

## The Mech 5351

### Chapter 5351 Strong Mech

During the initial test of the Greenaxe, Ves and Gloriana mostly focused their attention on different aspects of their work.

Gloriana mainly paid attention to the parameters related to the second generation god body method.

While it was impossible for the Greenaxe to promote the quality of any of its parts to masterwork quality within a day, she could still gather a decent amount of useful data from this initial test.

One of her goals was to determine if she had made any mistakes or suboptimal decisions relating to the distribution of hyper material nodes.

She had attempted to spread them out as evenly and rationally as possible. Applying too many of them on a mech frame took up valuable capacity and increased the cost of the design. Applying too few would weaken the new effects, thereby causing any promotions in quality to be delayed by numerous months.

If Gloriana had made a particularly large error, then parts of her new work might not be able to undergo accelerated improvement at all! This was why it was so important for the Greenaxe to get tested in New Constantinople. She could always bring the machine back to the workshop and make adjustments in order to correct for any errors.

"How is it so far? Do your calculations hold up to reality?"

"I have detected numerous discrepancies, but none of them are particularly severe." The female Journeyman replied as she continued to study the telemetry readings. "Before this initial test, I could only simulate the effects of the second generation god body method. My mathematical model is mostly accurate, but I misjudged a few variables. It shouldn't take too long for me to adjust my formulas and develop a more accurate model. I only need to apply light modifications to the Greenaxe in order to optimize its second generation god body characteristics."

This was normal and not a major issue. It would only take Gloriana a few hours to make the necessary corrections with the help of a powerful workshop.

While Gloriana continued to monitor the parameters of the god body method, Ves focused more on the hyper technology applications of his work.

The characteristic edge of the transphasic greataxe was particularly important to him. It combined three separate advantages into a single form, thereby attempting to reap the benefits of all at the same time!

Ves grew relieved when he saw that the transphasic component worked well enough. This aspect did not weaken despite all of the additional complications. This was important to maintaining the offensive superiority of the powerful weapon.

What interested him more was the other two components of the weapon. He had selected a powerful resonating exotic that happened to play well with Venerable Glendale's force of will.

The more Glendale resonated with his new weapon, the more the greataxe exerted a crushing effect, delivering a stronger kinetic and crushing blow that worked particularly well against both expert mechs and other hardy units!

The most special part about the axe was the hyper material used to enhance its power against alien warships.

Considering that the Greenaxe would probably be used to fight against powerful warships most of the time, Ves along with a local Terran development company worked together to adapt a new hyper material created by the T Institute.

By exposing the original material with the concentrated glow of the Phase King, the T Institute managed to develop a small variety of sympathetic materials that had notable interactions with phasewater.

While the quality and other properties of this hyper material were not that impressive, it was decently effective at negating transphasic defenses!

In certain cases, the new hyper could be used as a substitute for phasewater.

A much better use of this promising new material was to combine it with phasewater in order to produce a compound effect that was greater than the sum of its parts!

The overall power of a hyper material was partially dependent on the concentration of E energy in the environment.

In a medium energy environment like the Red Ocean, the greataxe was able to absorb a decent quantity of ambient E energy to power up every strike!

Ves could already see it when he looked out of the window of the control tower.

As the Greenaxe began to spin around while whipping up a lot of air with its devastating greataxe, his spiritual perception clearly saw how the heavy weapon practically commanded the power of heaven to strike in coordination with its own blows!

The Greenaxe also received a modest boost from Bravo. The design spirit's influence caused the expert mech to gain a more masculine and forceful air. The machine looked especially domineering when it demonstrated its strength with its greataxe!

Ves had struggled for a long time before he settled with Bravo as the design spirit for this expert mech. He did not have any other design spirits that fit the Greenaxe better.

The masculine mech was a powerhouse that sought to crush its opposition by relying on force rather than finesse!

"Once Venerable Glendale and the Greenaxe grows stronger and cultivates a bit more, they should be able to leverage a much greater amount of E energy with every strike. Their blows will become unstoppable."

Alexa had already learned from Ves that certain living mechs could cultivate on their own, but she wasn't sure how that worked for the Greenaxe.

"Sir, isn't the Greenaxe supposed to possess a blank personality? How can it cultivate on its own when it does not possess a conscious intelligence?"

"That is not necessarily the case." Ves responded. "It's a little complicated, but the short story is that second skin mechs can still cultivate autonomously if I have programmed it beforehand. The speed

and efficiency can only reach the standards of a second order living mech at most. The only way to make it faster is if Venerable Glendale pilots the Greenaxe and actively directs its cultivation."

This was not an ideal solution, but it was the best Ves could do for second skin mechs. Its associated weaknesses emphasized the usefulness of classical living mechs even more.

After all, it was much more convenient if living mechs could cultivate by themselves without needing to rely on any human help.

"Alright, let's conduct the final test. Venerable Glendale, please test your strongest attack against the Macharia Excelsia.

Saintess Ulrika Vraken had been waiting for this. The ace rifleman mech emerged from an underground hangar bay and calmly flew in front of the Greenaxe.

The Macharia Excelsia was still powerful despite not receiving any major upgrades as of yet. Even if some of its tech had already become dated, it should still be able to endure the attacks from an expert mech with ease!

Ves had not forgotten about the ace pilot he borrowed from the Hexers.

Ves had taken the time to design numerous enhancements to the powerful machine in order to repay the Hex Federation for loaning out its ace pilot.

He wanted to wait until he tested his next generation tech before he applied his improvements to such an important machine.

"Alright, Glendale. Try and attack the Macharia Excelsia with your most powerful attacks."

"I am already nearing my limit, sir." The pilot transmitted back. "These attacks are much more draining than I expected. I won't be able to launch more than three axe strikes."

"Just launch a single attack, then."

Venerable Glendale concentrated as best he could. The suppression of Saintess Ulrika Vraken's domain field did not appear to affect his mood the slightest.

The powerful greataxe began to glow in green as Glendale resonated with it. He was more than pleased with his new weapon. He could feel various aspects of the weapon becoming more active and empowered as his willpower elevated its performance far beyond what was physically possible.

There was one more move he could make to empower his weapon even more.

He summoned his companion spirit and sent it to his greataxe so that he could form an even stronger connection!

"Roar!"

The brown bear that embodied Glendale's great might caused the greataxe to gain an indescribable momentum.

As the Greenaxe chopped its heavy weapon downwards, it was as if an entire mountain collapsed on the slightly taller and slender form of the Macharia Excelsia!

BOOOOM!

A huge amount of energies erupted from the point of impact!

The Greenaxe stumbled backwards as powerful recoil caused the machine to lose control over its footing for a moment.

The machine barely managed to keep hold of its greataxe. Fortunately, its strong empowerment prevented it from suffering any serious damage, though it was best for Gloriana to inspect it afterwards to see if any of the more fragile components had shaken loose.

The Macharia Excelsia slowed lowered its pristine arm. The limb did not even suffer a scratch.

The combination between high-quality transphasic armor and a powerful Saint Kingdom that could bleed the power of any attacks had been more than enough to negate the damage of the Greenaxe's strongest attack!

"Oh well. We expected this result." Ves sighed.

His wife huffed at that. "You may be saying that, but I think you were secretly hoping that the Greenaxe would be able to leave at least minor scratch behind. What do you think, Alexa?"

"An attack with so many special properties should be able to inflict minor material damage on a first-class multipurpose mech depending on its tier." Alexa shared her own opinion. "It is not impossible for the current state of the Greenaxe to cut into the armor of a low-tier first-class mech. The premise is that the latter is based on a currentgen design. In reality, a true multipurpose mech should never allow the Greenaxe to get within its optimal attack range."

The Greenaxe was patterned after a typical assault mech. It boasted excellent offense and relatively good defense. This came at the cost of mobility as all of its bulk and heavy equipment made it a lot more sluggish.

While its mobility was still better because it was an expert mech equipped with a combat drive, expert light mechs were much faster!

In any case, many first-class multipurpose mechs possessed enough mobility to stay out of the Greenaxe's range. This would allow them to employ their large variety of ranged weapon modules to whittle down the relatively slow expert axeman mech from safer distances.

This was one of the reasons why first-class multipurpose mechs had become the mainstream in first-class space!

Simpler mech archetypes all possessed highly defined strengths and weaknesses. A first-class multipurpose mech could always target the shortcomings of a simpler machine, thereby attaining victories with much greater ease than normal.

In short, the Greenaxe in its current configuration was not a machine that would do well in first-class space.

The only ways to change that was for Venerable Glendale to advance to ace pilot, or to upgrade it to a first-class machine.

"Alright, that is enough for now. Glendale, you can bring your machine back and power it down. You can take the time to rest while we tweak and modify your Greenaxe later."

"Thank you, sir."

As the Greenaxe steadily stepped away, a much lighter and nimbler machine stepped forward.

The aggressively red and copper-coated light mech made a much different impression.

The expert light harasser mech tried to divert attention rather than attracting it like the Greenaxe.

Alexa and other observers found it slightly more difficult to keep their focus on the slim machine.

It was as if a faint and hazy screen had enveloped the Bloodripper, causing everyone to feel more uncomfortable as they continued to stare at the newly fabricated expert mech.

"The Bloodripper..."

"The Bloodripper is an expert mech evolution of the Stringripper." Ves explained. "If you have studied the latter, then you should know that it thrives off misdirection. Our second new expert mech does that while also possessing a much nastier offensive punch. Don't let its submachine gun fool you. It can tear through armor and transphasic energy shields alike. This is because it is a fourth generation luminar crystal weapon!"

Chapter 5352 Copperpill

The Stingripper was more than just its weapon.

Nonetheless, Ves primarily looked forward to this testing session because he wanted to see the first full production version of a fourth generation transphasic luminar crystal weapon in action.

The short-lived third generation enabled a design spirit to empower the damage output of a luminar crystal weapon.

While that already sounded powerful, the fourth generation made use of hyper materials to modify the attack phase crystals and actively borrow the power of heaven to magnify its attacks!

This added a whole new dimension to luminar crystal weapons and ensured that they would not become obsolete as the Age of Dawn continued to unfold.

"How are you feeling, Venerable Rodrigo?"

"I feel great." The expert pilot replied. "This is the first time that I am piloting the mech of my dreams. I haven't encountered any hindrances. The living mech is actively helping me adapt to its controls and settings. No other living mech that I have piloted in the past is as enjoyable as my new Bloodripper. I really want to let go and see how fast it can fly."

"That is good to hear. You will have your chance, but not right away. Let us start with basic movements first."

It took a while for the Bloodripper to go through its basic routine. Compared to the larger and stockier Greenaxe, the expert light mech possessed a much wider range of motion.

"Impressive. Move over to the racing course. Let us test the speed of your machine next."

There were no surprises on these aspects. Whether the Bloodripper moved on land or in the air, the machine was blazingly fast.

Not only that, but its agility was also impressive, allowing it to change directions much faster than larger and heavier machines.

Not even the Dark Zephyr could match the speed and agility of the Bloodripper!

While speed was definitely important for both machines, the latter was not only more modern, but also put an even greater emphasis on mobility.

Speed was life!

Without enough speed, the Bloodripper would not be able to compete against other expert mechs!

Another difference between the Dark Zephyr and the Bloodripper was that the latter had been designed to fight against alien warships from the ground up. Ves had made a lot of deliberate design choices that enabled it to become a lot more effective against alien opponents in spite of its inherent weaknesses.

"Let us proceed with testing the evasion of your new expert mech." Ves commanded after he had seen enough of the speed tests. "You will need to resonate more actively with your Bloodripper for this. I want you to activate its Aspora Vibration System first. The energy drain is considerable, so make sure to keep an eye on your energy reserves. The sensation may also be uncomfortable, but don't worry. Your mech can handle this level of shaking so long as it hasn't suffered severe damage."

It took a minute for Venerable Rodrigo to get ready to activate this new mode.

In the meantime, the Macharia Excelsia stepped in position with its Hexfire luminar crystal assault rifle ready to fire.

The powerful weapon used to be cutting-edge, but it was unfortunate that the third generation luminar crystal weapon unexpectedly became outdated by the time the Great Severing occurred.

The Hexfire rifle was therefore due for a major update. Ves had already started to work on it, but he wasn't certain about his design choices because many of his new ideas had yet to be tested.

This was why Ves looked forward to seeing the Bloodripper's new submachine gun in action.

That could come later. Ves first needed to test the important feature of the expert light harasser mech.

"Are you ready?"

"Yes. Bring it on! I am not afraid!"

"This is not supposed to be a dangerous test, Venerable Rodrigo. The Macharia Excelsia will fire its positron beams at you at its lowest possible setting. It will probably sting your resonance shield if you get hit."

In fact, Ves wasn't quite sure how well the Bloodripper could take this hit. A casual blow from an ace mech was no joke, and expert light mechs weren't known for their defensive properties.

The test soon commenced as the entire mech frame of the Bloodripper began to shake and vibrate.

Part of it was an illusion produced by resonance shenanigans, but part of it was real!

At this time, the Aspora Vibration System caused the mech to shake in a way that caused it to look fuzzier and difficult to pin down.

This not only made it uncomfortable for people to keep track of the machine as it moved, but also produced a lot of odd interference that made it a lot harder for electronic sensors to track its coordinates and movements!

With the help of Kalo, the fuzziness of the Bloodripper became even more exaggerated. While the expert light harasser mech did not display true stealth that allowed it to sneak up to enemies unnoticed, it became extraordinarily more difficult to pin it down while it was on the move!

A series of turrets rose from the ground. These weak practice turrets served no other purpose than to simulate the tracking of automatic defensive systems onto a mech.

The turrets opened fire. They unleashed a variety of ranged attacks, from kinetic rounds to laser beams.

None of them managed to strike the Bloodripper even once!

Despite the relatively close distance, the fuzzy expert mech generated so much electronic noise that automated systems especially had a hard time tracking the annoying light mech!

Ves grinned when he saw this result. Even if the turrets did not come equipped with the best and most powerful tracking systems, their performance should not be that much worse from the tracking systems of actual alien warships!

Most warships relied entirely on automated systems to do the hard work of tracking targets and aiming their gun batteries at them. It was too slow, inefficient and cumbersome to leave all of this work to individual crew members.

Only under the most desperate circumstances would the crews assigned to the relevant stations be forced to switch over to manual aim!

In any case, so long as the Bloodripper did not approach any warships that received a lot of investment or belonged to the puelmer race, only the most intense saturation fire could cause this difficult mech to get hit by attacks!

"I've seen enough." Ves spoke. "Saintess Ulrika, please proceed. Try and start off by demonstrating the marksmanship of a typical second-class mech pilot and slowly ramp up. For safety's sake, don't hit the Bloodripper more than three times in a row."

"Understood." The Hexer ace pilot responded.

The turrets had given Venerable Rodrigo and the Bloodripper a decent amount of exercise, but the pair truly had to test their capabilities when they became the target of an ace mech!

The Bloodripper did decently well for a time. Saintess Ulrika was so skilled that she was accurately able to simulate the performance of weaker mech pilots.

It was not until Saintess Ulrika began to perform like a low-tier expert pilot that she exerted real pressure onto Venerable Rodrigo!

The intuition of a fairly powerful attacker was enough to counteract the intuition of a fairly powerful defender.

Occasionally, the Macharia Excelsia managed to land a few glancing blows, but the Bloodripper did well enough to have enough opportunities to counterattack.

It was not until Saintess Ulrika simulated the performance of a much more experienced mid-tier expert pilot that the Bloodripper started to show more faults!

Its disadvantages had become so great that it could no longer prevent itself from getting struck multiple times in a row!

"That is enough." Ves announced. "We have collected a lot of interesting data from this test. The Aspora Vibration System has largely performed as expected. It is most effective against automated systems, but quickly loses its advantage against superior combatants. You will need to become a lot stronger if you want to increase your evasion performance, Rodrigo."

Rodrigo was still at the start of his journey as an expert pilot. He still had much more room for improvement. He may even be able to surpass Venerable Tusa on this aspect!

Once they completed this test, they moved on to the next and most exciting one for Ves.

The Bloodripper moved to a shooting range where a variety of different targets had been set up in advance.

Some of them were plain alloy blocks while others enjoyed the protection of transphasic energy shields.

"This is an important test, Venerable Rodrigo. The primary weapon of the Bloodripper is a special new luminar crystal weapon that I have called the Copperpill. It is an energy submachine gun that only comes with two attack phase crystals. While I could have added more, it would have added a lot more bulk to your weapon. Let us test the performance of the new phase disruptor beam setting first."

The Bloodripper raised a single arm towards a nearby energy shield and began to fire a volley of relatively weak but rapid energy beams.

The first energy beam already managed to disrupt the energy shield to the point where it disappeared in an instant!

"That was just the warmup. Let us try that against a transphasic energy shield."

This time, the Bloodripper's submachine gun attacks began to whittle down the transphasic energy shields at a slower but still impressive rate!

Ves grinned when he witnessed the performance of the new phase disruptor beams.

The new crystal was a straightforward fourth generation upgrade of the old disruptor beam attack phase crystal.

The major difference was that Ves added the same hyper that enhanced the Greenaxe's weapon to a regular transphasic disruptor beam attack phase crystal.

By combining the materials in a specific way, the resulting crystal was able to output enhanced transphasic attacks that were even more effective against energy-based defenses!

It was not until the Bloodripper fired its weapon on material objects that its performance dropped. The phase disruptor beam did almost no damage to solid metal, but it turned out to be remarkably effective at penetrating and disrupting electronic systems.

This made the Bloodripper remarkably good at pursuing and disabling fleeing craft. It had a wonderful future as a pirate mech for that reason alone!

The Copperpill's current performance did not explain the reason why Ves named it in such an odd way. It was only when Venerable Rodrigo received permission to switch to the second attack phase crystal that it became clear.

The coppery red energy beams appeared underwhelming at first. Their damage against energy shields was disappointing.

It was only when they started to strike solid matter that they started to become remarkable!

The modified positron beams initially looked as if it inflicted mostly heat damage.

However, repeated hits onto the same areas slowly caused the affected areas to form odd pools of molten and corroded metals. On top of that, the strange energy beams also weakened the metal beyond the immediate points of contact.

The more the Copperpill struck a solid target, the greater the extent the latter began to degrade!

This happened particularly quickly when the Bloodripper fired upon weaker alloys, but it still remained effective when attacking first-class alloys!

If that wasn't impressive enough, the corroding and weakening effects became amplified with Venerable Rodrigo and Kalo resonated with the Copperpill.

Not only did the attacks become more potent, but they also started to grow fuzzier, producing an odd interaction where it was able to degrade tough transphasic alloys a lot more effectively than before!

"How?" Alexa asked. "These variant positron beams are much more effective against transphasic alloys than ordinary transphasic positron beams!"

"That is the power of my new copper beam conversion." Ves grinned. "I have combined a positron beam attack phase crystal with a hyper material that can produce corrosion. This new crystal can produce energy attacks that not only corrodes solid matter with greater ease, but has proven to be especially effective at weakening transphasic alloys. According to my lab results, a copper beam attack essentially attacks the phasewater that is infused in the material. Once that happens, the metal in question no longer possesses any transphasic properties, which means it has become much easier to destroy!"

The copper beam attack phase crystal was an excellent complement to the Bloodripper!

The mech might not be able to launch any powerful blows, but it excelled at weakening and disrupting all manner of tricky opponents!

The best part about all of these weapon advancements was that they should be effective at every class.

Ves believed that the phase disruptor beam and the copper beam would remain just as impressive when applied to genuine first-class weapons!

### Chapter 5353 Unexpected Interruption

The testing and debugging process of the Greenaxe and the Bloodripper lasted for a few days.

The complexity of the two quasi-first-class expert mechs was greater than many of the mechs that the Larkinsons had designed in the past.

The use of many advanced technologies, some of which had been developed in cooperation with local Terran partners, firmly elevated their sophistication and raised their floors and ceilings by substantial margins.

This had many implications, but the most important one was that the Greenaxe and the Bloodripper had so much room for growth that they could fight in their current configuration for a long time without falling behind.

This was one of the goals that Ves wanted to reach for these expert mech design projects. He knew about the existence of general cultivation elixirs. Once Venerable Glendale and Venerable Rodrigo got started on them, their growth would definitely be astonishing.

It would be awkward for them to advance to a mid-tier expert pilot in a few years, only for their expert mechs to be unable to keep up with their growth.

Neither Ves nor Gloriana wanted to revisit their works so soon!

This was why they designed the expert axeman mech and expert light harasser mech to remain competitive for a long time.

Even if it would be difficult for Venerable Glendale and Venerable Rodrigo to make full use of their new expert mechs, they would be able to exert a lot more power once their resonance strengths had reached a more comfortable level!

The Greenaxe and the Bloodripper happened to be so strong in their current configurations that it wasn't strictly necessary for them to get overhauled in order to remain relevant in the hands of high-tier expert pilots.

In any case, since the two expert mechs wouldn't receive any major updates for quite a few years, it became crucially important to get everything right the first time.

Ves and Gloriana had set aside every priority in order to complete this necessary chore. They also relied a lot on Alexa's help. Her immense data processing capabilities and her extensive familiarity with many high technologies turned her into the perfect assistant mech designer.

The three mech designers finally had a moment to relax once they finalized their adjustments and bid farewell to the Larkinson expert pilots and expert mechs.

"It is almost a shame to see them go." Alexa Streon commented. "The Greenaxe and the Bloodripper are so impressive that it is an injustice to keep them as second-class mechs. As long as you implement a number of targeted upgrades such as replacing the power reactor, you should easily be able to convert them into serviceable first-class expert mechs. I also find it curious that you are sending your two latest works to a foreign mech division. Why have you not attempted to send them to your expeditionary fleet?"

Gloriana crossed her arms. "It is because Ves is too tolerant as a patriarch. He refuses to take charge and punish his uncle."

Ves coughed. "Don't talk about stuff you don't understand. My uncle Ark is following an alternate development path. While I don't really care about gaining control over territory and working so

closely with states, there are Larkinsons that do not share in the same ideals. Davute can also supply us with a lot of starships, including capital ships. You can never have too much of them in this dangerous galaxy."

"Davute can only supply you with second-class starships." The Terran mech designer said.

"That is true." He sighed. "We formed this deal in a time where I was nowhere close to a tier 3 galactic citizen. It is true that second-class starships are not much use to the Premier Branch. Even so, it is not as if we can obtain first-class starships with ease."

Alexa did not look surprised. "First-class starships are strategic assets in every upper zone. They are a necessity to all Terran clans. Each of them have become obsessed with producing high-level warlords that can protect their territories. The more starships in their possession, the greater the probability that they will be able to benefit from the New Elites Program. Losing is not an option."

This meant that the various Terran powers had become extremely reluctant to trade away their starships. Each one that controlled their own shipyards only built hulls for themselves or their closest partners. There was no more room for orders placed by third party customers.

Ves shrugged at that. "Since that is the case, then we should be lucky enough to get our hands on second-class starships. Our original contract with the Colonial Federation of Davute is still valid. It is prudent to never put all of your eggs in a single basket. If the Premier Branch ever suffers a catastrophic loss or if anything happens to me, our remnants can always fall back to the safe haven provided by the Davute Branch. The same also applies in reverse. If my uncle Ark ever screws up and has to evacuate Davute in haste, our other branches can always lend a hand."

It was unrealistic to uplift every Larkinson to a first-rater. Ves had given up on this notion by this time.

He did not think it was bad to maintain a heavy presence in the middle zones. There were still plenty of talents among second-raters that would otherwise go unnoticed by the established first-class powers.

It was also a lot easier to instill a strong sense of loyalty and belonging to these people who wanted to start a new future in the Larkinson Clan.

With the accumulation of more permanent EdNet quotas, it would become easy to promote the most promising Larkinsons to first-raters. Whether they could compete against native first-raters was another matter, but at least their loyalty should never be in doubt!

In any case, Ves and the other Larkinsons of the Premier Branch went back to their normal routines.

The mech designers eagerly studied the huge amount of empirical data gathered during the testing sessions.

It became a lot easier for Ves and Gloriana to correct and optimize the implementation of their nextgen technologies now that they were no longer working blind!

Many of their mech designs in development benefited from the added clarity and certainty.

The Jupiter Project and the Blood Star Mark II Project particularly made huge strides. Ves and Gloriana had already completed the development of their less important systems, and it would only

take a few more months before they were done with the more important features of the two high-tier expert mechs.

On a certain evening, Ves and his family had just finished their dinner and settled down in the living room of their private villa.

Although their current villa was much smaller and less opulent than their former abode in the Cat Nest, it was a lot more secure since it was located in the middle of Diandi Base.

"Meow-"

Gloriana and Aurelia sat next to each other as they petted the gem cat that had laid himself on both of their laps.

They both watched a newscast of a local Terran channel while talking about what Aurelia had learned at school.

"Miaow miaow!"

Clixie's hunting instincts became stimulated as she chased and pounced after a squishy mechanical mouse!

The annoying toy not only happened to move blazingly fast, but also possessed a lot of agility.

There were plenty of times where the toy mouse managed to trick Clixie into leaping into the wrong direction!

"Hihihi! You need to do better, Clixie!" Andraste giggled as she held a colorful game controller device. "I won't give you a treat if you can't catch Mr. Mouse."

"Miaowwww!"

Ves meanwhile sat down on the ground and observes his son playing around with his latest Mekanos.

"I'm bored, papa." The brown-haired boy complained. "I have already put together so many level 3 Mekanos that I can hardly think about designing anything new. Am I good enough now to move up to level 4?"

"We shall see. We agreed that your mother gets to decide whether you are ready to handle greater customization. I suppose you have spent enough time with these rather basic Mekano parts. Let me take a look at your works."

Although Ves did not like the Polymath, he did not possess an unreasonably dislike towards her works.

She was a prolific inventor. The young Star Designer contributed far too many different technologies that people relied upon in their daily lives. No matter how impure her political motivations may be, her technological contributions were undeniable!

Even so, Ves couldn't help but harbor faint suspicions towards the Mekano toys that she invented.

It would be so easy for the Polymath to subtly indoctrinate young and naive children by tampering with their toys.

Yet no matter how many times Ves inspected the Mekano Sets, none of them contained a trace of the Polymath's design philosophy. They were all mundane products that had been mass-produced without any extraordinary influence.

This was why he allowed Marvaine to keep playing with them. They were simply just too good at instilling valuable technical skills to children who aspired to become mech designers.

As Ves inspected the craftsmanship and design choices of a fairly simple but well-constructed hybrid mech, the newcast suddenly became interrupted by an unexpected development.

A loud tone blared from the speakers as well as everyone's comms.

This caused everyone to stop what they were doing!

"That... that is an emergency alert from the Red Two!" Gloriana gasped. "Are they finally ready to announce the new mech generation? It is about time they unveil their next batch of technological advancements."

Ves looked a little more skeptical as he picked up Marvaine and moved over to another couch. "I'm not sure about that. The Red Two should have scheduled their announcement in advance if they wanted to unveil their latest tech. Issuing a universal alert is a different matter. Only the most serious developments merit this emergency measure. I hope nothing catastrophic has happened."

The parents, children and cats all settled down so that they could watch the Red Two's latest priority broadcast.

Almost every other red human did the same. As long as they had access to the galactic net, the universal alert had most definitely reached them one way or another!

As people continued to access the live feed, everyone waited patiently for the mechers and fleters to unveil their next move.

Soon enough, two familiar figures appeared in front of a familiar stage.

The Lord of Thermodynamics and Fleet Admiral Stanley Argile stood behind the projected logos of the Red Association and the Red Fleet.

Both of them were powerful figures in their own rights, but today they spoke on behalf of their respective organizations.

The fleet admiral spoke up first.

"Humans of the Red Ocean. After months of secret preparations and maneuvering, we are finally ready to deliver retribution to the indigenous aliens. Today is a day where the most precious alien blood shall be shed. As we speak, four of our hidden armadas are on the cusp of launching an all-out assault on 4 of the 27 so-called Tide Stations that were responsible for separating us from the Milky Way! Our most powerful forces shall rain blood and fire to the lackeys of the Red Cabal and their phase whale masterminds!"

"What?!" Gloriana gasped. "The Tide Stations are located deep within alien space! It is nearly impossible to sneak so many forces close to these highly fortified locations."

"So this is why all of the god pilots disappeared shortly after the Great Severing occurred." Ves realized. "The Red Two had been preparing for this move from the beginning. Perhaps not even the

aliens expected for the Red Association and the Red Fleet to launch an all-out attack on some of their most formidable strongholds!"

The Lord of Thermodynamics addressed red humanity next.

"Operation Night Jazz is the culmination of our efforts over the last half year. Now that the time for secrecy has passed, we invite you to observe the attacks that are about to commence. We will broadcast all four battles as they unfold on different feeds. You will be able to witness the advance of four different armadas that comprise thousands of warships and an innumerable amount of mechs. Each armada shall be led by two god mechs and two dreadnoughts. Cherish this moment. We shall unveil our latest and strongest tech over the course of the battles."

Nearly every red human reacted with shock at this announcement.

Not only were the strongest forces of red humanity about to attack the heart of the alien opposition, but the Red Two also decided to broadcast the battles to the public!

### Chapter 5354 The First Armada

Four armadas!

Four assaults!

Four broadcasts!

The entirety of red humanity reacted with shock after they learned about the Red Two's latest move!

Anyone with a decent amount of awareness understood how difficult it was to gather so many high-level forces while maintaining total secrecy.

It was even harder to sneak them deep within alien space. This was especially the case when two of the armadas made it all the way to the far side of the dwarf galaxy!

Even if the indigenous aliens did not master as much advanced technologies as red humanity, their mastery over space was still formidable. The phase whales and other technologically sophisticated races had developed a handful of measures that enabled them to detect human starships in FTL transit.

The core territories of alien space had become particularly difficult to sneak into due to these countermeasures!

Perhaps a lone purpose-built stealth vessel might be able to evade detection and sneak into well-defended star systems, but it was practically impossible to do this for thousands of huge and powerful warships!

Nonetheless, the mechers and fleeters had managed to do the impossible. The aliens apparently did not manage to detect the incoming armadas in advance nor made any special preparations to fortify or evacuate the Tide Stations under threat.

Ever since the Red Cabal successfully teleported the entirety of the Red Ocean to the vicinity of Messier 87, it became intolerable for the aliens to maintain their hold over these powerful facilities!

If the aliens could teleport the Red Ocean Dwarf Galaxy, they could do so again.

Neither the mechers nor the fleeters wanted the Red Cabal to retain its control over such a powerful series of devices!

Even if the existence of the Tide Stations gave red humanity hope of teleporting the Red Ocean back to the vicinity of the Milky Way, the Red Two still pressed on with this ambitious deep strike operation!

In a star system that was lit by a relatively dim red dwarf, a huge series of fortifications surrounded a moon-sized alien space station.

The Tenth Tide Station was one of the more critical nodes of the galaxy-wide alien network. Its importance was great as its elimination caused the surrounding Tide Stations to become disconnected from each other.

The Red Cabal recognized this vulnerability and stationed a large amount of troops in the star system.

Not only that, but two of its powerful ancient phase whales constantly presided over the Tide Station in order to take charge of its defense in person!

Despite littering the star system with listening devices and warp interdiction field generators, hundreds of portals appeared in the inner system at once!

The alarms just started to ring in the alien monitoring rooms as thousands and thousands of human vessels came uncomfortably close to the core alien defensive perimeter!

Only a minority of them consisted of large and formidable capital ships, but even the smaller vessels packed quite a punch due to their modern and advanced gun batteries.

The First Armada had arrived!

Perhaps the aliens stationed in and around the Tenth Tide Station never expected a human incursion to happen in one of their deepest and most well-defended strongholds. Their defensive personnel were slow to man their stations and bring their warships and installations to full combat readiness.

This granted the human intruders a decisive advantage. Every warship that emerged from the portal was in peak condition and did not suffer any accidents when they crossed into the star system.

This allowed them to immediately open fire with their hot and ready long-ranged armaments!

An abundance of missiles, laser beams and other projectiles unloaded from the RA and RF warships!

The enormous weight of fire struck many of the defensive installations that surrounded the critical Tenth Tide Station.

Even though the hardy multi-layered segmented transphasic energy shields could withstand a lot of punishment, not all of them had been brought to full power in time.

The human warships launched so many attacks that they succeeded in destroying hundreds of installations during this moment of vulnerability!

That said, the defenders of the Tenth Tide Station were not amateurs. Once they got over their surprise, they responded quickly and effectively enough, especially after their leaders got their act together.

It became a lot harder for the human warships to break down the outer defensive sphere from this direction

The majority of the armed forces stationed in this star system consisted of orvens. With the supreme technical assistance of the puelmers, the defenders quickly pulled themselves together and tried their best to reinforce the outer defensive sphere.

The Red Cabal had built three defensive spheres around the Tide Station. Each of them formed an interconnected network of defensive installations and were garrisoned by lots of mobile alien troops.

The defensive stations themselves were semi-mobile and could move to plug gaps or concentrate their power in a single direction.

The outer defensive sphere covered the largest stretches of space and was actually the weakest layer of defense.

If the Tenth Tide Station ever came under serious threat, it was the job of the outer defensive sphere to delay the enemy advance.

The longer the outer defenses lasted, the more the attackers exposed their details and expended their resources.

Many minutes passed as the warships continued to blaze their way through the outer defensive ring.

A part of the human forces participating in this grand assault focused on breaching a way forward. Another part of the human forces spread out the flanks and prevented the incoming defensive installations from surrounding the First Armada.

Not just warships, but also mechs began to appear on the battlefield!

Many of the warships employed by the Red Association were actually hybrid vessels.

Tens of thousands of first-class multipurpose mechs launched from the hangar bays of many different carriers and started to threaten the alien defenders in many different ways.

It was a lot harder for the alien defensive installations to target the smaller and much more nimble human mechs!

Even if their gun batteries managed to land a couple of blows, shield link technology prevented the formidable mechs from collapsing in an instant!

While the human mechs did not possess as much firepower as the human warships, they were much more devious in their offensive maneuvers.

They got in close enough to prevent alien defensive installations from firing their most powerful cannons.

They intercepted reinforcements and supply ships.

They generated their own warp interdiction fields that prevented nearby alien warships from engaging their warp drives.

Some of the mechs happened to be a lot more powerful than the others. The expert mechs and ace mechs of the Red Association showcased all kinds of unique and reality-defying effects that gradually overwhelmed the alien defenders!

Deep inside the Tenth Tide Station, two ancient phase whales witnessed the entire unfold from a distance.

The Singularity Lord was the eldest and wisest among the two. He possessed the power to collapse space and create small black holes that could crush even the hardest of substances!

Right now, the Singularity Lord was not in a hurry to leap into space and reinforce the outer defensive sphere.

The human attackers had yet to deploy their strongest assets, so the Singularity Lord saw no need to expend his energy in vain.

He understood the need to conserve as much combat power as possible in order to fight his true opponents in his best condition.

The Space Tearer understood this logic as well, but it was harder for her to suppress the desire to strike a blow against the humans.

The two ancient aliens communicated with each other in their alien language. Space itself shook as they talked with each other in the form of spatial disturbances.

The Space Tearer had made a suggestion.

The Singularity Lord reluctantly accepted it and transmitted a command.

Seconds later, many of the defensive installations that had exhibited less activity began to deploy millions of strange vehicles that demonstrated incredible speed!

These vehicles possessed warp drives of their own and quickly accelerated forward until they began to approach the many human mechs that were chipping away at the alien defenses!

"The aliens have deployed their starfighters."

"Be advised that the elite forces of the Red Cabal have already begun to replace their outdated starfighters with newer small craft that incorporate stolen human tech provided by the cosmopolitans. The new generation phasefighters are much faster and much more difficult to defeat!"

The aliens had already grown incredibly familiar with the strength of human mechs. Their best researchers had tried their best to adapt human mechs to different alien races, but failed to make satisfactory progress.

This caused the aliens to change their focus on improving their starfighters instead. With the help of the cosmopolitans, they managed to complete the development of brand new phasefighters that possessed several formidable advantages!

Their greatest asset was speed. Each phasefighter was equipped with warp drives that allowed them to elude enemy fire, prevent melee mechs from getting close and retreat in haste if necessary.

Their offensive and defensive properties were not weak either. Depending on their production cost, a phasefighter could seriously threaten a first-class multipurpose mech!

The real challenge was control. It became incredibly difficult to proficiently control the phasefighters in combat. Extensive automation was essential, but a measure of manual control was required to prevent them from getting exploited with ease.

The aliens and cosmopolitans had invested years into the development of neural interfaces that could reluctantly work on alien brains.

The orvens were the first to benefit from this breakthrough as their physiology shared the closest resemblance to human bodies!

Even though the crude alien neural interfaces were far from enough to pilot a serious mech, they were more than enough to take control over the key systems of a phasefighter!

In addition to that, the bandwidth of alien neural interfaces was so low that the orvens did not have to pay attention to genetic aptitude.

All of this served to play into the advantages of the indigenous alien civilizations.

Compared to red humanity, the native aliens not only boasted a huge population, but also controlled the majority of the resources of the dwarf galaxy!

Humanity would consider the expense put into the production of phasefighters to be incredibly expensive and wasteful!

The Red Cabal only considered it to be a relatively modest investment. There were countless orven starfighter pilots that only needed a modest amount of training to get started with phasefighters.

Even if the phasefighters still couldn't compete against first-class multipurpose mechs on an individual basis, they were still more than powerful enough to pose a threat when they had the advantage of numbers!

As the defending side, the aliens had garrisoned an enormous amount of phasefighters in the star system.

Many of them had come into contact with alien forces and began to harass the human mechs to the point where the latter could no longer complete their current missions.

The small craft of both sides became entangled with each other!

Though the phasefighters already started to suffer steady losses due to their various inadequacies, it was not hard to imagine the aliens refining their new tech further.

For now, the phasefighters did exactly what the Singularity Lord asked of them. They slowed down the human offensive and bought more time for the middle and inner defensive spheres to prepare for the coming onslaught.

As the losses began to mount on both sides, a new development took place.

Two massive portals opened up, allowing for two enormous hulls to pass through!

Every human participating in the assault on the Tenth Tide Station became encouraged by the sight of the latest arrivals.

"Our dreadnoughts have come!"

The dreadnoughts consisted of the strongest and most formidable warships built by the fleters.

They were originally conceived as the counters of god mechs, and though the CFA shipwrights failed in their mission, the power of these immense human warships could not be denied!

The flagships of the First Armada were but two of many human warships in the field, but they somehow managed to outshine them all by their presence alone!

The Throne of Lies and the Guns of Armageddon had come to break the alien defenders.

#### Chapter 5355 The Throne of Lies

The existence of dreadnoughts was not a secret to the upper echelon of human civilization.

However, the Common Fleet Alliance had kept them secret for so long that most people never knew about their existence.

At most, they heard rumors that the fleeters had once invested in the development of warships that were over 12 kilometers long.

To be honest, battleships around this size already became far too sluggish and cumbersome to make them worthwhile enough to deploy.

Their mass had increased to such an enormous extent that even the strongest thrusters couldn't propel them fast enough to meet the minimum maneuverability standards of the CFA.

Their other disadvantages also became more pronounced. The fleeters eventually figured out that it was much more efficient to construct two 6-kilometer long battleships in the place of a single 12-kilometer long abomination.

The fleeters never gave up on building bigger warships, though.

The rise of god mechs put a lot of pressure onto the CFA. Every simulation and every exercise showed that god mechs could wipe out entire fleets composed of the best battleships imaginable!

While the CFA battleships usually possessed more than enough combined firepower to overwhelm a God Kingdom by relying on brute force, a god mech never stupidly allowed itself to get hit so many times!

God mechs were blazingly fast as well and could easily maneuver themselves inside a ship formation.

It was pretty much game over once they got close enough to swallow the CFA battleships in their formidable God Kingdoms. Their willpower was so oppressive that they could make human crew members faint and render lots of electronic systems inoperable!

The fleeters discovered that there were limits to focusing on quantity.

While it may be true that the CFA could deploy many more warfleets at many different locations, each encounter between a warfleet and a single god mech would cause the former to suffer a total loss without exception!

The development of dreadnoughts was an attempt to prevent this nightmare scenario from happening.

There were many secrets related to their development and their secret tech. Scant few individuals understood their full details.

Those who were vaguely aware of their existence only knew that the CFA ultimately failed to develop an effective counter against god mechs.

The fleeters were supposedly so embarrassed by their incompetence that they kept their experimental warships out of sight.

Operation Night Jazz was the first time that the general public of red humanity became introduced to these mythical dreadnoughts!

"I thought that they couldn't possibly exist!" Gloriana gasped as she witnessed the majestic arrival of the dreadnoughts of the First Armada on the live feed. "Won't they attract an enormous amount of firepower? Their defenses can't possibly withstand so much focused fire."

"We should reserve our judgment for the time being." Ves cautioned her. "The Red Two have clearly planned this for a long time. The Red Fleet definitely haven't sent out their dreadnoughts to die in their first public appearance."

"So cool!" Andraste cheered. "I like the bigger one. She has so many big guns!"

"What does the Throne of Lies do?" Marvaine frowned in puzzlement. "The ship doesn't have a lot of cannons."

From the moment the two dreadnoughts made an appearance, many different alien warships and defensive installations redirected their heaviest gun batteries towards the new arrivals.

Even the aliens figured out that the human flagships were vital components to the human force composition!

Taking them out early was doubtlessly beneficial to the defenders!

However, before the first laser beams and projectiles struck the long and enormous hulls of the dreadnoughts, strong and glowing blue energy shields came online.

It already became clear that these new energy shields were different from the more conventional transphasic energy shields utilized by both sides.

Attack after attack continued to rain down on the two dreadnoughts.

Surprisingly enough, the enormous vessels did little to evade the incoming attacks!

A significant proportion of the outer defensive sphere tried and failed to overcome the defenses of the two dreadnoughts.

Hundreds of formidable alien warships and defensive installations fired all of their anti-ship weapons at the two human vessels, only for the glowing energy shields to ripple like water.

Both human and alien observers became gobsmacked by how much damage the dreadnoughts were able to withstand!

Entire cities and continents would have been razed by now if they endured the same amount of attacks, but the Throne of Lies and the Guns of Armageddon remained calm and stable behind the protection of their new energy shields!

Fleet Admiral Amelie Jameson smirked as she witnessed how little the incoming attacks accomplished.

She continued to convey absolute confidence and superiority as she stood in the middle of the command center of the Guns of Armaddon.

Her arms remained folded behind her back as she continued to track many different data points with the help of her unique cranial implant.

The projected map in front of her was just for show. She derived a lot of satisfaction from seeing so much alien firepower being wasted on trying to whittle down the defenses of one of the greatest human warships to exist.

"Our new azure energy shields have not yet reached their limits. They can fully sustain their current states for approximately 8 hours at the current rate of enemy output."

"The engineers report that the azure energy shield generators remain in good condition."

"Our Spark Reactors are still operating well below full capacity. They are more than able to supply additional power to our azure energy shield reactors if necessary."

"Dozens of alien warships have begun to give up on attacking our dreadnoughts and are starting to redirect their firepower towards our more vulnerable assets."

"Unacceptable." The fleet admiral frowned. "We have not yet even begun to test the limits of our new tech. This is the first time that we have managed to pair our Spark Reactors with energy shields enhanced by hyper technology. Let us give the alien defenders a reason to keep their attacks on our dreadnoughts. Send a command to the Throne of Lies to activate her new hyper ECM systems."

Twenty seconds later, the Throne of Lies drastically began to increase her power consumption.

Cutting-edge ECM systems that had recently been upgraded with hyper materials started to absorb a huge amount of ambient E energy.

The black dreadnought's hull began to deploy many different arrays that were all pointed towards the alien defenders.

Soon enough, the Throne of Lies began to emit a powerful directional field that instantly produced a lot of interference!

Many different aliens let out screams in frustration as their sensor readings became a lot fuzzier.

The closer to the Throne of Lies, the more severe the interference effect!

While the alien assets that were further away from the dreadnought endured minimal interference, that did not provide any consolation to the ones that fell within the stupendous effective range of the new hyper ECM systems!

Phasefighters chasing after human mechs started to miss their shots and lose their targeting locks.

The massive transphasic gun batteries of many different defensive installations began to miss their shots even though they previously boasted a high rate.

Alien sensor systems failed to detect the approach of smaller and lighter first-class mechs, enabling these lurking machines to bypass many defenses and strike against critical targets!

Chaos began to unfold as the aliens tried and failed to coordinate a coherent response against the Throne of Lies.

Even though the orven and puelmer defenders had access to the best and up to date technologies that had been mastered by the native aliens, their countermeasures failed to mitigate the debilitating effects.

The only viable solution that the aliens could think of was to aim their guns in the direction of the Throne of Lies and hope that this nightmare could finally end!

It was a pity that her azure energy shield remained completely intact. The Throne of Lies actually endured even less attacks than before because her hyper ECM systems caused many more alien guns to miss their shots!

Even if that wasn't the case, the azure energy shield fully demonstrated their superiority against massed alien firepower.

Different from ordinary shields, the fleeters had incorporated water hyper materials in their generators.

This caused the resulting energy shields to take on strange and mystical water properties.

Attacking them was like attacking a supernatural water bubble. They resisted, absorbed or redirected the power of every incoming strike with unnatural ease!

Of course, the Red Fleet's brand new azure energy shield generators could not resist all of these attacks for free.

The greatest downside to this new tech was that they consumed an even greater amount of energy than before!

No ordinary RF battleship was able to sustain their current level of energy consumption!

What was even worse was that the azure energy shield generators also required a huge amount of E energy in order to perform at their best.

Their demand for E energy was so great that it was impossible for a medium energy environment to sate their needs!

How could the RF dreadnoughts possibly power their azure energy shields when they were unable to draw enough ambient E energy from the environment?

Only a minority of people knew the truth.

The true secret behind the power of dreadnoughts was their power generators.

Every dreadnought was equipped with many power generators, but most of them were categorized as secondary systems. They merely served as backups in case the primary energy source had become compromised.

The true source of power was the Spark Reactor.

Different from all of the fancy new hyper technology, the fleeters had developed the first Spark Reactors centuries ago. Even then, their power output was so enormous at the time that they completely fell outside of the scope of first-class technology.

The fleeters claimed to have developed the first super-class technology!

Spark Reactors were powerful in many different ways. Their energy output was ridiculously high. Their efficiency was so great that they only produced a modest amount of waste heat. They were inexhaustible and could theoretically last until the universe itself came to an end.

The development of the Spark Reactor gave the CFA hope of being able to counter god mechs, if not today, then in the future!

At this time, the RF did not entertain much thoughts about employing the few dreadnoughts in its possession against their fellow red humans.

The native aliens posed a much more acute threat!

Different from god mechs whose existence distorted reality in a wide area, the alien defenders were much more vulnerable to the unreasonable nature of dreadnoughts.

This was not just because their Spark Reactors not only generated a huge amount of E energy for some reason.

What truly allowed the Red Fleet to bring out their dreadnoughts with pride was because hyper technology allowed them to make proper use of this new energy type for the first time!

The Throne of Lies possessed the least amount of firepower of all of the dreadnoughts stationed in the Red Ocean, but her auxiliary functions had become so powerful that they sped up the collapse of the outer defensive sphere by 30 percent!

The aliens still failed to come up with a countermeasure. Every affected alien unit fought as if they were drunk or unable to see as well as before.

As the Throne of Lies continued to attract an increasing amount of alien attention, the Guns of Armageddon quietly approached the alien defenses from a different direction.

Though the larger dreadnought did not possess so many ridiculous hyper ECM systems, her hull boasted a lot more gun batteries!

Many of them happened to be energy weapon systems, as this enabled the warship to best make use of the stupendously high energy output of her Spark Reactor.

As the powerful energy cannons started to accumulate energy, the very space around the dreadnought started to grow hotter as a huge E energy vortex surrounded the 18-kilometer long vessel.

"FIRE!"

Pure devastation rained down on the unfortunate alien targets!

Chapter 5356 The Guns of Armageddon

When it came to warships, the Red Fleet usually fielded the strongest ones.

Unlike the mechers who liked to turn many warships into part-time mech carriers, the fleeters sincerely believed in the power of pure warships.

From the perspective of the people who controlled all of these impressive vessels, practically every problem could be solved with an excess application of firepower!

The bigger the guns, the better!

The greater the quantity of guns, the better!

It was not without reason why the Common Fleet Alliance back in the Milky Way built over a hundred thousand battleships over the course of many generations. Each additional battleship that measured over 1 kilometer long represented another security guarantee.

Warships tended to last for a long time as long as they were properly maintained. Periodic upgrades to their systems could easily keep them relevant for at least two centuries.

The Common Fleet Alliance therefore pursued a strategy of quantity accumulation back in the Milky Way.

Even though god mechs were so individually superior that it was difficult for the CFA to defeat them, they would probably get exhausted to death if they had to hunt down every single warship that the fleeters had ever built!

Combined with policy of keeping as much of their assets and infrastructure as mobile and temporal as possible, it was impossible for the MTA to rely on its god mechs to wipe out all of the warfleets of the CFA in any reasonable capacity!

Every decision had consequences, however.

The CFA's pursuit of quantity caused them to direct much of their research & development towards reducing the cost of all of these large and unwieldy vessels.

While the fleeters still allocated a lot of R&D towards innovating more powerful weapons and other ship systems, the lack of priority in this direction had caused the overall state of warships to stagnate over the centuries.

It was no surprise that the CFA never invested too much resources in the development of dreadnoughts.

The admirals who originally pushed for this initiative had lost their bet and got pushed out of power.

The remaining leaders within the CFA were all adherents to the quantity doctrine, so dreadnoughts had long been dismissed as extravagant wastes of resources.

If not for the fact that the fleeters had already expended an extravagant amount of top-quality resources to construct the ones that were still in existence, they would have been dismantled already so that the recycled materials could be used in more rational ways!

At this point, few people knew how many dreadnoughts the CFA had built, and even fewer people knew how many of them had been transferred to the Red Ocean.

This was critical information as the power shown by these amazing dreadnoughts were not that much worse from god mechs! The integration of hyper technology seemed to give every RF warship wings, but this was especially the case for dreadnoughts in particular!

This caused a lot of people to become reassured. They gained greater confidence in the Red Fleet's ability to hold the native aliens back and protect red humanity from extinction.

The critical question now was how many dreadnoughts the Red Fleet had at its disposal.

Clever minds who watched the astonishing live feeds already started to infer a lot of clues.

"This shouldn't be all of them. All of our god pilots have left human space, which means that they have fewer scruples about leaving their people behind. This can only be the case if the Red Fleet has stationed at least a handful of dreadnoughts in human-occupied space. There should be one for each major alliance, which means that there are at least three dreadnoughts that have yet to be unveiled."

No matter how many dreadnoughts the RF had inherited from its mother organization, each one presented red humanity the hope that ordinary humans could approximate the immense combat power of a god mech through mass production.

How easy was it for the fleeters to produce more dreadnoughts?

Could the RF produce another one of these amazing warships without the resources and infrastructure of its mother organization?

The answers to these questions had massive implications to red humanity!

Those who witnessed the unfolding of Operation Night Jazz watched the dreadnoughts more closely as they demonstrated their superiority.

Of all of the eight dreadnoughts deployed so far, the Guns of Armageddon that was assigned to the First Armada made the most astonishing impression!

The other seven dreadnoughts displayed all kinds of unique and unprecedented effects, but the Guns of Armageddon eschewed all of this in favor of maximum firepower!

All along her 18-kilometer long hull, huge gun batteries opened fire on the largest and toughest defensive installations.

Each of these powerful enemy assets had managed to withstand a lot of damage so far with the help of their powerful transphasic energy shields. Their larger sizes and more powerful generators enabled them to last long enough to serve as defensive anchors of the outer defensive sphere.

Each of them had to be destroyed in order for the First Armada to reach the Tenth Tide Station!

Unless a large formation of invading human warships concentrated all of their firepower onto these defensive strongholds, the powerful generators ensured their defenses remained in top shape.

Yet once the Guns of Armageddon began to unleash the power accumulated in her primary energy cannons, the tough segmented transphasic energy shields in the way exploded in an instant!

For whatever reason, whenever the crimson beams came into contact with the transphasic energy shields, the latter did not just get overwhelmed.

They exploded with great violence, causing all of the other nearby segmented energy shields to sustain severe damage as well!

This caused a lot of devastation to the alien strongholds as the damage inflicted by a single energy beam was already powerful enough to overwhelm multiple layers of energy shields at once!

"Fire!"

What amazed both humans and aliens was that the Guns of Armageddon only took a brief amount of time to fire her primary gun batteries yet again.

This firing rate exceeded that of every other RF battleship in the First Armada!

The targeted alien strongholds could do nothing aside from allowing the stupendously powerful crimson energy beams to strike at their weakened energy shields.

More segments blew up, causing much of the surviving layers to sustain a large amount of follow-up damage!

Each salvo from the 18-kilometer long dreadnought hammered the defensive strongholds without giving them sufficient time to recover their defenses.

The strongest advantage of energy shields was that they could regain their integrity during a battle, but there was always a limit.

The Guns of Armageddon did not care for this and continued to pound the stressed shields with contemptuous ease!

Each dazzling crimson energy beam rained down explosive fire onto the alien defenses.

The power of fire enhanced each of these hot and radiant attacks. It reacted explosively whenever it came into contact with a transphasic energy shield.

Each majestic strike caused observers to have the illusion that the crimson energy beam had the power to boil an ocean!

How could the aliens possibly resist this kind of firepower?

The entire outer defensive sphere seemed to bend and wilt in the face of the endless crimson energy beams!

Soon enough, a defensive stronghold that had previously managed to resist a lot of firepower crumbled as the large quantity of weakened energy shields exploded all at once!

The Guns of Armageddon unexpectedly focused several of her massive primary cannons onto the same stronghold, thereby causing it to lose its most important defensive barrier far too quickly!

Escape pods and vehicles already started to launch from the fortified floating structure. Many different orvens and puelmers had completely lost their courage. None of them had any faith that their defenses could last against the might of the heretical human superwarship!

As soon as the crimson energy beams struck the solid transphasic alloy structure of the exposed strongholds, the explosions grew even more violent than before!

The resilient and expensive alloys became subjected to so much fire energy that they failed to resist the incoming attacks.

Instead, they combusted and exploded as if they were warheads!

The damage to the fortification was catastrophic! A single energy beam was enough to wipe out a substantial chunk of the massive structure.

Soon enough, half-a-dozen of these strategically important defensive strongholds exploded into so many different pieces that hardly anything recognizable was left intact!

The aliens assigned to the outer defensive sphere instantly lost a lot of confidence. Their morale plummeted so quickly that the rest of the First Armada was able to cut into them with substantially greater ease than before!

Amazingly enough, the Guns of Armageddon was just getting started.

Other battleships who tried to discharge so many powerful attacks in quick succession would have reached their limits a long time ago! Their energy transmission systems would have gotten overloaded while all of their heatsinks would have gotten hot enough to melt at this time!

Even now, the Guns of Armageddon fired her powerful energy cannons so many times that their muzzles radiated a huge amount of heat!

What was strange was that this did not slow down the dreadnought in the slightest.

In fact, the opposite was happening. The more the Guns of Armageddon stripped the energy shields of hapless alien warships and caused their transphasic hulls to combust, the more fire E energy got released in her immediate environment.

This seemed to cause the space around the 18-kilometer hull to turn into a form of purgatory.

Anyone caught outside would have combusted and melted when exposed to so much fire energy!

The Guns of Armageddon on the other hand behaved as if she was in her element. The fire energy she unleashed began to change the environment in a way that allowed her cannons to fire even faster than before!

Her firing rate increased by 20 percent since she had begun to fire her volleys! This caused the alien commanders to gain a greater sense of urgency.

The other human warships were stronger than usual, but their performance still fell within a reasonable range.

These dreadnoughts on the other hand completely broke the previously upper technological limits of the human race!

Even though the Throne of Lies that attacked the outer defensive sphere from another direction caused a lot of disruption to affected alien troops, the Red Cabal did not consider her to be an overwhelming threat.

The Guns of Armageddon was different! Her damage output had the potential to pose a serious threat against the gods of the native aliens!

For this reason, more and more alien warships and defensive installations directed their firepower towards the larger of the two dreadnoughts.

At this time, one of her few weaknesses became exposed.

The abundance of fire E energy in the environment boosted her offensive power but also weakened her defensive power by a similar margin.

Though the azure energy shields still managed to resist all incoming attacks without letting anything get through, their integrity recovered a lot slower than normal, causing them to slowly become frailer and frailer.

Unfortunately for the aliens, the unrelenting damage inflicted by the Guns of Armagaddon along with the much less hindered advance of the other human warships caused the alien defenders to suffer too many losses in a short amount of time!

The quantity of intact alien warships and defensive installations dwindled so quickly that their remaining firepower could no longer overcome the azure energy shields of the formidable dreadnought any longer!

The surviving alien commanders made the correct decision and directed all of their remaining firepower towards destroying the lesser warships of the First Armada!

While the active shield links enabled numerous alien warships to share their defensive capacity with each other, this tech did not make them invincible.

The aliens already knew that as long as they applied enough total damage to the shield linked warships, they could overwhelm the connected energy shields all at once!

Dozens of RA and RF warships crumbled in quick succession as the desperate aliens sought to take down as many human lives and assets as possible!

Despite the mounting losses, the First Armada quickly wiped out the remaining alien opposition within range!

Under the threat of the dreadnoughts and other assets of the First Armada, the remaining elements of the outer defensive sphere no longer dared to approach anymore.

Instead, they regrouped and retreated to the middle defensive sphere which happened to be significantly more prepared!

#### Chapter 5357 The Phase Leaders Appear

After the collapse of the outer defensive sphere, the First Armada did not press on right away.

A lull in the fighting ensued as both sides began to recover and take stock of the situation.

The alien defenders were more than content to use the available time to reorganize their defenses, analyze their enemy's weaknesses and recover their morale.

The human attackers recovered their injured and escaped personnel while also replenishing their mechs and other combat assets.

The leaders of both sides knew that the second round would become a lot more intense.

The First Armada had undoubtedly won the first round in a crushing fashion, but it had lost the advantage of surprise.

Sure, the aliens suffered a lot of material losses, but the units stationed in the outer defensive sphere happened to be the weakest ones in the star system.

The middle and inner defensive spheres possessed a much higher priority on newly released tech!

The powerful sensors and scanners of the First Armada already detected a lot more modern phasefighters, warships and defensive installations.

Many of them had been built in the last five years, which meant that each of them incorporated a hefty proportion of stolen human technology!

This made the middle defensive sphere undoubtedly more challenging to breach.

There were many clever minds among the alien defenders. The Red Cabal had allocated a large amount of elite forces from different alien civilizations to every Tide Station.

Even now, a lot of puellers were working on developing countermeasures against the insanely effective hyper ECM systems of the Throne of Lies.

Even though she did not boast as many guns as her larger sister ship, her incredibly effective ECM systems posed a greater threat to the middle defensive sphere because of its more compact dimensions!

Already, the alien defenders were producing signal boosters, sensor probes, tightbeam transceivers and other stopgap solutions.

None of these measures could fully counter the unreasonably powerful ECM measures of the Throne of Lies, but they were better than nothing.

Soon enough, the First Armada had completed its reorganization. Its replenished mechs and recovering warships began to spread out in an attempt to envelop the middle defensive sphere.

This was not entirely a good idea as the human forces had to spread their mechs and warships thin.

Nonetheless, the Red Two's leaders deliberately chose to go through the effort of surrounding the alien positions because they aimed to do far more than destroy a single Tide Station today.

The second round commenced as both sides opened fire against each other!

The more modern alien warships and defensive installations performed a lot better than their earlier counterparts.

Their crews were more skilled and composed. Their hasty stopgap measures ensured that they could observe their enemies and maintain contact with each other.

The Throne of Lies did her best to compensate. Her armaments might not be as powerful or numerous, but they were particularly effective at debilitating enemy targets!

Hundreds of transphasic missiles launched from her hull. They accelerated rapidly through space and reached their designated coordinates before exploding in the middle of many alien formations.

Each detonation unleashed an electrical explosion that knocked out a lot of probes and nearby electronic modules!

Sensor arrays became blinded. Communication links became garbled. Whole phasefighters momentarily glitched out, causing them to get taken down by human mechs with ease.

The Throne of Lies had plenty more warheads in reserve. The dreadnought launched a second salvo of EMP missiles as soon as they loaded into the missile tubes. The powerful AIs had already calculated the optimal spread patterns, enabling them to disable as many vulnerable enemy electronics as possible!

Still, as disruptive as the EMP missiles may be, the modern orven and puelmer warships were not that easy to disable.

The aliens might not put as much emphasis on electronic warfare, but even they knew how to harden their systems against EMP attacks.

The alien warships and defensive installations resisted the EMP missiles quite well.

This was why the Throne of Lies began to target them with her more direct weapon arsenal.

Her Spark Reactor began to output more energy. The primary and secondary gun batteries of the 15-kilometer dreadnought soon began to channel all of that power in the form of highly disruptive ion beams!

Each of the main gun batteries of the Throne of Lies had been upgraded with electrical hyper materials.

The incorporation of this special material supercharged the disruptive effect of her armaments and caused every strike to have particularly strong effect against transphasic energy shields and electronic systems!

Many alien warships targeted by the smaller dreadnought quickly lost their energy barriers.

Once exposed, entire gun batteries, surface modules and even thrusters started to get knocked out after getting struck by unerringly precise white ion beams!

Combined with the fiery attack salvos unleashed by the Guns of Armageddon, the aliens rapidly suffered serious losses!

However, the defenders of the Tenth Tide Station could clearly take it.

The middle defensive sphere actually served as the main line of defense.

The inner defensive sphere might be composed of the best and most elite alien units stationed in this strategically important star system, but their quantity was by far the smallest.

As such, if the defenders failed to break the backs of the human attackers at this junction, the Tenth Tide Station would come under serious threat.

This could not be tolerated!

The orven and puelmer defenders fought even harder, knowing that they had the advantage of numbers on their side.

Even if their weapons did not hit as hard as that of their human foes, they were able to launch more attacks, allowing them to overwhelm shield linked human warships by relying on massed attacks alone!

The battle became a lot bloodier as a consequence. Thousands of humans and aliens lost their lives as their vessels exploded far too quickly to give them time to evacuate.

Escape pods constantly flew into space. Only the most desperate people would attempt to teleport from their doomed stations as the huge amount of activity in space made it exceedingly dangerous to rely on this measure!

Even though the First Armada clearly sustained a lot more losses than before, the two dreadnoughts remained as unwavering as ever.

This caused the alien leaders to become steadily more discouraged.

The two ancient phase whales had seen enough. They understood that they needed to take stronger measures in order to take down the two dreadnoughts.

If that wasn't possible, then the Red Cabal at least had to drive them away!

The Singularity Lord and the Space Tearer began to move their old and age-marked bodies to the exit of the inner chamber.

At the same time, the eldest of the two phase whales transmitted a signal.

This triggered a new development that boosted the morale of the alien defenders while causing the human attackers to raise their guard.

"We are detecting multiple strong spatial fluctuations! Each of them are coming closer."

"We have confirmation that the aliens have brought out their phase lords!"

"Identify them immediately!"

"We have detected the approach of a orven greater phase lord that is known as the Darkstar King. He is the direct subordinate and confidante of the Singularity Lord. We are unable to identify the 7 adult phase whales and 4 lesser phase lords, but none of them are as strong. Each of them are converging on the Throne of Lies!"

This was to be expected. The aliens clearly wanted to take out the two dreadnoughts, but they had no guarantees they could accomplish their goal by splitting up their powerful phase leaders.

The defending side had made the difficult choice to leave the Guns of Armageddons alone for the time being. This put the Throne of Lies under much greater threat.

Dreadnought or not, it was incredibly scary to confront 7 phase whales and 5 phase lords at the same time!

"Follow the plan." Fleet Admiral Amelie Jameson calmly instructed. "Please ask our mecher colleagues to direct their ace mechs against the enemy adult phase whales and lesser phase lords."

"The ace mechs are beginning to confront the enemy phase leaders."

The ace mechs deployed by the Red Association had been warming themselves up by wrecking a lot of alien warships with their formidable power.

However, as soon as the enemy phase leaders started to converge on the Throne of Lies, those ace mechs suspended their current activities and moved to intercept the native 'gods' with single-minded determination!

All kinds of resonance-empowered attacks and spatial disruptions engulfed a large section of space as the two sides confronted each other.

The adult phase whales were not as laid back and passive as their other counterparts.

These militant aliens served as important leaders of the Red Cabal. They were much more oriented towards combat and possessed many spatial organs and abilities that enabled them to exert serious pressure onto the powerful first-class ace mechs!

The lesser phase lords were in a similar position. Each of them had pledged their service to the Darkstar King, and many of them already had experience in fighting against the Red Two's warfleets.

Their strong spatial barriers and even stronger bodies enabled them to effectively resist the Saint Kingdoms and the resonance-empowered attacks of the human ace mechs!

However, their ability to inflict damage onto the fast but durable machines was usually not that great.

Wide-area spatial quakes did nothing but tickle the ace mechs.

More focused attacks such as tearing the space in front of ace mechs always missed the mark. This was because the powerful intuition of ace pilots always guided them to safety!

This caused the champions of the two sides to enter into a stalemate, though the phase leaders were steadily moving closer to the Throne of Lies.

"Watch out! The Darkstar King is making a move!"

A single ace swordsman mech that had dealt the most damage against an orven phase lord abruptly stopped its current attack run and hastily tried to change its course.

However, the senior ace mech barely managed to turn around before its position became engulfed by a weak but unavoidable singularity!

While the sad excuse of a black hole was not even close to terrifying as an actual black hole, the miniature singularity still generated enough gravitational forces to inflict massive amounts of damage on anything caught in its event horizon!

The singularity only lasted a short time before a broken sword forcefully cut it apart, enabling a warmed and deformed ace mech to retreat to safety!

Though the ace mech's resilient alloys and powerful Saint Kingdom prevented the machine from getting crushed in its entirety, it became clear that it was no longer able to persist in the fight.

The ace pilot was lucky to make it out alive!

As the giant form of the Darkstar King continued to move forward, the alien defenders became encouraged by the arrival of their gods.

They fought harder than ever. The mounting losses no longer daunted them as much as they believed that their valiant performance would allow them to gain the approval of their patron gods!

The Darkstar King especially received a lot of worship as he was by far the strongest orven phase lord in the star system!

The difference between a lesser and greater phase lord was massive. The Darkstar King had already eliminated a senior ace mech with a single move. This meant that it would take multiple of them to contain this formidable alien threat!

Four more ace mechs started to reposition themselves. They moved away from their current foes and tried to prevent the greater phase lord from getting any closer to the Throne of Lies.

"Alert! We are detecting strong spatial fluctuations from the Darkstar King. The readings are roughly consistent with an instant, short-ranged spatial jump!"

Before the humans could adjust, the Darkstar King already disappeared from his old coordinates and appeared only a few dozen kilometers away from the Throne of Lies!

No ace mech stood in the greater phase lord's way anymore!

Chapter 5358 The Darkstar King

The Throne of Lies was not alone.

The dreadnought was accompanied by many escorts. Their sole mission was to prevent any alien unit from threatening the nearly irreplaceable monument of human power.

All kinds of smaller but still fairly powerful cruisers and destroyers saturated the coordinates of the Darkstar King with weapons fire!

The relatively short range should have caused the attacks to hit their targets with at least 90 percent accuracy, but the reality was that only 14 percent managed to strike the spatial barrier of the Darkstar King.

Shortly after the formidable orven phase lord bypassed the human ace mechs, he summoned an array of weaker but more sustained gravity wells.

These gravity wells bent the spacetime in the surrounding area. This caused every incoming attack to follow crooked trajectories.

Combined with the remarkably fast and agile movements of the gigantic humanoid alien leader, it became incredibly difficult for the escort vessels to slow down the enemy's advance!

The officers and crew of the Throne of Lies did not panic, though.

They never really put too much faith in the ace mechs of the Red Association from the beginning.

The fleeters had tangled against alien phase lords multiple times since humanity entered the Red Ocean. They had already taken into account that they would have to defend their strongest warships against alien decapitation attacks.

The hull of the Throne of Lies turned away from the Darkstar King a lot faster than a 15-kilometer long vessel should be able to move.

The powerful ship had retracted her ECM arrays and took on a more streamlined form. This made it look as if the dreadnought was ready to scam rather than continue her attempts to disturb her alien opponents!

Still, no matter how quickly the Throne of Lies could accelerate away, there was no way a ship of her size could outrun a greater phase lord, especially at short range!

The Darkstar King had already been readying his phasewater organs for a stronger attack.

Instead of trying to test the defenses of the human dreadnought, he was ready to take her out all at once by evoking a much more devastating ability!

"We are detecting much stronger spatial fluctuations from the greater phase lord! The readings are three times greater than his previous significant exertion!"

Many people started to grow nervous for the Throne of Lies. Many of them had already learned enough about phase lords that many of them could crush warships by employing their powerful spatial abilities.

However, just before the greater phase lord could engulf the coordinates of the dreadnought with a miniature singularity, the Throne of Lies disappeared from view!

Just a short instant later, the space that was previously occupied by the enormous hull became engulfed by a much larger and stronger singularity!

The alien god visibly strained himself to create this more powerful black hole!

The center looked a lot darker while its effective range was obviously many times greater than before.

No matter which direction the Throne of Lies had quickly boosted towards, it should have been extremely unlikely for the large and relatively sluggish dreadnought to completely escape the effective range of this ultimate attack!

Yet to the astonishment of the Darkstar King and the many observers, the Throne of Lies was nowhere to be seen!

Not a single piece of debris had gotten loose.

Not a single trace of the dreadnought could be seen within the active singularity.

The orven phase lord displayed a very human expression of shock and incredulity as he realized that the Throne of Lies had somehow evaded an attack so powerful that it was sure to damage the RF flagship.

Pure anger overcame the powerful god a moment later! The leader figure let out a silent scream of rage that shook the surrounding space in every direction!

It turned out that the orven god's action was not only an emotional outburst, but also a wide-area attack that also functioned as an active sensor pulse.

Nothing could remain hidden when they became subjected to the powerful spatial ripples.

Thousands of hidden probes and other small devices spread into the surroundings malfunctioned or blew up straight away!

Yet no matter how far the spatial ripples traveled, not a trace of the Throne of Lies could be seen.

Where did she go? How did she manage to evade the Darkstar King's blow?

It was not until the Throne of Lies reappeared several hundred kilometers away from her last known position that the answer became clear!

Her hull gradually shimmered into view as she disengaged her active stealth system.

It turned out that the dreadnought possessed an outrageous ability to hide!

So many people reacted with shock at this because the difficulty of keeping a 15-kilometer monstrosity perfectly hidden had often been regarded as an impossibility!

Normally, stealth vessels tended to be small and light.

It was already a stretch to develop stealth cruisers. Their greater mass, volume and energy activity made it far too challenging and expensive to prevent them from getting detected by many different sensors and scanners.

For whatever reason, the Throne of Lies completely defied this well-established convention and fully showcased her ability to hide from the senses of an alien god!

"There is more to this than an active stealth system!" Ves exclaimed as he became thoroughly impressed by the tech demonstrated by the dreadnought. "The Throne of Lies couldn't have moved out of the area of effect of the greater phase lord's strike by relying on her sub-light propulsion system. The only other explanation is that she is equipped with a silent, instant short-range displacement function."

In other words, the immense dreadnought was able to hop across space!

Perhaps the range might not be that impressive, but jumping hundreds of kilometers away without generating a lot of disturbances was incredibly useful for a stealth vessel!

The Throne of Lies did not appear from stealth just so that she could taunt the Darkstar King.

She began to launch over a hundred transphasic missiles that directly converged upon the angry and frustrated greater phase lord!

Shortly afterwards, the dreadnought fired her white ion beams at the same target!

The beams struck the greater phase lord first despite the fact that the alien had surrounded himself with numerous gravity wells.

It turned out that the targeting systems of the Throne of Lies had already corrected for the distorted trajectories!

The greater phase lord experienced a bit of discomfort, but the white ion beams failed to destabilize the strong and solid spatial barrier.

The transphasic missiles arrived a moment later. Over two-hundred of them got caught in the gravity wells when they unexpectedly moved to block the incoming warheads, but the rest managed to get close enough to detonate close to the large target's position!

The explosions were much different than before!

Instead of producing wide-area EMP effects, the missiles detonated with so much energy that they engulfed an enormous chunk of space!

The Throne of Lies and the surrounding escort ships even became partially affected. They would have sustained a lot more damage if they hadn't moved away!

"Antimatter missiles!"

Though not all of the missiles contained antimatter warheads, enough of them had managed to make it through that they subjected the greater phase lord with an abundance of powerful attacks!

Even the missiles that got caught in the gravity wells exploded with titanic power!

Once the intense heat and radiation had faded to a more reasonable level, the site became clear again.

"Where is the Darkstar King?"

"Damn, he managed to get away at the final moment as well!"

Phase lords possessed a much greater grasp of space. Their ability to displace themselves was much stronger compared to a massive warship.

"This is one of the frustrating things about fighting phase lords. As long as they feel that they are in danger, they can teleport themselves away!"

The Darkstar King likely exerted himself by teleporting away from the danger zone, but the damage could have been a lot worse!

The greater alien phase lord did not express any further frustration. He instead began to focus on the mission and treated the Throne of Lies with full respect.

The alien was able to rely on his superior mobility and powerful attacks to deter the Throne of Lies from committing to a standing battle.

Perhaps the defenses of the formidable dreadnought were strong enough to resist all of the miniature singularities, but the fleeters did not want to take the chance!

This caused the Throne of Lies to adopt a hit-and-run strategy.

The vessel regularly entered into active stealth in order to elude her hunter. The Darkstar King was forced to release constant spatial pulses to track down the elusive vessel.

If her adversary ever came close enough to launch a powerful singularity attack, the dreadnought did not hesitate to teleport several hundred kilometers away, often while remaining in total stealth!

Anytime the Throne of Lies became visible for a short amount of time, she fired as many white ion beams at the greater phase lord as possible.

She did not launch any further missiles, though. Perhaps her inventory was running out, or perhaps she no longer attempted to take out the powerful greater phase lord by herself.

The duel between the dreadnought and the greater phase lord started to turn into a battle of attrition.

Both sides tried to force each other to expend as much resources as possible while conserving their own.

Every white ion beam attack, every singularity attack, every stealth activation and every spatial displacement steadily wore them out in various ways.

The Spark Reactor of a dreadnought may be theoretically inexhaustible, but the parts and systems that made use of all of that endless energy supply were not as durable!

At the same time, the mass and volume of a greater volume was much larger than how the Darkstar King presented himself!

His phasewater concentration was as high as 92 percent, which meant that his body was able to fold so much space that it was practically a pocket space in itself!

After the Darkstar King managed to catch up to the Throne of Lies only for his singularity attack to miss its mark for the umpteenth time, the alien leader finally had enough.

The greater phase lord felt ashamed for his inability to destroy a single human warship. He had never been denied to such an extent ever since he reached his current level of power!

The alien no longer held himself back and began to undo the spatial folds that kept his body the size of a small starship.

"We are detecting an enormous unraveling of folded space! The greater phase lord is bringing out his full body!"

The starships that happened to be a little too close all got crushed or pushed away with great violence as a titanic orven body appeared in space!

In just the span of a few seconds, the Darkstar King grew in size until his length surpassed 350 kilometers!

Even though the size and mass of his body still fell short of that of an ancient phase whale, he had become so large that a single swing of his absurdly long arm was enough to smack aside an entire fleet!

The absurd size of the real body of the Darkstar King caused every orven on the battlefield to become incredibly inspired and worshipful.

It was no wonder why phase whales and phase lords were regarded as gods in the Red Ocean!

Any lesser organism that managed to catch sight of such a stupendously enormous body would all fall prey to their instinctual reactions!

Even the humans who watched the live feeds of the ongoing battles exhibited a similar reaction to this absurd sight!

Now that the Darkstar King had released all of his shackles that kept him in a more presentable form, the alien leader was in no mood to tolerate the existence of the human dreadnought any further.

The greater phase lord stretched out his arm and started to summon a much more powerful singularity than before!

Though the Throne of Lies had already engaged her active stealth system while preparing to teleport several hundred kilometers away, the Darkstar King's attack range had become a lot greater now that he had reached his full form!

The alien monstrosity even managed to track the remarkably small disturbances produced by the Throne of Lies's silent displacement tech!

The gigantic alien arm moved.

An enormous singularity that was at least several times larger and more powerful engulfed the approximate area where the Throne of Lies had appeared under stealth!

As the deep dark hole eventually dissipated, everyone tried to see whether the remarkable RF dreadnought had finally been caught.

Much to the surprise of the Darkstar King, the Throne of Lies remained completely intact and undamaged.

The full-powered singularity did manage to cover the dreadnought's coordinates, but before it could warp or crush the 15-kilometer hull, another party intervened!

A glowing and incredibly powerful bubble surrounded the Throne of Lies. It clearly looked a lot different from the dreadnought's now-iconic azure energy shield.

The bubble originated from a machine that was only a fraction of the size of both the Throne of Lies and the Darkstar King.

Though the new entrant to the battle looked practically microscopic compared to the continent-sized greater phase lord, the sheer amount of willpower exuding from its tiny frame made it impossible to ignore its presence!

The vast majority of people watching the live feeds instantly identified the iconic sight of this famous machine!

"It's... the Geneforger!"

The Geneforger was the only organic god mech in the Red Ocean!

As the greatest pride and joy of the Transhumanist Faction of the Red Association, the Geneforger was the proud god mech of Divine Lucie Miyazaki, otherwise known as the Evolution Witch.

The arrival of this legendary god pilot completely changed the dynamic of this battle!

#### Chapter 5359 The Evolution Witch

The aliens had their gods, and so did the humans.

The natives of the Red Ocean worshiped phase lords and phase leaders for a long time because their size and strength exceeded every limit!

In front of an organism that could grow as large as a moon and bend the very fabric of space, how could they not associate such an immense being to a god?

Just the titanic body unveiled by the orven greater phase lord known as the Darkstar King caused the orven soldiers on the battlefield to fight with fanatical fervor, the appearance of a god mech caused every human to have unflinching confidence in their victory!

Even the members of the Red Fleet cheered the arrival of one of the strongest war machines of a rival organization!

It was not without merit that the emergence of a single god mech inspired so much faith and confidence!

Ever since god mechs came about, they had become practically undefeatable in combat!

Few if any measures of the Seven Apex Races of the Milky Way Galaxy could stand a chance against the unreasonable might of a god mech.

These were unstoppable machines, fueled by the strongest wills of the human race. Each one of them broke the limits of the laws of physics to such an absurdly strong extent that people couldn't help but recognize god pilots as literal deities!

The name recognition of god pilots and god mechs was nearly universal in human society.

Ever since the Age of Mechs came about, the Mech Trade Association made sure to integrate mechs deep into the lives of every person.

Even ordinary civilians who never came close to actual mechs in their lives still became affected by their existence through the media and the culture of their states!

The Evolution Witch was a relatively new name in the mech community. She was only 170 years old and already made a reputation for herself in her infrequent but high-profile deployment against the aliens of both the Milky Way and the Red Ocean.

As her title suggested, the Evolution Witch always changed and improved the way she fought.

One of her more notable properties that caused her to stand out from the rest of her colleagues was that she pursued a double career as a mech pilot and a biotech researcher since the beginning!

Many mech pilots had to spend all of their available time on training and improving their piloting skills.

Doing less than their best effort often caused them to fail to draw out their full potential, thereby limiting their advancement opportunities.

The Evolution Witch was different.

As one of the rare potentates whose genetic aptitude reached as high as A+, piloting mechs came natural to Lucie Miyazaki!

Piloting had become so easy to her that she sought an additional challenge.

She decided to not only specialize in piloting the more complicated and less popular biomechs, but also decided to study biotechnology!

As a mecher that was born and raised in the MTA, she did not lack for excellent augmentations and learning opportunities.

Her astonishingly high genetic aptitude alone ensured that the Association did not skimp on fulfilling her needs.

To her credit, Lucie Miyazaki managed to live up to the most optimistic expectations of her family, her teachers, her patrons, her faction and humanity as a whole.

While she did not become a brilliant biotech researcher before she ascended to the rank of god pilot, her scientific knowledge synergized well with the constantly changing biomechs she piloted in the past.

However, it was not until the Transhumanist Faction especially designed and grewed the Geneforger for her that her strength shot up like a rocket!

This was especially once her intelligence and learning ability reached a whole new level after merging with her god biomech!

The Geneforger excellently complimented her domain, her abilities, her approach towards combat and most importantly her expertise in biotechnology.

While her organic god machine possessed a large amount of diverse and constantly evolving abilities, there were a few iconic traits that were well-known to any well-informed mech insider.

First, the Geneforger possessed the ability to rapidly devour any form of biomass.

Second, the Geneforger possessed a large pocket space that was especially set up to store biomass in a way that preserved all of their advantageous properties.

Third, the Geneforger was able to regenerate damage to its biological frame at a rapid speed, especially when it drew from its large biomass reserves.

Fourth and perhaps the most important one, the Geneforger was named this way because it could assimilate, synthesize or draw out any form of alien or artificial biotissue in a short amount of time.

Fifth, the Geneforger was able to produce entire organisms out of any form of biomass it controlled.

It was not hard for biomech designers with access to ample resources to design an organic mech that possessed one or several of these properties.

It was a lot harder to stuff them all into a single organic frame that was only moderately larger than a typical mech!

The Star Designers responsible for the Geneforger's development had somehow managed to do it while also ensuring that the biomachine was strong enough to fight at the highest level.

The organic grand work turned out to be such a miracle of human creation that Lucie Miyazaki instantly fell in love with her dream machine!

Its strength and unmatched capabilities complemented the highly talented biomech pilot so well that she completed the ultimate leap and broke through at a fairly young age!

If not for the absurd record set by the Chosen Human, the Evolution Witch would have definitely become known as one of the fastest prodigies to transcend into a god pilot!

Everything changed now that the Evolution Witch merged with her ultimate biomech. They had perfectly combined their greatest advantages in a singular god-like existence, allowing them to become a god in will and a god in body at the same time!

"How glorious." Ves couldn't help but utter.

He was able to appreciate the insane craftsmanship and ingenuity of the Geneforger a bit more because of his shallow accumulation in biotechnology.

Ves couldn't help but think of his frivolous idea of trying to design a god biomachine based on the pattern of a phase lord.

He suddenly felt that his daydream was far too inadequate compared to a true work of excellence like the Geneforger!

In any case, the Evolution Witch hadn't actually showed up in public all that much in the last few years.

People were generally aware that she had accepted a posting in the Red Ocean, but few people knew what kind of missions she had been running during this period.

Her high profile appearance during Operation Night Jazz therefore produced a noticeably greater impact among the humans who fervently watched the unfolding battles on the simultaneous live feeds!

Previously, whatever recording systems were responsible for broadcasting the battle over the Tenth Tide Station had to back off and zoom out by a huge extent in order to properly capture the titanic body of the Darkstar King.

Compared to the 350-kilometer long body of the orven phase lord, the 15-kilometer long hull of the Throne of Lies looked like a needle in proportion!

As for the Geneforger, its organic frame was so small that it was practically impossible to see with the naked eye from the previous camera perspective.

Yet despite the fact that its frame was so proportionately tiny, its aura and presence exceeded that of every other existence on the battlefield!

No ace mech, no dreadnought, no phase whale and no phase lord could cause an entire section of the battlefield to stop and fall silent!

This was not just because of the immensely high reputation and intimidation factor of a god mech.

Part of the reason why the Geneforger had such an exaggerated effect on so many people was due to her God Kingdom!

Many mech insiders considered Saint Kingdoms to be the prototypical forms of God Kingdoms.

The former might be a big deal to many people, but the true insiders understood that only God Kingdoms had the power to cement mechs as the ultimate war weapons of the human race!

The range of a typical Saint Kingdom was enough to give ace mechs an advantage in melee combat, but it was normally not that helpful in ranged combat.

It was different for a God Kingdom. Without a comparable domain that was strong enough to resist its expansion, it could stretch out across an entire battlefield, an entire planet and in some extreme cases an entire star system!

Of course, even god pilots had their limits. They could not extend their God Kingdoms across an entire star system and expect to exert perfect control over what happened inside.

In practice, the strength, radius and other properties of a God Kingdom varied wildly from god pilot to god pilot.

Compared to the first-generation god pilots that had accumulated their strength over multiple centuries, the fairly young Evolution Witch still had a lot of room for growth.

Despite her lack of growth, her much more modern god biomech combined with her amazing expertise in biotechnology caused her to establish her credentials as an absolute powerhouse in her own right!

The Evolution Witch had once wiped out all life on an alien planet by extending her God Kingdom across the entire globe.

The Geneforger itself did not take any direction during this horrifying demonstration. The god pilot merely relied on her extreme domain field to mutate every organism, no matter whether it was a sentient life form or a simple plant!

Plants starved to death as they lost their photosynthesis ability.

Wild exobeasts began to grow tumors. Once these harmful growths exploded, they released spores that were lethal to many species upon inhalation.

The intelligent aliens who settled on the planet turned against each other as their alien hormones and brain activity became wildly skewed.

Mothers turned against their children. Siblings cannibalized each other. Soldiers fought amongst themselves.

In the end, the Evolution Witch exacted the ultimate punishment onto the sentient aliens caught within her God Kingdom.

The surviving aliens evolved in reverse. The alien population successively lost their ability to understand science, to read, to speak a coherent language, to farm, to create fire and to understand the very concept of self!

The fact that this total devolution took place in a matter of hours rather than years was the most horrifying part about this demonstration!

Many aliens of the Milky Way would rather choose to perish in an instant by having the Destroyer of Worlds blow up their planets in an instant than to lose all of their dignity in this horrifying manner!

It was only after the Evolution Witch had pulled off this iconic deed that she also became known as the Human Biodisaster.

If humanity literally revered god pilots as actual deities, then the Evolution Witch firmly cemented her place in the pantheon for evil gods!

Everywhere she fought, no alien could escape her punishment!

The Seven Apex Races had even begun to invest a lot more into automated and non-organic war weapons just to prevent the Human Biodisaster from exploiting any organic vulnerabilities!

Now, the Evolution Witch had finally showed up against what may be the largest organic alien life form that she had ever faced up to this point.

The Geneforger's God Domain spread so much that it not only enveloped a significant part of the enormous battlefield, but also pressed upon the titanic body of the Darkstar King!

The orven greater phase lord never expected to be confronted by the overwhelmingly domain field of a human god.

It not only suppressed the Darkstar King's control over the surrounding space, but also attempted to intrude into his very own body!

The powerful alien leader showed visible signs of discomfort as he tried to retain his sovereignty over his massive body.

As strong as it may be, he was already starting to lose this battle as his own strengths failed to compete against the supreme will of a god pilot.

Already, the enormously thick fur of the Darkstar King started to fall off his body, exposing ugly patches of skin that began to darken and necrotize at a worrying rate!

As the Evolution Witch continued to suppress the greater phase lord with her willpower alone, she uttered her first word since she appeared on the battlefield.

"YOUR FLESH IS MINE."

Chapter 5360 Hungry Mech

Compared to the God Kingdom of an actual god pilot, the control of space of a greater phase lord seemed like a joke.

In any other situation, the Darkstar King possessed the power to dominate an entire battle.

If for whatever reason a group of inferior mortal life forms did not surrender to his obvious divinity, then the Darkstar King could punish them by generating many different gravity wells at their locations.

So long as the offenders fell within the range of his control, the renowned and respected orven leader could impose his absolute authority over them, no matter whether they were orvens, nunsers or even the bad-tempered puelmers.

His active management of the Tenth Tide Station was one of several reasons why the puelmers reluctantly worked together with the orvens without coming to blows!

It had been a long time since the Darkstar King suffered a setback. Ever since he submitted himself to the Red Cabal and earned the trust of the Singularity Lord, he became one of the top leaders of the native alien community.

Though his decision caused him to become an outcast among the more traditional and nationalist orven upper caste members, the Darkstar King firmly believed that following the true descendents of the Elder Gods was the best possible decision that he could make!

He learned so much from the most ancient and wisest phase whales. The more he proved himself, the more he became rewarded for his service.

The invasion of the abominable humans from another galaxy actually served him pretty well!

Not only did the Red Cabal step out of the darkness and entered the light, but it had also gained a firm leadership position over a diverse alien community that had never shown such unity in the past!

The Darkstar King thought that his ascension was all but assured due to all of these favorable developments.

The humans may have brought superior and other nasty surprises with them, but now that the Red Cabal had completed the Great Refuge Plan, these extra-galactic invaders should have lost their capital to fight against the true rulers of the Red Ocean Dwarf Galaxy.

He had entered the battlefield with so much confidence that the sudden loss of control over his own body completely came as a shock!

There had never been a time when a foreign god deprived him of his sovereignty over his own body in this matter!

The Darkstar King had heard many claims related to the incidents where the native aliens clashed against the god mechs of humanity.

The stories always sounded so dramatic and completely different from what the native aliens were accustomed to that it was difficult to assume that they were all true.

As far the Darkstar King was concerned, many of these exaggerated claims were merely used to excuse the failures of incompetent leaders.

It was only now that the orven greater phase lord realized that these human god mechs were truly capable of performing so many powerful feats!

It should have been impossible for other creatures or gods to tamper with his divine flesh!

The more his body evolved into that of an actual god, the less it became affected by ordinary ailments.

His flesh grew so strong that disease, aging and ordinary attacks no longer became threats anymore!

It was well-known among the phase leaders of the Red Ocean that as long as they grew strong enough, their bodies gradually evolved into their most sacred temples, able to resist any outside influence no matter what kind of weirdness they encountered.

God mechs seemed to break this rule, at least to an extent.

Even though the Darkstar King tried to exert his strength to reinforce his body and infuse it with the power of space, none of his measures prevented the overwhelmingly hostile God Kingdom from desecrating the outskirts of his sacred temple!

Perhaps the only consolidation was that the human god known as the Evolution Witch failed to push her corrupting influence any further.

This was because the phasewater concentration in his 350-kilometer long body wasn't actually uniform.

His most vital and essential phasewater organs possessed a much higher concentration than average.

His outer body tissue was the opposite in that regard. There was not much point in infusing so much phasewater in his fur and the outer layers of his hide.

It was precisely due to the lower concentration of phasewater in the exterior parts of his body that he was unable to defend them against foreign contamination!

The Darkstar King had to make a move. Even if the hostile God Kingdom was unable to violate his inner body, it was blasphemy to ruin his appearance in front of his own subjects!

The greater phase lord uttered a silent scream that shook the surrounding space!

Though the overpowering God Kingdom suppressed much of its effects, it at least prevented the Evolution Witch from tampering with his own body cells for the time being.

The Darkstar King uttered a silent roar of rage that destabilized the space in front of him just enough for him to envelop the position occupied by the Geneforger with multiple strong gravity wells!

Each of these gravity wells surrounded the god mech in every direction and attempted to tear the biomachine apart!

Even if the Geneforger tried to evade this area attack by moving away, it would just get caught in the closest gravity well, causing it to become trapped.

That did not happen this time!

No matter how many gravitational forces acted upon the Geneforger, the powerful machine remained completely unaffected.

This caused the Darkstar King to become so enraged that he began to summon a much greater fraction of his power and engulf the entire area occupied by the god biomech with the strongest possible singularities that he could summon in his true form!

The darkstars hardly appeared for a single moment before they broke against the unshakeable form of the Geneforger!

If the Evolution Witch did not want her god biomech to come to harm, then that was what happened. Her supreme willpower alone was already strong enough to guarantee this outcome!

As the Darkstar King thoroughly demonstrated how outclassed he was against an actual god mech to the masses, the human god no longer felt the need to act as a stationary target.

The powerful sensors of the Geneforger had already swept across the entire battlefield. The god pilot felt relieved that all of the surviving mechs and warships of the First Armada had already moved away from her Geneforger.

Even the powerful and elusive Throne of Lies had evacuated from this site as quickly as possible with no regard to doing anything else!

Humanity had learned many lessons about fighting alongside their own modern deities.

"When the gods fight, the mortals suffer."

This age-old adage rang true to this day.

Regardless of the debates and arguments about whether god pilots functionally or conceptually met the definition of a god, these entities had grown so immensely powerful that anyone else could easily get killed by the wake of a powerful move!

Seeing that the elements of the Red Association and the Red Fleet had been sensible enough to give the Geneforger enough space, the Evolution Witch no longer constrained herself any longer!

"IT IS MY TURN NOW."

Everyone human observer could hear her voice as if she was shouting on a nearby stage.

It did not matter that her Geneforger hadn't even opened any communication channels with anyone. Her transcendent powers alone were more than capable of conveying her words through the active recording systems.

In fact, not just the humans, but also the aliens on the battlefield heard her words as well!

They might not be able to understand human language, but the words of an ascended being carried so much power that they somehow understood their meaning anyway!

The Geneforger moved.

Now that it had taken action, it did not deal with the greater phase lord with a light touch anymore.

It instantly spawned a pair of odd, alien-looking wings of flesh that glowed with resonance!

Those who were familiar with the Seven Apex Races instantly recognized them as the most powerful form of wings that the members of the Alshyr race could spawn!

Each flap of these alien wings caused the Geneforger to hop through space in mysterious fashion.

This not only enabled the Geneforger to close in on the Darkstar King faster, but also made it difficult for the alien leader figure to aim his subsequent attacks!

In fact, it didn't matter whether he managed to hit the Geneforger with a spatial attack. None of the alien's measures managed to overcome the powerful suppression of the Evolution Witch's God Kingdom!

As soon as the Geneforger came close enough to alarm the senior orven leader, the Darkstar King no longer resorted to any flashy spatial abilities and simply swung at the comparably tiny god mech with his humongous right arm!

Even though the physical attack looked incredibly primitive and stupid, its power was not to be underestimated.

The strongest aspects of a phase lord had always been their bodies!

Space rippled and tore with the passing of this immense limb.

The kinetic force behind this attack was cataclysmic enough to change the landscape and the climate of a life-bearing planet!

Any ordinary machine that was the size of mech had no way of surviving such a powerful blow.

This was especially the case when the Darkstar King reinforced his arm with additional spatial and gravitational forces!

As the Darkstar King completed his immensely momentous swing, the glowing form of the Geneforger disappeared from view.

This confused and alarmed the greater phase lord because he did not feel any sort of feedback that his titanic limb had crushed any metal objects.

It was the God Kingdom that gave the Geneforger's position away. The gigantic phase lord widened his four alien eyes in shock and terror as his elbow unexpectedly exploded, causing enormous quantities of phasewater-infused blood to eject into space!

The Darkstar King uttered a soundless roar of pure pain as he instinctively recoiled away from his right forearm.

The Geneforger emerged from the bloody end of the gigantic limb.

Compared to before, the Geneforger looked entirely different this time!

The Evolution Witch had changed its organic configuration from a humanoid mech into a strange alien insect form.

This odd insect form lacked the flexibility of a humanoid mech, but gained incredibly powerful devouring and digestion capabilities!

While the Darkstar King suffered awful physical torment for the first time in a long time, the Geneforger did not let this opportunity go to waste and rapidly devoured the surrounding biomass!

If the arm still remained attached to the greater phase lord, then it would have been harder for the transformed god machine to eat so much flesh.

However, now that all of its phasewater-infused flesh became orphaned, it was unable to resist the rapacious hunger of a biomech that hungered for biomass!

This sight seemed absurd at first. How could a tiny ant possibly devour a much larger arm before its owner came back to reclaim his missing limb?

The rules didn't apply to god mech.

Each time the insectile form of the Geneforger took a bite, a hundred times more flesh disappeared from the severed arm!

That was already impressive enough, but what caused people to become even more amazed was that the Geneforger biting frequency was simply too fast. It was as if everyone was watching a nature documentary where they observed an insect devouring a much larger organism in fast forward!

Yet this was still not enough to allow the Geneforger to devour the entire arm.

What truly caused every human and alien to lose their minds was the fact that the Geneforger rapidly assimilated and expanded its own biological form as it devoured the alien flesh!

It only took a second for its length to double.

It took a few more seconds for the Geneforger to become ten times larger than before.

By the time the enormous but relatively slow Darkstar King fully recovered from the trauma of losing his limb, he became utterly horrified to see that the Geneforger had taken a completely different form.

His arm was gone!

In its place was a transformed bioabomination that looked like a scaled-down version of the Darkstar King himself!

It was like looking at a distorted mirror of his own body!

A very human-like grin appeared on the false phase lord.

Though the imitated form of the greater phase lord lacked the phasewater organs that enabled it to throw around gravity wells like they were marbles, the vastly inflated form of the Geneforger still retained all of the strengths of a god mech!

"NOT ENOUGH. I WANT MORE. SURRENDER YOUR FLESH TO ME. YOUR BIOMASS SHALL CONTRIBUTE TO MY EVOLUTION."

This time, the Darkstar King's silent scream was marked by terror instead of rage!