

Earth Defense Force 2025/4.1 Jump



In the year 2013, mankind made contact with an unknown alien race, who promised to visit soon. In preparation, the Earth Defense Force, a global coalition prepared in case our visitors were hostile, was formed. In 2017, hundreds of UFOs appeared across the globe, and shortly proved their intent by releasing hordes of giant insects across the planet. The Earth Defense Force fought the insects, and later on the alien's (known as the Ravagers) battle machines, and the war was only won after the Ravager mothership was destroyed, forcing a retreat. Victory did not come without a cost, however, as the world lay in ruins.

The year is 2025. Mankind has finally picked itself up and is back to what passes for normal.

The EDF now has a much greater presence, with the fear of another Ravager attack ever-present in the minds of the people. Today, it seems everyone's worst fears are to be realized, as the giant insects once defeated have returned once more. The Ravagers have grown even stronger in the past 8 years, and Earth may prove to be no match for them this time.

This is where you come in.

You may be either a member of the Earth Defense Force itself or a random unknown civilian, but what is for sure is you have to survive. You will stay here for the next ten years, but keep in mind that if the Ravagers aren't defeated, it'll get pretty hard to survive as the planet becomes uninhabitable.

+1000CP

Backgrounds: Your age is 1d8+19 (except for Drop-In, where you're allowed to pick it), and you may choose your gender (unless you're a Wing Diver).

Drop-In (0CP): You wake up in the middle of a city. In ten minutes, the first of the giant insects will pop out of the ground and begin attacking everyone they see. How you deal with it is up to you. This is the only background that does not make you a member of the EDF.

Ranger (0CP): 8 years of Ranger schooling has honed your body to a fine point, and you are the pinnacle of humanity's ground forces. The least specialized of all roles, you instead excel in every regard.

Air Raider (0CP): Air Raiders form the backbone of the EDF. Not only are you apt at supporting your fellow troops, you can call in a large variety of vehicles and point out targets for air strikes.

Wing Diver (100CP): The EDF's newest unit, formed entirely of females with psionic links, plasma generators, and jetpacks. The most mobile of the EDF's infantry by default, they use energy-based weapons and strike from the skies. Picking Wing Diver will lock you to being female, unless a Perk from an earlier Jump grants you psychic powers, in which case you can choose to be male. Either way, you'll find yourself not wearing much in the way of armor or clothing.

Fencer (100CP): Another relatively new unit, Fencers wear hulking power frames that allow them to mount up to 4 weapons you'd usually see on vehicles instead of infantry. Though slow (usually), they can easily lay waste to hordes of bugs with their impressive arsenals, and are the only soldiers capable of lasting more than a few seconds in close combat with giant insects.

Your Location can be any first-world country in the world. You will either start in a major city in that country, or at your local EDF branch.

Perks: These are the things that set you apart from the regular rank-and-file soldiers who die in droves.

Free Perks:

Combat Training (Free)

You know your way around the weapon you were assigned. For Rangers, this means assault rifles and rocket launchers, Air Raiders are well-versed in the use of Limpet Guns and are a sure shot with air strike grenades, Wing Divers can use their wide array of energy-based weapons to their full effect, and Fencers can use their massive gatling guns and cannons just fine. Drop-Ins become more proficient in improvised weaponry, for what it's worth.

The EDF Deploys! (Free to all but Wing Diver and Drop-In/100CP)

The EDF has a lot of songs, which all seem to follow the tune of "Battle Hymn of the Republic". You know all of them by heart, and can even make new ones up on the fly. As an added bonus, your squad members will sing along perfectly with you, even if they don't know the words. Wing Divers and Drop-Ins need to buy this Perk.

No Such Thing As a Sudden Stop (Free/100CP)

In-Jump, you are always immune to fall damage, no matter how far the drop. You just land on your feet as if you fell a foot and take less than half a second to dust yourself off. This Perk costs 100CP to take outside of the Jump.

Never Empty (Free/100CP)

You no longer have to worry about not having enough ammunition for your ballistic weapons or ordnance. You'll always be able to pull a fresh magazine, drum, clip, or shell for your weapon out of your pockets. This doesn't work for energy-based weapons, unless you are a Wing Diver, in which case your plasma generator will handle it for you. This Perk costs 100CP to take outside of the Jump.

EDF Training (100CP, Free Ranger, Air Raider)

You've trained for 8 years straight in preparation for the Ravagers' return, and it looks like that's paid off. Not only can you break into a graceful roll at any time, it's faster than running normally, and you don't end up disoriented afterwards.

Speed Is Life (100CP, Free Wing Diver)

Wing Divers can't afford to stop for a single second, thanks to their generator being so heavy that they can't wear even light armor. You make up for this by being unusually quick both on your feet and in the air, able to make perfect recoveries from landing suddenly or being knocked back by a powerful attack.

Strength of Power Frame (100CP, Free Fencer)

Even with power frames augmenting strength, Fencer weapons are still extremely heavy and unwieldy. With this perk, you can manage them better, and can fire even two handheld 120mm cannons in quick sequence without worrying about things like breaking your arms. They also won't slow you down, as long as you're in your frame.

Ranger Perks: All perks on this list are discounted for the Ranger background.

Ranger's Regimen (200CP, requires EDF Training)

Your body has been further enhanced by the grueling training Rangers are put through, and now your rolls carry the force of a small truck. You can smash through most small obstacles up to an SUV without being hurt, and rolling into some enemies can throw them off or stun them.

Jack of All Trades (300CP)

And a master of most. Whenever you pick up a weapon, you know just how to use it as if you had trained with it for those past 8 years. You can also pilot most any vehicle you get behind the controls of, as long as you can actually drive it.

Blood Brothers (400CP)

You can, with a wave of your hand or a single word, persuade a member of an organization that you equal or outrank to join you as a subordinate. They'll gain a measure of your skill and otherwise act a lot more competent than they would usually be, and any healing you get applies to them at a lesser degree. Taking this Perk will automatically boost you to the highest rank of your regiment in this jump.

Human Spirit (600CP)

No matter how grim the situation gets, you'll be able to fight at peak performance. Fear is a reaction you can suppress, your anger doesn't cloud your judgment, sorrow just gives you more motivation, and you'll always be able to fight on for a better tomorrow. If you're the last man standing against unwinnable odds, you'll be willing to fight just to take them down with you.

Air Raider Perks: All perks on this list are discounted for Air Raiders.

Advanced Gyroscopes (200CP)

All vehicles you pilot are now equipped with gyroscopes, so the turrets won't swing around everywhere as you turn the vehicle. This makes aiming a lot easier, and also somehow makes their recoil a bit less severe.

Advanced Logistics (300CP)

Air Raiders usually have to prove themselves out in the field to get more vehicles or air strikes to call in, as there's no reason to give someone who misses every strike the authority to call in artillery barrages. However, with this, you effectively halve how much you need to work for your next air strike or vehicle.

World On Fire (400CP)

Explosions you directly or indirectly cause seem to be that much more destructive, to your benefit. They won't be any stronger, but they will be larger and damage structures even more. Buildings that get caught in the blast will do their best to land on your enemies, and you'll be able to walk through the falling debris unscathed. As an added bonus, you don't have to foot the bill for any collateral damage you cause, and nobody will hold it against you as long as you can justify it as being for a good cause.

Friends in the Sky (600CP)

As the war takes a turn for the worse and the world seems all but lost, you'll still be able to rely on your support teams. Battleships, gunships, satellites, and other artillery will always have a perfect connection and be able to provide support, and the Transport Unit will somehow be able to bring you vehicles despite weather or enemies. Even when in situations where it makes no sense for you to be able to get air support, like being underground or beneath Earth Eaters, you'll find your air strikes hitting their targets.

Wing Diver Perks: All discounted for Wing Diver.**To The Skies (200CP)**

Your standard-issue jetpack has been upgraded to consume less power. As long as you're simply hovering in place and not charging any weapons, you can stay there indefinitely. Otherwise, you'll just be a lot more maneuverable.

Psionic Enhancement (300CP)

You have a greatly heightened sixth sense, enough to tell when it might be a good idea to retreat. Listen to your instincts and you'll never run out of power in a tight spot. You also have a good idea of where your companions or squadmates are and in what shape they're in at all times.

Ultra-Light Generator (400CP)

Wing Diver's jetpacks and plasma generators are notorious for being unnaturally heavy, to the point where they wear skimpy suits that can barely be called 'armor' as wearing anything more would make their jetpacks unable to lift them. With this Perk, your plasma generator is now only as heavy as a backpack half-full of bricks, meaning you can actually cover yourself with armor, or just run much faster when out of charge.

Winged War Goddess (600CP)

The very sight of a Wing Diver soaring through the carnage of the battlefield is enough to lift anyone's spirits, and you feel untouchable in the air. As long as your feet are off the ground, your grace is unparalleled, and you'll be able to pull off maneuvers that even fighter jets struggle with without even the slightest strain on your body.

Fencer Perks: All discounted for Fencers.**Skipped Physics Class (200CP)**

Fencer weapons are massively heavy, and aiming them can be hard thanks to how inertia works. You can bypass this and just generally aim your weapons where you want to, when you want to.

Walking Artillery (300CP)

That's what Fencers are, when they're not in close quarters. The recoil on your heavy weapons is massively reduced, and your guided weapons lock on faster. You also figure out how they drop and have a good sense of where they'll land when fired.

Stupid Enough to Work (400CP)

Nobody's expecting the EDF to get into close combat, which is exactly where you thrive. Enemies will just start to flounder whenever you get too close, unable to deal with you reliably. You, on the other hand, will fight much better head-on.

Dash Cancel (600CP)

Because of something nobody really understands or cares to understand, Fencers that fire javelins or activate reflector shields at the tail end of a boost can immediately boost again with just the smallest stop. This equips any Fencer frames or similar power armor you wear with an infinite Javelin Catapult pointed at nothing in particular and internal boosters, and teaches you just how to pull off dash-cancels perfectly. Anyone who said Fencers are too slow to be useful will shut up the moment they see you pass by, faster than a Wing Diver at full-tilt.

Drop-In Perks: All discounted for Drop-Ins.**Run Faster (200CP)**

In the end, it's all you have to do. As long as you're fleeing and not attacking at all, you'll always be able to outspeed whatever you're running from, and even if you fall down it won't stop you for long. You also won't get too tired when running away like this.

Mostly Ignored (300CP)

The giant insects and Ravagers alike will tend to gloss over you being there. As long as you're making at least a small effort to hide, they won't see you. You'll also find their artillery weapons will never aim at your direct position, and the area of the globe you're at will be one of the last to fall to their most terrifying weapons.

Chew Toy (400CP)

Even if you're not wearing any sort of armor, you'll find yourself to be extremely durable. This doesn't help your pain tolerance much, however, and giant insects will go after you just to cause very large amounts of it before throwing you away and ignoring you.

Enough Of This (600CP)

Once it gets bad enough, you just get tired of running, hiding, and generally being treated like dirt. As hope fades, you become stronger. At the beginning you'll only be able to do simple legendary feats, like buying time for a family to escape from a horde of red ants by punching one's head off, but as the war situation worsens you'll find yourself able to fight off even Hectors and Deroys with just your bare fists. This only works if you're unarmed and unarmored, or otherwise look too weak to put up any fight, but the upside is that nothing will suspect you of being as powerful as you are until you hit them.

Companion Perks:

Import (100CP): Import a Companion as they are. They gain a free EDF background, as well as 600 CP to spend on Perks. Max of 8 Imports.

Squad Import (200CP): Import up to 3 other Companions, who all get an EDF background and 600 points to spend on Perks.

Reinforcements (100CP)

You have a knack for finding fellow EDF soldiers out in the field. Whenever you're in a battle, you'll be able to find a squad of Rangers, Fencers, or Wing Divers somewhere in the area, who will back you up. You can find them even in later Jumps, always ready to fall under your command.

Giant Insect (50CP)

At your word, you can cause an ant, jumping spider, or hornet to burst out of the ground and assault your foes. They aren't very powerful on their own, and you can only summon one ever few minutes.

Pet Dragon (150CP)

Somehow you found a dragon that likes people, and you in particular. Though it starts as a (relatively) small dragon, with enough care it will grow into larger, more powerful forms, and possibly even a colossal Greater Wild Dragon. The dragon's also blue with white streaks matching the EDF color scheme, so your allies know not to shoot at it.

Storm Team (400CP): Your rank in the EDF is now "Storm 5", the newest member of the EDF's A-team. Storm Team is the most competent special forces group the EDF has to offer, and their arrival can turn the tide of the most hopeless battles. You're now an elite, and are expected to act like one. During this jump, you answer to Storm Team's commander, but afterwards you become the team's commander. Storm Team is comprised of the best members of each EDF soldier class, and all four of them have every Perk in their respective tree.

Items:

Note that any weapons bought can be "earned" by finding giant friendly green crates labeled "WEAPON" in the field, or through other, more realistic means. Buying them just means that you don't have to find them and instead get them from the start, as well as the improved models when they become available. After this Jump, weapons and vehicles will remain in your Warehouse. Wing Diver weapons are exclusive to Wing Divers, as Diver plasma generators are required to power them. Fencer weapons are not exclusive to their frames, but are extremely heavy and need power armor or equivalent strength to wield.

Standard Infantry Kit (Free Ranger/Air Raider, 100CP)

A simple suit of body armor and a helmet. Air Raiders get a visor and backpack radar as well. Though not too impressive-looking, they are rather durable and should keep your organs intact for up to 5 hits. More importantly, they can be reinforced by collecting parts of giant insects or scavenging from Ravager machines, both of which will conveniently be dropped from those in red boxes labeled "ARMOR". Rangers also get an assault rifle and dumbfire rocket launcher, while Air Raiders get a Limpet Gun (sticky launcher) and the ability to have a one-man battle tank transported to their location.

Wing Diver Suite (Free Wing Diver, 200CP)

A back-mounted plasma generator and jetpack, as well as some light yet revealing armor which won't do much if you're attacked. The generator powers all of your weapons and the jetpack, but if it runs out of power it will shut down as it vents heat and recharges fully, most often leaving you in a bad position. The armor can be reinforced with armor boxes much like other armor, but at a much lower rate. Wing Divers start with a gun that fires short-range lasers in a wide spread, a particle assault rifle, and gun that lobbs plasma grenades.

Fencer Frame (Free Fencer, 200CP)

A rather impressive power frame, wearing it doubles your size and weight, but most importantly augments your strength. Fencer's power frames allow them to carry up to four weapons at once, holding one in each hand, with weapons ranging from miniguns to shoulder-mounted missile launchers to tank cannons and artillery. It is, rather slow and hard to move in, but it can be equipped with boosters that allow for large jet-booster leaps or quick dashes across the ground. Fencers start with a Blasthole Spear (an oversized pile bunker), a shield that can block and deploy a short-lived deflector field, and arm-mounted miniguns.

Stringer (400CP, Discount Ranger)

The Stringer evolved from anti-tank rifles and has now become more of an anti-everything rifle. Firing a single shot large enough to knock you backwards with a considerable reload time afterwards, the Stringer is useful in that that single bullet packs a bigger punch than a rocket five times its size. Expect to take down Hectors with just two shots from this beast.

Nova Buster X (600CP, Discount Ranger)

Nova Busters are heavy laser cannons which fire a single-shot beam that will ruin the day of whatever it hits, assuming it doesn't just vaporize them outright. The issue is that the laser blast is so powerful it takes a large city's worth of power to fire, and melts the internals of the weapon, making the average Nova Buster a one-shot weapon. This model of Nova Buster has a small yet effective plasma generator inside, meaning it can recharge in the middle of the battlefield, though at a very slow rate, and the weapon itself is heavily reinforced to take the stress of firing.

E651 Titan (400CP, Discount Air Raider)

The Titan tank is an incredible feat of engineering, about half-again the size of the average house. Its main cannon, known as the Requiem Gun, will utterly obliterate any (most) targets it strikes, as well as throwing the entire tank back 10 meters upon firing. Its side guns are controlled by separate operators and are regular tank cannons, but usually have either grenade launchers or missile launchers attached as well. Being so large, it's a very enticing target, and it costs a lot to bring in, so you'll have to prove you've earned it.

Spritefall/Satellite Blaster (400CP, Discount Air Raider)

Up in space, the weaponized satellite Nothung sits, almost completely forgotten. These pistol-like markers will be able to bypass its defenses and essentially hack it back online to fire its laser weapons. Spritefall is a barrage of lasers upon a single point, while the Satellite Blaster is a single continuous beam that can be directed by the pointer. Either one is devastating in the right hands, and Nothung has the distinct advantage of firing from directly above, bypassing any sort of terrain that would make firing other artillery impossible.

Walking Fortress Balam F-Custom (600CP, Discount Air Raider)

Fortress Balam is a 50m robot designed by the EDF in case the Ravagers ever deployed a massive warmachine of comparable size. The project was scrapped for financial reasons, but the designs and prototypes still remain, and may be needed for this battle. F-Type is the most powerful of the Walking Fortresses, boasting incredible amounts of armor and arms with unmatched levels of force behind them. It has no guns, so its only method of attack is punching and stomping. It's essentially a Jaeger, even being dropped in by 4 helicopters, but a bit shorter and only requiring one pilot. This custom model of Balam moves twice as fast as the regular model.

Rule of God (600CP, Discount Air Raider)

8 years ago, the mothership was destroyed before it could bring its ultimate weapon to bear against Japan. The weapon itself was removed, studied, and eventually an improved version was mounted on Nothung. This beacon will activate that cannon and bring it to bear against your enemies, smiting them from the heavens with a massive sweeping laser that blows up everything it hits. As powerful as it is, it has the drawback of being just way too big, being able to destroy half of a major city with a single shot.

Idunn Custom (400CP, Discount Wing Diver, requires Wing Diver Suite)

The Idunn is a crossbow-shaped lightning caster. Lightning bolts fired from it arc off the ground or enemies they strike and onto other close targets. A reasonable energy cost, high range, and impressive crowd-control potential makes the Idunn the go-to weapon for a Wing Diver. Custom versions are tailored to specific Wing Divers to fit their strengths and weaknesses, and are also generally just better.

Gungnir (600CP, Discount Wing Diver, requires Wing Diver Suite)

A large red thunder rifle. Firing it will pretty much immediately obliterate your target, but also overload your plasma generator for a good minute or so as it attempts to recharge itself. Make sure nothing hostile is around when you shoot it.

Javelin Catapult (200CP, Discount Fencer)

This thing fires a large javelin of solid steel into the air, where it comes down again about 10 meters forward. It's not really that impressive at all, but it has some peculiar property where it can cancel recovery from a dash boost, allowing for another one to be performed immediately after firing. Nigh-useless as a weapon, but provides a Fencer with unparalleled movement.

Gallic Heavy Cannon (400CP, Discount Fencer)

The Gallic is a cannon that's heavy, and so are the shells it fires. When people call Fencers walking tanks, they're referring to this weapon. It can also be used as a sort of mortar at long ranges, but its recoil is known to shift the entire frame upwards, making it necessary to reacquire targets after every shot.

High Altitude Impact Launchers (600CP, Discount Fencer)

High Altitude Impact Launchers are missile launcher systems that can be mounted to the shoulders of a Fencer's Frame. Capable of rapidly locking onto a number of targets and unleashing a volley of guided missiles that deal impressive damage to whatever they hit, their only flaw is the "high altitude" part making them difficult to use in areas with low ceilings.

Cheesecake (50CP)

For some reason, the EDF world has some of the best cheesecake out there. It now appears somewhere in your Warehouse, and you get a new one every day as long as the last one's been eaten. Just don't go overboard, and remember to share.

SDL1 Bike (Free)

This bike is such a piece of shit we're giving it out for free. It won't drive more than 10 meters without spinning out and either flipping over or doing constant donuts. It works a bit better if you're driving in reverse, but it's still a bike that can only be driven in reverse.

Drone Subverter (150CP)

This device, shaped like a laser guide kit, will hack flying drones to fight for the EDF if pointed at them for a few seconds. It can also be used to just disable them, making them fall from the sky and crash upon landing. This works on other unmanned battle-machines, such as Hectors and Deroys, as well as any other sort of machines you'd find outside of this Jump, but takes much longer.

Drawbacks:

You only get CP from 3 Drawbacks, but can choose as many as you like if you're a madman.

Cheesy Voice Acting (+0)

It adds to the charm. Everyone, including you, seems to act a lot hammier. Your comrades also can't hold a tune very well, but they'll try their hardest.

In It To Win It (+100)

You no longer just have to hold out for 10 years, and are now personally invested in this war. You must defeat the Ravagers to win this Jump, and will be sent back home if you fail to do so.

Giant Insects Can't Fly (+100)

Nobody was prepared for this war, despite spending 8 years preparing for it. Every time a new development occurs, like a new species of giant insect appearing, the EDF will falter and panic for a while. It's up to you to restore morale by showing them that this new enemy can be defeated.

The Long War (+200)

This is no longer just a one-year affair. The Ravagers will fight a war of attrition, not bringing in their trump card until five years in, and only revealing their weakness on the sixth. You will only be able to strike the killing blow to their armies after the 6 years have elapsed, and must then help the rebuilding effort. The EDF will hold out longer than before, but they'll still be exhausted.

Console Version (+200)

Whenever things get hectic, everything starts to chug. If there are too many explosions or enemies around you, you'll start to experience what can only be called framerate issues. The real problem is that there will always be tons of enemies around you and things will always be blowing up.

Red Menace (+200)

The Ravagers seem to somewhat acknowledge you as a serious threat, and have sent a fleet of 10 elite flying drones after you. They'll always know where you are, attack at the worst times, and generally annoy if not kill you. If destroyed, they'll come back in a day, unless there's a nearby UFO spitting out enemies, in which case they'll come out of that as soon as possible. The Drone Hacker can't hack these drones.

Ravagers Hate You (+300)

The Ravagers apparently already know how big of a threat you are, and have sent a few Earth Eaters to kill you quick before you could accomplish anything. If you can escape the 4-mile perimeter they've set up around the location you begin the Jump, they'll leave, but when the Earth Eaters show up again they'll always be doing their best to drop them directly above you.

Weapon Level Limit (+300)

Your powers aren't entirely disabled, but anything more powerful than the EDF's strongest equipment at the time is weakened or restricted entirely. This means their average level of equipment, so taking Rule of God won't let you use city-buster powers right off the bat.

Easy (+200, requires Weapon Level Limit)

How is Easy mode a drawback? Well, the level limit's become a lot more strict, meaning that for the entirety of the war the EDF will be using baseline equipment. Sure, the bugs can't put up much of a fight, but this just means that you'll be shooting bean bags at ants that can do little more than tickle you. It's going to be a boring war.

Inferno (+400)

The Ravagers aren't playing nice. They begin the invasion by dropping everything they've got on the planet, and by the time you've mobilized they've already begun devouring the earth. You'll have to fight twice as hard to survive, now.

Earth Defense Farce (+600, can't be taken with Too Late)

Somehow 8 years of training has added up to absolutely nothing. The only groups in the EDF that can do anything are the air force, Storm Team, and your squadron. The 3 of you are the only hope against the Ravager invasion, as the rest of the EDF would most likely lose a fight against a regular-sized ant.

Too Late (+600) (Optional Scenario)

You head out to battle, or prepare to run away, but suddenly get knocked out by a barrel's worth of bricks landing on you. By the time you wake up everything's black. The EDF has been destroyed, humanity now stands at 10% of its original population, and the sky seems to have disappeared. Nowhere is safe from the insects or Ravager warmachines. All you can do is try to survive for the next 10 years.

However, **if you manage to defeat the Ravagers single-handedly and bring light back to Earth**, you will leave this Jump with a set of schematics for all of the EDF and the Ravager's technology. Reverse-engineering them will allow you to make powerful warmachines, teleporters that can fling ships across the void between galaxies in an instant, large bubble shields that you and your allies can fire through but block all incoming fire, and impossibly powerful generators and hover modules, as well as teach you how to genetically engineer insects into massive forms, and turn lizards into actual fire-breathing dragons or even Godzilla-like kaiju. The EDF's technology, though much less advanced, could easily be improved from the Ravager designs, and will let you create the equipment used by their special forces.

Jump End:

The Ravagers have been beaten back once more, and Earth, at least what's left of it, is safe. The road to rebuilding will be long, but they'll handle themselves just fine. As for you, though, what you do now is up to you.

Go Home: Whatever your reasons are, you're done here. You'll wake up back at home with everything you've gotten so far.

Stay Here: Hey, it wasn't too bad, was it? You've won now, the planet is safe, and should stay that for a long time to come. Why not just stay here for a while? Now, about those beers you were promised...

Continue: You've done your part here, no reason to stay overlong. You set off towards your next adventure.

Notes:

- Air Raiders continue to receive air support from EDF artillery and be able to call vehicles in even after leaving the Jump. They'd be kind of useless otherwise.
- Taking the Too Late drawback doesn't exempt you from having companions or being in Storm Team, they'll have somehow survived on their own. However, Air Raiders will need to take Friends In The Sky to receive air support, as otherwise they'll have been wiped out.
- The Ravagers can't be reasoned with or bargained with. Their motives are completely unknown, and the actual Ravagers themselves have never been seen, just their giant insects, robots, and ships. It's entirely possible that the fleet that attacked earth is automated. In other words, don't take this Jump if you're doing some form of pacifist run.