Governor 621

Chapter 621, Alamita Sect

After the death of several leaders of the Hawk Faction, Gu Hang suddenly adopted such an aggressive attitude, which is actually a strategy.

The surrender faction on Alamita, driven by Alliance agents, essentially helped the Alliance kill several Hawk Faction sages; the remaining neutrals and fence-sitters, regardless of how tangled they were before, did not intervene during the New Era Torch operation and leaned toward Farai or De la Roche.

Given this situation, do they have any options other than surrendering now?

Absolutely none.

So, what is there to negotiate?

Their bargaining chips have long been exhausted.

Of course, under normal circumstances, Gu Hang would not mind playing along with their negotiation charade. After all, using them initially to dispatch Interstellar Warriors for special military operations with their cooperation, and then discarding them when their value decreased, is indeed somewhat unsavory and could damage Gu Hang's political credibility to some extent.

If there was time, going through the motions would at least maintain his reputation somewhat.

But the problem is, Gu Hang doesn't have much time.

In the Alfonso Star Domain, due to the presence of the Sect of Mechanics' influence, the degree of infestation and corruption is not very high, but Alfonso's own combat power cannot be underestimated.

While the Alliance is painstakingly planning on Alamita to take over this Founding World with minimal damage, the main fleet of the Alfonso Sect is also on its way.

Just as Gu Hang wants Alamita, the Alfonso Sect cannot accept that a Founding World is conquered just like that.

This Alfonso Fleet is definitely not weak. With two Mechanical Arks as the core, plus two battleships, six battleship cruisers... even after Dubo delivered a heavy blow, they were able to assemble such a fleet, showing the strength of a Sect of Mechanics.

In terms of strength, this fleet is roughly on par with the fleet Gu Hang is leading now, possibly even slightly stronger.

Normally, there's no need to be afraid.

With Gu Hang himself here, he can fully lead the Alliance Main Fleet to face enemies that are a level of strength above them.

The Alfonso Fleet is clearly not stronger than the Alliance Fleet by that much.

However, Gu Hang must consider another issue: Is Waluk himself present or not?

He hasn't forgotten that during the previous major victory over the Alfonso Fleet, the greatest challenge encountered was: Sage Dubo's manipulation of a Neuron Progeny, creating a powerful spiritual energy opposition to Gu Hang.

It can be said that at the time, both sides were evenly matched. Gu Hang won the battle by employing Heroic Spirit descents, cross-field Interstellar Warrior strikes, and using non-spiritual energy means.

Indeed, after devouring that Neuron Progeny, the essence of Gu Hang's spiritual energy increased to an even greater level. However, would Waluk wield something perhaps even more potent than Dubo?

Gu Hang must consider this possibility.

Waluk must be treated as a major enemy and handled carefully.

Waluk is hurrying over to save Alamita. Gu Hang must resolve matters here before Waluk arrives.

Otherwise, once the Great Sage arrives with the main fleet of the sect, those fence-sitters might have a change of heart.

Under Gu Hang's military pressure, the persuasion of Alliance agents, and the deterrence of Interstellar Warriors directly stationed at the Starport and on the planetary urban industrial zones, the people on Alamita, with no other options, reluctantly chose to surrender.

A large number of Alliance landing ships, with a large contingent of Alliance Army, accompanied by the New Fury Corps, landed on Alamita.

The local Protection Army was methodically disarmed.

While they surrendered, it's clear that Gu Hang cannot fully trust them in such a critical battle.

The ground issues are not of the highest importance. The most valuable production facilities and Founding Nest Capitals can wait. What Alliance forces mainly took control of were those orbital cannon fortresses on the ground and multiple planetary-grade Void Shield Generators scattered globally, which together constructed the Void Shield protecting the entire planet.

Additionally, starports, star fortresses, and armed space stations in planetary orbit were fully taken over by Alliance personnel.

With these secured, it can essentially guarantee that the Alliance Fleet can stand with its back to Alamita and contend with the incoming Valuk Fleet.

Of course, while preparing for war, Gu Hang did not forget about certain political affairs.

He first paid attention to the New Era Torch.

He also saw specific combat reports. Honestly, Gu Hang was somewhat dissatisfied with the overall performance of the New Era Torch.

He understands that it may be due to lack of experience or a certain mindset, causing the New Era Torch to act hastily. Yet, he cannot help but wonder if it's the so-called inferior genes, a fundamental inadequacy?

However, there were parts that exceeded his expectations.

The performance of Wang Mengsong caught Gu Hang by surprise.

He initially did not regard this guy as a person but didn't expect a forsaken and considered insignificant old warrior to become a pivotal figure.

Perhaps his existence fills a gap, making up for the shortcomings in New Era Torch that Gu Hang found unsatisfying?

He also heard that after the battle on Alamita, the treatment of the Redeeming Camp within the New Era Torch improved slightly. The two sides were no longer completely isolated as before, and new torchbearers began to accept some culture and ideology from the old torchbearers.

Hmm...Gu Hang is somewhat unimpressed by the philosophy of the New Era Torch.

A penchant for backstabbing, is it?

However, Gu Hang is fairly confident in the Alliance version of Interstellar Warriors, who emerged from Loyal Heir Academy's political commissar training, not likely to be 'polluted'.

He does not intend to intervene directly but plans to observe further.

Another politically relevant matter is Gu Hang releasing Sebastian Moro back to the surface.

At the same time, he reaffirmed Moro's status as Founding General as recognized in his capacity as Imperial War Zone Commander.

Moro's identity was originally registered and recognized within the Empire.

In contrast, Waluk's act of removing him was 'illegal'.

Gu Hang merely restored order.

Afterward, Moro, as the Founding General, declared Alamita's secession from the Alfonso Sect, establishing the Alamita Sect, and called for all Sect of Mechanics members within the Star Domain to sever ties with the Alfonso Sect, as Alamita would welcome them with open arms.

Subsequently, in his capacity as Founding General, Moro signed a series of cooperative agreements with Gu Hang, who acted as Alliance Governor.

Chapter 622, Anxious Premonition

Gu Hang was busy scheming around Alamita, even to the extent of letting Moro loose. After securing complete control over Alamita, he offered those fence-sitters some exceptionally favorable conditions...

All of this was aimed at making Alamita as much of an asset as possible in the upcoming war.

The productivity of the Founding World was secondary. Starports, Star Fortresses, Armed Space Stations, Ground Orbital Cannon Fortresses, Void Shields... these assets would provide a firm rear guard, ensuring that in subsequent battles, should they fall into an unfavorable situation, they would have a reliable sanctuary to weather the storm.

This is an extremely cautious approach.

The reason is that Gu Hang has an inexplicable sense of anxiety deep down.

It’s even more intense than when dealing with the Dubo Fleet.

Yet, clearly, back then, the disparity between the two forces was greater than it is now. But back then, Gu Hang was focused wholly on how to seize ships and increase his side’s gains; whereas this time, he’s consumed with anxiety even before the enemy arrives.

Why is that?

Gu Hang doesn’t ignore his emotional abnormalities.

He is arguably the most top-tier Psychic, for him, emotions represent a form of power. Emotional instability signifies a forewarning of some turbulence.

Though he never formally studied prophecy or precognitive powers, nor does it seem he’s gifted in such areas. However, the highest-level Spiritual Power still endows him with the innate ability to have some premonitions.

This is an ominous sign.

The upcoming battle may have extraordinary changes. The pressure from his emotions compels him to do everything possible to prepare for war.

He doesn’t know precisely what this dangerous intuition signifies, nor does he plan to abandon the military action owing to agitated emotions or potential crises.

Not quite yet.

But it’s necessary to find a secure retreat as much as possible for stability’s sake.

...

Evidence shows that Gu Hang's preparations were valuable.

Waluk brought his fleet.

Just like the information obtained by the Alliance, the scale of his fleet involves two Mechanical Arks, two Battleships, and six Battlecruisers—these are the entire main force.

Other medium and small ships are not counted for now.

On the Alliance side, the Emperor-class Battleship 'Golden Pass', the Retribution-class Battleship 'Iron Horse', were both seized two and a half years ago during that naval battle from Sage Dubo who led the Alfonso Sect.

Additionally, there is a Zhuge-class Aircraft Carrier 'Eagle Horse', three Dragon-Snake Class Battleship Cruisers, 'Yunluo', 'Ronglin', and 'Yuehe'. The last one, Yuehe, was also seized in a previous war.

Overall, the strength of the Alliance Fleet is slightly weaker than the opponent's but should not fall behind by a class.

Especially considering Gu Hang, this top-tier Psychic exists along with an entire Storm Mage Corps.

In fleet decisive battles, Gu Hang should indeed not be afraid of the opponent.

But Waluk's fleet, too, displayed no fear of decisive battle and approached step by step toward the Alamita Star System.

Cautiously, Gu Hang did not command the fleet to leave the star system for an active strike but rather waited at Alamita's warp point for Waluk's fleet to arrive, hoping to seize the first move here at the warp point. There's also a Star Fortress dragged out from Alamita's orbit, plus over a dozen Armed Space Stations, which could serve as helpers. They can't move, but in a warp point ambush battle, they can serve as firepower platforms, providing some fire support. If the enemy fleet wastes firepower to attack them, it would be to Gu Hang's advantage.

It’s, all in all, a help better than nothing.

Waluk’s fleet did not come head-on.

In stellar observations from both sides, each can sense the other on the opposite side of the Star Realm Tunnel, neither making rash moves, just staring each other down.

But soon, Gu Hang received news: A fleet of the Sect of Mechanics, traversing through another Star Realm Tunnel from Alamita, arrived.

This fleet wasn’t strong, led only by two cruisers.

’Ambitious-class,’ this "civilian" version of moon-class. Though it adheres to cruiser specifications, it’s downgraded significantly from the moon-class baseline, leaning towards more luxury and commercial aspects to sell to some Planetary Governors, wealthy individuals, Merchant Wanderers, and the like. Despite the lavish interior, it’s cheaper than moon-class, indicating its caliber.

Still, it’s two cruisers, accompanied by over twenty destroyers and escort ships, appearing on the flank cannot be ignored.

The Alliance also split off a small force, three moon-class ships with destroyers, to counter the flank.

Waluk wants to use this method to pull the Alliance Main Fleet away, easing pressure on his forces when transiting through the Star Realm Tunnel? Gu Hang wouldn’t give him that chance.

However, the relatively bad news came through.

When the Alliance detected that small fleet, stellar observations clearly showed that Waluk’s fleet on the other side had already begun interstellar transit, expected to complete the warp and arrive at Alamita’s warp point within three to four standard Terra Days.

The confrontation ends, and war is about to begin.

Meanwhile, the small fleet that had always been in flirtatious proximity to the Alliance's moon-class ships suddenly accelerated and engaged the Alliance ships.

Nominally, the Alliance side should hold a combat advantage, but during the fight, they suffered greatly.

They didn't stop Alfonso's small fleet; instead, they lost a moon-class ship themselves.

According to urgent reports received, the battle began normally; however, later on, the enemy's several swift destroyers suddenly released what the Alliance Navy described as 'spores.' These things bypassed radar detection and fire interception. By the time they were detected, they were already close to the ships.

They moved slowly through the Energy Shield and Void Shield, then rapidly accelerated, attaching to the ship.

Suddenly, these massive 'spores' not only corroded the ship's armor but released toxic gas and dispatched a substantial yet hard-to-deal-with boarding party inside the ship.

These units were peculiar; they seemed like common reformed mechanical soldiers from the Sect of Mechanics, yet their bodies displayed a notable amount of fleshy, chitinous structures, making them fiercely combative.

Had it not been for the large expenditure of Gift Points during the previous armistice, where Gu Hang specially enhanced the Allied Naval Marine Corps, they might not have contained them.

But despite this, they still suffered greatly, to the extent that a moon-class ship was destroyed.

The retreated Alliance Fleet lost the small fleet's trail, temporarily unable to locate it.

And it was at this time that Waluk's main force was about to descend!

Originally, in stellar observation, their ships were a day away, but in the next second, the warp point already showed traces of the Alfonso Fleet.

Through a special technology, they deceived the Alliance's observations!

Chapter 623, Subspace Shadow

As the Valuk Fleet emerged from the warp point, the previously lost small fleet of the Mechanical Sect also appeared not far from the Alliance Main Fleet.

Without any preamble, these ships didn't even attempt to fire. They understood that with the little firepower their fleet possessed, going all out wouldn't make much difference. Taking down one or two small ships would have no significant impact on the battle.

They had a more important task.

The ships of the Mechanical Sect frantically advanced toward the main positions of the Alliance Fleet, as if they intended to collide with them.

Ramming... in some ancient and absurd naval textbooks, it might be considered a tactic, but it's too far-fetched and hardly seen in actual warfare, except in rare accidental cases.

But these mad ships seemed intent on doing just that.

They certainly couldn't be allowed to succeed.

Even while facing the main fleet of Valuk, suddenly appearing at the warp point in such a critical battle situation, the Alliance Fleet still diverted some firepower to deal with these crazed ships.

Adhering to the strategy of "whatever they plan to do, blow them up to solve the problem," the Alliance unleashed a fierce concentrated fire, quickly breaching these ships' Void Shields and energy shields. Left with only ship armor, they were obviously insufficient to withstand the Alliance's ferocious firepower.

A few more salvos later, the penetrating firepower turned almost all these ships into space debris.

At this stage, most of the Alliance Fleet's firepower was still focused on those Valuk Fleet ships that had just completed their warp and hadn't yet deployed shields.

The battle between two evenly matched fleets, or even with Valuk's being stronger, at the warp point utilized the advantage of first strike as much as possible.

The first strike fire might not entirely decide the outcome of the war, but it was certainly a significant weight on the scales. Blowing up one or two of the opponent's main ships at this stage would already be a huge victory; even if that wasn't feasible, taking down more escort ships or cruisers would be good.

The Valuk Fleet used some special technology to deceive the Alliance's astral observation abilities, arriving early, leaving the Alliance somewhat unprepared, already reducing the Alliance's first strike advantage. Additionally, the small fleet that attacked from the flank absorbed some of the firepower, also easing the pressure on the main Valuk Fleet's arrival.

However, the Alliance Fleet soon discovered this was just the beginning.

Initially thought that after destroying the small fleet attacking from the flank, the problem was solved. Although prior reports mentioned their possession of a bizarre spore deployment technology posing a direct threat to Alliance ships. But with the ships blown up, surely that technology couldn't be of use, right?

Not quite.

After those ships were blasted apart, just as the primary focus shifted back to the battle at the warp point, fiercely projecting firepower, aiming to inflict maximum damage during the phase when the enemy ships couldn't deploy shields in time, suddenly over thirty Alliance ships reported to the Fleet Command that they were being boarded.

The "spores" had reappeared.

They resembled massive insect eggs, larger even than typical boarding ships. These egg-like objects seemed to drift out from the debris of the small fleet. With a purple-black surface, they were hard to discern visually—in the cosmic scales, anything is difficult to observe visually.

However, even the Bird Divination Device and Star Language Tower's multiple observation methods failed to detect the approach of these strange cosmic flying objects.

By the time they were detected, it was already a bit late.

While they passed slowly through the Void Shield, the ship's close-range firepower managed to shoot down some, but not many. Typically, whether dealing with pirates, internal human conflicts, or against monsters like the Green Skins, during boarding actions, attackers often choose suitable landing spots. The ship's deck, gun ports, lower cabins... these spots are relatively weak and accessible, even if brute force is required to make an opening.

For this reason, a ship's close defense firepower focuses on these areas.

However, the target of these eggs' attacks was different.

They casually adhered to various locations on the ships. The eggs had a certain stickiness and, once attached, their surface quickly melted, forming a viscous liquid that dissolved the outer armor of the ships.

The dissolved area only spanned about several meters, even less than ten meters. For a massive battleship, it wasn't a major damage. Even if enemy fire penetrated the Void Shield, hitting this dissolved portion was still unlikely on scales of several kilometers or dozens of kilometers.

As for the issue of 'air leakage' from partially dissolved ship armor, there was no need to worry. Any ship of significant scale had thorough pre-arranged measures for such risks, with damage control units prepared for such eventualities.

However, the key point was not the armor dissolving, but the overwhelming number of insect race warriors that poured out from the eggs afterwards.

They were termed warriors because they resembled humans vaguely; with insect race as a prefix due to the numerous insect-like features in their heads, arms, and bodily structures, and many mechanical modifications.

It seemed to be some sort of swarm technology developed by the Sect of Mechanics, resulting in a new breed of modified servitors. Integrating mechanical and biological modification technology produced entities with astounding individual combat strength.

From this perspective, those incoming small ships had a goal beyond just attracting fire. Rather than being shot down, it's more accurate to say they came to self-destruct.

After their self-destruction, the released eggs led at least thirty Alliance ships into chaos.

Among them included two of the Alliance's main ships: the Eagle Horse and the Golden Pass.

The former was an aircraft carrier, the latter a battleship.

Gu Hang himself was aboard the Golden Pass.

On these two giant ships, dealing with the issues was relatively straightforward.

There was no need for Gu Hang to take action. The Marine Corps on board, along with the Glory Guards, were enough to handle it. Not to mention, the Interstellar Warriors from the two battle groups, Furyflame and New Torch, were also deployed adequately to eliminate the intruders.

It did not affect the ship's combat operations.

However, dealing with the invasion on some other medium and small-sized ships proved to be somewhat challenging.

The Alliance Navy Marine Corps is generally equipped with T4-level capabilities, including Sentinel Mecha, individual exoskeletons, armored combat vehicles like the Wanderer with good mobility, and even a small elite force wearing commander-type power armor.

Nevertheless, without the Interstellar Warrior or the scaled assistance of the Glory Guards or Battle Nuns, fully suppressing these invading monsters still presents some difficulty.

These invaded ships won't necessarily meet their end, but chaos inside the ship is inevitable, affecting combat efficiency.

Gu Hang did not dwell too much on these issues.

These are just minor tactics.

One layer of small combos after another, the Alliance's initial advantage has indeed been reduced significantly.

But it's not important.

These do have some impact on the scales of victory, but honestly, not a large one.

He always remembers that his greatest weapon is his own Spiritual Power.

As long as his Spiritual Power can be exerted normally, victory in the war will always belong to the Alliance.

However, he also hasn't forgotten the previously inexplicable feeling of anxiety.

If this is to be understood as a sign of danger, then until now, this sign has not yet fulfilled itself.

The small combo actions orchestrated by Waluk are quite effective, but they are far from making Gu Hang anxious.

It's nothing more than affecting the Alliance's initial advantage, and seeing that the entire Valuk Fleet has passed through the Star Realm Tunnel, now comfortably arranged in front of the Alliance Fleet. The Void Shields that needed to be activated are already up, and the total cost was just four cruisers plus fewer than twenty destroyers and escort ships, not significant.

But so what?

Gu Hang's Spiritual Power is already stirring, and the Storm Mage Corps is also fully in position.

The target has been selected, starting with that apparent largest Mechanical Ark.

Gu Hang is trying to tear apart its Void Shield.

The entire Alliance Fleet, with its coordination with the boss, isn't new at this, eagerly awaiting the Void Shield's breach to concentrate fire, aiming to eliminate it as quickly as possible.

But during this process, Gu Hang also prepared thoroughly, holding back a bit.

If the previous feeling of anxiety becomes reality, it would most likely manifest at this place.

Waluk might want something to counter his Spiritual Energy.

Gu Hang wants to see what exactly that would be.

And then, it truly arrived.

When Gu Hang tore open the veil between the Storm God Kingdom and the Real Universe, intending to fully bring down the Divine Realm's power to tear open the Mechanical Ark's Void Shield, he suddenly felt a darkness before his eyes.

Not a fainting spell, but a true blackout.

It was the perspective seen through the Storm God Kingdom, a thick shadow enveloped his entire Storm God Kingdom.

Waluk's tactic turned out to come from Subspace!

This is truly what surprised Gu Hang!

Who would have thought... who would've thought?

The Subspace Shadow enveloping the Storm God Kingdom isolates the power penetrating into the True Universe from the Divine Realm.

Furthermore, in return, Gu Hang's own Spiritual Power was also affected.

Soon after, the Subspace Shadow continued to spread across the battlefield.

Not only Gu Hang, but all Psychics felt the heavy pressure!

At the same time, the Alfonso Fleet opened fire.

Chapter 624: Invasion of the Divine Realm

Subspace Shadow, this is a terrifying thing.

In the Empire's history, there have been records of this entity.

When an extremely large swarm appears, this phenomenon always occurs in tandem.

Empire scholars believe that this is a typical phenomenon where the true universe affects subspace, and to some extent, it proves a certain academic faction's theory.

They believe that subspace is a projection of the real universe. Creatures of the real universe, their souls, thoughts, emotions... such things are projected into subspace, forming twisted forces.

And the Subspace Shadow is precisely a product under this concept.

The swarm has no active consciousness, no thoughts or emotions.

Also because of this, when they gather on a large scale, and with a swarm will, consciously leading, then these unconscious swarms can cover the subspace power of the corresponding area into their own form: with no consciousness, there is no subspace power input. The entire area of subspace will turn into darkness, naturally, no subspace power can be 'borrowed' into the real universe from this area.

The direct manifestation in the real universe is that all psychics' spiritual power will be greatly weakened, even directly cut off; forcibly using it can squeeze out a bit, but the risk is very high, easily covered by the subspace shadow itself, which will directly lead to death.

Regardless of whether this school's theory is true, at least the phenomenon they describe is indeed correct.

And for Gu Hang, the uniqueness lies in that Gu Hang is not an ordinary psychic, the subspace shadow cannot simply sever his connection with subspace. He himself possesses a part of subspace essence, an entire region of subspace constitutes his Storm God Kingdom, directly providing him power.

"Subspace Shadow," or rather, Waluk also feels amazed.

This technology of manipulating the Subspace Shadow is developed by him, but it also requires a very large cost, requesting help from the 'Great Mother' to achieve it.

He originally intended it to deal with Gu Hang, no doubt. Now, there is a consensus among these traitors that in the case of not being able to solve Gu Hang's psychic threat, do not engage in a decisive interstellar naval battle with him, that is seeking death.

Even if one's own fleet is truly one grade stronger than the Alliance Fleet, even two grades stronger, under the advantage of Gu Hang's psychic power, it can defeat the Alliance Fleet, still do not fight.

Even if winning like this, the cost would be too great.

Previously, the Dubo Fleet's method was to have a Neuron Progeny on board. Generally speaking, this is a monster equivalent to the strength of an Alpha-class Psychic and can be controlled, not to say able to defeat Gu Hang, at least in fleet warfare, it could protect one's own fleet?

The conclusion was no.

Waluk also studied that battle, based on the scattered information after the battle, he pieced together the entire picture of Gu Hang defeating the Dubo Fleet at that time.

So, he brought out this 'Subspace Shadow' thing.

Originally thought Gu Hang was just a very powerful psychic, once covered by the Subspace Shadow, the problem would be solved.

But when this moment truly arrived, Waluk realized it was not like that at all.

The region that cannot be covered by subspace, that kingdom of storm... could this actually be Gu Hang's source of power? He can consistently demonstrate the power of an Alpha-class psychic, unlike the Empire's recorded Alpha-class psychics, whose powers are unstable, causing self-harm, the reason being, it turns out this Gu Hang is also a 'heretic.'

But how does he ensure that he is a 'human' while also possessing a part of the subspace essence, similar to an Evil God?

Waluk, driven by his curiosity as a researcher, was greatly stimulated.

He desperately wanted to get his hands on this precious scientific sample, likely unrecorded in the entirety of human history.

Win this battle, capture Gu Hang alive!

And in terms of specific methods, in the real universe, Waluk no longer paid attention. His Guardian Army Marshal would be responsible for the specific battle command.

As for himself, he would immerse his entire mind into the subspace, dealing with and suppressing Gu Hang.

The Subspace Shadow he summoned has already enveloped the entire Storm God Kingdom.

Reaching this step alone is actually not quite enough. As long as the Divine Realm exists, Gu Hang can draw power from the Storm God Kingdom into the real universe and can even distribute it to his Storm Mages, just with more trouble, more effort, and some difficulty.

In fact, Waluk could feel that Gu Hang was already attempting this.

That cannot be allowed!

The enormous Subspace Shadow is not limited to encircling, but begins to compress inward, even invading the Storm God Kingdom.

...

"Our position is about to fall!"

"Request artillery support!"

"Where’s the armored unit? Quickly move up, we can’t keep retreating like this, we must launch a counterattack and reclaim the position!"

Countless messages spread among the heroic spirits, the entire Storm God Kingdom has turned into a chaotic pot.

The intrusion of the Subspace Shadow has a very tangible manifestation: the swarm.

The vast shadow enveloping the perimeter seemed to be countless insects swarming together. And when it pressed in, it truly turned into countless insect beasts, launching an attack from all directions, from the sky, the land, and underneath the entire Divine Realm.

Over the years, under the persistent construction of countless heroic spirits, the Storm God Kingdom had already changed. The desolate scene when the Primal Fury Owl ruled had completely become a thing of the past. The present Storm God Kingdom is a vast city, shrouded over green and purple earth, bathing under the thunder.

Countless buildings stand in various forms, where heroic spirits live in peaceful existence.

They are heroes who dutifully served the Alliance, and after death, they could enjoy eternal peace in Gu Hang’s Divine Realm.

But this swarm invasion broke everything.

However, one cannot doubt the combat prowess of these heroic spirits.

They quickly took up arms and engaged in desperate battles with those swarms that broke through the surface, flew in from the sky, and charged in from all sides.

The battles were extremely fierce, and at a glance, there was no end in sight.

The swarm is boundless and inexhaustible; the number of heroic spirits is limited, the total number of heroic spirits enshrined in Gu Hang's Divine Realm has not even reached a hundred million.

But these tens of millions, with not only strong fighting will, they are also indestructible. When wiped out by the swarm, they often revive not far away, in areas still covered by Gu Hang's Storm Divine Power.

This is like an eternal war, with both sides mutually exhausting each other.

Chapter 625, Against the Wind

Gu Hang stood in the very center of the Storm God Kingdom, his consciousness spreading throughout the entire kingdom.

In this nearly eternal war of attrition, who will ultimately emerge as the victor?

Your swarm is endless, my heroic spirits endlessly resurrect.

But in reality, nothing is truly endless. What about the subspace shadow? Has it really turned the subspace into a vacuum? Simply put, it's just a force belonging to the swarm mirrored into the subspace.

Fighting purely on this basis of mutual attrition, those invading swarms being continually damaged and eliminated actually represent the ongoing weakening of the subspace shadow.

When this weakening reaches a certain level, the subspace shadow might not be able to sustain any longer.

But the same applies to Gu Hang as well.

The invading swarm, eliminated by the thunder descending from the sky, also consumes the power of the Storm God Kingdom; if the swarm annihilates the heroic spirits, resurrecting them again is also a drain on the divine kingdom's power.

If the consumption continues excessively, the Storm God Kingdom might also collapse.

But regardless of the outcome, this war of attrition will be an extremely long process. It is uncertain how long it will take to see a result.

In the end, who will win and who will lose?

Gu Hang doesn't know; at least, he has no definite answer at the moment.

Yet Gu Hang hasn't forgotten how this 'eternal' battle in subspace began: it serves the confrontation between both fleets in the real universe.

According to the current trend, no matter who ultimately wins, the naval battle in the real universe will certainly be over.

So what is the situation of the naval battle in the real universe now?

It seems that the Alliance is at a disadvantage.

Without the intervention of spiritual power, the Alliance Fleet is indeed at a disadvantage in terms of strength and scale compared to the opponent.

From the perspective of conventional naval warfare, the Alliance's operation has encountered problems. There has always been some gap in the fleet's capabilities, and when the opponent crossed the jump point, the Alliance's grasp of the initiative was inadequate, being suppressed by Waluk's arranged series of smooth maneuvers.

During the most dangerous moment of crossing the Star Realm Tunnel and reaching the jump point, Waluk's fleet has already gotten through it. Now, with both sides setting up positions, relying entirely on their fleet's firepower in confrontation, what does the mechanical fleet have to fear?

On the Alliance's side, of course, there's an Emperor-class ship, but are the opponent's two Mechanical Arks just for show?

It's been a few years since the Alfonso Sect's three Mechanical Arks, with Alfonso II, the one most oriented towards warfare, was destroyed among them. The remaining two are conventional Mechanical Arks.

Ordinary Mechanical Arks, in terms of ship specifications, are not inferior to War Arks, but they have more production and research capabilities, as conventional Mechanical Arks are not solely born for warfare.

Nonetheless, their combat power remains formidable. They are a whole class larger than normal battleships, capable of hosting a crew ten times the size of a traditional ship. Despite being hindered by other non-military equipment, the number of heavy cannons they house is evident.

An individual Mechanical Ark might not match up with an Emperor-class, but two definitely surpass one Emperor-class.

Not to mention, there also exist Retribution-class battleships and battlecruisers nearby, with numbers exceeding those of the Alliance.

In a fleet showdown with array bombardment, the Alliance is inferior not only in firepower but also in armor and shields.

If this conventionally continues, the Alliance Fleet will end up losing.

In reality, the Alliance has also recognized the problem.

Upon consulting Gu Hang and realizing that support from spiritual power is unlikely in the short term, the Alliance adjusted its strategy promptly.

They no longer concentrated firepower on bombarding the enemy's main warships. Without the cooperation of spiritual power, directly focusing fire on the immense warships is not something the weaker side should undertake.

A Mechanical Ark was targeted, but so what? These core giant ships reside in the heart of their fleet formation, shielded by numerous other ships.

What's the purpose of the escort ship? Not only does the giant ship's own close-range firepower intercept incoming fire, but these escort ships do the same.

Under multiple layers of interception, the firepower that reaches the giant ship itself is already minimal. The Mechanical Ark's mass is significant, with formidable Void Shields and armor, making them tough to destroy. Despite targeting them, the actual firepower hitting them is so minimal it's insufficient to bring them down.

Even if luck fails, interception efficiency falters for a while, and they get battered, causing the Void Shield to show signs of overload, bringing in more escort ships or even cruisers directly to form shields in front of the giant ships can prevent them from being destroyed or eliminated.

This tactic taken by the weaker side carries a bit of a life-or-death gamble. Unless there's a stroke of incredible luck and some unexpected situation occurs on the battlefield, allowing their firepower to pierce through various defenses and swiftly eliminate one of the enemy's giant ships, altering the balance of power on the battlefield, otherwise, they will gain nothing from such a prolonged fight, suffering enormous losses!

Chapter 625, Against the Wind Game_2

We might as well attack the small ships. Destroying an Escort Ship reduces the opponent's barriers; taking down a cruiser lessens their firepower a bit.

This type of change is indeed effective.

The Mechanical Fleet began to incur losses.

Even if some small ships are destroyed, it still counts as a loss.

However, under the same conditions, the Alliance lost even more small ships.

Because the opponent is attacking in the same way.

Besides, the Alliance has other attempts: Interstellar Warriors.

Although there is no Spiritual Energy to assist in teleportation, it's impossible to quickly, smoothly, and reliably reach enemy ships. Nevertheless, Spiritual Transmission was never the only way for boarding operations.

Without Spiritual Energy, it doesn't mean boarding can't be done. In fact, a considerable number of battle groups, their Think Tanks do not have the ability to perform large-scale transportation, but how has everyone still managed to fight wars like this?

Boarding ships, boarding torpedoes, boarding pods... these more traditional methods can still be used.

What's more, the Alliance also has a Zuger-class aircraft carrier in the field. This giant ship can also play a significant role in landing operations.

The Alliance is doing just that.

The New Age Torch is volunteering, even though they lost over two hundred people in the battle against Alamita, they are still willing to take the lead, knowing that in the current disadvantaged naval battle, conducting boarding actions would result in great sacrifices, they're still all in.

Wang Mengsong's previous actions eased the relations between the Redemption Camp and the new battle groups, allowing some of the old Torch's thoughts and culture to be accepted, making tactics not as reckless. However, the thought trend of 'washing away sins with sacrifice' derived from the entire group has not changed.

Furyflame has similar thoughts, just not as intense as the Torch. They are also volunteering.

Yelisia approved their strike but did not let them fully mobilize.

Try it first.

Gu Hang's current attention is mostly on the subspace confrontation. It's quite good that he can spare a moment to look at the naval battle situation, as he cannot put in the effort to make decisions. Otherwise, the balance in the Storm God Kingdom's confrontation might be disrupted, which would be a significant loss.

Stripping Gu Hang of Spiritual Energy means that from a naval command standpoint, Gu Hang is not the expert, and it should be left to Yelisia.

The New Age Torch and Furyflame battle groups each deployed two hundred warriors for boarding.

Meanwhile, she also activated her high clearance and utilized another hidden force: the Shadow Battle Group created with Phoenix Seeds.

She naturally does not know what the Shadow Battle Group is, no matter how much Gu Hang trusts her, such things are impossible to disclose.

Nonetheless, it doesn't hinder Gu Hang from telling her it's just a powerful force, much stronger on average than the other two battle groups, which can be utilized when necessary.

And the fact is indeed so.

The potential limitation brought by Genetic Seeds limits the proportion of company champions in the Furyflame and New Age Torch battle groups, created with 'Inferior Infinite Warrior Seeds,' to only 2% to 3%; while the Phoenix Seed's proportion can hover between 10% to 15%.

Within this Shadow Battle Group, the number of company champions reached over a hundred people, fully capable of forming a champion company.

Yelisia did not really deploy them. Losing such a troop during boarding operations would be too painful. She only deployed 200 people, including a normal proportion of twenty champions.

Six hundred Interstellar Warriors gathered in batches on various warships, boarded the landing ships and boarding torpedoes, and were launched out.

In the initial stage of flying through space, the risk is relatively low. Being far away, small, and unlike Light Spear, missiles, or Colossal Cannon with such noise, it's not easy to be detected and intercepted from a distance.

However, after they had flown over more than half of the battlefield and were about to enter the enemy's focused short-range firepower intercept area, the Eagle Horse made its move.

Before this, its presence was quite low, mostly just releasing Qilin Fighters, cooperating with its fleet's firepower targets, attacking some cruisers, and destroyers, to create some disruption. Dragon Elephant War Machines, or even those suicidal patrol ships, must yield results when released, otherwise, it's a loss. But in previous battles, opportunities were hard to come by.

But now it was time for it to shine.

The target was set directly at the two Dragon-serpent-class battlecruisers of the Mechanical Sect Ships.

These two warships were exactly the boarding targets for the Interstellar Warriors.

The Eagle Horse launched a patrol ship and over twenty fighters of various classes next to these targets respectively.

Once in place, these deployed forces unleashed full firepower, disregarding the threats from the Escort Ships and the battlecruisers themselves, doing their best to pour out their firepower.

The damage caused was quite clear.

Especially when thrown in their face, some firepower could bypass the Void Shield and directly hit the ships.

Each of the two Dragon-serpent-class battlecruisers took quite a few substantial hits.

However, they couldn't blow up the ships, which was a pity, and it wouldn't dramatically affect the battle.

At this moment, the boarding torpedoes of the Interstellar Warriors arrived one after another.

The ships and fighters deployed by the aircraft carrier, while causing damage, were less important; the key was the surprise attack to disrupt the enemy ships' positioning and attract attention.

They achieved their goal after all.

When boarding torpedoes and landing ships arrived, the enemy's intercepting firepower didn't play out effectively, being distracted by the ships earlier deployed by the aircraft carrier, and it's unable to redirect firepower in time to intercept these boarding torpedoes or ships adequately.

The boarding vehicles deployed were in a significant quantity. Among them, quite a few contained no personnel or only a few Army or Navy Marine Corps members. To put it bluntly, they indeed served as cannon fodder.

If they managed to board successfully, they would work together with the Interstellar Warriors to provide assistance. But their main role was to serve as distractions during the boarding vehicles' flight process.

At most, only one-tenth of the boarding vehicles had Interstellar Warriors; the rest were either empty or filled with cannon fodder.

Even though the enemy's short-range firepower was drawn away, still a third of the boarding vehicles were destroyed. Since the flight trajectories and formations of the boarding vehicles were specially arranged, most of those destroyed were actually the cannon fodder.

Overall, the Interstellar Warriors sacrificed during the boarding process did not exceed a hundred, about seventy to eighty in number.

Those remaining almost all completed boarding.

The boarding torpedoes and ships crashed hard into the ships. The Interstellar Warriors and some surviving 'cannon fodder' Marine Soldiers rushed inside the ships and engaged in combat with the Protection Army within these two Dragon-serpent-class battlecruisers.

As they fought, they began to sense something amiss.

The enemy was not merely the Protection Army. As previously mentioned in reports, entities with both biological and mechanical modifications were all present.

These monsters were still not opponents for the Interstellar Warriors and were eventually defeated.

However, not all Interstellar Warriors managed to achieve their combat objectives.

They were, of course, not there to seize the ships, as conditions for capturing vessels were non-existent at the moment.

They were there to bring down the ships.

Whether by destroying the ship's bridge, which acts as the brain, depriving it of its command center, or disabling the engine section, rendering the ship motionless, or even by detonating ammo and fuel stores, destroying the vessel from within... the goal was to render the ship incapable of combat.

And it needs to be quick, taking one or two days to achieve provides no meaning as the naval battle would reach its end phase or even finish by then.

Chapter 626: You Can Pull

This might be the most stressful moment in Yelisia's life.

Her time in the Navy has not been short, but before joining the Alliance Navy, she was at most the captain of a single ship. In the Alliance, she became an Imperial Navy Admiral, commanding the vast fleet of the Alliance.

Battleships, aircraft carriers, battlecruisers... were all under her command.

This is almost the pinnacle that an Imperial Navy General can achieve in their career.

Can an average Admiral command such a powerful fleet?

Probably not.

Even a Navy General is unlikely to suffice; perhaps an Admiral might be.

However, in numerous operations prior, although all were commanded by Yelisia, one cannot ignore Gu Hang's role. Although her husband did not directly interfere in fleet maneuvers, the biggest method for the fleet's victories was undoubtedly Gu Hang's spiritual energy. The fleet's movements were aligned to act in concert with Gu Hang's spiritual energy.

Often, when Gu Hang tore open the shield of an enemy ship, the fleet's firepower would focus on that ship, without Yelisia having to worry much.

Though one victory after another turned into military honors for her as a Navy General, which is something to be happy about, she also understood that those achievements were not entirely hers, not wholly achieved through her ability alone, but instead borrowed from Gu Hang's glow.

Of course, she wouldn't be unreasonable enough to ask for a chance to prove her ability.

War is no child's play; doing so, even if the ship's Void Shield takes one more hit, the Spell Shield energy consumed is rather costly; if the armor is hit one more time, those indentations and cracks require dock time for repairs, using large engineering machinery to restore the ship's surface.

Everything costs money!

Nothing related to the Navy comes cheap.

But putting aside practical considerations, she had never not fantasized similarly in her heart.

She has always been strong-willed, eager to prove herself.

And now, unexpected and unprepared, the opportunity presented itself before her.

Without the help of spiritual energy, Gu Hang was fully engaged in another dimensional battlefield, unable to heed the space naval battle in the real universe, and he fully delegated and trusted her. She now was the highest commander of the entire fleet, everything moved according to her.

And what she faced was a tremendous challenge.

An enemy more powerful than the Alliance Fleet, a disadvantageous headwind situation... How was she to fight this war?

When such a challenge was truly laid before her, she regretted, wishing she hadn't had such an opportunity.

Were simple victories not good?

But the reason a challenge is a challenge is that it will not shift according to her will, one she must face.

And she was practical.

This battle couldn't be won.

Winning it wouldn't be worth it.

Although she didn't know what situation Gu Hang was in on the other battlefield, whether he could quickly achieve victory and return to the real universe to assist, she couldn't pin her hopes on this; she had to independently make the right decision.

Rather than staying here, with a disadvantageous naval force, with major sacrifices to wait until Gu Hang finishes his task or to strive for victory in war, Yelisia decided that it was better to play it safe.

She decided to retreat.

But not simply turning the fleet around and fleeing.

Otherwise, under the enemy fleet's pursuit, who knows how many ships would be lost on the way back to Alamita.

The entire fleet, under Yelisia's command, maintained the fleet formation. The cooperation between ships was relatively tight, and the entire fleet circled around, ensuring that the frontal firepower faced the enemy, while trying to increase the distance between both sides.

The greatest advantage of this strategy was that the farther the overall distance between the two sides, the less effective the firepower. When a shot from the Colossal Cannon would take a long time to hit, not even the Bird Divination Device array or the spiritual calculation array, no matter how powerful their trajectory computation, could maintain a certain level of accuracy.

The Light Spear would be slightly better, its accuracy might be less affected, however the too long distance causes the power of energy weapons to exacerbate their decay exaggeratedly.

In short, as the distance increased, the intensity of naval battle naturally decreased.

When the distance was far enough, they could leave the battlefield and directly return to Alamita; even if the enemy keeps pursuing, as long as the naval battle's intensity lessens, the fleet's attrition becomes acceptable, then a tangled battle over ten days to a couple of weeks is not rare, tangled and harassing each other along the way back to Alamita.

By this time, Yelisia had to be thankful for the earlier Alliance strategy in Alamita that proved quite valuable.

If not for swiftly taking control of it, grabbing the orbital defense system and the ground-based orbital gun fortress cluster, stationing five army groups on the planet amounting to over a billion Alliance Army, the situation would genuinely be dire.

Now, at least they have a sound backing to rely on.

Returning to Alamita, with the support of the orbital system, they need not fear.

While the Valuk Fleet has higher strength, it hadn't diverged excessively, making it impossible to breach the Alliance Fleet under the cover of an orbital defense system. If they dared to rashly approach, Yelisia wouldn't mind delivering a head-on blow, earning herself a few more illustrious military honors.

Chapter 626, You Know How to Pull_2

If the Valuk Fleet chooses to besiege and cut off external supply lines, that's still not a concern. As long as the Alliance Main Fleet suffers minimal losses, it can still maintain an active stance, and the Mechanical Sect Fleet cannot be too reckless; otherwise, Yelisia can strike them at any moment.

The entire thought process is sound.

The issue lies in execution.

Will the Mechanical Fleet allow them to do this?

It seems they are unwilling.

They accelerate and pursue upwards.

To stop their pursuit, Yelisia must ensure they have sufficient deterrent power.

The firepower of the main ships is crucial, as are the six hundred Interstellar Warriors previously ordered to board.

Yelisia received the latest news that they all successfully boarded.

However, they faced tenacious resistance within the fleet.

Only one unit completed the mission.

The two hundred Shadow Battle Group completed the task. They detonated the enemy ship's engine room and energy compartment, causing a massive explosion within the ship!

This explosion directly destroyed that Dragon-Snake Class Battleship Cruiser.

Moreover, over a hundred Shadow Warriors seized minor spacecraft originally attached to the Mechanical Sect's ship, or reclaimed their boarding shuttle used earlier, and returned before the explosion.

However, the fate of the other four hundred Interstellar Warriors was relatively tragic.

They only partially completed the mission, destroying 60% of the weapon systems and temporarily occupying the bridge, but failed to destroy it.

While the hundreds of survivors from the Shadow Battle Group had returned, the four hundred warriors from Furyflame and New Torch were still stuck at this stage.

They are likely not all dead yet, with Captain Erich of New Torch still leading a significant portion of Interstellar Warriors resisting fiercely within the enemy ship.

However, the losses sustained in the internal combat of their ship have drastically reduced their numbers, making mission completion increasingly unlikely.

They also barely found any chance to evacuate.

At this stage, we can essentially regard them as annihilated.

The combined loss of five hundred Interstellar Warriors is substantial, but in Yelisia's view, such sacrifices are both worthwhile and necessary.

This directly resulted in one enemy Battleship Cruiser being destroyed and another entering chaos. Even if their subsequent repair teams restore part of the firepower and command system, the effect of emergency repairs is unlikely to be good, and the ship's combat capabilities will inevitably suffer significant impacts.

Reducing pressure on our forces by causing one of the enemy's six Battle Cruisers to be destroyed and another crippled is already considerable.

It's not just reflected in the head-to-head fleet confrontation.

Yelisia's plan is to maneuver, increasing combat distance and reducing battle intensity. In this plan, the greatest threats actually aren't the two Mechanical Arks and two Retribution-class Battleships within the Valuk Fleet.

These four giant ships certainly possess strong frontal combat capabilities, but they're all cumbersome units. The real trouble comes from those six Dragon-Snake Class Battle Cruisers.

The Battle Cruisers move fast; they can engage first, delay, and harass the Alliance Fleet. They can even temporarily detach from their formation, circling to intercept and stall the Alliance Fleet's route.

Although Yelisia has contingency plans to counter them, the risks are certainly greatly increased.

Eliminating two immediately would naturally be perfect; it would ease subsequent pressures significantly.

Yelisia even thinks about trying again.

Even if sacrificing another five hundred Interstellar Warriors to exchange for two enemy battleships isn't impossible.

However, for caution, she didn't deploy as many units in the second wave sortie.

While Furyflame and New Torch still want to fight and hope to be sent to the previously fought ship, partly to complete the unfinished mission and partially to rescue some comrades.

But Yelisia vetoed this.

She quietly dispatched just two hundred Shadow Battle Group, targeting the third Dragon-Snake Class Battle Cruiser.

This time, however, the results were less than ideal.

Though there were fighters launched from the Eagle Horse carrier providing cover, this time the boarding losses were significant, with over fifty people killed on the approach before boarding.

Then, the successful boarding of one hundred fifty, assisted by a few Navy Marine Corps units, couldn't perfectly accomplish the mission, only incapacitating the enemy ship's command system without completely destroying it.

Furthermore, they couldn't evacuate.

Yelisia thus soberly realized that the previous success was perhaps a fluke.

So she stopped gambling further.

After all, not all Interstellar Warriors should be sacrificed for such tasks.

The Valuk Fleet is also engaging in boarding raids. Those peculiar, anti-detection characteristic spore-like boarding eggs that adhere to ship armor and corrode holes for entry are quite unpleasant. The invasions launched by those suicidal partial fleets earlier still haven't been completely resolved two standard Terra Days after the naval battle started.

Moreover, the Mechanical Sect persistently counter-delivers these boarding spores.

The Alliance Fleet has significantly heightened precautions and interception against this matter. But just as our boarding torpedoes can board enemy ships, those boarding spores can't all be intercepted either.

Furthermore, their successful boarding rate is not low—at least higher than conventional boarding torpedoes and boarding shuttles. Now they occasionally drift over causing some trouble, but can the possibility of enemy large-scale deployment be excluded?

Probably not.

For this situation, Interstellar Warriors have to take small boats to rescue on various invaded friendly ships.

Precautions are necessary.

Having already destroyed one Battle Cruiser through Interstellar Warriors' boarding tactics and severely reduced the combat capabilities of two more, it's already sufficient.

As they continue to gain combat distance and retreat whilst fighting, the threat posed by the remaining three Battle Cruisers of the Mechanical Sect becomes relatively limited.

They attempted an intercept maneuver but suffered greatly instead. They did slightly delay the Alliance Fleet's advance but paid the price of one Dragon-Snake Class Battle Cruiser being heavily damaged, almost destroyed.

After being repulsed, they attempted a wave of high-density boarding spore deployment, but awkwardly, these boarding spores have stealth advantages and a high boarding success rate, yet their speed is indeed slow.

In the Alliance Fleet's high-speed maneuvers, roughly more than half missed their intended positions and had to be awkwardly re-collected by the Valuk Fleet.

And those boarding spores that did arrive at scheduled locations on time indeed exerted their effects, as apart from intercepted ones, a reasonable proportion successfully boarded and released the hybrid mechanical-insect modified servitors within the Alliance ships.

But they faced fierce counterattacks.

The contingency Yelisia left in place made an impact at this moment.

The Glory Guards, Battle Nun, and Interstellar Warriors—three elite Alliance units—boarded various small ships and fighters upon detecting large-scale boarding spore approaches.

Transferring between allied ships bases little risk. Although there are rare cases of being hit by enemy fleet's distant shelling...it is highly unlikely and takes extreme bad luck to be hit.

Most can smoothly complete transfers.

They are rapid-response units, sent to ships invaded most severely by boarding spores to help onboard Marine Corps deal with intruding enemies.

The whole process focuses on speed.

This crisis has passed thus.

Subsequently, the Mechanical Sect Fleet launched a full speed advance, but the cumbersome Mechanical Ark with two Retribution-class Battleships simply couldn't speed up.

In the end, they seemed to resign themselves.

No longer chasing Yelisia's ships but instead turning their goals directly to Alamita.

Since the Alliance aims to return, why not intercept at the destination faster?

However, this attempt also failed.

The Alliance returned a portion of the fleet to Alamita ahead of them.

Chapter 627

The ships that withdrew first weren't many, mainly two battlecruisers and numerous cruisers.

After all, the Alliance has a Retribution-class Battleship, which is also a rather slow piece of equipment.

But as long as there are ships that return first, it's a good thing.

Just as the Valuk Fleet arrived at Alamita, the Alliance Main Fleet also returned.

Then, Yelisia made a rather fierce decision: charge straight into Alamita!

At the same time, the Alliance ships that reached Alamita's near orbit earlier would also launch an attack to support them.

Try to block us if you can.

The Mechanical Sect Fleet is also rational.

If they insist on intercepting, they'd first suffer from being attacked on two fronts.

Subsequently, the Alliance Main Fleet charged forward, and in a flash, could enter the cover range of Alamita's orbital firepower. Unless they could annihilate the Alliance Main Fleet in such a short time, which was clearly impossible.

Once the Alliance Main Fleet charges in, the Mechanical Fleet would be dumbfounded and couldn't pursue, or else they would crash into Alamita's orbital vicinity, where the starport, star fortress, combined with ground orbital firepower, might add up to the equivalent of ten battleships.

Starships can't easily engage in a firepower exchange with a planet.

If a planet's defense system doesn't have its starships to cover it, it indeed appears clumsy, inflexible, easily allowing enemy ships to wipe out its outer space stations one by one, and easily getting caught in the gaps of the star fortress's trajectory to deploy troops on the ground, attacking from the surface...

But these strategies wouldn't work when the opponent's orbit still has a strong fleet present.

Both sides once again engaged in a standoff at Alamita.

The Alliance Fleet couldn't leave, and the Valuk Fleet didn't dare to advance under anti-orbital firepower, leaving both sides deadlocked.

Yelisia breathed a sigh of relief.

Judging from her command in stages, there were some flaws and mistakes, but overall, it should be correct.

In any case, she preserved the Alliance's Main Fleet. Admittedly, a battlecruiser, specifically the Ronglin, suffered severe damage and was laid up at the starport, and small to medium-sized warships experienced substantial losses during the naval skirmishes in space over the past few days, but overall, the main force survived.

To truly compare losses, the Mechanical Fleet's small to medium-sized ships might have exploded less, but concerning main capital ships, they lost a Dragon-Serpent-class battlecruiser, with two others heavily damaged, one of which had to return to the factory for repairs, essentially crippling its combat effectiveness; another is still combat-capable, but its command system was damaged, with temporary repairs causing an estimated 30% reduction in combat effectiveness due to impaired command.

Comparatively, it's uncertain which side suffered greater losses.

Given the fleet's scale and strength were inferior to the opponents, and the ambush tactic at the warp point was cracked, achieving this outcome should be considered a success.

Including Gu Hang himself, that was the thought.

He found some time to observe the naval battle situation in the real universe, and in a few simple words exchanged with Yelisia, he praised his lady.

Yelisia wasn't very pleased by Gu Hang's compliments, maintaining a cautious and conservative approach in her subsequent strategy, engaging in a standoff with the Valuk Fleet at Alamita for half a month.

During this half month, things were relatively calm.

The atmosphere was tense, but there were almost no actual battles, not even tentative clashes.

It seemed that everyone realized that using Alamita's orbit as a battlefield meant no one could gain the upper hand.

Half a month later, the situation quietly started to change.

Yelisia received news of a large-scale rebellion on the surface of Alamita from her flagship.

Previously, disturbances on the planet had always existed.

Even with Moro, the former Founding General, personally coming down to appease and suppress them, with his connections to the Alfonso Sect, a rebellion seemed impossible.

However, what he had built, the so-called 'Alamita Sect,' at its core was essentially composed of some of his trusted aides and some individuals from Alamita with wavering attitudes. After all, this place had belonged to the Alfonso Sect for thousands of years. Moro, despite his prestige as the Founding General, couldn't avoid the fact that some people on the planet harbored allegiance to the Alfonso Sect.

The Alliance used special operations to attack the ground, killing many leaders loyal to the original sect on Alamita, but they didn't kill them all, only eliminating the most important ones, and with such a thunderous approach and the arrival of Alliance military forces, pressed the planet into a reluctant submission.

At the starport, a brief but fierce battle broke the opposition's backbone.

On the ground, some leaders of the opposition remained alive; the mid-level and above were not completely wiped out; and the core forces were still intact.

Initially, they were hit hard and intimidated; now, they've regained their momentum, with Valuk, their biggest backer outside, having arrived.

Some people started to become active again, which was not surprising.

Not to mention, Valuk would inevitably intervene to some extent.

Just as when the Alliance attacked Alamita, knowing that a strong fortress must be overcome from within, the followers of the Alfonso Sect naturally understood this as well.

Coincidentally, they still have rather advantageous conditions. If the people on Alamita were genuinely allowed to vote collectively, whether they wanted the Alfonso Sect or the so-called 'Alamita Sect,' just established for a month or two, it's really uncertain which side would gain more votes.

Chapter 627_2

After Moro went down, he was able to realize the serious challenges he was about to face.

With the backing of the hundreds of millions of Alliance Army troops landing on Alamita's surface continuously, he launched a series of purges internally.

There were many casualties.

Up to now, it's still hard to tell how many of them are genuine rebels or were forced to rebel by brutal means.

But overall, previously, the various rebellions on the planet were within controllable limits.

Although the Alliance Army was quite busy, having to dispatch troops everywhere and suppress uprisings all over, these were mainly pacification operations: executing the die-hards, capturing the suspects, and sending them to concentration camps. How to deal with them specifically was the Alamita Sect's business, and the Alliance did not intervene too much.

The scale of battles was generally not large.

Even in the worst places, it wasn't quite a war, at best just a military operation.

Until now, a large-scale rebellion broke out from the Bottom Nest District in an important industrial Nest Capital cluster in the southern hemisphere.

Initially, it was the Alamita Sect's army that went to suppress it.

They claimed to have suppressed it, but soon, reports of unrest kept coming from adjacent areas, and yet they also claimed to have suppressed them quickly.

Alamita Sect was a bit skeptical and requested the Alliance to send in an infantry division, along with investigators.

Once they entered, it was as if they stepped into a black hole, and there was no news at all.

At this point, the seriousness of the problem was realized.

The Alamita's own troops were unreliable, and no one knew how many potential traitors were hidden among the reformatted units. The troops that went ahead for suppression were not eliminated but defected on a large scale.

In this case, the Alliance's own forces had to step in.

A division wasn't enough, so an entire army group was deployed.

But the scale of the rebellion was underestimated.

That army group, after entering, encountered a fierce siege.

Surprisingly, a large number of combat drones with a half-mechanical, half-insect race structure appeared.

These formidable units were numerous, and even the elite Navy Marine Corps found it tough to deal with them, not to mention the ordinary Alliance Army.

An army group of the Alliance forces couldn't instantly collapse, but they struggled to hold onto a few places, suffering heavy losses.

Subsequently, the Alliance Army Command Center began to reinforce the troops.

One army group after another was deployed, until finally, even an entire army group cluster was positioned there.

But soon, another region in the southern hemisphere also erupted in turmoil, even larger in scale.

Another army group cluster was sent there.

By this point, the over a hundred million troops of the Alliance seemed strained.

Although only two army group clusters were involved, and three remained unchanged.

There was a fear that any movements could intensify the situation beyond the southern hemisphere's two Nest Capital clusters, potentially causing a global upheaval.

In fact, once those two Nest Capital clusters were largely controlled, rather severe situations arose.

Setting the political implications aside, the most crucial military aspect was the orbital cannon fortresses they controlled.

Some of these fortresses were independently in the wilderness, while others were set up within the Nest Capitals.

Their cannons were aimed at the planet's outer orbit and fired fiercely.

The Alliance Fleet faced threats from within.

Engage in ground combat? Cover the army?

A costly move.

Moreover, there was a fear of Waluk's fleet taking the opportunity to launch a large-scale attack.

If the ground couldn't be defended in time and was hit by Waluk's fleet, there was a real risk of a devastating defeat.

The Alliance Fleet was forced to retreat, avoiding the areas covered by the orbital cannons of those two southern hemisphere regions.

Meanwhile, the Starport, Star Fortress, and Armed Space Station defense systems all had to alter their orbits around the planet, lest they get attacked when flying over the anti-orbital firepower areas.

With this space given up, the disadvantage expanded rapidly.

Waluk's fleet gained a window of opportunity for an offensive.

They still didn't dare to pressure with their entire fleet, after all, most orbital cannons on the ground were still under Alliance control, along with the orbital defense system.

However, they could perform operations in that space region controlled by the rebels.

Though the corresponding airspace was quite limited, it was relatively safe to send more support to the ground.

These rebels, coercing and inciting a huge number of locals, were under-equipped.

They had controlled many weapons factories within the Founding World and began to ramp up production. Yet, the limited controlled area, incomplete production lines for high-end equipment, large weapons, insufficient resources, etc., constrained their production capacity.

Thus, the Waluk Fleet could directly supplement them from space.

Heavy tanks, Titans, Knight Order, and more bio-mechanical soldiers made from Insect Race technology.

After the Alliance reinforced their troops, the ground situation which was initially suppressed once again worsened drastically.

A naval battle by now had remarkably turned into a pivotal ground conflict.

In an unexpected turn, Yelisia had to respond.

She began to further deploy troops to the ground, even sending the Interstellar Warriors.

New Torch, Furyflame had sent in personnel.

Yet, Yelisia was somewhat disappointed with their combat abilities.

As a result, she secretly dispatched three battalions of the Shadow Battle Group down.

These warriors, clad in gray, unmarked Power Armor, focused particularly on targeting several orbital cannon fortresses.

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Chapter 628

Yelisia’s troubles caught Gu Hang’s attention.

Moreover, Gu Hang was somewhat pessimistic about the overall situation.

The Alliance Fleet’s ground troops were not enough. Five army groups were the limit, and that was because the fleet had many Colossal Belly Transport Ships to bring the Army over.

Now, they were all on the ground.

The Alliance Army could certainly send more troops, but they needed transport ships to bring them from home.

Time would surely be sufficient, but the problem was the lack of fleet escort; Valuk's ships were still surrounding outside, how could the transport ships possibly get through?

Forcing through would mean not valuing soldiers' lives, it would be suicidal.

In other words, the forces Yelisia could use in dealing with the current ground situation were destined to be limited.

In contrast, Valuk could use forces that were relatively infinite.

He could continuously dispatch troops from places still under his control in more than half of the Alfonso Star Domain, especially from two Founding Worlds.

The Alliance didn't have enough strength for interception in between.

Deploying was inconvenient, but at least they had means—by taking advantage of the part of space fields correspondingly occupied on the ground.

There would surely be losses, such as being intercepted by Alliance ships.

But the losses were acceptable.

Moreover, the more troops the Alfonso Sect put in, the greater their influence would grow. Those on the planet who originally stood with the Alfonso Sect would become more steadfast; those undecided would become increasingly wavering...

If the Alamita Sect controlled by Moro was eventually overthrown and became short-lived, the whole planet turned against them, then the Alliance Army deployed on the planet would be engulfed in a sea of resistance from the planet's local forces.

No matter how capable the Alliance Army was, they would be completely overwhelmed.

Such a situation had not yet occurred; Moro was engaged in suppression and cleansing, and it might not necessarily develop to this extent.

However, as long as the war situation does not improve, and the Alliance cannot show signs of winning, this scenario is bound to happen sooner or later.

The involvement of the Interstellar Warriors alleviated this emerging trend.

They reclaimed some ground orbital cannon fortresses.

With each fortress reclaimed, the range of activity for Alliance ships increased; once all were reclaimed, when Alliance ships could fully cover the positions of the ground rebels with orbital firepower, their doom would arrive.

However, the further the fight went, the more arduous it became.

Especially with large numbers of Alfonso Titans and various Knight Orders landing, their combat power was extremely strong.

Often a Warlord Level Titan, paired with a few Warhound-level units, adding dozens of Knight Titans, in combination with batches of Protection Army, could render a fortress impenetrable.

Even if an entire battle group was deployed, paired with Alliance Army's major forces, even if victorious in direct combat, the battle would be intensely difficult. Significant casualties and prolonged conquest time were inevitable.

Titan, always a majestic and powerful combat unit for human forces on the ground battlefield.

The entire ground war evolved, at a speed beyond anyone's imagination, into an apocalypse-level battle.

The battlefield encompassed two Nest Capital groups, with both sides committing forces exceeding two hundred million, and not just cannon fodder.

The majestic Titans, heavy tanks, swarm-like aircraft, elite soldiers;

Interstellar Warriors, Battle Nuns, modified mech soldiers...

They fought fiercely against each other in these two Nest Capital groups, equivalent to half a continent's city group battleground.

Inside the Nest Capital became scorched earth, ruins, survivors continued fighting amid the ruins. Changing flags in a region often meant fighting until both sides lost the last ounce of strength, before temporarily calming. But soon, the next region would once again become the focal battleground.

Through the Interstellar Warriors, through the Army's courageous fighting and sacrifice, before Alamita's ground situation deteriorated to a certain extent, with tremendous cost, reclaimed all those fortresses, restored Alamita's defense system, filled the gaps, preventing Valuk from continuing to deploy forces on the planet's surface.

Then based on this foundation, Moro could swiftly complete internal cleansing and unify thoughts.

This was Yelisia's right path to breaking the stalemate.

But it was extremely difficult.

Of course, however difficult it was, she was striving for this.

However, there was a simpler method for breaking the stalemate.

That was in Gu Hang himself.

If he could achieve ultimate victory in the subspace war, then no worries would remain.

The confrontation between him and Valuk, or rather the sweeping subspace shadows, had persisted since the war began until now, lasting just over two months.

In the Storm God Kingdom, the battle between Heroic Spirits and Insect Swarm had never ceased.

The battle situation was not at all easier than in Alamita's southern hemisphere.

Even more so because of the endless Insect Swarm and the undying Heroic Spirits, the confrontation was even more desperate and brutal.

And during these two months of endless confrontation, both sides saw some noticeable changes.

The azure-purple land of the Storm God Kingdom seemed to lose some of its richness; the original sky-filled lightning seemed to have reduced in frequency some.

As for the subspace shadow shrouding the Divine Realm, it also seemed to have thinned.

Both sides could feel a profound sense of fatigue, yet neither was willing to relax even a bit.

However, in the ongoing confrontation, Gu Hang gradually pondered and found a method to achieve victory.

It just needed verification.

In the past two months, apart from mobilizing the entire Divine Realm's power into this endless consumption, he also explored and tested whether his method was feasible.

Until now, he felt it was time.

Yelisia, aboard the Emperor-class battleship 'Golden Pass,' received Gu Hang's command.

She gathered five hundred Interstellar Warriors from the Shadow Battle Group.

This was not only deploying those previously unused defensive measures on the ship, which were meant to guard against the Valuk Fleet's boarding spores, but also drawing key personnel from various ground battlefronts.

They gathered on the starship, fully prepared for combat, staying in an empty chamber.

They didn't know what they were going to do next, but they knew it was an order from the governor. A very important and dangerous battle awaited them.

And when the Interstellar Warriors were ready, Gu Hang no longer delayed.

The entire Storm God Kingdom, in an instant, burst into light!

Under the cover of the subspace shadow, it, for a moment, shone like a tumultuous thunderstorm, with a brilliance that no amount of darkness could conceal.

At least, at this moment, the subspace shadow enveloping the Storm God Kingdom was dispelled and illuminated.

Of course, this was merely an 'illusion.'

The flicker of light lasted just a moment. Like lightning, its momentary brilliance was indeed dazzling, almost turning night into day. But if it was just a flash, darkness would definitely return.

Much like now.

After the Storm God Kingdom's fierce flash, it did not continue, and the subspace shadow re-enveloped the entire Divine Realm.

Originally, the invading insect swarm within the Divine Realm was all destroyed by the electric light due to the intense energy surge. But as the subspace shadow covered again, the endless insect swarm entered the Storm God Kingdom once more.

It seemed nothing changed.

But, in reality, there was a significant change.

At least, there were two points:

First, such a fierce subspace energy surge was quite conspicuous, allowing many 'beings' to see.

Previously, Gu Hang avoided making the Storm God Kingdom so conspicuous in the complex, treacherous subspace.

Being conspicuous was not a good thing, for those Evil Gods and their minions were very greedy. Especially since Gu Hang had once swallowed a Great Unclean One, greatly offending the oldest of the four Evil Gods. Being too conspicuous, Gu Hang feared a horde of Great Demons would come to his doorstep.

However, for a long time, Gu Hang silently let the Storm God Kingdom drift in subspace waves, slowly drifting as close as possible to a golden realm.

Although he couldn't be sure whether that golden area, the conspicuous cold sun in subspace, was truly friendly, it seemed much better.

After such a fierce flash in his Divine Realm, it surely allowed that golden kingdom to 'see' his situation.

Of course, just because they saw it doesn't mean they would act.

Gu Hang patiently waited for a while.

Not long, and a reaction came.

Suddenly, within the Storm God Kingdom, an army emerged.

The first batch was a group resembling Interstellar Warriors in black power armor but with skulls, bodies engulfed in flames.

They weren't numerous, only about two to three thousand, but extremely powerful.

The other type resembled the Angels in classical mythology, with wings and golden bodies. These 'Angels' were even fewer, only a few hundred, but their combat power was fiercer.

The key point was, whether burning Skeleton Warriors or Angels, they, like Gu Hang's Heroic Spirits, possessed the ability of infinite resurrection.

Their resurrection was self-initiated, unlike Heroic Spirits who essentially used the Storm God Kingdom's power for reconstruction, thereby consuming Gu Hang's energy.

Although not much, the sheer number and the two-month consumption couldn't withstand it.

Now, with these powerful and elite warriors joining, Gu Hang discovered his energy expenditure reduced significantly.

The sacrifice rate of Heroic Spirits decreased, reducing Gu Hang's pressure, while the insect swarm was exterminated more swiftly.

On the surface, it seemed there was no difference, given one side was endless and the other side was immortal. But essentially, it caused a subtle, yet significant, shift in the balance of mutual consumption between two massive groups.

Often, just this slight shift could lead to a qualitative change.

For Gu Hang, the qualitative change was that he could now disregard matters within the Storm God Kingdom.

Disregarding didn't mean not investing any power.

That's certainly not acceptable, as the main force of endless consumption was still his Heroic Spirits.

However, he could now venture out into the real universe for a day or two, without worrying that without him personally presiding, the entire Storm God Kingdom's battle situation would collapse swiftly.

Chapter 629, The Emperor's Kin

Gu Hang flickered through the entire Divine Realm, transmitting information to seek some assistance.

These flaming Skeleton Warriors, and the Golden-armored Angels with wings on their backs, arrived silently without saying a word, engaging in no communication with Gu Hang, simply aiding in combat quietly.

Although Gu Hang did not receive any additional information, not a single voice spoke to him.

However, the mere flicker of the Divine Realm and the immediate assistance coming served as an immensely informative occurrence in itself.

In this regard, Gu Hang was very appreciative.

Since the other party showed no interest in communication, Gu Hang didn't insist, saying nothing more.

He never forgot that his most important task was to solve the problem.

The ones who came were just supplementary forces, helping Gu Hang make solving problems easier, guarding his fallback more securely. The real issue still had to be dealt with by himself.

And Gu Hang had already found a solution.

The Lightning Realm flickered, dispelling the shadow, and even if it was only for a moment, it was enough.

As the shadow dispersed, it revealed the essence manipulating everything inside.

It was a figure that appeared in the Subspace.

Gu Hang was certain it was Waluk.

Or rather it was Waluk's soul, will, mind... whatever it was, the projection in Subspace.

Under the shine of the flicker, Gu Hang could even capture the astonishment on his face.

Gu Hang didn't care about Waluk's emotions. What he cared about was the information sensed from the projection during those fleeting moments. Including his specific position in the Real Universe, and the method to directly arrive beside him from Subspace using the gathered information and coordinates.

This was similar to conventional Spiritual Energy teleportation, though the operational logic was entirely different.

Regular Spiritual Energy teleportation wasn't feasible under the Subspace Shadow's cover. But Gu Hang could forcibly flicker the Lightning Realm again at this moment, even if it would cost a considerable amount of energy reserves, shortening his ability to endure in the endless consumption battle, he was willing to take it.

After all, he wasn't hoping to win this war in Subspace through attrition.

Furthermore, Gu Hang noticed another critical point—around the figure representing Waluk was a long worm entwining his body, but he seemed completely oblivious to it.

This creature caught Gu Hang's attention.

It turns out, it's not simply something a Great Sage can easily manage. Gu Hang's Storm God Kingdom, after all, developed from the level of an Inferior Deity. With the expansion of the Alliance, the substantial populace trusted Gu Hang, enabling him to devour a Great Demon and a Brain Worm Tyrant. The growth rate of the entire Divine Realm was very high. Even among the powerful natives within Subspace, it wasn't easy to find someone who could overthrow Gu Hang.

In that case, how could a Great Sage, working in silence for decades or hundreds of years, develop something like a Subspace Shadow that was so formidable it completely enveloped and even suppressed Gu Hang's powerful Storm God Kingdom?

Clearly, this Subspace shadow had another set of causes.

Moreover, if Gu Hang thought further, it wasn't just Waluk's Subspace Shadow; his series of insect swarm technology might have hidden secrets.

The Empire has encountered and fought against the Insect Swarm, and it wasn't just the Princess Star Domain dealing with it. The Insect Swarm posed a typical threat across the entire Empire, with numerous Imperial forces interacting. Various sects within the Sect of Mechanics have acquired insect

corpses as material, while live samples are likely plentiful. Yet no other sect succeeded in developing similar technology?

Could it be that other sects are incompetent?

This seems unreasonable.

The Alfonso Sect is considered a relatively strong sect within the Sect of Mechanics, but certainly not the strongest. Concerning the Insect Swarm, a major enemy to the Empire, it's surely not just one or two sects researching it, even Mars is involved. If they couldn't develop it, either it wasn't viable or the technological path was flawed, and Alfonso managed to use biological modification due to some special factor.

It must be related to the Queen mentioned by Sage Moro.

Is it really Paul—Waluk and his team controlling the Insect Swarm?

Is the Insect Swarm so easy to control?

Gu Hang expressed skepticism toward this.

The situation might be more complex, yet it doesn't affect the next steps Gu Hang intends to take.

He had already pinpointed Waluk's location after the last flicker of the Lightning Realm, so his next move is to proceed to his side!

Lightning Realm flickered again, dispersing the Subspace shadow once more.

Although it returned in the next moment, it was different this time; Gu Hang's presence had already vanished from the Storm God Kingdom. Simultaneously, the five hundred Interstellar Warriors from the Shadow Battle Group stationed aboard the Golden Pass also disappeared.

...

Waluk felt very uneasy.

In Subspace, those two flickers of the Lightning Realm truly disturbed him.

Prior to this, he had always felt assured of his victory.

In the Real Universe, his army holds the advantage. Although it was a pity the Alliance's main fleet managed to escape to Alamita, this place, compared to the Alliance that was recently acquired through military pressure in a decapitating manner, felt more like Waluk's home ground.

Chapter 629, The Emperor's Kin_2

Even with Moro, the former Founding General, it couldn't erase the influence established by the Alfonso Sect over thousands of years.

If the Alliance had completed a major purge in Alamita and purged the members of the Alfonso Sect, there might have been a bit of trouble. But in the current situation, as long as Waluk applied a little effort, the continual rebellion on the entire planet was only natural.

The Alliance, on the contrary, was forced into a dilemma. What was originally thought to be a solid support, Alamita had instead become a ticking time bomb. Once this planet was taken from the ground, coupled with the blockade by Waluk's fleet at the periphery, under pincer attacks from both sides, it would be the time of the Alliance's main force's destruction!

At the same time, the greatest threat within the Alliance, that is, Gu Hang himself, was also firmly trapped by him with the Subspace Shadow, unable to exert any effect.

The entire form of the war was proceeding step by step according to his previous plan.

He was proud and complacent, believing that pushing forward step by step according to the plan, the ultimate victory would surely be his.

A mere Alliance, that's all.

Of course, not everything was within his expectation. For example, he did not expect that Gu Hang actually possessed a Subspace Divine Kingdom, nor did he expect that the assaults of the Interstellar Warriors could cost him one battleship cruiser and severely damage two more.

However, these were just ripples within the plan. He had originally been overestimating Gu Hang's power as much as possible, and now it was just that Gu Hang's performance was as expected. Anyway, the Subspace Shadow he was manipulating still managed to suppress Gu Hang. Being able to achieve this was enough.

Including those assaults by the Interstellar Warriors, losing a battleship cruiser was painful, but it was within an acceptable range. As long as the Alliance's main force could be annihilated here, the price paid would be bearable.

Until the flicker of the Storm Kingdom, he started to feel uneasy.

After the first flicker, he detected many things that should not exist appearing within Gu Hang's Storm Kingdom.

As a Great Sage, he had an understanding of many strange phenomena in the history of the Empire, even without in-depth research. These blazing skeletal Interstellar Warriors and Golden-armored Angels belonged to this category.

According to certain doctrines of the National Church, these belonged to the manifestation of the Emperor.

Legend has it that when the most loyal Imperial citizens are faced with a major threat and at the brink of life and death, these transcendent beings, after the Emperor's ascension, guarding the Emperor beneath the Golden Throne, would appear to rescue the loyal Imperial citizens from danger.

On the other hand, another faction of scholars and the Sect of Mechanics believed that these things were essentially similar to Chaos Demons. There were differences, but not significant. Chaos Demons

were those belonging to Evil Gods filled with malice toward humanity, coming to the Real Universe to spread chaos and wreak havoc. Whereas these belonged to the Emperor's kin, harboring goodwill towards humanity.

However, generally, records of their appearance were quite rare. How could they be considered in normal planning?

If required to consider them, then nothing would ever be done. No matter how perfect or high the success rate of a plan, if the unknown number and unpredictable presence of these powerful Imperial kin were factored in, it would never succeed.

Waluk did not feel he made a mistake.

However, whether there was a mistake didn't matter; the current situation at hand and the solution were what mattered.

Initially, he was quite apprehensive. What if too many of these Imperial kin rushed out alongside the Heroic Spirits?

But later, he realized there was not much to worry about.

The number of Imperial kin was not that large. Their presence mainly tipped the balance slightly towards Gu Hang within the Storm God Kingdom, but it wasn't major.

While exhaling in relief, he remembered another feeling.

In the instant of the Storm Kingdom's flicker, he also felt as if he was suddenly exposed, like someone plotting a conspiracy in a dark corner abruptly exposed by a strong flashlight shining on his face.

Even though it was just a momentary exposure, even though it seemingly had no consequences, he still felt as if his clothes had been stripped off.

This left him feeling quite uneasy.

He instinctively issued orders to strengthen the guards around him and in the Real Universe.

Even though he kept reassuring himself that this was just in case, under the shroud of the Subspace Shadow, no matter how powerful Gu Hang was, he couldn't possibly use his Spiritual Power to affect him in the Real Universe.

However, that strong sense of unease was rapidly turning toward some kind of dangerous foreknowledge.

Until once again the flicker of the Storm Kingdom, the Subspace Shadow was once again briefly dispelled.

At this point, not only did he once again feel exposed, but the unease and foreknowledge of danger in his heart were magnified to the extreme, even manifesting into a continuous, sharp insect-like piercing sound!

A gray-clad Interstellar Warrior devoid of any markings appeared in front of him!

He moved instinctively, and several biological weapons sprang from his black-and-red robe, instantly enveloping the Interstellar Warrior in firepower.

Before the warrior could make any move, his Power Armor was riddled with holes from corrosion. In the next moment, Waluk's guards swarmed and tore the severely damaged Interstellar Warrior to pieces.

Chapter 629, The Emperor's Kin_3

But despite this, Valic's face still looked very grim.

He only saw one Interstellar Warrior, but it was clear that this was through some teleportation means, suddenly arriving in front of him.

So the question arises: will only one Interstellar Warrior be teleported here?

Obviously impossible.

Valuk heard fierce gunfire sounds coming from various distant and nearby places around him.

A moment later, a report belatedly arrived.

The report stated that they were under attack by unknown Interstellar Warriors.

The number of interstellar warriors was unknown, and the attack areas scattered all around with Valuk himself as the center. They were rapidly assembling.

Valuk deduced the situation: likely these Interstellar Warriors were in such a rush during teleportation, with Valuk's location as the target point, that they couldn't accurately arrive, all the interstellar warriors were scattered around him.

And now, they are assembling.

The Protection Army aboard their ships were also caught off guard, after all, who would have thought that one or a group of Power Armor giants would suddenly appear out of thin air next to them.

They were completely unable to prevent the scattered Interstellar Warriors from reassembling. And once they assembled, the damage they could inflict would further rise.

Valic had calmed down from the chaos, the situation hadn't reached an uncontrollable point. Command after command was transmitted through the electronic beams linking his body and the ship's command systems, contacting each Protection Army unit aboard.

Their next objective was to prevent the Interstellar Warriors from assembling as much as possible.

Even if they couldn't prevent it, they needed to try to eliminate as much of their active forces as possible in the process.

Apart from the troops responsible for encirclement, the Protection Army, under Valic's command, also set up one defensive line after another, mainly around his position and key locations on the ship, with the goal of protecting his safety and the ship's safety.

At the same time, he also tried to exploit the advantage of his own forces.

There was no need to transfer forces from other ships; just on the Alfonso I he was on, there were nearly a hundred million people.

After all, this was not an ordinary warship but a Mechanical Ark. Just in terms of ship specification, it's several times larger than an average Battleship; setting fighting capability aside for the moment, it could carry dozens or even hundreds of times the people compared to a regular Battleship.

As long as those Interstellar Warriors couldn't complete the strategic task of decapitation or destruction of the Ark in the first instance, as time went on, they would increasingly be overwhelmed by the surging tides of the Protection Army.

In other words, the more time passed, the safer Valuk would be.

The most dangerous moment, one could even say, had already passed.

Valuk thought he could start to investigate how Gu Hang managed to perform a spiritual energy teleport under the Subspace Shadow's cover and how much it related to the previous Thunder Nation's blink.

Just as he was thinking this, he suddenly heard a loud noise.

The grand closed door of the mechanical cathedral at the core of the ship where he stood was blown open by some even grander force.

The flying shards of the door caused a scene of chaos inside.

Valuk stared intently at the door, seeing a figure floating mid-air, slowly flying in.

Chapter 630, The Death of the Great Sage

"You truly make me feel sick, Waluk."

Gu Hang said this from the heart.

He doesn't like cursing enemies, whether they are traitors, Chaos, or Alien. Even though mercilessly killing them is Gu Hang's duty, it's merely a matter of position, a responsibility.

Even when encountering the seemingly most disgusting enemies, like Plague Demons and followers of the Father, Gu Hang would only purify them with a calm face. Those cysts, boils, and secretions indeed seem disgusting but are merely physiological revulsions.

But the things Gu Hang saw upon entering Waluk's grand cathedral truly made him feel sick psychologically.

It's quite expected that Waluk's mechanical ark has a grand cathedral. In fact, in the Empire's starships, a cathedral is a regular fixture, and many large starships even have more than one.

During long voyages, especially when traversing Star Realm Tunnels, the ships invariably endure strong Subspace interference. Most of it is protected by Starfield Force Fields. The amount influencing the crew's mind is very little, academically deemed harmless.

But it still causes psychological pressure.

Moreover, is every Starfield creation flawless? Even if there were no issues at the time of manufacture, wouldn't there be some wear and tear over long usage that couldn't be repaired in time?

These all strengthen Subspace interference during interstellar travel.

Usually, it's not a big problem. Slightly higher than the Empire's standard of psychic interference, as long as it isn't excessive, is bearable.

During such times, psychic comfort becomes important. This is also one reason why ships have cathedrals with clergy.

Even without this factor, faith has always been a part of Empire citizens' lives, especially monotony and boredom on ships need faith to resolve.

Besides, almost every Empire ship needs technical personnel for operation and maintenance. Most of them are clergy from the Sect of Mechanics and naturally need a cathedral for their daily activities.

These reasons together ensure Empire ships inevitably have cathedrals, often more than one. This holds true even for ordinary vessels, let alone the Sect of Mechanics' mechanical ark.

On Alfonso I where Valic resides, the central cathedral is especially grand and large. Even compared to core cathedrals on the ground in the Nest Capital, the only difference might be size, not specifications.

The God of All Machines, an incarnation of The Emperor, is everywhere in the cathedral, displayed through various religious artistic formats like sculptures, paintings, and stained glass.

If it stopped there, it would be tolerable. Despite Waluk's despicable act of hanging The Emperor's images and statues while aligning with Alien, it's not yet enough for Gu Hang to express disgust.

However, that was not the case.

All those images and sculptures have been altered.

The symbolic gear with a human skull in the center, matched with numerous Sect of Mechanics elements like electronic eyes and metal pipes, remains. But many mechanical sect elements have been replaced with purple biological eyes, fangs, claw marks, and similar features.

The greatest change is the sacred emblem's middle, representing pure human skull, being replaced with an Insect Race chitinous skull, even with retracted fangs appearing merciful, utterly revolting.

The gears surrounding the bones have also twisted into jointed limbs.

Not only is the God of All Machines' emblem altered, but various sculptures depicting The Emperor in the cathedral have had their styles changed. These often maintain original apparels of the God of All Machines sculpture, wearing traditional Sect of Mechanics attire, but key elements like skulls and gears are replaced with Insect Race heads, limbs, and fangs, often extending four arms from behind, forming the Four-Armed God Emperor likeness.

Origin religious paintings depicting the Emperor as the God of All Machines leading the initial members of the Sect of Mechanics, pioneering and establishing massive planet-grade factories and developing technology, have twisted into scenes of the Four-Armed God Emperor leading Insect Swarm Angels saving the world.

Seeing all this, Gu Hang would of course be outraged.

He isn't a fervent believer in The Emperor, has no ties to fanatical faith. But he is human, a leader of a human inter-Star Domain political group. His status and self-awareness undoubtedly stand on the human side.

And all revealed in Waluk's cathedral, is not only blasphemy against The Emperor, but also the greatest blasphemy against the human race!

Waluk truly deserves to die.

And Waluk, judged absolutely deserving of death by Gu Hang, is currently in fear.

Gu Hang's personal presence astounded him to the utmost!

Shouldn't Gu Hang be trapped in his Thunder Nation, held captive? His main attention shouldn't be able to leave the Storm God Kingdom, otherwise, without his full support, the balance of resistance in his Thunder Nation will be broken, leading to irreversible damage...

No.

The existence of those in the Emperor's retinue has freed Gu Hang!

After the Thunder Nation flickered and briefly dispelled the Subspace Shadow, it revealed his location! Thus, the second flicker was taking advantage of yet another brief dispelling of the subspace to teleport directly here.

It was precisely because the action was too hasty that the teleportation couldn't be so precise, leading to the scattered arrival of interstellar warriors.

But none of that matters.

Gu Hang has come in person!

Even if he cannot currently summon the power of his Storm God Kingdom, it doesn't stop him personally, as he possesses the power of an Alpha-class Psychic.

To exaggerate a bit, it's a power enough to rend stars!

Of course, this is not the reason for Waluk to surrender.

He ignored Gu Hang's so-called disgusting remarks. The command to attack was transmitted in an instant to every unit responsible for safeguarding him within the cathedral.

Without a doubt, those inside the cathedral are all powerful units from Alfonso the First's ark. However, quite a number of them were thrown off by the shockwave when Gu Hang blasted open the cathedral's

grand gate, and haven't had the time to get back up and adjust to a combat state yet. Some unlucky ones were even directly crushed to death.

The surviving ones, although attacking Gu Hang collectively under the Great Sage's orders, couldn't cause significant harm to Gu Hang.

In front of Gu Hang, the protective spiritual energy spread over a quite large area, completely dissolving all sorts of attacks.

Gu Hang doesn't have a Void Shield but is better than having one.

Both feature the ability to transfer incoming attacks to the subspace. The difference lies in the fact that a typical Void Shield transfers firepower to unknown locations in the subspace, which is an endless place, as vast as the universe itself—a garbage dump that could never be filled up, where junk can be casually thrown in.

But Gu Hang is different; he can precisely place these firepowers into any subspace area he can touch.

Under the current circumstances, Gu Hang will undoubtedly throw all the attacks launched at him into the Subspace Shadow that shrouds his Divine Realm.

Waluk felt quite uncomfortable.

Doesn't this mean he is attacking himself?

But stopping the attacks is not an option.

One cannot simply let Gu Hang act unrestrainedly!

The only method he could think of to turn the tables is to use a strong offensive to force Gu Hang to keep maintaining his protective spiritual energy.

After all, Gu Hang is now cut off from his Divine Realm, and his inherent power, even at Alpha level, is limited and belongs to the human scope.

They say an Alpha-level can tear stars apart, but the legendary Great Sage's self-modified body with cutting-edge technology can contend against a planet single-handedly.

When it comes to bragging, who's afraid of whom?

He has fully activated his combat state.

Truthfully, he hasn't done this for a long time, although he regularly conducts self-checks to ensure his equipment is always in its best state.

He indeed lacks sufficient combat experience; ascension to a Great Sage is not about who fights better. But as a Great Sage, he has a solution. Matching his equipment, whether the older mechanical parts or the new bio-organic limbs infused with the insect swarm's will, he's devised a comprehensive pre-set action algorithm that updates in real-time. Once the algorithm is activated, he won't worry about failing to utilize his combat ability due to lack of experience.

This algorithm, combined with the robust hardware quality of his modified equipment, is indeed top-notch, capable of destroying even a Warlord-level Titan in direct battle!

In other words, Waluk's frontal firepower is even more formidable than a Warlord-level Titan.

Can the Spiritual Energy Shield of an Alpha-class Psychic withstand a frontal assault from a Warlord-level Titan?

Perhaps it can.

But can it hold out indefinitely?

Valic thinks it probably can't.

Adding the firepower from the surrounding elite units of the Protection Army, it's possible to exhaust Gu Hang here.

The current situation is progressing exactly as he predicted.

Gu Hang is pressed not far from the cathedral gate, maintaining his Spiritual Energy Shield. For the moment, there's no sign of it breaking, but there's also no time for him to do much else.

Let it drag on like this.

After all, the longer it drags on, the more forces from the Protection Army will receive his signal and come to his aid. The attacks on Gu Hang will only intensify until, eventually, Gu Hang will be overwhelmed and eliminated.

Without Gu Hang, his Divine Realm won't just be trapped. It will utterly collapse under the pressure of the Subspace Shadow!

This scene seems to unfold right before his eyes, bringing a smile to his usually emotionless face.

Wait...

This doesn't seem right!

He vaguely felt that everything happened too quickly!

How is it so smooth?

Just as he was thinking this, everything before him vanished like a bubble.

"Oh? You're awake now."

He heard Gu Hang's voice.

However, he saw nothing, only a darkness before him.

This was because his visual system had been removed.

But no problem, as a Great Sage, he had many methods of perception. For instance, Gu Hang left him with his hearing and some other electromagnetic sensing capabilities. He could even connect to the surrounding surveillance probes to observe the situation.

Once connected, he discovered he was still in the core cathedral of Alphonse the First, still seated on his throne, except his body, which should have been as large as a small Titan when fully engaged in a combat mode, was now reduced to a disorganized mass of parts only about two meters high, with the rest violently dismantled. And those elite units of the Protection Army around him were now just remnants.

"What have you done!" His voice trembled, uncertain whether from fear or because during the violent dismantling, his vocal components were accidentally damaged.

"Shh, don't make noise." Clearly, Gu Hang wasn't inclined to engage him. He was busy. To prevent this guy from further droning on, though originally Gu Hang expected him to sleep longer, it turned out he awoke too soon. No matter, Gu Hang promptly dismantled his vocal components as well.

Taking down Valic wasn't hard. Upon entering his cathedral, Gu Hang had already disrupted his mind with spiritual energy.

If left unhandled, this guy's cutting-edge equipment was definitely going to be a significant threat, potentially pinning Gu Hang down. But when Waluk set up that battle algorithm, he apparently didn't fully consider how many variables need worrying about in close combat with an Alpha-class Psychic.

Or perhaps he estimated, but underestimated.

At least, he failed to block Gu Hang's psychic power.

This caused him to be almost instantly incapacitated.

Waluk, trapped in the dreamlike illusion, no longer posed any threat. Even the firepower he unleashed didn't target Gu Hang as he expected but instead hit the elite units of the Protection Army, saving Gu Hang quite a bit of effort.

Subsequently, Gu Hang cleared the Protection Army inside the cathedral while using spiritual energy to guide the interstellar warriors to gather at the cathedral.

At least 450 Shadow Warriors were still alive.

Their task is to establish a defensive line here to protect Gu Hang's safety. Gu Hang needs them because he now has to once again focus his attention back on the subspace.

Unlike what he previously thought, while Valic was restrained, the Subspace Shadow had not dissipated.

Does he need to kill Waluk to end the Subspace Shadow? Gu Hang felt that was probably not the case.

Gu Hang had a hunch: If Waluk died, the situation might instead worsen.

At this moment, Gu Hang recalled the long insect shadow entwining Waluk when the Thunder Nation flickered.