Range Connoisseur (200CP) (50% off: Range Expert): Don't let anyone fool you, it's a wonderful thing to beat someone to death with a blunt instrument and feel their life fade away by your hands. But this is war, and you know better than anyone that keeping your distance is vital. Weapons just seem to have a noticeably greater effective range in your hands, and there's even next to no bullet drop-off when it comes to you doing the shooting. Whether it's how to aim right, or some strange technique you have, you can strike enemies with a weapon at ranges they wouldn't expect. Reach out and touch someone.

-Bouncy Bullet Ball (400CP) (50% off: Range Expert): Most marksmen have a preference for one shot, one kill. It's efficient, and makes the most of their resources. What a bunch of plebeians, to not understand they can do so much more. You understand how to fire shots to make them go through one target and kill the guy behind them, or even the guy behind THAT guy. Along with saving you more shots for more kills, you also know how to ricochet bullets to strike people behind a corner or cover to especially style on them.

-Statuesque Slayer (400CP) (50% off: Range Expert): All factors must be taken into effect for killing at a distance. All factors. You have a greater control over your body, letting you remain perfectly still to fire off a shot. Furthermore, with some camouflage you could effectively be invisible, as you could stand perfectly still for as long as your bodily functions would let you. As a bonus to closer-ranged combat, you're able to keep a more steady aim even when running and gunning.

-Scraping By (100CP) (Free: Technician): You can't exactly be picky when it comes to supplies on the field. This is why you'll see a great deal of Locust using COG technology, and the smart ones won't worry about doing the same thing in kind. By embracing this mindset, you've become an expert in scavenging enemy technology for usable parts to repair your own tech, and have become something of an expert in quickly understanding and figuring out how to use what the enemy uses. Just don't admire them too much.

-Percussive Maintenance (100CP) (Free: Technician): Sometimes things don't work the way you want it to, or sometimes a weapon jams. This is a problem in combat when multiple massive men are coming down on you, so to clear these jams up you can give it a sound thwack and it will work again good as new! Quite useful if you accidentally reloaded your weapon wrong and need it cleared up immediately. Just be sure to properly look at the weapon or equipment in question when you get some time to give actual repairs, or it's going to get rough.

-Advanced Assaults (200CP) (50% off: Technician): It is one thing to strike out at the enemies of your faction on foot. It is another to design weapons and vehicles so that they may deliver death far more efficiently. You can not only understand the technologies behind the guns and vehicles used in this war, but also recreate it yourself, from the humble Lancer to the powerful Assault Derrick. Whether you wish to assault a town or scurry quickly through an enemy line, you know what vehicles are right for the job. Comes with an optional cowboy hat.

-Xenospecialist (200CP) (50% off: Technician): The problem with fighting and violence is that it's no place for an egghead, and as a result valuable information could be lost to a wayward grenade before study. When you're trying to study ways to beat the enemy, this can get exceptionally frustrating in a real quick manner. You've taken it upon yourself to bring that knowledge back, and as such you have an easier time understanding alien language and technology. It won't give you instant knowledge, but as you study further you will find it becomes easier to comprehend.

-Mechanical Friends (400CP) (50% off: Technician): In a world that is actively trying to kill you, you can't exactly be picky on whether a machine is going to take your job or not. After all, the robot is replaceable and you aren't. This is why you've learned the innate workings of robots such as the JACK unit, able to go invisible and hack into computers to pull information or use them for its own purposes. Along with silent propulsions and wireless networking, your robots will be quite useful as far as utility goes. Work on it a bit more and you could make lethal variants as well.

-Trauma Team (400CP) (50% off: Technician): How the hell are you going to win the war if everyone keeps dropping? People take time to grow, and each one dying is another gun you've lost against the enemy. Fortunately, you have a solution. You've learned to make the most out of your healing supplies, to the point where even a first aid kit can seem like you just worked high-quality surgery on someone. Your healing tools are much more effective as a result of your skill and prowess, and the idea of combat deaths will be a thing of the past now.

-Rugged Looks (50CP): It's the strangest thing. War is supposed to be gritty and have an extremely ugly side to it. Yet after the years of fighting since E-Day, the main people who have survived all have this attractive look to them. Even the Locust Queen is conventionally attractive despite where she's been all this time. If you pick this up, you'll share this trait of looking ruggedly attractive or having the looks of a supermodel as well. Just remember to stay strong enough to kill someone.

-Grenade Slap (50CP): Throwing grenade bolos is like a game of horseshoes, when you think about it. Hurl it, try to get close enough, watch the fireworks. But everyone knows the best kills are the ones where you see the fear in their eyes, when they know they're going to die. You've gained an interesting talent to physically slap grenades of any kind onto a person and have them stick, where a few seconds later they'll detonate on the unfortunate victim. Maybe you can make a game of it?

-Carrying Capacity (50CP): Each side of this war isn't exactly picky when it comes to what they can find on the field of battle. That's why if you really want something, you need to be able to haul it around quickly so it's not taken. This option will allow for that, giving you a small 'pocket space' that will let you carry an absurd amount of ammunition along with plenty of grenades, as well as a car's worth of vital equipment. Try to make sure you use this to the best of your ability.

-If They Can Ride Them... (100CP): Then so can you. It's unfair for only one side to be able to drive and fight at the same time like a bunch of movie stars. Selecting this perk makes you more competent behind the wheel of any land-based vehicle, and increases your multitasking ability to the point where driving and shooting is barely an issue. As a bonus, this will extend to riding and taming the beasts of the Locust Horde such as a Brumak or a Reaver, or any other living creatures you decide to use as your trusty mount of war. Go forth, cowboy.

-Huddle Up (100CP): Cover is a good thing when you're avoiding gunfire, especially when the enemy is throwing biological bombs and rockets at you. You know this better than anyone; even when there's a chest-high obstacle you can use it to maximum effectiveness. Strangely enough, taking this perk means in many firefights you can find plenty of chest-high obstacles to hide behind, whether built into the environment or created from an explosion or event of some kind... waist-high for an average human, anyway.

-Ukkon's Disciple (100CP): You'd have to be mad to want skills of this kind. It's things like this which caused the Locust Horde to gain such strength, and allowed them to get around their lack of technology. Your mind is filled with the same knowledge of cross-genetic modification, allowing you to create numerous species to fulfill tasks. Creatures with bladders to act as barges, turning mere apes into monsters like the Brumak, and so much more. This knowledge also comes with the means to devise implants and helmets onto your creatures, allowing others to control them for their tasks.

> -Imulsion Expert (+200CP): This is some dangerous territory you're working in. While Imulsion is a powerful fuel source, you realize it for the parasitic and mutagenic life form that it is. You understand this and how Imulsion made the Locust Horde what it is, but given time and studying you may be able to engineer your own life forms with specific use of Imulsion. Just be wary, for many Imulsion-based creatures do not enjoy having a master... and too much Imulsion can turn them Lambent, which is a danger to all.

-Meat Shield (200CP): Walls, hills, even vehicles all make for good cover when you need to get out of the line of fire. You know what doesn't make for good cover? Bodies. Living bodies aren't exactly tough, and dead bodies with exit wounds especially aren't good. Yet somehow you make it work, much to the chagrin of the laws of biology. Whether you pick someone up without their consent or grab a corpse, you'll find using them as a shield will take an eerie amount of damage while keeping you alive and unharmed. It'll tear apart and break into pieces the more damage it takes, so once the corpse explodes you best get moving before you follow suit.

-Down, But Not Out (200CP): You've come a long way, and you refuse to die so easily. When you receive a shot or an attack that would normally kill you, you're 'downed' instead and placed in a weakened state. In this state, the enemy would need to strike you only once more to finally end you, but you have a twenty second window to crawl to your teammates, who can pick you back up quickly and even give you a considerable boost to health in the process. Be wary not to abuse this lest the enemy catches on.

-Long Live the Queen (300CP): The COG never truly knew just how organized the Locust Horde really was, nor did they ever discover the secret to this organization until long after the war was over. The secret was with their queen, Myrrah. She had been bonded to the Matriarch, and as a result all those who shared a bond thanks to her stem cells being used in the creation of the Locusts viewed her with unwavering loyalty and enhanced intellect. You too share this power, being able to choose any who share your genes in some way, shape, or form to be part of a unique form of hivemind. They all retain their personalities, can argue with each other and even scheme, acting like regular people. But they will all become smarter and more organized by being within this network, and all share an undeniable, unbreakable loyalty towards you. They will follow the spirit of your orders, if not the letter. They will do their best to work towards your goals as well as what they feel you truly need, even if this causes them to come to blows with others in the network. At the end of the day, however, all serve their leader.



COMPANIONS:

War is cruel, for it is the darkest reflection of life itself. But there is no need for you to face life and all of its challenges alone. Even Marcus Fenix had his Delta Squad, his band of brothers who went with him to all corners of the war itself… there is no reason for you to not have the same opportunity. You will find choices for companionship in this section. Humans may take one human companion worth 50CP for free, while those belonging to the Locust Horde may take one Locust companion worth 50CP for free.

-Form Up, Team! (50CP): It can get pretty overwhelming to have to deal with entire groups of enemies all by yourself. Eventually you run out of ammo or space, and there's only so many directions you can shoot at once. Why not fix that? You may import one Companion into this setting for 50CP each, up until 200CP which then you can bring up to a maximum of eight Companions into the setting. Each Companion may obtain one of the free Backgrounds and gain all of their freebies, with 600CP to spend on skills and abilities. If you are a Locust, you may use this stipend to choose the type of Locust for them as well.

> -Strike Force (+100CP): Ah, so you're looking for more than just a squad. You want yourself an army. Far be it from me to deny you the choice, though it would be recommended that you know what you're doing with this. By taking this option for a total of 300CP altogether, you may import as many Companions as you desire. The same guidelines from before will apply.

-Secretary Taylor (50CP): The COG needs every soldier it can get its hands on to fight the Locust, but there is still the need for logistics and making sure supplies go where they need to go. Taylor is an officer responsible for that, wanting to make sure everyone has what they need. He tries not to show up too often, being teased for his especially effeminate looks and hips that could put any woman to shame. If your supplies come right on time and have a surplus of snacks, however, you know he's handled it. Taylor comes with the freebies of the 'Leader' background, along with 'Tactical View', 'Logistics', 'Lasting Impression', 'Rugged Looks', 'Carrying Capacity', and 'If They Can Ride Them…'.

-Cain the Unbreakable (50CP): The longer a war can go on, the more unstable some people can get. Whether it's a coping mechanism or someone just breaking from all the torment, the end result is the same. Cain is one such person, believing themselves to be a modern-day paladin trying to strike at the 'demons' who threaten the safety of humanity. He's refashioned his COG-issues armor to look like a knight, and carries a tower shield where he stores all his weapons for combat. It also comes with chainsaws built into it. Cain comes with all the freebies of the 'CQC Expert' background, along with 'Adrenaline Junkie', 'Weapon Waltz', 'The Wall', and 'The Cole Train'.

-Sergeant Abbey (50CP): A sniper has the job of finding high-value targets and eliminating them with extreme prejudice. But this war has forced adaptation, and so Abbey has taken it upon herself to also use her skills to guide those under her command and keep an eye out for anything they need to handle. She's quite insistent on others following her orders however, and has been on record for shooting next to those who are disobedient to send a message. Abbey comes with all the freebies of the 'Range Expert' background along with 'Blind Fire', 'Range Connoisseur', 'Bouncy Bullet Ball', and 'Statuesque Slayer'.

-Specialist John (50CP): You remember those kids who just wouldn't keep their hands off of anything? Just only cared about how interesting it was and what they could do with it? John's that kid, only now fully grown up and allowed to play around with all kinds of technology he finds on the field. He's especially interested in the technology used to control the beasts the Locust use, and if he can use it on other things. Even if he's fighting for humanity, it's kind of creepy. John comes with all the freebies of the 'Technician' background, as well as 'Weapon Executions', 'Advanced Assaults', 'Xenospecialist', 'Mechanical Friends', and 'If They Can Ride Them...'.

-Apostate Grum (50CP): As much as it is a surprise, the Locust Horde have an actual belief system that many put great faith in for their actions. The Trinity of Worms is their sacred religion, and Grum is one of many Kantus Monks that serve as a spiritual leader within the rank-and-file of the Horde. He does not believe in the use of Imulsion fumes for his visions like Skorge does, and instead will fill a bowl with dirt and worms to divine the future. Seeing as he's still alive, it might work out. Grum is a Kantus with all the freebies of the 'Leader' background, along with 'Tactical View', 'Lasting Impression', and 'Weapon Waltz'.

-Boomer Skril (50CP): It's no secret that Boomers are idiots. As such they're used as heavy weapon users, their bulk and single-minded eagerness making them effective as portable turrets. Skril is one who had four brain cells to rub together instead of two, and has made himself more effective by covering himself in ablative armor while equipping Boomer guns on each arm. He lets this new range of movement keep him safe, and will protect you with his life. Skril is a Boomer that comes with all the freebies of the 'CQC Expert' background, as well as 'The Wall', 'The Cole Train', 'Grenade Slap', and 'Carrying Capacity'.

-Maag Vumm (50CP): A rank-and-file soldier of the Locust Horde is dangerous enough, but when one starts thinking for themselves? That's when things really get concerning. RAAM was the same way, after all. Vumm in this case realized he'd be safer if he stuck to the back, and focused on being as effective a killing machine as possible while staying hidden. It's been working so far, but he's not about to get lax over it. Vumm is a Drone that comes with all the freebies of 'Range Expert', as well as 'Accurate Endeavors', 'Range Connoisseur', 'Bouncy Bullet Ball', and 'Statuesque Slayer'.

-Vold Mukka (50CP): Even the Horde has their scientists. After all, it was Ukkon who devised all the Locust's warbeasts and much of their technology that makes them so dangerous today. Others have followed in his footsteps, and some like Mukka have become quite mad in the process. Mukka does whatever he can to experiment on biological lifeforms as well as any technology he can get, wanting to create mass-produced cybernetic Drones. Any accusations that he acquired this idea from Seran fiction will quickly see themselves becoming the next experiment. Mukka is a Drone that comes with all the freebies of the 'Technician' background, as well as 'Xenospecialist', 'Trauma Team', 'Ukkon's Disciple', and 'Imulsion Expert'.

-Princess Tyrren (200CP): How… strange. Myrrah is supposed to be the only one with this ability. But there is another now. Somewhere in a remote location, there was this girl with a unique immunity to Imulsion and with the same telepathic abilities the Locust Queen possesses. She has no Drones currently, instead accruing biomass to create clone bodies of herself as well as making herself an impressive ten foot display of power and beauty. Silky white hair and skin like porcelain, Tyrren will do whatever she can for those who accept her. To embrace her might yield more. Tyrren is a human who possesses all the freebies of the 'Leader' background, as well as 'Towering Impression', 'Tactical View', 'Sighting Secrets', 'Devilish Details', 'Scraping By', 'Rugged Looks', 'Grenade Slap', 'Ukkon's Disciple', and 'Long Live The Queen'.

-Canon Companion (50CP): So there is someone you've had your eye on in this world? Far be it from me to deny you the opportunity. By purchasing this, you will be given a favorable opportunity to confront and convince a person in this setting of your choice to come with you on your journey. By this point it's on you, so try not to screw it up.



ITEMS AND EQUIPMENT:

Of course, you have the skills and the identity, but that alone will not aid you. You need the equipment to survive, and the weapons to deliver swift death unto an any who wishes nothing less than to do the same to you. Before you decide to step into this world, why not see what kind of tools you can pick up to ease your travels here? You and all Companions imported will have a +300CP stipend to spend in this section alone.

-Combat Armor (Free): Going into battle as an unarmored goon is just asking to be killed like a Stranded. You certainly don't want to be limited to that, hence why you're going to get this standard-issued gear for your side. You'll get your choice of either COG Trooper Armor, UIR Combat Armor or Locust Armor for your subspecies, which come with magnetic clasps to carry weapons on your back and have enough armor to withstand multiple shots from an assault rifle with only bruises to show for it. It also comes with identification tags in the event your corpse needs to be identified, and thick combat boots good for both trekking through thick environments and stomping down on downed enemies. In the event you collect Locust Armor, you may choose whether it's the normal variant or the Savage variant.

> -Elite Armor (+100CP): Ah. You don't want to be stuck with the rank-and-file armor for this war. No, you want to be a special person who stands out and has better standing. Very well, if you wish to pay the additional cost. This option will allow you to instead equip the armor of the Onyx Guard, UIR Elite Armor, the Theron Armor, or the armor for the Armored Kantus. This armor is significantly stronger than the normal variety and can withstand a tremendous amount of punishment. It is only fitting for one who leads.

-Personal Digital Assistant (Free): There is still a reliance on technology, even if the war with the Locust make things... problematic. With this, you'll have an easier time with Command and keeping track of your data. For an extra 100CP you can even let it 'sync' with a computer inside your Warehouse to use its functions. It also looks pretty cool.

-Starter Pistol (Free): A pistol is not much when you think about it, but it's better to have a back-up weapon than to have no weapon at all. This is especially true when you run out of ammo from all the soldiers that may come after you or after dealing with an especially nasty foe that soaked bullets like a sponge. This is why you'll be given a pistol sidearm in order to defend yourself in the event your actual weapons aren't available. Choose one pistol to acquire; you may purchase additional pistols for 50CP each:

> -MX8 Snub Pistol: The standard sidearm for all COG soldiers, this weapon is a .50 caliber pistol that takes advantage of recoil-dampening technology. It makes up for its low damage and small 12-round magazine through a high rate of fire and its impressive accuracy. Expect to find ammo for it everywhere.

-Boltok Pistol: The standard issue sidearm for the Locust Horde, it is a high-caliber, double-action revolver with a 6-round capacity, a side swing chamber and an enclosed hammer. It also hits like a truck, due to the Locust's high priority on stopping power. It is slow to fire, but deals far more damage than a Snub Pistol and many COG soldiers have been noted to pick them up instead of the Snub Pistol.

-Talon Autopistol (50CP): A pistol that will be developed in the beginning of the Swarm War, this pistol is the quintessential close-range weapon. While it may be inaccurate, it can pour out an absurd amount of bullets in a short period of time and effectively mulch an enemy into so much red mush. It has a 36-round reverse-sickle clip so you won't go through the whole thing in one go.

-Gorgon Submachine Gun (50CP): This unique weapon features dual magazines and a hydraulic burst limiter system designed to prevent the weapon from jamming due to its high rate of fire; with one burst, the Gorgon spits out 8 rounds in under half a second. However, your version can switch to an automatic mode if needed. This weapon is especially popular with the Locust Elite due to its reliability.

-Primary Weapon (Free): Now we get to the bread-and-butter of a soldier's kit, the tools that any veteran is excited to see. We get to see the guns. The weapons developed by both the humans and Locust of Sera have been very effective at their job, as a result of nearly a hundred years of varying wars. You will choose one weapon to acquire; you may purchase additional weapons for 50CP each:

-Mark 2 Lancer Assault Rifle: The chainsaw massacre rifle that's the most recognized piece of hardware in this setting. Fully automatic and having surprisingly low recoil, it holds a 50-round magazine that allows for a truly large amount of firepower to be thrown the enemy's direction. It also comes equipped with a chainsaw bayonet that is capable of slicing through decently armored infantry in seconds. If you wish, you can use the Mark 1 Lancer with the regular bayonet instead. For an additional +50CP, the chainsaw bayonet will instead be replaced with the Lancer GL variant's under-barrel mortar capable of firing laser-guided clusters of micro-grenades.

-Markza Mk 1 Marksman Rifle: Compared to the COG's Lancer weapon that relied on quantity, the UIR equipped their soldiers with weapons that relied on quality. While there's only five rounds in a magazine, it has power similar to a sniper rifle and can easily drop a Locust soldier in five shots or less depending on where the person is shooting. It requires the wielder having impeccable aim, but the results are well worth it.

-Hammerburst II Rifle: The Locust's answer to the Lancer Assault Rifle, this rifle doesn't have a chainsaw bayonet but instead makes up for it with a longer barrel with a larger bore for higher caliber rounds, a completely reworked action for receiving and ejecting cartridges, and a rudimentary iron sight on top of the receiver. It also comes with a twenty-round magazine to deliver some swift death. As a result, this rifle has greater stopping power and is better suited for those who prefer a semi-automatic rifle.

-Gnasher Shotgun: Rifles are one thing, but shotguns are another thing entirely. There's nothing quite like buckshot turning someone into a bucket of jelly, after all. This impressive shotgun fires 12-gauge buckshot rounds, with nine pellets per shell for some truly impressive stopping power. Strangely enough, its effectiveness wavers after 8 meters, but it just means anything inside that range is going to inflict a lot more pain than a standard shotgun would inflict.

-Enforcer Submachine Gun: When you need a bullet hose, look no further than this unique weapon created before the days of the Swarm War. While it is capable of pouring out nearly three-fourths of its 40-round clip within a second and turn someone into a hole-ridden mess, it deals less damage than the Lancer on average. If you're expecting to run around in close quarters and don't care for petty things like stealth, then this weapon is for you.

-Scorcher Flamethrower: When in doubt, turn up the heat! This bad boy is a lightweight, man-portable, dry chemical-fuel flamethrower capable of superb concentrated damage onto a target that lasts for a few seconds. It has less range than the Gnasher Shotgun, but the sheer damage this device can pump out via concentrated blasts will ensure enemies fear you. Just be sure you don't accidentally burn yourself with it instead.

-Specialist Weapons (50CP): You have the weapons that anyone could wield and utilize against the enemy, but that alone will not stem the tides. Warfare requires one to think outside the box if they wish to avoid a painfully long slog filled with death on both sides, and that is where these unique weapons come into play. Each option will cost 50CP, and you may select this item multiple times to pick up a different weapon each time.

-Longshot Sniper Rifle: Forget the pitiful rifles you think of as marksmen guns. *This* is the name in long-range warfare. A high-caliber, single-shot, bolt-action sniper rifle capable of popping Locust heads like watermelons. This sniper rifle is standard issue to COG snipers, but don't let that fool you into thinking it's weak. With its competent scope, long barrel, and precise but powerful ballistics, the Longshot Sniper Rifle lets you deal high-accuracy death from afar. If you wish, this can be swapped out for the EMBAR Railgun instead, lacking a scope but instead possessing an electromagnetic charging unit to deliver high-velocity death unto others.

-GZ18 "Markza" Sniper Rifle: The UIR's counterpart to the Longshot, the Markza followed a different philosophy than the Longshot of 'one shot, one kill'. It had a higher rate of fire, a faster reload, and a larger magazine so the sniper could plant multiple shots on the same target. If you would like, you could instead use this option to pick up the Locust Breechshot which comes with notable changes. Specifically, higher-caliber shots and a bolt-action reload system with a four-round magazine fed through the top of the gun. It will also have ironsights and a pommel blade instead of a scope.

-Booshka Grenade Launcher: Developed by the UIR, ‘Boosh’ is Gorasni for ‘boom’. This unusual weapon is a semi-automatic grenade launcher that fires ricocheting, highly-explosive projectiles with a delayed fuse, that's fed from a three-round drum. It is not as powerful as a Locust Boomshot, but its additional options and increased firing rate more than makes up for it with creative application.

-Torque Bow: An especially deadly weapon reserved for the Locust Elite, this weapon is a muzzle-loading coilgun in the shape of an archaic crossbow that fires a bolt that contains Imulsion in the head. Upon hitting the target, it explodes a half-second later, usually reducing the foe to a pile of separated limbs. Stronger and armored enemies may take more than one shot, but aiming for the head usually yields superb results.

-Tripwire Crossbow: The COG's answer to the Torque Bow, this heavy crossbow is capable of launching a high caliber bolt that will firmly lodge itself into whatever it hits – even a concrete or metal surface – turning the area into a deadly trap. Impacted bolts send out an infrared tripwire, and launch a small explosive charge at the first enemy to cross the path of the beam.

-Elite Sawed-Off Shotgun: This particularly nasty weapon is proof that savagery still exists in war, even after all these years. Two barrels with two massive blades at the bottom, this gun allows a person to rush up to a target, impale them on the blades, then shoot them off said blades with a shotgun blast. If you could somehow get a chainhook at the bottom, it might look awfully familiar…

-Boomshot Grenade Launcher: BOOM. This weapon is a single-shot, pump-action grenade launcher that fires a delayed-fuse high-explosive shell that creates a large explosion upon impact, followed by the detonation of about three to five small "bomblets" that create a series of secondary explosions which are comparable to a cluster bomb. Guaranteed to ruin days.

-Bolo Grenade (50CP) Powerful grenades in their own right, these devices are little more than bombs attached to chains which you spin around and let go to 'arc' towards the enemy. They’re also able to ‘stick’ onto a surface, acting as a proximity mine… or if you're feeling brave, you can rush up to someone and 'stick' it against the enemy, which then it'll explode two seconds after. Pick one option for 50CP, which will give you a small but replenishing supply. You may also pick this option multiple times to pick up another type of Bolo Grenade:

-Frag: It doesn’t take a rocket scientist to figure this one out. Used by every single major faction on the face of Sera, it’s a rather powerful explosive that could utterly tear a car into pieces if detonated on the inside or even nearby. The blast radius is so large that even seeing someone roll out of the way will not see them emerge unscathed. The COG would like to note that while tagging an enemy and throwing them at their allies to detonate all of them is not illegal, it is risky and should be done with caution.

-Flashbang: Developed during the days of the Swarm War, these grenades are non-lethal but provide a valuable service nonetheless. Detonation will see anyone who was looking at the grenade suddenly blinded and left with a yellowish lingering light for a few seconds. It should be noted that while it cannot kill someone normally, a Flashbang detonating right on someone can still result in the loss of a hand.

-Smoke: When covering fire simply isn't enough and you need a way to cover your tracks, look no further than this wonderful device. It's simple in its use, but discharging a large plume of thick-grey smoke will ensure you can do plenty of things while nobody is able to see you. As a bonus, reticle targeting systems seem to be incapable of piercing the smoke. The applications are endless, whether you use it to disorient someone or bait them in a trap.

-Shock: This is a machine that proves soldiers don't care about what a device was meant to do, only what it *can* do. Developed after the Locust War and used during the Swarm War, this grenade will create an electrified field upon detonation meant to be used as an area denial effect. However, exposure can incapacitate an enemy for collection and if they are within the field for too long (or if multiple shock grenades are used), the field will cook them in an extremely agonizing death. It's your decision how you use it.

-Ink: Almost used exclusively by the Locust Horde, this device is a testament to their views on engineering. It is an infant Nemacyst Inker trapped within an Incendiary casing, meant to release all of its contents at once upon the creature being killed from detonation. The result is a noxious, opaque cloud of greenish-black fumes that will rapidly poison and debilitate anyone who stays within or near it for too long. Should a person be exposed to it for around five seconds, death is all but guaranteed. In case it wasn't obvious, there are no rules of engagement on Sera.

-Beacon: Also known as 'Spot Grenades', these nifty devices are used for more of a support role than anything else. Specifically, throwing them will allow the device to spot enemies within a certain area using a radar-type holographic display. Not only will enemies be spotted through walls and other hard surfaces, but their overall toughness and damage output will be reduced in the process. It should allow even the most basic of greenhorns to make short work of enemies as deadly as the Locust.

-Stim-Gas: Just like the Beacon, not all grenades are meant to kill a person. This particular variant is a perfect example, containing a unique chemical compound inside of itself that releases when detonated. Once the gas is released, allies will see a rapid increase in their natural healing ability to the point where they will heal damage just as fast as it's created. Should a person have recently died with an intact corpse, the gas will even revive them! To date, nobody has figured out how COG scientists devised this wonder drug.

-Incendiary: Blessed is the flame, for it is a cleansing agent that cares not for what it strikes. This grenade type shares a similarity to the Smoke Grenade in that it's deceptively simple; it is simply a bottle of Imulsion with a burner on the end. Throw it at something, and it will set them on fire much like someone would burn if doused in napalm. Let your enemies burn, for they would surely do the same to you.

-Cryostatic (+50CP): Contrary to the healing properties of the Stim-Gas grenade, this device is just meant to desecrate and punish anyone for the sin of having flesh on their bones. It uses the same canisters as the Stim-Gas, but instead of a bright blue gas it instead contains a turquoise-green concoction that is extremely toxic to biological life forms. Flesh will melt off the bone rather quickly, and as one enemy discovered not even their extreme regeneration factor could stop the fleshrot from affecting them. Be very afraid of this device.

-Kryll (+50CP): Reserved only for Uzil RAAM and his elite Therons, this grenade was one of the Locust Horde's most dangerous creations. It functions similarly to an Ink Grenade in the sense that clouds will be dispersed, but it does not poison the body. Rather, the clouds both attract and shield a swarm of Kryll that will arrive extremely quickly to devour the enemies unfortunate enough to be caught in the plumes. They'll devour someone down to the bone within a few seconds, but the moment the clouds go away so do the Kryll. Try not to get caught in your own trap.

-Boom Shield (50CP): It's strange that there would be a medieval-style shield in a world with all kinds of ranged weapons, but leave it to the Locust to find a way to make it work. Consisting of a central oval-shaped body bearing the Locust insignia that contains four retractable plates, the Boom Shield protects the user from head-on damage caused by bullets and explosions. It can even take direct hits from grenade launchers and similar explosives without suffering durability loss.

-Chainsaw Modification Kit (50CP): The chainsaw bayonet is an iconic weapon in the wars of the past, as well as the wars to come. You would not be faulted for wanting a means to apply it to other weapons, and so it shall be. This unique kit will come with a small computer and the means to analyze any weapon and figure out the best way to apply a chainsaw bayonet or similar attachment, before fabricating the modification in question. Let it rev up.

-Seran Aesthetics (50CP): Despite the bleak series of brown and grey colors most of Sera has to offer, there are some intriguing architectural designs each group has used. Whether it's the design of the COG bases, the stonework of the Locust Horde, or even the crystal and meaty corridors of the Swarm, they stick out more than most of the things you'll see here. By picking up this option, you'll be able to reskin your Warehouse in any of these aesthetics or even a mix to truly show your team colors.

-Heavy Weapons (100CP): There's the regular weapons. There's the specialist weapons. Then there's these massive, destructive weapons that even a Boomer needs two hands to hold. Weapons that can lay waste to entire squads if utilized properly, and weigh heavily enough that most COGs and Locust Drones have to lug these things around with both hands if they want any hope of hauling them without vehicles. The damage done is often worth it. You pay 100CP to pick up one weapon, and may choose this option multiple times to pick up multiple weapons.

-Rocket Launcher: Sometimes there's an enemy siege weapon you need to handle, or an especially armored enemy... or sometimes you just wanna see body parts fly. Often in use before Emergence Day by both the UIR and the COG, this mighty weapon can deal impressive damage to vehicles and bring enemies low. Just be sure to watch out for the backblast.

-Salvo Launcher: Compared to the regular Rocket Launcher, Salvo Launchers are dramatically inaccurate and don't have as much punching power per shot. What it does have, however, is a dramatically increased rate of fire. A person using a Salvo Launcher could absolutely carpet a battlefield in a flurry of small missiles, making it easy to suppress the enemy or do impromptu painting of the ground.

-One-Shot: This massive weapon is true to its name; it is electrically charged, fires 20mm rounds and feeds from an 8 round internal magazine. It is cycled manually by cranking the lever on the side of the weapon, and as a result reload times are incredibly slow. It makes up for being able to deal truly impressive damage to whatever it hits however.

-Thumper Hammer: When you have to absolutely, positively bring the Hammer down but are on a budget? The Locust have got you covered with this massive weapon that could splatter a person like a water balloon. Normally this comes with a rod of sorts to summon Seeders, but this version does not come with it. But consider the alternative: It's big, it's VERY heavy, and if you can lift it then it'll crush your opponents very nicely.

-Digger Launcher: Another example of Locust biotechnology, this device was utilized by Boomers near the end of the Locust War. The device has an unusual method of attack, by firing a creatures into the ground as it burrows towards the targeted destination with an obvious dirt cloud being kicked up behind it. Once it reaches the destination, it will erupt out of the ground and scream before it explodes, sending fire and shrapnel everywhere. Unconventional, but effective.

-Breaker Mace: Wielded by Wardens during the Swarm War, this weapon is terrifying in both its simplicity and deadliness. Not only does the weapon act like a layer of armor upon holding it in front of you, but its 'teeth' are actually osmium crystals shed from Locust Shells that make them extremely durable. The mace can also be charged up to make the 'teeth' spin rapidly and shred the opponent as you bring it down on them. It also creates an explosion!

-Mulcher: What to do when you can't go to the store for some jelly? Simple, you turn someone else into the jelly. A tri-barreled, hand-cranked rotary weapon, this gatling gun is capable of pinning down an entire platoon with the sheer amount of ammunition it can dump out at any given point. It also has a base which can let you lock it down to turn into a stable turret, and while it can overheat it has a water cooling system to do rapid cooling. For +50CP, you could instead make it a Tri-Shot Chain Gun, which fires three shots at once and comes with significantly higher damage.

-Buzzkill: A weapon originally meant for construction after the Locust War, the Swarm once again proved that anything can be used as a weapon if you're creative enough. Sufficiently modified, this device works by spinning up a buzzsaw blade to dangerous speeds before launching it at high velocities. In the open this is dangerous enough, but in an enclosed area this will cause the blade to ricochet all over the place and start carving through multiple enemies. Time to get to work.

-Mortar Launcher: Designed as a support weapon, this device quickly found use in suppressing and destroying large swathes of troops thanks to its Self-Forging Fragmenting Submunition. What does this mean? It means you launch one shell, and it releases multiple shells upon the target destination. While it only has a range of 150 meters, most who use this weapon will find that's more than enough distance.

-Dropshot Munition Launcher: Similar to the Buzzkill, this is a modified civilian tool meant to aid in construction and excavation but now weaponized during the Swarm War. Instead of burrowing down and drilling up, the weapon launches an aerial drill that goes to the designated location before drilling down into the ground and exploding thanks to the mine placed inside. The safeties are off, which also means it can be guided to an enemy and drill into their body before exploding as well. Cruel, but effective.

-JACK Robot Unit (100CP) (Free: Human): Introducing, the Jack of all Trades robot helper! This little guy floats around and cloaks itself whenever you don't need it, making sure to stay out of the fight as a result. It's capable of medical attention, tearing through doors, assisting computer systems, disarming bombs, and many different functions. It even folds up when needed, and doesn't run out of energy. For an additional, undiscounted +50CP this is upgraded to the Hi-JACK unit. This upgraded unit is capable of using a stun gun and has a shield, further increasing its combat capabilities.

-Silverback (100CP) (Free: Human): A militarized exo-suit originally meant for construction, this machine is capable of truly impressive feats thanks to COG engineers doing their best work on it. Armed with deployable shields that can give support and cover to other soldiers, and able to utilize a rocket launcher/minigun combo, this machine can truly turn the tide of battle all while staying mobile and providing a good amount of support. Keep in mind that deploying the shields means the suit is considerably slowed down, but surely the safety of your comrades is worth it, right?

-Centaur (200CP) (50% off: Human): The COG needed an APC that could also function as a light tank, in order to deliver troops around while keeping them safe. This vehicle was successful enough that they kept it even during the war against the Locust. It is equipped with large wheels in the place of tracks and has four-wheel drive and steering. It's also armed with a single, high velocity main cannon that fires deadly high explosive shells, which is capable of holding up to six shells in its internal magazine at a time, which is mounted on the turret. As a bonus, it also has a high infantry carrying capacity, allowing troop deployment. Of course if you like, you could instead acquire an Armadillo, which replaces the cannon for multiple machine gun turrets and grenade launchers, while having six wheels instead.

-King Raven Gunship (200CP) (50% off: Human): The Locust are not the only ones who are competing to be rulers of the skies. As an all-around, multi-purpose air transport/assault aircraft, the King Raven helicopter is mainly used to transport and deploy soldiers and can carry up to twelve personnel. This particular helicopter has been modified with a larger fuel tank, more durable armor than any helicopter should rightfully have, and multiple machine guns/rocket pods that could lay waste to the likes of Brumaks. The attached wing stubs grants extra weapon hardpoints for even more firepower, ensuring that anyone seeking to take the sky away from you is going to have a hard time. If you wish, you can instead pick a King Raven Mk. 2 from the Swarm Wars, which has more lifting capacity and has significantly greater armor.

-Assault Derrick (400CP) (50% off: Human): THE name in deployment vehicles, and further proof that anything can be weaponized if someone is creative enough. The Derrick carries out a number of different roles, including troop and supply transport worth up to several squads, and grindlift deployment which sends troops to an underground area via drill pods. It is also obscenely armored, and provides all the protection and systems you would expect out of a refitted mining vehicle. It also has numerous sensors to detect ground composition for thousands of meters, and is also able to detect traps and explosives in its path to alert others. It sports a single chain gun for protection, but you can easily modify it to become a bastion of firepower.

-Hammer of Dawn Satellite System (400CP) (50% off: Human): When diplomacy fails, or you really want to show you mean business... you pull out the big guns. No guns are bigger than this particular gun. This purchase places a weapons satellite in orbit and gives you a targeting laser, and when the sky is clear and you're outdoors you can aim it at something and cause the absolute decimation of whatever gets hit by it. Naturally, very powerful or armored foes will be able to withstand this firepower, but something like a naval battleship will not survive. Keep in mind however, that being indoors or especially bad weather will not allow the Hammer to work normally.

-Mega-Mech (400CP) (50% off: Human): Someone was a bit of a nerd when they designed this particular machine after the conflict with the Locust Horde, because there's really no other way to explain this 20ft mecha. They're surprisingly mobile and agile for their size, and come with enough mechanical strength to snap the neck of a Swarmak if it got close enough. Armaments are much better, coming with a massive gatling gun meant for its size while possessing targeting systems to paint an enemy for air strikes. Perhaps if they had this in the days of the Locust War, they might not have lost so many lives.

-Lightmass Bomb (600CP) (50% off: Human): There's explosives, and then there's *explosives*. The Lightmass Bomb is the end-all be-all of weaponry in this world, and for good reason. Technically a large cluster of highly explosive missiles/torpedoes that work off a guidance system, this device requires an immense amount of extremely precise data to paint locations for each and every individual bomb. If done right however, the results are devastating. In short, you have a cluster of miniature nuclear warheads with none of the radiation fallout while keeping all of the fun.

-DB Industries (600CP) (50% off: Human): After the Locust War, when the smoke cleared and the victory high finally wore off, the inevitable issue of rebuilding civilization came up. With the vast majority of humans dead, there weren't exactly a large amount of able-bodied hands. This is where this corporation comes in, specializing in autonomous technology and drones capable of truly impressive feats of engineering. They could build Settlements meant for hundreds of people in mere weeks, with all the necessities and districts they would require while likewise keeping them protected from nearly any natural disaster. If you're not the altruistic type, the robotics corporation can also produce weaponized variants meant to deliver swift death with no friendly lives eliminated.

-Azura Island (600CP) (50% off: Human): Nobody said that you had to build a bunker that wasn't comfortable. Nobody said that it couldn't be in a good place, either. Perhaps one of the greatest examples of how humanity will do its best to greedily hog things even when the end of the world is possible, Azura is a place that seamlessly combines luxury with protection. It is a massive, tropical city island that is large enough to have its own train network, submarine docks, and even a launch platform to send objects into outer space. It's also has both a massive support staff (whether human or robotic) and enough accommodations to put any five-star luxury resort to shame, with a large tower that has hundreds of top-tier suites ranging from regular rooms to penthouses. That's not including the pristine beaches, luxury spas and therapy centers, gourmet restaurants, theatres, and more. It even had education centers, for long-term stays. If you're wondering how it stayed off the radar for so long, you can thank the Maelstrom Generator for that. Nothing quite says 'Stay Away' like an artificial hurricane with the island safe in the eye.

-Occupation Force (+100CP): But what is an island without an occupying force to actually staff and defend it? With its impressive construction and absurd amount of options, any army worth its salt would want to obtain it for themselves. It'd be poor to not have an army of your own to ensure that did not happen. For an undiscounted surcharge, you can collect a significant amount of the COG's soldiers to come with you, using Azura Island as an HQ to work with. For more details, see the 'Army Customization Table' later in this document.

-Unique Chain Weapon (100CP) (Free: Locust): When the Locust make weapons, it does not come with the elegance or egalitarian views of the COG. It comes with emphasis on raw power and might, signifying their mentality to crush all who stand in their way. From the biggest weapon to the smallest tool, it is all about dominance and destruction. This weapon will be a symbol of that for you, and will take any form you deem fitting. Perhaps you will make a dual chainsaw staff like Ketor Skorge's tool, or mayhaps instead you will make a chainaxe that heats up. Whatever the weapon you choose, it will be capable of slicing through tanks provided you can get close enough.

-Control Helmets (100CP) (Free: Locust): Ukkon's experiments and knowledge on the beasts of the Hollows are impressive indeed, and were it not for him the Locust Horde would not have the power they possess. But power is nothing without control, hence a large array of control helmets that are normally slapped onto creatures like Corpsers and Brumaks. They will ensure the monsters you make will not turn on you, and follow your commands. It may seem inelegant, but the Locust care not for looks. They care only for the results they can acquire.

-Reaver (200CP) (50% off Locust): The COG tends to drive. The Locust? They ride. The Reaver is a large flying creature utilized by the Locust Horde that also possesses the ability to walk on the ground, and can carry one main driver with an additional passenger. Armed with six tentacles, the Reaver also has a missile launcher and machine gun system that can rain down death from the skies. It's not going to be pretty, but it's going to be disgustingly effective, and isn't that what counts in the end? If you wish, you may replace the Reaver by paying an undiscounted surcharge:

-Hydra (+50CP): Of course if you're not satisfied with that, then you can always upgrade. This subspecies of Reaver was bred by Ukkon himself, and serves as a mount for high-profile entities such as Ketor Skorge. Equipped with a Troika, missile pods, and significantly bigger than the Reaver, it is a monster that will not be forgotten so easily. It is also a monster that will no doubt cause endless nightmares to others.

-Tempest (+100CP): When you need to prove that you're true royalty, look no further than Myrrah's personal mount for the Locust War. A massive beetle-like creature clad in armor and possessing more agility than one in flight, it has four wings and four massive legs that can be used to pick people up or crush them underneath. It can also 'birth' Shiekers, pods with twin machine guns that will fire upon your enemies to put more pressure on the enemy. If that doesn't convince you, then its golden armor and durability that only something like the Hammer of Dawn could hurt it along with its intense heat breath that can make people combust and superheat metal just might.

-Brumak (200CP) (50% off: Locust): The COG has tanks and ground vehicles. The Locust? Well they have something a bit more unique to call a war machine. A massive, four-armed lizard that can grow up to 15 meters in height, the Brumak is a siege weapon of pure destruction. With wrist-mounted chainguns and a back-mounted rocket launcher, this combined with its exceptionally thick hide and massive strength ensures that dread follows in its wake... at least from those who live from its onslaught. Upon purchase, this massive creature will serve as your mount. For an additional, undiscounted +100CP this can be turned into a Swarmak, which is covered in osmium crystals and made much more durable and deadly as a result of its upgrade. Strike hard!

-Shibboleth (400CP) (50% off: Locust): This... well aren't you lucky? Normally only Vold Karn has this, but you mayhaps have found another. This massive, custom-armored spider-like creature is fairly larger than a Centaur tank, and comes with its own Incendiary Grenade Launchers, mounted high-caliber machine gun cannons, fiery Imulsion bolts, and is incredibly strong in its own right. To make things even more dangerous, it can even burrow underground and protect you as it moves from location to location. This creature will 'bond' to you, and willingly serve you as a mount to ride into battle.

-Kryll Swarm (400CP) (50% off: Locust): The Kryll are a species that is spoken in tones of fear and uncertainty, for their behavior and actions deserve as such. These are creatures no bigger than your arm, able to fly and are voracious in their appetite. The good news is they only tend to come out at night, or under the protection of a darkened sky without intense light. The bad news is they number in the millions, and will swarm potential food so fast that they will shred anything made of meat in less than 10 seconds, even those wearing armor. There isn't even any bone left, all feasted upon. What you have here is a hive housing a massive amount of Kryll, able to cause 'Kryllstorms' that could see entire cities cleansed of life. For unexplainable reasons, like with Uzil RAAM they will not attack you and will obey simple commands, even swarming around you to form a protective shield if you wish.

-Osmium Mine (400CP) (50% off: Locust): How strange, that a mineral like this be found on a world like Sera. Both a transitional metal and the densest stable element known on the planet, Osmium is used in the manufacture of various COG tools and equipment. Unknown to them for now and won't be until the Swarm War, Osmium and Locust biology also agree with each other very much. Something about it will cause Locust to evolve and become Scions, becoming much stronger and more intelligent while having organic golden crystals growing out of them. Perhaps it is lucky for you, that you have an untapped mine filled with osmium for you to abuse.

-War Pack (600CP) (50% off: Locust): The Locust don't have tanks. They don't have APCs and they don't have anti-air weapons. What they have are monsters, and ways to use those monsters. It can make for a strange system, but they make it work. You too, can have those monsters under your beck and call, should you choose. There's Corpsers, a horrific mix of spiders and centipedes that can burrow through rock like fish swim through water. There's Seeders, crab-like creatures that are fed Nemacyst critters and launch them through their anus to act as anti-air and radio scramblers. Then there's Leviathans, massive tentacled beasts that swim in the waters and swim with shark-like Manglers. You will acquire a few of each creature, enough to start reproducing and spawning more creatures to use in your war efforts.

-Beast of Destruction (600CP) (50% off: Locust): The Locust Horde, and their successors the Swarm, have utilized massive creatures that cause no end of destruction and death for those in their path. The Riftworm, an 8-10 mile monster of a worm creature that was capable of sinking entire cities. The Hive Beast, several stories tall and capable of breeding numerous living bombs while possessing powerful tentacles and immense regeneration ability. The Kraken, a giant 580ft monster that could burrow through anything with blinding speed and likewise had intense regeneration with an unholy amount of tentacles to destroy or consume others with. Each of these monsters have given the Locust and the Swarm an immeasurable advantage, and by purchasing this option you may pick one of these creatures to follow you and obey your commands.

-Inner Hollows (600CP) (50% off: Locust): The Locust Horde managed to survive for so long and expand their population to such high numbers because of where they lived. Specifically, because of the underground location called the Hollows. Thanks to the Riftworms and other similar creatures burrowing through in the ancient past, it is a massive locale of biodiversity with numerous creatures evolving to live down there, such as the fifteen-foot Serapede that can shoot lightning and acid. The creatures that make the Gas Barges, Rockworms, Bloodmounts, and more are just a taste of what this place holds as the creatures that wander here, with just as many unique plants. It's also an especially difficult place to assault, a winding series of tunnels and corridors that would leave most armies scattered and unable to communicate with each other due to the thick rock walls. The very center has a massive palace filled with technology and elegant carvings, a copy of Myrrah's stronghold that could easily serve as an HQ. Glory be to the Queen.

> -Queen's Guard (+100CP): But it would be awfully lonely down there all by yourself, wouldn't it? Nothing but the monsters to keep you company, and they're not exactly the chattiest of entities. No, this place is fit for an army, and you shall have one. For an undiscounted surcharge, you may take along a not-insignificant amount of Locust to serve as guardians and troops that use the Hollows as an HQ. They shall rise, and you shall rise with them. For more details, see the 'Army Customization Table' later in this document.

-Mount Kadar Laboratory (200CP): Everything has an origin, you know. The Locust did not come out of nowhere, and the COG are not as innocent as they claim to be. They knew Imulsion was horrific, and did all manners of studies with injecting Imulsion and genetic splicing with Hollow creatures into humans. This originally created the Sires, misshapen abominations that were more like wild animals. The discovery of Myrrah and her immunity to Imulsion, however, led to her stem cells being spliced in to create the Matriarch. The Matriarch in turn birthed the very first Locust Drones, and it all escalated from there. What you have here is the frozen laboratory with all the studies and research data of this entire series of events, with samples of Myrrah and all the creatures used and created. May you have better fortune than Niles ever did.



DRAWBACKS:

Not enough? Well, there is no such thing as risk without reward. It might be quite dangerous for you to take on additional challenges, for many of them are unorthodox and will inevitably make your life harder. If you can survive… well, that simply means you fared better than ninety percent of the Serans who died in this war. Take as many as you want, for it hardly matters to me how much rope you tie around your neck.

-E-Day (+0CP): Starting when Marcus is broken out of jail isn't enough for you? You want to be there at the very beginning, for whatever reason you deem. Very well. You will instead start at the very beginning, when the Locust Horde erupts from the ground and begins their systematic slaughter that saw one-quarter of all human life perish on the first day. Whatever happens, you will be able to bear witness to it.

-Swarm War (+0CP): Or mayhaps you wish to stay for the very end. It's understandable, wanting to see new developments and determining if your actions during the Locust War were for good or for naught. By taking this, you will stay for the 25 year time skip and see the events of the Swarm War through. Take care not to let age grip you too tightly.

-Stand Up! (+100CP): It can't stop. It won't stop. Any time you get a moment's peace, you keep hearing Augustus Cole's songs echoing in your mind. It's his kind of shit, but is it YOURS? All it takes is a bit of silence to get that rap music playing and filling your mind with the repetition. Hopefully your sanity doesn't take a hit.

-No Mass (+100CP): You're a skinny little bugger, aren't you? That's not a good thing for this war, not when the enemy is absolutely massive. Your strength is lowered to below that of an average man, and you have no real muscle mass to boot. No matter how strong you train to be, you'll still be a weedy little git. Despite being able to pick up and throw large vehicles, a rushing Locust or exploding grenade will still knock you right over thanks to the difference in mass.

-Yee-haw! (+100CP): It's one thing to have a speech impediment, but this issue of yours is beyond the pale. You have a horrible southern accent, and it's not even the nice kind. It's stereotypical, obnoxious, and you can't stop talking like this even when you try. At all. Sometimes you're just unintelligible. You're going to get on people's nerves quickly, and this could cause issues with communicating with others.

-"Your Mom Is A Classy Lady!" (+200CP): Well this is weird. It's nothing that impacts your powers and skills, but you can't swear at all. You can't have sex with other people or objects (every attempt fades to black), and any time a person tries to chainsaw someone or make someone explode, it sends rainbows everywhere in place of blood. You can't even be obnoxious to people, being forced to act like a role model for children. You sure you want this?

-Need My Helmet (+200CP): You're obsessed with wearing the COG Helmet, for one reason or another. You're certain that it will protect you from any airborne toxins, or keep enemy bullets from hitting you. Even if your allies rightfully tell you that you can't see snipers very well with it, you're assured that it will keep you safe. Spoilers: It won't. Worse yet, you refuse to modify it or put a helmet on top of it, claiming you risk ruining it. Have fun looking like all the other Gears in the war machine.

-Jamming Up (+200CP): Well, shit. You thought you had problems before, this is going to make things a whole lot worse. You have frequent issues with reloading your equipment and guns, and not a single battle will go by without one cock-up. Even if it's a bow, or a shotgun, or a turret, or even a blowgun... you just keep messing it up. How is this even a thing? How are you doing so badly at this? You had best start getting good at messing people up in melee.

-Kryll Requiem (+300CP): The Kyrll are a force to be reckoned with, moreso with this option. Kryll now are more numerous, more bold, and more hungry. The night time becomes a terror, and they will eventually learn how to disable lighting. Worse yet, when the Lightmass Offensive ends, they won't even be exterminated; the Bomb missed some, or the Locust bred more. The night is truly a dangerous time, especially for you.

-'Off with his Head!' (+300CP): Queen Myrrah is displeased with you, and wishes for your death even if you were to arrive as a Locust yourself. Prepare to be relentlessly hunted by a powerful Locust Lieutenant with a small army at its disposal and a hoard of resources. Should you destroy this Lieutenant, a week later Myrrah will send another one, who learns from the mistakes of their predecessor and with greater technological prowess. Good luck.

-Infected (+300CP): This is not good. Not good whatsoever. Somehow, you've been partially infected with Imulsion. Rustlung has set in and you're going to have a nasty cough with blood coming up every so often, along with plenty of chest pains. Fortunately it’s not enough to get you turned into a Lambent, but there will be a caveat to your predicament. That is, when Adam Fenix eventually activates his device, it destroys all Imulsion-tainted lifeforms. This includes the Locust... and you. The clock is ticking, and you had best figure out a way to solve your problem.

-Carmine (+600CP): The Carmine line is a cursed one indeed, with all but one of them on the chopping block for the crime of existing. You may not understand now, but you will soon enough. You're the fourth Carmine now, going by the name of Dietrich Carmine. Luck is on everyone's side but yours, and death is all but guaranteed. You have no powers save for the ones from here, your equipment regularly malfunctions, and it seems like your head is a bullet magnet... on top of getting into heavy firefights regularly. May whatever god you pray to have mercy on you, for this world has none for you.

-Trinity of Worms (+600CP): The Worms awaken, and the world shall become food for them. The Locust Horde have a religion based on three massive Rift Worms, immense creatures capable of tunneling through the planet and sinking entire cities. Normally, only one will awaken after the Lightmass Bomb. Now? All three worms have awoken the moment you entered this world. They are extremely resistant to damage from the outside, and have increased resistance to damage on the inside. Should they manage to destroy Humanity, it counts as a failure and you are sent home. If you're a Locust, you might want to think of some form of sabotage to draw things out.

-Imulsion Insurrection (+600CP): What are you doing. This wasn't in the script. You know how Imulsion was a living parasite feeding off of the planet and mutated a bunch of the populace? The problem is FAR worse now. It's actively malicious, it infects anything upon physical contact, and breathing in its fumes is far more dangerous now. Worse yet, it's after you. It will learn from every battle, grow stronger all the while. If you cannot stop it in time, it will manage to replicate your powers, creating a terrible hive mind ready to consume you. If you destroy the planet in an attempt to destroy the Imulsion, it is game over. To boot, Adam Fenix's methods will not work either, so you must find another way.



END CHOICE:

So, you managed to survive, whether the world has for better or for worse. Any physical damages you have suffered will be undone should you choose it, though any mental scarring from constant war will be yours to bear. I'm sure you know the choices by now, but on the off chance a different decision is made, we'll just lay them out for you.

Go Home:

The struggles of war, the bloodshed, the death toll... whatever the reason, it's made you decide enough is enough. You will wake up in bed with all that you have gained on this journey so far, and as a consolation prize you will be given an additional +1000CP in purchases. You will no doubt change the course of history on your own planet.

Stay Here:

Really? You want to stay here? Rebuild the world for any number of reasons? I wouldn't have expected you to do so, but very well. Your affairs will be put in order back home, all pets and loved ones taken care of. You will be missed, but ultimately you can remain with a clear conscious. You will be given an additional +1000CP in purchases, in order to give you a head start on aiding the rebuilding process. Perhaps you will be the hero they sorely need.

Move On:

It was an interesting time, but all things must pass. You disappear from this world, time paused and you move to the next world... wherever that may be.



ARMY CUSTOMIZATION TABLE:

Wars are not won through the actions of a single man, though the tides may change as a result of their decisions. It is a united effort with the work of hundreds, even thousands should there be enough soldiers to occupy the lines. Not even the eponymous Delta Squad could carry the entire war upon their backs… granted, not for lack of trying. But what of you? Where is your army, whether it is used to support a side of the war or strike out on your own?

This is where we shall fix that little issue. Your army awaits.

-Recruited Force (Requires: 'Occupation Force'/'Queen's Guard'): There's sure to be a story on why you have this force, soldier. Perhaps you recently got promoted? Maybe you struck out on your own, creating a splinter faction. Regardless of the tale, you have access to a large contingent of allies, willing to fight for your cause and lay your opposition low. You will have 50 Tokens to customize your forces to your whims. Each option only costs 1 Token per purchase unless otherwise specified, and each option may be purchased multiple times.

-Reinforcements (100CP): Not enough soldiers? It's a strange thing to be gathering so many forces that you would need more than what is given here. Are you sure you're not trying to gather up an offensive? Regardless, it would be poor form not to at least give you an option. You may spend 100CP for an additional 1 Token, and may purchase this option multiple times.

Without further ado, let's get to work.

Shared Units:

-Suicide Softeners (3 Tokens): When you need to tear apart the enemy but don't want to waste any troops in the process, you might as well use something that will make the most of the situation. Suicide bombers, in this case. Whether you've bred them or made them, they'll cause untold havoc among enemy lines by scurrying in right up to enemies before detonating. They're also amazing at being moving landmines due to their unpredictable movement. You only need to purchase this once; you gain a manufactory/breeding ground to produce a constant supply of these units.

> COG: You gain Trackers, spherical robots twice the size of a person's head that rolls around and homes in on enemies before making a loud beeping noise and detonate in an explosion that would shred unarmored people into pieces of meat.
>
> Locust: You acquire Tickers, chittering creatures with Imulsion Tanks strapped to their backs that like to scurry around and find people or machines to get real close to before detonating. Definitely not acquired for their looks, only their results.

-Bottom Barrel Mooks (3 Tokens): Sometimes there's no getting around the idea of a full-on slog that is some battlefields, especially when the enemy has a ton of ammunition and firepower. You need to waste their ammunition, especially with soldiers you don't give a flying fuck about. Enter these units, whose main purpose is simply to charge in and be used like cannon fodder of the lowest kind. Better them than you. You only need to purchase this option once; you gain a manufactory/breeding ground to produce a constant supply of these units.

> COG: You acquire DeeBee "Shepherd" units, armed with Enforcer Submachine Guns and Shock Grenades. They can shoot and attack, but don't expect much creativity out of them beyond just trying to shoot.
>
> Locust: You gain Wretches, packs of mutated monkey-dog things that while lacking ranged weapons, can be creative in hiding and swarming enemies in order to feed on them. They're also willing to climb surfaces and use unorthodox movement. If you wish, you can acquire Juvies instead which are more humanoid and make 'woop' noises a bunch.

-100 Floaters: When you need weapon support from the air but can't quite bring in the larger vehicles, then look towards this option. Small units as big as a human torso, their main advantage is being able to fly around in places humans can go and lay down bullets to either strike an enemy or provide covering fire. They're not as durable as an armored person, but more guns are always good.

> COG: This option gives you DeeBee "Guardian" units, which come with a single Tri-Shot Chaingun and a frontal energy shield to boost its durability. While the chaingun can overheat if fired too much, it's still a good amount of firepower.
>
> Locust: This option grants you Shrieker Pods, floating bioluminescent creatures that while fairly vulnerable, can move around quite erratically while firing twin-linked Gorgon submachine guns to pour out a stunningly large amount of firepower. Why worry about defense when you can pour down offense?

-50 Hackers: Machines getting in your way? No problem! Technology only has one master, and that's whoever is using it or abusing it at the moment. With these units, various objects like doors and computer consoles will be cracked open with varying speed depending on the security, and even robotic units could find themselves falling under the sway of your will. Just be careful people don't go out of their way to target these.

> COG: You gain the eponymous JACK unit, capable of cloaking itself to hide and possessing armor plating to survive any stray shots. It has a large degree of skills, from bypassing doors to aiding field repairs to chemical analysis to even acting as ranged uplink units for communication. It sadly has no combat capability, but its utility will more than make up for it.

Locust: You gain a herd of Pouncers, which are renowned for being good at two things: hijacking any machine it can launch quills into, and being a combat beast. Able to hop around and possessing powerful legs to have incredible speed, Pouncers use this to find angles to launch quills from its tail in a shotgun-like manner. These quills grow back rapidly, and any technology the quill attaches to gets converted in seconds. It also possesses decent natural armor, perfect for getting in close and eating enemies.

-200 Grunts: Ah yes, the rank-and-file soldiers of this war. When you think of people marching forth in armor for a propaganda movie, or moving forth to establish the beachhead, look no further. They may not be the best, but they're enough to pass basic training and have a few years of combat under their belts. Think of them as your jack-of-all-trades soldiers that will fight and die upon being given the order.

COG: Faceless, fearless, and ready to saw through the enemy. The COG will gain normal Gear soldiers, equipped with the standard armor and coming with their own Mark 2 Lancer Assault Weapons, Gnasher Shotguns, and Snub Pistols. They'll work together, and will do what they can. If you wish, you can replace them with DeeBee "Shepherd" units that possess the same competency.

Locust: A queen does not stride forward on her own. No, a queen requires Drones. This option provides such drones, coming with Hammerburst II rifles and Gnasher Shotguns, with a Boltok Pistol for a side weapon. They may not have the clean Gear armor, but their leathery attire is more than enough. If you wish, you can have Swarm Drones instead. Swarm Drones only differ in that instead of patchy scales, they have crustacean-esque plates on their bodies.

-50 Grenadiers: If there's one thing that's bound to cause problems for anyone who think they're safe behind cover, it's Grenadiers who revel in the idea of splattering someone inside the grave they've made for themselves. Grenadiers tend to utilize Bolo grenades far more effectively than others within the same army, and can throw them to hit angles that your enemies will undoubtedly call bullshit on. Sucks to be them, at any rate.

COG: You'll have an interesting choice here. The first is you can have normal COG soldiers rolling in carrying Gnasher Shotguns, Snub Pistols, and Bolo Grenades in order to get up close and personal with the enemy, and a +1 Token surcharge for equipping them with Booshka Grenade Launchers. The other option is to pay an additional +1 Token surcharge to instead have DeeBee "DR-1" units, 8ft robots with jump jets and equipped with Salvo Launchers to deliver an unnatural number of booms. The DR-1s also have a habit of trying to explode near their enemies if near death.

Locust: Never underestimate the ruthlessness of the Drones, nor their hunger for fresh meat. Your first option is a slew of Locust Drones (Locust or Swarm varieties), equipped with Gnasher Shotguns, Boltok pistols, and Bolo Grenades while possessing an almost animalistic instinct to either flush an enemy out of their holes or let them die within it as the Drones climb in after them. You can spend a +1 Token surcharge to give them Boomshot Grenade Launchers as well. The other option will be to spend an additional +1Token surcharge to instead have Locust Boomers (or Swarm Scions) who have their armor and come with the Boomshots or Digger Launchers, being far more durable and more eager to charge an enemy to slay them.

-50 Engineers: War is about many things. It's about destruction, about taking objectives, and defeating the enemy. It's also about using any advantage you can get your grubby hands on, even if that means sabotaging anything more complex than a lightbulb to prevent the enemy from using it. Not only are they skilled engineers that maintain and repair the technology they have, but they also attack and scavenge any technology the enemy may have as well. What's theirs is yours and what's yours is yours, at least that's how the saying goes.

COG: Whether you have COG troopers in heavy Destroyer armor or instead utilize the DeeBee "Shepherd" units, the loadout remains the same. They'll come equipped with Mark 2 Lancer Assault Rifles, Snub Pistols, and Shock Grenades to disable or destroy technology to utilize as they see fit. They'll also come with crowbars in case something is nailed down.

Locust: The Locust have been very effective in stealing and corrupting technology to use as they see fit, so is it really any wonder that they've gotten good at destroying it as well? There will be Drones (whether Locust or Swarm varieties) in Locust Armor, wielding Hammerburst II rifles, Boltok Pistols, and Shock Grenades to eliminate or disable enemy technology. No need for a crowbar, they know just how to hit something to get rid of any boltings.

-50 Flamers: When someone says to turn the heat up on the enemy, many times they do not actually mean it literally. With this units, however, it will be a *very* literal statement. The Geneva Convention does not exist on Sera, and so it has been seen as perfectly viable to use incendiary grenades and flamethrowers to burn someone out of cover or spew fire into a vehicle to make it their own metal coffin. Nobody cares on how cruel one is to the enemy, for the enemy likewise does not care.

COG: Whether you choose regular COG soldiers or the DeeBee "Shepherd" units, they will spread the gift of fire to any who try to hide from them. These soldiers will come armed with Scorcher Flamethrowers with tanks on the back, Snub Pistols and Incendiary Grenades in order to burn away anyone stupid enough to stay in cover and blow holes in those too busy screaming while stumbling out of it. Bring the heat.

Locust: Regardless of choosing Locust Drones or Swarm Drones, these troops take something of a sadistic delight in setting enemies alight. Especially organic ones, as it means the meal has come pre-cooked. These troops will come armed with Scorcher Flamethrowers and backpack tanks, Boltok Pistols, and Incendiary Grenades so they can simply burn the enemy alive and execute anyone who doesn't die where they hid. No compassion for the weak.

-50 Heavy Support: There are times when there's an awful amount of people between you and your objective. A normal group of Grunts might bemoan the situation and figure out a way around them. A Heavy Support unit will simply see it as a target-rich environment and get to work. These soldiers will be coming in with rather powerful equipment, and seek to decimate the entire battlefield until it's nothing but a land of scorch marks and torn flesh.

COG: Human soldiers will fill the role here, either bringing in a Mulcher Gatling Gun or a Mortar Launcher to bring in a staggering amount of damage to anyone unfortunate enough to be in front of them. They'll also have Mark 2 Lancer Assault Rifles and Snub Pistols as back-up weapons, in the event something happens. If you wish, you can instead pay an additional +1 Token to upgrade them into DeeBee "DR-1" units using a Mortar Launcher or a Tri-Shot Chaingun to deliver some obscene damage.

Locust: Not one to fall behind on the art of untold destruction, these Drones (whether Locust or Swarm) are more than eager to show all the other soldiers how you really perform destruction upon the field. They'll bring either a Mulcher Gatling Gun or a Mortar Launcher to deliver some untold pain, and come equipped with Hammerburst II Assault Rifles and Boltok pistols as back-up weapons. Of course, should you decide to pay an additional +1 Token you can upgrade them into Locust Boomers or Swarm Scions that will take a greater amount of punishment and carry the weapons around far more easily.

-25 Snipers: When you want to reach out and deliver the touch of death upon someone, you call in a couple of snipers to ensure that particular delivery occurs. Yes, as surprising as it sounds there are still snipers in this war. By sneaking around, picking and choosing their targets, and staying hidden even after they take a shot, anyone of importance is bound to start sweating the moment these troops enter the field.

COG: You have yourself a choice. You can either take regular COG troopers armed with Longshot rifles, Mark 2 Lancer Assault Weapons and snub pistols, or you can take DeeBee "Deadeye" units equipped with EMBAR Railgun guns and Enforcer Submachine Guns. For an additional +1 Token you can have them equipped with One-Shot rifles instead.

Locust: Likewise, you have a choice here. You can either acquire Locust Drones with specific helmets that come with either the Longshot or the Breechshot, a Hammerburst II and a Boltok... or you can go with a Swarm Hunter, their females that come with Theron Bows and Boltok Pistols as they aggressively seek out and headhunt important targets. For an additional +1 Token you can have them equipped with One-Shot rifles instead.

-25 Medics: With the intensity of fighting from both fronts and the catastrophic death toll in the beginning years of the war, it's no wonder that those who can restore and heal the wounded became extremely prized by their respective sides. Every pair of hands not on the front lines is a potential weak point that can be exploited, and medics can ensure those weak points remain closed as long as possible. It bears mentioning, however, that the Geneva Convention does not exist on Sera. As such, expect these units to be frequently targeted. They've come to expect it and have specialized armor so their friends can protect them though.

> COG: Whether you go with regular COG humans or decide to go with DeeBee "Shepherd" units, what matters is the payload they carry. Years of field treatment experience, medical knowledge, and specialized Stim-Gas grenades capable of inducing rapid regeneration and even reviving the very recently deceased. They'll carry Mark 2 Lancer Assault Rifles and Snub Pistols for their own personal protection, but maybe give them some bodyguards to be safe. For an additional +1 Token they'll come with a few armored Ambulances to better safeguard their charges and come with more medical equipment to set up a makeshift hospital.
>
> Locust: Equipped with rather tough leather, the Kantus are both the religious leaders and the medical aides of the Locust Horde… in a sense. What they do is chant and scream, invoking ancient words (and possibly using a latent Imulsion connection) to cause their Locust brethren to heal and become stronger for a time. Should a very recently deceased ally have their corpse intact, the Kantus can even revive them to continue the fight. They're equipped with a Hammerburst II rifle, a Gorgon Submachine Gun, and Ink Grenades to deliver potent death. For an additional +1 Token, you can make them Armored Kantus which carry twin Gorgon Submachine Guns instead and have scale armor that makes them significantly more difficult to injure.

-25 Elite Troops: The cream of the crop, the best of the best. What you've seen before was the equivalent of a hammer and anvil, but these units are more like scalpels. Acting as battlefield leaders and commandos all in one, these units possess a highly potent selection of skills with the experience to use them in a very efficient manner for the sake of victory. Their training is superior, as is their prowess. If you want something done, you send in these units.

> COG: Compared to your standard Gears, the Onyx Guard will almost seem like superheroes. Equipped with armor that's far stronger and more durable than the grunts, they also come equipped with a variety of grenade types along with the Mark 2 Lancer Assault Rifle, Gnasher Shotgun, and the Snub Pistol. Armed to the teeth and expecting to use every ounce of it, they won't let you down.
>
> Locust: When you're used to regular Drones, members of the Theron Elite will come as an exceptionally nasty surprise that many will only experience once. Equipped with intimidating leather armor that's both iconic and strangely as durable as the Onyx Armor, Therons will come equipped with Torque Bows, Elite Sawed-Off Shotguns, Gorgon Submachine Guns, and a variety of grenades depending on the task granted to them.

COG-Specific Units:

-25 Silverbacks: A testament to man's ability to turn civilian equipment to a military use, the Silverback Exo-suit is a machine that can be best described as a portable bunker. By stepping inside, the suit will slowly but confidently stride forward and strike upon the enemy with its stripped-down Mulcher Gun to tear them to shreds, and it's even able to lift its heavy leg to utterly splatter anyone on the ground. Upon activating 'shield mode' however, it will unfurl protective slabs of metal for teammates to hide behind and provide you a rocket launcher to strike at anyone who foolishly thinks they're vulnerable just because they're immobile. These units will each come with either a COG pilot or a DeeBee "Shepherd" pilot to utilize it.

-5 Condors: When you need to deliver reinforcements and you need to do it now, then look no further than this massive bird. Four fixed turboprop engines to get it moving and possessing a sleek frame, the Condor is the go-to aerial transport vehicle for the Air Corps of the COG. While it doesn't have any main weapons of its own, its main function of cargo means it's capable of dropping in at least a few dozen combat DeeBees for instant reinforcements on the field of battle. Of course, nobody says you can't just fill it with bombs and carpet the whole field either. These units come with COG or robotic pilots, and each one is filled with either a large assortment of DeeBee units or filled to the brim with enough explosives to level a few city blocks. If you wish, you can instead pay an additional +1 Token Surcharge to improve this to the Vulture, which is larger and is equipped with incendiary bombs along with six large machine guns on its wings to provide an impressive amount of air support.

-5 Centaur Tanks: There are those who will claim this vehicle is the result of an APC fucking a monster truck. Those people will be the first against the wall when these vehicles roll out. The Centaur is a light tank that utilizes a high-velocity main cannon that fires explosive shells, capable of ruining almost anyone's day and even able to put hurt on Brumaks. Along with its massive tires, 4-wheel drive and a boost system to give it temporary bouts of impressive speed, the Centaur is an agile punisher that will force many to take it seriously. It can come with a crew of COG gears or DeeBee "Shepherd" units.

-3 Mega-Mechs: Much like the Silverback, the Mega-Mech is a testament to the ability of man to take what was meant for peace and change it into a weapon of pure destruction. Coming in at around twenty feet in height, these units are armed with Industrial Staple Guns which are the equivalent of firing massive slabs from a sized up nailgun that will turn most things not its size into a fine red mist. Of course, the control systems are also fine enough that one could simply punch or kick the enemy, assuming they did not use the on-board targeting system to aid friendly air to deliver missile payloads. It is your choice whether they come with COG pilots or are robotic in nature.

-25 King Ravens: Take to the sky, and let them know it is you who owns them. The King Ravens are an iconic vehicle of the COG, and for good reason with their reliability and ease of maintenance. Able to transport a dozen soldiers and possessing one chaingun on each side along with a gun in the front, it's able to fulfill the functions of transport, air support, and enemy assault all at the same time. Its contra-rotating main rotor allows it to achieve impressive speeds for a helicopter as well. It is your choice whether their pilots and gunners are COG pilots or DeeBee "Shepherd" units. Should you wish, however, they could instead be swapped out with Kestrels, fully robotic helicopters that trade out cargo capacity for twin chain guns and a missile launcher for full devastation.

-25 Armadillos: When it comes to the Locust War, not just any general APC will do for keeping your soldiers safe. No, you need something that carries a lot of offense along with its defense. Enter the Armadillo vehicles, six-wheeled carriers built for both urban and all-terrain warfare. Two remote-operated side turrets using modified machine guns, four mounted grenade launchers that can fire all manners of ordnance, and a rear rotational gun so it won't be caught flat-footed. Having two rear-side external cargo bays along with its interior that opens from the front, this thing could act as a mobile base for anyone feeling cheeky. It is your choice whether it comes with two COG personnel to drive and shoot, or two DeeBee "Shepherd" units to do the job.

-5 Tac-COM Vehicles: Surprisingly, not all of the COG's equipment came with weapons to stomp some grubs. That does not, however, make them any less useful. This large vehicle is a tactical communications vehicle whose main purpose is to locate all allies and ensure they're well within communication with each other while providing them with solid intelligence. They're easily two to three times the size of an Armadillo, thanks to the massive radar dish that is mounted on the top. Able to transfer information and possessing real-time map units, they're an extremely vital part of any war machine. Each Tac-COM Vehicle will come with a crew of eight COG pilots or eight DeeBee "Shepherd" units capable of doing the job.

-3 Assault Derricks: Originally designed for mining Imulsion in the old days, this vast machine quickly became useful for a myriad of other things once the Locust War broke out. Massive and akin to a small mobile oil platform, these Derricks are large enough that they could carry at least two dozen COG grunts or DeeBee "Shepherd" units into battle and not have to worry much about getting hurt as much. While it only has a single chain gun in its defense, its impressive armor and bulletproof glass means its single driver won't have to worry much. The real breadwinner of this vehicle, instead of weapons, is the Grindlift Delivery System, which basically takes two soldiers and puts them into a pod that drills itself down to a predetermined position before opening them up in a makeshift delivery. Whether its driver is human or robotic is your decision, but they'll do their best to get your troops to their location.

Locust/Swarm-Specific Units:

-100 Bloodmounts: The humans think themselves so blessed, to have their machines and technology to carry them from place to place. But the Horde makes do with what it can, and thus came the breeding of these creatures. Coming in around five to six feet tall, Bloodmounts run around on their disturbingly muscled arms and will go into battle trying to devour the enemy. Its actual legs are scythe-like blades, which it uses to slash and stab at an enemy much like a mantis would. Sending them in like this would make them somewhat wild, but provide a great deal of pressure. For an additional +1 Token, they will each come with Drone Riders (Locust or Swarm), armed with a Hammerburst II rifle and establish more control over the beasts to increase their effectiveness.

-25 Carriers: These monsters developed by the Swarm to continue the Locust Horde's ideology of tremendous power above all else, and without a doubt they have succeeded. Easily bigger than a van, these crustacean-like creatures crawl around on two arms and has enough armor to practically require heavy or explosive weaponry if it's to be killed in a reasonable period of time. They've got enough strength to hurl vehicles around and could easily kill a squad of human soldiers on its own. To make matters more deadly, they can open their chest to release a swarm of Cankers, floating creatures that home in and create explosions while spreading fire in an area.

-3 Seeders: There are those who have a phobia of spiders, even though they never get any bigger than the palm of someone's hand. Then the Locust Horde, in all their lack of regard for such things, bred a creature that amounts to a spider on steroids. These things are as big as a semi-truck, and have numerous advantages to the Horde such as jamming enemy transmissions with their very presence somehow. They also serve as the anti-air of the Locust Horde, being fed Nemacysts through their mouth which are launched out of their anus towards enemy air as self-guiding bombs. These units will come with 3 Grunts for each Seeder, effectively 'crewing' them for maximum effectiveness.

-3 Brumaks: These are one of the largest, and most deadliest creatures the Locust Horde has ever bred. They're easily fifty feet tall and looking like scaley apes, and were enslaved to be used as a main battle tank in the field. Seeing as they're equipped with two massive chain guns on its wrists and a ridiculously large rocket launcher on its back, the enemy will most certainly agree that it was a success. Each Brumak comes with one gunner and one pilot to guide the Brumak around. For an additional +1 Token, they can be upgraded to Swarmaks which are much, much tougher and have crystal osmium growths all over them.

-50 Reavers: The humans have their choppers and machines to do the flying. Not so for the Locust, for beasts do not break down or suffer mechanical fault. Reavers are a potent air force, easily flying through the air with the ease that a fish might swim through the water. This along with their array of tentacles makes them difficult targets to hit, even though they're ten to fifteen feet in length. Each one will come with two Drones (Locust or Swarm) with Hammerburst II rifles to be a rider and a gunner, allowing them to move around while utilizing the Rocket Launcher and Chaingun each Reaver is equipped with. As if this wasn't deadly enough, they can easily land on their tentacles and stomp around to act as rapid anti-infantry units while stabbing enemies with said tentacles. With their ability to likewise ink the skies to block out the sun, the skies shall be yours.

-25 Siegebeasts: Looking like strange, reverse-limbed turkeys in their contraptions, the Siegebeasts are aptly named for their use as an artillery piece when bombarding enemy forces. It fires by having its limbs pulled backwards tightly to lower the catapult system, before a canister on its back opens and drops a large ball of explosive, organic matter is deposited. From there, it simply launches like any other catapult. Lest you scoff at this beast, however, know that it is capable of delivering devastating damage to King Raven gunships and even hijacked Brumaks when they're on target. Each Siegebeast comes with a single Drone (whether Locust or Swarm) as an operator.

-3 Corpsers: If the enemy thought Seeders were bad, they're going to absolutely despise the Corpser. Looking like an unholy union between a spider and a millipede, these monsters were a good thirty-six feet in size and were often used by the Locust Horde to burrow through the ground and create Emergence Holes for them to move around. Possessing a high intellect and being durable enough that tank shells or the Hammer of Dawn was needed to take them down, they're an invaluable force for getting around quickly or even behind enemy lines.

-Flock (5 Tokens): You thought the Kryll were bad? At least they were limited by the night or by Seeder clouds. The Flock, created by the Swarm, is another beast entirely, one that quickly revealed how terrifying they could be. With this purchase your forces will gain a large number of Leeches the size of a human torso that is capable of flying and stripping the flesh from a person as quickly as the Kryll could, all while being in daylight. As if that wasn't enough, you'll find that the Leeches are also capable of attaching to machines and utterly taking them over. How? Only the Swarm knows.

-50 Snatchers: The mature version of the Pouncers, the Snatchers come with their own nasty kinds of surprises. Not only are they unnaturally fast and capable of being eerily quiet when they want to be, but they can also unzip their abdomens and drag someone inside with numerous tentacles to transport them elsewhere, dropping them off in pods to be mutated into more Swarm forces. They can attack with their tails, firing a quill meant to deliver a poison meant to instantly incapacitate humans to make them easy prey. It won't be hard increasing the size of your army with this.

-10 Berserkers: The sexual dimorphism of the Locust Horde is strange in the best of times, and the Berserker is proof of this. They're ten feet of raw, uncompromising muscle with a face not even a mother would love, and to make matters worse they're so aggressive they need to be chained down whenever they're not being released for battle. They're also blind, so not the best. Yet, they make up for it in spades with their senses of smell and hearing, being honed in enough to chase down nearby enemies. They're also extremely durable, requiring Hammer of Dawn strikes or being set aflame to weaken them before getting pummeled with intense firepower. Couple this with their absurd strength, and you'll have a weapon of mass destruction in the form of flesh.

-25 Wardens: When you want some rather big boys, the Swarm will deliver. The Wardens are the vanguard of the Swarm, and whenever these Scions arrive it is often seen as a sign that they intend to build a new Hive soon. They serve their positions well, easily being ten feet tall and retaining most of their osmium shell on their bodies which makes them extremely durable and nearly impervious to ballistic damage. Other tactics would be needed to eliminate these beasts, which will be quite difficult considering they wield two Breaker Maces each. They would make an excellent elite guard if you deemed it appropriate.



NOTES:

-You may import weapons, armor, vehicles, or monsters into your purchases as you see fit. Try not to be an asshole about it, similar sizes and purposes should be considered. Like goes with like, as it were. Your choice how this amalgamates together.

-Upon completion of this jump, you gain a small pump in your Warehouse that can supply you with Imulsion as needed. Do be careful when handling this, especially around other biological organisms.
-You will also gain a weapon reload system inside the warehouse for the unique weapons you may have purchased from this jump.
-Weapon purchases will grant a small stockpile of them inside your warehouse to equip your allies with.
-The destruction of any equipment will mean that you get a replacement in 24 hours, and you will have a blueprint/genetic sample of any technology or beast you acquire. This is due to the COG Fabricator that will be installed inside your Warehouse, and the Fabricator will have blueprints so you can create more Fabricators.
-The Fabricator can take any material and reforge it on a molecular level to create something else. This can range from building materials to robots and other things, so long as you have blueprints.
-Stacking "Down, But Not Out" will not increase the timer on other 'second wind' type perks, rather stacking them will increase the options available to activate abilities.
-Properties like ‘Azura Island’, ‘Inner Hollows’ and ‘Mount Kadar Laboratory’ will either act as a property or can be a Warehouse attachment, to be decided upon purchase. It can also be merged with another property or attachment of your choice for free, adding the subsequent mass to make it fit.
-Purchasing a Locust Creature will count as a 'pet' and not a Companion, as they require you to control them. They gain a 'playhouse' to live in inside the Warehouse as an attachment, and should they perish in an attack they will respawn a week later inside the playhouse.

-Regarding ‘Long Live The Queen’: It's... weird. It's absolutely a hive mind, and there seems to be no limit to the range. But it's less 'send out messages mentally' and more 'they have absolute loyalty and they will do anything if you so much as hint at it'. In the comics, they'll scheme and joke with each other, even found a religion. They'll even scheme and conspire against each other. But their loyalty and devotion to Myrrah is absolute, and every single action they take seems to be to further her goals. The idea of betraying her doesn't even occur to anyone despite how rough they have it. Take this into account.
-You may decide if this perk is already in place with your purchased army should you have bought the perk.

-If you wish, the COG soldiers in the 'Army Customization Table' can have UIR armor instead. Likewise, the Locust can have Savage armor variants if you choose.
-The Locust and the Swarm are genetically compatible, so there’s no fears from mixing and matching.
-Any who perish in your army will either respawn or be replenished at the beginning of each jump. Know that it is capable of growing its own numbers, however.