



BE-A Walker: Battle For Eldorado

By Fallout10mm

Version 1.0

In the distant future, after a devastating global conflict called The Last War destroyed most life on Earth, humanity has colonized several worlds, including the lush but deadly planet of Eldorado, where they send back resources needed to keep those left on humanity's homeworld alive. Unfortunately Eldorado is home to an intelligent, violent and aggressive species known as the Thuaaghi, who constantly raid the colony and murder any humans they can get their hands on. You'll arrive the same day as a certain replacement Walker pilot, and you're here till either the colony is secure or destroyed.

Here's 1000cp (credit points) to get you started, good luck out there, jumper.

Location:

Planet Eldorado: Located thousands of light years away from Earth, this vital colony is primarily concerned with resource extraction, though some have suggested they may make the colony humanities new home.

Origins:

You may choose one Origin. Human origins are Security, Worker and Scientist, while Thuaaghi are...not.

Security: The soldiers and Walker pilots of the colony, these poor bastards are on the front line daily, having to stay constantly vigilant for any Thuaaghi attacks. Despite the technological advantage the humans enjoy, the Thuaaghi have proven they're willing to spend hundreds of warriors to destroy a single walker.

Worker: The guys doing all the grunt work like mining, field repairs, and basic manual labor, these colonists make up the majority of the humans on the planet.

Scientist: Brought to the colony for a variety of reasons, like researching new crops, adapting humans to live without needing a suit on the surface.

Thuaaghi: The Indigenous race of Eldorado, they're stone age tribes that are slightly larger than the average human, but have much more strength then you'd think. They come in several different colors, with the most common being pink, blue or brown.

Perks:

You get a 50% discount on perks matching your origin, with 100cp perks becoming free.

Basic Combat Training (Free): All Colonists are instructed in basic combat before being allowed to venture outside, so as a freebie here's a full year of combat instruction, similar to what a modern soldier would go through after joining the military. Try not to get yourself killed out there.

Pilot (Free/100cp): The game is called Be-A Walker after all. Standard knowledge of how to use a walker. For 100cp (free for Security) this expands knowledge to other jumps with mechs/walkers.

Breath Deep (200cp): One of the major issues with human life on Eldorado is the microbes in the air being extremely deadly, causing death in mere moments of exposure. Dr Chivington has pioneered a treatment that renders this issue moot, and now you too can enjoy the benefits. From now on you are immune to any contaminated air, whether it be by viruses, bacteria, chemical weapons, or radiation. This does not protect you from getting infected by other means, only that your respiratory system is completely protected.

Security:

Boredom Protection (100cp, Free Security): Patrolling the colony makes you wish for nuclear winter...it's both insanely boring but at the same time a single lapse in vigilance can quickly spell your end. From now on you can endlessly entertain yourself in your own mind, while staying fully alert, all without the extra stress that would entail.

Multi Tasker (200cp, Discount Security): One of the more vital skills a Walker Pilot, and to a lesser extent the regular security forces, need is the ability to do multiple things at once, such as aim and fire their weapons, while dodging multiple attacks. This lets you split your attention perfectly between multiple tasks, like taking out the enemies in front of you, while maneuvering your Walker's legs to squish the enemies behind you while also shaking the Walker to get some uninvited guests off the roof.

Horatius At The Bridge (400cp, Discount Security): Humans on Eldorado are outnumbered a hundred to one, and that means every security member needs to punch well above their weight for the colony to have a chance. The higher a technological advantage you have over an enemy, and the lower numbers you have in comparison, boosts you and your allies abilities, making you quicker, stronger, tougher and more accurate. Facing a horde by yourself will see the enemy pay in a mountain of bodies, before you fall, *if* you fall.

Worker:

Cross-Training (100cp, Free Worker): There's only so many supplies to go around so any workers sent to the colony are required to pull double duty as basic mechanics, electricians, janitors, and cargo handlers. You get experience in two such fields of your choice, along with a learning multiplier for new fields.

Low Priority/VIP(200cp, Discount Worker): It seems the Thuaaghi don't consider you worth their time, unless you pick up a weapon or are piloting a walker. Alternatively you can instead have priority when it comes to emergency situations, letting you skip the line at an evacuation shuttle, or being assigned extra protection such as military escorts. You may purchase this perk twice to gain both benefits.

Resource Extraction (400cp, Discount Worker): A critical part of worker duties, resource extraction is highly dangerous and grueling work. With this it's much more profitable, doubling the amount of resources you harvest. Just try not to turn the place into a wasteland.

Scientist:

Lab Safety (100cp, Free Scientist): Unlike some scientists you actually have a good idea of the implications of any research or inventions you create, intended or not. Like say that project to let humans breathe the local atmosphere without filters, what if the test subjects you're using manage to escape? Well you'd know the kind of damage the plague would cause. Or that if the project is successful that it opens up the colony to more expansion as they can support an even larger workforce.

Medic (200cp, Discount Scientist): One of the most in demand skills in the colony: competent first aid. You now have the skills and knowledge of a veteran combat medic, along with those of a professional surgeon and medical doctor.

Gensisist (400cp, Discount Scientist): Playing god with DNA has and will lead to great tragedies. You know how to manipulate DNA like a master artist paints, with the proper tools and samples you could easily replicate Dr Chivington's breakthroughs or make new ones of your own.

Thuaaghi:

Guerilla Warfare (100cp, Free Thuaaghi): Besides their vastly superior numbers and willingness to throw hundreds of bodies at a problem, the Thuaaghi's greatest strength is their knowledge of the jungles, and how to conceal themselves to set up devastating ambushes. You now excel at asymmetrical warfare, stealth, and ambushes. You also now have years of experience and muscle memory of using bows, slings, and spears. Teach the enemy the jungles are yours.

This Is The Dangerous End (200cp, Discount Thuaaghi): The Thuaaghi show a rather intuitive grasp of how to use human weaponry despite the vast gulf of knowledge and experience, something you now share. Whenever you encounter a weapon you'll know how to properly use, maintain and reload it, and by watching others use a weapon you'll slowly learn all the little tricks that normally would require weeks and months of training to pick up.

First Blood (400cp, Discount Thuaaghi): The humans drew first blood not Thuaaghi! You're the apex of your species, stronger, faster and much much tougher, able to shrug off blaster fire and the occasional cannon round.

Rock Beats Laser (600cp, Discount Thuaaghi): Well it *shouldn't* but for you it does. You'll find that your weapons and those of your allies do more damage the bigger the technological gap between the two forces are.

Items:

You get one discount per price tier (50, 100, 200, 400), with 50cp and 100cp items becoming free, and 50% off the rest.

Envirosuit (One Free Human, Additional 50cp): A lightly armored environmentally sealed suit with a clear helmet, and an onboard air supply that can be supplemented with filtered air. The armor can stand up to a few of the Thuaaghi Arrows, but most of their other weapons can cut through pretty easily. Also comes with a Messenger tablet, and a jumpsuit. All are self cleaning and will repair themselves to new over time, from scraps and rags within a day.

Indigenous Weaponry (One Free Thuaaghi, 50cp): A compound bow and unending quiver of arrows, or sling with a pouch of an infinite amount of incendiary stones, along with a nice assortment of hypoallergenic body paint and loincloth/cloak combo. Thuaaghi gets both weapons free.

Drones (50cp): A set of repair and oxygen drones that can quickly repair any damage to a walker in seconds or refill your oxygen. Unarmed and autonomous, they can be called up to 5 times a hour, after use they typically self-destruct after use to deny the enemy salvage. May purchase multiple times for additional uses.

BE-A Walker (One Free, Additional 100cp): Bipedal reverse joint combat mech, also known as a chicken walker. Heavily used on Eldorado in both combat and cargo missions. You can import an existing mech freely. See the Walker Customization Section Below

Hanger (Free for here, 100cp to keep): A large hanger that can store, repair and modify a walker or any other large vehicle. If purchased it will automatically repair your walker for free while here and slowly repair any compatible vehicles post jump.

Hunting Spears (100cp, Free with First Blood): Large heavy throwing spears that can punch through an envirosuit like a hot knife through butter, these spears also can do a hefty amount of damage to walkers. They also come with a small bit of salvaged walker armor that acts as an extremely tough shield that absorbs most energy blasts.

Heavy Security Standard Issue (100cp/200cp): A suit of Heavy power armor, with a built in jetpack, an energy rifle, and your choice of 2 of the following: energy minigun with built in grenade launcher, missile launcher, electro-plasma launcher, frag and emp grenades. All will automatically adjust to any form you have. Ammo is infinite and the grenades will respawn in seconds when used. For 200cp you get all the weapons.

Resupply (200cp): A monthly delivery of two dozen cargo containers, containing various supplies, enough to supply several thousand colonists for months. Includes food, water, clothing, weaponry, medical supplies, heck just about everything you need to maintain a colony.

Biological Samples (400cp): Several biohazard crates containing enhanced versions of some of the deadliest diseases from earth, useful for creating vaccines or perhaps unleashing on a very persistent native population. This includes a prefabricated laboratory and generic 'Test Subjects' drawn from threats in the setting held in stasis.

Colony (400cp): Several dozen prefabricated outposts, including a large central base, with heavy automated defenses, that you can deploy with a simple beacon. Does not come with staff or security personnel.



Walker Customization Section:
You have 400cp to customize your Walker.

Walker Weapons are separated into three categories: Energy (chin mount), Ballistic (nose mount) and Support (ear mount). A walker can equip one of each at a time. Extras will be held in the hanger, or if not purchased the warehouse, post jump. They do not require resupply, they just have a cooldown period between uses. The more damage it deals the longer it takes to cooldown.

Energy:

Blaster LG-564-L (Free/50cp): Standard issue walker weapon, this pair of guns fire a small energy projectile that can kill an unarmored or lightly armored target in a single shot, however it lacks any area of effect. For 50cp you can upgrade to the M, which uses 1/3rd less energy per shot, and has increased damage.

Death Ray (100cp): Laser like plasma weapon that incinerates unarmored targets instantly, and even combat armored targets with a little focus. Considered too expensive to equip for most walkers, the colony does keep a small supply incase of emergencies.

Ballistic Weapons:

MGS (50cp): Minigun that fires a burst of rounds that tear though light infantry by the dozens, it does however have a slight pause between bursts.

AC-XD (100cp): Pinnacle of the walker cannons, this 98mm high velocity cannon fires a high explosive shell, and is perfect for groups of infantry and light armored vehicles.

Hav8k (100cp): Automatic grenade launcher that occupies the middle ground between the MGS and AC-XD, firing a series of high explosive grenades.

Support Weapons:

Gas Grenade Launcher (50cp): Fires a series of grenades that release a paralyzing gas that affects humans and Thuaaghi for a short time.

RL-7ME (100cp): Missile launcher that fires four high explosive rockets that can shred power armor with ease.

M1N3 (100cp): Advanced proximity mine launcher, can deploy a string of anti-personnel mines that can destroy power armored infantry. 6 active mines at a time that self-destruct when the walker gets too far away. Mines use a smart IFF system and will not detonate if they will damage an ally.

Utility:

Import (Free): As stated in the Walker item entry, you may freely import any mech you have as a walker, gaining a new alt-form.

Power Management (Free): A system that allows a walker to change between three modes, Normal, Economy and Enhanced. Economy trades longer weapon reload times and a slight decrease in speed for a much lower drain on the system, conserving oxygen and energy. Enhanced reduces reload times, enhances speed and quicker cooldowns for a much quicker drain on the oxygen and energy supplies.

Paint Job/Nose Art (Free): Your own custom paint job and or nose art. Go ahead and pick the most god awful color scheme and put a lewd anime or realistic picture of your waifu on the Walker. Nobody cares so long as you do your job.

Life Support (Free/50/100cp): By Default all Walkers are equipped with filters and a backup oxygen tank, though on El Dorado the filters clog very quickly and require thorough cleaning in the hangar between missions. For 50cp we'll upgrade your walker with a much sturdier and advanced oxygen tank that can last days. For an additional 50cp (100cp total), the oxygen supply never runs out, and the walker is completely sealed, allowing you to operate underwater or in vacuum.

Extra Seat (One Free, Additional 25cp, max of 5): Walkers are also used as VIP transports between outposts, though this taxes the life support systems for every additional passenger.

Quality Of Life Enhancements (50cp): Aftermarket personal customization of your walker's cockpit, replaces the seats with much higher quality and comfortable reclining seats that double as beds, a high quality entertainment system with a self updating library, a small combo shower/toilet and a minifridge for those long patrols.

AR-TIC-Chill Cooling System (50cp): Normally only issued to elite walkers during the Last War, this cooling system is highly classified not only easily disposes of waste heat from the primary weapons, but also somehow works in the most extreme environments like the vacuum of space.

Cargo Slots (50cp): Typically the auxiliary weapon slots on a walker can double as for cargo duty, something that's often necessary for emergency cargo deliveries. With this purchase you have dedicated cargo slots mounted on the rear of the walker, allowing you to carry cargo and have all your weapons available. When not carrying cargo, you can mount additional rear armor here.

Reinforced Greaves (50cp): Encloses the vulnerable wiring and other systems of the walker's legs and feet in a durable shell, without adversely affecting speed, weight or profile. Reduces Explosive damage to the legs by half.

Advanced Sensors Array (50cp): Enhances the Walkers sensor suite to detect buried explosives and other traps. Includes several extras such as night vision, thermal vision, gun cameras and a bottom mounted hardened 360 degree camera.

Enhanced Actuators (100cp): You'll frequently find the enemy attacking you from the obvious blind spot behind your Walker, but with some enhanced actuators and more powerful servos you can now easily turn your Walker's head around and put those little bastards in their place. This also enhances your entire unit's turning speed and gyroscope.

Advanced Armoring (100cp): Shipped in from Earth, these plates absorb and dissipate kinetic and energy impacts, rendering them half as effective, as well as making the walker immune to electrical and emp attacks.

Laser Close In Weapon System (100cp): A roof mounted automated laser weapon system that targets flying threats, perfect for the primitive fliers the locals use. Its placement makes it ineffective as a deterrent for infantry and lacks penetration for anything more armored than a regular combat aircraft.

Made To Upgrade (200cp): Any upgrades for weapons you acquire for your walker become fiat backed. Post Jump this allows you to upgrade your walker with out of setting equipment/materials.

Fusion Reactor (200cp): Another ultra classified upgrade from the Last War, this reactor can pull hydrogen from the environment to generate an unending supply of energy for the Walker.

Companions:

Reinforcements (50/100/200cp): You may import or create 1/4/8 Companions for 50/100/200cp respectively. Each companion gets a origin, and 600cp to spend on perks and items.

Fresh Recruits (50cp): You may recruit anyone you meet for free, so long as they freely agree, or for 50cp forcefully recruit them. If they're dead by the end of the jump, you'll have one hour to convince their spirit to accept.

Miguel And Tulio (50cp): Two seemingly out of place conmen/adventurers who smuggled themselves to Eldorado in a shipping container. Unwilling to send them back or imprison them, the colonists instead offered them the choice of working or a short trip in the jungle without a suit. They count as one companion.

Chel (50cp): A fellow Walker pilot, with a preference for form fitting jumpsuits. She was born on the colony ship that the planet is named for, and has grown up to be a very competent pilot who isn't above doing some dirty work to climb her way up the ranks. She has the Pilot, perks and her own customized Walker, Bibo.

Cael (50cp): Uh ok, I guess we're going there. This curvaceous Thuaaghi ran away from her tribe before she encountered you. She thinks you saved her life and no amount of convincing will change her mind. She comes with the full Thuaaghi perk tree and all the Thuaaghi items.

Thuaaghi Tribe (200cp, Discount Thuaaghi): You now have a tribe of your own, two hundred warriors and their dependents. Feel free to pick what colors they are.

Drawbacks:

Be-A Walker (0 toggle, requires Human): You take the place as the new Walker pilot, who will play a pivotal role in the conflict on Eldorado.

Mobile Controls (+100cp): Something screwy with your walker's controls, where before it should have been very smooth and rapid transitions between steps is now very janky and ponderous, especially during combat.

Enemy Damage Boost (+100cp): Ok what in the hell are the Thuaaghi's using now? Or did Earth equip its colony with paper mache armor? Either way enemy weapons seem to do 50% more damage than they could before, and if your walker/mech takes at least scratch damage that can quickly add up during a mission.

More enemies (+200cp): As Pro human, the Thuaaghi have put out a war call that's been answered by several more tribes, doubling the amount of hostile Thuaaghi you'll encounter. As a Thuungie/Rebel, instead several of the existing local tribes either die out or migrate away from the colony, allowing the loyalists to concentrate their existing forces more easily.

Traitors (+200cp): If you're a Rebel or Thuaaghi, less of the colony sides with Dr Chivington when she rebels, reasoning that despite the heavy handed response that the General's actions are correct. If you're a loyalist, a further 25% of the colony joins the half that rebelled initially.

Weapons Shipment (+300cp): Looks like the good folks back home are taking the Thuaaghi threat seriously and have shipped the colonists a significant supply of weapons, ammo and explosives. If you're pro human, the Thuaaghi intercept it shortly after delivery and now all their troops use them. If you're a Thuaaghi or Rebel the shipment arrives and is distributed without issue.

Hardcore mode (+400/600cp): Choose one, no outside perks or items, for 200cp more (600cp total) you lose both.



Well the dust has settled and your tour of duty on El Dorado has come to a close and you have a choice to make:

Return To Base: Go Home
Continue Patrol: Stay Here
Next Mission: Continue Jumping

Notes:

Be-A Walker is essentially a mix of James Cameron's Avatar and the AT-ST bits from Star Wars Return of the Jedi. Thuaaghi are cannibalistic (according to several biased sources) ewok expies who's super primitive weaponry (typically bows and arrows, spears, primitive explosive kegs, hang glider dropped bombs, flaming slings and literal rocks) somehow can and will wear down and break a sci fi chicken walker's armor. They're shown quite often to be able to pierce combat power armor suits and kill the human inside with one or two arrows.

Earth is apparently a barren wasteland after the Last War, heavily implied to be a global nuclear war of unheard of scale, even the air is unbreathable. Eldorado's main mission is to ship home resources desperately needed to keep the remaining population alive. It's not clear if Eldorado is Earth's ONLY extrasolar colony.

Eldorado's air is unbreathable to humans, due to the high amount of microbes, Walker filters seem to need frequent cleaning, though the suits issued to ground personnel last longer for some reason. Dr. Chivington becomes the first successful human test subject in an experiment to adapt the human body to it, though it's possible the treatment affected her mentally.

Eldorado's wildlife stays away from the human bases, especially when walkers are around. The Thuaaghi were once scared of them but eventually they overcame this fear and now mercilessly attack any humans they find. Why is never explained.

The whole civil war/rebellion can be prevented, either by stopping the infected Thuaaghi from escaping, or convincing the General or Chivington to stand down. However, if you take the Traitors Drawback the rebellion will happen for one reason or another.

The Super Thuaaghi enemy, seen as the one who kills the MC's brother and is encountered several times in the game as a boss, is a very obvious Rambo expy. I do find him to be hilarious, though the first boss battle can be a pain.

The primary default weapon and most of the human weapons seem to be akin to blasters from star wars with similar animations, rates of fire and damage.

The Death Ray is basically just a laser, with a several second firing time that you can sweep over targets, instantly turning most thungies to ash. Super Thuaaghi (the Rambo looking ones) usually have some sort of salvaged plating they use as a shield and the human enemies require a good second or two to kill, with the larger power armor taking at least two bursts.

The Fusion Reactor is a complete rip off of the Mechwarrior/Battletech series, if for whatever reason you need the details just treat it as exactly the same thing.

In future jumps the oxygen drain for the power management is negated, only being a slightly higher drain on Energy when using Enhanced mode.

Yes, Enemy Damage boost means that even if you were wearing something like space marine power armor from 40k that it will eventually succumb to those stupid little arrows.

Thuaaghi Chel (Cael) was a cursed image that popped into my head while thinking of making a reference or two about The Road To El Dorado. I figure I'd leave it in just to share the pain.

It's unclear if the plague was intentional or not, the general and scientists do seem to be horrified that it got out and the primary disagreement was if the general's sterilization plan to keep the virus from spreading was needed vs holding off till the scientists made a vaccine. The general does get really blood thirsty and considers the Thuaaghi little more than savage monkeys but even he doesn't seem to like ordering the infected villages to be razed, though he does so in the hopes of stopping it dead. By the end of the game 70% of the Thuaaghi are dead/dying from it with only 30% being saved by the rebel's completed vaccine.

The Hav8k and M1NE weapons were made up by me, not actually anything you could get in game.

Summary of Game Events:

Main Character's brother, another Walker Pilot, is killed while performing rearguard action after his walker's legs are disabled. He saved many lives, and became widely respected by the senior staff of the Eldorado Colony.

Main Character arrives on Eldorado, performs their first patrol, encountering a small Thuaaghi force and meets the rest of the senior staff.

Several missions go by, usually patrols, delivering much needed supplies or acting as a quick reaction force to protect workers out in the field. Dr Chivington's expedition comes under attack and after her rescue, the general bans any further expeditions.

Thuaaghi forces attack a large weapons shipment and quickly learn to use the advanced human weaponry.

Thungees attack one of the research labs, one that was experimenting on captured thungees with earth viruses and bacteria, several subjects escape despite the colonies attempt to contain them and a plague quickly spreads throughout the local tribes. Horrified, several scientists insist on developing a vaccination, but the General insists on the more pragmatic approach of wiping out the infected tribes before they can spread the disease across the planet. Dr Chivington leads an uprising and half the colony joins her. The General continues the containment operation and the MC encounters human troops who open fire. The MC then has a choice between staying loyal to the General or siding with Dr Chivington, who has quickly started going native, wearing Thuaaghi body paint and assisting the Thuaaghi attacking the remaining loyalists.

Depending on which side you choose, you either defend the colony from the joint Thuaaghi/Rebels attacks, or go through a ritual to join the Thuaaghi tribes then raid the colony for supplies to make the vaccine. Either way, eventually the Rebels launch an all out assault with the surviving 30% of the population and the MC must kill the opposing faction leader in a walker battle, the last blow from the enemy walker damaging their oxygen tanks and they suffocate while attempting to get to safety.

Version History:

1.0: First Release