



It is the year 2219. Humanity has been existing under the singular banner of the New United Nations, who has stretched out as far as the colonies established on Mars. However, this is to soon change, for there has been an uprising by a group calling themselves the Steel Dawn, who's stated goal is to liberate Mars from the yoke of oppression.

Origins:

Mercenary: You are now employed as a member of the Hardcore corporation, a worldwide anti-terrorist private military company possessing advanced technologies and weapon systems superior to that of any national armed forces. Alternatively, you may instead choose to be part of the United Nations Force, the military of the New United Nations, who are partnered with Hardcore.

Steel Dawn: Or instead, you could choose to become part of the terrorist group Steel Dawn, a group of people working to free Mars, although the leaders true goal seems to be something more akin to simple social darwinism.

Either side can be drop-ins.

Age: You should at least be old enough to enter active duty.

Gender: Free choice

Perks

General

0CP Decent Pilot: If you didn't before, you now know how to pilot a mech.

100CP Heads-Up Display: You have instinctual knowledge of how much ammo you have left, as well as how much more damage you or your mech can take, almost as if you had an ammo counter or a health bar.

200CP Mechanical Expertise: You now know how to repair mechs, and might be able to come up with ideas for how to improve them.

200CP Pick-Ups: You now have enhanced luck in finding ammunition, health packs and weapons for your mech, as well as for yourself should you be on foot.

400CP Tactical Stealth Espionage: You are now a master of infiltration, able to easily sneak into a heavily-occupied enemy base and extract a hostage without anyone having the slightest idea that the two of you are there.

400CP Upgrade Complete: If you have an idea for how you could improve the general performance of your mech, you can now spend money to instantaneously upgrade the mech without having to go through the hassle of things like requisition forms and waiting for the parts to be delivered.

600CP David And Goliath: You are now a master at taking down enemy vehicles that are sometimes at least ten to twenty times your size, as well as figuring out any weak-points that might help with accomplishing such a task.

Mercenary

100CP What Are We Gonna Blow Up Today: No matter how quirky you may be, as long as you do a good job, your superiors won't mind it.

200CP Support Defend: Should you be in dire straits, for instance, you're surrounded on all sides by enemies, you'll find that allies and people willing to assist you have better luck at getting to you in order to do so.

400CP Go Out There And Make Some Money: You have better luck at finding jobs suited to your skillset. If you're mainly good at piloting a mech, you'll find lots of opportunities for employment involving piloting a mech, even in peacetime. Furthermore, people asking you for help seem more willing to pay up for your services.

600CP All Hands. Move Out: You now have the leadership skills to gather groups of people to your cause, and identify how best to utilize their skills and talents to achieve your goals.

Steel Dawn

100CP What It Means To Be At War: As a proud freedom fighter, you know that sometimes, in war, you need to be prepared to do what it takes to win, even if what it takes is firing on civilians. This perk allows you to both more easily come up with plans to achieve victory, and be able to go through with them should they require you to do something you wouldn't normally be willing to do.

200CP Red Ace: You are now a cut above the rest, able to put up a good fight even when piloting a mass-production model, such as an Overlord or a Golem. You are also better at figuring out the control scheme of mass-production mechs.

400CP He Won't Shoot: On the field of combat, it's hard to tell what the other side is thinking, but you seem to have what it takes. After a round of combat with an opponent, you gain insight into who they are as a person, as well as what they would or wouldn't be willing to do; for instance, whether or not they'd risk shooting at a shuttle transporting a hostage.

600CP Super Type: Thanks to either experimentation performed on you or sheer badassery, you can now push your body beyond the limits of humanity, being able to dodge point-blank laser fire and jump on top of twenty-three foot tall robots. You can also survive a fall from an exploding skybase and still be healthy enough to fight any enemies who also survived the blast.

Gear:

0CP Pilot Uniform: You receive a uniform built to protect you from the rigors of mecha combat. Strangely enough, you also have the option of taking some options that look like they're just casual wear. I guess some people think they're too cool to need helmets. What's next, going into space in just a tank-top?

0CP Hangar: This is a warehouse addition where you can place your mech in order to reload it's weapons, as well as perform general maintenance. It's resupplied with more ammunition every month.

100CP Metallictron: You now have a complete box-set of Metallictron episodes, with all the seasons and all the episodes.

100CP Grapple Gun: You now possess a grappling hook, which will be useful if you ever need to launch yourself to high places.

100CP Scanner: This handheld device can allow you to know the contents of anything you scan with it, with the scan being able to pierce through the hulls of shipping containers.

100CP Weaponry: You now have access to guns, knives and grenades, so that you can defend yourself even on foot. You can even choose to have a hand-powered drill, for some reason.

200CP Repair Stations: By taking this, you ensure that you will find repair stations on any missions you take your mech on, which will repair your mech to full when you use them.

200CP Simulator: This is a machine that allows you to go through simulations of previously completed missions in order to improve your performance in battle. It also comes with a selection of pre-recorded missions, and it seems to even be able to create simulations from

mecha animes you install into it, allowing you to create training missions based on *Metallictron*, for instance. You can use any mech you have data for, and the simulation will scale it up or down to account for the size difference.

400CP The Phoenix: You now possess a copy of the Phoenix assault frigate, armed with a series of cannons to shoot down enemies, as well as a hanger for the deployment of dropships, which you also have and a main gun that fires a powerful laser. That said, the main gun is such a power-hog, that you need to shut down your main drives for a moment in order to fire it.

600CP Mercenary Company: You now own your own private militia, with a similar level of firepower to Hardcore Company. You gain a percentage of all profits from any missions these mercenaries might undertake.

Companions:

50-400CP Import: You can import up to 8 companions into this jump, with each of them getting 600CP and 600MP to spend.

100CP Canon Character: You can now companion any character found here, including Simon the Digger, although unless you take Pierce The Heavens, he won't have access to Spiral Power.

Mech Customization Table

As a player in this world, you'll get a free robot, but by default, this'll just be something like an Overlord, the Steel Dawn's answer to Zaku's. This is 23 feet tall. You also get 1000MP to spend on customizing it. Mechs here can easily destroy a tank.

0MP Paint-Job: You can give your mech any kind of paint-job you want. This doesn't do anything amazing like red paint making you faster or anything, though.

100CP Tune-Ups: You can exchange 100CP for 100MP with this. May be taken multiple times.

100MP Import: You may import a mech you already have into this option. It will be shrunken down to 23 feet tall if it is bigger, but any functions it may have that would no longer work at this size will be dealt with in the most convenient fashion possible; for instance, if it was some form of transforming spaceship, anyone aboard would be placed into a stasis until the ship returns to its normal size. After the jump, the mech gains the ability to switch between this size and it's normal size. You may pay to have your mech retain more of its height, for a fee of 100MP per 10 feet. If your mech is smaller than 23 feet, you may increase it to this size for no cost at all.

50MP Built-In Vulcans: Your mech has two guns installed in the head, allowing it to shoot down missiles aimed at it. That said, these aren't that great when used to attack other mechs.

50MP Boosters: Your mech is now equipped with jet boosters, allowing it to essentially fly for short bursts.

50MP Crimson Gaze: Or, I guess if you watched too much Metallictron, you could have this instead. Basically, the 'eyes' of your mecha now have a laser-based weapon installed, with pretty much the same amount of damage capability as the vulcans. I suppose having a back-up plan in case the vulcan's run out of ammo isn't too silly.

50MP Otome: This raises serious questions about where our military's budget is going. Anyway, you might be familiar with the concept of Mecha Musume? That technically can't be applied to your mech anymore, given that it now looks like a mecha musume to begin with. That said, this is impressive in its own right; far from just looking like a cute girl, the mech's face seems to react based on what's happening. Maybe it'll be useful for morale?

50MP Paintball Weapon: A firearm that has been modified to fire paintballs instead of typical rounds. These are usually used in training situations, not active warfare, you know? That said, I suppose you could use it to blind opponents, and it does seem to do at least some damage.

50MP Torpedo Launcher: This is a gun that shoots torpedoes. It might be useful if you ever find yourself needing to send your mech underwater.

50MP Grappling Gun: In order for civilian mechs to get around easily in space, they tend to come equipped with a grappling gun. Your mech has one too.

100MP Shield: Your mech is now equipped with a shield, allowing it to protect itself from attacks. For another 100MP, bashing other mechs with your shield will cause it to release an electric shock to damage that mech.

100MP Throwing Knives: Your mech comes equipped with a set of knives, perfectly balanced for throwing them at the enemy.

100MP Energy Blade: This is a sword-like weapon built into your mech, which creates a 'blade' of plasma to tear through your enemies armor.

100MP Iaido Blade: A mecha-scale melee weapon of some kind, such as a knife, or a sword.

100MP Close-Quarters Combat: Your mech has been modified so that it is now capable of fighting bare-handed.

100MP Multi-Missiles: A series of missiles that you can fire at enemies.

100MP Grenades: Your mech has a set of six grenades that it can throw at enemies.

100MP Machine Cannon: This is a lot like the vulcan, except it's equipped with explosive rounds, causing it to be useful against mechs.

100MP Rocket Punch: Another function that's most likely a result of watching too much Metallicron, your mech has been equipped with the ability to fire off it's arms in order to punch things that aren't in melee range. The arms have also been equipped with the ability to return to the mech easily, thankfully.

100MP Self-Destruction System: I'm not entirely sure why you might want this. Perhaps your mech is carrying test data that you don't want to fall into the wrong hands? Whatever the case, you can detonate explosives to destroy your mech.

100MP Gunman Cockpit: It seems as though your mech is built to eject the head when destroyed, at which point it will deploy arms and legs of its own. This can be useful for getting away from a losing fight, although, should you insist on continuing the fight instead, it also comes with a drill on the forehead, that might be useful in melee, I suppose. It can also extend it's legs in order to boost your jumps.

200MP Hero Upgrade: This brings your mechs armor and offence up to the level of something like Tarethur's Thunderbolt.

200MP Sky-Knight: Much like the Geier, your mech has been equipped with the ability to transform into a plane.

200MP Active Camo: This is a set of systems that project an image of whatever's behind your mech onto your mech, effectively making it invisible to anyone who can't see the subtle details that give away what you might be doing.

200MP Arc Lightning Emitter: A prototype weapon built by Steel Dawn, what this does is it fires a beam of energised electrons at your enemies, thus electrocuting them.

200MP Particle Weapon: Your mech has been equipped with a gun that fires high-power particles to damage and knockback the enemy

200MP Hover Mine: You can now launch hovering mines from your mech, which will stay floating in the air until activated.

200MP X-Beam: A powerful attack that has been installed onto the torso of your mech, the X-Beam fires a powerful blast of energy in the vague shape of an X, hence the name.

200MP Heavy Particle Cannon: This is a prototype of a siege weapon. When activated, your mech will hunker down and set up shields, allowing you to fire a beam of concentrated high-power particles at your enemies.

200MP Full Drillized: I'm not sure how exactly you've managed this, but you seem to be able to make your mech manifest a whole bunch of drills all over it's body. The sheer speed of how fast they manifest does seem to make it a good weapon to use when you're getting overwhelmed, I suppose, although the green glow it gives off beforehand does give away that you're about to do this. You can also create drills to enhance your mechs punches.

200MP Giga Drill Break: Okay, I was confused enough before, but this is impossible! How did you fit that drill into your mech's arm, it looks like it's the size of your whole mech! And how exactly are you able to use the force of its spinning to launch yourself forward? What the hell do you mean, 'it's the power of evolution'?

400MP Bullet Time: By synchronizing both the pilot and the mech, it is possible to achieve a state where time itself seems to have slowed to a crawl, increasing reaction time and removing all limits on how long you can keep your boosters engaged.

400MP Green Glow: At times of great stress, when you are in severe danger, your mech will activate a strange energy field. Whilst this cannot be activated on command, when it is active, it seems to be able to boost the performance of your mech, as well as protect it from powerful attacks.

Drawbacks

0CP Pierce The Heavens: If you've taken the Gurren Lagann jump beforehand, events from that jump now carry over to this one.

100CP Rushed Translation Job: It seems that the automatic translation function of jumping is a little bit on the fritz at the moment. Prepare for names of people, places and mechs to vary at times; for instance, the name Vulphaes might occasionally turn into Wallfisch, causing confusion as to what people are actually talking about at times.

100CP Kono Burst Da: Any full-auto weapons you may have are now burst fire weapons. Alternatively, if you prefer burst fire, any burst fire weapons are now full-auto.

200CP Today's The Day: Beforehand, you would simply be a part of the whole war effort, and as long as you didn't die, you'd find that the N.U.N would win on it's own. Sadly, it seems that Tarethur has died in this continuity, meaning that it's now on you to win the war against Steel Dawn more-or-less single-handedly. Alternatively, you might be part of the Steel Dawn, in which case you'll instead need to secure a victory for them, which will cause you to go through a similar level of difficulty as Tarethur did in canon.

200CP Dog Of War: You are primarily focused on money, to the point where you might refuse to fight a terrorist organization that's killed thousands, including children and evacuees, simply because you can't see any profit to be made from it.

300CP Love Doesn't Bloom On A Battlefield: You now have almost no clue of what kind of world this is, believing it to be more along the lines of a super robot anime, with the kind of light-heartedness one might expect. You'll probably end up quite traumatised when you realise the truth. Or perhaps you believe you truly can save every marble you see?

300CP Metallictron's Real: Yes it is, as well as monsters like the evil orc, Balzo! This is a problem for you, however, as both Metallictron and Balzo are the size of skyscrapers, whilst your mech is about the same height as a giraffe. Cities will be destroyed in the aftermath of the super robot battles that will be taking place, and people like you will have to deal with the aftermath, not to mention the fact that, well, this adds another evil faction for you to deal with.

300CP This Is Reality: And as such, all those perks and items you have simply don't fit. As such, you now lose access to them until the jump is over.

Options

Mission Complete: Go back home

Retire: Stay here

New Mission: Keep on jumping.