Governor 261

Chapter 261: “Central Blossom” Army Corps_3

Everyone went their separate ways here, each looking for their own troops.

Yan Fangxu found his division as well, the flags of the Wind-Extinguishing Brigade were planted in various locations throughout the second-line military camp, fluttering in the wind.

As the vehicle entered the camp, under the guidance of the soldiers, he arrived at a military tent. Colonel Perbov, who had just received the news, came out to greet his old partner.

The two embraced each other tightly, Perbov clapped Leroy on the back, laughing and said, “I’ve finally waited for your return, now I can lead the troops boldly and charge ahead with confidence.”

Leroy just smiled, pulled Perbov, his fellow townsman and colleague, into the command tent.

Right away, he saw a military sand table.

Leroy asked, “What’s the situation now? I rushed here immediately after leaving the school and didn’t get a chance to hear the latest updates on the way.”

Perbov replied, “I was just about to tell you…”

Three days ago, the fully equipped Wind-Extinguishing Brigade, along with the second Motorized Infantry Division that had completed motorization and organization, and the Beast Slaughter Group, set off and arrived at the frontline of battle.

It’s worth mentioning that the 3rd Independent Regiment finally regained their dearly missed title, “Beast Slaughter Group.” This was thanks to the battle hero from their own ranks, Aéro Rakrosha, who had killed the Beastman Fleet General.

That kid has risen high now, not only did he receive the second Wind-Extinguishing Medal in the entire army, but his rank also went from sergeant to senior warrant officer. He was supposed to be promoted to an officer to lead a unit, but he declined it himself. He said he only knew how to be a soldier.

There was nothing to be done, the highest military rank for NCOs in the Alliance Army was originally sergeant major, but for him, they especially created the ranks of sergeant major, senior sergeant major, and special sergeant major, making Lacroix the only special sergeant major in the entire army, commonly known as the Soldier King.

And he, with the unit that reclaimed the title of Beast Slaughter Group, arrived here last night.

They did not engage in battle immediately, mainly because they needed to rest briefly after a rapid march of over a hundred kilometers, and they also needed time to devise an overall battle plan and to wait for the commissars who were still in training.

Now, everything is ready; all that's missing is the call to attack.

The commander-in-chief of this battle is Colonel Yan Fangxu.

The 1st, 2nd, 3rd, 7th, and 8th divisions and brigades gathered together, forming a corps, and Yan Fangxu, the current highest military official of the Alliance Army, naturally took on the responsibility of corps commander.

His pressure is quite significant.

The enemy on the opposite side is not a big concern, a ragtag bunch, and even if numerous, facing the massive army assembled by Yan Fangxu, there should be nothing to fear, right?

However, the fervent expectations of the Military Governor made him feel the pressure.

This battle, as per the Military Governor's instructions, had to be fought quickly, to produce significant results, and to be decisive, without any dragging on.

There is a political need for this.

War is an extension of politics after all.

Beyond that, although the Military Governor did not explicitly state it, if the casualties were too great after the battle, even if they achieved all the pre-war objectives, he feared that he would not reap any benefits.

Nevertheless, he did not shy away, and still adopted the guiding principle of “rapid defeat, comprehensive annihilation” to formulate the battle plan.

He called it “Central Blossom.”

And the spearhead unit for that Central Blossom, the Wind-Extinguishing Brigade, took on the role without hesitation.

Chapter 262: Making Dumplings

“I plan to gather all the tank platoons from each combat battalion of the brigade. Over fifty tanks will form an armored fist that, under the cover of artillery, will smash hard into the center of the enemy’s defenses,”

“Once we achieve a breakthrough, our mechanized units and motorized troops will quickly follow suit. We must open up a thirty-kilometer deep wound in the enemy’s position within a day’s time. That’s the only way to create conditions for the subsequent friendly forces to break through and encircle them,”

Perbov revealed his plan to his old partner.

After listening, Leroy thought about it and had no objections.

That was truly Perbov’s style: charge in and pierce through the enemy.

“If you have no objections, then it’s settled. We set out tomorrow morning. The troops have rested for two days now, which is enough. Hopefully, those new recruits that just joined us will prove their worth and not cause any trouble.”

…

As it turned out, the new recruits did not disappoint Perbov. Compared with the veterans who had participated in numerous brutal battles, these freshly arrived warriors were somewhat green, but their level of military skills was absolutely adequate.

Early the next day, as dawn was breaking, the first brigade set off.

The earth-shaking artillery fire blanketed the enemy’s positions.

The soldiers and leaders of the Anti-Governor Alliance were stunned by the ferocious bombardment.

In previous encounters with the 7th and 8th Divisions, they had already experienced the power of Alliance Artillery. But at that time, the two divisions combined only had about fifty guns.

However, it was precisely because of the existence of these fifty heavy guns that an Anti-Governor Alliance Army of seventy or eighty thousand men were unable to advance an inch.

It was manageable to defend, relying on fortifications and anti-artillery bunkers; they could just about resist. But when it came to offense, without the counterbalance of artillery and the lack of armored unit cover, those fifty heavy guns were enough to annihilate any attacking force they sent, no matter how large.

After losing a number of men, they realized they couldn’t fight like that anymore.

But before they could come up with new tactics, the Alliance’s iron fist had already struck.

This time, the rebels' troops were huddled in their usual anti-artillery bunkers and fortifications when the artillery came.

They thought it would be like the artillery strikes they had been enduring every day for the past half a month. Although painful and deadly, they believed they would just have to endure it, and then it would pass.

But in reality, it was nothing like that.

This time, the shelling was much denser and longer-lasting than ever before.

This couldn't possibly be the work of fifty guns!

Indeed, it was not.

At this moment, ten artillery battalions from within five divisions were able to join forces, and the number of guns firing simultaneously exceeded three hundred!

All the artillery units from five division-level brigades were almost entirely concentrated. The combined artillery position bombarded relentlessly in the direction where the Wind-Extinguishing Brigade was about to launch an assault.

Within an hour, a hundred rounds were fired, thirty thousand 155mm howitzer shells slammed into the eight-kilometer-wide enemy positions. On average, every thirty centimeters or so, a 155mm howitzer shell would land — there was hardly room for all the shells!

What about the anti-artillery bunkers?

If hit directly, even a slightly shallow dugout would collapse. Those lucky enough not to be hit directly would still have to deal with the earth shaking and soil falling down. After who knows how many tremors, these dugouts might collapse too.

Not to mention that not all soldiers could stay in bunkers; some could only wait in trenches, or even just foxholes.

A direct hit from one of these shells means a group of people would lose their lives.

And these thirty thousand shells were just the prelude to the attack.

When the bombardment ceased, out of a half-buried concrete bunker within the trench, emerged an officer of the Anti-Governor Alliance Army.

He was disheveled, deafened by the artillery, and even had dried blood clinging to his ears.

Just then, at least ten heavy shells had landed near the bunker.

Luckily, none had directly hit the bunker, or he would have lost his life; unfortunately, both exits of the bunker leading to the trench had been hit by shells, which deafened him and shrapnel from the artillery pieces killed several staff officers beside him, also severing one of his arms.

Holding his still-bleeding arm, he stepped out of the bunker to see a trench full of corpses. Some were wailing, but many more were silenced, and there were even parts of people for which the rest couldn't be found.

Staggering, he climbed onto the firing step and looked in the direction of the Alliance Army.

He saw fifty steel beasts spaced twenty to thirty meters apart advancing towards the trench in a skirmish line, coming on with great momentum.

Following behind these cannon-toting steel monsters were countless armored fighting vehicles, so many that he couldn't make out the exact number.

Further back, many trucks loaded with infantrymen were even less discernible.

He shouted loudly at his soldiers to come out and fight, to block the enemy's advance, but he couldn't even hear his own voice — he was deaf.

Nobody responded to his call.

At least where he stood, there were no survivors left.

What to do next?

His dazed and buzzing head had not yet figured out a plan when he saw a tank turn its gun barrel and aim right at his location.

Chapter 263: Making Dumplings_2

He stared blankly at the pitch-black muzzle as it emitted a burst of orange flame, and then everything went black, and he knew nothing more.

…

Following the charge of the troops, Colonel Perbov, who was several hundred meters away from the front line where they were engaging the enemy tanks, risked poking his head out and surveyed the battlefield with his binoculars.

He had just witnessed that scene.

He swore under his breath, "Damn it, do you have to fire a shell every time you see a mosquito? Do you think shells are free?"

He seemed a bit down.

It wasn't really because the tankers were wasting ammunition, but rather…

"Damn it, the artillerymen did all my work! What am I here for?"

He sat back down inside the tank, not too pleased.

Leroy, next to him, of course understood what his old partner was like. He smiled, patted Colonel Perbov on the shoulder, and comforted him, “If a problem can be solved with shells, there’s no need to solve it with lives. I think this is pretty good. Besides, if you want to fight, it’s not like there’s no battle to be fought. Artillery brothers are capable, but can they really finish all the work?”

What Leroy said certainly made sense.

To say that each artillery shell was less than thirty centimeters across was an exaggeration. The enemy’s position wasn’t just a single line; even the most amateur and foolish commander would know to construct in-depth defenses.

They were bombarded quite badly, but it really wasn’t enough to wipe out the soldiers on an eight-kilometer wide, at least three-kilometer thick defensive line.

In fact, the Wind-Extinguishing Brigade still encountered resistance.

Enemies began to show themselves, and some lucky ones who had survived the artillery fire had, under the strong orders of their officers, emerged from their shelters, fortifications, and bombproof shelters to launch counterattacks against the attacking forces.

However…

This counterattack was as effective as a tickle.

The artillery positions of the Anti-Governor Alliance Army were nowhere to be seen; whether they had been obliterated under the previous 30,000 heavy artillery shells or not, at this moment they were absent;

The soldiers did have some makeshift anti-armor weapons, like rocket launchers and explosive packs, but there weren’t many, and their power was not sufficient. Those rocket launchers, whether targeting

Walkers or Challenger tanks, were no more effective than tickles unless they could strike very close and hit the precisely vulnerable parts like tank tracks, wheels, or the thin rear armor.

The explosive packs had to be placed by someone getting close.

But that was difficult, because to ensure accuracy and potency, one had to get very close to the armored units. However, the enemy's tanks and armored fighting vehicles were not turtles—they moved faster than a person and had much fiercer firepower.

Not to mention the tank cannons; the machine guns on tanks, the autocannons and grenade machine guns on armored fighting vehicles, all posed explosive threats to light infantry. Without fire cover, relying solely on light infantry, they'd be torn apart before they could get close.

If there were some exceptionally lucky or tenacious individuals who could wait to rush out when tanks passed by, their chances of success… would likewise be virtually impossible.

The Wind-Extinguishing Brigade's coordinated tactics between infantry and tanks, the armored assault, was their specialty.

The infantry of the Alliance Army were no slouches either.

This time, the Wind-Extinguishing Brigade's combined infantry and armor tactic was an armor-led charge, with tanks in front, mechanized infantry alighting to fight in the middle, and armored fighting vehicles at the rear. On each side of the tank, there would usually be one or two squads of infantry following.

The firearms in their hands would teach those who thought the tank's cannon was not turning fast enough and who wanted to strike from the side a lesson. At the same time, the armored fighting vehicles further back served as the major firepower support for the infantry.

At the same time, the tank units would not make the mistake of getting cut off; they often maintained a 20-100 meter distance from the infantry. After capturing a position, the tanks would stop for a while and wait for the infantry to catch up.

Once the infantry had arrived, they would complete the capture and clearance of the surrounding area. After that, the tanks would move out again, break through a stretch of the line, and the infantry would follow.

So on and so forth.

Once the motorized troops caught up, they would proceed to sweep away the already scattered enemy forces for the final clearing.

This tactic, even for an enemy position with a solid defense, was not easy to hold off, let alone for the current Anti-Governor Alliance Army.

They were, to begin with, a ragtag group pulled together from various settlements, with visible disparities in equipment, morale, training, and experience. After being plowed by 30,000 rounds of artillery fire, there weren't that many survivors. What's more, even those who were still alive had already reached the brink of morale collapse.

Honestly, if not for the officers' strict orders to resist, they might have run away or hidden to wait for a chance to surrender.

But… were these officers of the Anti-Governor Alliance Army not afraid of dying?

Clearly, they were.

In some areas, when the soldiers fled, the officers tried to call them back, but it was futile. So they simply followed and ran away too;

Some officers, after yelling at their soldiers to go out and resist, were the first to slip away;

Some officers simply led their men and ran outright.

Overall, the Anti-Governor Alliance Army, after suffering from terrible artillery bombardment, was still able to organize the remaining personnel to carry out a certain degree of counterattack, which was quite impressive considering their motley crew status.

However, under the assault of armored troops, this resistance was swiftly crushed.

Soldiers who ran to the sides were mostly ignored by Perbov's men, who had no time to care about matters on the flanks of the battle line; whereas those who ran aimlessly backward were chased down by the armored forces, which was clearly very bad. Two legs can't outrun wheels.

Especially after the enemy's resistance became weaker and weaker, Perbov adopted a bold, aggressive tactic, no longer maintaining close coordination between the infantry and armored troops, loosening tactical discipline and emphasizing attack speed.

Armored personnel carriers began to surpass the slower Challenger tanks to the front; engineer battalions riding armed trucks also rapidly caught up, and where something was not crushable, the engineers disembarked to fill in trenches and build temporary roads.

This was actually very dangerous, but they did not encounter any danger.

Merely two hours after the Wind-Extinguishing Brigade was fully engaged in combat, the entire unit had breached the central area of the enemy's defense line.

Eight kilometers wide, four kilometers deep, completely torn apart.

At this point, Commander Yan's "Central Blossom" tactic had also been initially successful.

The enemy's line, which was about fifty kilometers wide, now had a "blossom" right in the middle, with an eight-kilometer-wide bulge punched out from the center.

All this, from the artillery strike to the armored forces completing their assault, all happened within three hours.

Next, it was time for the next phase of the Central Blossom tactic: wrapping dumplings.

The bulge had been created, of course, in preparation for annihilating the enemy.

The Wind-Extinguishing Brigade did not stop after breaching the defense line. Once past the difficult terrain and enemy resistance in the trench area, the path beyond was much clearer. The mechanized units of the Wind-Extinguishing Brigade picked up great speed on this open ground.

Five hours later, the vanguard of the Wind-Extinguishing Brigade had already advanced fifty kilometers.

By that time, it had only been eight hours since the bombardment began.

Eight hours, not even enough for the two segments of the Anti-Governor Alliance Army to mount any effective response.

But Yan Fangxu's follow-up attack plan was already underway.

The 2nd Motorized Infantry Division rapidly followed through the bulge created by the Wind-Extinguishing Brigade. Leaving a part of their forces to defend the central bulge, the rest of the troops, along with the Wind-Extinguishing Brigade, began to encircle in the due north and due west directions.

This was the rear of the two divided enemy forces.

At the same time, the 3rd Beast-slayer Independent Regiment and the 7th and 8th Garrison Divisions, with the support of artillery fire, started a fierce overall offensive.

The enemy troops began to falter on a massive scale.

The center had been breached, the flanks had lost contact, the rear was encircled, and the front was being overwhelmed by ferocious artillery fire…

Under multi-directional pressure, they became dumpling fillings.

Yan Fangxu spent half a day on Central Blossom, and another day to wrap a solid dumpling.

With thin skin and a thick filling, but the meat inside the dumpling could not break through the seemingly sparse dumpling skin.

Surrounded, they held out for three days.

No supplies, no ammunition, no reinforcements…

A motley crew expected to fight until they had no bullets left, no food, until every man was dead?

Not realistic.

By the fourth day, large-scale surrenders began within the enemy troops.

By then, this dumpling with thin skin and a thick filling was thoroughly cooked.

Chapter 264: Draining the Tech Card Prize Pool

"…Four days ago, my unit completed the established combat plan and annihilated more than 80,000 rebel forces, of which over 9,000 were killed and more than 70,000 were captured,"

"Our military casualties numbered 415, including 164 killed in action."

"Currently, our Central Group Army is continuing to advance southwest as planned, with the goal of completely disarming 77 known survivor settlements in that direction and liberating two million people in the Central Province. This goal is optimistically estimated to be achievable within one month."

"Please rest assured, Governor, we will complete the mission!"

Gu Hang glanced at the report sent back by Commander Yan and then set it aside.

He wasn’t surprised by the outcome, so it didn’t stir anything within him.

At most, he had compared it with the war report interface generated by the system.

From this war, Gu Hang had earned 774 points of grace, quite a good sum, recouping the cost of training those seventy political commissars.

However, the numbers of kills and captures submitted by Yan Fangxu were slightly different from those in the system’s war report, but the difference was minor.

This discrepancy was normal statistical error.

The numbers tallied by the system came from metaphysics, an external aid; the report submitted by Yan Fangxu was after manually counting the numbers.

Captives were easy enough, just count the heads; but kills were much harder to confirm, especially since most of the enemy casualties actually died from artillery fire. How could one confirm how many people made up a pile of mangled flesh when the bunkers were demolished and their occupants buried, or when bodies were blown to pieces?

Close enough.

In any case, the so-called Central Group Army, which had been incorporated into this operation, totaled around 38,000 people, seemingly facing an enemy 2.5 times its number. But in reality, there was a huge gap between the two sides in terms of training, experience, and equipment.

This was a battle they couldn’t lose unless Yan Fangxu was incredibly stupid. Such a performance was quite normal.

As things stood, Commander Yan was certainly not stupid, but rather had done quite well.

After the annihilation of those more than 80,000 people, the rebel forces in the Central Province were like grasshoppers after autumn, unable to bounce back for long.

When it boils down to it, they were nothing more than disparate settlements, with populations ranging from a few hundred to a few thousand, or at most a few hundred thousand, with weak productivity and dire poverty, barely managing to survive.

It was only the special conditions of the wasteland that allowed each household to have some weapons, so that when threatened, they could raise a “large army” to resist.

But after this wave of resistance had been crushed, with their so-called alliance army’s characteristics, it was impossible for them to form a second troop.

They claimed to be against the alliance, but in reality, they were the loose alliance; the alliance, said to be an alliance, had rapidly been transformed into a highly centralized polity under Gu Hang’s rule.

The mobilization capabilities of the two could hardly be compared.

Moreover, losing 80,000 young and able-bodied men among the rebel forces, which totaled a population of two million in Central Province, was akin to losing 4% of their total population. How could a hastily formed coalition withstand such a blow?

Previously, the Alliance had hardly exerted itself, and more than 10,000 men were enough to hold back these 80,000; now, with a little more effort, those 80,000 were gone in four days.

Even capturing 80,000 pigs might take this long.

Wouldn’t the leaders and people of those settlements be shaken?

They must be scared to death.

Gu Hang judged that, from now on, Yan Fangxu's actions would hardly be obstructed. It was likely that under each city's walls, white flags would be raised in surrender.

Even if those fellows wanted to keep resisting, their civilians probably wouldn't agree; and even if the civilians did agree, it would be extremely difficult for them to muster tens of thousands of guns again.

However, although the subsequent actions should go smoothly, and the whole war was not difficult, Gu Hang still decided that, unless something unexpected happened, he would promote Yan Fangxu to the rank of brigadier after he returned from this battle.

A commander of a group army in the Alliance was just a colonel, which was quite unsatisfactory.

In less than half a year, Yan Fangxu had risen from a minor naval captain to the rank of brigadier, the same rank as Captain Yelisia, who had dispatched him to the border.

This significance, tsk tsk.

One wonders what Yelisia would think when she saw it.

Although there's a big difference between them. A proper First-Class Imperial Navy brigadier is far from being a brigadier in a minor planetary Defense Army. But… while the significance may not be great, the rank of the Planetary Defense Force is still recognized by the Empire, and Yelisia would have to pinch her nose and call him brigadier.

Quite interesting.

Bringing his thoughts back to the war, there was another matter that required Gu Hang's attention: they had captured 70,000 prisoners.

These prisoners were currently being transported over.

To accommodate these people, the construction team in Revival City would build a large prisoner-of-war camp near the new recruit training base.

These prisoners of war could not be treated in the same way as previously captured marauders.

Most of them were not marauders and had not committed serious crimes. Being part of the rebel forces was something done by the leaders of each settlement. Whether they volunteered or were mobilized, or even conscripted, in the end, they were mostly poor commoners, civilians.

Chapter 265: Exhausting the Tech Card Prize Pool_2

All were subjects of Gu Hang, seventy thousand able-bodied youth, all precious labor.

Gu Hang issued an order to Tadeusz, instructing the military governor to prepare the relevant work plan, ensuring it was perfected before the prisoners of war arrived.

The overall objective was to assimilate these people, whether by selecting a portion to be transformed and trained as new soldiers or by ensuring they were problem-free before dispersing them as civilians into factories—both were possible.

With subordinates at hand, Gu Hang no longer needed to take care of everything personally; he simply had to review their work.

Tadeusz indeed presented a corresponding plan the next day.

The general approach was that all prisoners of war would be assigned appropriate jobs in Revival City for a month as punishment.

They would be allocated to construction sites, to cargo sorting and transportation centers, to factories… in short, wherever labor was needed, they could be placed. In this aspect, Tadeusz would coordinate and communicate with the production department's personnel.

They would enjoy an eight-hour workday, would not be mistreated or cursed at, and would receive the same treatment as regular workers. They would not lack for occupational safety gear, food rations, or medical care.

But they would receive no pay and no personal freedom.

After work, they must return to the prisoner-of-war camp, then undergo four hours of ideological education from the military commissars, instructors, and part-time lecturers from Loyal Heir Academy, who would make them understand their past actions were wrong; their former suffering was caused by the rulers of their previous settlements; the Governor came to unite all the Rage Owl Star people; the Alliance wouldn't harm them, on the contrary, as long as they properly reformed, a beautiful and bright future awaited.

These weren't empty words, for they were underpinned by tangible systemic advantages.

During the day, these prisoners would labor alongside the residents of Revival City, in factories or on construction sites.

They would learn what life was like for the residents of Revival City: stable job ranks, no worries for food and clothing, an additional salary to improve their standard of living; and if they worked long enough or performed exceptionally, they would see promotion opportunities—a tangible upward mobility.

Life was hopeful and something to look forward to.

The best days were yet to come!

After receiving societal education by day and ideological education by night, after a month of being prisoners of war, these paupers drafted from various settlements would likely have changed.

Then, based on their performance in the camp during that month, assigning them ranks and integrating them into the city should proceed smoothly.

…

After reviewing Tadeusz's plan, Gu Hang hardly made any modifications, with a grand gesture he approved it.

At the end of the approved document, he added a note for Tadeusz to summarize this prisoner management experience, to serve as a standard procedure for similar future occurrences.

This matter was thus considered concluded on his end; it was now time to wait for the results.

As for his own tasks… he still had unspent grace points.

After returning to the surface, he spent 500 points on training fifty thousand new soldiers, 1000 points on Loyal Heir Academy, 700 points on training commissars, and with the recent completion of the campaign, he gained 774 points, leaving him with a total surplus of 3232 grace points.

Still quite a lot.

After considering, Gu Hang decided to draw a technology card.

Technology is the primary productive force; his territory could support nearly a hundred thousand well-equipped troops with just over two million people, but was that really because of his, Gu Hang's, charm?

No matter how charming, can one conjure armored vehicles, tanks, or food?

In truth, the role of the Weixing City industrial base was immensely significant. Its development hinged on the technology system's Black Box, which directly produced entire production lines.

And drawing technology cards, according to the system's sinister mechanism, essentially every tier of the card pool is limited and can be depleted, so there is strategy in drawing cards.

Currently, the card pools available to Gu Hang were the 10/100/1000 tiers.

The 10-point tier had a basic probability of 10%, and air force probability of 90%. Expecting one basic level for every hundred points, the cost-performance ratio… actually wasn't bad.

The 100-tier, with a basic level at 50%, an advanced level at 10%, expecting an investment of a thousand points to get an advanced level, two hundred points for a basic level, and probably a basic level for every five hundred points on a second guess, the cost-performance ratio was rather dismal.

The 1000-tier, with a basic probability of 40%, an advanced probability of 30%, and the higher Elite probability at 30%.

This was a card pool he hadn't drawn from before, the cost-performance ratio maxed out; investing a thousand points guaranteed a technology, getting basic level might be a bit disappointing, but the probabilities for advanced and Elite levels were not low, scoring big if successful!

Gu Hang was a bit eager, but decided to start off with a hundred points of grace to draw a 10-point card, to try his luck.

Luck was indeed on his side; he scored within eighty points.

[Basic Level Technology: LR5 Optical Energy Gun Family]

[The Sect of Mechanics, fulfilling the order requirements of the Star Realm Army, developed the new generation of optical energy rifle family. It can be easily modified with different accessories to form continuous fire speed shooting laser guns, laser rifles, energy storage rifles, laser pistols, and other functional firearms.]

Great stuff!

The LR series of laser guns are also the basic weapons configuration of the Star Realm Army. But unlike the G9, which is also a basic weapon configuration, the LR is much more high-end and much more expensive.

If the G series kinetic rifles are given to the five-dollar good brothers, troops pulled to fill the lines; then the troops widely equipped with the LR5 laser guns can be considered the main force of the Star Realm Army.

Without going into details, the damage of this thing is almost the same as the HS series electromagnetic rifles; it's just that the electromagnetic rifle launches metal spikes, while the laser gun is a pure energy weapon.

But whether it's one or the other, when shooting Green Skins, you definitely won't encounter the situation with the G series rifles where it takes dozens of shots to kill one Green Skin.

Shooting a common Green Skin kid without a helmet, if you aim well, one shot one kill; shooting the torso, five or six shots will do the job.

Overall, this is a weapon that improves the firepower of light infantry and even after sufficient allocation, the basic firearms' power increases significantly, enough to cause a qualitative change in the entire army's combat capability.

Gu Hang had just been feeling a slight regret, wishing he had drawn the LR5 instead of the G9 initially.

With the LR5, who would need the G9?

However, upon further thought, he changed his mind again.

Back then, it was better to have drawn the G9.

Good stuff always has one problem; it's expensive.

The Imperial Taxation Department would take away four Tax Currency per LR5 individual soldier set. You should know, the Department of Taxation takes only five Tax Currency per person.

I wonder if I should say the LR5 is too expensive, or that in the eyes of the Department of Taxation, human life is too cheap.

As for the price of the G9… let's say five sets for one Tax Currency. The manufacturing cost of a set of individual equipment centered on the LR5 laser gun is twenty times that of a G series kinetic rifle.

If he had directly drawn the LR5 at that time, Gu Hang's plan to massively produce weapons would have probably faced big trouble, unable to produce so many guns.

Moreover, even now, there's a problem with the LR5: Guns can be made, but there are no conditions to manufacture the 'ammunition,' the high-energy batteries…

The finished Black Box would directly generate them with batteries, but not so on the production line.

Headache. This is what happens when you rely entirely on Black Boxes for your industrial system; you draw certain technologies but are helpless to implement them.

Nevertheless, this problem is not unsolvable.

Gu Hang had a 'former genius' mechanic, Ms. Wu Jiarong.

This mechanic, whose name is very similar to his cousin's, has actually come up with some results recently: she has conquered the production line process for synthetic starch; at the same time, she has also come up with a production plan for energy storage batteries.

This thing, while having performance gaps compared to the high energy density batteries used by the Star Realm Army, is not unusable. It just means that a magazine's bullet count would drop from eighty to fifteen. Furthermore, if the high-power charging shot is used, one shot can deplete a fully charged battery.

But again, it's about solving the issue of having nothing at first. Whether it's good or bad, we'll discuss it later.

Who knows, maybe next time I'll draw the production technology for high-energy batteries?

However, although drawing the LR5 laser gun family is something to be happy about, it didn't come without a cost.

It was not just the 80 points of grace, but the critical point was that the ten-point newbie prize pool had been completely depleted.

After this, the probability of winning at ten points of grace is only 1%. The expected value is a basic level technology for every thousand points; only a fool would continue to draw.

Afterward, Gu Hang began to set his sights on the 1000 bracket.

He had high expectations for it.

There's a high probability of drawing an advanced or elite level treasure, but if the draw is for a basic level, that would be a real loss.

"Hope I get a bit luckier!"

Chapter 266: This is the Reward of the Divine Emperor

He was actually a bit conflicted; he wanted to produce some impressive elite-level technology, but he worried that even if he lucked out in the lottery draw, the current industrial level of his territory wouldn't be capable of assimilating it.

Let's not even talk about elite-level tech— even the advanced-level technologies they drew before, the bomb guns and the controllable reactors, could currently only be produced in small scales using finished Black Boxes, and could not be mass-produced.

While a mother Black Box could indeed spit out a production line, a production line wasn't a Black Box; you couldn't simply input basic raw elements and expect a finished product to come out. Both of these items required alloy ceramic steel as an industrial material, a higher-grade alloy that they currently couldn't produce.

But even if they couldn't establish a production line, just having a Black Box to create some impressive stuff—that would still be incredibly valuable.

“Anyway, it’s not certain I’ll get one, so why worry? Just go ahead and draw!”

Gu Hang started his first 1000-tier lottery draw.

His luck was average, not particularly good but not too bad either, and he drew an advanced-level technology.

[Wind Falcon Rapid Attack Vessel: Advanced Level]

[This is a type of multipurpose combat flying vehicle that uses partial anti-gravity technology combined with high-energy engines to achieve extraordinarily high performance. Depending on different equipped modules and weapons, it can serve as a high-speed fighter jet, a ground bomber, a support gunboat, or a small troop carrier.]

Seeing this, Gu Hang’s grin almost split his face.

The Wind Falcon Rapid Attack Vessel could be considered one of the main flying vehicles of the Star Realm Army.

Within the Imperial Military, there is no independent air force unit. Similar roles are either on some space carriers, participating in swarm space battles—which is maritime navigation—or assigned to the Star Realm Army as support and a fire supplement to ground troops, which constitutes land navigation.

Gu Hang’s army had always been lacking in aerial power. Even though they had inherited over twenty various aircraft from the Old Alliance Army, these were either propeller-driven fixed-wing aircraft or helicopters. The operational capability of these crafts…

it’s not fair to say it was lacking, but there were too few of them, and they never played an important role in any of Gu Hang’s previous battles.

However, the Wind Falcon Rapid Attack Vessel was different. With this Black Box, it meant that Gu Hang could produce a large number of flying vehicles.

Moreover, its performance far surpassed the aircraft currently available to the Alliance Army.

Take, for example, the domestically produced helicopters— a homemade rocket launcher might easily shoot one down. In the past, not deploying helicopters in combat was because they were of little help and too easily shot down. A downed aircraft meant one less vehicle available for Gu Hang's rapid operations.

It wasn't worth it.

But that wouldn't be a concern anymore.

Homemade rocket launchers hitting the Wind Falcon? That'd be impossible.

Firstly, because it wouldn't be able to hit it, as it might fly even faster than jet aircraft, with high-energy engines and anti-gravity technology enabling it to reach astonishing speeds; it could hover in place, directly strafe left, right, or up and down, which surpassed traditional fixed-wing aircraft in terms of maneuverability.

Using a mechanical aim or a non-fire-controlled anti-aircraft gun to hit it would be incredibly difficult; only a barrage of bullets would have any chance.

Secondly, even if it did get hit, it wouldn't necessarily suffer much damage. The Wind Falcon is called a 'Rapid Attack Vessel,' not just a plane. Its armor isn't thin at all, and while maybe not quite tank-level, it probably isn't much less sturdy than a Strider Combat Vehicle. A Wind Falcon enhanced with anti-gravity technology could carry thick armor and still fly.

Against your rocket propelled grenades, anti-aircraft cannons, and even anti-air missiles, the thick armor might not bring it down.

Similarly, its excellent carrying capacity means the Wind Falcon can be equipped with many weapons.

Air-to-air missiles, air-to-ground missiles, laser cannons, railguns—when equipped with these, it's like a combat vehicle in the sky, with even more ferocious firepower. Pilots would be additionally equipped with a servo skull to assist in fire control.

When needed, after shedding some of the heavier munitions, it could transport an Interstellar Warrior Strike Team, or even an entire infantry platoon, for airborne operations. After deploying the paratroopers, it could continue to fly and circle above the paratroopers to provide support.

This is a flying weapon with top-level performance.

Of course, there's still one problem: currently, it can only be made with a Black Box, and they can't set up a production line.

If they could set up a production line, they would lack ceramic steel for the outer armor; they would lack the anti-gravity engines and high-energy engines as the Grindstone Engine would be insufficient; the military factories in Weixing City can now produce some missiles on a small scale thanks to Wu Jiarong tackling some of the technical challenges herself, but the output isn't high; they can't produce laser cannons or railguns; the servo skulls used as a fire control system currently can only be manually crafted by Wu Jiarong, with a production rate that leaves much to be desired…

Lacking these components means the military factory can't manufacture them, they can only rely on the finished Black Box to slowly churn them out, estimating to create one vessel per week.

The problem Gu Hang was worried about, producing high-level technology, nevertheless happened.

Yet, it could still bring benefits.

One vessel a week, that was still worth it. Just a few Wind Falcon Rapid Attack Vessels could almost have a decisive impact on a localized war.

…

After drawing out the [Wind Falcon Rapid Attack Vessel], Gu Hang noticed that the probability of drawing advanced-level technology became 20%, basic-level was at 50%, and elite-level remained at 30%.

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The rules are the same as the 100-tier, after getting a hit, the probability of the corresponding technology level drops, down to the next level.

The only slightly good news is that it only drops 10% probability, much better than the previous two tiers.

Gu Hang drew twice more.

Luck was good once and bad another, getting him a basic and an elite level.

The basic level was particularly bad, yielding a Resource Detection Technology Blueprint.

Unlike the technologies obtained previously, this included not only the production of finished Black Boxes and mainframe Black Boxes, but also an extra item: a full set of detection knowledge encyclopedias and tutorials.

The latter was quite impressive.

Gu Hang immediately thought that with these, he could form several resource detection teams to explore what valuable resources lay within the lands under his control.

According to the technology's description, teams equipped with detection devices and who have learned the knowledge can mark the value of the land. Protein soil fertility, what is suitable to plant, and detection and mining plan suggestions for mineral resources are of utmost importance.

The ruins of cities from before the war will one day be picked clean.

Discovering new metal deposits and researching how to dismantle and reuse the materials from the towering buildings in the city ruins are of significant importance.

For these tasks, Gu Hang planned to have Osenia take charge. She could establish a National Resources Bureau under the production department, specifically responsible for the exploration, planning, and utilization of various resources.

Although only one basic technology was obtained from the 1000-tier draw, if the relevant detection technology could find a major mine, it might break even.

Thus, Gu Hang was not disappointed.

The actual results proved that the detection technology was well worth the price.

Within just a month, after Osenia organized a group of people who had experience in this field, learned the detection knowledge, and equipped finished Black Box produced devices, they immediately began to see returns.

The abandoned cave where the Abandoned Cave Society had lived before the war was rediscovered after re-detection, revealing deep metal deposits with quite good reserves.

Although the mining difficulty was a bit challenging, they quickly developed a corresponding mining plan.

Patel, the head of the Weixing City Abandoned Cave District, took this seriously. He promptly dispatched corresponding construction teams, who, with the help of relevant machinery, began excavation and construction of the new mining area.

If all goes well, the new mining area will be put into production in three months. By that time, the raw material costs for the Weixing City Heavy Industry Base will significantly decrease: the minerals extracted directly from the new mine carry extremely low transportation costs.

Furthermore, this exploration team will also develop a comprehensive plan for the dismantling and resource recycling of the massive high-rise ruins after an on-site study.

This isn't just about picking up trash; it includes two major aspects: the utilization of the many buildings left behind from the high-rise ruins and the utilization of the Low Energy Storms.

The former mainly targets those buildings that have survived the war and a century of Low Energy Storms' baptism and still stand strong.

It's obvious that the durability of these buildings is extremely strong. Although it will bring high demolition costs, the materials composing the buildings are also of higher value.

The high-strength concrete can be recycled as new construction materials after being crushed, useful for building bridges, paving roads, and constructing new buildings; the buildings also contain a large amount of metal, which can be directly recycled.

However, the recovery of these materials is secondary; the more important relevance is the utilization of Low Energy Storms.

The high-rise ruins are a frequent site of Low Energy Storms. Rubbish Town was established because it is on the edge of the storm-prone area, avoiding the storms' path, but when the storm erupts every month or two, all utilization work on the high-rise ruins stops. However, the benefit brought by the storm is the hot ash stones left in its wake, which can be collected for fuel.

According to the exploration team's research, the Low Energy Storm itself is a resource.

The main specialty of the Rage Owl Star used to be the Psychic Energy Field, a direct source of high-grade energy: Spirit Gas, which is very valuable.

But the wars destroyed those Psychic Energy Fields, releasing uncontrolled energy that resulted in Low Energy Storms. These storms carry intense energy, making it difficult for living beings to survive through them. Even with sturdy shelters, one must stay put with stocked food until the storm's end.

Just letting these energies dissipate into the atmosphere and turn into some hot ash stones is a waste.

They should indeed hold higher value.

If it just remained an idea, then it would still be wishful thinking. Recognizing the nature of the Low Energy Storm is one thing, but utilizing it effectively is another.

However, during Gu Hang's third 1000-tier tech card draw, he pulled a nice item:

[Compressed Energy Crystal Block: Elite Level]

[This is an application of advanced energy, capable of extremely compressing various types of energy into energy crystal blocks of different specifications and sizes. Its energy density far exceeds nuclear power and is stable and easy to utilize. It's the energy foundation commonly seen in starships and heavy ground weaponry.]

As enemies, there were no pleasantries; but now, as prisoners, there was no need to be too harsh.

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It's settled.

This thing is the ultimate solution to the energy problem.

When it's actually applied, the energy crystal prototype that is manufactured is just an empty metal framework. Placed on an energy compressor, the compressor connects to a power source, and immediately the energy starts getting drastically compressed and fills into this metal framework, forming a beautiful blue crystalline body.

This thing is the Compressed Energy Crystal Block.

Essentially, this technology is not limited to any specific type of energy. Even if connected to a power station, it could also significantly compress electrical energy.

Of course, that's not usually done. The energy density of power stations, even nuclear power plants, is relatively too low. Generally, energy crystals are used to generate electricity, and one single energy crystal can last a long time.

But this is but a very minor application. The main thing is, after manufacturing a sufficient amount of Compressed Energy Crystal Blocks, they can be directly sent to space to power starships. Some high-level equipment, such as the Star Realm Army's Ultra-Heavy Tanks, and various types of Titan Mechas, also use this type of energy.

Not to mention other things. If Gu Hang built a device in the Low Energy Storm Zone that could collect the spiritualized gases from the storms, and then connected it to an energy compressor, just the Low Energy Storms from the High Tower ruins alone, blowing once a month, a single month's worth lasting one week, could produce energy crystal blocks worth over 40,000 Tax Currency.

What concept is this? Rage Owl Star's annual Imperial Tax is only five million. If this Low Energy Storm could be truly converted into an energy mineral resource as Gu Hang planned, turning waste into treasure, then just the production here, by selling the energy crystals, could solve one-tenth of Rage Owl Star's annual tax revenue problem.

Moreover, once this model gets going, it wouldn't be limited to the High Tower ruins but could be expanded to the entire Rage Owl Star wherever the Low Energy Storms cover.

And there are far too many such places.

How did the people of Rage Owl Star live a prosperous life in the pre-war era?

They relied on selling energy, like those Middle Eastern oil tycoons from Gu Hang's previous life. The Rage Owl Star People mined spiritualized gases to make energy crystals, and they didn't need to work hard to live a prosperous life.

The reason Rage Owl Star was abandoned was also because the Psychic Energy Fields were depleted, and the Low Energy Storms became too difficult to exploit.

But Gu Hang found a way to use them.

However, he immediately thought of a problem: Am I the only smart person? Couldn't others think of using this method to reuse the Low Energy Storms?

Then he realized it wasn't that others hadn't thought of it, but that they weren't willing to do it. The investment was too huge, not cost-effective at all.

He looked at it and saw that as an elite-level technology, the Black Box could directly pull out a production line for making Energy Compressors, but currently, Rage Owl Star completely lacks the potential to realize it.

They don't have the Super-Pressure Engines; they lack the Fine Gold Refining and Manufacturing Technology; these two are the main prerequisite technologies, not to mention some other secondary prerequisite technologies that haven't been developed.

Just look at these things and you'll know how expensive it is to make an Energy Compressor.

With that much money, setting up a bunch of Energy Compressors around Rage Owl Star to collect the dissipated spiritualized energy from the Low Energy Storms, why bother earning such hard laborious money?

It's simpler to invest in planets with Psychic Energy Fields. With the same Energy Compressor, the output could be many times higher.

But Gu Hang is different.

A finished Black Box gave him almost zero-cost implementation of what others would have to invest heavily in to achieve.

Since there's no cost, anything goes.

Moreover, by being able to steadily produce energy crystals, another big problem was solved.

The energy issue of the ‘Wind Falcon’ drawn from the first 1,000-tier lottery was solved.

Even a Wind Falcon produced directly by a finished Black Box needs energy to fly. It was originally supposed to use concentrated energy cells, and Gu Hang was thinking about importing a large batch from Wang Jiarong’s trade convoy to store for future use.

Producing them in-house would probably have to wait until Wu Jiarong conquered the relevant technology for high-concentration energy cells before truly resolving the issue.

Now there’s no need to worry.

With the energy crystals, what need is there for high-energy batteries?

It could even be said that using energy crystals in the Wind Falcon is overkill.

In fact, the LR5 series laser guns could also use energy crystals, and if they really did, one block might be enough to last a very, very long time. This would eliminate the need for ‘ammunition’ and ‘magazines’ altogether, since one energy crystal could last a very, very long time.

However, that would be too luxurious, too high-cost, not worth considering.

As for the production line of Energy Compressors, there’s no need to think about that either. Like the former, even if you could pull out a production line, you wouldn’t be able to make it, entirely relying on the finished Black Box.

According to Wu Jiarong’s estimation, she had found some remnants of pre-war technology utilized for collecting spiritualized gases from the ruins of the high tower. In about two months, she should be able to produce a prototype.

During this time, the finished Black Boxes should be able to produce quite a few Energy Compressors, and by then, working together, the first “Low Energy Storm Energy Unit” can be put into use.

…

The four technologies Gu Hang had drawn this time included two basic-level LR5 Laser Guns and Land Resource Detection Blueprints, which were quite reliable and faced no difficulties in application; the Wind Falcon Rapid Attack Vessel and Compressed Energy Technology could only rely on the finished Black Boxes and were not mass-producible.

However, the help given by the finished Black Boxes alone was already significant, enough to begin small-scale production.

Besides, just because we can’t pull together a production line for now doesn’t mean we can never do it. Once the foundation is replenished a bit, these technologies can be scaled up into high-quality industries.

After this round, Gu Hang was left with the last 132 points of his grace.

He didn’t plan to keep these grace points.

All these grace points, he poured them into the hero panel, activating heroes.

Mainly Perbov.

He had been present on the hero interface for quite some time.

Since he had some grace points left, activating him was done and dusted.

Gu Hang spent ten grace points on him.

He was an LV2 N card, specialized in military command.

Additionally, there was another guy who got activated, Lacroix, the soldier from the Beast Slaughter Group. He also required just 10 grace points, an LV2 SR card, specializing in physical and military technology.

The cost of activating a talent discovered by the system on the [Hero] interface is determined by the character's level; levels 1 and 2 cost 10 points, level 3 costs 50, level 4 costs 200 points, and level 5 costs 500 points. It's roughly the same as the price for Gu Hang to level up on his own.

As for rarity, it doesn't affect activation cost but does determine the character's growth potential.

Once a character is activated, they will undergo earth-shattering changes within a few days. Osenia was like that; after being activated, she learned a lot about how to manage a department. It must feel like suddenly becoming enlightened, understanding problems that you had never thought of or couldn't understand before.

In military command and even in the elevation of spiritual attributes that Gu Hang himself had experienced many times, the process was roughly the same.

However, in Lacroix's case, Gu Hang was somewhat puzzled: he was elevated to an LV2 SR rarity "Soldier King" with his physical attributes directly lifted to 12 points. This meant that his physical strength would reach about 17 times that of a normal person, which was a very exaggerated number.

Having completed their transformations, interstellar warriors in their unarmored status could probably reach about 14 to 15 points.

But these were soldiers who had undergone surgery, implanted with genetic seeds, and sprouted a dozen superhuman organs within their bodies, whereas Lacroix's body wouldn't undergo such drastic changes.

Gu Hang was quite curious about this.

Although he himself had increased his physical attributes, each time he gained a point, the degree of improvement was at most 1.5 times that of the previous instance, and a single perception wouldn't be so intense.

Lacroix's dramatic changes indeed made him curious.

So, over the next few days, when he had some free time, he called the man, who was actually pretty settled with the war at the frontline, and directly asked Lacroix about the recent changes he felt.

Lacroix was surprised himself: he indeed had significant changes, ran faster, a lot stronger, more agile in action, ate much more, but never got fat no matter what…

This change actually made him somewhat apprehensive. Although it all seemed beneficial aside from eating more, who knew the real reason behind it? Could it lead to even worse consequences?

He hadn't even dared to tell anyone else.

But how did His Excellency the Governor know?

Was he really that omniscient?

Confronted with the young soldier's question, Gu Hang just smiled, patted him on the shoulder, and consoled him with a phrase,

"Perhaps, this is the Divine Emperor's reward for your heroic performance aboard the Quintet."

Chapter 269: No Need to Worry About Imperial Tax at All

With this latest development, Gu Hang had spent all of his grace points, leaving only 62 behind.

But all the tasks had already been arranged, and Gu Hang needed some time to patiently wait for the fruits to ripen.

In the following two months, Gu Hang did not make any major moves, yet within the territories he controlled, there were still significant changes.

The first major event was that the war in the Central Province had finally almost completely subsided.

Under Yan Fangxu's command, the Central Group Army annihilated the main force of the Anti-Governor Alliance Army and in a little over half a month swept through the entire Central Province, a land of one million square kilometers, bringing two million people under the full control of the Alliance.

As for the leaders of the so-called Anti-Governor Alliance Army and the heads of many large settlements, those who surrendered were let be, as long as they hadn't committed war crimes; they were given a comfortable position to enjoy by the government department led by Osenia.

A small number who were actually competent were considered for continuing to manage the settlements, becoming bureaucrats, retained if they performed well, or dismissed if not.

But for the hardliners, those who surrendered at the very last moment, and those who had committed egregious crimes, there was no room for discussion.

Lambert Hodgson, as the Alliance Chief Justice, once again made a 'show' of himself by holding a trial and sentencing over three hundred people to death and thousands more to forced labor ranging from three to ten years.

Of course, it was no longer like when Gu Hang had just taken control of Revival City; there was no need for too much bloodshed, so there was no form of public execution at the scene. They were simply taken to a shooting range and shot.

Yan Fangxu seemed somewhat regretful about this. He had initially planned to have a triumphal ceremony to present the prisoners to the governor, but it was rejected.

As the governor himself put it, did such riff-raff even deserve such treatment?

Encountering disappointment, Yan Fangxu was left somewhat embarrassed. However, after commanding the Group Army in this operation and securing at least a satisfactory record, he was promoted to the rank of brigadier general as a consolation.

However, despite Gu Hang's apparent disdain for the insurgent leaders, the pacification of the Central Province was still of significant importance:

The total population of the Alliance broke through the five million threshold, with the largest contribution coming from the largest and most populous Central Province among the three planned provinces. With this province pacified, it meant that two million people were added to the Alliance.

The population policy of the Alliance was consistently implemented. Resources were available, industries were preserved, and larger settlements were maintained and supported for development; the rest were downsized, with their populations integrated into Revival City and Weixing City to enhance the population scale effect and meet the labor demands for concentrated industrial development.

With the population growth and more aggressive laying out of production lines, the resource issues had improved in the Weixing City industrial area, and industrial production efficiency had further increased.

The production of the RN series trucks had risen to a level of a thousand per month. The production of the Strider Series Armored Vehicle also reached ninety per month.

The Iron Bull trucks' output over these two months, excluding the foreign trade portion, replenished the military.

The 2nd Division, which had been reorganized from an independent regiment to the 3rd Beast-slaying Brigade, had completed a full motorization overhaul, and two new divisions, the 11th and 12th, were formed following the 2nd Division's standards.

A motorized infantry division's full complement was over nine thousand men, capable of fully motorized marches. With three thousand more than a garrison division, these divisions had greater mobility and more artillery, doubling the overall firepower.

These two divisions were incorporated into the Central Group Army, under the command of Yan Fangxu. At the same time, the 7th and 8th Divisions were detached. They were to be stationed in various locations in the Central Province to clamp down on the local area.

Meanwhile, the Central Group Army, newly reinforced with the 11th and 12th Divisions, together with the 1st, 2nd, and 3rd Brigades, moved southward, advancing to the border between the Central Province and the Green Valley Region.

The Green Valley Region was the next main military target for the Alliance.

More units were planned beyond the 11th and 12th Divisions, including the 10th Special Warfare Brigade, the 13th Mechanical Composite Brigade, and the 14th Motorized Infantry Division.

The 14th Motorized Infantry Division followed the same specifications as the 2nd, 11th, and 12th Divisions; the 10th Special Warfare Brigade was a special unit, which Gu Hang planned to establish around the surviving elite soldiers from the dozens of Storm Squads, forming a special forces squad for special operations, behind-the-lines missions, and targeted strikes.

For the moment, however, it was still just a framework, as the cost of training elite soldiers was quite high, although equipment was no longer an issue—thanks to the LR5 Series Laser Guns, he had the capital to put together an elite special operations team.

In the future, aside from the Phoenix Battle Group, Gu Hang would still need a sufficient number of elite troops to carry out special missions.

As for the 13th Mechanical Composite Brigade, it was similar to the 1st Extinguishing Wind Brigade, but since there were no more tanks, they had replaced the tank companies in the various Composite Camps with mechanized infantry companies.

In general, aside from the lack of combat experience, the combat strength of the 13th Brigade would not differ much from that of the 1st Brigade.

For the 13th and 14th Brigades, they actually had enough personnel. Currently, in the new recruit training base outside of Revival City, there were almost thirty thousand new recruits just waiting for the equipment to arrive so they could be formed into new units.

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Looking at the current situation, the motorized infantry division is not too bad, it could be fully equipped in a month; the composite division, on the other hand, may take two months.

However, this is calculated based on the current military industrial capacity. Going forward, the capacity will become increasingly explosive. In fact, in the past two or three months, the output of Walkers has risen from the original thirty or forty units to upwards of ninety, nearly tripling.

And the burst in production capacity, or the overall development of the territory, can be seen quite intuitively from Gu Hang's monthly welfare point income.

Initially, the month he first came down from the starship, he received 678 welfare points; last month, the welfare points had already reached 817; and this recent month's income points have even climbed to 1022 points a month.

Among these, the largest increase came from Weixing City, followed by the increase contributed by the two million new population after the Central Province was recovered. Although the latter had a larger population, the welfare points didn't increase as much, mainly because their productivity was too weak.

The third increase came from Revival City, whose population also returned to the major milestone of one million people.

As for the three hundred thousand people in Gaota Province and the five hundred thousand people in Central-North Province, the welfare points reward they provided were merely trivial amounts. Mainly because, although their combined populations were not small, their productivity was weak and their living standards poor. Your journey continues with M-V-L

They were barely able to satisfy their basic food needs, with almost the entire population living in extreme poverty. Starvation deaths were common, and they could hardly bring any net positive benefits to the entire alliance. In fact, the alliance needed to allocate resources to support them, ensuring people wouldn't starve to death and providing them with funds for development.

In the short term, these areas were effectively negative assets for the alliance except for their contributions in manpower. They required long-term investment and construction to improve.

Accordingly, the welfare points contribution from these areas was very low.

At present, Gu Hang was not particularly clear about the calculation mechanism for his fixed monthly welfare point income. He could only roughly distinguish four main factors: population size, living standards, total productivity, and contributions to the whole political body.

Moreover, the rise in welfare points was not linear.

Otherwise, it would be difficult to explain why Gu Hang, before even conquering Revival City, could earn several tens of points a month from just a few thousand people at the Governor's Camp; and yet now, with the fifty thousand people in Central-North Province, the welfare point gains are nearly the same as the camp's scale back then despite the hundredfold increase in population base.

Perhaps the rise in welfare points could be tiered and segmented? Maybe after the political body reached a certain scale, further improvements needed to be significantly higher to achieve the same rate of increase as before?

Nevertheless, no matter what the exact calculation method was, one truth was indisputable: as long as Gu Hang worked hard to increase the population under his effective control, enhance productivity, and improve people's living standards, then this number would certainly rise.

And after receiving the income for these two months, the welfare points that had been completely spent in Gu Hang's hands once again rose to a rather significant figure, reaching 1901.

Since welfare points couldn't earn interest just by sitting around, Gu Hang still chose to spend them on drawing technologies.

However, this time he did not go for the thousand-tier again. High-level technologies, while compelling, could not be mass-produced and thus didn't significantly aid in enhancing the overall alliance's productive capacity.

With not so many welfare points on hand, it seemed wiser to allocate a portion to draw from the hundred-tier and see if he could fill in some basic technological gaps.

And indeed, it was effective.

He first hit a basic level, and then the probability for the hundred-tier became 20% for basic level—a 30% drop—but the advanced level actually rose from 10% to 20%.

The chances for hitting a prize in the hundred-tier should have only dropped by 20%, yet the basic technology tier had plummeted by 30%, with the extra portion seemingly going to the advanced tier?

The mechanism was getting harder and harder to understand… but of course, it was good news.

After two more attempts, both turned up empty. After all, an overall 40% chance of winning implied that misses were quite normal.

Then there was another hit, this time an advanced level. And the overall probabilities turned into 10% for both basic and advanced tiers.

After five more attempts, he hit an advanced level. At this point, only a 2.5% chance for either remained.

Theoretically, one would need two thousand welfare points to obtain a prize, with the probability divided equally between basic and advanced tiers… At this point, it could be said that the hundred-tier technical cards prize pool was essentially depleted in Gu Hang's view.

However, up to now, he had drawn nine times in total, accumulating two advanced levels and one basic level.

Quantity-wise, drawing from the hundred-tier remained more cost-effective than the thousand-tier until the prize pool was exhausted.

As for the three technologies, the basic level was [Servo Cranium], and the advanced levels were [Alloy Cerasteel] and [Anti-Gravity Engine].

Seeing these three items, Gu Hang was very satisfied.

All the prerequisite technologies for the Falcon Assault Airship were now unlocked.

There's no need to say much about Alloy Cerasteel, as Gu Hang was extremely happy to have drawn this technology. Like alloy plasteel, it is an advanced version of high-grade alloy.

With it, the production of bomb-guns could be mass-produced; reactors could be mass-produced; and the external armor of the Falcon Assault Airships, as well as some of the internal components, were now sufficient…

In the future, a large number of medium and high-end industrial products would require Alloy Cerasteel, which was fundamental.

While the Anti-Gravity Engine could be directly used for the Falcon Assault Airships. Also, this type of advanced engine could be applied in some high-end equipment. This engine is the basis allowing some super-heavy equipment to be operational. Even for some Titans, if the main engine wasn't this kind, they would still need it in some places to reduce gravity.