Governor 821

Chapter 821: The Most Loyal Interstellar Warrior?

The battle on the Starship of the Oath of Remembrance continues.

To be honest, the members of the Oath of Remembrance Battle Group present here still hold the upper hand.

Simply relying on the five or six hundred elite Navy Marines and about thirty Interstellar Warriors to try to defeat the Oath of Remembrance through boarding combat is obviously unrealistic.

Their earliest tactical objective wasn't to destroy the ship, but merely to delay and slow it down, hoping that the main forces of the Alliance Fleet could catch up—this objective itself was already quite challenging.

But now, there's no need to consider it.

Gu Hang is here.

With his abilities, if no Great Demon-level opponent arrives, he can massacre all the 'traitors' on the ship by himself.

If a Great Demon really comes aboard, then... then he'd have to flee.

It's not that Gu Hang can't deal with a Great Demon, but it's just that here on this ship, he can't handle it.

He hasn't come physically.

Even Gu Hang cannot completely ignore the physical distances of the Real Universe. It's impossible for him to actually arrive in just a few minutes from such a distant place.

Even with Shaga, the A-level Psychic, linking up with the Starship's active energy chamber to provide a remote beacon, it's not feasible for him to cross such vast distances in minutes.

The Gu Hang that arrived here is actually just a Spiritual Energy avatar.

Only in this way could he reach the destination so quickly.

Luckily, the Oath of Remembrance's Battle Group Leader, Mirorilla, is merely at the level of a Battle Group Champion, far from reaching the level of an Emperor Champion or even the Divine Chosen of The Emperor. Otherwise, crushing him to death would not be so easy.

Even such a Spiritual Energy avatar isn't something that can just be sent anywhere. Besides needing an A-level or above Psychic and a vast energy reserve as the conditions for his avatar's descent, another even harsher condition is required: the Psychic serving as a beacon must have the Spiritual Crown personally bestowed by him.

That item is essentially a seed of power from the Storm God Kingdom, belonging to Gu Hang. It takes root and sprouts, and after enough power nourishment and activation by Gu Hang over long distances, it can form an avatar.

These power seeds and Spiritual Crowns, much like the conditions needed to construct a Glory Queen-class Battleship or forge Holy Artifact-level weapons, require him to separate a piece of Subspace essence from his own Divine Realm.

Although the amount of Subspace essence needed to create a Spiritual Crown is negligible compared to what is required for the Glory Queen, it is at least comparable to the cost of a Holy Artifact weapon.

Gu Hang can't create too many; otherwise, it would significantly diminish his own power.

While he's not worried about facing opponents of the Great Demon or Divine Chosen level, his understanding of Subspace makes it clear to him that the enemies he'll face in the future aren't simply of this level.

In Subspace, there exist entities of the Divine Sovereign Demon level; there are some extremely powerful Demon Princes to be cautious of; certain powerful entities from alien races must also be approached with caution...

This very apex of combat power exists in either full presence or not at all. Gu Hang understands the massive impact of his presence on the victory scale in battles. If an equally matched opponent appears, and his power falls short, then the result for the Alliance would be defeats in critical battles.

The Storm God Kingdom, vast as it is, can't withstand too much partitioning.

Gu Hang must retain sufficiently formidable power to handle potential top-tier adversaries.

As for why he granted a precious Spiritual Crown to Shaga, it mainly stemmed from his interest in the 'little secret' of the Oath of Remembrance Battle Group earlier on.

Gu Hang has a strong desire for control over his core regions. He's not one to tolerate such an uncontrollable factor cropping up.

An entire Interstellar Warrior battle group can still be highly effective in critical situations. A sudden major loss would be disastrous.

Understanding what's at the heart of the Oath of Remembrance is of great interest to him.

Although this battle group hasn't fallen under the system's purview, the core difference lies mainly in Gu Hang not being able to redeem the Genetic Seeds of the Oath of Remembrance, missing out on two thousand slots. However, if demanding the submission of seeds is met with cooperation, Gu Hang can send T1 Level prodigies, produced via system training and having undergone commissar training, into their battle group.

At this stage, Gu Hang selected a group of the most outstanding individuals, especially Alvin and Shaga, who were the cream of the crop.

Regarding Alvin, after completing the Genetic Seed implantation and accelerated growth, he went through the veteran and Exemplar warrior stages in the battle group's training panel, and could even advance one step further to the Company Champion level.

This reaches the training ceiling of the battle group function.

Merely reaching this level isn't enough to attract too much of Gu Hang's attention. Among the over a hundred youths sent to the Oath of Remembrance, there are at least eleven who have reached this level.

Chapter 821: The Most Loyal Interstellar Warrior? (Part 2)

From this perspective, the quality of the Oath of Remembrance's genetic seeds is quite high. Unlike some secondary genetic seeds obtained by Gu Hang, where only 2%-3% can be trained to the level of Company Champion; it is also stronger than ordinary genetic seeds, with that ratio being 5%-10%; almost reaching the level of the genetic seeds of the Phoenix and Blood Shark, with a ratio of about 10%-15%.

Perhaps, the original genetic seeds from the founding group are even more effective, but unfortunately, Gu Hang hasn't acquired them in bulk yet.

The quality of the Oath of Remembrance's genetic seeds at least reaches the level of the Phoenix and Blood Shark Battle Groups.

And Alvin, among these eleven Company Champions, is particularly outstanding. Not only can he stably surpass other newly trained Company Champions, but he also has more potential.

Company Champion is the training limit of the Battle Group function, but it is not the limit of the entire system.

On the Hero Interface, Gu Hang can still see his name.

Enlighten, transform into a hero, and his strength has further increased; after entering the Oath of Remembrance and participating in battles formally, Gu Hang has always kept an eye on him. When

seeing his 'experience' maxed out and ready to upgrade further, he doesn't hesitate to spend Gift Points—after all, the cost to upgrade a single person isn't much—to promote him by one level.

By now, he is already on the foundation of the Company Champion, with SR rarity and a Level 6 standing.

This has nearly placed him at the threshold of a Battle Group Champion, just missing the final step.

It is estimated that advancing to Level 7 would make him a Battle Group Champion; by the time he reaches Level 9, Gu Hang will grant some 'Divine Gifts', similar to the operation with Martins, by receiving an increase in gifts from the Storm God Kingdom, his strength would reach the level of an Emperor Champion.

If the rarity level can further break through to SSR, Gu Hang can enhance the intensity of the Divine Gifts even more, perhaps reaching the degree of the Divine Chosen of the Emperor—that would enable direct confrontation with the Great Demon.

Of course, for Alvin to reach the level of Divine Chosen is still a bit distant, and much will depend on his personal development, as even Martins hasn't reached that level yet.

But Gu Hang still holds quite high expectations for them both.

The Alliance cannot rely on him alone for top-tier strength, as he would become overwhelmed.

As for Shaga, with the strength of an A-level Psychic, it's already quite commendable. Unfortunately, his potential in the realm of the Interstellar Warrior is relatively average, having not even reached the level of Company Champion. Otherwise, his strength could have been elevated to a higher plane.

However, the good thing is that he also has the qualification to be enlightened on the Hero Interface, and with future development, could possibly reach the strength of a Grade S Psychic. Moreover, even at his current level, the intensity of A-level Psychic is sufficient to use the Spiritual Crown to summon an avatar of Gu Hang.

With these two exceptional talents in different aspects, what Gu Hang expects is for them to create opportunities for him within the Oath of Remembrance.

They have indeed not disgraced their mission.

With the obliteration of Mirorilla, along with the Chief Priest, and the elite blood oath trusted aides, the remaining enemies on the warship pose no threat—especially as Gu Hang also managed to locate their Intelligence Director and crushed his head, only solidifying the situation further.

Alvin and Shaga, leading the remaining Brotherhood warriors, are set to rendezvous with the landing Navy Marine Corps; they will take action to reclaim the engine room and shut it down.

It's impossible for just a few hundred of them to clean up the entire warship from top to bottom considering there are still at least one to two hundred Interstellar Warriors present.

But shutting down two engine rooms, that's not a big issue.

If truly encountering insurmountable obstructions, a thunderbolt from the ceiling would strike down, obliterating the blocker.

That, of course, is Gu Hang in all his wrath.

However, that's all he did, refraining from further slaughtering opponents.

His avatar can only employ limited energy, which must be conserved. Once used up, it will dissipate prematurely.

He hasn't forgotten that he still has other things to deal with.

He must figure out what the little secret really is.

Before, it was inappropriate to directly take action against the Oath of Remembrance because their attitude was submissive, and it wouldn't sit well to irrationally handle them during numerous observant battle groups that had just aligned themselves with him.

Now, as the other party acted first, and thus provides a pretext for suppressing a rebellion, although there will still be some negative impact, it is likely to be acceptable.

The secrets of the Oath of Remembrance are now wide open to him.

While Alvin and Shaga are engaged in battle with the troops, and as the Alliance Navy finally managed to catch up to the assault ship with two closed engines and dispatched more landing troops to participate in the internal battle of the ship, Gu Hang has already found a hidden room within the ship.

This appears to be a secret archive room, storing a wealth of information.

In addition to these materials, Gu Hang has another source of information: the souls of those high-ranking members of the Oath of Remembrance Battle Group.

As they were dying, the light specks emerging from their bodies were indeed their souls.

A deceased soul ought to enter Subspace upon physical death. For those loyal, their destination is the Golden Throne of the Emperor; some warriors of the Alliance might end up on the Golden Throne or those who particularly worship Gu Hang may enter his Storm God Kingdom. Believers of the Evil God find their place within different realms of the Evil Gods, while the most common souls enter the vast expanses of Subspace, becoming just a wave in the expansive sea of Subspace belonging to no one.

Those few should have followed this fate, but in the grasp of Gu Hang, a Master, these souls that should have been claimed by Subspace, became intercepted by him.

Gu Hang needs the remnants of thoughts and memories within their souls to corroborate with the content seen in the archive room, in order to unravel the so-called little secret.

He soon understood.

"So... the Death Angels have such a secret?"

Gu Hang smiled meaningfully.

The Death Angel Battle Group is not only one of the Empire's founding groups, but it was also among the earliest established interstellar soldier corps, following the Emperor to wage war across different directions at the beginning of the Empire's establishment.

They have always been proud of this, upholding loyalty. Even after the corps was split into countless battle groups, it remains the same.

The number of sub-groups within the Death Angels is not particularly large. Their genetic seeds are of good quality, but cannot match those of Infinite Warriors and Golden Knights in terms of compatibility. However, within this foundation, none of their sub-groups, according to official Empire records, have become traitors.

This is something to be proud of.

It's also something that made Gu Hang curious before.

But now it seems, that is not the case. Death Angel genetic seeds are certainly not immune to Chaos corruption. However, the Death Angels and their sub-groups have zero tolerance for 'traitors'. Once a sub-group or a single Death Angel is found to have defected, they will go to any lengths to hunt them down, without respite.

They call the traitor 'Fallen Angel', an absolute archenemy.

Other battle groups would, of course, handle traitors too, but none are as ruthless and extreme as the Death Angels.

More extremely, the Death Angels would erase all related records and knowledgeable persons.

Even if those knowledgeable ones are high-ranking officials of the Empire or other loyal Interstellar Warriors, they meet the same fate.

Whoever knows about the Fallen Angels is silenced.

Furthermore, the aforementioned matters regarding the ’Fallen Angel’ are not the most explosive.

The most explosive revelation is that the former Death Angel corps once collectively betrayed the Empire.

This transpired during a distant civil war.

Following the Emperor’s ascension, the Empire faced its greatest internal crisis, which was that civil war. The original eighteen interstellar soldier corps engaged in fierce battles among themselves, the war sweeping across the entire Empire, finally culminating in the victory of the Loyalist Faction.

During that era, the Death Angel corps was one of the Loyalist Faction’s corps.

But who would have guessed that they too were once ’traitors’?

Chapter 822: Fallen Angel

"So thrilling... Wow, there’s even the matter of the Second Empire? These Sons of God are truly something else..."

"Half of the Legion actually sided with the traitors and ambushed the Legion led by the Sons of God on their home planet?"

"They fought a civil war... Whoa, did they even blow up their own home planet? Did they blow up their own Son of God too?"

"Turns out, the famous moving monolith Fortress Monastery of the Death Angels isn't actually a captured asteroid as they claim, but simply the remnants of their destroyed home planet?"

"This Legion is truly a spectacle... No, it's truly a tragedy."

...

Gu Hang lingered in thought for a long time.

At this moment, the information he saw about the Legion of Death contained quite big secrets.

Meanwhile, he felt a strong sense of disarray.

On one hand, he thought the history of the Death Angels was genuinely 'spectacular'; no wonder they fiercely guard these secrets, refusing to let others know. If these matters come to light, it would be a massive blow to the Battle Group's reputation.

On the other hand, he also felt that the Death Angels' actions to hunt Fallen Angels and block information were somewhat excessively obsessive.

It's outrageous.

So, what should be done next?

Gu Hang obtained the information he wanted, but honestly, this news exceeded his expectations, making it difficult for him to utilize effectively.

Should he use this information to negotiate with the Death Angel Battle Group? With their extreme obsessiveness, Gu Hang doubted there was any room for negotiation.

It could potentially provoke a formidable enemy.

If he pretended to know nothing about this matter, the Death Angels would still suspect Gu Hang. From Mirorilla's soul, Gu Hang knew that the Oath of Remembrance has kept secret contacts with their mother group, the Death Angel Battle Group.

Furthermore, when the Legion was broken down into thousand-scale Battle Groups, the Death Angels seemed to willingly follow this plan, but the secret society culture formed within their Legion ten thousand years ago remained preserved. A majority of the Death Angel sub-groups have their upper echelons belonging to an organization known as the 'Inner Ring.'

The Mother Group of the Death Angels, the Supreme Master E'er Ganglong, can mobilize most of the sub-groups through this 'Inner Ring.'

Of course, within this Inner Ring, there must be another Inner Ring, Gu Hang thought inevitably.

Creating secrets, forming small groups, might just be ingrained in their soul. Even individuals like Alvin and Shaga, who originated from the Alliance, after being implanted with the Death Angel seed, couldn't escape this tendency.

However, even if the Death Angel Mother Group knew about the events of the Oath of Remembrance and realized that Gu Hang had captured their Inner Ring personnel en masse, as long as Gu Hang doesn't put the entire matter in the open, they probably wouldn't stir up trouble openly.

But secret investigations and targeting are inevitable.

Dealing with these obsessive people is quite a bothersome task. Moreover, when obtaining such critically important information related to the Death Angels, but not being able to utilize it, Gu Hang felt something crawling on his skin, leaving him uncomfortable.

No matter how to handle it, this matter is significant and needs thoughtful planning.

For the time being, let's not talk about it.

Right now, there are two things to do:

First, can the Oath of Remembrance Battle Group be completely integrated by now?

Not just within the Alliance's jurisdiction, not just following orders, but needing recognition by the system.

It hasn't happened yet, but Gu Hang already has a plan.

The Interstellar Warriors accompanying Mirorilla in this assault ship, all need to be dealt with cleanly.

Next, he would declare the internal rebellion incident within the Oath of Remembrance in his capacity as the High Lord of Empire and Chairman of the Imperial Dark Side Control Committee. It won't turn the entire Battle Group into traitors but will declare those higher-ups from Mirorilla's series of Battle Groups as traitors, announcing their guilt.

Weren't they planning to pretend to pledge allegiance to the Lord of All Changes, bear the name of Chaos, and escape Alliance control? Then just as they wish, confirm their crime.

Moreover, in their plan, only a few hundred so-called 'Blood Swear members' managed to escape. The rest of the so-called outer layer members were meant to be 'sacrifices,' left in the hands of the Alliance.

These individuals might not be entirely irredeemable.

After all, from the information Gu Hang dug out from the souls of the Oath of Remembrance higher-ups, their Battle Group internally comprises layers of secret societies. These submerged parts form the true power structure of the Battle Group. Many secrets are kept even from outer layer personnel. Those Interstellar Warriors on the outer layer really don't know what's going on inside.

Of course, Gu Hang wouldn't completely trust those guys either.

He would require all Interstellar Warriors from the Oath of Remembrance to surrender their weapons, accept interrogation unconditionally, and undergo another round of screening.

Gu Hang was quite confident in the results of the screening. Because he has a reliable judgment method: whether the system recognizes this Battle Group.

If, after eliminating all Blood Swearers, the system still doesn't recognize, it means the purge is not thorough enough, and further cleaning must be done among outer layer personnel.

Chapter 822: Fallen Angel (2)

Rebels, no mercy.

When the cleansing is acknowledged by the system, that's when it's done.

In extreme cases, even if the Oath of Remembrance is cleared out and only a hundred or so Alliance people are left, it's acceptable.

As long as the system acknowledges it, the exchange quota for two thousand Death Angel genetic seeds can be secured, allowing Gu Hang to quickly replenish the battle group's strength and even establish a sub-group of Death Angels.

It's merely a matter of spending a few more Gift Points, and the cost isn't too high.

By that time, the total number of Interstellar Warriors the Alliance possesses should reach 46,000, no longer the previously displeasing odd number.

And the second matter is that Gu Hang needs to meet the Fallen Angel that the Oath of Remembrance is willing to pay a great price to pursue.

Death Angels have so many secrets, shouldn't Fallen Angels have even more?

Calculating the remaining power of this incarnation, time is somewhat tight.

Fortunately, the battle on the ship didn't expend too much of his strength. At most, some energy was used to eliminate the Oath of Remembrance's Battle Group Leader initially; the subsequent cleanup tasks were mainly completed by the Navy Marine Corps boarding the ship consecutively.

If he hurries, he should have enough time to make a trip to Gamma VII.

...

Gamma VII is a shattered mining world.

Before the catastrophic event, it had approximately eight billion inhabitants; the living conditions on the planet were quite harsh, and the surface was completely uninhabitable.

Historically, the underground of this planet was rich in mineral resources. Human colonizers came here because of the mineral veins, digging extensive and complex mine structures in the underground environment, forming intricate underground cities. More and more miners, along with their descendants, lived in these underground cities, engaged in mining, and smelting work.

Later, as valuable minerals gradually depleted, the entire planet's value diminished accordingly. On the eve of the catastrophic event, the economic situation here had become quite dire, relying solely on the thinning mineral resources and processing industry to maintain some income and withstand the Imperial Tax. The residents utilized geothermal resources underground to engage in small-scale planting and synthetic starch processing, maintaining the difficult survival of eight billion people.

After the catastrophic event, this world quickly collapsed—interstellar trade was missing, food internal circulation had problems, and water purification systems also failed, leading to massive deaths due to famine and water shortage. Subsequently, in the midst of despair, those who heard the Father's voice established the Immortal Cult, leading to a brutal internal war on the planet.

The Alliance's Dark Side Expedition was just approaching this planet when they confirmed that the situation of Gamma VII was quite severe, its value very low. Insisting on dealing with high casualties, going to the underground city where large forces and armored artillery are inconvenient, to slowly clean up the cult that has already gained complete advantage in the war, that is truly a thankless task.

After discussion, the Expedition South Line Headquarters' advisers provided handling suggestions for this planet: A squadron will establish six evacuation points underground on the planet, with the assistance of a team of Oath of Remembrance warriors, for two months. As much as possible, loyalist residents who can be contacted after identification will be taken away and relocated.

After two months, the Alliance will retreat all military forces on the surface and underground and proceed with a devastating bombardment on the planet.

Using the Skyburn Torpedo is ineffective; it's possible some strong-natured Nagor believers might survive deep in the underground city.

Regarding higher-level neutron extermination, even that can't ensure the effect.

As for the strongest Earth Explosion Star, it's a one-and-done solution; after all, once the planet is blown up, no matter how resilient the Nagor creatures are, they can't survive.

However, whether it's neutron extermination or Earth Explosion Star, the cost is much more expensive than conventional Skyburn Torpedoes.

More expensive than this planet.

Not worth it.

But after contacting local figures from Gamma VII, with their help, a new plan was devised.

The dignitaries of Gamma VII had no intention of perishing with the planet; they were rather eager to be taken away by the Alliance, escaping this cesspool. Meanwhile, they provided some key underground city designs to the Alliance, showing which parts to bomb with conventional artillery fire, which could collapse the entire surface underground city in about three days.

By that time, surviving Nagor believers or normal individuals would surely remain, but they'd be sealed underground, unable to escape.

When Gu Hang arrived at Gamma VII, the evacuation plan had been in execution for 47 days.

At this time, the entire Southern Command knew their great Governor had arrived at the front line. However, Gu Hang instructed the Southern Commander De Villiers to continue his work without worrying about him.

Once there, he first brought out the small unit of Oath of Remembrance active in the underground city.

Without Gu Hang's effort, this group of skilled infiltrators would have been rather hard to find.

After capturing them, integrating the information they previously relayed to the battle group's senior leaders and extracted by Gu Hang from those leaders' spirits, along with the information they mastered on the planet, Gu Hang confirmed the location of the so-called Fallen Angel.

Simultaneously, this unit's behavior made Gu Hang realize with a cold snort that his handling of the Oath of Remembrance wasn't problematic.

Their original task was to cooperate with the Alliance's Mortal Army to establish a safe zone underground, shelter civilians, suppress Chaotic Evildoers for two months.

Initially, they did this, but midway through, upon spotting traces of the Fallen Angel, they first slaughtered the Alliance forces that reported the information. They carried out this quite secretly, but an entire elite special camp capable of deep enemy incursion vanished mysteriously; the Alliance Military obviously wouldn't let it slide.

The frontline command was under a brigadier general who kept dispatching troops to investigate the issue, but the sent units disappeared.

The brigadier general thought a large enemy force was present at the location and sent a reconnaissance request to the Oath of Remembrance's Interstellar Warriors.

This Oath of Remembrance unit went and falsely reported that although there used to be large enemy gatherings, ultimately, they disappeared.

This claim contradicted reality somewhat, raising suspicion in the brigadier general. But as investigations just began, the investigation team was assassinated by Oath of Remembrance warriors, followed by the brigadier general's death.

The blood swearers of this battle group prioritized pursuit and concealment of Fallen Angel traces over anything else.

Without a doubt, people possessed by madness.

And this was just involving a relatively insignificant small-scale battle.

If the Oath of Remembrance isn't dealt with, in critical large-scale battles, if they act recklessly, won't it be like setting off fireworks for the Alliance?

After dismantling the traitorous squad, Gu Hang followed their previous investigation traces, leading Alvin and Shaga and fifty Interstellar Warriors from the Pure Fire Brotherhood summoned from elsewhere, searching for sixteen days in Gamma VII's intricate underground world.

During this period, the Alliance Army's original two-month evacuation period was exceeded.

However, it didn't matter; Gu Hang requested to extend the evacuation period to three and a half months.

Initially, two months wouldn't suffice; setting such a time was merely for expedition efficiency, effectively abandoning more than half of the loyal population.

Now, possibly more loyalists could be rescued.

And Gu Hang, on the seventeenth day, found the Fallen Angel's hiding place.

They were two ’Black Knights.’

Black used as the base color, silver for details, lining the armor’s edges, with crimson sword-wing insignia identical to the Death Angel Battle Group’s insignia.

Is this the Fallen Angel? The armor’s paint color differs from the current Death Angel’s dark green.

Chapter 823: Unbroken Vow

The location of the two Fallen Angels is inside an abandoned church.

The statue of The Emperor was defiled by the Cult followers when the church was captured by the believers of the Evil God. The demon ruined the face of the statue, inscribing many nauseating symbols of Chaos all over it.

They also captured many clergy from the National Church, did not kill them, but rather infused pestilence and bacteria into their bodies, turning them into grotesque creatures constantly emitting a foul stench, covered in pustules with no respite from their suffering. Then, they hung them around the church using their intestines.

Viscous bodily fluids kept dripping down, and after some playful torture, the Cultists lost interest and left, abandoning those unfortunate souls who couldn’t die as they faced terrifying torment.

The two Fallen Angels sneaked into this place, eradicated the few remaining Cult enemies within the church, and freed the tormented priests of the National Church, before temporarily staying inside the church to recuperate.

Then, Gu Hang arrived.

He came so swiftly that the two Fallen Angels had no time to prepare.

The Fallen Angels had long suspected that someone was pursuing them all along. But even at this moment, they still believed their pursuers were from the Oath of Remembrance.

Judging from the speed of the Oath of Remembrance, they still had plenty of time to properly rest.

Unfortunately, it was Gu Hang who came.

Not only did he acquire all the previous tracking information from the Oath of Remembrance, allowing him to perfectly inherit their tracking progress, but compared to ordinary Interstellar Warriors, Gu Hang had far more sophisticated tracking means.

The Fallen Angels had nowhere to escape.

Not even a breakout was possible.

When Gu Hang captured them, he discovered that these two were remarkably more powerful than the typical level of Interstellar Warriors.

Both were around the level of a Company Champion.

If it were any ordinary group of Interstellar Warriors, even if the Fallen Angels were surrounded, they might not necessarily be doomed. With their strength, wiping out the adversaries would be challenging, but a breakout seemed quite probable.

However, when facing Gu Hang, that wasn't the case.

Even though Gu Hang came only as an avatar.

But these two Fallen Angels were rather perceptive.

After witnessing Gu Hang's power, they instantly realized their situation was hopeless and surrendered without resistance.

This was quite rare.

Moreover, it aligned with Gu Hang's interests.

This avatar had been used for too long; it was after a battle, followed by a boat journey, and then a half-month search in Gamma VII's intricate underworld, nearing its limit.

If these two Fallen Angels didn't surrender, Gu Hang would have regrettably killed them.

Though he could still retain their souls, the information within the soul fragments tends to be incomplete compared to capturing a live target.

If they stubbornly refused to reveal anything or tried to fabricate lies, Gu Hang could take his time to handle them when available.

Besides, a living Fallen Angel could potentially serve greater purposes.

Thus, without haste to interrogate, Gu Hang had their armor and weapons stripped off, holding them captive without their gear.

Alvin and Shaga, leading members of the Pure Fire Brotherhood, would be responsible for escorting these captives back to the Alliance homeland, to hand them over to Gu Hang.

...

When Gu Hang saw Alvin, Shaga, and the captives they brought back again, several months had already passed.

Along with them came the results of handling the remaining members of the Oath of Remembrance.

Before everything happened, counting the reinforcements given by the Alliance, the Oath of Remembrance totaled roughly a thousand people, considered fully staffed.

Now, after the cleansing, the remaining staff amounted to 346 people.

Gu Hang remotely informed Alvin to halt the cleansing.

If Gu Hang hadn't intervened, the internal cleansing of the Oath of Remembrance would have persisted.

Purges, grand cleansings... Such activities, whenever heard, are quite terrifying. Nearly 70% of the Battle Group's members were eliminated in internal conflicts.

At this point, it's been harsh enough. The remaining non-Alliance Battle Group veterans actually numbered only around one hundred.

And Gu Hang, after the internal cleansing reached this stage, saw the name of the Oath of Remembrance appear in the system interface.

The Battle Group had already fallen into complete control by Gu Hang, naturally allowing the cleansing to stop.

Perhaps, among the surviving veterans of the Battle Group, there might still be Blood Swearers. After all, even though Gu Hang extracted the list from the minds of those former Battle Group leaders, due to the cultural tradition of their secret society—layer upon layer—even their Battle Group leaders were unaware of the entire list.

But it's alright, as long as the control of the current Battle Group rests in his hands.

Later, Alvin and Shaga could have ample time to investigate the situation among those veterans. Given there's no rush, they could look into it more slowly, more precisely, without pursuing intense internal cleansings.

Moreover, the future still spans long. The Oath of Remembrance has many combat tasks to undertake. No need for special targeting, ordinary combat task allocation will naturally exhaust the remaining hundred-plus veterans, slowly replacing and replenishing until all these veterans are gone, creating an immaculate Battle Group.

Actually... there remains a slight issue.

Gu Hang is quite disgusted by the secret society atmosphere within the Oath of Remembrance. As a ruler, he naturally has an inherent dislike for these phenomena.

But this problem seems not easily nullified.

Look at Alliance people like Alvin and Shaga—they scarcely cause doubts regarding their loyalty to Gu Hang and the Alliance. Yet, despite this, they inherently and spontaneously, without needing teachings, establish societies themselves. This tendency appears embedded within their genes.

Genetic Seeds of Interstellar Warriors influence their thought patterns and psychological states—an undeniable reality that requires no further verification.

After pondering, Gu Hang decided not to issue a mandate to eradicate.

It's unfeasible to eradicate.

Easily ends up with no apparent societies but transforms into genuine 'secret' societies.

Easy to breed discontent.

Forget it, if this psychological feature is etched within the Genetic Seeds, let them be.

Gu Hang routinely supplemented them with all required personnel, rebuilding the entire configuration of the Battle Group.

It's expected that within ten months, a new full-strength Battle Group could return to the Dark Side Expedition's frontline battles.

Simultaneously, Gu Hang plans to establish a new Battle Group named Unbroken Vow, entirely utilizing the seeds of the Oath of Remembrance. They are set to form within about ten months, joining the front lines alongside the Oath of Remembrance.

Chapter 824: The Reinforcement Turmoil

After arranging all these matters, Gu Hang still hadn't managed to deal with those two Fallen Angels.

The main reason was that the Dark Side Expedition had recently encountered two relatively significant problems.

The first one originated from Chaos.

On the North Line, the number of Chaos Great Enemies pouring out from the Scarlet Scar was increasing.

Unlike the previously encountered large-scale Slaughter Demon Army, this time the enemy did not gather a large force to confront the Alliance's army head-on. They split into small groups, and even the Alliance's Reconnaissance Fleet had observed conflicts among them.

Chaos itself wasn't monolithic either.

These small warbands and small legions didn't have a unified objective. They seemed simply provoked by the increasingly tumultuous subspace tides of the Scarlet Scar, making the real universe's veil increasingly fragile, releasing more evil entities from the subspace who began to wreak havoc unchecked in the real universe.

In some ways, these guys were quite unfortunate. In the vastness of this universe, there were places they could go to stir up trouble. Some among them might have had the potential to achieve great feats, but instead, the moment they stepped out, they ran into the Alliance's impregnable defenses and met their end in resentment.

Yet, the Alliance was not lucky either. The North Line of the Dark Side Expedition was essentially a purely defensive front. Being too close to the Scarlet Scar, which was an unbreachable boundary, the Alliance could not reap any benefits here. But vast military forces and strategic resources were consumed on this front.

If that were all, it would be manageable, but the key issue was the recent massive surge from the Scarlet Scar, with swarms of enemies emerging without unified goals or plans, but their sheer numbers overwhelmed. Almost the entire 'Northern Great Wall' of the Alliance flared with alarms, facing severe challenges everywhere.

This forced the Alliance homeland to increase its support for the North Line.

Subsequently, it triggered some political upheaval.

This was mainly because several units originally destined for the West Line or South Line were now being redirected to the North Line.

The treatment in these three areas was vastly different.

In the Alliance Military, it was whispered privately that the North Line was not a good place to go. The other two fronts of the Dark Side Expedition offered opportunities to earn honors with relatively manageable casualties and losses, making them ideal assignments.

But the North Line was different: harsh conditions, bloody battles, with frequent heavy losses for units.

Also, on the South Line and West Line, after a certain level of fighting, units usually had opportunities for rest. After extensive combat, there might be opportunities to rotate to the rear for rest; soldiers might even get a chance to retire and return home after enough fighting.

Even without these opportunities, when a unit conquered a planet and needed an occupation force for a while, that was a chance for rest.

In this occupation phase, the pressures on units were considerably lower compared to heated wartime.

However, such situations were rare on the North Line. Rotation? New troops were needed every day with Chaos warbands attacking... Opportunities for rest were truly hard to come by.

No opportunity to occupy planets either.

Retire? You could retire with a broken leg or arm, but that depended on whether there happened to be supply ships returning. Trying to apply for retirement after serving a normal term could take up to twenty years; in a frontline like the North Line, facing Chaos Traitors and Demons, can one survive that long?

Surviving to return is rare enough, achieving merit even more so.

In the North Line, promoting ranks can be swift indeed. After a brutal battle, if a platoon leader dies, then a company commander dies, then a battalion commander... The higher military positions that seemed unreachable in times of peace suddenly become accessible.

But such promotions must be earned from amidst heaps of corpses and rivers of blood.

Under normal circumstances, who would willingly accept that?

Often the front is breached, land lost, and even if one tries to reclaim it later, they merely restore the front to its previous state.

Achievements? Well... it’s difficult.

On the West Line and South Line, there are clear worlds and planets as military honors. In the North Line, there is only endless iron and blood.

Not wanting to go to the North Line is understandable.

People are, of course, aware of the importance of the North Line battlefield. If the North Line can't hold, the swarming Demons will invade the Alliance homeland from the northern part of the Spiderweb Domain. Then there would be no talk of a Dark Side Expedition; everyone would have to come back to fight the Demons and defend the homeland.

However, considering the vastness of the Alliance, the pressure on the North Line, though significant, actually only occupies 15%-20% of the total troops of the Dark Side Expedition. If you don't go, I don't go, but someone has to go.

The latest Expeditionary Force deployment was originally scheduled in this proportion, expecting to send forces along all three lines.

Not to mention whether the reinforcements for the North Line were upset, at least they knew where they were going and what to do, with mental preparation in advance.

The issue arose with units originally set to depart for the West Line and South Line. Initially excited, looking forward to the Star Sea to earn their glory, they suddenly received a notice to take half of the forces from these two directions and send them to the North Line.

If they're incapable or simple-minded, that's one thing.

However, many people displayed their skills in this process.

Those with connections tried to use them to avoid being selected;

Those without connections but unwilling to go made a fuss, hoping to use their uproar to secure a chance not to go.

And some who originally didn't need to go were forced into the list to go to the North Line due to the upheaval caused by the first two groups, leading to further uproar.

Initially, it was just some undercurrents, but it quickly turned into a major uproar.

When it became a significant issue, Marshal Tadeusz, overseeing the Alliance Military and Political Department, upon noticing the situation, decisively suppressed and handled it by enforcing adherence to the original list.

Those who had paid political, economic, or interest-related costs naturally became even more dissatisfied.

Some small-scale mutinies occurred, alongside increasingly heated discussions escalating within the political system of the Alliance.

All of this inevitably reached Gu Hang's ears.

It even appeared on his system interface where he could see a decline in the Alliance's governance stability.

Chapter 825:

Honestly speaking, Gu Hang is rather disappointed with recent events.

In fact, many of those affected by this political turmoil aren't simply 'traitors' driven by selfish gains. Among them are quite a few who've undergone commissar training.

However, training is just training; it only impacts loyalty, yet human thoughts are multifaceted and unpredictable.

Sufficient loyalty indeed significantly reduces the likelihood of certain malevolent actions. Betrayal, dereliction of duty, and malignant corruption are relatively rare. However, when it comes to matters seemingly less malicious, the situation is quite different.

My brother went to the West Line for serving the Alliance, why must he go to the North Line?

My grandson is an outstanding naval officer; the environment of the North Line doesn't suit him, the Military Department is messing around.

My friend was originally assigned to the West Line, but after research by the Military Affairs Department, someone is needed at the North Line. He wasn't set for the North Line, yet some bastard is messing around, causing my friend's position at the West Line to be fixed and reassigned to the North Line. How can this be allowed? I need to restore order!

...

Thoughts like these, in all honesty, don't seem to be heinous—especially the third thought.

Gu Hang can actually comprehend that many things are just human nature.

No matter how loyal one might be, it doesn't prevent them from considering their interests alongside that loyalty.

Even without personal interests, the manner of loyalty varies. You think this is good for the Alliance and more beneficial for the bigger picture, yet I think that way is better...

Gu Hang understands these situations completely.

But regardless, matters always have a bottom line.

Military rebellion is an extremely vicious situation.

Even if these so-called 'rebellions,' in hindsight, were not meant to oppose the Alliance, Gu Hang, or the Military Affairs Department, the forces involved in the rebellion largely thought they had been cheated, betrayed, and were here to seek justification.

And then there are those who knew certain units might run into trouble, not having received suppression orders themselves, yet still squeezed into others' spots, feeling guilty, taking preemptive measures to control allied forces, imposing charges against them, and ensuring their dispatch to the North Line.

...

But no matter the situation, without orders, unauthorized military movements cross the red line.

Prior to determination, there might be room for leeway; after determination, there's nothing left to say.

All unrest factors have been completely suppressed.

All unauthorized units, regardless of reasons, as long as they committed 'acting without superior orders, unauthorized actions,' face military tribunals with no negotiation, and will encounter extremely swift death penalty sentences.

There are also those who received higher commands, knowing these were illegal deployments, yet still cooperated with the actions, treated the same way.

There are some who received orders, knew they were illegal, then refused to execute the orders, and arrested their superiors. After careful verification, they were returned to their original positions but received no rewards.

In some cases, there's slight room for discussion. For instance, junior officers with truly no awareness; when a commander mobilizes troops, as a platoon leader, how could he possibly know everything? He just followed orders.

Such cases need thorough examination.

In summary, the exact role and impact individuals had during the events will be meticulously examined. Those truly uninvolved should not worry about being implicated; those with issues will not be

overlooked. If not the death penalty, then imprisonment, exile to penitentiary units, military rank stripping, demotion... among various penalties, there's always an appropriate one.

This is a line of screening from the 'unauthorized troop movement' misconduct downwards.

Although it involves a wide range of personnel, honestly, it's relatively easier to address. The delineation of crimes is clear-cut. Handling cases in the military tribunal comes with established precedents, simply intensifying the severity due to the particularly adverse political climate.

However, the upward screening becomes somewhat challenging.

Many individuals are high-level within the Alliance's military, government, or Legal Affairs Center... all are big figures.

When matters reach the heads of these so-called big figures, the difficulty rises.

But the major problem isn't merely here.

No matter how prominent the figures get, to what extent can they go? True decision-makers of the Alliance don't stir up things based on uncertain matters. It's merely those that can call the shots within the scope of a Star Sector or Star Domain. In the eyes of regular officers, these are considered major characters, but within the Alliance's framework, they're merely mid-to-high level officials.

The one determined to thoroughly investigate is Gu Hang.

Who can be above him?

Names like Marshal Tadeusz or Prime Minister Oseina; together nearly twenty real high officials of the Alliance gathered, were thoroughly reprimanded by Gu Hang.

One by one, they went off, humbled, to carry out their tasks.

Sorting from this level downward, anyone with real matters on them won't withstand scrutiny.

The will for thorough investigation faces no opposition. Multiple internal intelligence and special agencies within the Alliance are in motion. The Ministry of Internal Affairs, Security Department, Anti-Corruption Bureau, and General Constabulary are all busy.

Additionally, fearing these agencies already under government, military, or Legal Affairs Center's umbrella might not perform properly, Gu Hang engaged the Demon Hunter completely outside the Alliance's system to intervene.

Chapter 825: _2

However, during the advancement of events, some practical factors caused trouble.

The main issue is that many actions are difficult to define.

Those so-called 'big shots' are not fools.

A few who are foolish indeed jumped around in this matter, with clear evidence and proof, naturally there's no need to say much.

But there are also some who are more savvy.

They often use very precise wording when speaking to the relevant departments.

'I noticed that a certain comrade has been listed on the support list for the Northern Line Army, please clarify the specific reason.'

'A certain comrade has been listed for a transfer to the North Line, I believe he is better suited for the West Line, I suggest studying the specific situation again, and I completely respect the result.'

'A certain comrade is my nephew, please ensure the relevant arrangements are made based on the principle of fairness.'

...

How do you arrest them with comments like these?

The speaker might be a lieutenant general in the Military Affairs Department of a Star Domain, seeing changes in the Northern Line support list and asking the reason; isn't it normal for someone in their position?

Other comments might come from someone not in the military ranks, but they offer a 'friendly suggestion', asking you to 'reconsider', while stating, 'respect the result'; would you arrest someone and strip their rank for such words?

It is indeed a nephew, but the person has clearly stated 'must adhere to the principle of fairness'; they've told you to handle things fairly, fearing corruption due to personal connections.

Yet, each word appears dignified, but who can't see the actual meaning?

If one truly wants fairness, why bring up the name of a comrade and clarify the relationship? If this person is transferred, you need to check the list again?

What does that mean, isn't it obvious?

In actual operation, things tend to develop this way.

Although they might not be directly superiors, and several departments apart, but they hold high office, have spoken out, expressed opinions, and actions need to follow.

If you truly insist and refuse, they won't say much, but often within their jurisdiction, difficulties will be sent your way. Or perhaps during a dining occasion with your direct leader, or your leader's leader, they might mention that the comrade's ideological awareness is somewhat lacking.

Two separate issues, they never said it related to the previous matter.

However, even understanding the inside stories, when it's time to enforce arrests, they can openly claim they didn't mean it that way. Whether written or verbal, it's just the literal meaning.

For this matter, would you process a high-ranking official with significant achievements?

They wouldn't accept it and could appeal.

And indeed, processing these people could result in them appealing to Osenia or Tadeusz.

It might even reach Gu Hang.

They are all old comrades, old brothers, who have worked hard during the country's battle and defense, who have significant achievements, and many have personally received Gu Hang's commendation.

I just stated an unambiguous comment, does the Ministry of Internal Affairs need to process me, should the Demon Hunter arrest me, is this reasonable?

Gu Hang told everyone, it's reasonable.

Proceed with it!

But we won't carry out indiscriminate purges without evidence.

Whether it's the Demon Hunter, the Ministry of Internal Affairs, or the General Constabulary, if they approach you, just honestly reveal your intentions at the time, and handle it normally.

If you are discontented, feel free to appeal. Gu Hang indeed takes time amidst his busy schedule to meet with individuals. For those far away, communication across Star Domains is possible.

They are high-level officials, significant enough for Gu Hang to take time to meet with them.

And Gu Hang has a hundred ways to determine whether the person facing him is speaking truth or falsehood.

If it's the truth and there was truly no peculiar intent initially, then you are wronged, all penalties are canceled.

If there is indeed a problem and it's exposed by Gu Hang, then punishments become more severe and harsh.

Under normal circumstances, penalties might include a five-year ban on evaluations for excellence, no promotions in rank, or demotions in rank, or removal from positions. But with Gu Hang's severe measures, thorough removal, imprisonment, or deportation to borders would be considered comfortable.

Choose for yourself.

After several unlucky individuals emerged, the rest really hesitated to stand against it.

If the internal audit department approaches, then just straight up confess. Only those utterly not guilty would dare to appeal.

And for those lacking rank to approach Gu Hang or senior leaders, they could only rely on the department decisions. They wouldn't dare appeal to their superiors, or old leaders.

Even their old leaders are afraid; unless they truly know their subordinates have no issues and greatly favor them, they dare cautiously raise opinions upwards.

It's said not to be a purge, not political cleaning, indeed it isn't, for it hasn't reached that severity where minor mistakes or without evidence would lead to executions or exiles.

However, this matter swept through the entire Alliance Political Arena like a storm.

Once causing widespread panic.

Was it necessary?

Gu Hang sometimes also posed this question to himself.

But he quickly solidified his thoughts.

It is necessary.

Perhaps about this matter itself, the necessity isn't that high. Unwillingness to go to the North Line stems from a natural inclination towards advantage and avoidance; those mutinies were particularly small, and most didn't require bloodshed; a high-ranking officer appearing sternly could suppress the matter. The urgently needed military assistance for the North Line wasn't delayed, and proceeded on schedule.

Yet, Gu Hang intends to make this matter expansive and serious; it's a rectification of internal atmosphere.

The Dark Side Expedition has lasted dozens of years, indeed lengthy, but actually, stating it just started is correct. This grand movement, aiming to rescue half the Empire, thousands, even tens of thousands of worlds, has a magnificent goal destined to span several generations. If some tendencies aren't curbed at this stage, then in the future, when the issues accumulate, how should they be handled?

Not only will this be done once, Gu Hang will continue to initiate similar actions.

He is the founding father of the Alliance, a cornerstone with supreme prestige, with him presiding, he can keep pushing these matters forward. When he can no longer manage them, any successor would find initiating similar actions far more difficult.

The fortunate aspect is Gu Hang estimates that even if not an Eternal Life, his lifespan would be immensely long, thus not worrying about the collapse of governance upon his death.

As long as his will remains firm, he will ensure the purity of the entire system as much as possible during his long life.

Within the Alliance, annual anti-corruption and dereliction efforts, improving and supervising government efficiency, essentially reflects Gu Hang's concern over centralized government power breeding monumental issues.

It's almost unavoidable, but Gu Hang strives, at least preventing excessive impact on the Alliance's development.

Self-cleansing of government mechanisms is one aspect, training political comrades is another manifestation of this aspect.

Gu Hang regards this part as 'control'.

However, merely control might still not be enough.

Beyond control,

Chapter 826: Internal Issues Within the Alliance

How can the Alliance's system retain its vitality and maintain a decent upward mobility channel for its lower-class people under a highly centralized system?

This is a crucial and exceedingly challenging matter.

Having an upward mobility channel is not something achieved by mere words.

In the early days when the Alliance was established, a large group of people who fought together now occupy high positions, forming a new Interest Group.

The Interest Group within the Alliance is relatively straightforward. The level system dictates everything; whether it's welfare subsidies or power and status, they are clearly linked to this system. Although some people have certain incomes outside the level system, it is not the mainstream of this society.

Thus, the so-called Interest Group in the current Alliance refers to those occupying high positions within the level system. The sources are somewhat complex, the most significant and fundamentally rooted being those who fought alongside the expansion and economic development of the Alliance. Another important component is the original aristocrats from various worlds who actively integrated into the Alliance's system during this process.

After decades of development within the Alliance, there's a noticeable convergence between these two groups. The fundamental reason is that any Interest Group naturally has the tendency to stabilize its collective interests once it secures its position.

The current upward channels in the Alliance primarily involve two paths: acquiring educational credentials as a stepping stone to enter higher positions within the social system, and then obtaining promotion through work performance within the system.

Alternatively, one might directly exhibit an outstanding performance at work, be promoted, receive educational opportunities for further training, and after additional training, use the résumé and performance to climb higher.

These two paths are not mutually exclusive or, rather, are two sides of the same coin. However, the former emphasizes rapidly advancing the positions of young geniuses, while the latter focuses on the emergence of late bloomers through accumulated experience.

In theory, within the Alliance's system, even those without background or from ordinary origins, as long as they have talent and capability, these paths should enable them to stand out from the crowd.

However, this is merely the ideal scenario.

In practice, the upward mobility channels within the Alliance, though much smoother compared to most of the Empire's society, can still be clogged by those who have preemptively secured their positions in the Interest Group.

Their actions are not particularly egregious. Openly monopolizing the advancement channels is not tolerated within the Alliance.

However, there are some methods that are beyond reproach.

Education? Just quietly raise the cost of education.

Acting through administrative orders would be too conspicuous; they often start by giving advanced education to nieces, nephews, and close juniors. With substantial family wealth, they can lead significantly during the foundational stage compared to children of civilians.

On this basis, while there are indeed geniuses among the children of the civilian class, given the larger population base, they can have the advantage in the proportion admitted into various academies. However, when it comes to the likelihood of success, the descendants of high-level individuals are certainly much stronger.

This is precisely something one cannot dispute.

Even Gu Hang must acknowledge that since this is about selecting talent, if someone truly invests in education and produces talents, it is impossible for academies to favor granting more spots to the civilian class during admissions, as that would, in turn, be unfair.

In fact, Gu Hang does not view talents differently based on their background. As long as they can contribute to the great cause of the Alliance, they should be accorded due respect, regardless of who they are.

For those so-called 'Interest Groups' who occupy positions through educational investment, Gu Hang not only does not suppress them but rather encourages it. Especially for those within this bracket who were originally aristocrats from various worlds, their actions clearly signal a willingness to positively integrate into the Alliance's system.

But there is a kind of behavior that may not work.

Investing in education, enabling their descendants to enter a good academy within the Alliance's educational system, and then securing a good position... the successors of these aristocrats, due to possessing richer educational resources and broader insights, indeed have a higher success probability compared to ordinary people. Yet broadly, they compete in a fair environment. The vast number of civilian class individuals strive on this path, and despite the many advantages of aristocratic descendants, geniuses and highly determined individuals from the civilian ranks emerge victorious often.

The race track is too congested.

Naturally, some additional tactics are resorted to unwillingly.

For instance, so-called 'reserved spots'.

To enter top academies or good positions, assessments are required, aren't they? They do not dare manipulate the fairness of the assessments, but they can certainly adjust the content of those assessments, custom-designing a whole set of special admission conditions for connected candidates.

A certain academy suddenly allocates several special admission spots for a specific Planet, purportedly to support the development of local talents;

Not everyone on the Planet can enjoy these spots, but only those specifically from certain areas, owing to contributions made by people from those locations;

Specify gender; restrict the age bracket tightly; impose another condition based on previous special experiences; require the possession of a specific 'special skill'... and so on.

Chapter 826: Internal Problems Within the Alliance (2)

Then, although this special recruitment quota is publicly listed as fair and transparent, without active promotion, it's truly difficult for outsiders to find this special recruitment with a short application window of just a few days among a massive pile of documents.

The universe may be vast, but as long as the conditions are set appropriately, you can always target the person you want.

Under-the-table tricks like these, however, just won't do.

The higher-ups of the Alliance have issued repeated warnings to treat such matters with seriousness. If similar operations are conducted, not only will the individuals be dismissed, but those responsible for collusion will also be dealt with.

Want your descendants to conveniently enroll in a school or get a position? You first get taken down!

Tactics like these only affect a small scope, creating small openings for individual benefits. Unfairness is certain, but to say how heinous it is might not be definite.

At least it's not as bad as a large-scale monopoly.

This incident once occurred in the Menghe Star Domain.

In Mengyang Star, which serves as the Menghe Star Domain Capital and also an education center, they implemented a scheme: The Department of Finance under the government - Alliance Tax Bureau, conducted special recruitment in the tax management specializations of multiple top academies on Mengyang Star. They planned for 70% of future Tax Bureau officers to be recruited from the tax management specialties of these top academies.

Up to this point, it seemed reasonable. Although the job arrangement restricted schools, it didn't restrict them individually but was based on the list of top academies provided by the Alliance Ministry of Education. The restriction on corresponding majors wasn't a big issue.

But the tricky operation was that subsequently, Mengyang Star's top academies uniformly and significantly limited the student quotas and raised the entry requirements for tax management majors. Notably severe was the requirement to have internship experience in related financial tax work during the study period. Such 'internship experience', since not directly tied to official positions, allows various institutions and units to freely control and recruit, not covered by the Alliance's finances.

This policy existed mainly to address situations where some units temporarily needed a large workforce, but since this gap was not expected to last long, recruiting a lot of formal employees would lead to future overstaffing, thus the temporary policy was created.

These elements combined played out their effect: the tightened academy quotas, paired with specific units only recruiting students within these quotas for positions, leading to students who could get into these academies' specialties being guaranteed future entry into the Menghe Star Domain's Tax Bureau.

And to get into the top academy's tax specialization, internship experience in affiliated tax work was needed.

And as long as the issuance of internship experience opportunities was controlled, only a few people could get these experiences, creating a closed loop.

How could people from ordinary backgrounds possibly obtain such internship experiences? Thus, they couldn't enter those top academies' tax specialties and were even less likely to enter the Tax Bureau during targeted job settings, having to settle for the remaining 30% chance.

Whereas some well-connected individuals obtained internship experiences under the guise of 'working without pay.'

What? Commoners want to contribute too? Are they even worthy?!

This situation even caused the entrance requirements for the tax management major at top academies to be substantially lower than other majors at the same academies, and with better employment prospects, still leading to scarce applicant numbers for exams into such a promising sector within the Star Domain Government's direct department.

To put it bluntly, this is some power holders on Mengyang conniving to manipulate the system to secure benefits for their descendants, target training a specific group as successors for the Tax Bureau. They even use these precious resources as bargaining chips in exchanges of interests.

The bureaucrats of the Tax Bureau, employing this system to position their sons, nephews, and friends, appear too brazen but can easily trade favors with other departments: you promote my people, and I'll give your child an internship experience certificate, ensuring future employment in the Tax Bureau.

Run this scheme by a group for two to three years...

Gu Hang was infuriated upon learning this.

This led to at least two problems: the work of the Department of Taxation was affected, and the foreseeable decline in talent quality would obviously negatively impact work efficiency.

Moreover, even worse was how it blocked the internal mobility channels of the Alliance.

The Tax Bureau, where an officer's starting rank is set high, has an important work nature and many future opportunities for promotion, making it easy to ascend to more significant positions.

If we categorize by class, the Alliance's rank is a clear class distinction. Such a position represents a fantastic path for class elevation. To have this cut off by a group of vested interest groups through administrative power – how could Gu Hang accept it?

This incident directly resulted in the Mengyang Planetary Government, the Menghe Star Domain Government, the Alliance Ministry of Finance, and the Alliance Ministry of Education – these horizontal and vertical government institutions – undergoing a significantly severe internal purge. Many high-level officials, even those unrelated, had to bear leadership responsibility because of it.

Additionally, the Alliance's Ministry of Internal Affairs soon launched a related special investigation throughout the territory, checking to see whether similar occurrences to Mengyang's happened elsewhere, and to what extent.

Chapter 826: Internal Issues Within the Alliance (Part 3)

Not limited to just this matter, it also includes the previously mentioned issue of ’reserved positions’.

In short, matters relating to academy examinations will be thoroughly inspected together this time.

Additionally, it also includes the process where graduates from various academies, as quality talents, enter important positions.

These so-called important positions do not only refer to the Alliance’s direct government units and local government units, but also include positions like senior engineers and educational roles, etc. In short, as long as the position meets any criteria such as ’having a high starting rank’, or ’great future development prospects’, or ’of high importance to the Alliance and Dark Side Expedition’, the admission status of such positions falls within the scope of this examination.

Being more stringent, the Ministry of Internal Affairs might even retrieve all personnel files for the past five or ten years of that position, and might even interview specific individuals to understand the situation.

The intensity of the inspection is substantial.

But this is just the beginning.

Afterwards, the Ministry of Internal Affairs will also receive a mandate to investigate the internal promotion of ranks and positions within the Alliance’s organization.

Normal promotions are naturally left alone. The regular rank upgrades have a complete set of rules. Work tenure and rating for duty responsibilities, as long as it’s not a poor rating, allows for rank progression after the tenure, with no issues.

But isn’t there the ’exceptional work performance’ fast-track promotion? This is designed for talented individuals, and Gu Hang does not want departments to leave it unused, holding back high-quality talents from rising; but he also does not want this matter to become a tool for Interest Groups to open back doors for themselves.

In this regard, Gu Hang's external aids still provide him some assistance.

He annually expends a large amount of Gift Points in the [Hero] interface for talent enlightenment.

These enlightened talents are spread across various industries. Those eligible for enlightenment are often gifted and show potential, allowing their talent to manifest after enlightenment with a significant improvement in their skills.

Under normal circumstances, these individuals can emerge from the crowd.

In fact, this is also the new class mobility channel Gu Hang carved out utilizing system capabilities.

The Hero Enlightenment does not take into account the background or status, only personal ability and talent.

Gu Hang annually invests millions of Gift Points in various industries to enlighten tens of thousands of people. The basics are, merely 10 points per person, with upgrades possibly costing 50 or 100. As long as one does not excessively invest in particularly high levels, the consumption of Gift Points remains manageable.

These people, accumulated, are the Alliance's most essential talent reserve.

Incidentally, he also instructed the Ministry of Internal Affairs to follow up on these lists.

Are the enlightened talents in various units receiving rapid rank promotions?

If they are, and the proportion of inspirers in special promotions is relatively high, then that would be proof that the unit is doing well in organizational talent development.

If the promotion rate is relatively low, but the main reason is that the special promotion quota is originally very limited, it will be ordered to improve, considering the unit too conservative and afraid of responsibility in organizing talent development.

If the promotion rate is neither high nor low, and the number of promotions is normal, but the proportion of inspirers among the promoted is not high enough, it would demonstrate that the unit is not performing well, unable to distinguish talents, which would also result in rebuke and a mandate for improvement. After two years of observation, if there's still no improvement, penalties will be imposed.

If the number of promotions is normal but the proportion of inspirers is particularly low, with no promotions possible, then there's a significant issue.

Leveraging confirmed talents — inspirers, not only expands the Alliance's talent pool, but also serves as a test for organizational talent development outcomes, truly maximizing the utilization of every exploitable aspect.

Gu Hang is striving to solve the internal issues within the Alliance, which he has always treated as a formidable enemy.

Chapter 827: The Alliance Also Harvests Profits

During the process of the Dark Side Expedition, Gu Hang had to stir things up within the Alliance, naturally to stabilize the Alliance as much as possible and maintain a strong momentum of development.

Only an internally stable entity, where the economy can continue to grow rapidly even in wartime—especially the rapid growth of the military industry—is the fundamental reliance for the Alliance to persist through the unknown length of the Dark Side Expedition in the future.

At the same time, the newly conquered areas, especially the part toward the east of the Magrey Cosmic Domain, captured by the Alliance during the early stages of the Dark Side Expedition, are being digested with full effort by the Alliance Government.

So far, it has been relatively effective.

The core nature of the Alliance has never changed: they are a monster that, in less than a hundred years, has developed from a single planet to its current extent.

Throughout the Alliance's relatively short lifespan, the task they are most familiar with is: expansion!

The Alliance has had tens of thousands of mature experiences of expanding and occupying a planet. They fully understand what needs to be done to quickly assimilate an entire planet after claiming it.

First, promote the righteousness and prestige to establish legitimacy.

Based on the powerful military strength of the Alliance, reorganize and subordinate the planet's armed forces during a short period of military governance, rebuilding a Defense Army system that obeys the Alliance.

Provide security and survival assurances to the lower and middle civilian class, enticing the civilian class to serve the Alliance's interests;

Demand the old aristocratic class to fully integrate into the Alliance system, offering them decent terms of integration, but the means of production must belong to the Alliance, and they can enjoy only the profits at most. Opponents and resistors will face strong suppression.

With legitimacy, means of production, a local army that obeys the Alliance, and supportive citizens, the foundation to do well is established.

Institutionalization of the Alliance and normalization of industrial production, at this point, can already supply the Expedition with resources.

The Alliance, of course, also levies taxes, only that it doesn't favor the Empire's conventional Imperial Tax model. Brutally taking a 10% share of the total output as tax not only looks particularly unsightly but actually doesn't earn much, causing public outrage as well.

The Alliance's tax collection is rather lenient. For civilian enterprises, there are some low-rate value-added taxes and corporate income taxes; for the people, there are a few consumption taxes, with direct income taxes being relatively low.

The Alliance's primary source of income is more about directly controlling a vast majority of the means of production, thereby building these state-owned enterprises whose production value brings in all the profits naturally belonging to the Alliance as the official enterprise owner.

However, executing this is not simple. The Alliance has to make substantial investments to reconstruct the planetary infrastructure. Additionally, within the Alliance system, there must be enough management personnel to operate this entire setup.

During this stage, the Alliance instead introduces some market elements. The output value and profits of state-owned enterprises are not entirely taken by the Alliance directly but are left in the hands of the enterprises themselves. The Alliance's method of 'cutting the leeks' entails making some adjustments based on the circumstances of various regions, set against standard pricing.

For industries that are just starting or recovering, the Alliance will elevate some numbers in terms of standard pricing order acquisitions, with some even reaching up to 100% elevation, to ensure the industries can grow rapidly.

Coupled with the Alliance's initial financial investments in rebuilding the planet, the Alliance officially leads the integration of existing industries, considering local conditions, surrounding trade environments, and the Alliance's overall needs, focusing on developing some pillar industries.

All these combined essentially form the Alliance's overall supportive policy for the newly reclaimed planets.

After using these comprehensive strategies, a world that had considerable issues during previous turmoil often could indeed quickly get back on track.

At least there would be basic social order; productivity would recover; the populace would see hope for a better future.

But the duration of this support is often not too long. Half a year, a year, no more than two years at most.

By that time, the Alliance's investments would decrease, and the order prices for enterprises would convert to standard pricing.

At this point, the Alliance has not yet made a profit. Acquiring goods at standard pricing certainly doesn't make money. At most, it profits from some value-added tax, corporate income tax, personal consumption tax, and most of these revenues are used for purchasing the planet's output; the Alliance Central even has to subsidize a bit.

But once reaching this level, it can basically be stated that the planet is no longer a burden to the Alliance and has gotten on track.

Of course, there are cases where, even after going through supportive policies, the standard state isn't achieved. Then, the Alliance Government would initiate an accountability process to see what the issue is exactly.

Often, the planetary governor would be penalized.

Whether it be management inadequacies, recovery of production not meeting expectations; internal public support being insufficient; local aristocrats reviving to oppose the Alliance's governance; internal disturbances persist, lacking stability, posing military threats...

In short, regardless of the issue, the governor can't escape responsibility. Then, according to specific problems, they would seek accountability from the Ministry of Civil Affairs, Ministry of Finance, Production Department, and the armed forces.

Unless there has been an objective change in the overall environment outside the planet leading to unmet expectations, otherwise, responsibility cannot be shirked.

This set of governance, the planetary governance of the Alliance is somewhat similar to the planet governors of the Empire, both holding substantial power and full responsibility. But the difference is, in the Empire, as long as you pay the Imperial Tax, it's over. Whereas, in the Alliance, evaluations are

meticulously detailed. If there's a problem, everything would be dug up, and indeed there are responsibilities to bear.

Being in politics in the Alliance is not a pleasant task. Although the internal power struggles are not as overt, cruel, and intense as in the Empire's political arena, the 'business pressure' is far greater than in the Empire's political scene.

Everything else is secondary; the fundamental work being done or not is the crux. Without 'performance' as a basis, engaging in other methods is futile, and during promotions, being directly vetoed—if not, when the Ministry of Internal Affairs checks, they are not easy to deal with.

And when a world can sustain normally for three to five years, it will enter the next stage: the Alliance begins to cut the leeks.

For the planet's products, procurement prices start to drop below standard prices, by 1%-60%.

What is cut in this gap becomes pure profit. Plus, with the taxes collected, often from a well-off planet, the resources that the Alliance can draw are much more than the Empire's 10% tax.

To achieve this, it forces the local industries of the planet to have to come up with ways to improve their standards. To properly develop advantageous industries so that the Alliance's purchasing prices, even with reductions, will still allow for certain profits.

Chapter 828

The success of the Alliance in governing newly occupied regions is of great significance.

It means that the Dark Side Expedition is not merely a costly military operation but one that can yield returns and enhance the overall strength of the Alliance through war funding war.

Moreover, this is not predatory income, nor is it one-off. With the Alliance's management skills, numerous planets are enabled to generate self-sustaining development, even advancing to become more prosperous than before. The Planetary Defense Forces established on these planets can also contribute reserve forces to the Expedition, similar to the Alliance's home territory, and the strengthened military and food industries can provide resources for the Expedition.

Furthermore, the Alliance aims to transform these areas to be like its home territory.

Actually, according to the current situation, six hundred worlds have been incorporated into the Alliance's home territory; over six hundred worlds are yielding positive returns, being assimilated into the direction of the Alliance's home territory. Additionally, more than a thousand worlds have achieved a break-even point. In the Magrey Cosmic Domain, about a thousand worlds are currently running at a loss. The remaining worlds are essentially safe zones, subtly operating at a loss, but are mostly areas the Alliance has largely abandoned—unless they themselves strive to expand the safe zone to cover more than half of the entire planet, only then will the Alliance invest significant resources to normalize their worlds.

This is the general situation in the Magrey Cosmic Domain, where the Dark Side Expedition has virtually conquered the entire region.

The main troops of the Western Expedition Army have already moved to the Forward Cosmic Domain.

Meanwhile, in the Southern Line, operations in the Yadan Starfield and Guangjin Cosmos Domain have conquered about fourteen hundred worlds, with four hundred of them achieving a break-even or positive return; the remaining majority of the thousand worlds are still in a support phase, with a minority under a safe zone policy.

The situation in the conquered areas is roughly as follows.

The issues in these regions have currently been classified as internal affairs of the Alliance or the Imperial Dark Side Control Committee, rather than military issues.

In terms of internal affairs, the issue of North Line reinforcements, which triggered a political upheaval in the Alliance Political Arena, was handled in a low-profile manner.

This incident itself is actually not significant.

The Dark Side Expedition Headquarters has recognized the severe fighting, limited benefits, and heavy sacrifice problems faced by the North Line, and has been researching solutions.

Since an incident occurred, they simply brought forward the solutions sooner.

The plan is to strengthen the merit calculation method for the North Line, requiring that promotions for a high percentage of senior officers in the Alliance pass through the North Line; combat allowances are doubled; the already faster rank promotion speed compared to the West and Southern Lines has been further accelerated.

Of course, if it were just this, it might not be enough.

Offering benefits without addressing the nine-dead-one-alive situation faced on the North Line would still make it hard for anyone to willingly go.

Benefits increase, but if they can't be brought back, what use are they?

Although supposedly left for the family, the current living standard in the Alliance is not particularly low. As long as one has some sense of responsibility and works well within the Alliance system, one shouldn't have to risk their life to provide a good living for their family.

As for those truly doing poorly, they often lack this sense of responsibility.

Recruiting from those just recuperated impoverished worlds is a viable idea, but it doesn't look good.

The Alliance is promoting orthodoxy in those just recuperated worlds, proclaiming that everyone is one family, and the Alliance is there to save the world.

After supposedly saving them, packing off their light arm labor to the brutal battlefield of the North Line is inappropriate and doesn't fundamentally solve the issue.

The solution proposed by the Headquarters is rotation.

Strengthening the rotation among the West, South, and North Line troops, institutionalizing the process, is one aspect.

Another aspect is further improving the demobilization and resettlement system of the Alliance Army, so that soldiers fighting afar do not have to return at fifty years old with full injuries when they enlisted at twenty. If that's the case for all recruits, recruiting difficulty would be too high.

Yet another point is that even those aspiring for a long career in the army should return after spending five to six years on the North Line, rest for two years, and then head to the West or South Line.

Furthermore, all new units constructed from the Alliance's home territory should first go to the North Line to ensure a stable front there while facilitating the rotation of participating units there.

It must be said, these solutions do not entirely cure the North Line's predicament.

The core reason for the North Line's issues still lies in the heavy military pressure in that direction, which is an objective condition that cannot be resolved. Other methods merely address the symptoms, not the cause.

Nonetheless, treating the symptoms is better than letting the present situation persist, which constantly depresses the morale of the troops sent to fight on the North Line.

Issues like these take up a lot of Gu Hang's time in the Alliance's internal affairs.

These issues must be solved, and not just once, as they will inevitably continue to emerge in the future, requiring ongoing governance.

Gu Hang has prepared for a long-term battle.

However, the Alliance is not only facing internal issues at the moment.

External challenges are also numerous.

Leaving aside the North Line issue, where military pressure is significant, solutions can only be found by overcoming it, continuously reinforcing, and investing more to maintain the front line.

However, in the Western Line, a new issue has arisen, much to everyone's concern.

It was a report received by Gu Hang concerning the Forward Cosmic Domain.

When the main forces of the Alliance's Dark Side Expedition entered the Forward Cosmic Domain, they quickly encountered a major problem: in the Dragon Tongue Star Domain, an entire star domain that once could be considered relatively affluent, has now become an empty zone.

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Chapter 829: Alien vs. Alien

The judge named Sifleg from the Extraplanar Tribunal harbors no ill intentions, but genuinely considers the Empire and the greater good.

The expansion speed of the Om Orcs is too swift. The orc commander named 'Dragon Shell', who ascended from a pirate warlord to a Great Chief, holds extraordinary power. His army is fierce and invincible, quickly annihilating the native human forces of Omgeria.

During the Catastrophe Era, the ability of humans to communicate across the universe was greatly weakened, turning worlds into isolated islands, completely unable to withstand the Green Tide.

After the hope of resistance, the Star Domain Government's direct legion, and a discontented battle group operating in Omgeria, suffered a crushing defeat, the Green Tide became effectively unstoppable.

If no alternative strategies are devised, the Green Tide will not only engulf the entire Omgeria but will also continue to spill beyond.

The Green Tide, which has expanded to encompass an entire Star Domain, is terrifying even before the Catastrophe Era, requiring the cooperation of multiple forces and substantial power to eradicate.

Moreover, in the current situation, it's even more daunting.

At least until the arrival of the Dark Side of the Empire and the Alliance, nothing near Omgeria can rally a force large enough to combat the Green Skin Orcs. Each world and faction is burdened with its own issues to address.

In such an environment, Sifleg took a stand.

This judge from the Empire's Extraplanar Tribunal was active in the surrounding regions even before the Catastrophe Era, seeking ways to combat the increasingly rampant green-skinned aliens. The great catastrophe directly shattered his original plans, rendering all his efforts fruitless.

He certainly wasn't willing to fail just like that, nor did he allow the beastmen to truly become as dominant as expected.

The Omgeria Star Realm is beyond saving, ravaged over decades. Perhaps some residual human forces are hiding and silently resisting for survival on many planets, but that's not enough to form a significant force. At least, they need to contain the Green Tide within the Omgeria Star Realm to prevent it from spreading further.

If the Dragon Shell Clan is allowed to capture two or three more Star Domains, the Dragon Shell Orc Empire might evolve into an unstoppable force, potentially invoking the catastrophic days of the 'Beast Empire' that almost destroyed Terra in imperial history.

Yet human forces are unable to unite against Dragon Shell, so what can be done?

Sifleg's gaze falls upon another formidable enemy of humanity, the Alien-Void Insect Race.

As a Senior Judge of the Extraplanar Tribunal, Sifleg possesses in-depth knowledge of the Insect Race. Several nearby planets in two Star Domains suffered severe parasitic infestations.

The parasitic infestations in those worlds are considered 'conventional.' In contrast, the outbreak encountered by the Alliance during the Iron Armor War was unconventional.

Generally, the Void Insect Species use ultra-small, even fist-sized miniature biological ships to scatter dormant parasitic eggs like spores into boundless space, drifting aimlessly. Once they approach a planet possibly harboring lifeforms, the miniature biological ships are gravitationally captured by the planet and crash onto it.

A fist-sized ecological ship can often contain tens of millions of eggs. Upon landing, they absorb a bit of nutrients and hatch, varying in size from a speck of dust to the size of a fingernail, gaining initial mobility.

Next is the search for native creatures to parasitize, breed more eggs, and eventually aim to parasitize humans or other intelligent species.

Upon parasitizing intelligent species, the parasites' tasks are complete. They're too small to maintain contact with the insect's mother ship effectively, but they function as seeds. Once they parasitize intelligent beings serving as final hosts, those beings, as native species, can be utilized.

Then, the parasitic infectors work to infect more individuals, and the initial infector becomes the leader, establishing an insect cult to infect more people.

In such a state, the infectors are unlike the 'mindless zombies' the Alliance faced during the aftermath, disconnected from the insect nest's cognitive network. They are quite intelligent, possessing wisdom comparable to ordinary humans, even using the brains of the infected. The parasites merely create illusions in the host's mind, convincing them that they are aiding a benevolent, powerful 'Divine Race.' Someday, the Divine Race will save all suffering, and they will live in Heaven.

You must locate and eliminate the hidden leader to transform all remaining infectors into mindless zombies.

Occasionally, there are multiple leaders on a single planet, well-hidden and very difficult to find.

Their religious organizational structure is why they are called the 'Cult,' often referred to by humans as the 'Parasite Sect' or 'Infection Sect.'

The wisdom inherited from the original hosts makes them difficult to deal with. Not just in warfare, their tactics are not rigid, and they present countless issues beyond warfare.

They infiltrate infected hosts' native societies.

Those appearing least different from the native species integrate into society, responsible for attracting and recruiting more believers. Hidden targets to be eliminated, or actions taken during riots, are executed by those who have developed into inhuman states, serving as the force.

Once they develop to a certain extent, with significant numbers, the parasitic leader can use the sufficient number of parasitic followers to jointly light the 'beacon,' marking the countdown to the end of the world.

The collective consciousness will break through Subspace waves, surpassing the physical distance of the real universe. In the insect nest's cognitive network, it becomes a dark beacon, clearly signaling all Insect Nest Fleets that there are delicacies here.

Usually, the nearest Insect Nest Fleet will come over.

For humanity, the best scenario would be to completely annihilate the Parasite Sect inside the planet. Even if that's not possible, they must be strictly controlled, preventing them from gaining momentum.

If they do gain momentum, then they must quickly be eliminated from within, and military preparations for direct confrontation with an Insect Nest Fleet must be in place.

The worst scenario is when the Parasite Sect has not been eliminated by the time the Insect Nest Fleet arrives, with a considerable number still present. They often incite internal riots on the planet, coordinating with the descending Insect Nest Fleet to destroy the planet's defensive forces. Even if the rebellion is suppressed, the planet's defenses will be damaged and plunged into panic, leaving them vulnerable to the impending full-scale invasion.

Of course, the attitude of each specific sect of infectees towards the arrival of the Insect Race actually differs. On a recorded world invaded by an Insect Swarm, when the Insect Race appeared, about 75% of the planet's population willingly and calmly jumped into the digestive pits of the Swarm.

But this is a special case.

The cultists of the Parasite Sect often don't know what the arrival of the Swarm means; they fully believe the Tyranid Bug Race are great enlighteners who will lead everyone to ascend into a perfect, blissful Heaven.

At the beginning of the invasion, these cultists indeed realize their dream of fighting alongside their beloved Star Kin, but once the invasion concludes, they end up as food for the Insect Race, just like everyone else.

Worse still, the will of the Insect Nest will take over the thought network established by the infectees' leader, blocking out non-Insect Race beings originally confined within the thought network.

The beautiful illusions long veiling the cultists' eyes will slowly vanish, giving them ample time to truly see themselves, their loved ones, and those alien relatives, ultimately being devoured alive in madness and despair.

The infectees of the Parasite Sect are nothing but utensils for the Tyranid Bug Race to prepare a buffet, dying whether infiltration succeeds or not.

However, in the current circumstances, infectees can be used as good tools.

Sifleg tried every means outside two Star Domains to capture several ships of parasites, transporting them to the Omegilia Star Realm, to the few surviving planets.

These planets either have not yet been invaded by Beastmen and are on high alert; or have been invaded but can still resist.

The arrival of the Judge received great respect from the Native Defense Forces of the planets, reigniting their hope.

And Sifleg with his Tribunal forces, along with troops recruited from surrounding Star Domains, is indeed striving to help these planets resist the Beastmen invasion.

But their more crucial task is to release the infectees into human society and assist them, aiming to infect more humans as quickly as possible.

Furthermore, Sifleg even 'accidentally' leaked a method he developed for faster 'ripening' of cultists to those cultists, aiding them to connect to the Insect Nest thought network with fewer people.

Based on Sifleg's calculations, the nearest Insect Nest Fleet is not far from the Omegilia Star Realm. Once the signal is sent and this Insect Nest Fleet receives it and is willing to come, the journey would be just three or four years.

This timeframe for a world suffering an Insect Nest Fleet invasion is hopeless, with far too little preparation time. But currently, for Sifleg, it's good news.

He plans to use four planets where he has deployed many infectees and 'ripened' them as bait to quickly lure the nearby Insect Nest Fleet.

In his view, it's a win-win solution.

Since humans seem unable to contain the overflow of the Dragon Shell Clan, let the Swarm hold them off.

Since that Insect Nest Fleet was calculated to be so close to human territory, their subsequent invasion seems inevitable. Those worlds disrupted by the Parasite Sect will eventually fail to contain the internal infection issue during the current Catastrophe Era, leading to an Insect Nest invasion.

Let them fight it out themselves!

Both sides are Aliens, savagely slaughter each other! No matter how many die, Sifleg won't feel a shred of remorse.

During this process, his team has some differing opinions internally.

If it were some other Alien races, letting two Alien forces mutually slaughter each other when humanity can't gather strength and eliminate them, hoping they wear each other out, would be the best outcome, followed by human military cleaning up the aftermath.

But unfortunately, the participating sides are Green Skin Orcs and Void Insect Species.

Both races are the type that grows stronger the more they fight!

Orcs possess strong reproductive capabilities and can gain combat experience and improve warfare techniques by devouring enemies; fierce battles even more strongly attract rewards from Orc deities, accumulating greater Waagh energy, making each Orc individual more powerful, eventually strengthening the entire clan.

The best way to destroy Orcs is to achieve victory in one battle, directly eliminate their leader, and cause internal chaos for rapid extermination.

And the Swarm, too, grows stronger the more it fights.

Chapter 830: Insect Beast War

The suggestions made by Sifleg's subordinates have some merit.

But the Judge did not listen.

There are mainly two reasons:

First, this is just a conjecture. They have not implemented anything like this on a large scale before; it hasn't been proven, and the hypothesis is based only on logical inference, which may not hold true. There is still the possibility of a fight to the death between both sides, where neither gains any advantage and then is wiped out in one go by the human forces when they catch a breath.

Second, the current situation is already too urgent. If not addressed immediately, the three or four star domains surrounding Omgeria will all have to face a massive onslaught of the Green Tide directly. With the Waaagh energy accumulated by the Green Skins at their present scale, it has reached an absurd

level, and it can completely guide their massive fleet, acting as a beacon, for navigation between the stars.

When the Green Skin Orcs' advantage in interstellar travel vastly outweighs that of humans affected by the Scarlet Scar, it becomes even more unstoppable.

To solve the current problem, bringing the Void Insect Species into the fold is an act of desperation.

Even if this thunderstorm truly grows larger and explodes in the future, it's not something they can afford to worry about now.

When faced with immediate death, how can one worry about the future?

Under this guiding ideology, Sifleg's actions were still executed.

In some respects, he was quite capable.

At least in the method of luring the Void Insect Species, he was successful.

A Tentacle Fleet of the Insect Nest did indeed arrive at Omgeria four years after he conducted infection dispersion on several planets.

And as bait, it wasn't just the infected human worlds he created.

Humans can be infected by parasites, so can't the Green Skins?

Actually, they can be.

Beastmen are typically asexual mushrooms, so it's hard to imagine infectors among the Beastmen lasting more than two generations. Moreover, there is little privacy in Beastmen society; any mushroom that looks wrong is directly uprooted.

Penetrating the Beastman society is a universe-level challenge.

But still, infection can indeed occur.

The infected Beastmen parasites have six limbs, have purple skin, are extremely robust, and are extremely ugly. Although their rate of continued infection is significantly lower than the continuous infection among humans, they have different advantages—among humans, once a parasite is discovered, it is completely unacceptable by the whole race and must be dealt with. However, in Beastmen society, those infected Beastmen who grow strong often manage to make a name for themselves in the tribe due to their individual strength.

Fierce enough, strong enough, good at fighting, that's Waaagh enough; Beastmen can accept that.

However, the only issue is true Beastmen, the more they fight, the more victories they achieve, the stronger and larger they become, which is a positive cycle. But although the infected Beastmen have greater innate quality, they don't have such prowess in 'leveling up through fighting'. Their strength is basically fixed, without enhancement from the Waaagh Force Field.

This means these Beastmen parasites can exist in Beastman society but find it difficult to rise to high positions, and the low infection rate among Beastmen makes their situation smaller in scale.

But the problem is that these infected Beastmen are also parasites, and they can collude and act together with infected humans.

On the human side, Sifleg and his subordinates also observed this point. Although in the three-way battle, the humans are at an absolute disadvantage, they can still take some actions to try to create some 'opportunities'.

Plus, with their secret technique to 'accelerate' the infection, they quickly made these worlds extremely attractive to the Insect Nest Fleet, indeed drawing the universe devourers over.

The meeting between the cancer of the universe and the universe devourer thus arrived.

In the past, researchers of the Human Empire had indeed observed wars between the Insect Race and other alien entities.

After all, the Void Insect Species are devourers; they eat everything, not just humans. When they encounter other aliens, they are bound to fight.

Including the Green Skin Orcs.

But it's unclear whether it's due to insufficient observational samples, or because events happening outside the territories of the Human Empire were unseen, or simply because they hadn't encountered such a scenario before... In any case, none of the observed sample scales of confrontations between these two alien forces were larger than those seen at Omgeria.

In some past observation records, when they encountered each other, it often led to a bloody fight where neither side would yield, followed by one side quickly achieving victory and reaping the maximum gains.

But this was not the case at Omgeria.

After the swarm devoured the first few planets, it got a taste for it. They recognized that the Green Skin Orcs were quite a tasty meal.

Although not easy to fight, many foods in this universe are challenging to hunt, and the Beastmen were no exception either.

The taste may have been mediocre, but they made up for it with sheer volume and satiation.

Thus, the universe devourers fixed their gaze on the Green Skin Orc Empire and began advancing further within Omgeria.

How fortuitous is that? The Green Skin Orcs viewed the Void Insect Species the same way.

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