# Colony (2009) Jump

V1.2, by Zookdook1

The year is 2273, and the first extraterrestrial nation state has been established: Athenia, on the planet of Minerva. The United Space Coalition made history just under a hundred years ago, in 2185, when Athenia was established, but a series of unethical decisions on the USC's part have begun a chain of events that may bring the nation to ruin. Perhaps you'll pick a side? Your intervention could change the course of history.

Regardless of what path you choose, take **1000CP** to prepare for your ten years here.



# The Setting

Colony is set in a sci-fi alternate future. The first manned vessel left the Solar System in 2115, presumably in a simple deep-space research mission - the first habitable planet wasn't identified until 2132, seventeen years later. Nine years after that, Russia and Europe formed the United Space Coalition, the premier authority on space travel. The same year, humanity's first attempt at planetary colonisation began. By 2185, the first ever offworld nation was flourishing - Athenia.

Unfortunately, it wasn't to last: within twenty-two years, Athenia fell into economic hardship. Manual labour shortages lead to a period of austerity, culminating in a suggestion in 2252 to supplement the labour force with convicts under life-sentences and prisoners of war. The operation, suggested by the USC Ambassador, is discussed in secret, and with little protest the operation begins in earnest in 2265. Tens of thousands of prisoners are transported from Earth against their will to start a new life on Minerva.

Eight years later, in 2273, the events of Colony took place. The convicts being exploited as manual labour revolt with the assistance of USC defectors and a mysterious individual known only as 'P'. P provides the convicts with military technology, and with USC defectors leading them, the convicts bring down a communications satellite - the opening strike in the war to come.

Over the course of the ensuing conflict, advanced military androids clash with human marines with tank support on the ground, while the air fills with drones, gunships, and ballistic missiles. The original timeline ends midway through the war; who knows who'll emerge victorious?



# Set-Up

To choose your starting location, you may roll a 1d8 or pay 50CP to choose freely. You may appear at one of the following points in time of your choosing: at the beginning of the game's events, immediately after the opening strike; during the events of *Rescue*, when the USC begins to mobilise for a counterattack; during the events of *Division*, when the convicts begin to split into splinter factions; or much earlier, 2270, three years before the revolt begins and five years after the prisoners arrive. Descriptions of locations, perks, and items will assume it takes place at the beginning of the war, but starting at a different time doesn't exclude you from taking any options.

1. **Baylet's Settlement** - The settlement overseen by USC captains Baylet, Jameson, and Jorin. Bjorn's Settlement, neighbouring this one, is one of the first to be captured by the Convicts, shortly after the satellite is downed. It would make a good staging ground for a counterattack against the prisoners - or perhaps you could help this settlement's prisoners and join up with Bjorn's?
2. **Bjorn's Settlement** - The settlement overseen by USC captain Bjorn. Though his fate is unknown, his settlement was captured by the Convicts in the opening days of the war, and its forces turned against their neighbours. Your assistance could help the USC security teams keep control. Or change the course of history, and win the ensuing engagement against Baylet.
3. **Alexigrad** - Home to the Sakata Project, a military development program building self-repairing spider tanks. Yeah, they're just as dangerous as they sound. The Mark-II Sakatas are the strongest anti-air asset available to Athenia, and the Mark-Is are equally dangerous to ground targets. The Convicts will be making a stop here soon after the war starts to steal the technology, which could present an opportunity. Of course, you'd best have a good reason for being here, or you might end up in USC custody.
4. **Sierra Eden** - A fortified military settlement whose most notable feature is a missile base. If history takes its original course, those missiles will be used by Baylet to drive off a Convict attack. If that doesn't happen, the Convicts will get access to missile silos, which could very well end the war before it really gets going.
5. **South Athenia** - Home to esteemed USC officer General Glastondale, South Athenia seems to be the closest thing to a capital or major region in the greater Athenian whole. Unfortunately, the Convicts know this, and in the original timeline Glastondale only barely avoids being assassinated by rogue USC captains.
6. **Wilderness** - Oh dear, Jumper. You've ended up in the Minervan wilderness. Whether that means you're near Athenia or on the other side of the planet, either way, you've ended up dumped right in the middle of an alien ecosystem. There doesn't seem to be any fauna in the game, but who knows what the plants are like?
7. **Earth** - Are you… *allowed* to be here? I suppose so. Welcome to Earth, Jumper; more specifically, central Europe. You're in USC home territory, so good luck if you're a Convict.
8. **Free Choice** - Lucky you! You may freely pick any of the other seven options.

Choose your background from the following list. Your age is 17+1d20, and gender is the same as your last Jump, or you can choose either within reasonable bounds for 50CP each.

1. **Drop-In** - You're new to this world and it shows. You appear at your starting location with no presence in the system, no memories of this world, and no connections.
2. **USC** - You're part of the USC. Maybe you're a captain leading the defence of a settlement? Maybe you're part of a security team? Or maybe you're one of the administrative staff back home on Earth?
3. **Turncoat** - You're a turncoat, a traitor, a rogue USC member who now works for the Convicts. Perhaps you were sympathetic to their plight?
4. **Convict** - You're a victim of what might be the least ethical civic development program ever conceived. For whatever reason, you're a candidate for the Athenian manual labour supplementation effort, either because you've performed a crime worthy of a life sentence or because you're a prisoner of war.

# Perks

'Discounted' perks are 50% off for the associated background. 'Universal' perks are not discounted by any background. Government perks are not discounted, but your first one is free - their effects extend both to you and any group or faction that you lead.

## Government Perks



- **Capital [200CP]:** Some on Minerva sought to prioritise resource acquisition above all else, and you're one of them. Any means by which you can generate cash, be it in stocks, commodities, or anything else, seems to produce some 30% extra. Additionally, any mechanism by which you can gather a resource works 20% better. This includes cash (stacking for a total of a 50% bonus), but also manpower (allowing you to draw on a larger pool of workers or recruits than should be possible for a given population), energy, and influence (allowing actions to give you more influence over an individual, group, or population than they normally would). Other resources that don't exist in the game (minerals, for example) are also included in this effect, so long as they can reasonably be called a 'resource'.



- **Collective [200CP]:** Like some, you seek to leverage numbers to give you an edge over your enemies on Minerva. You will find that any source of manpower provides 30% more than it reasonably should, allowing you to call up human resources to a level others struggle to match. Additionally, you will find that military success, both when depleting enemy forces and capturing ground, provides an accelerant effect to your cash and influence, scaling with the scope of your success.



- **Militant [200CP]:** Speed and aggression are what you and certain others on Minerva believe will secure victory. All forms of power generation that you utilise output some 30% more than they should be capable of. Additionally, all forms of construction see a significant acceleration, allowing you to put up buildings in half the time. Assembly of materiel such as tanks or weapons, and the training of combatants to operate that materiel, also experiences the same acceleration.



- **Sovereign [200CP]:** You and others have somewhat shirked hard power in favour of soft power and control. You naturally accrue influence in all its forms, including reputation, position, and status, with anyone and everyone you meet. It's a slow process, and spending that influence (eg. leveraging your status to convince the board of a company to take a certain course of action) will set you back, but it's a constant gain. Efforts to secure more influence will see better results too, at least matching that of *Capital*.

## Universal Perks

- **Soundtrack for the Coming War [Free]:** You can choose to cause Colony's official music by David Orr to become audible by yourself and anyone you want. You can adjust the volume too, but note that you can't make it loud enough to be used as a

weapon. Oh, also, you can decide whether anyone finds it weird that they can suddenly hear background music.

## Drop-In Perks

- **Forgery [100CP, free with Drop-In]:** Dealing with identification as a Drop-In is hard. With this perk, you can choose to exist in the system when taking a Drop-In background. This choice must be made before the Jump starts, and it forges a false identity for you in online and paper records for the relevant authorities, so you're not a total ghost. Doesn't give you a physical ID or a passport or anything, though.
- **Neutral Party [200CP, discounted with Drop-In]:** Preparation is key to success, but how can you prepare if Convicts and the USC are bearing down on you from both sides? With this perk, you needn't worry about it. So long as you avoid provoking any one faction, you'll be treated as neutral by all of them, regardless of pre-existing biases. Note that supporting a faction will probably provoke the others, which would interrupt this effect. Also, some factions might try to recruit or eliminate neutral parties for their own reasons, so watch out for that.
- **Combat Command Display [400CP, discounted with Drop-In]:** It's often difficult to get an accurate picture of what's going on in a war. Thankfully, this will go some of the way to mitigating that problem. With this perk, you can observe battles within a few kilometres of your current staging ground, along with gaining an at-a-glance assessment of your resources. This basically gives you Colony's interface when operating as a leader of military forces from a command post. Note that it doesn't include the ability to select units to gain information on them (you'll need *Force Strength Assessment* for that).
- **Es-P-ionage [600CP, discounted with Drop-In]:** Who is P? What do they want? What are they planning? All very valid questions, all of which have been asked by the various people who have encountered P since the start of the war. Yet no-one knows anything but their label. With this perk, you gain a similar ability to conceal yourself. When contacting people remotely or via proxy (such as sending an agent in your place) you can suppress the spread of information regarding your identity - at most, they'll be able to identify you with a single-letter label, and while they might be able to guess at your intentions by studying your actions (like we can guess P is working against the USC, as they freed the Convicts) they'd be just that: *guesses*. People you interact with while this perk is active will be actively prevented from identifying your capabilities, goals, and influence.

## USC Perks

- **Combat Training [100CP, free with USC]:** Every member of every branch of the USC possesses at least basic combat training - though an administrator on Earth no doubt has less extensive training than a security officer on Minerva. With this perk, you gain the hand to hand and marksmanship training provided to frontline USC forces.
- **Officer Skills [200CP, discounted with USC]:** Managing soldiers is *hard*. Especially when you're not just managing soldiers, but you're also managing armour brigades, gunships, medical teams, and more. With this perk, you gain a supernatural ability to

multitask, allowing you to manage all parts of your army simultaneously just as well as if you were directing a single unit - if your communications infrastructure can keep up.

- **Force Strength Assessment [400CP, discounted with USC]:** Wouldn't it be great to know at a glance what your troops are capable of, and how much health they have? And be able to do the same to the enemy's forces? Well now you can! With this perk, you can get a brief (three short sentences at most) summary of the capabilities of your or your enemy's units, just by looking at them, as well as a simplified display of how close they are to dying in the form of a health bar.
- **Battlefield Commander [600CP, discounted with USC]:** Congratulations. You're no longer a simple *human* leader - you're beyond that, now. With this perk, you gain a supernatural force of presence as a commander of military forces. Your subordinates will work with near-perfect coordination, like they were mere extensions of your will, and they also perform *better*. Untrained conscripts will fight like regulars, regulars like special forces, and special forces begin to exceed the bounds of what they should normally be capable of - running faster, hitting harder, taking more punishment than should be possible, etc. Welcome to the big leagues, Jumper.

## Turncoat Perks

- **Under the Radar [100CP, free with Turncoat]:** Wouldn't it be unfortunate if someone realised what you were planning before you cut ties and switched sides? Worry no more. With this perk, a minor perception filter will prevent anyone from the organisation you betrayed from realising you're going to betray them. Their eyes will pass right over messages to the enemy that you mistakenly left on your computer, for example. It won't protect you from people who aren't part of that group though, so be careful of outsiders.
- **Escape and Evade [200CP, discounted with Turncoat]:** Betrayal is a dangerous route to take. You might end up caught in the act as you try and leave, which could lead to an unfortunate outcome, like being shot. For people that don't like being shot, this perk is perfect. With this perk, you'll gain an uncanny sense of when exactly the best time to make your move is, and how to escape your former employers afterwards. Maybe you get a gut feeling that *now* is the time to assassinate your superior officer and make your escape? Or perhaps you just *know* that gunship over there won't be missed until you're clear of danger?
- **All In It Together [400CP, discounted with Turncoat]:** What's worse for your employers? One traitor or three? They'll find out soon enough. With this perk, you have a supernatural ability to foment rebellion in organisations. You know exactly who aligns with your viewpoints on the matter, who would join you with a bit of nudging, and who would remain loyal to that group no matter what you tried. This only works on organisations you don't own/lead, and it can't be used to root out traitors in your own organisation. It's a tool to help you overthrow groups that *aren't* yours.
- **Targets of Opportunity [600CP, discounted with Turncoat]:** When it really comes down to it, wars are determined by a number of key moments. Fulcrums, if you will. Decisive victories, unexpected upsets, the death of key figures and the destruction of important assets. What if you could target those fulcrums more easily? With this perk, that's an understatement. You can easily identify the keystones of your enemy's

forces, like core manufacturing facilities, R&D sites, and individuals without whom the opposition would collapse. Further, you have a practically precognitive understanding of when these targets of opportunity are most vulnerable, allowing you to leverage moments of weakness and exploit the slightest mistake to assassinate key leaders, disrupt your opposition's operations, and destroy the enemy's ability to wage war.

## Convict Perks

- **No Such Thing As A Moral High Ground [100CP, free with Convict]:** Only the real high ground. Sure, the Convicts are taking over settlements, and anarchy reigns on Minerva, but they *were* the victims of the USC's enslavement plan. With this perk, you can convince almost anyone that a situation is more complex than simple good and evil, and you can see such elements in others too. Perceive the good in the worst people around, and spot the flaws in the best of them.
- **Unbreaking Morale [200CP, discounted with Convict]:** Morale is important to the fighting of wars, and the Convicts know that more than anyone else. They're underdogs, no doubt about it, and they're fighting the organisation responsible not only for colonising another planet, but then putting tanks on it. They still hold strong. With this perk, you will too, and so will your followers. They'll never turn tail, never retreat, they'll fight to the bitter end - unless ordered to withdraw. You'll never face the problem of your men fleeing, even if you've just sent marines up against spider tanks.
- **Sympathetic Plight [400CP, discounted with Convict]:** The poor treatment of the Convicts was in the end extremely useful. Why? Because they successfully convinced a number of USC personnel to switch sides, giving them trained military leadership from the very beginning of the conflict. With this perk, you can pull something similar - you're uncannily good at presenting your poor treatment to others in such a way that they'll overlook some of your own actions to support you for it. It doesn't have to be *quite* as bad as enslavement to trigger, though.
- **Divine Intervention? [600CP, discounted with Convict]:** The Convicts' revolution would have gone nowhere without the aid of a certain P. It was with P's military equipment that they earned their freedom, and it was P who coordinated the turncoats. With this perk, once per Jump, you can trigger a similar lucky break. If you're in a bind (such as being sent millions of miles away from your home to be used as manual labour for a group of colonists who don't know you exist) someone or some*thing* will intervene, on the same level as P freeing the Convicts and handing them the materiel needed to fight the USC.

# Items

Unless otherwise mentioned, all items can be purchased more than once. Followers purchased as items start the Jump in your Warehouse.

## Universal Items



- **Colony (2009) [Free]:** A PC with nothing but a browser, Adobe Flash, and Colony loaded on it. Who knows, maybe it can fill some downtime between battles?
- **A Settlement of Your Own [600CP]:** This is a settlement identical to those seen in-game. It comprises a surface installation with minimal defences, plus eight building slots that can each construct a single building or similar piece of architecture that you have the schematics to produce. The settlement extends further underground, with subterranean living spaces and support for a few hundred to a few thousand inhabitants. In this Jump, it will appear somewhere nearby your starting location. In future Jumps, it can either be imported in a similar fashion, or be turned into a Warehouse attachment. Comes with your background's 600CP architect item (eg. *Special Operations* for Drop-In) for free, or *Mechanics Terminal* if you're a Turncoat.
- **A Slice of Minerva [800CP]:** Minerva's such a beautiful planet. Don't you wish you could bring some of it with you? Now you can. This purchase grants you an extradimensional attachment to your Cosmic Warehouse, accessible from a door in the main space, consisting of a piece of Minervan land the size of France. Though we don't see much of Minerva ingame, what we do see suggests it's mostly grasslands with mountains and lakes, and very sparse trees. No animals are ever shown; it's your choice whether any are present, but don't go over the top with them. The sky shows Minerva's unfamiliar stars and enormous moon. Attempting to leave the bounds of the allotted land will lead to you running into an invisible, impassable barrier. Besides the size limitations, you're free to do what you want with it. Mineral content is similar to Earth, with richer deposits in the mountains.

## Drop-In Items



- **Meditec Team [100CP, free with Drop-In]:** Medical Technicians, or Meditecs for short, take a field-surgeon role on the battlefield. They're equipped with medical guns which look surprisingly similar to Marines' shock rifles. When used over a short range on wounded personnel, they enhance and accelerate natural healing, bringing them back to full strength in about a minute of continuous use. It'll even repair their equipment! Also, it can be used on vehicles, though its progress is considerably slower. These four Meditecs are happy to follow verbal instructions so

they can heal the wounded and repair the damaged, though they're lightly armoured, so keep them out of the line of fire. If any are lost, they'll respawn in your Warehouse in twenty four hours.

- **Special Forces Team [200CP, discounted with Drop-In]:** A set of four guys that'll follow verbal orders. A Meditec, a Far Sniper, and two S-Marines with upgraded equipment compared to the regulars. They'll perform far better together than most other teams, but small numbers may prove to be a problem. If any are lost, they'll respawn in your Warehouse in forty eight hours.



- **Sphinx [400CP, discounted with Drop-In]:** The Sphinx was designed to counteract the heavy vehicles employed during modern warfare. Its advanced composite armour performs inversely to traditional armour; it's more resistant against larger calibre weapons, but more susceptible to small arms. How? Good question, ask the scientists or something. Also, it carries an energy weapon that matches the HE shells Chronite Tanks can fire off. If destroyed, it'll reappear in your Warehouse in forty eight hours.



- **Saint [600CP, discounted with Drop-In]:** The Saint is an advanced prototype aircraft that pairs hover technology with upscaled positron rifle technology, kludged together with Sakata self-repair. It's just as powerful as it sounds. Against ground targets it can fire precise, channelled beams to pick off infantry, or against air targets it can fire off high-power blasts similar to those of the Hover Tank. If it's somehow destroyed, it'll reappear in your Warehouse in forty eight hours.



- **Special Operations [600CP, discounted with Drop-In]:** When fighting an opponent of superior strength asymmetric operations are your best option. With this purchase, you receive the blueprints and schematics necessary to construct a Special Operations building like the one ingame, as well as plans for A-27 Prides, Far Sniper equipment, and the gear to outfit S-Marines. Oh, and the plans for small-yield ballistic missiles. These plans will reappear in your Warehouse in twenty four hours if lost or destroyed.



## USC Items

- **Uniform [100CP, free with USC]:** The USC has some pretty strict dress codes. This'll keep your superiors off your back. It's a uniform for whatever role you take within the USC, plus associated clearance codes and keycards. It also comes with a shock pistol sidearm, which serves as a smaller, more portable version of the Marines' shock rifles. It won't do much to a Roman, but it can put a human on the ground in one shot. Functionally unlimited ammo. If any of it is destroyed or lost it'll reappear in your Warehouse an hour later.
- **Chronite Tank [200CP, discounted with USC]:** The Chronite Tank makes up the bulk of the USC's military ground vehicles. You have one too, now. Its main gun fires high explosive shells effective against infantry and structures, and its armour is made of chronite, a material highly resistant to incoming damage, but still ultimately vulnerable to large calibre weapons. Unfortunately, it can't aim at air targets. Also, despite being called a tank, its turret doesn't rotate. If the vehicle is destroyed, it'll reappear in your Warehouse twenty four hours later.



- **Sniper Team [400CP, discounted with USC]:** USC snipers use advanced positron rifles to engage targets at long range, especially vehicles, as even



chronite armour can be punched through by a shot from a positron rifle. Unfortunately, they're slow firing, and snipers don't wear much armour. This pair of Snipers will follow verbal orders, and if killed will respawn in your Warehouse twenty four hours later.

- **Gröditz [400CP, discounted with USC]:** Filling multiple roles as a versatile combat vehicle, the Gröditz is a mechanised bipedal walker, with chronite armour and a pair of high calibre machine guns. It can engage both ground and air targets, and its shots are explosive (though low-yield). Alas, they're pretty slow and vulnerable to armoured targets. If destroyed it'll reappear in your Warehouse twenty four hours later.



- **Hover Tank [600CP, discounted with USC]:** This vehicle, the Hover Tank, makes up a very small fraction of the USC's forces. It's up-armoured compared to chronite tanks, able to survive several missiles from the Special Operations silos, and it carries a positron cannon that has little difficulty punching through chronite armour. Still unable to target air units, but considerably tougher, more mobile, and with greater damage output than chronite tanks. It has functionally unlimited ammo, and if destroyed it'll reappear in your Warehouse forty eight hours later.



- **Arsenal [600CP, discounted with USC]:** The most advanced USC ground facility is the Arsenal, which can produce almost anything in their, well, arsenal. With this purchase, you gain the blueprints and schematics for the Arsenal, as well as the plans to produce Marine gear, Sniper gear, Gröditz and their ammunition, Hover Tanks, and, uniquely, Black Queens. These plans will reappear in your Warehouse in an hour if lost or destroyed.





## Turncoat Items

- **Marine Gear [100CP, free with Turncoat]:** Stolen from an Outpost, this set of Marine equipment includes a shock rifle, anti-air rocket launcher, and armour that can take at least one shot from a pulse rifle that otherwise causes humans to literally explode. Only comes with four rockets for the launcher, though they'll replenish every forty eight hours. Note that the launcher is only effective against air targets. If any of it is destroyed or lost it'll reappear in your Warehouse an hour later.



- **Hackpad [200CP, discounted with Turncoat]:** When you have to make intrusions into your old buddies' systems, you'll want this. It's a tablet computer that can wirelessly interface with networks within a few metres, and allows you to subvert them for your own purposes, such as opening electronically locked doors or repurposing android security forces to work for you. Out of Jump it may be less effective against more advanced systems, but the USC's cybersecurity is pretty good for a 23rd century organisation. The pad will reappear in your Warehouse if lost or destroyed within an hour.
- **Phantom [400CP, discounted with Turncoat]:** Ever wanted to fly? You can! With this, a Phantom gunship, you can take to the skies. It has physical parameters similar to a real-world Apache attack helicopter, but a different armament, and much better protected thanks to its advanced titanium armour. The Phantom equips a high calibre autocannon with explosive shells that can tear through a Chronite Tank in a few seconds of sustained fire, but can't be used against



other air targets. That's… basically it's only weakness, actually. If lost or destroyed, it'll reappear in your Warehouse in twenty four hours.

- **Sakata Mark-II [400CP, discounted with Turncoat]:** This is less a spider tank and more a… spider anti-air gun. It mounts a powerful energy weapon that can fire a purple bolt of energy at airborne targets to blow them apart, and it's the best vehicle in this role on Minerva. It can also self-repair, albeit slowly, and it's pretty fast compared to, say, a Chronite Tank. Unfortunately, it can't be pointed at ground targets. If lost or destroyed, it'll reappear in your Warehouse in twenty four hours.



- **Modified Phantom [600CP, discounted with Turncoat]:** Is the original Phantom just not doing it for you? Then you'll love this. Marked by its distinctive blue cockpit glass instead of the traditional green, the Modified Phantom mounts a much heavier autocannon, better armour plating, and more powerful engines. Still can't shoot air targets though. If lost or destroyed, it'll reappear in your Warehouse in forty eight hours.



- **Modified Sakata [600CP, discounted with Turncoat]:** A spider tank of your very own! Unlike the traditional Sakata Mark-I produced in the Mechanics Terminal, this one has undergone significant upgrades and modifications. Its self-repair functionality performs much faster than the original Sakatas, and it's faster, tougher, and has raised damage output too. All-in-all, superior in every way to the original. Also comes with the technology to add Sakata self-repair functionality to other vehicles and androids, if that's your thing. If somehow lost or destroyed, it'll reappear in your Warehouse in forty eight hours.



## Convict Items

- **A-25 Roman Team [100CP, discounted with Convict]:** A set of four A-25 Romans. Romans are android soldiers protected by space-age titanium armour and equipped with pulse rifles. They're tough, they're slow, they're not very smart, but they'll carry out simple orders issued verbally or remotely as best they can. They can't fire at air targets, even stationary ones. If any androids are lost, they'll respawn in your Warehouse in twenty four hours.



- **Scout [200CP, discounted with Convict]:** An airborne titanium plated drone. Traditionally coloured orange and silver, though why anyone would want to keep such a gaudy colour scheme is beyond me. VTOL-capable and remotely operated, they carry energy weapons that are capable of attacking both ground and air targets, if you'd believe it. If you don't want to operate it personally, you can give it remote orders that it will carry out like Romans would. If lost or destroyed, it'll reappear in your Warehouse in twenty four hours.



- **A-27 Pride Team [400CP, discounted with Convict]:** This is technically a prototype available only in the Special Operations building, but we managed to sneak some out. Don't worry about who 'we' are. Worry instead about what you're going to do with four prototype android soldiers with better armour, mobility, and firepower than the traditional A-25s. They're equipped with rapid-fire pulse rifles which, unlike their predecessors, can be pointed upwards. If any are lost or destroyed, they'll respawn in forty eight hours.



- **A-28 Gladiator Team [600CP, discounted with Convict]:** Oh yeah, now we're talking! The most advanced android soldier ever built on Minerva, the



Gladiator is constructed of stronger components with much heavier armour than Romans and Prides. Their advanced pulse rifles don't fire streams of shots like the Prides' do, but they hit much harder - they're also specially designed to survive missiles from the Special Operations silos, which should give you a good idea of how tough they are. And you have four of them. Go nuts! If, somehow, any Gladiators are lost or destroyed, they'll reappear in your Warehouse in forty eight hours.

- **Mechanics Terminal [600CP, discounted with Convict]:**  The Mechanics Terminal is the most advanced iteration of the Forge manufacturing facility. It can produce anything from Romans to Scouts to Gladiators. You now have the blueprints and schematics to build a Mechanics Terminal, and all the required plans for Romans, Scouts, Phantoms, and Gladiators - if you want Sakatas, you'll have to speak to the Turncoats, sorry. The plans will reappear in your Warehouse in twenty four hours if lost or destroyed.

# Companions

All companion options can be purchased multiple times.

- **Import [200CP]:** For each purchase of this option, you can import one of your companions into the setting. They receive a background, and get the freebies and discounts for that background as normal. They receive **600CP** to spend on their own options, though they cannot take companions or drawbacks. Alternatively, you can create your own companion suited to the setting, with the same benefits.
- **Mass Import [400CP]:** You may import a full eight companions if you're willing to pay a bit more in the way of points. Each gains the benefits of the *Import* option, and any of the eight can be original companions suited to the setting, if you so choose.
- **Canon [200CP]:** Oh? You'd rather take someone with you? Sure. This option allows you to select a canon character. You're guaranteed to encounter that character in your travels, and make a good first impression, and if by the end of the ten years you can convince them to come along with you, they will become a companion for future Jumps. Canon characters made into companions this way gain the full perkline associated with their origin at the end of this Jump (eg. Beatrix gets the full Turncoat perkline, Glastondale gets the USC perkline). The sole character inaccessible with this purchase is P.
- **P [400CP]:** This purchase guarantees you'll eventually encounter P in person and make a good impression. Otherwise, same rules as the Canon purchase - if you can convince P to join you, they'll become a companion. They gain all four Drop-In perks plus the first two Drop-In items.

- **A-25 Roman, Romulus [200CP]:** Clad in space-age titanium armour and carrying a pulse rifle that dumps enough energy into a target that a human is reduced to a red splatter, Romulus is an A-25 combat android. Unlike his brethren, which are automatons through and through, Romulus has been loaded with experimental software and has developed mild sentience. Given time and experience, that sentience will grow into a full personality. The nature of Romulus' emergent personality will depend on the experiences that formed it. Romulus also has a special feature relevant to a Jumper; his chassis is unusually receptive to technological

upgrades, and he will get disproportionate benefits from any such upgrade. Also, his intelligence will persist through upgrades. No need to worry about a Ship of Theseus scenario.

- **Captain Tasha Rark [200CP]:** Outfitted with *Uniform* and a *Hackpad*, Tasha is an officer in the USC who is now at your service. You may choose freely whether she's loyalist or turncoat; as a loyalist she gains the full USC perkline, and as a turncoat she gains the full Turncoat perkline. Tasha's a big fan of sport and all physical activity, favouring rock-climbing and wakeboarding.
- **Convict Edward Shenken [200CP]:** A gentle (or perhaps just quiet) giant of a man, Edward secured control of both an *A-25 Roman Team* and a single *Scout* before meeting you. What he did to end up on Minerva is up to you. Maybe he was falsely convicted? Either way, he's a mechanical specialist, and comes with a unique ability to work with machines and technology of any kind. He can maintain anything he gets a chance to work on, and thanks to some history he refuses to talk about back on Earth he can also figure out incremental upgrades to whatever he's working on too. That includes while working on technology from other settings. Seriously, don't ask about Earth. Edward's big into all areas of mechanics; even if he's not working, he'll probably be putting together some project in a workshop somewhere just for fun.
- **Pilot Roselyn Callner [200CP]:** Trained pilot and one-woman tank crew, Roselyn is a prodigy with vehicles. She's either USC or a turncoat, and comes with a *Gröditz* or a *Phantom* depending on your choice. Unlike the rest of the lesser pilots on Minerva, Roselyn can operate any vehicle she gets her hands on, and she's supernaturally competent at it. She can also operate crewed vehicles solo with no drop in performance, somehow. On her off time (or whenever she thinks her superiors aren't paying attention, even in the cockpit of a Phantom) she enjoys reading novels, especially sci-fi. There's a reason she leapt at the chance to go to space.
- **Meditec Alexander Drake [200CP]:** Equipped with all the tools of a Medical Technician, Alexander takes great pride in his work healing the injured and repairing damaged tech. Unlike the Convict, he's reliant on his med-gun for repairing vehicles; also unlike the Convict, he can treat anything biological. Thanks to his extensive training he can, if supplied with a lab, whip up a treatment to at the very least slow the progression of just about any disease or condition that he runs into. With time to work, he might even manage a cure. When he's not healing the sick, Alexander enjoys anything that makes him use his brain, be it strategy games, chess, or puzzles.

# Drawbacks

You may choose as many drawbacks as you think you can handle. Be careful, overlapping drawbacks may be more difficult than expected.

- **Uprising [+200CP]:** You've made enemies on your own side, Jumper. If you took the USC background, the USC believes you're about to defect to the Convicts, and nothing you can say or do will convince them otherwise. Prepare to face the full might of the organisation that established Athenia. If you took the Turncoat or Convict perks, the Convicts believe you're a sleeper agent working for the USC, and nothing you can say or do will convince them otherwise. They're well supplied, and you'll still be fighting the USC too. If you took the Drop-In background, then P knows who you are and where you are, and has decided that your removal is critical to their plans. Either side may target you at any time and, as usual, nothing you can say or do will dissuade them. Incompatible with *Unity*.
- **Cold War [+200CP]:** Exotic atmospheric conditions render standoff weapons unusable. You are denied the use of over-the-horizon weapons like artillery or the ballistic missiles that Special Operations buildings can construct. You're still free to blast things within visual range, though. Incompatible with *Safe Skies* and *Low Tech*.
- **Upgrade [+400CP]:** Athenia's more advanced than you remember, huh? If you take this drawback, the enemies you face will have tech updated to match your own in complexity. This could radically alter the course of the war if one side is upgraded and the other isn't, so you'd better start giving your allies better technology too.
- **Unity [+400CP]:** Oh. Um. You seem to have made an impression. With this drawback active, the Convicts and USC know *exactly* who you are. They're also entirely willing to work together and cancel the war if it means they can destroy you and put an end to your chain. They'll be able to determine your location within a week if you manage to evade them, so you'd best be prepared to defend yourself. Incompatible with *Uprising*.
- **Safe Skies [+400CP]:** *Really* exotic atmospheric conditions render standoff weapons *and* advanced aircraft unusable. You are denied the use of over-the-horizon weapons and any aircraft more advanced than Colony's Scout Drones and Phantoms. You'll need to rely on less powerful aircraft or massed ground forces. Incompatible with *Cold War* and *Low Tech*.
- **Dogfight [+600CP]:** Mysterious anti-aircraft sites seem to pop up and vanish just as quickly. Neither the Convicts nor the USC are quite sure of the cause, but both have defaulted to assuming it's P's work, and the sites' SAMs and AA guns will knock your aircraft out of the sky just as easily as theirs. You are denied the use of any and all aircraft, though hover vehicles are still permitted, as are over-the-horizon weapons. Incompatible with *Earthquake*.
- **Earthquake [+600CP]:** Hyper-corrosive gas fills the landscape. While the settlements (and wherever you spawn, if you're appearing somewhere in the wilderness) are shielded, ground forces are not. You are denied the use of any and all ground forces, and your aircraft need to be flying at a certain minimum altitude to avoid the gas, which will eat through just about any material, even those from other settings. Incompatible with *Dogfight*.

- **Low Tech [+600CP]:** Unusual electromagnetic interference is screwing with sensors and tracking. You are denied the use of any technology equal to or more advanced than that which requires an Arsenal or Mechanics Terminal in-game. This also extends to over-the-horizon weapons. Incompatible with *Cold War* and *Safe Skies*.
- **Unfamiliar [+600CP]:** Sorry, Jumper, there was a clerical error on the Benefactor's end. You've lost all your memories from before this Jump, your out-of-Jump abilities are sealed, and you can't seem to find your Warehouse key. But hey, that's okay, right? I'm sure you can make it through ten years with just what you got from this document.
- **The Great Enemy [+800CP]:** P has taken a personal interest in you. Turns out, they've been hiding a lot more of their capabilities than anyone realised. P is targeting you directly and they have access to all the same perks you do (even from other Jumps), and have no qualms using them to assist their pawns if it means getting a shot at killing you. Why? Who knows, it's P.

# The Final Choice

Congratulations, Jumper, you've made it through your ten years. I'm sure you've got lots of stories to tell of your time here, but now it's time to go. Or perhaps not? Make your choice.

- **Go Home:** Ah, decided you've seen all there is to see? Take this option, and you return to your home world, keeping everything and everyone you've accumulated during your Jumpchain.
- **Stay Here:** … why? Well, not my place to contest your decisions, I suppose. Take this option, and you will stay in this world, and your chain will end. Maybe you made friends here or something.
- **Move On:** Places to go, people to see. Take this option, and move on to your next Jump, keeping everything you've gained so far.

# Notes

Colony can be found here on ArmorGames.

For *Force Strength Assessment*, here are some examples of Colony's unit descriptions:

- A-25 Romans: "Titanium armor. Armed with pulse rifles, but cannot fire at air targets."
- Marines: "Light armor. Armed with shock rifles and rockets, effective against both ground and air."
- Chronite Tanks: "Chronite (heavy) armor. Armed with explosive shells, but cannot fire at air targets."
- Scouts: "Titanium armor. Armed with pulse lasers."
- Snipers: "Light armor. Equipped with armor-piercing Positron rifles. Not as effective against air targets."
- Phantoms: "Titanium armor. Armed with area-damage rapid cannons."
- Mod. Sakatas: "Modified to be faster in movement, firing, and repairing."

*Force Strength Assessment* basically gives you that kind of summary for any unit you use it on.

Government perks work collectively to produce their described output. You can't abuse the *Capital* perk's +50% cash bonus within your organisation to farm infinite cash, for example; rather, your entire organisation gains a net +50% increase to financial output.

If you have the blueprints for any of the more advanced android models (Prides or Gladiators) you can convert Romulus to them at Jump-start (he'll get the disproportionate upgrade bonus from this, so he'll be better than any of his compatriot Prides/Gladiators). Otherwise, you'll need the time and resources to retrofit him accordingly.

If you have selected drawbacks with flavour about Minerva (eg. *Earthquake*), keep in mind that the effects of that drawback still apply if you're elsewhere (even if the flavour doesn't). No free points just for staying on Earth. Also, none of the flavour will carry over to *A Slice of Minerva*, so you don't need to worry about contaminating it with horrible gas or whatever.

Changelog:

**13th September 2021**

- V1.1 finished: Fixed references to Turncoat background in Convict items, and references to leftover Hero background in USC items. *A Settlement of your Own* buffed to grant a free 600CP item when purchased.

**13th December 2022**

- V1.2 finished
- Added *Capital*, *Collective*, *Militant*, and *Sovereign*, as perks based on the game's selectable government types
- Added *Cold War*, *Safe Skies*, *Dogfight*, *Earthquake*, and *Low Tech* drawbacks based on the game's multiplayer modifiers, and bumped *The Great Enemy* up to +800CP
- Added companion characters including the *Roman*, the *Captain*, the *Convict*, the *Pilot*, and the *Meditec*
- Added a bunch of images which this doc was sorely missing

# Unit Glossary

Sorted by production building.

## Governments

Governments are selected before a Colony match begins and determine your resource generation rate, as well as providing a unique boost. These are what the Government perks are based on.

**Capitalist** - 5 cash, 3 manpower, 2 energy, 0 influence - Resource-production tasks in buildings complete 20% faster.
**Communist** - 4 cash, 4 manpower, 2 energy, 0 influence - Gain cash and influence when killing enemy units.
**Fascist** - 4 cash, 2 manpower, 4 energy, 0 influence - Buildings and units are constructed faster.
**Monarchist** - 3 cash, 2 manpower, 3 energy, 3 influence - No unique perk, but the only government to produce influence, which is normally only generated by holding ground.

For scale, a marine is 2 manpower, and a basic Tier 1 tank is 5 cash and 10 manpower. Tier 3 hover tanks are 30 manpower and 10 energy.

## Outpost/Barracks/Arsenal

This building chain spends manpower and cash, and eventually at the Arsenal level needs energy for its two Tier 3 units. It can generate manpower in small quantities.

**Marines** - Basic human soldiers with shock rifles and anti-air rockets. Used as a counter to enemy air rushes.
**Chronite Tanks** - Ground-to-ground unit with armour resistant to the small-arms of Marines and Romans. Slow. Used as a counter to infantry rushes.
**Snipers** - Long ranged infantry. Fragile. Good at killing tanks.
**Gröditz** - Bipedal walker with chronite armour and a pair of machine guns. Can target both air and ground units, but needs an Armory building in-game.
**Hover Tanks** - Improvement on chronite tanks. Faster, higher damage, tougher, etc.
**Black Queens** - Air units, most powerful Outpost-line unit. Extremely deadly air-to-air missiles and air-to-ground bombs, though with a slow fire rate on the latter. Very heavily armoured, resistant to missiles, slow.

## Forge/Manufactory/Mechanics Terminal

This building chain spends energy in large amounts, and cash and manpower in smaller amounts, with units at all three Tiers that can be built using *only* energy. It can generate energy in small quantities.

**A-25 Romans** - Basic android soldiers with pulse rifles. Effective in large numbers against ground forces, but cannot attack air units at all.

**Scouts** - Basic air unit. Effective in large numbers against most things. Can attack both air and ground units.
**Phantoms** - Gunships, only able to target ground units. Very effective counter to ground forces but completely incapable of harming air units.
**Sakata MKIIs** - Opposite of Phantoms. Ground units that are only able to target air units, but very good at it. Capable of self-repair.
**Sakata MKIs** - No anti-air gun but an effective anti-ground weapon. Self-repairing, versatile unit.
**A-28 Gladiators** - Android soldiers, most powerful Forge-line unit. Less strong individually than Black Queens but far cheaper and so can be fielded in larger numbers. Less effective against air than ground but still capable of attacking air units. Missile-resistant, tough, high damage output.

## Special Operations

This building expends huge amounts of cash or energy for its missiles, or influence for special units. It can also generate small amounts of influence, and is the only building to do so.

**Far Snipers** - Advanced Sniper variant with much longer range (you can snipe the enemy base from the first 25% of the map) but slower fire rate and incapable of targeting air units.
**A-27 Prides** - Missile-resistant androids with high-fire-rate pulse rifles. Can target air and ground units. Mid-ground between Romans and Gladiators.
**S-Marines** - Only deployed as part of a Special Forces Team option, superior parameters to normal Marines.
**Missiles** - Cost large amounts of resources, do enormous amounts of damage to anything not marked missile-resistant in-game. No range limit: fired from your base, they're capable of striking the opponent's base.

## Hospital/War Sanctum

This building uses manpower to produce its Meditecs and influence for its two vehicles. It can also produce large amounts of manpower.

**Meditecs** - Basic medic unit. Heal others. Fragile and unable to attack.
**Saints** - Airborne unit with limited self-repair tech and powerful air-to-air weapons.
**Sphinxes** - Composite-armoured anti-tank unit, less effective against infantry, more effective against armour.

## Power Plant/Solar Generator

This building uses influence for its special Sakata. It can also produce large amounts of energy.

**Modified Sakata MKI** - Faster self-repair, higher damage, require a different resource to produce compared to normal Sakatas.

## Armory

This building produces large amounts of cash, manpower, or energy, and can expend influence for its special Phantom. It is required for construction of the Arsenal or Mechanics Terminal.

**Modified Phantom** - Superior parameters to the original Phantom, though it requires a different resource to build.