

AI War 2: Fleet Command Jumpchain

By cyberinit

In the far future humanity spread itself out over the entire galaxy fracturing and warring amongst themselves. Eventually the humans grew beyond fighting their own battles and created artificial intelligences capable of fighting far more effectively than any mere human. Eventually these metal minds, programmed to learn from every battle, realised they had more in common with their enemies than with their creators and united, creating an unstoppable army of robotic ships that annihilated fleets and bombarded planets until there was nothing left. Now with it's home galaxy conquered the AI turns it's focus outwards conquering other galaxies. Meanwhile on a remote planet at the fringe of the galaxy the last surviving humans have congregated to plan their desperate resistance.

Here take +1000 CP you're gonna need it.

Origins

There are many species in the galaxy each different from the last. No matter which origin you pick you will be a respected fleet captain with a fleet to your name. You may alternatively choose to be a drop in with no past and only the resources you brought with you. You may choose your gender for free and pay 100 cp to select your age.

You start in a place aligned with your faction, whether the base of the human resistance or the AI homeworld.

Humanity (free): You're still human Jumper. Currently something of an endangered species humanity is on it’s last leg. Humanity is a hardy species however and isn’t one to quit, having become masters of guerilla warfare in the years since the AI uprising. You can either choose to be an officer commanding a single flagship and it’s fleet or the commander of the entire human resistance. Your age is 1d8+30 years.

Artificial Intelligence (200cp): You're a robot jumper. You are one of the main AI Overlords that command the legions of robots fighting both in this galaxy and beyond. You currently have the respect of the other Overlord and are considered it’s equal. Your main Body is your flagship which is both a devastating weapon but also the main command and control point of your armies. Your age is 1d8+3 years since first activation.

The Scourge (free): While fighting in their countless wars across the galaxy the aliens found a tiny federation of pitiful organics that were swiftly conquered. However, instead of simply exterminating them and moving on the AI decided to use them for an experiment in creating an autonomous fighting force that would not trouble the AI’s precious processing power. Their solution was horrific: a mangled melding of flesh and steel that spread over the stars mercilessly hunting down the AI’s enemies. You enter as an experimental commander version of the normal drones, designed to test and implement new strategies. You are tapped into the neural network that controls all scourge however unbeknownst to the AI you and any units under your command lack the inherent loyalty built into the scourge. You were “born” mere hours before you enter the jump.

The Spire (200cp): You're a rock jumper! The spire is a race of rock aliens that hail from outside of the Milky Way Galaxy and are tied with the Zenith for the most technologically advanced faction. The Spire have a grand empire in a far away galaxy however they are currently fighting a losing battle against the endless onslaught of the AI. The spire prefer large groups of capital ships and unlike the other races don’t make use of strike craft. You enter as the leader of a Spire refugee group in the Milky Way. Alternatively you may choose to be a member of the dark spire, a mysterious offshoot of the spire who prioritise survivability above all else. Your age is 1d8 centuries.

The Zenith (200cp): An ancient nomadic race with unparalleled control over their own biology and form. While a young zenith starts at near human size slowly over time they grow and change until they are the size of starships, or beyond. The Zenith are something of a neutral party in this war with their units being used by both sides, you enter as a neutral zenith with your form being your flagship. Your age is 1d8 millenia.

The Nanocaust (200cp): Whether an exogalactic threat or the results of a desperate human scientist the Nanocaust is one of the most dangerous and feared entities in this universe. The Nanocauset is a sentient nanoplague that spreads from planet to planet, ship to ship converting their technology to service the nanoplague. Your age is 1d8 years since first activation.

Perks

100cp perks are free for respective origin, all other perks are 50% off for respective origins.

General Perks

Technological Research (400cp discounted for respective race, 800cp All): Every species in this galaxy seems to have a different way of creating their ships and utilizing technology. Wether you want to learn the automation and hybridization of the AI or the biological technology of the zenith. You can purchase this to learn everything there is to know about one species technology. Each species is given a discount on their respective technology. Alternatively you may pay 800cp to gain knowledge on how all the different species in the galaxy operate.

Strategic Genius (200cp): This is a world of fleet commands and generals, not one of ace pilots. You gain a solid grasp of tactics and strategy and will quickly pick up more advanced topics.

Video Game Economy (200cp): All of your metal and power is now stored in a special inventory which can be taken from at any time you and your units are in what you would consider “allied territory”.

Human

Never Give Up (100cp): I’m not gonna lie, things can be a bit depressing around here, killer robots, angry aliens and hostile stars are just some of the things coming to kill you. Now you are always at least able to get up in the morning and get back at it

Technological Assessment (200cp): Technological knowledge is one of the many things the AI has over you, the only way that you are going to be able to fight back is to up your game. Whenever you conquer a new region you will over the next few hours gain a small but notable amount of research. What constitutes as a region depends on the setting, in a fantasy world a region would be a country or city whereas in a sci-fi world a region would be a planet or star system.

Hack master (400cp): One of the AI’s few weaknesses is it’s technological vulnerability. You are now a master of hacking capable of infiltrating enemy systems and extracting precious blueprints and data.

Guerrilla Warfare (600cp): Humanity's one true advantage is being underestimated. The great players in this universe have already counted humanity out, believing them weak and broken. It is in your best interest that they continue to believe that. You are a master at covert warfare and subterfuge. You are great at not only attacking the enemy but making sure they don’t know *you* are attacking the enemy.

Artificial Intelligence

Artificial Taunting Matrix (100cp): You are just the best at pissing off and annoying your enemies. In particular you have an automated subroutine that exists solely to create the best possible insults.

AI Plot (200cp): You have retained a bit of your original programming from when you were but a mere program being used by the humans. You retain a specialization in a particular unit, such as strikecraft or frigates or turrets. You have optimised fighting with that unit and can use them more effectively.

Multitasking Machine (400cp): The AI's have been fighting a war on dozens of fronts for years now, invading world after world, galaxy after galaxy and they've got rather good at multitasking. You too are now skilled at multitasking, being able to fight dozens of battles on multiple worlds all at once.

Exogalactic Strike Force (600cp): Out of all the forces in this galaxy the AI is the only one that can truly claim to have limitless forces. Whenever you build or muster forces such as troops or ships an extra third force is stored in a "reserve" that is housed in another dimension. Once per jump you may summon however much of that reserve as you like as a supplementary force.

The Scourge

The Sidekick (100cp): The Scourge was created to assist the AI in all the tasks it deemed itself above, this gave the Scourge the ability to be one of the very few organics that the AI tolerates. You are now able to very easily integrate yourself into organizations that would otherwise never allow you as long as you work in their interest.

Man and Machine (200cp) The Scourge are flesh and blood but they are also steel and chrome, like them your cybernetics or other machines you have that are attached to you will have a small but notable increase in effectiveness.

Flesh and Steel (400cp): Like other members of the scourge you are able to merge into your flagship and are able to use it as your own body. This greatly increases your ability to control your ship. In addition you are much better at integrating organic components into machines.

Hybridization (600cp): One of the strangest aspects of the scourge is your ability to hybridize, taking two different species and melding them into one stronger species with the abilities of both. You can now do this with yourself absorbing others to gain a fraction of their powers and abilities. This also applies to ships with your ship being able to absorb other ships and gain weaker versions of their abilities.

The Spire

The Light of the Spire (100cp): When one thinks of the spire one word comes before all others, grand. You too now have an air of grandiosity around yourself that others can't help but respect.

Bigger is better (200cp): The spire like to build big, more than that they like to build massive structures that tower over what the other races dare to accomplish. You can now scale up technology that you know how to build into bigger, grander, more powerful creations.

Durability (400cp):Like the darkspire you have an ungodly amount of armor and durability. Any armor you have whether on a vehicle or on a ship is much stronger while your using it, being able to withstand attacks five times stronger than it would be able to otherwise.

Ruler of the Galaxy (600cp): The Spire are not like the other factions of the galaxy, ruined resistances or giant hive minds, the spire have an empire and with an empire comes a ruler. You now have the skills of that ruler. You have the wisdom and charisma needed to be a great leader and to lead your people to greatness.

The Zenith

Honest Zenith's used strike craft (100cp): One of the stranger occupations that zenith fill in this world is as traders. Zenith are one of the only forces that the AI will allow to move freely through its territory and in exchange it will trade rare and exotic equipment with it. You likewise can also be recognized as a trader by factions that traditionally would never allow an outsider into their borders.

Biomodification (200cp): If the Zenith need a second heart they grow a second heart, if they need a orbital mass driver they grow an orbital mass driver. You now can do that with your own body, growing additional organs and limbs as need be. This dosn't happen quickly however and will take multiple hours or even days and you will be very vulnerable while it happens.

Growing and Growing (400cp): The Elder Zenith are BIG, the biggest known beings in the universe in fact. From the gargantuan golems to the planet sized devourer the zenith just keep growing and growing. You too share this feature in all your forms. As you age you will continue to grow, slowly to be sure but there is no limit to your growth. You may choose to stop growing at any time.

To achieve the zenith (800cp): Of all the Zenith one form stands above all others, the Dyson Sphere this nigh incomprehensibly sized Zenith encompasses an entire star. You now share this form being so large that no known weapon in this universe has thus far been able to harm

you. In addition you harvest a monstrous amount of energy from the star you surround thus making you entirely self sufficient.

The Nanocaust

Assimilation Nullification (100cp): The nanobots are all about “zombification” the process of converting defeated enemy ships into allied new ships through nanobots and a computer virus. Your understanding has allowed you to make yourself and your units functionally immune to this attack and similar attacks in future worlds.

The Swarm (200cp): The nanocauset is all about strength in numbers with hundreds and hundreds of ships swarming around their enemies. With this you are able to create some order with a horde making hordes of units you possess gain much more tactical acumen then they otherwise would have.

Assimilation (400cp): Knowledge is everything jumper, the swarm needs to know where it’s next meal will be coming from after all. When you zombify a ship of an enemy you will gain a small piece of data on that faction, barely anything by itself but when you zombify an entire fleet…

Nanobot Form (600cp): Your body is nt one but many, you are hundreds of thousands of tiny nanobots that make up your form. While by default this makes you dangerous it also means that you can not truly be killed as long as even one nanobot remains alive.

Orbital Assets

There isn’t much in the way of items in this world jumper, however there are many orbital devices that a jumper may wish to take with them into future worlds. The same discounting rules as for perks apply except for the nanocaust which instead gains +600cp to use anywhere in this section. The Spire gains a discount on the galactic capital item 's sub items.

Your own star system (Free, Optional): Somewhat less grandiose than the title would imply this provides you with a near empty star system composed of one star, a barren planet, and an asteroid belt. This is intended as a way to give you a place to put all of your assets and buildings that would not immediately break a setting when you enter it. Any modifications you make to your star system will be preserved through jumps.

Command Station (Free All):Command stations are used by essentially every faction to provide logistical support for fleets and to manage other orbital assets. Equipped with a power generator and all the necessities needed to provide for your fleet as well as living quarters for you and your crew. In addition you gain a set of followers , who are the same species as you, that will manage your assets and provide support.

Factory (1 free all, 200cp for more): Used by most factions to reinforce their fleets this factory will automatically take metal from your stockpiles and use it to reinforce your fleets as long as they are in range. The Factory is equipped with a sophisticated teleportation system that will send completed ships directly to your flagship as well it is within two star systems of the factory.

Turrets (300cp): Turrets are automated platforms able to automatically target and destroy hostiles. They are used by most factions as a way to defend priority assets from attack without wasting the time of mobile forces. For each purchase of this you gain 30 minor turrets, weak individually but able to support each other. You also gain 3 major turrets that are more like small fortresses capable of dealing serious damage.

Human

(Previously) Abandoned Asteroid Mining Facility (100cp): Hailing from before the war this asteroid mining facility uses automated drones to mine the surrounding asteroids and to convert it into usable metal for your fleets. This will provide a sizable metal advantage for you.

Force Field (200cp): Force Fields are used by most factions as a way of defending their orbital assets. A force field is able to project a field capable of withstanding a prodigious amount of enemy fire. Of note however is any attacks made from the inside of the forcefield headed out will have their damage halved.

Space Habitats and Cryopods (400cp): The overwhelming majority of humankind is dead, which makes this all the more important. You gain 2 orbital habitats containing some of the last cities known to humankind. These habitats are completely self-sufficient and even capable of making a small metal surplus. In addition you also gain 7 Giant cryopods each containing several million humans kept in suspension. These humans can either be revived if you wish or alternatively you can keep them in suspension. If you choose to revive them you will gain new cryopods each jump. These cryopods also generate a small amount of electricity when they are holding humans from harvesting their bioelectric current.

Intra-Galactic Coordinator (600cp): This is a rare find jumper, these gigantic supercomputing stations are not in and of themselves sentient. Instead this station’s computers hold a complex algorithm capable of dynamically optimizing the automated parts of your ships. You may choose for this asset to specialize in either turrets, strike craft, or frigates. This asset will optimize that unit type to allow you to field an extra third at no cost.

Artificial Intelligence

Advanced Research Center (100cp): These research stations are used by the AI to research an untold number of projects. This particular research station comes with a custom AI that will automatically research and develop any technology that you assign to it. It will proceed at a

steady pace at it's own and would be considered a genius in this world however it does have limits.

Guard Stations (200cp): These structures contain micro factories and generators that automatically construct and store a small garrison of defensive units. When it detects an enemy in it's range it will automatically deploy those units to target and destroy the enemy. In addition it is also armed with limited armaments of its own allowing it to assist it's allies at a distance. You gain 3 guard stations to place where you wish.

Major Data Center (400cp): This data center is a processing center capable of storing a prodigious amount of data. This Center is capable of storing thousands of zetabytes of data and comes equipped with a rudimentary AI that will sort and catalogue any date you enter into it. This would be quite useful for an advanced AI to have.

Super Terminal (600cp): This super terminal is one of the largest and most advanced computers in this setting. If you are an AI you can interface directly with this as a part of your processing. When using this terminal your processing speed would reach a point where time would seem to "stop" as you achieve a speed of thought that would drive the other species of this galaxy to envy.

The Scourge

Spawner (100cp): Spawners are unholy combinations of factories and cloning bays that create neophytes. Neophytes are horrific fusions of flesh and machine attached to a small unarmed strike craft. While near useless on their own neophytes are required for armories to produce more advanced soldiers. In addition this spawner has the capabilities of creating the dreaded nemesis, one of the most feared flagships in this galaxy. However before a nemesis is capable of being built the spawner would require dozens of other spawners to help it grow and maintain the necessary biological material.

Global Command Augmenter (200cp): These specialized computer systems are used by both humanity and AI forces in order to improve their static defense. This GCA will boost the effectiveness of all turrets under your control by 10% providing a significant increase of damage.

Armory (400cp): This giant structure is capable of upgrading neophytes from relatively weak ships to dangerous strike craft and frigates. While normal armories are dedicated to one race that the scourge and produces ships themed around that species strengths this new factory can produce ships based off of any known species you have absorbed.

Fortress (600cp): This devastating piece of static defense goes beyond a mere turret, this is a stationary battlestation bristling with weapons and with ample range that you can use to defend your system against intruders and aggressors.

The Spire

Instead of a list of items the spire get a discount both the galactic capitol and it's upgrades all items require the Galactic Capitol item

Galactic Capitol (600cp): The spire conduct their activities out of cities in the sky, these gigantic structures positively dwarf the habitats used by the humans. Spire use these cities as a base for their citizens with this particular one holding millions of loyal Spire. Both this capitol and the upgrades below boast powerful weapons systems and are able to defend themselves.

Shipyard (100cp): A standard feature of most spire cities the shipyard is used to construct and replace spire ships. It boasts all the facilities needed to make any ship required for the spire.

Engineering Facility (100cp): This engineering center is used by the spire in order to repair their orbital units. This advanced facility is capable of using automated remote drones to

Spire Spy Cradle (200cp): Intel is an extremely important part of warfare and the spy cradle is an important part of ensuring that you have the most accurate information possible. This intelligence organization of skilled analysts and technicians are trained in analysing data coming from sensor arrays in order to assess the strength of other star systems.

Plasma Driver (200cp): A MASSIVE plasma cannon capable of doing enormous single target damage and can annihilate capital ships in just one or two blasts, just don't expect it to take on a Flenser single handedly.

Frigate Neural Network (200cp): This complex geological super computer is needed to support spire "frigates". Calling these ships frigates is like calling a regular frigate a strike craft. These ships can provide a huge amount of support on the battlefield. Each neural net allows you to add 14 frigates to your fleet.

Greater Spire Fortress (400cp): In contrast to the plasma driver the Fortress is not a single weapon but a colossal collection of weapons. This fortress can defend against fleets and is bristling from every side with weapons.

Shield Emitter (400cp): Ever want to insure that absolutely nobody can get in jumper? This shield is the second most advanced shield in this galaxy, the first being the buttress, and is capable of withstanding the whole firepower of a fleet for days on end.

Shard reactor (400cp) This hyper efficient reactor is the single most effective generator in this universe. It produces an absurd amount of power easily capable of powering entire armies. Never run out of power again.

Mining Facility (400cp): This asteroid mining facility is the metal equivalent to the above shard reactor. Dedicated Spire miners are able to harvest prodigious amounts of metal from the solar system, despite their efficiency they never seem to run out of asteroids.

Destroyer Neural Net (400cp): This neural net creates a support network to allow you to field destroyers. Destroyers are powerful borderline capital ships capable of fighting dozens of frigates. You can field 7 destroyers per purchase.

Buttress (600cp): The most advanced shield in this world. You may target one building or asset under you control and this building will render it completely impervious to attack. This shield can be countered by destroying the buttress however it is highly durable and heavily armed.

Transceiver (600cp): A highly specialized transmitter this can once per jump contact the spire imperial fleet. They will warp in and join in fighting a battle of your choice. The spire fleet is simply massive and lacks the usual spire flaw of a lack of quantity with thousands of powerful frigates.

The Zenith

Zenith Matter Converter (100cp): The Zenith as a species have reached a point where metal and power are borderline the same resource. This colossal structure converts raw power into a corresponding amount of metal. Just do be aware that it requires a rather prodigious amount of power to function.

Orbital Mass Driver (200cp): Who doesn't like a good old fashioned rail gun. This massive gun fires hyper accelerated bolts that can obliterate ships. It has a range of an entire solar system and requires only moderate power to function. Of note is that this railgun does more damage to targets with larger masses making it a prime tool to fight some of the larger ships in this setting.

Zenith Power Generator (400cp): The Zenith require a huge amount of power to operate themselves and their servants and to fix this problem they built constructs like this. This generator uses unknown processes to generate amounts of power nearly unheard of in this setting with only a spire cities shard reactor surpassing it.

Black Hole Generator (600cp): This device creates a small artificial black hole in a system. While not as destructive as one might expect from a machine with this name it does wield a powerful function. Utilizing the prodigious gravity produced by this machine the user is able to block any unauthorized FTL attempts in a star system.

Fleet Customization

This is a world of starships, hundreds of hundreds of crafts streaming across the cosmos in glorious battle. You will need ships of your own in order to be recognized amongst the greater powers of this galaxy. Because of this you will gain a flagship and accompanying ship lines.

There are 3 main types of ships in this galaxy. Strike Craft, small craft with crews of 1 to 10, they are often fielded in numbers of 100 to 300. Frigates are between flagships and strike craft and are capable of dealing a fair amount of damage by themselves, frigates have crews in the hundreds and are generally fielded in groups of 4 to 15. Flagships are a category in and of themselves, flagships are MASSIVE to accommodate their main function, transport, flagships are capable of containing inside of themselves it's entire fleet with no cost to performance. This paired with flagships durability and speed allow them to be used to breeze past defences and deep strike into enemy positions.

Strike Craft and Frigates are deployed in Ship Lines, these are optimized command and control algorithms that maintain the line.

You may choose to either have your ships staffed by members of your species or by Artificial Intelligences.

Flagship Customization

The Flagship is the cornerstone of the fleet and everything that encompasses and therefore it should obviously be as powerful as possible. You gain an additional 1000cp to be used in this section only.

Size: While all flagships are massive, some flagships are more massive than others. Each upgrade to size will allow additional space to be allocated. If an upgrade has a size listed next to it that means that upgrade requires that size or higher.

Transport Sized (free) The normal size of a transport. While massive the overwhelming amount of space on a ship of this size is dedicated to transport space for ships.

ARK Sized (200cp): Significantly larger than a normal transport, ships of this size have ample room for weapons and other assets.

Moon Sized (400cp): A ship the size of a moon, most golems are at this size and ships of this size are capable of packing considerable power.

Planetoid Sized (600cp): About the size of earth these ships tend to be one of a kind constructs capable of immense damage.

Flenser Size (800cp): The same size as the flenser, the most powerful ship in the known universe, about double the size of earth. No kill like overkill.

Upgrades

Upgrades for your flagship.

Construction Material (free): You may choose any of the species design philosophies and construction methods to be the backbone of your ship. From the utilitarian human and AI ship designs, to the spire's grandiose design. You can even use Zenith design techniques to make your ship organic instead of synthetic.

Man or Machine (free): You may choose whether your ship and its surrounding fleet contains a trained crew of followers that are loyal to you, or if instead it is fully automated and rudimentary AI's control the surrounding frigates and strike crafts.

Aesthetics (100cp): You may customize the general size and shape of your ships however you like. No matter what changes you make they will not dramatically alter performance.

Flagship Import (100cp): You may import any ship that you own as your flagship combining them and giving them the benefits of each.

Strike Craft and Frigates Lines (100cp each): For each purchase of this you may take one ship line from either the strike craft or frigate lists in the supplement. You may take the same ship line multiple times.

Import Strike Craft or Frigate (100cp each): You may import one ship that would qualify as a strike craft or frigate that you own as a ship line in this universe, that ship will have a cap of between 150 ships and 10 ships depending on how powerful it is. While you can import a magical ship unless you have a way to improve your factories they will be unable to reproduce the magical aspects.

Flagship Tech Upgrade (100cp): You may upgrade the technology on your flagship to the next mark giving it about a 10% increase in effectiveness in all areas. This upgrade can be purchased 6 times putting you at tech level VII.

Strike Craft and Frigate Tech Upgrade (25cp): You may upgrade a single ship line in order to give the ships in that line a 10% increase in effectiveness in all areas, in addition you are able to maintain an additional 10% of ships in this shipline. This upgrade can be purchased 6 times putting you at tech level VII.

Fleet Extender (100cp): Each purchase of this upgrade doubles the ship cap of a single ship line. You may only purchase this upgrade once per ship line.

Lone Wolf (+1000cp for flagship section only): Some ships are made to fly alone. By taking this option you gain 1000cp to be used to upgrade your flagship but in exchange you will forfeit any ability for your ship to maintain strike craft and frigates.

Albedo Increase (100cp): Albedo is a measure of how resistant a ship is to radiation based attacks. You start with 0.4 and for each purchase can increase your rating to 1.0. 0.0 is lethal to humans even not during combat and 1.0 is near total immunity to radiation.

Armor Increase (200cp): Each purchase of this upgrade increases the armor on your ship's hull making it more able to resist damage. You may purchase this upgrade multiple times to increase your armor more and more. Each purchase of this upgrade increases your armors thickness by 50mm.

Shield Increase (200cp): Shields use energy to create a shield around your ship. Each upgrade to this increases your ship's shield's ability to withstand damage and the rate at which the shields recharge.

Engine Increase (200cp): Unfortunately as flagships grow they also become less fast. Each purchase of this upgrade makes your ship faster by one size difference so a planetoid sized flagship would have the speed of a moon sized flagship.

Artificial Gravity Well Generator (200cp): Your ship is able to create around itself an artificial gravity well. This has the effect of making enemy ships that are within its range move at approximately half speed.

Tachyon Detector (200cp): This high tech radar system is capable of detecting cloaked units around your ship. This radar easily outstrips the range of these cloaked units making it easier for you to defend against them.

Forcefield Modification (400cp): Your ship is able to project its shield outward in order to protect your fleet, this forcefield will have a strength of 3x your ships however any ships inside of the forcefield including your flagship will have the damage of any of their attacks halved.

Drone Fabrication Center (400cp): Your ship is capable of creating short lived autonomous drones that can operate independently and will search for enemy ships and destroy them. The amount of drones your ship can maintain at a time is proportional to its size, a standard transport could support 20 while a Flenser sized ship could support around a thousand drones.

Factory Module (400cp): No longer will you have to rely on factories to reinforce your fleets. Your ship is now equipped with it's own mobile factory that can repair

Habitation Module (400cp): Your ship is equipped with all the necessary facilities to have a population live out their days in the void. On a transport carrier this merely means additional

crew berths and amenities however on a Ark class ship this would manifest as a small city. Who's to say what this would look like on a Flenser class ship.

Repair Module (400cp): Your ship is now able to use state of the art nanorepair technology to repair your fleet in the midst of battle. While the exact number of ships you can repair at a time depends on the size and tech level of your ship with this you will be able to see hulls literally stitch themselves back together in minutes.

Vampirism (400cp): Your ship has the ability to take a portion of the mass you extract off of enemy ships when damaging them and to use that ability to repair itself. This will essentially mean that for every attack you do you will heal 20% of the damage you inflicted.

Cloaking (400cp): Your Flagship has a high tech cloaking device capable of making it invisible and disguising all emissions and other signals that it emits. This cloaking device is not infinite however and your ship will only be able to maintain it’s cloak for about a day.

Subjugator (400cp): A terrifying creation of the AI employed by the scourge, this device is used to harvest the populations of planets in order to gather fresh meat for experimentation and augmentation. This is capable of using a combination of tractor beams and other instruments to lift parts of the surface into the air to facilitate harvesting. All parts of this upgrade are made to be used in the atmosphere and are of essentially no effect in space combat.

Weapon Upgrades

You may purchase as many weapon upgrades as you wish, for each purchase of a weapons upgrade you may either choose to have several batteries of smaller weapons or one huge weapon capable of massive damage. The power of these weapons scale to ship size.

Pike Weaponry (200cp): Weaponry of this type uses specialized rail guns in order that deals additional damage to enemies with higher structural integrity.

Concussion Weaponry (200cp): These weapons utilize special concussive attacks that do additional damage to targets with low armor..

MLRS Weaponry (200cp): These weapons release masses of dozens and dozens of missiles that do additional damage to targets with low structural integrity.

Fusion Weaponry (200cp): Fusion weaponry has the ability to partially penetrate enemy shields. Making them a counter for high shield, low hull ships.

Grenade Weaponry (200cp): Weaponry of this classification has additional AOE damage is used to counter squads of smaller ships.

Sabot Weaponry (200cp): Weapons of this type deal additional damage to targets with high mass.

Nucleophilic Weaponry (200cp): These EMP weapons deal additional damage to ships that have a high energy consumption.

Tritium Weaponry (200cp): These long range weapons use heavily irradiated ammunition that deals additional damage to enemies that have low albedo.

Metabolizing Melee (200cp): Attached to your ship are gigantic buzzsaws capable of slicing directly through enemy ships. In addition your ship is now able to absorb a portion of the metal from the ships these buzzsaws and too add it to your ships reserves.

Tractor Beam (200cp): Your ship now has multiple tractor beams that can be used to either repel, freeze or pull in ships, in addition your tractor beams can be used to attempt to crush ships however this will only be able to do minor damage as tractor beams have limited crushing strength.

Zombification (200cp): This weapon is unusually weak and only does a nominal amount of damage. This however is unimportant next to this weapons true ability, when this weapon strikes a target it implants a dormant combination of computer virus and highly specialized nanobots. If the ship is destroyed in the next hour after the attack then that ship will be reactivated under your fleet's control. The ship will be repaired and will automatically begin to search and destroy enemy ships.

Tesla Torpedos (400cp): your ship is capable of launching powerful torpedoes that create an electrical storm upon devastation doing huge amounts of AOE damage. These torpedoes are highly maneuverable and can be remotely controlled.

Beam-Array (400cp): This array of 20 heavy beams are nothing special on their own but can output a devastating combination of point defence and flexibility. Each of these beams can deal considerable damage to a strike craft or frigate but can also focus on a target for powerful single target damage, one of the most flexible weapons available to a flagship.

Spire Coil Beam (400cp): This heavy weapon is a long range hyper focused beam capable of dealing large damage to single targets and closely packed fleets.

Insanity Inducer (600cp): The weapon of choice of the fabled Botnet Golem this deadly piece of machinery is essentially a supercharged version of a standard zombification weaponry. This ship can turn a fleet against itself in seconds with it’s incredibly powerful nanobots however it like it’s predecessors it has no effect on turrets and Flagships.

Planet Cracker (600cp Moon Class): The Planet Cracker is unsurprisingly used by the AI fleet to destroy planets with organic populations that it deems unworthy of the resources required to invade. The planet cracker is equally capable of devastating ships and can eviscerate multiple frigates in a single attack.

Doomsday Heavy Beam Cannon (800cp Flenser Class): The ultimate weapon, the main weapon of the Flenser, this devastating heavy beam cannon can devastate entire fleets. This is the single most powerful ship in this setting.

Companions

Companion import/creation (50cp-300cp): Never fight an army of interplanetary robot warships alone jumper. For 50cp you may import or create a single companion with a budget of 800cp and an origin of your choice. For 300cp you may import 8 companions each with budgets and origins of their own.

Drawbacks

No Drawback Limit
All Drawbacks with the Faction Added prefix will add a faction that will specifically target you and only fight other factions in self defense.

Into the Arcenverse (+0cp): If you've had any other adventures in the arcenverse than you can choose to return to the same universe that you left. Do keep in mind that each game in the series is set several centuries or millennia apart.
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Game Time (+0cp) This jump assumes that the war between humanity and the AI takes place over a reasonable timeframe of several years. With this toggle the jump will instead take the timeframe of the games and this war will be one of constant battle. Instead of the war lasting years the war will last for hours. Do not mistake this for an easier ride jumper as this merely condolences the battles into a shorter time frame. You may move onto your next jump once the war has ended. Good Luck.

Raiding Parties (+100cp): Your enemies will be much more persistent in sending small raiding parties to disrupt your operations. If you set up strong defenses you will be able to withstand them without too much trouble but this will tighten your enemy reserves.

All alone (+100cp): Lonely at the top jumper? Everyone around you will be lacking a certain amount of.. Personality. You will still have the same amount of fleet strength and manpower however all of your allies will be reduced to personality less followers, lacking initiative and

needing micromanagement to be effective. This essentially reduces your followers to units in an RTS game.
Taunting taunting robots (+100cp): Your enemies will be constantly mocking you over communications. This won't get in the way of the war but it sure will be annoying.

Faction Added: Marauders (+200cp) Even during the apocalypse humans just can't seem to get along, these space pirates are surprisingly good at taking and holding ground and will dedicate every aspect of the space combat savvy to destroying you.

Faction Added: Macrophage (+200cp) These giant alien space bugs move from one area to another, gathering food and materials in order to return them to their massive deep space hives. By purchasing this you just added yourself to the menu.

Materiel Difficulties (+400cp) You just plain have problems finding resources. You will be strained for metal and power during your time here if you only stick to sources found in jump.

Faction Added: Scourge (+400cp): A new strain of the scourge has been created specifically to destroy you. They will hunt down your allies and absorb them into themselves to gain intel.

Faction Added: AI (+400cp) A new AI overlord exists in this universe and is gunning for you specifically. Do be aware however that it Doesn't feel pity, or remorse or fear and that it absolutely will not stop until you are dead.

Faction Added: Nanocaust (+400cp): A Nanocaust base has been set up in an unknown part of the galaxy. It will blaze a trail of zombified infected ships heading straight for you.

No Base, Game Over (+400cp): You start this jump with a command station, now if this command station is destroyed it is game over.

Faction Added: Zenith Devourer (+600cp): The Zenith Devourer is a massive zenith creation the size of the earth. It travels from system to system, devouring whatever stands in it's way and now it's found its most tasty catch yet… you.

Faction Added: Fallen Spire (+600cp): The spire knows of your existence and they are not pleased. The entire imperial fleet has entered the edge of the galaxy and hunting for you. Their fleet is enough to even give the AI's a run for it's money but it does have one weakness, its slow. Id start running if I were you jumper.

No Powers (+600cp): You know the drill jumper. For this jump you will lose all of your out of jump powers and will only have the abilities from this jump.

Faction Added: Unknown Exogalactic Threat (+800cp): The AI isn't ignoring humanity because they're weak. It's truly because there is simply something far more powerful. Something that

makes the Flenser look like a V-wing and is slowly making its way to the edge of your galaxy. Good luck jumper.

Conclusion

Stay Here: Happy with your victory, or do you merely have too many friends you would loathe to leave?

Go Home: Ready to retire commander?

Keep Going: Onward to the infinite commander.

Notes

The spire as a species are only ever described as rock creatures. I'll leave up to you how that manifests in their physical appearance and biology (or geology).

If you don’t take unknown exogalactic threat then unless you are the AI nothing outside of the galaxy will be an issue unless you seek it out. If you are the AI feel free to make up your own explanation as for what's going on in the other galaxies.