

E5 - Unrivaled

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

[00:13] ---

Hoping you'd beat me
in a two-on-one?

[00:16] ---

No.

[00:22] ---

Crap.

[00:24] ---

Huh?

[00:26] ---

Suzunari-1 scored here.

[00:28] ---

7. Suzunari-1

[00:28] ---

The point goes to Suzunari-1.

[00:35] ---

Unrivaled

[00:39] ---

What? Why is that?

[00:42] ---

I guess he took an even bigger hit
before fighting us.

[00:47] ---

When agents bail out from Trion loss,

[00:50] ---

the one who dealt the most damage
to them gets the point.

[00:55] ---

Murakami's slash must've been
the heaviest hit Kageura took.

[01:01] ---

I've never seen Kage flee like that.

[01:05] ---

*He must've been determined
not to let Tamakoma score.*

[01:11] ---

Nice escape.

[01:15] ---

*Kitazoe pretended to take Kuga down
but created an escape route for Kageura.*

[01:21] ---

His judgment was excellent.

[01:25] ---

It's just like with Nasu.

[01:32] ---

We misread our enemy's damage.

[01:34] ---

Don't sweat it.

[01:47] ---

*The more I hope not to lose
what's most precious to me*

[01:51] ---

*They slip through my fingers
by way of cruel fate*

[01:56] ---

*More means of reclaiming
our stolen time and hearts*

[02:00] ---

*I know that's what
we're painfully lacking*

[02:04] ---

*Dark and lonely, inside a mirror
The siren falls on deaf ears*

[02:09] ---

I stood there, watching you depart

[02:13] ---

*Should be weaker than glass
A bullet should pierce through*

[02:17] ---

And I pulled the trigger

[02:21] ---

There's something I need to protect

[02:25] ---

*The hopes of thousands
are on my shoulders*

[02:30] ---

I will become the wind

[02:34] ---

And promise to reach our goal

[02:39] ---

*The yearning that connects
our past and present*

[02:46] ---

Illuminates the path to our future

[02:52] ---

*Embracing our overlapping histories,
the light radiates brightly*

[03:08] ---

*Tamakoma-2 missed the point for
Captain Kageura but purged two of them.*

[03:15] ---

*Riding the momentum,
they're taking on Suzunari-1.*

[03:20] ---

Don't let those walls separate us.

[03:23] ---

*- Beware of Escudo's range.
- Roger.*

[03:26] ---

*I also saw his Bullet Trigger.
It's a delayed-action Asteroid.*

[03:31] ---

*So he's an All-Rounder
who fights out front.*

[03:35] ---

Right.

[03:37] ---

*Let's use our long-ranged
shooting formation.*

[03:41] ---

I'll handle their shots.

[03:52] ---

Suzunari's new formation again.

[03:55] ---

*This strategy cornered Kageura Squad.
How will Tamakoma-2 counter?*

[04:03] ---

Now I get it.

[04:04] ---

*Earlier, he shot the Viper straight
to show it to Suzunari-1.*

[04:09] ---

*He faked it as Asteroid to break down
Murakamisenpai*'s defense with Viper!*

[04:17] ---

Tamakoma-2 has fired back.

[04:19] ---

*Hyuse is a skilled Trion user, but
Kuruma's fullattack could be on par.*

[04:26] ---

*The bullets aren't curving.
Was I wrong? Wait...*

[04:31] ---

*Hyuse, why aren't you
redirecting your shots?*

[04:34] ---

Wasn't that our plan?

[04:36] ---

*Change of plans. I won't use
curving bullets in this match.*

[04:41] ---

I'll defeat them differently.

[04:43] ---

I'll explain why after the battle.

[04:48] ---

You did everything I requested.

[04:52] ---

I will fulfill my end of the deal.

[04:55] ---

*I swear to take this team
to the expedition.*

[04:59] ---

For my sake as well.

[05:02] ---

So...you have an idea?

[05:05] ---

I do.

[05:09] ---

Got it. What should I do?

[05:13] ---

Once we take hold of Murakami,

[05:15] ---

help by aiming at Kuruma from behind.

[05:18] ---

Okay!

[05:21] ---

There are only enemies above.

[05:24] ---

*If they pause,
I can hit them via the ceiling.*

[05:27] ---

*I wanted to get points
from Tamakoma,*

[05:31] ---

but I guess I won't have that luxury.

[05:37] ---

Ema's right around here.

He's probably aiming up.

[05:41] ---

Okay, got it. Ready when you are.

[05:45] ---

Stay sharp.

Ema can strike up close.

[05:48] ---

Make him fire.

Hit him while he's reloading.

[05:56] ---

A third round of Escudo from Hyuse.

[06:01] ---

Are they approaching

instead of firing back?

[06:04] ---

- They're coming, Ko!

- Roger.

[06:11] ---

I'll intercept.

[06:18] ---

Hound!

[06:25] ---

Kogetsu: Whirlwind.

[06:38] ---

Murakami's slash has stopped

Tamakoma-2 from approaching.

[06:43] ---

The distanced firefight

seems to be Suzunari-1's plan.

[06:47] ---

Escudo has much more durability

than ordinary shields.

[06:52] ---

But Murakami's Kogetsu: Whirlwind

and Thruster slash can cut them up.

[06:58] ---

I bet it'll take more than Escudo

[07:01] ---

for Tamakoma to repel

Suzunari's formation.

[07:05] ---

Obviously, Tamakoma

wants to approach Kuruma senpai.

[07:09] ---

But Ko-kun's defense is solid.

[07:12] ---

*Although I admit Tamakoma's duo
is both A-Rank level,*

[07:16] ---

*dealing with Ko-kun focused on defense
should be a hassle.*

[07:21] ---

*They should split the two and fight
two-on-one like with Kageura Squad.*

[07:27] ---

If it's a numbers game,

[07:29] ---

*Captain Mikumo is on the opposite side
of the same floor.*

[07:33] ---

Hmm...

[07:35] ---

*Yeah, but he can't receive cover
from his allies there.*

[07:40] ---

*If Suzunari notices his location,
he'll be shot down in no time.*

[07:46] ---

*But they could pull off a pincer strike
if they get the timing right.*

[08:12] ---

Tamakoma's slowly losing ground.

[08:14] ---

Suzunari has the lead in this firefight.

[08:21] ---

*It's a pity Kuga-kun
can't fight from there.*

[08:30] ---

Escudo again?

[08:33] ---

*- Don't get separated.
- Got it.*

[08:58] ---

*He grew an Escudo
on Murakami's body?!*

[09:05] ---

Captain Mikumo made his move.

[09:07] ---

*Captain Kuruma got pierced
with Asteroid, off-guard.*

[09:16] ---

Thruster.

[09:27] ---

A pincer attack, two-on-one!

[09:29] ---

*Ko will always prioritize
defending Kurumasepai.*

[09:33] ---

*Mikumo-kun must've read that
and targeted Kurumasepai.*

[09:38] ---

*A single Kogetsu can't handle
foes on both sides.*

[09:42] ---

He'll receive one of their attacks!

[09:46] ---

Kogetsu...

[09:50] ---

Whirlwind!

[09:57] ---

*- What?!
- Neat trick.*

[10:00] ---

*Trying to cut down both
in a single move? And...*

[10:04] ---

Ko-kun's faster than the two!

[10:25] ---

Trion supply system damaged.

[10:28] ---

Bail out.

[10:39] ---

Tamakoma's teamwork surpassed his skill.

[10:42] ---

*Agent Murakami bails out!
And now...*

[10:46] ---

Captain Kuruma can't escape!

[10:57] ---

He fired!

[10:58] ---

Trion body limit exceeded. Bail out.

[11:03] ---

*Through the ceiling?
Was it Azuma-san?*

[11:06] ---

Emma made the shot on Captain Kuruma.

[11:09] ---

Now, Suzunari-1 is annihilated.

[11:12] ---

It was Ema?

[11:13] ---

This is bad!

[11:15] ---

Too late.

[11:21] ---

Osamu!

[11:23] ---

Warning. Critical Trion loss.

[11:27] ---

*Captain Mikumo has taken
massive damage. However...*

[11:31] ---

*The Azuma Squad duo
is closing in on Agent Ema.*

[11:36] ---

*- Get Ema with Whirlwind when he jumps.
- Gotcha.*

[11:39] ---

*Seems like Yuzuru-kun
won't have time to reload.*

[11:56] ---

*Ema made a free fall escape
via the atrium!*

[12:02] ---

Not quite...

[12:18] ---

Captain Azuma was lying in wait!

[12:22] ---

Agent Ema bails out!

[12:25] ---

Which means...

[12:27] ---

*This match is down to two teams left,
Tamakoma-2 and Azuma Squad.*

[12:39] ---

Azuma-san was also in the building?

[12:43] ---

They got me.

[12:45] ---

Sweet ceiling shot.

[12:47] ---

*2. Kageura Squad, 4. Tamakoma-2
6. Azuma Squad, 7. Suzunari-1*

[12:48] ---

These are the current points.

[12:50] ---

*Azuma Squad scored
and created a three-way tie.*

[12:54] ---

*That point came from
Azuma Squad's signature move.*

[12:58] ---

*The Attackers corner their foe
for the Sniper.*

[13:01] ---

*Ema was doomed when he
got trapped near the atrium.*

[13:05] ---

Okudera and Koarai scored that point.

[13:09] ---

I see.

[13:11] ---

*Now, Azuma Squad is
observing Tamakoma from below.*

[13:16] ---

As for Tamakoma-2 on the 6th floor,

[13:18] ---

*Captain Mikumo seems to be hindered,
missing a leg.*

[13:22] ---

*Osamu-kun, you're low on Trion.
You probably won't last long.*

[13:28] ---

Kageura will get another point...

[13:31] ---

*I failed to estimate
that Ema might sacrifice himself.*

[13:35] ---

It wasn't your fault.

[13:39] ---

*And it's thanks to you
we beat Murakami senpai.*

[13:43] ---

*Mikumo-kun's likely to bail out.
That could impact the rankings.*

[13:48] ---

*These were the ranks and points
before Round 7 began.*

[13:52] ---

*2. Kageura Squad, 4. Tamakoma-2
6. Azuma Squad, 7. Suzunari-1*

[13:53] ---

If we add the current points

from this round...

[13:57] ---

*If Mikumo drops out,
Kageura Squad will reach 36 points.*

[14:01] ---

Tamakoma-2 will be three points behind.

[14:04] ---

*Tamakoma needs to reach
B-Rank No. 2 to get in the Away squad.*

[14:10] ---

*To surpass the current No. 2,
Kageura Squad,*

[14:14] ---

they need four more points.

[14:16] ---

That's tougher than I thought.

[14:19] ---

They need to wipe out Azuma Squad

[14:21] ---

*and get two points
for surviving, at least.*

[14:25] ---

*- But can they take down Azuma-san?
- Good point.*

[14:29] ---

*Captain Azuma has bailed out
only once in all six rounds so far.*

[14:33] ---

*That was in Round 2, when Yuba, Oji,
and Katori Squad attacked him at once.*

[14:39] ---

*If Captain Mikumo drops from Trion loss,
Kageura Squad will earn another point.*

[14:46] ---

*It's better if Azuma Squad
takes him down before that.*

[14:51] ---

Well, technically, yes.

[14:53] ---

*But I'm sure manipulating points by
suicide will incur a penalty.*

[14:58] ---

*A voluntary Bail out
60m away from opponents*

[15:02] ---

can avoid giving Kageura Squad a point.

[15:06] ---

*But that seems impossible
when they're all in the mall.*

[15:11] ---

*Kuga and Hyuse are overwhelming
our opponents in battle...*

[15:16] ---

But our point gap just won't shrink.

[15:19] ---

*Is this why I felt so uneasy
before the match?*

[15:24] ---

I'm sorry, Kuga, Hyuse, Chika.

[15:27] ---

Severe Trion loss.

[15:29] ---

The rest is on you guys.

[15:31] ---

Bail out.

[15:33] ---

Leave it to us.

[15:35] ---

Yup.

[15:39] ---

*As expected,
Captain Mikumo bailed out.*

[15:42] ---

A second point for Kageura Squad.

[15:45] ---

- Oh.

- It must be Mikumo.

[15:48] ---

4. Tamakoma-2, 6. Azuma Squad

[15:49] ---

Both squads are down to three agents.

[15:52] ---

And Kuga seems to have the most damage.

[15:56] ---

- I'll support them too.

- Okay.

[16:00] ---

How will this battle evolve?

[16:02] ---

*It's three-on-three,
but their arrays are different.*

[16:06] ---

Right.

[16:07] ---

*The regrouped Azuma Squad
could have the lead.*

[16:11] ---

*But Tamakoma, with their Sniper
unspotted, also has an advantage.*

[16:16] ---

Depending on how effective Amatori is,

[16:19] ---

this battle could go either way.

[16:25] ---

- We're coming up from the south side.

*- Okay.**

[16:29] ---

I'll take the north.

[16:31] ---

Amatori is still unseen. Stay alert.

[16:33] ---

Roger!

[16:34] ---

Hitomi, the Beacons.

[16:36] ---

Okay. Activating Beacons.

[16:48] ---

*Oh? Azuma Squad has
activated Dummy Beacons.*

[16:52] ---

They're causing chaos on the radars.

[16:55] ---

What's this?

[16:57] ---

Azuma uses these decoys at times.

I saw it in the logs.

[17:01] ---

*What a number. He's pouring
tons of Trion into this tactic.*

[17:06] ---

*Did he know the mall fight
would be pivotal?*

[17:11] ---

*The Beacons move robotically.
You can tell them apart from humans.*

[17:15] ---

*But if you focus on their movement,
you'll get sniped.*

[17:19] ---

Be careful.

[17:20] ---

I see. It's a double-layered diversion.

[17:24] ---

This is pretty tough.

[17:27] ---

Azuma Squad is
using the indoor setting well.

[17:31] ---

The space is dense with Beacons.

[17:33] ---

For the few minutes
the Beacons' Trion lasts,

[17:36] ---

Azuma Squad has a huge advantage.

[17:39] ---

Oh, even a former member approves.

[17:42] ---

Let's see how Tamakoma
will survive this.

[17:47] ---

This situation...

[17:49] ---

It's hard to get a clear shot indoors.

[17:51] ---

*And it's too risky
to fight close-ranged.*

[17:55] ---

*So you'll aim from
outside the battlefield*

[17:58] ---

*and turn the tables with your blast
if we get overpowered.*

[18:04] ---

Chika! Now's your chance!

[18:07] ---

Blow a hole in the mall with Meteor!

[18:11] ---

Open up the confined battlefield!

[18:15] ---

Roger!

[18:17] ---

*Aim at the side nearest to you
to keep our mates safe.*

[18:21] ---

Got it!

[18:25] ---

Meteor!

[19:05] ---

Ah...

[19:06] ---

Ugh...

[19:08] ---

Wha...

[19:09] ---

*What was that?! Half the mall's gone
from that one blast!*

[19:14] ---

I've seen her Ibis shots
in the logs, but...

[19:18] ---

This is what she can do with Meteor...
Never knew.

[19:22] ---

4. Tamakoma-2, 6. Azuma Squad

[19:22] ---

Okudera dropped out
from that massive explosion!

[19:26] ---

Tamakoma-2 earns another point!

[19:29] ---

But previous intel stated

[19:32] ---

that Agent Amatori can't shoot people,
did it not?

[19:36] ---

Yeah, oddly enough.

[19:39] ---

*If she has overcome that weakness,
they're bound to win.*

[19:43] ---

*But if so, she'd have
shot them earlier.*

[19:46] ---

Maybe that hit was unintentional?

[19:49] ---

Chika! That was just an accident!

[19:52] ---

Don't worry. You did great!

[19:54] ---

R...Right...

[19:57] ---

That got about half the decoys.

[19:59] ---

And an Attacker.
It'll be easier for us to move.

[20:03] ---

Great support, Chika. Thanks.

[20:06] ---

Yeah...

[20:11] ---

*This is crazy! I thought she
couldn't shoot people!*

[20:16] ---

We thought so too, but...

[20:19] ---

*There's a possibility that she
overcame that just now...*

[20:24] ---

*We can't assume she won't shoot us.
Let's cook up a new plan.*

[20:29] ---

So, what now?

[20:33] ---

First off, if we stay close
to Tamakoma's members,

[20:36] ---

we'll be safe from those blasts.

[20:38] ---

Right.

[20:40] ---

Seems like they plan to
hide close to Tamakoma.

[20:44] ---

Even if Amatori-chan
can shoot people,

[20:47] ---

she won't blast her mates.

[20:49] ---

She could sacrifice them
to wipe out foes,

[20:52] ---

but they'd be screwed
if a foe survives.

[20:58] ---

Now then...

[20:59] ---

The situation has changed vastly.

[21:03] ---

*The condition, forces, positions,
and intel on each other...*

[21:07] ---

Taking all that into account...

[21:11] ---

What's our next move?

[21:16] ---

*This is where I get to see how much
Okudera and Koarai have really grown.*

[21:32] ---

How many points until
second is all ours?

[21:37] ---

Three more.

Revision #1

Created 2024-03-26 21:49:01 UTC by whimsee

Updated 2024-03-26 21:49:02 UTC by whimsee