

Warhammer 40,000 Jump: Freelancer

This jump may only be taken as the final jump in your chain, however should you complete this you will gain **THE SPARK** (basically multiverse free-roam).

Anyways, on to business.

The Warrant of Nothing in Particular (Free)

Any relationships or rivalries you've built in other 40k jumps will still carry over here. Otherwise this makes you a unique entity within the 40k setting, a neutral party. When you first enter this jump none of the major factions (even Chaos) will be hostile to you, they might not raise a finger to help if you come under attack from pirates and the like (which are not affected by this), but you will be allowed to move in civilian areas and trade basic goods such as food or minerals. Performing deeds that benefit a faction will instantly increase your reputation with them across the galaxy and gradually net you more privileges, perhaps even real power within the faction. Conversely, harming a faction will worsen your reputation with them and may lead to hostility or even a coordinated hunt for you. You can summon your Warrant at any time to review faction standings. Bear in mind that actions performed incognito will insulate your reputation provided they don't figure out what you're up to.

Major Factions

- Imperium of Man
- Eldar
- Orks
- Chaos
- Tau
- Necrons
- Dark Eldar
- Tyranids

Sub-Factions

Most of the major factions have groups within them, each having their own assets and interests. If you perform an action that directly effects one of these sub-factions, your reputation with them will show a more drastic change, on top of the effect on the race as a whole.

For reference, if they can be a separate army on the tabletop, they probably count as a sub-faction, some examples include:

- Space Marines
- Inquisition
- Cult Mechanicus
- Followers of each Chaos god
- Exodite Eldar

Ships

+2000 Fleet Points (FP)

You get one ship to start out with, complete with crew and enough supplies for several years. Additional ships may be purchased with FP and their hull costs are discounted, but they cannot be larger than your flagship. In addition components you purchase for your flagship are free for the rest of your fleet.

Hull

- Yacht 100FP (Free for Flagship): A glorified dropship, this is the smallest and cheapest ship capable of supporting a Warp Drive. These things tend to be fairly cozy, but don't expect much in the way of capacity or performance. Yachts cannot support shuttles, but they can enter atmosphere freely.
- Corvette 200FP: A light warship, designed for escort and patrol duty. Nimble, but not suited to a straight fight. Can enter atmosphere, but requires proper docks for landing and takeoff.
- Frigate 300FP: Still not a capital ship yet, but can handle smaller engagements and still outmaneuver a glacier.
- Cruiser 400FP: The workhorse unit of any fleet, this hull is likely the most versatile, capable of performing advanced maneuvers or frontline fighting depending on its Loadout.
- Battleship 500FP: Titans of space, battleships act as the center of large fleets and are nigh-unmatched in direct combat, just don't expect rapid response out of them.
- Import Variable FP: You may take any vehicle you own and convert it to a 40k Hull, retaining all original functionality while allowing for interstellar travel and the below additions.
 - Cost for importing a vehicle depends on its role and relative size. I.E. *Serenity* from *Firefly* is an unarmed passenger ship, so it would count as a Yacht; The *Normandy* from *Mass Effect* is an armed scout ship, so it would count as a Corvette; The *Arcadia* from *Haarlock* is practically a small fleet to itself, so it would be a Battleship.

Protection

Size and thickness of armor upgrades scale with hull. Purchases that cover only one section of the ship (Fore, Aft, Port, Starboard, Dorsal, or Ventral) are discounted.

- **Light Armor (Free):** Metal plating provides enough protection to survive reentry and protect your crew from the rigors of deep space. However do not expect it to last long against anti-ship weapons.
- **Heavy Armor 100FP:** Reinforced materials allow the ship to shrug off more damage than before. Impedes mobility.
- **Advanced Armor 200FP:** (Example: Living Metal, Wraithbone) Special materials provides either the best possible hull protection or moderate protection with limited self-repair, but is very costly to replace. Impedes mobility slightly but less than heavy armor.
- **Ablative Armor 150FP:** Additional plating provides high protection, but wears out quickly even against light weapons. Clouds of ablated material can interfere with beam weapons and missiles.
- **Blast Doors 50FP:** The internal bulkheads now have heavy armor, protecting core components even in the event of a hull breach.
- **Armored Prow 50FP:** Additional Armor on the front of the ship allows for ramming attacks.
- **Shield (Free):** Energy shielding protects ships from debris and enemy attacks to a degree without risking damage to the ship's armor. Moderate Power Draw
- **Multi-layer shield 200FP:** Redundant shield generators can take more damage, but require more power to maintain. With basic reactors don't expect to run this for very long without deactivating major systems.
- **Shield Capacitor 100FP:** A power storage unit that allows shields to be recharged far more quickly than normal after depletion, must be recharged from generators after each use. Can be purchased multiple times.

Weapons

Weapon Power scales with hull. Pay 50% more for more spinal weapons or 50% less for point-defense weapons. All ships get one Beam, Mass Driver, or Missile Battery for free (if spinal, weapon is discounted, if PD you get two)

- **Beam Weapon 100FP:** Concentrated light pulse designed to melt targets, accurate and uses no physical ammo, but use more power and has below-average penetration.
- **Mass Driver 100FP:** Metal Slugs propelled by magnetic or gravitic systems. Good at smashing through defenses, but slugs are bulky and take time to reach their target.
- **Missile Battery 100FP:** Warheads launched by self-contained propulsion systems. Versatile and accurate, but volatile and vulnerable to jamming.
- **Breaching Torpedos 150FP:** Sacrifice crew in order to hit enemies from the inside with boarders. Point-defense and Spinal modifiers alter defense and penetration.
- **Fusion Cannon 200FP:** Conical blast of superheated particles. Unparalleled penetration without ammo storage comes at the cost of high energy draw and extremely short range.

- Advanced Energy Weapon 400FP: (Example: Gauss, Plasma) High penetration energy weapon, highest energy usage out of all types.
- Warp Weapon 400FP: Terrifying firepower with negligible resource use. Just try not to think about what might happen if it malfunctions.(though you can never really know with these things)

Vital Systems

- Reactor (Free): Plasma reactor provides enough power to run your ship provided you keep it fueled. Not designed for prolonged combat.
- Large Reactor 100FP: Same as above but bigger; sufficient to power more rigorous combat or advanced systems. Naturally consumes more fuel. Can be purchased multiple times.
- Exotic Reactor 200FP: Maybe it runs on antimatter, or dark energy, or the souls of the (soon to be) damned. Provides power similar to Large Reactor with less weight and minimal fuel consumption. Maintenance Intensive. Can be purchased multiple times.
- Thrusters (Free): When you want to get somewhere without using the Warp.
- Boosters 100FP: Provides additional mobility at the cost of increased power consumption. Can be purchased multiple times.
- Warp Drive (Free): Allows movement through the warp, Geller field included.
- Tactical Warp Drive 150FP: A specialized Warp Drive capable of making small bursts of FTL travel every few minutes, power and navigation systems willing. Exact range depends on numerous factors, but in general do not expect more than 100km.
- Advanced Warp Drive 300FP: Improved Navigational Systems and Gellar field allow for faster travel through the immaterial with less risk of Daemons.
- Alternative FTL 600FP: Move between systems without the Warp; Webway requires gates, Space-folding requires massive amounts of power, Reactionless Drives are usually slower.
- Sensors (Free): Because eyeballs typically aren't useful across millions of miles.
- Advanced Sensors 150FP: Scan from clear across a system, scan the inside of that Space Hulk, maybe even scan the asteroid belt for ambushers. Anything regular sensors can do, this does better.

Extra Bits

- Shuttles (Free): Allows movement between planets and large ships.
- Dropship 50FP: A large shuttle capable of moving heavy vehicles.
- Teleporter 400FP: Allows for instant travel to and from planets and other ships, requires lots of power and intensive calculations.
- Fighters 100FP: Interceptors can harass enemies and defend your ship.
- Advanced Fighters 200FP: Improved defenses and torpedoes allow your space fighters to do actual damage to enemy ships, don't expect them to take ships on their own without serious

attrition though.

- Barracks 50FP: Sure you can put your purchased ground-pounders in with the crew, but this allows them to maintain, store, and practice with their equipment while remaining in fighting shape at all times.
- Longevity 100FP: Through a combination of better storage, improved rations, and hydroponics you now can keep your standard crew compliment fed indefinitely! You will still need infrastructure for ammo, fuel, and spare parts though. For 200FP this can cover your whole fleet.
- Drones 100FP: Might be servitors, might be literal drones. Either way these synthetic crew mates can operate in hard vacuum and/or fend off boarding attempts. Just don't expect much in the way of decision-making.
- Smuggler's Hold 100FP: Hidden compartment designed to smuggle objects through both physical searches and most scanning devices.
- Empyrean Mantle 350FP: Allows ship to remain hidden, provided you minimize power use.
- Mining Equipment 200FP: Allows extraction and refinement of raw materials, dedicated facilities will be needed for most manufacturing though.
- Luxury Chambers 150FP: Private rooms designed to house and transport expensive passengers, rooms are protected against eavesdropping measures save for those you include during construction (though make sure they remain in the right hands).
- Workshop 100FP: Equipment and space for scientific study and working with advanced tech (on a small scale).

Tech

+1000 Tech Points (TP)

All tech purchased comes with one functioning sample, in mint condition, and all the schematics needed to modify or mass produce the items.

Weapons

- Chainsword 50TP: It's a Chainsaw, it's a sword, it's both!
- Power-Sword 200TP: This blade is encased in an energy field that can disintegrate matter on contact. Think a lightsaber but with a bit less "light" and a bit more "saber".
- Force Blade 250TP: In the hands of most people this would be a normal, if rather elegant, blade. But in the hands of a psyker this becomes a powerful focus, channeling the user's power into every swing.
- Bolter 150TP: This oversized assault rifle may seem unimpressive, save for the ability to switch between loaded ammo types on the fly, what makes The Bolter an icon is the ammo; Soft-launching rounds combine the force of a 20mm bullet with the payload of a miniature HESH warhead.
- Lasgun 50TP: The backbone of most armies in the 40th millennium. These laser weapons may lack the raw damage potential of more specialized weapons, but they make up for it in

reliability, ease of production, and easily rechargeable power cells.

- Pulse Rifle 200TP: Standard issue plasma rifle for Tau infantry, less potent than the imperial equivalent, but also less likely to explode in your face.
- Railgun 200TP: Linear accelerators fire a solid slug with incredible speed, giving this weapon superior range and armor penetration compared to most kinetic weapons. Slow rate of fire.
- Fusion Gun 250TP: Also known as Heat Cannons or Meltaguns, this weapon fries enemies at close range by superheating the air in front of it, this “energy shotgun” is effective both against close groups of infantry and light vehicles.
- Deathspinner 250TP: This Eldar weapon shoots out clouds of monofilament wire to dice up enemies at close range; best used against soft targets, but the wires have a tendency to find gaps in infantry armor nonetheless.
- Dark Lance 300TP: The Dark Eldar answer to the Lascannon, this device uses pulses of dark matter to tear apart heavy armor.
- Gauss Blaster 400TP: This terrifying Necron Weapon disintegrates targets by stripping them away layer by layer; effective against heavy infantry and vehicles.
- Deathspitter 200TP: This bio-organic weapon generates its own supply of corrosive slimeballs to melt targets.
- Rokkit Launcha 100TP: A classic example of ork technology, this anti-armor weapon makes up for inaccuracy with its rate of fire.

Armor

- Flak Vest (Free): Kevlar in space, more or less. It’ll stop light weapons like autoguns well enough, but don’t expect much against Bolters.
- Carapace Armor 50TP: Used by mankind’s elite stormtroopers, this suit uses rigid plates to provide superior protection compared to flak-jackets. Also includes a rebreather, HUD, hands-free comms, and a basic sensor system. Can be modified for use in space.
- Power Armor 200TP: The mainstay for Space Marines, Sisters of Battle, and the Imperial Elite; this suit augments the physical abilities of the wearer while providing protection rivalling some vehicles.
- Terminator Armor 300TP: Heavy Power Armor typically given to only the most decorated Space Marines, this allows you to easily carry heavy weapons and has exceptional protection. Just don’t expect to move around quickly while wearing it.
- Rune Armor 250TP: A lightweight suit of Wraithbone, can generate shields by channeling psyker power.
- Phase Armor 250TP: This armor allows the user to temporarily phase out of the physical world, reducing the effect of incoming fire considerably at the cost of preventing counter-attack.
- Crisis Battlesuit 400TP: A ~9 foot tall, single person mechsuit, includes targeting systems and hardpoints for weapons or specialty gear. Jump-Pack sold separately.
- Living Metal Armor 300TP: A suit made from Necron armor plating. This material is known for

its amazing regenerative abilities.

- Bonded Exoskeleton 250TP: A symbiotic exoskeleton derived from Tyranids, this living armor effectively has no weak points.

Wargear

- Conversion Field 250TP: A personal force-field that protects the user by converting the energy from incoming attacks into bursts of light.
- Jump-Pack 100TP: Like a jetpack, but for short bursts. Allows the user to scale high objects, leap across the battlefield, or stop an otherwise fatal fall.
- Grav-Suspensor 100TP: An artificial gravity field counteracts recoil from the user's weapon, allowing the practical use of heavy weapons by individuals, even on the move if the user is can handle the weapon well enough.
- Blacksun Filter 50TP: Night vision goggles on steroids, gives unhindered sight at any illumination level, includes high-power zoom.
- Drone Controller 200TP: This portable device does exactly what the name implies. Includes one free drone with a target marker, shield generator, or dual pulse rifles.
- Electric Armor 100TP: An orkish device that allows the user to electrocute nearby enemies.
- Personal Tellyporta 200TP: If the user sustains an injury, this device will activate and instantly teleport the user up to 1 mile away. It will only teleport the user onto safe ground, but beyond that the results are anyone's guess.
- Flickerfield 200TP: This device generates an active camo field around the user to improve stealth and interfere with enemy targeting.
- Gloom Prism 300TP: Generates a field that repels nearby warp energies, effective against psykers, daemons, and the like. Considerably larger range than Blanks, but no control over field besides on/off.
- Regenerator Symbiote 200TP: This critter can attach to the users body and repair minor injuries in seconds, major wounds in minutes, and detached limbs in hours; this can also slow or stop the effects of biological or chemical attacks, including poisoned weapons.

Manpower

+1000 Army Points (AP)

Officers

Bridge Crew Supplement coming eventually!

As for any companions you've already acquired, you may import up to 8 for free, gaining one of the skillsets listed below, you may also pay 100AP to have up to 20 companions active simultaneously, or 300AP to have as many as you want.

- Captain: Can manage your crew and plan out combat tactics for the ship, if not necessarily the whole fleet.

- Pilot: Can act as the helmsman of the ship, or piloting a fighter if you have them.
- Engineer: Knows the ins and outs of your ships, and how to keep them running and not on fire for as long as possible.
- Gunner: In charge of keeping the ship's guns on target across literally astronomical distances. Even orks try to have their ordinance going in the right direction, believe it or not.
- Naval Armsman: When the range of combat is a mite less astronomical, you can rely on these fighters to perform or resist boarding actions. Outside of combat armsman can act as security for the ship.

Forces

Each purchase gets you a mercenary contract with the unit that lasts the duration of the jump, during which time they will follow you loyally. All units will come with standard issue gear and be able to supply themselves (within reason) for the duration of their contract. Reinforcements will periodically arrive to replace losses, which you can expedite by visiting friendly territory and trade routes. 1000 (I), 300 (L), 100 (H), or 50 (S) per purchase. You may hire additional forces during the jump based on your reputation, but that will naturally be on your dime.

- Kroot: Bird-like aliens that have mostly settled within the Tau empire, though many become mercenaries both to seek adventure and preserve their old culture. While they lack effective armor or automatic weapons, they can pack a considerable punch in melee or ranged combat and can gain strength by eating dead bodies.
 - Kroot (I) 100AP: Basic kroot infantry wielding pulse sniper rifles that double as bladed clubs.
 - Krootox Riders (L) 150AP: Space-Gorilla Cavalry.
 - Knarloc Riders (H) 250AP: T-Rex Cavalry.
- Ork Freebooters: Orks are a race designed for one thing, fighting. It is not unheard of for orks to sell their services to others if it means getting the best fight possible. Orks are not known for their intellect, subtlety, or accuracy; they make up for this with their uncanny hardiness, brutal strength, and psychotic tenacity.
 - Choppas (I) 100AP: Orks with pistols and Chain weapons.
 - Shootas (I) 100AP: Orks with Bolters.
 - Lootas (I) 150AP: Orks with heavy weapons.
 - Kommandos (L) 100AP: Sneaky Orks.
 - Bikes (L) 200AP: Orks on motorcycles.
 - Nobs (L) 200AP: Huge orks.
- Eldar Corsairs: For all their temperance found in escaping Slaanesh, Eldar are both fickle and passionate by nature. It is no wonder that some seek freedom from their lifestyles in the glory and discovery of the open void. Some may even stoop to working with the lesser races if it

means satiation. The Eldar are renowned for their precision and speed, however the path system that dominates Eldar military organization means that they tend to perform poorly outside their specific role.

- Striking Scorpions (I) 150AP: Space elves with melee weapons.
- Warp Spiders (I) 200AP: Space elves with teleporters and short-ranged weapons.
- Kabalites (I) 100AP: Space drow with mid ranged weapons weapons.
- Wasp Walkers (L) 300AP: Space Elf Walker with Jump-jets and dual heavy weapons.
- Jetbikes (L) 150AP: Space Elves on Bikes.
- Nightwing Squadron (L) 250AP: Space Elf fighter aircraft.
- Warphunter (H) 250AP: Floating Space Elf tank.
- Human Pirates: The unfortunate part in the Imperial truth is that, even in the 40th millennium, humans still fight other humans more than just about anyone else. Many are willing to trade safety and even life to escape the cogs of the Imperial war machine. Despite their relative frailty and the poor reputation of Imperial Officers, mankind has survived in the galaxy both due to their numbers and a hardened pragmatism in their way of fighting; more brutal and unyielding than the Eldar, but more practical and organized than the Orks.
 - Marauders (I) 50AP: Human Space Pirates, equip las and chain weapons.
 - Ogryn (L) 150AP: Bigger, dumber humans; carry heavy weapons.
 - Renegade Psykers (L) 200AP: Humans with combat magic. Can toss Witchfire and basic psyker abilities fairly reliably, but more potent abilities carry a heavy risk...
 - Renegade Hellhounds (H) 150AP: Human light-tank, can mount a heavy flamer or melta.
 - Renegade Valkyries (H) 200AP: Human Gunship, can use twin las-cannons and missiles.
- Squats: An offshoot race of mankind believed extinct after Tyranids ate their homeland, much of their kind still wanders the galaxy in hopes of finding a place to call home. Like their cousins, most species in the galaxy outmatch them physically, but they have a reputation for craftsmanship that lends itself to some of the best ordinance in the galaxy.
 - Attack Squad (I) 150AP: Space Dwarves with Bolter and Chain weapons.
 - Hearthguard (I) 250AP: Space Dwarves with Power Armor, they wield Bolters and Power weapons.
 - Land Train (S) 400AP: A mobile fortress, each of the six cars can hold an artillery weapon.

Your Task

Pick a major faction from the above list. To win Jumpchain, you must destroy or otherwise remove them as a galactic power.

Due to the particular nature of chaos, you only need to worry about their human followers for the purpose of this objective.

Drawbacks

Points from drawbacks can be applied to any category.

- **Persona non Grata (+100 sub/ +200 major):** A faction from the above list starts off hostile to you. This means they will shoot on sight if you enter their territory, but they won't pursue or bring their super weapons to bear against you unless you give them a reason to. Repairing your reputation with them may be possible, but they have no more inclination to trust your gestures than they would with any other enemy commander. This may be purchased multiple times, but only once per major faction (IE you cannot purchase Space Marines and Ad Mech separately, or Ad Mech and Imperium).
 - **Vendetta (+100 sub/ +200 major):** Now you've managed to go and **really** piss someone off. Not only will it be nigh impossible to improve your starting reputation with this faction, but killing you is now one of their highest priorities. Expect to have at least a small fleet tasked to hunt you down at all times, and they are likely to focus on attacking your forces even if other enemies are present. Again, one purchase per major faction.
- **Faithful Assistant +200:** Well I hope he's faithful, for your sake. It appears you've been struck with a rather esoteric warp curse which will violently destroy you given about an hour. As it just so happens one random grunt within your forces can ward off this curse simply by being within 50m of you (the doom timer does reset if you leave). This particular soldier is excellent at staying cool under fire and begins with passable combat skills, but isn't known for their diplomacy. The protection this soldier offers will cease should they die, but as personal favor age and natural causes will no longer be a concern.
- **Bumpy ride +300:** Warpstorms have a habit of showing up wherever you go, and where they would be anyways, they seem to get notably worse. This never seems to slow down your enemies unless they are traveling too close for it not to, and even if your own ships can get through without issue, do not expect any allies you make to be so lucky.
- **Running on Space Fumes +300:** When you go to war, you need to have both toilet paper and bullets at the right place at the right time. Sadly for you, whether it's toilet paper or power packs or headlight fluid or water line, there never seems to be enough and it always seems to run out faster than you would hope.
- **Traitors and Cowards +400:** You may have bought their services, but the price of their loyalty is now far too high. If a ship in your fleet ends up in a tough situation you'll be forced to deal with both the enemy trying to kill them and the crew trying to flee. Worse yet, agitators on the ship or signs of weakness on your part may lead to mutiny. Unless you plan on using mindless drones exclusively, discipline will be a full time job.

- The Tyrant Star +500: The spectral sun, Komus, is on the move. Around systems where you and your allies operate, a dwarf star emitting black flame will appear for a few solar days at a time, predicting its movements or studying it up close prove fruitless, as the star appears to be completely immaterial. The Star is always a portent of disaster, be it from mass uprising or natural disaster or darker things. Within 1 year of your arrival, an entire populated world will go dark, without a trace of what happened. Should you see the Tyrant Star for yourself, pray that you do not find out.
- Grimdark Mode +600: It doesn't matter what assistance you provide or what skill the commanders are supposed to have, any enemies you go up against seem to be as imbued with Tactical Genius as your allies are with incompetence. Thankfully for you this will not apply to your own forces, but that may be a cold comfort when friendly factions seem capable of losing against enemies they outnumber several times over. This is especially potent with the faction you've chosen to destroy as their top commander (Abbadon, Ghazghkull, etc) is now every bit the equal of you and your companions, at least as a strategist.

Notes

For a ballpark on how long it takes to reinforce your army, look at the warp travel time from the nearest friendly sector. If you're in a friendly sector, the next system over. If everyone in the galaxy wants to kill you, look for the nearest place these forces could plausibly come from.

Hiring forces in jump from pirates, renegades, and the like usually just comes down to paying well. By boosting rep with the factions you can hire more and more forces for less and less money.

It is known that, unlike the other races listed, Tau Empire only occupies a particular region of the galaxy. At least for the purposes of this jump, their forces are well entrenched enough that breaking the empire will still take some doing.