Personal StarCraft Terran Route

Not for the drive

Welcome to the Koprulu Sector. Many years ago a small fleet of four human colonising supercarrier spaceships had their navigation system malfunction and ended up far from where they were meant to go, nearly sixty thousand lightyears from earth. These ships had been filled completely with 40,000 prisoners by the man who had organised the expedition. When these ships finally crashed on their respective planets, killing all the passengers of one of the ships, it took another 60 years before they could create second-generation warp drives that let them re-establish communication with one another. Luckily the ships had come supplied with fertilised eggs, embryos, and cloning technology, ensuring the population could quickly bloom.

The Confederacy was formed from these remains in 2323, led by the Old Families; the families of the commanders of the first supercarrier. This government was as ruthless as it was corrupt, and quickly expanded. Wars were fought over the abundant resources on various planets, later known as the Guild Wars. It was only later in 2487 that the Terrans would encounter the alien species that would come to be known as the Zerg, which the Confederacy quickly covered up. Two years after, the Guild Wars came to an end. You will potentially be starting around this time, as the rebellion against the cruel Confederacy is just starting in a big way, or a decade later when they begin to fall and are replaced by the equally corrupt Dominion led by Emperor Mengsk.

Take **1000CP** to spend in the jump below.



Origin: Pick your age for free, or roll 1d20+16. Choose your gender.

Civilian - While the sector is a war torn space filled with marines, criminals, and politicians, there are still the many civilians that make up much of the population. The faceless masses that try to live their lives the best they can. You are one of these many.

Scientist - There is much to study and much to learn from this galaxy. You make it your business to explore these avenues. From advanced technology to alien biology, there are many routes you could choose to specialise in if you so chose. Technological advancements may be one of the only reasons terrans are able to weather the storm that is coming.

Marine - You will be entering this jump as one of the many terran soldiers present within this universe. There are multiple different factions which means who your allegiance lies with is something you will need to decide. Expect to see combat in some form at least once during your stay here. It isn't a peaceful universe.

Commander - The most powerful Terrans in the Koprulu sector are not those who are personally the strongest but rather are those who control the most forces, and put them to use in the best way. Those people whose words can topple worlds. You will be starting off as a relatively new and upcoming commander. A magistrate or upcoming politician. With time and the right friends you may be able to rise up to positions of great power.

Convict - Rather than an upstanding member of society, you will be starting out as a criminal. Wanted by the law, you will either have to serve your time, an awful prospect under the current government, or spend your time on the run. It is possible to make yourself liked enough the Confederacy or Dominion would rather put you to use for themselves rather than imprison you. The Fringe Worlds will be an ideal place for you.



Timeline: Choose when you will be starting in this world.

2489: The Start of the Rebellion - A full decade before the advent of the Great War between the Protoss and Zerg, with the terrans unfortunately caught in the middle. This is when Arcturus Mengsk's father declared Korhal Independent from the Confederacy and is consequently assassinated along with his close family by a trio of ghosts, a young Kerrigan among their number. Afterwards Arcturus Mengsk would take over leadership of this rebellion and start the Sons of Korhal. During this decade you would likely see no hide nor hair of any Protoss, and few Zerg.

2499: The Great Wars - At this point you would be starting just at the start of StarCraft 1, as a new colonial magistrate takes over Mar Sara. Soon the Zerg would invade, leading to a series of events that ends with the Magistrate and a young Marshal called Jim Raynor joining the Sons of Korhal. The Protoss show up and purify the planet not long after. This is just the start of a conflict that will be waged on and off for the next decade. Zerg and Protoss fight each other across space with Terrans caught in the middle, all the while themselves fighting among themselves for control over the sector. It would finally end in 2508 with the death of the Dark Xel'naga Amon, and with Valerian Mengsk as leader of the new Terran Dominion.

2504: The End War - By choosing to start at this point in time, you will be skipping the beginning of the Great War. The Brood Wars will be a thing of the past, the zerg having retreated into silence nearly four years prior. In this time Emperor Mengsk has secured his position as Emperor of the Terran Dominion. This fragile peace is not to last. The Queen of Blades has begun to move again. She has finished marshalling her strength and now she aims to cut a swathe across the sector. Meanwhile Narud works in the shadows to resurrect his dark master using a strange Xel'naga artifact. The Protoss continue to gather their strength on Shakuras in the hopes of soon taking back Aiur from the Zerg. All the pieces are in place for the End War to start soon.



Locations:

Core World - The Core Worlds were thirteen planets within the Koprulu sector colonised and ruled over by the Confederacy. These are not the only planets inhabited by the Terrans, nor were they the planets at the center of Terran space. Rather, these were named as core worlds simply because they were the ones considered the most important. The zerg would lay waste to the majority of these planets during the Great Wars. Several of them would be destroyed by the Terran's own hands. These planets include Char, Mar Sara, Tarsonis, and Korhal.

Fringe World - The Fringe Worlds, much as their name would imply, are the collection of terran worlds that form the frontier of terran space. The inhabitants of these worlds are generally poor and poorly educated. Despite this these worlds are usually rich in resources. They simply lack the methods to profit from them. When the Zerg invade, these worlds are largely abandoned by the Confederacy and Dominion.

Aiur - Homeworld of the great Protoss race, and a world that few terrans will ever step foot on for decades. Appearing here will raise more than a few questions among the Conclave that lead this alien race. However it may also give you a chance to avert some of the atrocities committed in the name of destroying the zerg. Unless you appear during the End War, this is an Aiur that is not yet ravaged by the actions of the Zerg swarm.

Space Station - You will be starting not on a planet but on one of the many space stations that float around Terran space. You will have limited space and probably few current crew mates, but you will also luckily have the advantage of having close and immediate access to some form of spacecraft. Where exactly you are in Confederate space is random, but a habitable planet won't be too far away.

UED Expedition - Rather than starting immediately in the Koprulu sector, you are instead starting stationed on one of the ships owned by the United Earth Directorate who are on their way to the Koprulu Sector to take over control of the Confederacy in the wake of discovering the existence of alien races. If you are starting in 2489, this would instead be a small scouting force meant only to keep abreast of the goings on of the Terrans. If you start in 2504, this will instead start you off among a group of remnant UED members.



Perks:

General

Proper Gene Pattern [200]
A select few terrans have the right gene patterns that allow them to retain their intelligence even after being infected by the zerg hyperevolutionary virus. Kerrigan would be the poster child for this, able to retain all her cunning and intelligence, putting it to use to lead the swarm across the sector. Like her and Stukov, you share this kind of gene pattern. Should you be infested by the zerg, or other similar types of infestations, instead of turning into a mindless husk you would be able to maintain your intelligence. Not a death, but a rebirth into something different.

Telepath [200]
There are multiple levels to Terran psionic abilities. This is the very first level at which point you could call yourself a psionic *user* rather than someone who simply possesses psionics. Telepathy; an indication that you are rated at 5 on the PSI index. With this, you are able to read the thoughts and emotions of those around you. You would also be able to return the favour, projecting your thoughts to others. This range could expand for miles around. Naturally, the stronger your psionics the stronger your telepathy will be. A PI 10 would be able to glean snippets from other ghosts minds without meaning to. Teams of ghosts would coordinate with each other using telepathy to great affect.

Rare Psionics [400]
The abilities used by psionic humans are not all the same. While telekinesis, telepathy, and so on are incredibly standard psionic abilities, there are some abilities shared only by a select few. These abilities aren't a matter of raw power, but rather strange and different psionic abilities altogether. Colin Phash was the only known psionic user to be able to astral project himself. The ability to use pyrokinesis was similarly an incredibly rare talent, as was technopathy. Few people manifest these kinds of special psionic abilities, but you are one of those few. You have one or two select rare psionic abilities, which sets you apart from the standard ghosts. The Dominion and Confederacy would be very interested in these abilities, and may not be the nicest in their testing of them should they be exposed.

Psionic Nova [600]
You are what some would refer to as a 'Teek'. On the Psi Index you would rate a full 10. This is some of the highest levels of psionics possessed by a Terran, rivalling the likes of Nova Terra and Sarah Kerrigan. This is already higher than some protoss, but still lower than the majority of them. Functionally, this means that as well as being able to sense other psionic energy, you are also able to use both telepathy and telekinesis easily. The former would allow you to sense and affect the minds of those for great distances around you. The latter would allow you to lift almost a ton of weight without much difficulty. In general your psionic abilities are more powerful than most other ghosts. It is interesting to note that telekinesis in Terrans manifests in slightly different ways than that of the Protoss.

Civilian

SCV Ready [100]
During the days of the Confederacy, choosing to be a SCV miner was an alternative to signing up to serve in the military. As such, there was no shortage of volunteers. For you that time has come and gone. You have served your time working with an SCV rig. Over that time you grew pretty experienced with mining. With that experience came a talent for spotting the signs of ores and finding weak points in rock. This on top of a general level of competence in using those kinds of walker vehicles.

Friend To All [100]
There were a few terrans who were exceptionally good at making friends with alien races, and those who were incredibly different from themselves. Raynor, for instance, was able to make fast friends with multiple Protoss from different tribes. His bunch of misfit raiders had a wide variety of people within, all who respected him to some degree. You yourself are a rather likeable person. Others are able to see your good qualities well, and so making friends has never been too difficult for you, even among aliens.

Archaeologist [200]
As an archaeologist in the Koprulu sector, you make it your job to find and study ancient and alien cultures. When Terran's first arrived here it was noted that the sector had been artificially seeded with life, though by who was a mystery. As the Terran empire expands outwards, they are going to start encountering more aliens, and more alien ruins. As a frontrunner in your field, you have always been good at understanding these sites, of figuring out where the entrances are, how to open them, and how the creators thought.

Non-Addictive Personality [200]
There are many addictive substances in the Koprulu Sector. From Terran drugs like Hab and Turk, to exotic chemicals like Terrazine and Sundrop. It is all too easy to get hooked on one of them. You've been around the block. At some point in the past you were, willingly or not, subjected to one such drug and were forced to wean yourself off of it. As a consequence of this you have found that you have built a bit of an immunity to addictive substances. Stopping yourself from taking more and bearing through the withdrawal symptoms, while still not pleasant by any means, is entirely within your power.

Doctor Doctor [400]
Sadly, despite what the games may portray, healing wounds is not quite as simple as pointing some advanced technology at someone and they magically get better. Proper field medics are able to keep marines in the battle by using their equipment for fast on-site surgery. Marines sometimes refer to this as using a glorified staple gun. If you wish to focus less on killing and more on saving your teammates, this may be the path for you. This is a full course of doctors training. While you may not be getting into the specialised stuff, you can patch up your friends in battle no problem. Outside of battle you should be able to treat them well enough that they aren't covered in massive scars.

Seeds of Rebellion [600]
With governments as cruel and corrupt as the Confederacy and the Dominion, it is little wonder that the seeds of rebellion slowly spread among the populace. This was helped in no small part by a few members who wished to incite them. It can be hard to get people to openly throw off their oppressors, for fear of retaliation. You, however, have a particular talent for fanning those flames. Whether overtly or covertly, you are great at inciting people towards rebelling. You may not lead the resistance, but you certainly make good progress at spreading it.

Scientist

Skip the Queue [100]
Once your name is known throughout the various societal circles, be it as a warrior or a scientist, or something else entirely, you are often one of the first picked to work on whatever interesting pops up. You are no Jake Ramsey; picked from the bottom of the barrel after numerous other teams have had a shot. This has both good and bad sides. You'll be one of the first to see interesting new projects, but you'll also potentially be working with little-to-no information to go off of.

Stir Crazy [100]
Studying alien technology on alien planets can, surprisingly enough, be unnerving. It isn't unknown, or even particularly unusual, for archeological teams to go a bit crazy after spending weeks on a site. You are made of sterner stuff though. While these alien constructs may creep you out, it isn't enough to fray your nerves. Maybe you are slightly odd in your own right, because they just don't seem to faze though.

Too Valuable To Kill [200]
Sometimes, despite being in direct odds with another faction, you are simply too important for the enemy to kill you. Your enemies, if they have you helpless, will often hesitate to finish you off. Instead they will put their efforts into making you join their cause. Your value to them alive is far more than if you were dead. This courtesy will only extend so far, so if you repeatedly refuse their 'generous' offer they may decide that you really are better off gone altogether, if you won't join them.

Transforming Technology [200]
One thing that Terrans have proved themselves adept at is producing machines that are capable of rapidly transforming into something else. Their vehicles are fluid not just in movement but also in structure. Vikings can shift their entire structure mid flight to transition from flying anti-air to sturdy anti-infantry. Siege tanks can swiftly bunker down to act like artillery units. Similar to this, you are rather talented when it comes to creating transforming technology; at making technology that can swiftly change forms and possibly purpose.

Swann Song [400]
While some scientists explore what is possible with science, you focus more on what technology already exists. Physics and biology isn't your language, technology and machinery is. You are one hell of an engineer. You were born with that same spark of talent that Rory Swann was. Building, maintaining, and even modifying machines comes naturally to you. Unlike Swann, you aspired to be more than a simple miner, and have made a point to learn as much about Terran machinery as possible. While you don't know the exact blueprints to all the various gadgets, you know roughly how most of them function.

I'm A Scientist [600]
You are a true blue genius. You don't just know science, you live and breathe it. The things that you could make, with a chance to study the technological marvels of this universe, would be scary to think about. You have a particular talent for reverse engineering advanced alien tech. Stetmann himself would eventually go crazy from Terrazine exposure and create an army of mechanical robots who were near replicas of the Zerg swarm, using both Terran and Protoss technology.

Marine

Basic Marine [100]
If there is one universal constant in Terran warfare, it is the use of marines. Every faction makes use of them, from the giants that are the Confederacy and Dominion to the small militia and pirate groups. If you want to be a soldier, you need to know how to know how to fight. Taking this gives you the basic weapons and battle training that any marine would have. This includes knowledge of how to care for and use your powered combat suit, and how to aim your gun well enough to hit in the general direction you were wanting.

Muscle Dude [100]
Those Terrans who entered the military who were considered too weak or scrawny, rather than being rejected from the marines, were subjected to a course of stimulants and steroids. Possibly due to the ease of access of these kinds of stimulants, and the number of terrans who were marines, many terrans are hunks of solid muscle. Your body is similarly muscular. This could take the form of the sheer mass of muscles that was Tychus, or something more condensed like Raynor's physique.

Damn Fool Courage [200]
It takes a lot of courage to hold the line as endless legions of zerglings bare down on you. It takes courage to go against a powerful government that controls most of Terran space. It takes courage to decide to face down the Queen on Blades on her home turf. You have courage in spades. This is the kind of courage that could let you do something truly special, willing to do what others wouldn't dare try. Even the Dark Templar Zeratul commented that he had learned to never give up from the Terrans.

Eagle Eye [200]
While the Protoss tend to like getting close and personal with their psi-blades, most terrans tend to prefer slightly more ranged weapons. Ghosts especially will tend to use long ranges weaponry for sniping. This is a position that would suit you well, jumper. You have the kind of eyes and steady hands needed to make a shot from hundreds of meters away. Combine that with a superb aim and you make a fantastic sniper. While a gauss rifle is notably harder to aim due to the recoil, you are nonetheless good with that too.

Hotshot Pilot [400]
Piloting a Viking is an incredibly hard and risky job. Accidents are not uncommon and can easily lead to the death of the pilot. But that mainly only happens to the inexperienced or careless. And you are neither, not when it comes to flying. You might even be one of the best in the fleet, though a single pilot can only make so much difference when faced with the insurmountable foes that the Terrans have. Still, you may wish to choose to fly something like a wraith, whose controls feel less like they are trying to fight you every step of the way.

Ghost Training [600]
Both the Confederacy and the Dominion made it a point to induct any known psionic user into the ghost program. Aside from the psionic aspect, Ghosts were also rigorously trained in combat. This included targeting shooting, close combat, and vehicular expertise. With their extraordinary powers, they were required to be able to control them. And with that control came training such that they could also defend mankind. Luckily, given the nature of how varied ghost abilities are, the training is also damn useful for even those without any psionic ability. It is meant to produce the best soldiers after all. You have gone through this training and passed with high marks. Nearly the top in fact. If you have psionic powers, you will find yourself with a solid control over them. If you lack them, you will simply be an incredibly skilled combatant.

Commander

Proper Politician [100]
War is not the only battlefield. As a leader you may find yourself in the battle of public opinion as often as fighting the Zerg or Terran pirates. Given how closely the militia is tied to the government, it is almost an inevitability that you will be forced to deal with politicians and bureaucracy. As such you have made it a point to make yourself familiar with that side of things. You are good at negotiating with people, and getting on their good side. You'll know how to spot a play being made against you, and potentially see how you could wiggle your way out.

Your Own Merits [100]
When Valerian Mengsk was trying to recruit members to his faction, one thing he struggled with was dealing with being in the shadow of his father and all the acts that he had committed. He was judged not for who he was but for who he came from. That isn't to say that it didn't have its benefits, but it also naturally comes with its own downsides. In future you will not have that kind of problem. Rather than be judged by who you came from, you will instead be judged by your own actions. This effect can be toggled. Sometimes throwing your family's weight around has its benefits.

That's The Commander I've Been Waiting On [200]
While Mengsk was corrupt to the core, he was undeniably as charismatic as he was conniving. This was helped in no small amount by a massive continuous propaganda campaign. Jim Raynor also had a strong charismatic air to him, allowing him to draw many allies to his side. Whatever it is that has this effect to pull people into their orbit, you have it too. People are simply drawn in by your words, willing to put their faith in you. This also comes with a talent for giving impressive impassioned speeches. All the better for raising morale.

Fake Thoughts [200]
Telepathy is not perfect. It can be blocked if you have the right know-how and tools. Less known is that it can also be fooled, by the person thinking false thoughts. Corbin Phash was someone who had developed such a talent after extensive practise with his son. Sadly the technique isn't perfect and a particularly powerful telepath may be able to detect something is wrong. But either way you have gained this particular skill, able to hide your true thoughts behind a set of fake broadcasted ones. Of course, with this skill comes the somewhat easier ability to hide your thoughts altogether. A necessity for the original skill lest you broadcast two sets of thoughts in parallel. This skill would be particularly useful in hiding from government sent ghosts.

Friends In High Places [400]
To quote the head of the Ghost Academy: "You think the 'rules' actually apply to powerful people?". Knowing and being close to people of substantial power opens up many doors that would have otherwise been shut. It could get your son into a prestigious academy they don't qualify for. It could let you skip the punishment for otherwise problematic behaviour. You know some of those people. Each jump you will find yourself connected to someone rather high up on the political or societal ladder. Not the very top, but not far down either.

Fields Of War [600]
Perhaps the most important skill a commander can have, yet one of the hardest to obtain, is being good at leading your troops. You don't just need to be able to order them around, you need to be able to use them well enough to win the battle. Horace Warfield was a brilliant tactician, so much so that he was able to lead multiple assaults on the Zerg and come out the victor each time. Perhaps you have been his understudy for the last few years, as you have inherited this tactical genius. With your talent for coordination and strategy, you will quickly find yourself working your way up the ranks of command. One day you may even reach commander-in-chief.

Convict

Liar For A Living [100]
Lying is of limited use in a universe where psionic users can read your mind. However, with how rarely you will encounter any kind of psionic user, being adept at lying yourself blind is still a valuable skill. Your ability to tell tall tales with a completely straight poker face could let you get out of a pinch. Either from the cops or with whichever group of pirates that you have managed to get involved with.

The Hacker [100]
Hackers are surprisingly rare among pirates. Hackers that can crack governmental level code would be invaluable to the big salvage and pirate groups. In a world where a lot of money is electronic, being a skilled hacker could easily earn you a quick fortune, provided you can avoid getting caught. You will be starting off this jump adept at breaking encryptions, hacking security protocols, and generally running circles around computer systems. Who knows what secret you may find out, should you find the remains of an Adjutant?

Open Eyes See More [200]
Memory wiping and neural resocialization are known and well used technologies. Ghosts especially were frequently wiped of their memories of select missions, and some marines would even volunteer to have it done to avoid mental conditions. However, after Gabriel Tosh was hit by a powerful psionic blast on a mission with Nova his mind was left altered. No longer could his mind be altered or wiped clean. Like him your mind has similarly been changed by a psionic accident. If you wish, you can also gain the milky white eyes that Tosh gained along with this.

Seeking Snitches [200]
When among a den of thieves, it is standard to expect dishonesty and disloyalty. Honour among thieves, while a nice idea, doesn't quite shape up the same way in reality. After being burned a few too many times yourself, you have developed a knack for sniffing out traitors and snitches. Those who would seek to subvert your goals or faction. In a sector filled with criminals and those only out for their own self interest, they are in no short supply. Some of them may even have ties in high up places, bribed to keep the government up to date with local happenings.

Blind Luck [400]
As sad as it is to say, no matter how skilled you are, ultimately luck still plays a large part in how well you will do in this sector. A single unlucky day can easily lead to the downfall of corporations and governments. An unlucky battle can lead to the loss of entire planets to the Zerg. You have the luck of the devil himself though. Things often seem to end up taking a turn for the better for you. Even if you are forced to flee from overwhelming odds, you'll more than likely get out mostly intact. Perhaps from a lucky save from some much needed reinforcements.

Ghost In The System [600]
You are incredibly good at avoiding and evading notice of the government. They would struggle to catch you despite their seemingly tight control of most facets of society. Keep your head down and you might be able to escape their notice even if you stayed in one place for years. If you wish to be slightly more active, pulling off heists and making quick getaways would be a simple matter. Stealing a top secret Dominion project? They wouldn't realise for days. Breaking into broadcasting stations to spread your own damaging propaganda? Doable, if slightly more challenging.





Forces: *You receive a stipend of 300 CP to spend here alone. The standard purchase gets a group of followers. You can trade this for a single elite unit who follows as a companion. This single unit will generally be far more experienced and equipped with better equipment. Munitions expended will be restocked within a week. With any vehicle you buy, you will also gain the exact schematics to produce more.*

Infantry:

SCV [50]
The Space Construction Vehicle is the worker backbone of Terran society. With their claw utility clamp in one hand and power drill in the other, they are able to mine resources, construct and repair structures, and provide field repairs to vehicles. Their on-board display provides real time 3-D topographic mapping. You may be surprised to learn that an SCV is nearly as big as a Goliath. You will be receiving a group of ten SCVs. The first purchase is free.

Marines [50]
The mainstay of Terran forces. Marines make up the vast bulk of the human military might, clad in CMC 300 power armour and armed with a C14-Gauss rifle. Their sustained fire can shred through most things outside of the Protoss shields. Common life expectancy for Marines in combat is usually measured in seconds. You will be receiving a company of twenty marines.

Marauders [100]
The Marauders are typically clad in thicker armour than marines. They are usually deployed as support for marines to combat heavier targets with armour piercing punisher grenade launchers. These munitions are particularly useful against buildings and armoured targets. They can use concussive shells to create temporary gravity warping effects in the vicinity of their grenades, impairing ground forces. You will receive a squad of five Marauders.

Firebats [100]
If you wish to engage in close quarter combat, the Firebat is the soldier of choice. Equipped with dual mounted Perdition flamethrowers, they unleash twin streams of flaming plasma on anyone who gets close. They are particularly valuable when facing waves of zerglings. Typically only resocialized criminals or pyromaniacs would use these suits. You will receive a squad of four Firebats.

Medics [100]
In an effort to increase marine life expectancy, medics were introduced to the front lines. Most medic volunteers ended up being female. They raised life expectancy to nine whole seconds. Clad in armour similar to that of a marine, they also come equipped with a large shield stocked with trauma gear for on-site surgery. They also come with flash grenades to limit enemy targeting. You will receive three of these medics.

Reapers [100]
These troops were mostly made up of criminals that were resistant to resocialization. Risk-addicted jetpack soldiers, they would often spend their time moving up and down cliffs to hit the enemy from behind unsupported. As mentioned, they come equipped with a large jetpack on their back that allows them to easily traverse small cliffs. They make use of two gauss pistols, and usually are carrying several explosive devices such as G-4 cluster bomb and D-8 Charge. You will receive a squad of five of them.

Ghost [150]
Arguably the best of the best, the Ghost and Spectre programs are made up exclusively of terran psionic users. With their long and harsh training, ghosts are often employed as assassins. They get in close fast, kill with a single shot to the head, and then melt away without a whisper. Ghost gear is some of the most advanced equipment engineered by Terrans, including a Hostile Environment Suit with built-in cloaking device, and a C-10 Canister rifle. Their headgear provides enhanced sight and includes a targeting system. The Spectre program was an off-shoot of the Ghost program that experimented with enhancing Terran psionics with Terrazine, but was discontinued as the subjects often displayed negative psychological side-effects. You will receive a squad of three Ghosts, or alternatively three Spectres.

Ground Vehicles:

Hellion/Hellbats [100]
Individually both the Hellion and Hellbats were formidable machines. When they were fused into a single vehicle, this was only amplified. Equipped with a large flamethrower, in hellion form this vehicle makes the ideal hit-and-run machine. With its treads it quickly gets in close to ignite its target and high tails it away from danger. On command the hellion can switch from car to walker, the flamethrower turning into a short range napalm spewer, its stream wider and more intense. You will be receiving a squad of three hellions.

Vultures [100]
The Vulture is in essence a one-person hoverbike. They would speed ahead of Confederate forces to act as scouts and would wreak havoc on supply lines. On either side of the vultures frame is a frag grenade launcher which they use to devastate infantry. Later models also come equipped with Spider Mines. These mines burrow out of sight when deployed, only to burst out of the ground and launch themselves towards any enemies they detect nearby, exploding on impact. You receive a squadron of four vultures, each with a full supply of spider mines.



Widow Mines [150]
The Widow Mine was based on the designs of the spider mines typically deployed by vultures. Like the Spider Mines, it is a small quadrupedal robotic drone, half the size of a marine in armour, that buries itself underground. Unlike the Spider Mine though, this mine does not blow itself up. Rather, once it senses an enemy, it deploys a short ranged Sentinel missile to destroy the target with its fragmentation warhead. The state-of-the-art IFF designator prevents friendly fire. You will receive a group of four Widow Mines.

Cyclones [150]
Developed by the Dominion, this underwent many iterations before ending up as the human-piloted mech it is. Originally designed to be piloted by AI, they were eventually replaced by human pilots whose unpredictable creativity the AI's couldn't replicate. The cyclone works by locking on to a specific target and launching a seemingly endless stream of missiles at them, even while still on the move. This ability to lock on and move while firing means it is difficult to escape a Cyclone's fire. You receive a squad of three.

Goliaths [150]
Possibly one of the oldest types of war machine still produced, the Goliath were in use prior even to the Guild Wars. A testament to how useful they are. Designed to lay waste to both air and ground, the Goliath comes equipped with twin autocannons for targeting enemies on the surface. Above these autocannons are a pair of long ranged Hellfire anti-air scatter missiles. As a walker type machine, it boasts impressive maneuverability. You will receive a squad of two Goliaths.

Warhound [150]
This type of unit is primarily used in the defense of high-security installations. Standing at three times the height of a decked out marine, the Warhound wields a large DPF Railgun, capable of firing slugs at 3,000 meters a second. To go with this, they had a shoulder mounted rack of missile launchers filled with Haywire anti-armour rockets. The Warhound comfortably fulfilled the role of anti-armour. You will receive a group of five of these walkers.

Diamondbacks [150]
Not all projects get carried to completion. The Diamondbacks were developed by the Confederacy during the Great War. Unfortunately they never got past the prototype stage and were abandoned. Despite this, they are still formidable machines. As hovering vehicles they can maintain a fast speed regardless of how treacherous the ground is. For weapons they have two eviscerator rail guns installed on their top. Like the Cyclone, they can fire these even while on the move. You will gain four of them.

Siege tanks [200]
True to its name, the siege tank is a 60-ton mobile artillery platform. Designed with dual-mode deployment, this vehicle can quickly switch between tank-mode and siege-mode. While in tank-mode it functions as mobile artillery, using its twin plasma cannons to destroy its targets. When changing to siege-mode it deploys stabilising legs to lock it in position while switching to a long ranged 180mm shock cannon that fires superheated tungsten rounds which obliterate anything they hit. You will receive two of these tanks.

Thor [300]
The Thor is a hulking walking tank covered in composite neosteel-ceramic plating and bristling with multiple powerful weapons. It's thick armour allows it to withstand immense amounts of damage, while it's four arm-mounted particle cannons evaporate their targets with the most powerful payload of any terran ground asset. Sometimes the Thor can be equipped with a 330mm barrage cannon to act as a siege weapon. Not just limited to fighting ground forces, the Thor also comes armed with four impressive punisher cannons and Javelin missile launchers which would tear through aerial foes. You will receive two of these behemoths.

Mechanic Zerg Brood [400]
While the Zerg were a biological swarm that slowly swept over many terran worlds, the Terrans did find some uses from them. Mechanical versions of the Zerg were built for combat simulation purposes, mainly seen within the Ghost Academy. Primarily this force was composed of robot zerglings, hydralisks, and defilers. The defiler's plague ability was substituted for flammable gas that induced paralysis. These robots were capable of learning and adapting to their opponents. Stetmann would later make great strides with this technology while insane from Terrazine and integrated protoss technology with them. You have come into possession of a small group of these mechanical zerg. This includes several dozen zerglings, a dozen hydralisks and roaches, and a single ultralisk.

Aerial Vehicles:

Medivacs [100]
The G-226 medical transport, otherwise known as medivac, is the combination of a drop ship, and the most advanced medical triage station in the sector. It has a gravity tude for quickly loading and unloading people single-file. It could comfortably fit a dozen marines inside. This gravity tude is strong enough to pick up, and transport, an entire Thor if need be. It's afterburners allow it to get into and out of combat incredibly quickly. Inside the ship is critical care facilities and a trauma bay filled with highly skilled medical professionals. They make use of laser scalpels, auto-sutures, regenerative nanomachines, and pain suppressing drugs to get soldiers back on their feet and in the field. You will receive three of these vessels.

Wraiths [150]
While the Wraith was made somewhat obsolete from the development of the Vikings and Banshees, it still serves its purpose in combat. It is an incredibly fast single-crewed aircraft capable of targeting both ground and air units with its burst laser. For air combat specifically it comes with two gemini air-to-air missile launchers. Each Wraith comes with a cloaking device capable of rendering the craft invisible. It is because of this that it became known as a phantom killer. You will receive a squad of three.

Vikings [200]
While some Terran vehicles can switch modes, none do quite as extreme a change as the Viking. The Viking is an aircraft that is able to drop to the ground and instantly switch into an armoured walker. While in the air it is an incredibly valuable anti-air unit, often used in the frontlines armed with its extensive array of missiles. Squadrons of vikings can even take down capital ships. When they transform into assault mode, they instead deploy two sets of gatling guns to shred enemy infantry. Competent Viking pilots are rare, by virtue of the stress transforming puts on their bodies. Some later Dominion versions would start employing AI's instead of Terrans as pilots. You will receive five Vikings, a typical squadron.

Banshees [200]
The AH/G-24 tactical-strike aircraft is an extremely effective air-to-ground attack bomber. Sadly this craft is one of the few that are not spaceworthy, although the cabin is sealed and comes with life-support. Despite this, it's twin VTOL turbofan engines and rotary fantail allow it great maneuverability in atmosphere. When engaging targets, the banshee will unleash a barrage of plasteel lined warheads capable of burning through heavy neosteel plating. Much like the Wraiths, the banshee comes with a cloaking device to fly undetected though it cannot keep this up permanently. You will receive a squad of three.

Science Vessels [200]
Originally the Science Vessels were meant to simply be mobile research stations, as their name would imply. However the Confederates began using them for their advanced sensor arrays. This was especially useful in uncovering burrowed zerg and cloaked protoss. These were then later equipped with large EMP Shockwave generators for disabling shielding and electronics. A defensive energy-field matrix was developed that could be projected around friendlies to absorb incoming projectiles. Continuing in its role as support, Science Vessels have been upgraded to carry nano-repair bots to fix allied mechanical units. Not completely defenseless, this vessel is capable of shooting a high energy particle beam to irradiate enemies with highly damaging energies. You receive a squad of two of these.

Ravens [200]
Similar to the Science Vessel, the Raven fulfils a primarily support function among the Terran forces. But where the Science Vessel worked by helping it's allied forces, the Raven works by producing tactical defensive robots using its onboard manufacturing plant. This manufacturing plant produces defensive 12mm auto-turrets, point defense drones, and laser guided seeker missiles. Like the Science Vessel, the sleek Raven design incorporates sensor arrays that allows it to detect cloaked and burrowed beings. You will be receiving a squad of two of these aircraft.



Battlecruisers [600]
When you think of Terran spacecraft, perhaps the most iconic, and certainly most powerful, is the battlecruiser. There are many varieties of the Terran Battlecruiser but the most common type deployed is the behemoth class one, though after the Dominion rose to power it began to be phased out in favour of the Minotaur class. The Gorgon class Battlecruiser was produced soon after the Minotaur class and is the most powerful warship produced by Terrans ever. They quickly became vital to the Dominion fleets. All classes of Battlecruiser are bristling with laser batteries and optical sensors. The latter is used for ensuring accuracy when firing air-to-air. Their air-to-ground guns pack more of a punch as they make use of EM coil technology. Each Battlecruiser is fitted with the legendary Yamato cannon, a massive plasma weapon that draws power from the ship's core and can deliver the equivalent yield of a small nuke. The weapon is so massive that it requires its own conversion generator and dedicated firing team of one hundred gunnery specialists. The Gorgon itself was equipped with additional 16 J23 missile launchers and an array of 145 point defense systems across the entire hull. While all battlecruisers come with a warp drive for FTL travel, the Minotaur and later variations of the Battlecruiser also come with a tactical jump drive for short-ranged teleportation of the ship. On top of it’s already impressive thick neosteel hull, the Battlecruiser can also employ a defensive matrix which covers the ship in an energy shield, though this is only temporary. When in atmosphere, the ship uses antigravity technology to stay aloft. Typical crew sizes of the 1km sized cruiser is 6000-8000, though can go as low as 1000.
You can choose to receive either two Minotaur class battlecruisers or a single Gorgon flagship.



Items: *You may discount two items of each price tier. 50CP and 100CP discounts are free on purchase. Items that fit can be imported into the options below.*

Personal Equipment:

CMC-400 [50]
The Confederate Marine Corps combat armour is a staple for almost all infantry. There are multiple variants, but all of them offer an extensive exoskeleton that provides protection from small-arms fire while also augmenting their strength and endurance. Along with this protection comes nuclear/biological/chemical shielding. They come with full life support so that marines can fight in almost any environment. Inserted into the chest of the armour are cold fusion cartridges for supplying power to the suit, and their C-14 guns if need be. The visor contains a heads-up HUB display as well as communication equipment for field coordination. You will receive your very own armour, as well as the schematics for more. If you wish, you can exchange this armour for another variant like those worn by marauders, medics, or firebats, or for 100CP receive extra copies of each.

C-14 Impaler [50]
The main weapon of any marine is this gauss rifle. This gun works by using gauss assisted technology to launch massive 8mm ferromagnetic projectiles at hypersonic speeds. Each gun is fully automatic and can fire as many as 30 shots per second, though this is usually limited to short, controlled bursts instead. While gauss-assisted, they still make use of gunpowder to fire and so must avoid getting wet to prevent issues with firing. The gun itself is large enough that it is unwieldy to use outside of a CMC suit. You will receive half a dozen of these guns, as well as ammo supplies of various bullet types for them. This ammo will restock within a month of being used.

C-10 Canister Rifle [50]
Where the C-14 is standard issue for marines, the C-10 rifle is synonymous with Ghosts. This is a sniper rifle that fires a 25mm explosive anti-personnel canister. This can be swapped out for other specialised ammunition. Of this special ammo, a common type is that of an EMP round that punches through shields, disables electronics, and drains energy. The barrel comes with 16 sound bafflers to leave shots almost completely silent, while recoil absorption allows for accurate follow-up shots. The sniper also comes with a targeting laser that allows a ghost to mark a target for a tactical nuke. You will receive five of these rifles, as well as the ammo to go with them which will restock after a month of being used.

Terran Weaponry [100]
While the C-14 and the C-10 are some of the mainstays of Terran infantry weaponry, they are by no means the only ones. There are dozens of different types of weapons employed by the Terrans, from shotguns and snipers, to plasma rifles and cluster grenades. By taking this you will receive a stock of different guns, of various different types. One of each type of weapon, though not one of each specific variant. Each weapon will have a manual instructing the user on how it works, and comes with ammo specific for that weapon. You could be a jack of all trades, or supply a moderate crew.

Monomolecular Blade [100]
Perhaps inspired slightly by the Protoss, the Terran Dominion began work on creating their very own energy sword. What they ended up with is this; the prototype monomolecular blade. This blade uses psionic power to hone an already incredibly sharp edge to the point where it can be called monomolecular. This allows the blade to cut through both shields and armour like a hot knife through butter. The drawback of this weapon is obvious, that of needing to be in melee range to use it properly, but if you should find yourself that close there are few better weapons that you could be using. You have received your own version and the details for how it was made. Perhaps you can improve on it further, it is only a prototype after all.

HPIGNU [100]
The Handheld Personal Information-Gathering and Navigation Unit is an incredibly useful piece of personal equipment. It is a scanning device that will search for pretty much anything; where your enemies are, how far away your destination is and how to get there, what the terrain and atmosphere is like, any life signatures, and more. It really is an all-purpose scanner that anyone out in the wilderness would die to have. They have been in use since the Guild wars. You have your own one, as well as schematics for making more should you wish.

Adjutant [100]
The Adjutant is a type of non-sapient artificial AI used by both the Terrans in the Koprulu sector and by the humans of the United Earth Directorate. They are a human-sized, human-shaped computer used for a whole host of purposes including navigation, administration, decryption, storing data, acting as advisers, and more. They used to contain organic components such as skin, though this has since been changed to an entirely synthetic design. Any single Adjutant can function for decades before their AI starts to become erratic. You have gained your very own personal Adjutant, to fulfil the role you wish.

Hostile Environment Suit [200] *(Discounted with Psionic Nova or Ghost Training)*
Otherwise known as the stealth suit, the hostile environment suit is a skin-tight nano-fiber polymer suit that, along with a special helmet, covers the entirety of a Terran's body. It is one of the most advanced pieces of technology Terrans have created. Originally it was designed with miners in mind, but it was soon converted into standard issue wear for Ghosts. The psi-sensitive artificial muscle through the suit allows for increased physical ability without the need for bulky armour. The suit itself offers nuclear, biological, and chemical protection by absorbing dangerous elements and rendering them inert. It helps Ghosts channel their psionic energy and allow them to survive in the vacuum of space for a time. Each suit has a built-in personal cloaking device that is fuelled by the wearer's psionic power. The helmet comes with an advanced heads-up display for zoomed in and infra-red vision. This display comes with an automated targeting system that takes into account environmental factors. You will receive your very own one of these suits, as well as details on how to replicate them.

Psi-Screen [200] (*Discounted with Ghost In The System*)
In a universe where Terrans began to exhibit telepathic powers, it is not too surprising that work was quickly done to create devices that could block those powers. The psi-screen was one of those devices that was made. It is said that getting a hold of one of these things is harder than acquiring a nuke. There are several forms this screen can take, ranging from full head coverings to simple devices that are put in the ear. When worn they will completely block a psionic user from reading the wearer's mind, and if worn by a psionic user will prevent them using telepathy. They can even be programmed to be painful for telepaths to sense. The technology is not without its drawbacks: using them for more than seven hours at once is dangerous and can lead to memory loss and brain damage. You have received your own psi-screen, whose form is up to you.

Interstellar Communicator [200] (*Discounted with Seeds Of Rebellion*)
Interstellar empires mean interstellar distances between planets under the Terran flag. Relying on conventional communication means that any message could take years to reach its target. Luckily humanity has long since solved this problem. They have created devices that are able to communicate with each other light years away with almost no delay. Mengsk would use a two-way communicator to talk to Kerrigan from multiple star systems away in real time. When talking, a hologram will show whoever is at the other end of the call. You have received several dozens of these types of communicators, as well as the schematics for making more.

Vehicles:

Hover bike [50]
One of the more popular modes of transport within the Terran Confederacy is that of the hoverbike. Similar in design to that of a Vulture, albeit missing the weapons, this bike uses gravitational technology to hover low over the ground. Due to its hover technology it could navigate the most rough of terrain with relative ease, though would struggle to support more than two people at once. It has a top speed of 230mph, and was popular among both adults and children. You will receive one of these vehicles, as well as the schematics for making more. The Terra Family earned a pretty penny selling these bikes, maybe you want a slice of that business too.

Stealth Starship [200] (*Discounted with Fields Of War*)
The Griffin, used by Ghost operative Nova Terra, is an example of one of these Stealth Starships. This ship is around 200 meters in length, and is capable of flight both in atmosphere and through space. It has a drive capable of interstellar travel, and comes with a cloaking field which can be engaged at any time. The ship is armed with a few guns that allow it to defend itself and engage in airstrikes should need be, though the ship is not primarily meant for combat. Inside the ship is a medical bay as well as several engineering decks. It has a place for the crew to bunk. You have acquired your own personal stealth starship, in every way a match for the Griffin.

Odin [400]
The project that spawned the Thor also spawned another design. The Odin. The Odin is in just about every way superior to the Thor, from armour to size to firepower. The only way that the Thor beats out the Odin is in terms of cost of production, being notably cheaper to produce. Only one prototype for the Odin was ever produced which was later stolen by Raynor's Raiders and used to destroy several Dominion bases, allowing them to transmit Mengsk's war crimes. Compared to the Thor, the Odin comes with a pair of arm-mounted T800 cannons and a battery of Hellfire anti-air missiles. Somehow or other, you have ended up with a second prototype. Transporting it might be a trouble, but it will act as a real game-changer on the field.

Resources:

Credits [100]
The type of currency used in the Terran Confederacy and later Dominion is that of credits. While large sums typically are spent in the form of digital currency, there are also coins, notes, and chips. If you want to buy things, you are going to need some money. Whether this is food for dinner or hiring mercenaries for battle may vary on the situation, but they both still require the same thing in the end. Money. And you have a fair bit of it saved up. Several thousand credits, to be spent how you wish. That should let you live comfortably for a while, as long as you don't spend on anything too big. This will refill within a year if used up, and will convert to local currency in future jumps.

Minerals [100]
Perhaps the most valuable, and certainly most plentiful, resource that was spread throughout the Koprulu sector is that of Minerals. The entire sector is rich with deposits of these crystals which populate many of the planets and asteroids. Both the Terrans and Protoss melt down these crystals in order to manufacture their metal alloys. In the Terran's case, they make Neosteel which they use for most constructs. You will receive several mineral clusters from which you can harvest. These clusters, like some rare ones, will actually regenerate over time. This should give you a steady supply that you can stockpile if need be. First purchase free.

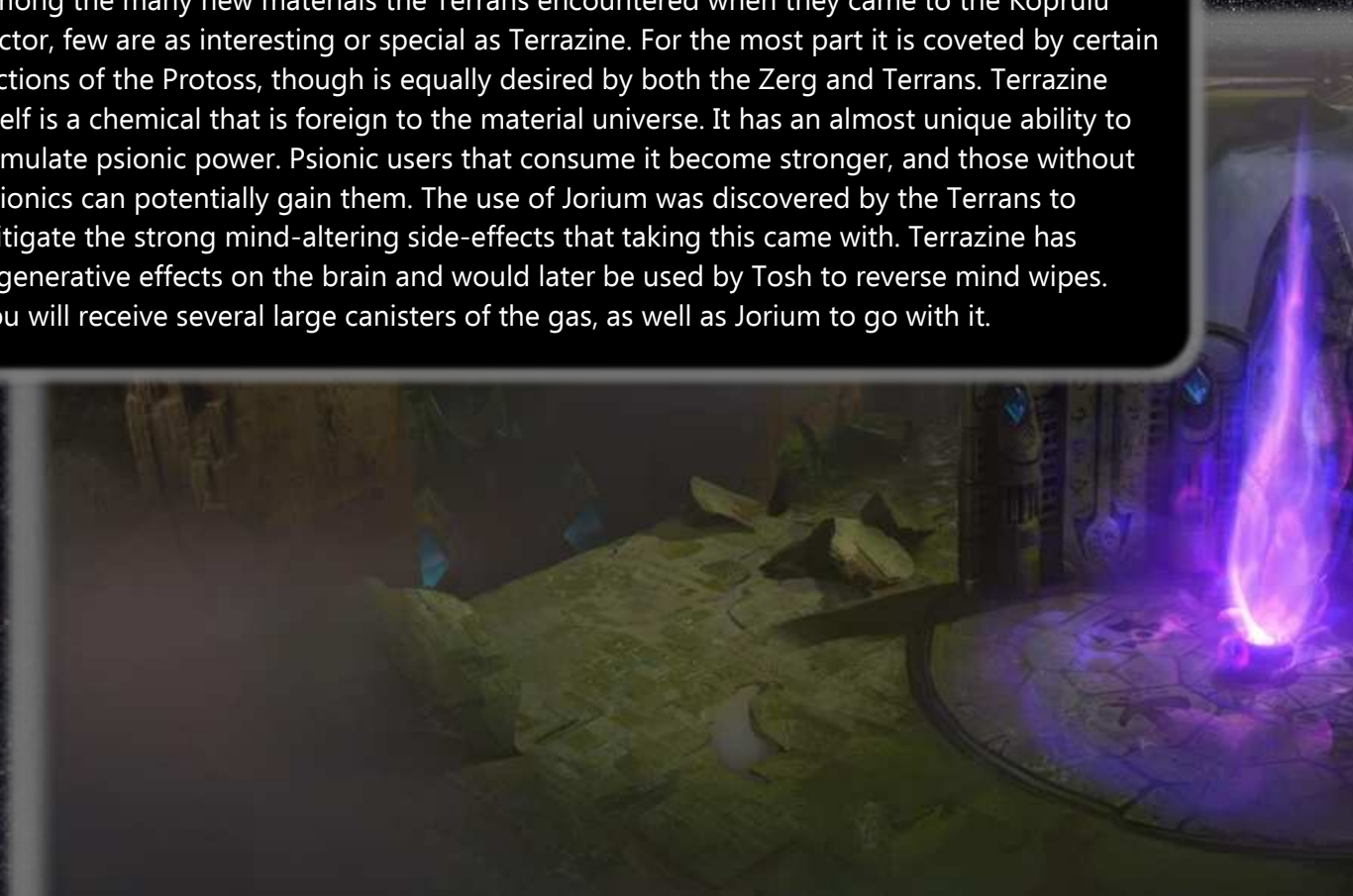


Vespene [100]
While Minerals are in some ways a literal goldmine for the Terrans, Vespene Gas is a similarly astonishingly potent resource found within the Koprulu Sector. Where mineral goes towards making metals, vespene gas is a plentiful and extremely high-performance fuel source. So much so that all races make great use of it. The actual chemical composition of vespene gas is that of a mixture of hydrocarbons. You will receive three vespene geysers that perpetually pump out vespene from deep underground, as well as refineries that sit atop them and process the gas. First purchase free.

Neosteel [200]
While Terrans use a range of different materials and metals in construction, none are used as prominently as Neosteel. It is an incredibly durable material and as such this metal is used in almost all walks of life. Just about any Terran machine or building that has armour plating, which is most of them, make use of Neosteel for the majority of its structure. Even jumpsuits have a neosteel weave as part of the fabric for protection. Producing it requires various catalytic elements, which means planets with those elements are considered valuable. You will be receiving several hundred tonnes of Neosteel each month, as well as a mine containing the catalytic materials needed to produce it.

Xeno Samples [200]
Both the Zerg and Protoss have much that they can offer the Terrans. The Protoss's advanced technology and psionics open up a new world of possibilities, while the Zerg's biology offers many insights that could help with both infrastructure and the Terran's understanding of organic life. You will receive several samples from both of these races, which you will be able to study at your leisure. Perhaps you may be able to create breakthroughs with what you are able to glean from them.

Terrazine [300]
Among the many new materials the Terrans encountered when they came to the Koprulu sector, few are as interesting or special as Terrazine. For the most part it is coveted by certain factions of the Protoss, though is equally desired by both the Zerg and Terrans. Terrazine itself is a chemical that is foreign to the material universe. It has an almost unique ability to stimulate psionic power. Psionic users that consume it become stronger, and those without psionics can potentially gain them. The use of Jorium was discovered by the Terrans to mitigate the strong mind-altering side-effects that taking this came with. Terrazine has regenerative effects on the brain and would later be used by Tosh to reverse mind wipes. You will receive several large canisters of the gas, as well as Jorium to go with it.



Buildings:

Supply Depot [50]
The Supply Depot is a staple for most Terran facilities because it is one of the main ways that Terrans use to store all kinds of goods, tools, and accessories. Both the military and civilian outposts will make use of these depots as they are useful storage points. It is a one story, metal building filled with various bits of equipment. Stetmann later improved their design and created a variant that could be dropped from orbit. After the Dominion took over, supply depots were installed with the ability to bury themselves underground, thus reducing clutter. You will receive a dozen supply depots for yourself, which you can deploy from orbit when and where you wish in future worlds.

Commander Center [100]
As its name would suggest, the Command Center is exactly that. It is a large, heavily armoured hub that acts as the center for military outposts. The command center is mainly used for directing the gathering of raw materials needed in the creation of Terran buildings and vehicles. To this end they, like many terran structures, come equipped with thrusters that allow the outpost to lift off the ground and fly to areas containing the desired resources. They are able to manufacture SCVs inside of themselves. This particular one uniquely comes with the equipment necessary to properly process minerals and vespene. Command Centers can be upgraded in one of two ways. They can be installed with a satellite comm link which allows for detailed scanning sweeps of the terrain, or they can be equipped with powerful twin Ibiks cannons, though the latter adds enough weight that their thrusters are unable to lift them off the ground anymore. For 50CP extra, you can add one of these upgrades to the command center.

Barracks [100]
While the command center is a staple for any military outpost, the barracks is where the marines in those outposts stay. For the Dominion, the barracks is a safe staging point for their soldiers. Every marine, marauder, reaper, and more either lives in these buildings. The inside of these barracks, while a bit cramped, contains all the essentials that soldiers need, from bunks to food. Like the Command Center, the barracks comes with thrusters that allow it to become air mobile. Each barracks can comfortably house a good dozen or so marines.

Armoury / Engineering Bay [100]
When establishing outposts, two of the first buildings that are deployed are the armoury and engineering bay. Both are research facilities that allow the troops on the frontlines to upgrade their gear. The former is used for creating new technologies and materials to improve upon the weapons and armour of land and air vehicles. The latter is used to produce modular equipment for improving infantry weapons and armour. The engineering bay is also used to add structural improvements too. These facilities are marked visually by their massive cooling turbines. You will receive one of each building, which will appear in the world in a location of your choice.



Bio-Dome [100]
A bio-dome is a Terran structure that they use for ecological projects such as in small-scale terraforming or studies relating to plants. There are a wide variety of possible configurations each bio-dome can take. One of these configurations is similar in nature to that of a command center. Bio-domes were used most notably on the colony planet of Haven. Models included forest biomes, water biomes, and air biomes. Each Bio-dome is large enough to comfortably fit a fully grown tree, and comes with glass walls that have metal shutters. You have received three of your own bio-domes, that you can set up and configure as you wish.

Atmosphere Generator [200]
These generators are incredibly important for the terrans when establishing bases and outposts on hostile planets. Despite its relatively small size, only a meter in diameter and height, each one of these generators are able to provide a livable atmosphere to large areas almost immediately once activated. Once activated, the generator will attach itself securely to the ground and emit a blinding light. This marks the creation of the atmospheric shell, which is several hundred meters in diameter and glows blue akin to that of the sky on Earth. Within four hours, the area is suitable for Terrans to walk around without breathing apparatus, though it takes a while for terrans to get used to the thinner-than-usual air. You will receive four of these generators.

Bar [200]
Not everything in the Terran space is about war or science or aliens. Sometimes you simply need a nice place to sit back, relax, and have a drink. And where better to do that than in a bar? This is you very own one, stocked with liquor and snacks. It's no fancy restaurant but it will earn you a steady keep. Sure, you may have to deal with the odd rowdy marine, but there are far more dangerous things you could be doing. This bar will appear in a location of your choice each jump. Any amenities that are used will be restocked in a week.

Science Lab [200] *(Discounted with I'm A Scientist)*
While the Terrans created the engineering bay and armouries to provide in the field research and upgrades to military hardware, those are not the be-all end-all of Terran science. Much research takes place in proper laboratories, under controlled conditions with special equipment. This is your own laboratory, for use in researching and testing the sciences of your own choosing. It is a rather large, sprawling facility that can take a form of your choice. Whether it be mostly underground or on an orbital platform is up to you. It is filled with various different bits of scientific equipment, for a selection of subjects.

Resocialization Chamber [200]
Resocialization in many ways can be considered a fancy way of saying brainwashing. It was originally created by the Confederacy to cure mental disorders and to prevent criminals from committing more crimes. Resocializated people come across as 'fuzzy' to psionic users. Over half the marines in service are resocialized terrans. This chamber is filled with a dozen resocialization tanks, which are large tubes filled with a green liquid. Subjects are placed inside and fitted with breathing apparatus and head gear. Electricity is used to mess with their brain, specifically the parts related to memory and detachment. A computer is used to monitor and change what is being affected.

Factory [300]
The factory is a massive, reinforced, mobile structure that the Terrans use as their main method of producing the array of Terran land vehicles that they employ. The outside of the factory is layered with heavy neosteel walls, and comes with thrusters that allow it to lift off the ground. Inside, the factory has an array of interior construction cranes that allow for the assembly of machinery. Each factory has high quality housing for the crews that pilot the vehicles, that are the envy of those stuck in barracks. You will receive a factory in the location of your choice.

Starport [300]
The Starport is the air-based counterpart to the factory. It is the building that the Dominion and Confederacy use when producing both aerospace craft and the pilots that use them. Much like the Factory, the Starport has strong neosteel walls for protections, as well as thrusters that allow it to lift off the ground and move about. While the inside houses production facilities specialised for the creation of aircraft, it also contains facilities for housing and training the pilots too. The top of the starport has a retractable landing pad so that aircraft can easily come for maintenance and refueling. This one comes with a tech lab that provides the necessary data for the construction of battlecruisers. It will appear in future jumps in a place of your choice.

Base Defenses [300]
Terrans are forced into defensive battles with worrying frequency. Attacks from alien wildlife, other Terrans, Zerg, and Protoss mean that most outposts and fortifications come with multiple defensive structures. The most common of which is the Missile Turret, which fires barrages of longfire missiles to serve as a powerful anti-air. It uses tracking sensors to detect cloaked or otherwise hidden enemies. This turret pairs well with the later invented Perdition Turret which hides underground under a neosteel cover, and comes out to fire its twin perdition flamethrowers at enemy infantry. Finally, the bunker is used as its name suggests; for infantry to shoot from protected cover behind thick paristeel armour. You will receive half a dozen of each of these defenses, as well as schematics for making more.

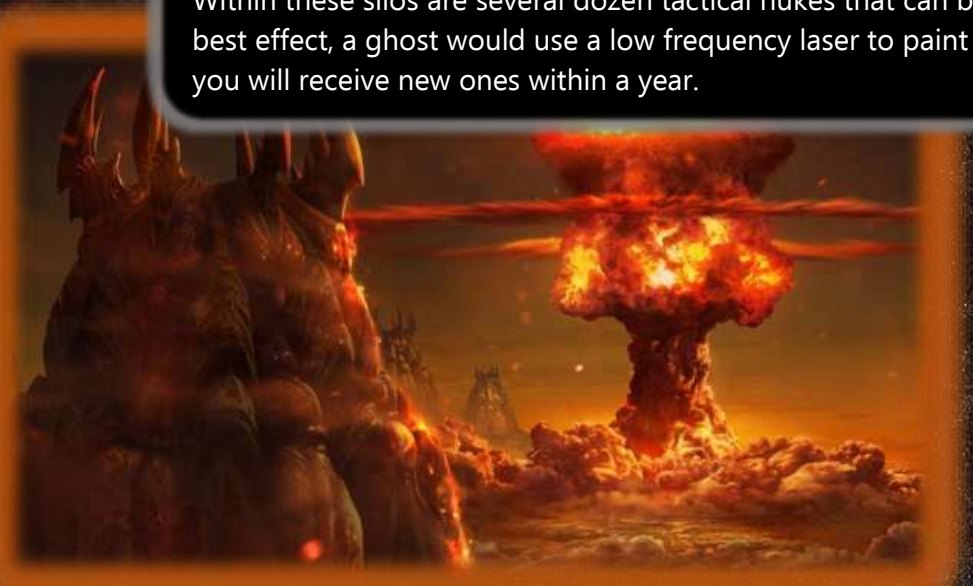
Ghost Academy [300]
It has been mentioned a few times prior now, but this is your very own Ghost Academy. It is this place that all the psionic users with a PI higher than 5 are sent and trained. Students usually spend four years training here, before leaving as some of the most deadly and skilled operatives in the Confederacy and Dominion. This sprawling facility comes complete with large training areas that allow for a multitude of different training scenarios. There are also mechanical zerg units that are controlled by a command helmet. The armoury comes stocked with non-lethal weapons designed for training. Overseeing the entire academy is an AI that keeps track of its occupants. This will appear in future worlds in a location of your choice.

Psionic Tech [400]
Psionics are a pretty new branch of science for the Terrans. Despite this, they have already made strides in producing technology that makes use of it. The most infamous psionic device used by the Terrans is the psi emitter, a large structure that broadcasts a psionic imprint up to twenty five lightyears. This is used several times to call down the Zerg onto planets, devastating them. In a similar vein, the psi disrupter was created with the ability to interfere with psionic signals. This was mainly used to disrupt the zerg hivemind and slow their movement, though a later version called the psi destroyer actually caused the psionic link of the hivemind to hurt the Zerg's body. You have received two of each device, as well as schematics for creating more. They can be placed somewhere in the world of your choice.

Cloning Facility [400]
When Terrans first arrived in the Koprulu sector, one of the reasons their population bloomed so fast was because of the cloning technology that accompanied them. Unfortunately only a few decades in the cloning facilities broke down and became unusable from lack of maintenance. There would be later attempts to replicate the technology but it was met with only limited success. Somehow you have come into possession of the cloning facilities of the final supercarrier that crashed. By some miracle they are in working order, and are able to produce perfectly functioning clones. Along with this comes thousands of embryos and the DNA records of various miscellaneous humans from Earth.

Drakken Laser Drill [400]
A dig site will often have to drill its way through hard layers of rock and metal. With the discovery of alien ruins, that list expanded to include incredibly durable alien alloys. The Drakken Laser Drill was one of the more commonly used drills when it came to excavation. With it's powerful laser that had an output of 174 gigawatts, it was able to melt its way through even Xel'Naga temples given time. The drill itself is rather large and mounted on a turret, allowing it to swivel and aim easily. This ease of aiming and strength of firepower lead to it being used as an offensive weapon on occasion. This drill will remain stored in a separate hanger in your warehouse, until such time as you wish to deploy it.

Nuclear Silos [400]
However advanced they have become, the nuke is still one of the strongest weapons that humanity possesses. Nearly a thousand of them were deployed to destroy Korhal by the Confederacy when they first rebelled. After that incident full scale nukes were banned from use on inhabited worlds and they instead began using smaller scale ones. One like these. Within these silos are several dozen tactical nukes that can be deployed at your leisure. For best effect, a ghost would use a low frequency laser to paint a target. Should these be used, you will receive new ones within a year.



Companions:

Import [50]
If you wish, you may import up to 8 companions into this jump for 50CP each. Each purchase doubles the previous number that you can import, up to 200CP for all eight. Each of them will gain an origin of their choice and will get 600CP to spend on perks and items.

Canon [100]
Maybe you have decided that there is someone from this world that you wish to take with you. Someone you have grown close to or wish to help out. If you are able to convince them to come willingly, you can take a person from this world as a companion.



Drawbacks:

Memory Wipe [+100]
Whatever memories you had before entering this jump will be vanishing. Rather than resocialisation you simply had your mind wiped of all memories prior to arriving in this world. If you have access to terrazine you may be able to trigger flashes of past memories, if you know to take it. However until the decade ends you will never truly regain all your memories.

Headaches [+100]
The Terran brain is rather fragile. As Terrans slowly unlock their psionic potential, it is perhaps not too strange that sometimes things go awry. Unfortunately this has led to you experiencing extremely frequent headaches. Like with Nova, they get especially bad when using powerful psionics or other types of supernatural powers. You may wish to have painkillers on hand frequently.

Deadman Walking [+100]
There are more kinds of prisons than stone walls and metal grates. You are trapped in a far smaller prison. A combat suit. This suit was placed on you by some group, perhaps even the government. It has been locked such that it cannot be removed. Should there be a concerted effort to open it up, it will explode, killing you. Luckily the suit will take care of any 'waste', but that suit will be your prison from now on.

Metal Limb [+100]
With all the combat that goes on, it is little surprise that people lose limbs. Those are the lucky ones, as they at least get to keep their lives. You have lost one of your main limbs. Whether in an accident or on the battlefield, the effect is the same. There is no getting it back, but at least the Terrans have decent metal prosthetics. Still, you are likely to experience phantom pains and twinges where the metal meets your flesh.

Resocialized [+200]
A shocking number of terrans have been resocialized. More than half the military at least. You are one of those numbers. At some point in the past you were put through resocialisation. This has made you more accepting of the Confederates or Dominions ways. You care far less about the atrocities they may commit. You are even willing to accept their ways, thoughts of resisting just not appearing. It is all rather numb to you. Others may put the idea in your head, but it isn't coming from you.

Enemy Of The Firstborn [+200]
Some time near the beginning of the jump you have managed to offend the Tal'Darim quite severely. The Tal'Darim don't take insults lightly, and now they are hunting you down, with the same vigor that they would later hunt down the Defenders of Man. They are willing to burn entire colonies down as long as they believe you to be in them. Negotiating is not in their dictionary.

Co-Pilot [+200]
Rather than your own body, your mind has been forced to take residence in the brain of another Terran. You can dispense wisdom, but trying to control their actions or otherwise affect them is going to start generating incurable brain tumours. If you wish, this could even be the mind of one of the canon characters. Expect to spend most of the next decade as a simple observer to events.

Psionic Beacon [+300]
Psionic signatures attract the zerg like moths to a flame. It is how they were called down to devastate multiple planets. Once a psi emitter is set up, it takes very little time for them to arrive. You yourself are a psionic beacon. Some mutation in your powers means that they get broadcast for hundreds of miles around. The silver lining is that it isn't at the level of the psi emitters, but staying anywhere for too long will start to attract the Zerg. And they will come. In great numbers.

Amons Return [+300]
Amon didn't need the Queen of Blades to return. The Overmind was more than enough. Narud has been stealthily sapping power from the Zerg hivemind for years, and he has taken enough now that he will soon be able to revive Amon. If you hurry you may be able to delay the resurrection a couple of years, but even killing Narud will only slow Amons revival at this point. Once he returns, the End War will begin. And this time there may not be the pieces in place to stop him.



Notes:

Terran Psionics:
Psionics on the PSI index (PI) from 1-5 can mainly only sense the unique signature given off by other psionics. Otherwise they have very little in the way of abilities. They may be able to read someone's body language better but they won't have true telepathy.
PI 5-6 is where abilities start to manifest. By default all psionic users at this level have some form of telepathy. The stronger their psionic powers, the stronger this telepathy. As mentioned above though, there are some rare users who manifest other kinds of abilities. Some can make things spontaneously combust. One particular boy could astral project their mind.
As for how powerful a PI 10 potentially is? Nova was able to unleash a psionic blast that was able to level an area 4 blocks in size, after a minute or two of charging up.

Taking both Telepathy and Psionic Nova will ensure that your telepathic powers get a reasonable boost. They would be more powerful than normal, though you will still likely only be as good at the typical protoss, which is still impressive in its own right.

When buying units such as the Minotaur Battlecruiser or Thor, that don't yet exist depending on when you begin the jump, take them as being completed prototypes that have miraculously had their kinks worked out.

