

ATTN: TERRI, AZURA, BRAMBLE AND QV: jay might be gathering up LOPAP people and just heading through the gate when the opposition looks distracted enough. he's tired of fighting. he's ready to go home. well, "home".

Quix: This won't work, for the record, but they are welcome to try.

Oh. Well, then let's call that Plan B. Jay will mostly be trying to keep people alive and trying to get through the gate during this part of the battle is my point.

Unfortunately, that's not going to fly so much with Bertie. Everybody or no one because he's stupid like that. He'll make an effort to pull Jay back for the retreat.

SIGNLESS for the record, is going to realize their tactical disadvantage pretty early on and is going to be trying to get people to retreat right from the get go. How much people listen to him is questionable tho.

Sollux is probably just going to freak out and Pain spam as many Prospitians as he can. You know how he is.

Hkat is gonna try to keep people calm, for what it's worth. Partly so he himself doesn't freak out.

Usagi is gonna be the ambulance. Possibly magical girl love power attack idek. How would you like to be hit with a GIANT HEART, PS? Hopefully someone will pull her back to the retreat.

Zhosma is actually more suited to this combat than to the giant-boss-type combat, so she'll be hitting the Prospitians with wide-band Blood Thing, shooting to demoralize and make them falter. Fraymotif Blood-Chilling Ballad is go. She'll listen to Signless and aim to retreat, but she'll work towards giving other people time and space to do so.

A laser eye would also probably be good for taking out large swathes of prospitians with relatively little risk, so Theo might stick around at least for the beginning of this battle. He'll have calmed down a lot since the first one though and he'll be feeling the bloodloss from where he got slashed so he'll probably retreat fairly quickly especially if the rest of the family leaves.

Murai will continue to stick pretty close to Hkat, although if he doesn't retreat in a timely fashion she'll definitely try to get him to.

~~Ammond is only just back from Derse and will be erring on the side of caution for once, as she's not in a hurry to die again—Lenz, if Jay attempts a bum rush through the gate, Ammond's likely to try and stop him.~~ Ammond is still on her way back from Derse and thus will be good for jack diddly squat to anyone who is not similarly needing to get back from Derse. She will however be hijacking a Dersite shuttle and is perfectly willing to team up with other recently killed players to get home.

Someone's going to need to pull Steph out of there before she dies for good. Because while part of her knows they need to retreat, most of her is still angry and guilty about how things went down on Prospit, which makes going after PS seem like a *great* idea. She won't pay much attention to the rest of the Prospitians, even when she gets injured (which is probably going to be a lot), beyond what it takes to avoid or get past them. She's still against hurting them, despite the situation. I'd like for Mary to take a while to get out too-- maybe she's watching Steph's back? It'd work for me! Steph might yell at her to leave but she wouldn't push.

Plan for Hilda is help ferry anyone who can't fly, be it due to downed aircraft or otherwise. Preferably in the direction that is not the gate, or more importantly, not towards the approaching army. Maybe some firebreathing for the masses, but by this time Reshiram's probably as worn out as anybody.

Hzee (human Gamzee). Alright so since Hzee is revived on prospit, he'll be sitting this battle out.

Might wanna check this with mods, but I don't think any Prospit dreamers who died were going to be able to participate in this particular bit since they're in jail. =\

Right. Thank you. I hadn't considered that. Fixing the above bit now.

Yuna's another one who will probably need to be pulled out. She's worn but not so much so that she doesn't think it worthwhile to try taking on PS and/or her armada. Besides, if she could clear the gate for everyone else, then it would be worth it, no matter what happens to her. Someone please stop her.

Cassandra would be willing to help drag (fly) people away/forcefield stuff. Again, she will not hurt anybody!! But she will attempt to stop others getting hurt/killed. Looking mainly at Stephanie, Yuna, Mary, people she likes.

Alinka (having either sat back or arrived late) may deploy explosives this round. Apologies to all and sundry.

Vladik will be doing the same. It's very likely that he will die. Again, he's going to try to be using other players as part of his Spite/mind-control attacks. if anyone tiny and delicate and innocent would like to die horribly hmu

Bertie will be trying to help where he can with getting everyone away without dying. Mostly pulling reluctant people (read: Jay) along. As he's only got the one life, he's trying to be a little careful.

jay will need to be knocked out tbqh, he'll be trying to get to the gate pretty hard

Bertie is prepared to biff Jay over the head with his cane. lenzo will probably be more useful in actually knocking him out, though.

or maybe not. hrm. i need to think on this.

Ammond will be back on the scene with her usual armaments which means she'll have the

knockout darts with her. Just sayin'.

i think jay will be persuaded to leave by witnessing madame dying.

That works! (Ammond does not actually *enjoy* drugging her friends, she's just... really willing to. if she needs to.) EDIT: scratch that anyway she won't be back yet.

Madame will be attempting to cover their retreat by intercepting missiles with barrages of ice. She'll have ordered Archer to assist other folks in the retreat and cover for them because he's already hurt and she figures other people need the help more than her. Which is very cocky and very stupid and leads to her getting stabbed by PS and dying permanently.

oh D: oh madame ... noooooo ;-; (naem here (nOTE THE SLIGHTLY DIFFERENT SHADE OF PINK) just to say that effy is going to Suffer) I live for Effy's suffering.

Archer will be, as noted above, covering other people under Madame's orders. I would def like him to die during this part, though! So, he'll... He'll need someone to smooch him?

Mary will hold her ground and defend. She'll need to be pulled out by someone, and frankly I'd prefer if it was someone who didn't like her and someone she didn't like-- so she can be Mary and hurt them and try to keep fighting.

... hrm. like i said, i've been wanting to have one last interaction between mary and jay? i mean, they loathe each other, it'd fit! and she can break one of his shiny new porcelain legs.

I WANT SOMEONE TO FUCK UP JAY'S FACE. come on, he's vanity incarnate, something has to happen to his face. mostly i want a cheek scar and maybe a broken nose. not that his nose can get any bendier and more hideous, but you know.

... well mary could probably take off an ear

yes that works :D

i thought your new surname was going to be blackwood-dekiller, mary, not tyson

Shelly... Well, I'm not actually sure, haha. He's the sort of guy who knows when he doesn't really stand a chance, but at the same time, he's stubborn! So uhh I'm really not sure what to do I DON'T KNOW. Em said she wanted Mary to save his goofy ass someday and maybe this would be a good time but that's all I've got.

I really thought you were going to say 'goofy ass face' for a minute there. I mean, she's biting off ears. So.

won't be anything spectacular she just swoops in on her broom and plucks him out of a jam and gives him a smooch and says we are getting the fuck out of here goodbye

Some battles cannot be won immediately. As such, Ahim is getting out of here, using the last bit of flight she's able to kick out of the Galleon. She has no interest in letting people get murdered though so if someone's really obvious making some kind of last stand and needs a rescue, she's... there.

Gentaro is on Prospit though. How long he lingers is based on other factors. The current

atmosphere on Prospit is probably enough to keep him around until there's a group decision one way or another.

Rhyme is probably going to need rescuing, since she'll have worked herself up into full hope-mode and it tends to make her a bit single-minded. She probably won't need to be knocked out, but she will need a reality check (which will slow down her combat abilities and make her easier to take out anyway).