

VEHICLES:

[] BAY I - RED COMET (SUPERHEAVY VEHICLE - 120% METER to summon.)

- **REACTIVE ARMOR II**
- **ENDOSTEEL INTERNAL STRUCTURE II**

[] BAY II - ASSAULT ROADER (MEDIUM VEHICLE - 60% METER to summon.)

- **REACTIVE ARMOR II**
- **ENDOSTEEL INTERNAL STRUCTURE II**
- RAMJET ENGINE
- ZERO-POINT DRIVE
- VECTORED RETRO-THRUSTERS
- RAMMING SHIELD

[] BAY III - RAPTOR (HEAVY VEHICLE - 80% METER to summon.)

- **REACTIVE ARMOR II**
- **ENDOSTEEL INTERNAL STRUCTURE II**
- DISPERSION FIELD
- ADVANCED TARGETING SYSTEM
- SMART MISSILE SYSTEM II (4 MISSILES)
- ION SMARTGUN
- SHRIKE CUTTERS
- RAMJET ENGINE

[] BAY IV - RAPTOR (HEAVY VEHICLE - 80% METER to summon.)

- **REACTIVE ARMOR II**
- **ENDOSTEEL INTERNAL STRUCTURE II**
- RAMJET ENGINE
- GUARDIAN AI V2.0
- TACTICAL UPLINK II
- VECTORED RETRO-THRUSTERS
- CYCLIC PULSE BLASTERS
- MOVABLE HARDPOINTS II:
 - 1.) INDUCTION BLASTER

2.) GATLING LASER

CORRECTORS:

[] CHAMBER I - CALIBAN (CLASS: A)

[] CHAMBER II - EMPTY

[] CHAMBER III - EMPTY

HELLION RESEARCH:

[X] RESEARCH: ASSAULT HARDSHELL

(Unlocks Throne-class Assault Hellions)

[X] UNLOCKED: SERAPHIM COMMAND MODULE

(Unlocks Virtue-class Command Units.)

[X] RESEARCH: SIEGEBREAKER CHASSIS

(Unlocks Cherubim-class Heavy Units.)

[X] RESEARCH: FALSEHOOD ARRAY

(Unlocks Chayot-class Support Units.)

[X] RESEARCH: HELIOS MATRIX

(Unlocks Helios-class Sniper units.)

[X] RESEARCH: SUPERHEAVY CHASSIS

(Unlocks Mastema-class Destroyer units.)

[X] RESEARCH: TEMPEST HARDSHELL

(Unlocks Tempest-class Air Superiority Units.)

[X] RESEARCH: NARTHECIUM ARRAY

(Unlocks Ishim-class Harvester Units.)

[X] RESEARCH: ARCHANGEL CHASSIS

(Unlocks Hashmal-class Tri-Hellions)

[X] RESEARCH: TACHYON DRIVE

(Unlocks Anpiel-class Carrier Units)

WEAPON RESEARCH:

[X] INDUCTION BLASTERS

(Unlocks Induction weaponry)

[X] MASS DRIVER

(Unlocks Linear Accelerator)

[X] DISINTEGRATOR CANNON

(Unlocks Disintegrator weaponry)

[X] COBALT LASER

(Enhances Photonic weaponry)

[X] MACHINE CANNON

(Unlocks High-Impact weaponry)

[X] HEAVY FUSION CELL

(Unlocks Heavy Fusion Cells)

[X] MICRO-SCALE SUSPENSORS

(Unlocks an additional Heavy Weapon slot.)

[X] POSITRON LANCE

(Unlocks Positron weaponry)

[X] VECTOR TRAP

(Allows for rapid cycling between stored / readied weapons.)

[X] TACHYON MINIATURIZATION

(Unlocks Tachyon weaponry)

[X] NEUTRONIUM SYNTHESIS

(Unlocks Neutronium weaponry)

[X] ATOMANTIC REFINERY
[X] NANITE DOMAIN DYNAMICS

(Unlocks Radiation weaponry)
(Unlocks Nanite Obliterator Fields)

HELLION UPGRADE:

ALL MODULES UNLOCKED

LEUKOCYTE UPGRADE: (25% COST PER OPTION)

[X] MAGMA CANNON - (New firing option - A superheated beam meant for coring through hard matter and destroying superstructure.)
[X] SYNAPSE CAPACITORS II - (All of the Leukocyte's weapons cost 10% less to fire)
[X] ALL-ASPECT SENSOR ARRAY - (Increases the Leukocyte's accuracy.)
[X] SOLARIS CHARGING MATRIX II - (Reduces the time taken for the Leukocyte to charge.)
[X] POSITRON DESIGNATOR - (Unlocks a hand-held personal designator, with the capability to 'mark' targets within line-of-sight.)
[] ADVANCED ION CONDENSER II - (Fire *either* the Maser Bombardment or the Distortion Cannon for *free*. This can be utilized once, and must be subsequently reloaded at the Hollow Sun.)
[] THE SPEAR - (New firing option - A superheavy neutronium-alloy payload.)

RED COMET UPGRADE: (15% COST PER OPTION)

[X] CYCLIC SHIELD MATRIX	(The dual-phase shield recharges/changes modes faster.)
[X] CASCADE RESONATOR	(You can now utilize Codebursts while piloting the Red Comet.)
[X] GALVANIC EMITTERS	(The Armory Guardian can now generate an anti-personnel shock field.)
[X] GUARDIAN AI VER. 1.0	(The Guardian now has a primitive AI, allowing for autonomous function.)
[X] TELEPORT HOMER	(Allows the Red Comet to be teleported directly to your location)
[X] BREACHING SPIKES	(Equips high-density drills, allows for the rapid destruction of matter.)
[X] DISRUPTOR ARRAY	(Armory Guardian can jam communications and sensors in the area.)
[X] MULTICORE CONVERTER	(Internal structure gradually regenerates with each kill.)
[X] MODULAR AMMUNITION SYSTEM	(30mm cannons can now be loaded with AP, incendiary and shatterstack munitions.)
[X] TACTICAL LAUNCHER	(Fragmentation Launcher is now loaded with Chaff, Smoke and Acid rounds.)
[X] MIMETIC ALLOYS	(Energy resistance increased, with the radar profile decreased. Combat chassis can now change hue at will.)
[X] GRAVIMETRIC NEXUS	(The combat chassis's gravimetric suspensors are greatly enhanced.)
[X] PANOPTIC ARRAY	(Combat chassis has a backup sensor array, in the form of self-propelled Argus Bits.)

[X] INDUCTION CHARGE CAPACITORS	(Improves the rate and power of the Induction Blasters.)
[X] MYOMER HYPERTROPHY	(Increases the Armory Guardian's strength and speed, as well as weapon capacity.)
[X] CHASSIS REINFORCEMENT I	(Increases the Red Comet's durability and weapon capacity.)
[X] THANATOS INFUSER	(The Armory Guardian gains a boost to Energy with each kill.)
[X] ZERO-POINT DRIVE II	(The Armory Guardian can move freely - and anchor to - vertical and horizontal surfaces.)
[X] HIGH-YIELD GENERATOR I	(The Armory Guardian regenerates Energy at a faster rate.)
[X] NOVA REACTOR	(The Armory Guardian has a higher Energy capacity.)
[X] PROGENITOR ENGRAM	(The Armory Guardian's ammunition reserves now gradually regenerate.)
[X] STRIKE HARKENS	(The Armory Guardian can now launch grappling cables.)
[X] POSITRON LANCE ARRAY	(The Armory Guardian can mount long-range Positron Lances as sponson weapons.)
[X] SMART MISSILE SYSTEM	(The Armory Guardian can mount a Smart Missile System as a spinal weapon.)
[X] BOLT CANNON	(The Armory Guardian has a pintle-mounted Bolt Cannon turret.)
[X] SPINAL REACTOR	(Mounts a secondary reactor on the Armory Guardian, increasing all parameters.)
[X] TACHYON REGENERATOR	(Through localized time reversal, instantly refill Shields, Munitions or Energy. One use only.)
[] VOID ORDNANCE ARRAY	(The Red Comet can load Void Anchors i.e. direct-fire missiles.)
[] PLASMA DESTRUCTOR	(The Armory Guardian can replace the VSBR with a high-yield Plasma weapon.)
[] WITCH ENGINE	(The Armory Guardian can now cast augmented Codebursts)
[] FALSEHOOD GENERATOR	(The Armory Guardian can now briefly cloak.)
[] NITRO BOOSTER	(The Armory Guardian can now mimic the Cobalt Booster's enhancement functionality.)
[] LIFTER SYSTEM I	(The Armory Guardian is now capable of low-level flight.)
[] REFLECTOR BITS	(Armory Guardian is now equipped with self-propelled Reflector Bits, allowing for greater spread of the Cobalt Lasers.)

HOLLOW SUN UPGRADE: (30% COST PER OPTION)

[X] QUANTUM ACCELERATOR II	(Greatly increases construction and research speed.)
[X] TACHYON CONDENSER CELL	(Stores energy for use with Megaprojects: 120% AVAILABLE)
[X] AUTOPHAGIC DISASSEMBLER	(Converts non-essential Hollow Sun infrastructure into additional energy: 70% AVAILABLE)
[X] QUANTIZATION SYSTEM	(Greatly increases Megaproject construction speed.)
[X] VEHICLE BAY IV	(Unlocks two additional Vehicle Bays for use with the Teleport Homer.)
[X] MASS TELEPORTATION ARRAY	(When in a non-combat situation, summon a vehicle for free.)
[X] DIRAC TRANSMITTER II	(Expands and upgrades the Dirac network, facilitating rapid communication.)
[X] NEUTRONIUM REFINERY	(Allows for the mining of Neutronium in industrial quantities.)

[X] FIRMWARE UPGRADE	(Improves the AI routines controlling Hellions, increasing efficiency.)
[X] CORE PROCESSOR	(Creates high-performance Core Units, for use in specialized Hellions.)
[X] NECROARKANA	(Converts Essence signatures into Energy.)
[] TACHYON FORGE	(Forges, repairs and upgrades Relics from whole cloth.)
[] BABEL II	(Gradually decrypts and compiles Codebursts)
[] INTEGRATION PROTOCOLS	(Essence signatures can be combined in the Grinder to produce more potent Relics.)
[] VECTOR DRIVE	(Allows for the manipulation of localized space via Vector Trap technology.)
[] TERRAFORMER ENGRAM	(Allows for the mid-combat deployment of support structures.)

MEGA-PROJECTS:

[] L-GATE INTERDICTOR (COST: 250%)

(Deploys a Interdictor-class vessel, equipped with integrated Gravity Well generators: Until the Interdictor is destroyed, the local density of the Shroud is greatly increased.)

[] FALSEHOOD LOCUS (COST: 200%)

(Shroud your *entire* force until the attack begins.)

[] QUANTUM STABILIZER FIELD (COST: 200%)

(All Hellions regenerate, greatly improving operating time.)

[] ANTIPATHIC TEMPEST (COST: 200%)

(Summons a storm of lightning and hurricane-force winds to scourge the area prior to deployment. One use only.)

[] CALAMITY CANNON (COST: 200%)

(When the DOMINION is deployed, an automated artillery platform - The CALAMITY CANNON - detaches from the Hollow Sun.)

[] DOMINION MK. II (COST: 300%)

(Creates a second DOMINION unit for deployment)

[] POSITRON MEGAREACTOR (COST: 250%)

(Replaces the DOMINION'S power source with a Positron Reactor, greatly increasing the flight time and yield of all energy-derived systems.)

[] CASTIGATOR ARMOR (COST: 150%)

(When the DOMINION is deployed, the pilot is equipped with an advanced Hellion hardshell as a superheavy frame.)

[] RAPTURE BEACON (COST: 250%)

(When the DOMINION is deployed, the Hollow Sun releases a beacon that calls for Correctors to converge and attack the designated target.)

ARMORY:

[] UNLOCK RELIC - 25% COST per unlock.

GRINDER:

[] CONVERT ESSENCE SIGNATURE

TERMINUS SCANNER:

[] UNLOCK FRAME LIMITERS - 50%

[] PRIMARY ACTIVATION - 100%

[] TERMINUS ENHANCEMENT - 150%

ASSIMILATION FACILITY:

[] EXCRUCIATION IMPLANT - 50%

[] FRAME AUGMENTATION - 100%

[] MACRO-SCALE RECONSTRUCTION - 150%

RELIC VAULT:

a) HELLION LAUNCHER:

The Hellion Launcher resembles an oversized four-shot revolver, made entirely of matte-black steel. Compact enough to be held - And fired - in one hand, it sports an elaborate weapon sight, and is loaded with an array of color-coded shells; Each one, presumably, indicating a different payload.

b) SKYSHAPER:

This palm-sized brass icon resembles a Hellion's skull, with extended brass wings curving up and over to form a protective cowl. An empty, circular setting is mounted between the Hellion's blank eyes; Fractal patterns of silver spiderwebbing across the device's surface, in a shifting play of perpetual motion.

c) LINEBREAKER:

Based on the principles of Machine Cannon technology, this weapon represents the perfect miniaturization of the technology - In a significantly more versatile form. Compact and distinctly rugged, every inch of the Linebreaker - From drumbox clip to robust stock and solid firing mechanism - is designed to be as effectively invincible as possible: A necessary measure, to prevent the weapon from shaking itself apart upon firing. Effectively, this is a Player-sized shotgun that fires high-caliber Machine Cannon rounds, without the sheer bulk of the mass-production model.

With the reduction in size came a required reduction in firing rate and range - The Linebreaker is meant to be fired at almost point-blank range, a single oversized round at a time. Ironically, this makes it more of a precision weapon than it's indiscriminate larger cousin; However, the Linebreaker's custom shells pack significant kinetic force, and can easily delimb or outright obliterate a Player - Direct hits can knock down or fling targets aside, as befits the weapon's name.

d) WIDOWMAKER:

Fitted with a sophisticated Ghostlight scope and an expanded energy condenser, the WIDOWMAKER is an unusual variant of the Positron Sniper Rifle - configured for ease of use at the cost of specialization. With significant reductions to the weapon's frame, this high-energy - And, curiously, bolt-action - rifle has a shorter barrel and a modified focusing coil, reducing both output and maximum firing range; However, the wider focus of the beam tends to cause more widespread damage, compared to the narrow, high-penetration ray of the Positron Rifle.

While still a long-range precision weapon, the WIDOWMAKER has a vastly improved recharge time and lacks the bulk of the original design, allowing the Relic to be fired with one hand - albeit with less accuracy.

e) POSITRON SMARTGUN:

COST: (25% METER/Round - Waived with HEAVY FUSION CELL installed.)

Less of a Relic and more of a high-cost, high-performance prototype, the Positron Smartgun is a radical departure from the design paradigm of Positron weaponry - And too resource-intensive for mass-production to be possible. Mounted on the user's arm, the Positron Smartgun has the blocky, bulky shape of heavy machinery; When deployed, the weapon's grips unfurl and expand into an active configuration, revealing two parallel energy emitters separated by empty space - With crackling streams of energy twisting between the prongs as the weapon charges.

Like all Positron firearms, the Smartgun creates an energized field between the target and the muzzle, for antimatter particles to converge: However, the movable frame and deflector vanes allows for the rapid redirection of the Positron stream, allowing the resulting beam to *bend*. When fired, the Smartgun creates a twisting, churning torrent of destruction best described as arcing rays of dark light, with a wide-focus beam that shears through the intervening space - And anything in it - with ravening fury.

Notably, the Smartgun's vanes actually extend beyond the user's limb when activated, precluding the use of other integrated weaponry on the same arm - However, the weapon was designed to function with a sensor unit, and functions well with targeting data. Despite the Smartgun's accuracy and rapid fire, the system has notable drawbacks; The weapon itself is extremely vulnerable to damage, particularly the energy intakes, and consumes an immense amount of power per turn of firing.

(tl;dr - The Smartgun fires a twisting, arcing beam which can bend to strike multiple targets in close proximity, or chase down an evasive opponent. This weapon fires **continuously**, when activated - Each round, that arm can't be used for anything else **but** firing, as the bulk and feedback of the Smartgun preclude all other functions.)

f) GRENDEL:

Scarred and battered from long use, this dull black handgun bears little resemblance to the Disintegrator weaponry that was apparently derived from it. With a flat - almost angular - barrel and dual-phase trigger, the GRENDEL has a distinctly alien aesthetic, with the grip, slide and hammer seemingly formed from dark volcanic glass instead of metal. Composed of interlocking, shifting segments, the weapon morphs when activated, swiveling and shifting into complex configurations as the charging coils pulse with eerie anti-light. This Relic appears to be built around an extraordinarily complicated mechanism, wired to an unknown (but high-yield) power source that defies sensor analysis.

g) APOLLYON BUSTER:

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A huge segmented gauntlet, the Apollyon Buster was clearly meant to be a twin (If not a successor) to the Crisis Arm. Unlike the Crisis Arm, it is almost entirely composed of neutronium alloy, and requires an extensive refit of the integrated limb - Precluding the use of other equipment on the arm. The Apollyon Buster's immense energy demands stem from the host of gravimetric suspensors required to maneuver the wrecking fist; and, more importantly, the array of high-yield positron field emitters at the knuckles, which appear to - individually - contain seething red spheres.

h) THE SPUR:

While not *quite* a Relic, the high cost and surpassing lethality of the Nanite Obliterator Field (Also known as 'The Spur') renders it of a similar caliber. Taking the form of shield-like panels on forearms and knees - each approximately three feet long - the Spur generates nano-structures engineered to slide between atoms and sever molecular bonds, allowing them to shear through most materials instantly, without resistance. However, this process generates *extreme* heat, rendering prolonged use impractical.

When active, the Spur manifests an oddly-static grey blur around the affected limb. Upon striking a target, the nano-structures effectively disintegrate it, usually resulting in a churning cloud of grey dust. This is an exceptionally lethal effect, allowing the user to decapitate or bisect targets with a single swipe or kick. However, the nanite field - while effective - is also highly vulnerable to extremes of heat and cold, and is ineffective against force-fields and other esoteric defenses. Superheavy or superdense materials (Notably, neutronium) are highly resistant to this effect, which lasts for less than the span of a second.

(tl;dr - A one-use, highly lethal nanite field. The Spur can be used offensively *or* defensively, disintegrating nearly anything it comes in contact with. The Relic cost for installation is *per limb*, with a discount for an array - 40% for both upper limbs, 40% for both lower limbs.)

i) TACHYON CARRONADE

A short-ranged, snub-nosed, brutally effective infighting weapon, the Carronade resembles nothing so much as a sawn-off smoothbore shotgun. However, careful investigation reveals the compact Tachyon generators embedded in the stock, and the neutronium-alloy reinforcement of the barrel.

When discharged, the Carronade releases a short-lived maelstrom of warped space-time and gravitational forces, momentarily forced into local reality. The cone-shaped annihilation blast can rip, tear, twist, melt, disintegrate, and cause numerous other deleterious effects to all matter within a range of five to fifteen feet, with a horrible shriek of tortured physics. This effect is *immensely* destructive, and shears through most conventional defenses - Lightly-armored targets tend to be bisected, and even more resilient ones can be severely mangled. The blast also has an odd interaction when it comes to force-fields, in an all-or-nothing sense: It either completely fails to affect the esoteric defense, or instantly penetrates it.

In addition, the Carronade's discharge has a forceful kickback that flings the user in the *opposite* direction of the shot. The combination of warped space, disintegration and gravity shearing makes for a massive amount of recoil whenever the Carronade is fired; Notably, this can be used to move at high speeds in ten to fifteen-foot bursts, or to evade attacks.

The Carronade can be fired *once* a round. Misfires are highly destructive to both the user and the immediate area.

j) ELEMENTAL ADAPTOR:

Seemingly nothing more than a self-replicating sliver of circuitry, the Elemental Adaptor may be affixed to the user's weapon. When activated, it allows - through exotic and poorly-understood processes - for the infusion of motonic energies into the augmented device.

When utilized in conjunction with FROST CESTUS's unique properties, the Adaptor creates a localized endothermic field - Sheathing the weapon in an aura of murderous cold. This aura leeches heat and kinetic potential from the surroundings, an effect amplified upon impact with a target. In addition to enhancing the damage inflicted, it also grants a certain degree of protection against high-energy weaponry.

k) SEEKER FANGS:

(COST: 20% METER PER ACTIVATION)

While the processes that allow for the renewal (and some would say re-creation) of Player armor is not fully understood, it is broadly known that a Player's armor is an expression of the function of the individual's Essence Core. This experimental system allows the user to exploit that link, turning it into a deadly weapon.

When an opponent's limb is destroyed or severed via the user's direct action, the user may choose to release paired high-energy projectiles that track the target's Essence signature. These short-lived energy bolts resemble nothing less than furiously red plasma blasts, and curve to evade obstacles: Upon impact, they immediately detonate in a blinding flash, damaging both the opponent and anything in the immediate vicinity.

l) NEUTRON LASER PROJECTOR:

A bulky, two-handed rifle - Reminiscent of high-grade Positronic weaponry - the Neutron Laser Projector represents the apex of development for both Tachyon and Positron technologies. The neutron energy beam emitted by a Neutron Laser Projector's ray collimator is capable of rupturing enemy armour on a molecular level, often resulting in the target being vaporised in a massive explosion.

While derivative of the matter-to-energy conversion principle notable in the Tau Gun, the Projector's stabilised tachyon-coil arc reactor has a significant and deadly advantage: It is capable of sustained fire. While the - relatively - narrow beam requires precision aim, the neutron energy of the Projector discharges in a storm of electromagnetic radiation, capable of temporarily overwhelming and blinding electronics and systems in the vicinity of the blast. Notably, the user has no special immunity to this; Therefore, it is *highly* recommended that this weapon be utilized at medium-to-long range.

Despite the Neutron Laser Projector's sheer power, the weapon suffers from two serious drawbacks: the arc reactors needed to power the weapon are inherently unstable and can cause an apocalyptic explosion if damaged or destroyed. In addition, the Neutron Laser has a tendency to scatter instead of dissipate when it comes into contact with an energy field. This can lead to *serious* collateral damage, in the form of a rippling chain of continuous explosions.

(tl;dr - A faster-firing, far less stable Tau Gun. One shot *every round* - Two, at the risk of damage to the weapon.)

m) THE STINGER

Battered but serviceable, this long-barreled light machine gun has the rugged look of handcrafted weaponry, with an odd significance to it that somehow makes it more *real* than its immediate surroundings. It appears to be a truly antique weapon from a different age, with a biped stand and a hundred-round box magazine that holds a linked belt of ammunition, complete with a spray-painted camo pattern: Upon careful examination, faded stampings still bear the legend *Browning Machine Gun, Cal.30, M2, Aircraft*.

Despite the Stinger's rough-hewn, almost improvised look, the weapon is almost absurdly reliable. It never jams, and is incredibly resilient to damage; As long as the Relic hasn't been outright destroyed, it will continue to fire with no degradation of accuracy or damage until it overheats or runs out of ammunition. When the Stinger is fired from a stationary - or braced - position, some property of the weapon greatly increases the Relic's firepower and penetration qualities, allowing it to rapidly chew through both barriers and armor. Interestingly, the Stinger is especially effective against airborne targets, as if the weapon remembers its provenance - When used against such targets, the Relic invariably targets their source of propulsion, seemingly intent on sending them down in flames.

However, unlike most Relics, the Stinger must be manually reloaded once the magazine has been expended. The weapon's hunger for ammunition is voracious; When firing on fully-automatic, the entire magazine can be expended in a single round of firing.

n) ARGENT CLAVIS

This Relic appears to be nothing more than an elaborate silver pauldron - more baroque than protective, with quicksilver moving constantly through the deep channels of the inscribed surface. However, when charged - With 50% Meter - it activates an integrated gyroscopic inductor / optical suite, allowing the user to capitalize on an overextended opponent's weakness in order to coordinate counterattacks.

While the Clavis remains active, the user's perceptions are altered: In this mode, they are considered to be able to parry against virtually all attacks with their weapon, including ranged ones such as firearms or lasers (exception for certain esoteric or total annihilation attacks, which the user will instinctively recognize as impossible to parry). They can leave this mode when they want, and automatically leave it if they are no longer wielding a melee weapon. When the user successfully dodges or parries an incoming melee attack, the resulting riposte is delivered with greater speed and viciousness, as the Clavis accelerates the user's reflexes. This increases both accuracy and damage inflicted, as long as the Clavis remains charged.

However, the altered perceptions granted by the Clavis result in a single major drawback: It is impossible to utilize ranged weapons accurately while the Clavis is active.

o) FUSION BLADES

Paired gauntlets - with a quartet of blades replacing the fingers of each glove - the armored cowl of each claw conceals both a compact fusion reactor and a powerful magnetic containment field. When active, the superconducting tines burn with a heat so intense, they can slice through armor and stone alike. Substantially lighter than a striking weapon, the Fusion Blades allow for rapid consecutive attacks that can effectively shear through lightly-armored targets in a matter of seconds.

Unfortunately, the Fusion Blades only function when both gauntlets are utilized in tandem - their design necessarily precluding the use of ranged weapons.

p) KINETIC RESONATOR

Derived from Daegal's integrated force projector, the Kinetic Resonator is a deceptively ornate torso-mounted device, capable of generating a di-electric coronal discharge. When unleashed, the Resonator releases a huge amount of directed kinetic force. While a Player's hardshell generally has a degree of resistance to high-velocity impact, the concussive effect remains spectacular and highly disorientating. Alternatively, the user can release an omnidirectional pulse, blasting away everything in the immediate vicinity. Though this lacks the sheer magnitude of the focused effect, it can inflict significant damage on the user's surroundings.

Note that while the Resonator is less powerful than Daegal's enhanced projector, it does not require a limb to direct the effect.

While designed as a single-use, hold-out weapon, the Kinetic Resonator can be recharged by expending 50% Meter to re-attune the focusing mechanisms and assemblies in preparation for another blast.

q) THE GRIMOIRE

This series of data-stacks, wrought in the form of a deck of liquid-crystal cards, allows for the storage of any number of Codebursts. As long as the user is in possession of the repository, he can freely utilize the Codebursts contained within at full proficiency. More, by taking hold of one of the autoreactive silicate wafers, any Player can impress the raw data of a Codeburst (i.e. one that he already knows) directly into the Grimoire, in a format instantly understandable to the user.

While the Grimoire has no inherent powers, this Relic allows the user to rapidly amass a wide variety of Codebursts, without the usually-unpleasant process of learning them. Note that the user retains access to the Codebursts only as long as the Grimoire remains in his possession.

r) AZOTH ENGINE

While radically different in nature, Codebursts and the advanced abilities of Players both draw from the same source of power. The prototype AZOTH ENGINE attempts to bridge this gap, by providing an alternate well of energy to draw upon. Taking the form of a tiny sphere of unutterably bright light - surrounded by gears, cogs, springs and winders reminiscent of the complex inner mechanisms of an antique mechanical timepiece - the AZOTH ENGINE provides (effectively) a *second* Meter that can be utilized only for Codebursts. This secondary battery builds up a charge in the same way as the user's primary Meter. Note that the activation of Codebursts in the user's vicinity also empowers the Azoth Engine.

When the Azoth Engine's energies are used to fuel a Codeburst, the resulting effect is augmented as no extra cost (i.e. Exactly as if the Nihl Sphere was utilized to fuel the effect.)

Interestingly, the Azoth Engine has two operating modes. With the safety regulators enabled, it merely stores up to 100% Meter. With the regulators disabled, it could potentially store up to as much 300%. However - as a Relic - the Azoth Engine can be directly targeted and damaged like any other external system, and is far, far more likely to explode when containing energies in excess of the original design.

s) IRONBREAKER

Forged of triple-hardened adamantium, this massive blade stands about a metre-and-a-half tall, devoid of ornamentation except for the disruption field generators set in the hilt. When wielded, the Ironbreaker's unique disruption field maintains a barely perceptible haze over the blade. On

impact, this two-handed claymore flares with an incandescent glow, discharging all that pent-up energy in a single pulse. Notably, this effect oscillates in a frequency contrary to that used by most force (and energy) fields, often resulting in an explosion centered directly upon the target.

While devastating, the Ironbreaker is an incredibly cumbersome weapon, requiring both immense strength and perfect timing to be wielded efficiently, precluding all other defense. In addition, the Ironbreaker's properties means that similar equipment (e.g. Combat Shields) carried by the user must be deactivated, at the risk of a catastrophic chain reaction.

UNLOCKED:

VIRTUE-CLASS HELLION:

Equipped with sophisticated targeting and sensor arrays, Virtues function as mobile command units, allowing for better coordination amongst Hellions. Disorganized, the flock is a blunt instrument - Seeded with Virtues, it is a scalpel. Virtues will automatically take command of Hellion squads, and independently coordinate attacks on targets.

While lightly armed and armored, Virtues are significantly more agile than standard Hellions - Relying on paired handguns to keep up a constant hail of fire.

CHERUBIM-CLASS HELLION:

Heavily armed and armored, the Cherubim are the hammer of the Hollow Sun - Each one equipped with a Crisis Arm and a heavy weapon, allowing them to lay down incredible fusillades of fire. Cherubim are immensely resilient - Albeit slow and lumbering - and can greatly increase a Hellion squad's firepower. Notably, Cherubim are capable of flight - But with effort, not grace. In combat, Hellion squads will automatically provide a defensive screen, allowing the Cherubim to reach their targets.

Due to the inherent versatility of the heavy-duty hardshell, Cherubim can be upgraded to carry a massive array of specialized weaponry - Most of which can be adapted for general use.

CHAYOT-CLASS HELLION:

Sleek and limbless, with forms that resemble carved chess pawns and torsos that taper into hovering spikes, Chayot-class Hellions have a distinctly inhuman appearance...When they are in fact visible at all. Marked with distinct silver circuitry, Chayots are equipped with a sophisticated Falsehood Array that constantly shrouds them in holographic 'masks' of distorted illusion. Unlike most Hellions, Chayots are unable to use Hellion weaponry: However, they are by no means harmless.

The passive application of the Falsehood Array twists light to effectively render allied Hellions - Within a certain distance - invisible, though the cloak technology works best when the targets are stationary. In motion, the cloaked targets are semi-visible, heat-haze suggestions that can eventually be detected. Spaced out amongst squads, Chayots can cloak Hellions en masse.

When active, this distorting effect can be projected into an invisible force that folds, spindles, and mutilates the target. While Chayots are only able to focus this effect on a single target at a time, and are unable to use their cloaking ability, this power is extremely destructive.

THRONE-CLASS HELLION:

Larger and visibly more powerful than lesser classes of Hellion, Throne-class hardshells represent a paradigm shift away from mass production - Reflecting the refined process used to create them. Incorporating a higher-yield reactor and more powerful thrusters, Thrones combine the high performance of Virtue-class Hellions and the improved resilience of Cherubim, without the specialized role of either class; While capable of utilizing Hellion weaponry, Thrones generally rely on the versatile Distortion Halo incorporated into their frame - An streamlined improvement of the Chayot-class Hellion's Falsehood Array, meant for rapid use in combat rather than concealment.

This unique weapon system allows Thrones to generate localized distortions - Manifesting as visible spheres, arcs or webs of charged force - that converges upon targets and rends them. Less destructive, but faster and more efficient than the specialized Chayot projector, this halo effect can be configured for both anti-personnel and anti-armor use.

HELIOS-CLASS HELLION:

Deceptively slender, with a distinctive flip-down targeting visor and a slighter frame, Helios-class hardshells are extremely fragile in form and construction - Belying the complex array of precision sensors integrated into this particular brand of Hellion. Unlike their more robust brethren, Helios-class Hellions are slow - Or painstaking, rather - and incapable of sustained flight, relying on their wings to reposition themselves rather than evade attacks. Notably, the wing-arrays are especially fragile - Due to their dual purpose as heat sinks, to regulate the enormous energy output of their trademark weapon.

Each Helios-class hardshell is partially integrated - Specifically, built-around - a high-output energy rifle, roughly the height of the Hellion itself. These weapons are both extremely long-ranged and extremely deadly, capable of picking out individual targets at a range of several kilometers. Upon discharge, their rifles release ravaging beams of ice-blue energy that can dissect targets with surgical precision: Unfortunately, due to the massive energy demands, there is a significant delay between each shot.

In their designated role as snipers and assassins, Helios-class hardshells bear an array of magnetic clamps and bolt lines, allowing them to secure themselves to nearly any flat surface - Horizontal or vertical. While extremely vulnerable and slow to act, Helios-class hardshells can also be extremely effective when put to the right use.

ISHIM-CLASS HELLION:

Tall, startlingly humanoid in form, the distinctive quad-winged design of the Ishim-class hardshells represent the next logical evolution in the Hellion design paradigm. Legless, perpetually hovering on gravimetric suspensors, Ishim-class Hellions are specialized retrieval / denial units: While bearing no weapon, they draw upon the unique electromagnetic field permeating all Hellions to hurl near-continuous barrages of positronic bolts. However, their true function is revealed upon the destruction of nearby Hellions - Unique systems allow the Ishim to salvage damaged or ruined units by cannibalizing their Cores and remaining components, as fuel for their formidable firepower.

Though Ishim are entirely capable of functioning solely as long-ranged firepower, they become significantly more powerful once sufficiently powered. An Ishim-class hardshell with the combined Essence of a dozen lesser Hellions is an incredibly potent combatant; In fact, their unique design allows them to consume Correctors and Players in order to sustain their functionality.

It could be said, however, that Ishim-class Hellions are *too eager* in their retrieval mission. Generally, they stop to consume other Hellions (and likely targets) as soon as an opportunity presents itself, not necessarily when most tactically expedient. This ghoulish behavior, while highly efficient, can also be potentially alarming.

HASHMAL-CLASS HELLION:

Triple-faced, four-armed and at least twice the size of a lesser Hellion, the rare Hashmal-class hardshells are utterly monstrous: Designed as nothing less than flying battering rams, there's nothing subtle about their purpose. Armed with six heavy weapons - and a distinctive Tachyon Booster set in the main torso - the Hashmal is less a member of the Hellion host, and more a fire-and-forget weapon.

When launched, Hashmal-class Hellions remain in a highly resilient Flight Mode until contact with their target. Sheathed in a nanite aegis - derived from Assault Shroud technology - their outer shell is promptly discarded upon impact, with the unit beginning to lay waste to everything in sight. The Hashmal's targeting protocols prioritize disruption and damage above self-preservation, unleashing maximum firepower until the unit can no longer function or until the hardshell's energy reserves reach a designated cutoff point. At that point, all remaining power is channeled to the self-destruct function, whereupon the Hashmal detonates with cataclysmic force.

Notably, the Hashmal combines the principles of both utter disposability and unfettered destruction: their overclocked systems mean that they are inherently less stable than other Hellions, and therefore entirely expendable (Even more so than the lesser classes). Due to the immense power

drain, only twin Tachyon Reactors allow them to function for the span of their brief, glorious life - and even then, their existence is a tenuous one, subject to rapid decay the moment they begin their deployment.

ANPIEL-CLASS CARRIER:

Technically not a Hellion, the Anpiel-class Carrier is a single-use carrier / flight system allowing for the rapid deployment of hardshells right into the heart of a conflict. A grossly upscaled version of the Raptor design, the Anpiel is a machine built for high speed and phenomenal durability - While lightly armed, the lack of organic passengers (and a completely disposable cargo) allows it to be used in high-velocity operations, as well as to operate as a support vehicle once the Hellion payload has been deployed.

Fitted with a Ramjet Engine and an array of anti-gravitic projection nodes, the Anpiel is designed for one purpose: to cross the distance to the target at extreme speed, and to unleash its payload of Hellions, before colliding directly with the target's superstructure. The craft's front is heavily armoured and protected with both a heavy superstructure and a ramming shield - Most are equipped with Dispersion Field Generators, to provide flying cover for Hellions, as well as forward-firing Heavy Weapons for suppressive fire.

Each Anpiel-class Carrier has a capacity of roughly twenty basic Hellions, with a varying number of the higher classes. When used with Hashmal-class hardshells, the Carrier takes the form of a massive auxiliary high-speed booster for tremendous forward propulsion, hurtling the unit towards the target before being purged from the main body. The Hashmal is subsequently free to continue standard operations.

HELLION ARMORY:

The following items are the arms and armor borne by the guardians of the Hollow Sun. Not quite Relics, and not quite a Player's integrated weaponry, these odd, half-real weapons are produced in industrial quantities.

Away from the sealed environment of the Hollow Sun, the weapons must be 'primed' by the Player, prior to activation: When left unattended, they quickly lose cohesion, disintegrating in a matter of moments. Due to their unique nature, they must be physically carried, and are vulnerable to damage or destruction - At present, you can carry up to two weapons.

Due to the production of Light and Heavy Fusion Cells in industrial quantities, the attunement costs of all weaponry can be considered to be waived.

LIGHT WEAPONS:

a) MASER EMITTER:

A directed-energy weapon, this exotic firearm has an unusual, even alien shape: The segmented protrusions around the barrel expand with each shot, glowing an eerie green. When fired, it releases a high-frequency pulse of modulated radiation at the target, irradiating it - And effectively superheating the target from within. When used against Players, continuous exposure can disrupt integrated systems and destroy vulnerable components, once the radiation penetrates the armored shell.

In combat, multiple Hellions focus their Emitters on the same target for a cumulative - And highly disruptive - effect.

b) ARC GUN:

Vaguely reminiscent of an oversized taser pistol, this compact firearm lacks a barrel - Sporting a complex emitter array in its place. When fired, launches a crackling blast of lightning, forking to strike adjacent targets on impact - Before recharging for another shot. While significantly less powerful than the Tempest Scrander's charge, the Arc Gun can also be fired much more frequently.

By incorporating Induction Blaster technology, the Arc Gun's emitter array can be reformatted for a narrower focus - In this alternate firing mode, the Arc Gun's discharge functions more like a conventional firearm, albeit one that fires bolts of lightning. While the resulting blast no longer 'forks' to strike adjacent targets, the weapon has significantly greater range and damage - Though the greater demand on the capacitor results in a lower rate of fire.

c) PULSE CARBINE:

This carbine-format firearm is something of a misnomer - The name stemming from the pulse induction field that serves as propulsion, instead of the solid munitions fired. Small enough to be fired with one hand, large enough to make it a bad idea, this SMG-styled weapon has a single firing mode: Full auto. As soon as the trigger is depressed, the induction field unleashes a hailstorm of charged rounds in roughly the same direction as the muzzle.

While highly inaccurate at longer ranges, the nature of the induction field means that the rate of fire - And the velocity of each successive shot - actually increases, the longer the trigger is held down.

d) ION BLASTER:

Blocky and angular, with a distinctive revolving barrel, this semi-automatic firearm generates white-cored ion blasts at a constant firing rate. The unique design means that the superheated gases vented after each shot cycles the barrel, allowing the weapon to function for longer periods

without overheating. The ionic bolts released are especially effective at disrupting energy barriers, and can intercept similar projectiles - Assuming sufficient accuracy on the Player's part.

By incorporating the principles behind Induction Blaster technology, the addition of a containment field to the Ion Blaster allows each shot to retain cohesion longer: Beyond increased penetration of energy barriers, a direct hit from the Ion Blaster can temporarily scramble the target's systems.

e) COBALT LASER:

Derived from Armory Guardian technology, the Cobalt Laser is effectively a scaled-down version of the Red Comet's weapon; A firearm made possible only through the wonders of miniaturization. Featuring a redesigned focusing prism pattern and an improved photonic chamber, this energy weapon generates a powerful cutting beam that can rapidly carve through Player armor. However, its effectiveness is limited by range - Without a combat chassis's high-yield energy capacitors, the focused beam rapidly loses cohesion, and has to be fired in rapid pulses as opposed to a constant beam.

f) FUSION GUN:

Derived from the GARM's Disintegrator Cannon, the Fusion Gun - Or simply the Disintegrator - is a high-intensity, high-focus energy weapon meant for use at close to point-blank ranges. When activated, the Fusion Gun's distinctive hissing sound is the precursor to a roaring blast - A visible slipstream of superheated distortion that melts armor apart like ash in a gale. While devastating to lightly-armored targets, the Fusion Gun can blister even the heaviest of armor to sludge or molten slag - Assuming that the user can focus the field of effect on the target for long enough.

The Fusion Gun's tremendous firepower is also hampered by enormous energy requirements; the longer the weapon is used, the higher the chance of the charging coils burning out. However, the introduction of the appropriate stabilizing element could likely increase the weapon's operational efficiency.

(tl;dr - An extremely short-ranged weapon that does more damage the longer it remains focused on the target.)

g) POSITRON RIFLE:

While ostensibly a Light Weapon, the Positron Rifle is a device of immense and exacting precision - Meant to be employed across extreme distances by Helios-class Hellion hardshells, it is a true sniper rifle in all but name. Even scaled-down for personal use - Instead of the primary weapon housed by a dedicated frame - it retains much of the same properties. Upon charging, the Positron Rifle creates a long, converging field on the target, directing the spread of antimatter particles; When fired, the weapon induces an matter-antimatter reaction in the area of impact, utterly consuming the targeted area.

The Positron Rifle's incredible range - And lethality - is counterweighted against the weapon's long charging time and need for precision accuracy. Meant to be fired from a braced position - While stationary - the Rifle's comparatively delicate structure and frame make it impractical for use in a typical engagement; However, a direct hit can be utterly catastrophic to the target.

With the introduction of Tachyon energy collimators and advanced charging coils, the Positron Rifle's efficiency has been greatly increased; However, it remains a fragile weapon system.

(tl;dr - The Positron Rifle is a sniper rifle, which can be fired once every two turns. For optimum performance, the user needs to be stationary, braced, and (ideally) spend a few turns aiming at the target. While a Talon can be used, the weapon was designed to be fired with both hands; A Talon does count as a 'brace' for the purposes of targeting penalties. As with all weapons of this class, a hit from a Positron Rifle means an automatic critical.)

HEAVY WEAPONS:

a) REVOLVE BAZOOKA:

This bulky smoothbore launcher fires high-gauge explosive shells, fused to detonate on impact: A primarily anti-armor weapon, it combines the direct-fire properties of a tank gun with a solid-shot payload. While capable of high muzzle velocities, the area of effect is relatively limited - Presumably to avoid collateral damage to the Hollow Sun.

True to the name, this heavy weapon sports a revolver-style rotating cylinder, capable of holding up to five shots at once; Notably, unlike other Heavy Weapons, the Revolve Bazooka can be fired with one hand - But is significantly more stable when using both.

b) SCATTER LASER:

This high-energy weapon has not one, but three focusing prisms - Designed to scatter the beam rather than focus it. The accelerated energy pulse results in a spreading burst that fans out from the user, with the lasers retaining coherency up to medium range; A semi-automatic weapon, it has a tendency to overheat when fired continuously - However, the shots can ricochet from sufficiently reflective surfaces, adding to the total area suppressed by each blast.

With the development and integration of Cobalt Laser technology, allowing the beams to be focused without shaking the weapon apart, the Scatter Laser now features an alternative firing mode - A combined blast that functions like a photonic shotgun, filling the immediate area with a high-intensity, short-ranged barrage of bolts.

c) GRAVITON CANNON:

When fired, this heavy weapon generates micropockets of intense gravity within a target - Violently compressing and tearing it through gravitational force. The effect covers a vaguely circular area, as if an invisible spherical weight is grinding into the earth; Targets capable of resisting the gravity effect usually find themselves momentarily slowed and disorientated by the crushing force.

A single-shot weapon, there's a substantial delay between each shot, as the gravimetric charge gathers cohesion - Not meant for long-term use, multiple shots can result in the implosion of the drive core.

d) PHOTON BEAMER:

The purest expression of photonic technology, this matte-black cannon consists of a heavy-duty fusion cell and emitter linked to a simple trigger mechanism. When fired, it expends the entire charge in a single blast, resulting in a powerful photonic discharge - A single, focused shot that incinerates the target. While a formidable weapon, there's a significant delay between each shot, as the cell draws energy from the user to recharge itself.

With the miniaturization of Cobalt Laser technology from the Red Comet, the Photon Beamer now has a secondary firing mode - Instead of releasing the entire charge in a single blast, it can now release a powerful cutting beam that can shear through the heaviest armor. While existing for a scant few seconds, the beam can be 'swept' across a distance to scythe apart targets.

Multiple consecutive shots may cause the barrel to overheat, and can greatly reduce the user's capabilities until his armor accounts for the drain.

e) LINE LAUNCHER:

This specialized, rifle-sized firearm has three barrels, arranged in a triangle - When fired, it launches three rocket anchors, which immediately create a photon web between the field emitters integrated into each hardpoint. Unlike other photon weapons, the Line Launcher creates a cohered field - As a result, the photon snare encircles the target on impact, momentarily restraining them.

Due to the unusual alignment of the emitter/receiver array, any damage to the emitters terminates the photonic web - The web also disintegrates when the compact power source is exhausted. Enhanced by Cobalt Laser technology, the Line Launcher's photon snare retains cohesion longer, and now inflicts impact burns to the captured target.

The Line Launcher has a unique tracking system, incorporating a target painter to compensate for the slow speed of the projectile; The rocket anchors have a limited ability to home in on the designated target, as long as the lock is sustained.

f) GATLING LASER:

Based on Cobalt Laser technology, this fully-automatic photonic weapon fires a constant hail of ice-white beams, with multiple barrels allowing for longer firing before overheating. While of smaller 'caliber' than the Fusion Beamer or the Scatter Laser, this heavy weapon is capable of unleashing a torrent of beam fire, allowing it to rapidly chew through lightly-armored targets through sheer volume. Effectively, this is a dedicated anti-horde weapon, featuring significantly higher accuracy than a solid-impact weapon of the same bore due to the inherent lack of recoil.

While the Gatling Laser can sustain a high rate of fire before it has to cool, the operation time can be further extended by firing in bursts.

g) IMPALER:

Also known as the Stake Launcher, the Impaler is a scaled-down version of the Red Comet's Mass Driver - Reflecting an as-yet-imperfect understanding of the technologies involved. Featuring a miniaturized linear acceleration system, this kinetic weapon launches superdense, inert javelins ('stakes') at a target, delivering enormous force on impact. Optimized for maximum armor penetration, the resulting projectiles remain in the target upon a direct hit, and can pin opponents to solid surfaces.

Due to the complexities involved in miniaturizing a true railgun, there is - as yet - no Light Weapon analogue of the Impaler.

h) INDUCTION BLASTER:

Weighing in at roughly twice the mass of the Photon Beamer, the Induction Blaster is clearly a vehicle-portable weapon, scaled down - Just barely - for Player use. A unique - And extremely heavy-duty - energy weapon, the Induction Blaster fires focused blasts of electromagnetic force, best described as crackling blue electric fire; the resulting projectile is a deceptively slow-moving sphere of white-cored lightning that detonates on impact or on the collapse of the containment field. The disruptive effects of the blast can violently overload Player sensors and armor systems, in addition to detonating flammable material in the area.

Due to the potentially ruinous effects of being caught in the resulting blast, the Induction Blaster has a built-in failsafe that prevents the weapon from being fired if the user would be within the area of effect.

With access to Neutronium-derived stabilizing alloys, the Induction Blaster's unfortunate tendency to irradiate the user has been successfully overcome.

i) AUTOCANNON:

An automatic, self-loading ballistic weapon, the Autocannon is the big brother of the Player-scale Vulcan: Large and ungainly, it is also an extremely efficient weapon, capable of laying down a torrent of gunfire with the press of a trigger. While lacking the sophistication of energy-based weaponry, quantity has a quality of its own - Enough to shred lightly-armored Players and Correctors in a fusillade of bullets.

Though the Autocannon has relatively low armor penetration - Relatively speaking, given the significant differences in human and Player anatomy - it can sustain continuous fire for a significantly longer period without overheating. The sheer volume of fire can be extremely hard to dodge; With so much lead in the air, *something* will eventually connect.

j) MACHINE CANNON:

The anti-vehicle, anti-armor variant of the rotary Autocannon, the Machine Cannon is an entirely different beast: While lacking the Autocannon's range and accuracy, the Machine Cannon makes up for it with sheer stopping power, capable of chewing through armor that would normally be impenetrable to a weapon of its caliber. If anything, the Machine Cannon has an even higher volume of fire - And an unfortunate tendency to overheat. Effectively, this is a weapon made to be fired in short bursts, to rip apart a target at close to point-blank range before the Cannon has to cool.

While the appropriate measures can help compensate for recoil, this weapon isn't so much aimed as 'unloaded' indiscriminately in the enemy's general direction. While the Machine Cannon's bulk would normally work against it in this regard, it was designed to be employed at extremely close range - At least for the first blitz of gunfire.

Given the inherent expandability of Hellion, it is entirely possible that the Hollow Sun has taken this into account.

k) INFERNO CANNON:

A blocky, cumbersome weapon - Covered with heat-sinks, secondary coils and dampeners - the Inferno Cannon occupies an unusual tactical role in the Hollow Sun's arsenal. While retaining the Fusion Gun's short range and enormous energy consumption, the Inferno Cannon is absolute short-ranged hellfire; Once cycled to charge, the resulting output is a ravaging torrent of fusion energy that simply unmakes anything in the way. Equally effective on lightly-armored or heavily-armored Player alike (And utter overkill on Correctors) the sheer bulk of the Inferno Cannon makes it extremely difficult to use at optimum range.

With the development of miniaturized Tachyon technology, the Inferno Cannon's rate of charge has been greatly increased. However, it remains a cumbersome weapon, and highly volatile when damaged.

I) TACHYON BLASTER:

A blunt ingot of a gun, made possible only by Tachyon technology, this bulky weapon is the equal of many highly-advanced ballistic systems. After cycling to charge, it unleashes bolts of highly energised matter generated within the Tachyon condenser, releasing a charged projectile through a highly-localized micro-gravitational lens array.

Curiously, the Tachyon Blaster - while less powerful than other Heavy Weapons - is almost prenatually accurate. The searing sun-bright bolts fired are nearly impossible to dodge, invariably aimed at where the opponent *will* be. This function remains even when the Blaster is fired from the hip, on the move, or from otherwise suboptimal positions. Note that a high probability to hit does not necessarily translate into proportionate damage.

MELEE WEAPONS:

a) PHOTON LANCE:

A steel shaft terminating in a compact photon generator, the photon lance is the staple weapon of the Hollow Sun's guardians. When activated, it generates a slicing photonic field, allowing for use as a spear: When the deadman's switch is triggered, the generator cycles, expanding the field until it overloads - Causing the lance to explode in a high-yield detonation.

In combat, Hellions have a tendency to impale opponents on thrown weapons, after setting them to explode.

After incorporating Cobalt Laser technology, the Photon Lances are no longer destroyed on impact and can be retrieved - However, there's a substantial delay before the weapon can be used again.

b) ELECTROMAGNETIC GLADIUS:

Perfectly balanced for throwing, these short, stabbing blades have a secondary function: Upon contact, they release a focused surge of current capable of momentarily disrupting electronics and other delicate systems. While there's a delay between each pulse - as the blade gathers charge - the gladius will continue to discharge as long as it remains in contact with an opponent. (Usually by impaling the target.)

c) PHASE SWORD:

When inactive, these single-edged swords resemble the innards of a fluorescent light tube, with a long filament extending from the guardless hilt. When activated, the emitters along the length generates a paper-thin, translucent blade - Actually a compact phase field. The edge of the resulting field is an infinitely sharp force construct, and cuts on a molecular level: However, the emitter filaments are relatively fragile, resulting in a superlative slashing weapon that requires incredible skill to use.

d) FRICTION AXE:

This razor-sharp crescent battleaxe has - unusually - a trigger housing at the grip. When depressed, the millimeter-thin phase field - That reduces air friction, to allow for a faster swing - is momentarily disrupted, exposing the nanoedge blade to rapid oxidation. Effectively, as long as the trigger is held down, the axe is superheated when swung; On impact, it has fearsome cutting power, and can easily ignite a flammable target.

e) PHOTON ZAUBER:

Derived from Cobalt Laser technology, the Photon Zauber is an alternative to the lethal but fragile Phase Sword; A solid-core arming sword with emitter terminals on either side, the Zauber's entire length functions as the focusing array. When activated, a cohered cutting beam flickers to life between the solenoids, lining both sides of the alloy blade - And effectively granting the weapon a charged edge.

Despite lacking the Phase Sword's sheer cutting power, the Photon Zauber - paradoxically - tends to do more damage, due to the greater weight and rending mass of the solid sword.

f) PILE BUNKER:

An enormous retractable stake, the armored casing containing this weapon's components is heavy enough to serve as a defensive shield. Discarding a conventional hydraulic propulsion mechanism for the potent electromagnetic charge utilized in Mass Driver technology, the Pile Bunker is a dedicated anti-armor weapon as cumbersome as it is powerful. Mounted on an oversized gauntlet attachment, the weapon's ramming spike protrudes above and behind the wielder's shoulder when not in use: When activated, the four-foot accelerator stake punches forward into the opponent with ruinous force, annihilating armor and crushing internal structure.

Due to the weapon's sheer size, mass and unconventional form of attack, a Pile Bunker can only make a single attack a round - Upon which the spike retracts, and the heavy-duty capacitors recharge for the next shot. (Note that the Pile Bunker does, in fact, count as a shield when equipped - But precludes the use of other shields on the same arm.)

Alternatively, the Pile Bunker may be armed with a Neutronium-derived stake. In this case, the weapon is fire-and-forget in the most fundamental sense of the word; the user can make a *single* attack with the enhanced Pile Bunker, after which the gravimetric suspensors required to propel the superheavy stake are burnt-out. However, a direct hit can be utterly ruinous, potentially deciding a battle before it begins.

g) FORCE BUCKLER / COMBAT SHIELD

Fabricated from endosteel and incorporating a miniaturised power generator, the wrist-mounted Force Buckler is ubiquitous to the lower orders of Hellions. The force shield generator allows the buckler to withstand great amounts of damage, while remaining small enough to be strapped to the arm, leaving both hands free for another weapon to be wielded. The Force Buckler's design is a compromise between flexibility and defence, trading the stronger field and physical protection a Combat Shield's size offers for a free hand.

In contrast, the Combat Shield is a larger, bulkier version of the Force Buckler, requiring a hand to wield. Equipped with an internal gravitic energy field generator, the shield's generated energy field can fend off bullets and blasts from afar, whilst the physical shield itself protects against melee attacks.

Advances in Positron technology allow for greater efficiency in the integrated field generation circuitry, meaning that the energy field can gradually regenerate itself once disabled.

THE FOUNDRY

The Foundry allows for the production and modification of Hellion technology for Player use, based on the advances researched. While the Hollow Sun is capable of producing large quantities of war material, retrofitting and personalization of equipment is an extensive process.

At present, the Foundry can manufacture the following items:

a) VOID ANCHOR - 15% COST (4 AVAILABLE)

A wonder of miniaturization technology, the Void Anchor is a scaled-down version of the Hollow Sun's extractors, incorporating modified resonator technology. Physically, it resembles a compact matte-black disc about a foot across, with a glowing line circling the inner edge. The outer edge flares with a nimbus of light as Essence is absorbed, causing faint but visible ripples in the air when moved.

A Void Anchor has two functions:

i) When pressed against a solid surface and primed, the Void Anchor auto-deploys telescoping tripod legs and a phase drill, affixing itself in place. Subsequently, the Anchor begins to rapidly drain Essence from the surrounding area (Damaging Correctors, Players and the surrounding area) as the integrated phase resonators deploy, until it successfully synchronizes with the Hollow Sun's vibrational frequency.

When full capacity is reached, the Anchor enters a phased state - Rendering it mostly immune to further tampering - and begins to extract and process raw energy, transmitting the harvest back to the Hollow Sun. While a Void Anchor can increase the Hollow Sun's energy input, it requires a substantial infusion of Essence to successfully activate: Also, this function takes around an uninterrupted minute (or two) to complete.

ii) Alternatively, a Void Anchor can be used as a tool of destruction: After priming, the user can set the Void Anchor to activate after a time delay, or as soon as a source of Essence enters the Anchor's sensor range. In this mode, the Void Anchor begins to rapidly drain Essence from the surrounding area (As with its primary function.) Once the containment threshold has been reached (Or simply after a brief interval) the Anchor violently detonates, with the power and radius of the resulting explosion directly reliant on the amount of Essence absorbed.

If damaged with leeching Essence, the Void Anchor might explode prematurely - Or simply cease functioning. Due to the size of the Void Anchor, and the large area-of-effect radius, it is relatively difficult to use the Void Anchor in combat.

(tl;dr - Void Anchors absorb Essence. When primed - a process taking up to an uninterrupted minute - they drain energy from their surroundings, and feed it to the Hollow Sun. This increases the 'refresh rate' at the beginning of each chapter.

You can carry a single Void Anchor at a time. However, you can carry a second Void Anchor instead of a Heavy Weapon.)

b) LIGHT FUSION CELL / HEAVY FUSION CELL (AVAILABLE)

As a general rule, the weapons of the Hollow Sun were designed to operate off a Hellion's integrated power source. When utilized by a Player, they require a similar infusion of power - typically via the charging elements inherent to Player armor - before they can function.

Fusion cells are small, self-contained energy storage units, derived from the Red Joker's fusion weaponry; Effectively, they function as batteries, or capacitors that can be attached to any of the Hollow Sun's mass-produced weaponry. Such weapons no longer require contact with a charging element to fire, and have a significantly reduced priming cost. Light fusion cells are the size of charge-discs; Heavy fusion cells are cylindrical devices that resemble miniature drum-magazines.

With the creation of the Tachyon Reactor, the lifespan of fusion cells has been extended past the foreseeable future, with sufficient quantities available to augment all the weapons you could realistically hope to carry.

c) TALON - 10% COST

Set into an armor's forearm, a 'Talon' is a gyro-balanced armature with integrated gravimetric suspensors and receiving sockets. When activated, the connector mechanism synchronizes with the armor's system, allowing the user to direct and fire a heavy weapon with a substantial improvement in speed and accuracy.

Due to advancements made in Hollow Sun technology, the redesigned Talons allow the use of your limbs even when a Heavy Weapon is attached. However, your dexterity is still adversely affected. As before, Talons can immediately jettison the attached Heavy Weapons by de-activating the magnetic clamps.

(tl;dr - The Talon is a modification to one of your armor's limbs, allowing you to attach a Heavy Weapon to it: You can now aim and fire the weapon - which now encases your limb - with one arm. A Heavy Weapon can be instantly jettisoned, but reattachment takes some time and generally can't be done in combat. When slaved to the Talon, a Heavy Weapon has greater accuracy.)

d) ARSENAL BEACON - 20% COST (AVAILABLE)

A rectangular, heavily reinforced carrying case, the Arsenal Beacon is surprisingly light for its bulk. Built around a compact (but powerful) matter-transfer array, the Arsenal Beacon allows the user remote access to the armory of the Hollow Sun - teleporting weapons directly to the Beacon's integrated receiver.

When primed, the Beacon's user can teleport any Light/Melee/Heavy Weapon from the Hollow Sun to the combat container. After a brief delay - Where the Arsenal Beacon crackles with a baleful (And highly visible) violet light, the weapon can be withdrawn from the receiver compartment and utilized. It takes a slightly longer time for Heavy Weapons to arrive - Lighter weapons, in contrast, arrive almost instantaneously.

The Arsenal Beacon can be carried in one-hand, or mag-clamped to the user's back, and is powered by twin Heavy Fusion Cells.

(tl;dr - You can use the Arsenal Beacon to retrieve any weapon from the Hollow Sun. Note that the combat teleportation effect is one-way only: You can't use the Beacon to *send* things to the Hollow Sun. You can teleport in as many weapons as you want, withdrawing them from the Arsenal Beacon one at a time. You can also freely change your weapon loadout 'off-screen' at any time - Even when you don't have access to the Hollow Sun.)

e) ADVENT CASTER - 30% COST (AVAILABLE)

Marked by the distinctive wings and crest of a Virtue-class Hellion, this ornate device - Meant to be maglocked to your pauldron - hosts a sophisticated communications suite. In its most basic configuration, this device has a simple but essential function: When activated, you can transmit messages - Via subvocalization - to a Player you have successfully targeted.

While this limits communication to within line-of-sight, and while the Advent Caster only has the capacity to transmit - Preventing the receiving Player from replying via the same means - there is a notable lack of signal decay. Communication via the Advent Caster is generally inaudible to other Players in the vicinity, though the broadcast signal can potentially be identified.

f) HELLION SCRANDER - 40% COST

Adapted from its namesake, the Hellion Scrander is a vectored-thrust jump pack that allows for linear flight. With an enhanced energy coil and modified control surfaces, the Hellion Scrander has an extended lift capacity, with lateral jets granting the user a greater degree of maneuverability.

However, while most Hellion hardshells achieve true flight through the combination of their suspensor wings and repulsor field, the Scrander does *not* incorporate that technology. Though the Hellion Scrander allows the wearer to cover huge distances at incredible speeds, the user remains unable to hover or make abrupt changes in direction.

With the advancements in Hellion technology, the Hellion Scrander's durability has been enhanced, rendering it significantly more robust. In addition, the miniaturized Burst Cores (adapted from the lifters required for the superheavy Hashmal frame) allow for a lighter, less cumbersome design, greatly reducing the Scrander's bulk without loss of flight capability.

g) NEUTRONIUM CARTRIDGE - 20% COST (PER CARTRIDGE)

The cartridge system of your namesake is - necessarily - limited by the quantity of supercompressed cryogenic material that can be contained by each shell. The immense tensile strength of pure Neutronium allows for this limitation to be surpassed, through the creation of high-calibre bespoke rounds. However, due to the immense expenditure of energy and material resources required to create each individual shell, the production of more than a handful (at most) of Neutronium cartridges is an impossibility.

Neutronium Cartridges must be hand-loaded, and no more than a single Cartridge may be fired at any one time. In addition, each Cartridge must be 'primed' by the expenditure of 50% Meter, identical to Cartridges of lesser classes. However, when discharged, a Neutronium Cartridge automatically counts as *three* Silver Cartridges for all relevant effects.

Alternatively, a Neutronium Cartridge can be fired without being armed. The dense metallic core and the heavy main charge grants the shell armour-piercing properties, and the sheer force of the impact can easily smash a target apart.

Note that due to the stresses involved, repeated uses of Neutronium Cartridges in quick succession can rapidly degrade the firing weapon.

All Neutronium Cartridges are single-use only, and may not be retrieved after use.

RELIC ALTERATION:

The Foundry can also modify the following Relics:

a) AURIC SHROUD - 25% COST PER MODULE.

While not as adaptable as the Assault Shroud, the Auric Shroud's refined nanomaterial composition allows for more specialized effects. By incorporating one of the following modules, the Assault Shroud's core functions can be significantly altered.

i) ECLIPSE SHIELD

(15% SHROUD PER ROUND)

The ultimate defense to ranged weaponry, the Eclipse Shield module creates a fluctuating, midnight-black energy field, obscuring the user but providing no impediment to his vision. This field completely absorbs both directed energy streams and photons, utterly dissipating their effects as long as the Eclipse Shield remains active. In addition, the Eclipse Shield has a constant jammer effect: It is impossible to establish a target lock on the user, and drone weaponry (Like Interceptors and their variants) immediately ceases to function once they enter the field's perimeter.

While potent, the Eclipse Shield consumes the Auric Shroud's material at an incredible rate, and has no effect on close combat attacks.

ii) DUELING WARD

(10% SHROUD PER ROUND)

When activated, the Auric Shroud creates hiltless, razor-sharp blades that form a roughly 60-foot rotating sphere centered around the user. The blur of deadly metal serves to enclose both the user and a target within melee range, preventing escape. The ward protects the area from outside interference, and inflicts severe damage on anyone who attempts to breach the perimeter of the sphere. If a target attempts to leave (or is pushed out of) the sphere, the blades converge and relentlessly attack.

While the Dueling Ward consumes the Auric Shroud's material at an accelerated rate, damage inflicted or sustained actually increases the density and lethality of the whirling blades, as the Ward absorbs the released Essence of both combatants. The blades become visibly more deadly with each stage, upgrading themselves to orichalcum when fully charged.

The ward collapses (harmlessly) if the user departs the designated area or chooses to disable it. An unfortunate side-effect is that - if the user is incapacitated - the blades converge upon him, with predictable effects. This quirk appears to be part of the Dueling Ward's design.

iii) RADIANT AEGIS

(10% SHROUD PER ROUND)

A direct upgrade to Fortress Mode, the Radiant Aegis expands the thought-impulse field of the user's hardshell, allowing the user to remain mobile while Fortress Mode is active. In addition, it alters the qualities of the Auric Shroud, allowing the user to see out of superdense nanomaterial via optic fibers - However, this prevents the Auric Shroud from regenerating while Fortress Mode is active.

The user should be aware that Fortress Mode is *not permeable*; Effectively, it remains impossible to make attacks while the hardened Shroud is active. The additional mobility, however, greatly expands Fortress Mode's versatility despite the cost required to render it mobile.

iv) AURIC PINIONS

(20% SHROUD for the initial transformation.)

Unique to the Auric Shroud, this transformation melds flight and vicious scything attacks. When the Auric Pinions are invoked, the Shroud reshapes itself into gleaming black-and-gold metallic wings, solid, knife-edged and limned in cold fire. While not a true jump pack, the Auric Pinions have built-in gravimetric suspensors and are incredibly responsive in flight, allowing the user to soar through the air to reach their target. In addition, the gleaming wingspan can be swept round to deflect attacks, as well as actively used to slash at opponents.

Notably, the user can use his hands normally while the Pinions are active - For example, to attack with a weapon.

However, due to the nanomaterial required to form these projections, the Auric Shroud provides less coverage while the Pinions are activated.

VEHICLE UPGRADES:

Vehicle upgrades apply to a specific vehicle; While the Hollow Sun has extensive repair facilities, any upgrades applied to a vehicle must be re-applied in the event of destruction.

Note that *all* of the following modules have been unlocked, and the vehicles have the following capacity for upgrades:

- Light: 2 Upgrades
- Medium: 4 Upgrades
- Heavy: 6 Upgrades

Upgrades may be swapped out at no cost. Structural upgrades, in the form of Reactive Armour and Endosteel Internal Structure, are free.

a) RAPTOR

i) REACTIVE ARMOUR II:

A comparatively fragile vehicle, the Raptor's main weakness is a lack of protection - The addition of lightweight reactive armour aims to address this, without substantially hampering the Raptor's maneuverability.

Each level of Reactive Armour increases the Raptor's durability.

ii) ENDOSTEEL INTERNAL STRUCTURE II:

Adapted from the skeletal structure of a Player's armor, this upgrade increases the Raptor's structural integrity, and reduces the risk of immediate damage to the sensitive flight components.

Each level of Endosteel Internal Structure increases the Raptor's HP, and lowers the risk of a critical hit.

iii) RAMJET ENGINE:

Adapted from analysis of the Armoury Guardian's secondary propulsion systems, this upgrade allows the Raptor to reach immense speeds, functioning as an emergency booster.

iii) CYCLIC PULSE BLASTERS:

The addition of a pair of twin-linked Pulse Blasters - Which unleash charged rounds at a high rate of fire - grants the Raptor a measure of offensive capability.

iv) MOVABLE HARDPOINTS I & II:

This upgrade expands the Raptor's limited storage capacity, with movable hardpoints to mount man-portable Hollow Sun weaponry; At a command, these weapons can be jettisoned for a Player's use, or fired remotely from the Raptor.

v) ION SMARTGUN:

Slaved to a rudimentary infrared tracking system, the Ion Smartgun is a tactical version of the Ion Blaster, meant for use against vehicle-scale targets. As long as a target lock is sustained, it can independently track and fire upon a designated target - Though the accuracy of the weapon is heavily reliant on the efficiency of the Raptor's targeting systems.

vi) SHRIKE CUTTERS:

Derived from the functionality of the Assault Shroud, the Shrike Cutters are vehicle-scale versions of the Shrike Fragmentation Blades - Utilizing gravitic accelerators to launch monomolecular flechettes at abnormal velocities, resulting in a hail of razor-sharp blades from above.

vii) SMART MISSILE SYSTEM II:

Paired plasma warheads, Seeker missiles are a dual-mode weapon - Capable of launch in dumb-fire mode and Seeker mode. When a target lock is successfully established, Seeker missiles have enhanced tracking capabilities, homing in on the target as long as the lock is sustained. Designed as anti-armor weapons, Seeker missiles have a comparatively small blast radius, but can inflict serious damage to most targets.

Each level of this upgrade provides an additional pair of missiles.

viii) ADVANCED TARGETING SYSTEM:

In its base state, the Raptor's targeting systems are limited to simple optic sensors; This upgrade grants the Raptor a sophisticated sensor suite, allowing it to maintain and execute target locks with greater efficiency. The Advanced Targeting System also allows the Raptor to detect and isolate high-energy reactions, granting it a rudimentary early-warning system.

ix) VECTORED RETRO-THRUSTERS:

While already incredibly maneuverable, the additional of supplemental thruster nozzles grants the Raptor an additional degree of precision agility, allowing it to freely hover and rotate on its own axis.

x) TACTICAL UPLINK II:

A tactical uplink allows the pilot of the Raptor - Or the Raptor's AI - to remotely relay targeting information (Or other communications) to other Players. The first level of this upgrade limits this to line-of-sight; The second level allows for the burst transmission of data within the immediate area. The third allows for transmission across a significant distance, as long as the designated Player can be identified.

xi) GUARDIAN AI V2.0:

As a manned vehicle, the Raptor is unable to operate without a pilot - With the Guardian AI upgrade, it can now maintain a level of autonomous functionality. At V1.0, the Raptor can respond to the pilot's vocal commands, allowing for a form of remote control; At V1.5, it will independently avoid damage, and will open fire on potential threat. V2.0 of the Guardian AI greatly increases the Raptor's accuracy and evasive abilities, allowing it to respond on its own initiative.

xii) DISPERSION FIELD:

With the installation of an induction field generator, the Raptor is now shielded by a translucent barrier that disperses incoming energy and kinetic projectiles - In addition to reducing air resistance. However, a rapid succession of attacks can diminish and deplete the field, and it doesn't function as a physical barrier; Within the boundary (i.e. At point-blank range), the field offers no protection - The Raptor can only utilize its weaponry effectively when the barrier is down.

xiii) SEISMIC DESTRUCTOR:

A single-use ordinance, the Seismic Destructor - also known as the Quake Bomb - features a potent seismic accumulator that immediately begins to generate powerful shockwaves once deployed. The resulting detonation can level standing structures, pulverizing any targets unfortunate enough to be in the vicinity.

xiv) GRAVITON SUPPRESSION FIELD

Fitted with compact grav-pulse generators and emitters, the Graviton Suppression Field allows the Raptor to project a zone of high-gravity, releasing waves of gravitational force that make objects in the vicinity far heavier. At maximum output, a target - particularly one possessed of a large mass - can potentially be entirely crushed under its own weight.

While highly effective at suppression and containment - especially Correctors - the need for continuous output is a point of vulnerability: If the emitters are damaged, the effect immediately cuts out or skews, potentially with disastrous consequences.

b) OPHANIM: 20% COST per upgrade.

i) REACTIVE ARMOUR II

ii) ENDOSTEEL INTERNAL STRUCTURE II

iii) CYCLIC PULSE BLASTERS

v) SMART MISSILE SYSTEM II

vi) VECTORED RETRO-THRUSTERS

vii) ADVANCED TARGETING SYSTEM

viii) RAMJET ENGINE

ix) SHRIKE CUTTERS

x) ION SMARTGUN

xi) ZERO-POINT DRIVE:

This unique upgrade allows the Ophanim's pilot to redirect the vehicle's personal gravity - While not true flight, the Ophanim can now drive *up* sharply vertical surfaces (such as the walls or the ceiling) as if they were the ground. Notably, this upgrade only works while the Ophanim remains in proximity (About ten feet) of the surface - Any further, and gravity reasserts itself.

xii) CHAIN MINE II:

Derived from the CAPA and the Chain Mine, the Ophanim is now fitted with a single-use canister weapon; When launched - Usually from the back of the vehicle - it unleashes a spray of micromunition pellets, which detonate on impact. Meant to discourage pursuers, the incendiary munitions can rapidly incinerate a target.

Each upgrade grants an additional canister.

xiii) INFERNO MODULE:

Powered by a compact fusion reactor, the Ophanim's high speeds are a way to counteract heat buildup - The Inferno Module turns the Ophanim's exhaust into a weapon, allowing the user to release superheated flame from the thrusters or the side-vents of the Assault Roder. This function seemingly replicates the Immolator's primary firing mode, shrouding the Ophanim in a distinctive nimbus of flame - When activated, the Assault Roder leaves a massive trail of fire in its wake, which can easily ignite adjacent Players.

xiv) RAMMING SHIELD:

The Ophanim's immense speed is simultaneously the cycle's greatest asset and greatest weakness; This upgrade weaponizes it through the installation of a ramming shield - A prow spike of superdense neutronium, supported by integrated gravimetric suspensors. In addition to providing frontal protection, the Ophanim can now drive *through* targets instead of *into* them, with the autoreactive spike deployed - Allowing it to smash through low-density targets with comparatively little harm. Notably, solid targets can still cause a disastrous impact, rendering this upgrade more useful as an anti-personnel weapon than a dedicated demolishing tool.