Imperium Galactica II – Alliances

V1.1 by Songless

Welcome, Jumper, to a galaxy filled with wonder, with a wide variety of aliens and sights, where ships traverse the void... often to destroy someone else.

This galaxy is not for the faint of heart. Though peaceful co-existence is commonplace, wars and more subtle conflicts happen on a regular basis. Almost a dozen alien races achieved long-range spaceflight at around the same time, setting off the kind of fevered expansion that only interstellar exploration can provide.

Among them, three races stand out among all others for their power, ambition, and raw talent.

The re-united ranks of humanity now form the Solarian Federation, one of the most important factions in the galaxy – if only due to the, often accidental, influences they've had on galactic society. The Shinari Republics were founded by a race of gifted diplomats and traders with a penchant for covert warfare, who seek to control the entire galaxy even if they will not rule it outright. And from beyond the edges of the galaxy, the Kra'Hen Empire comes to conquer and enslave all other races, driven by fanatical devotion to their monstrous God-Emperor.

You arrive here at the start of this tumultuous era, when each faction first set their sights on distant planets and the galaxy was still a big and empty place. You will stay here, as the ruler of one of the various factions, until one race has become the uncontested ruler, be it openly or covertly, of the entire Milky Way galaxy.

Suffice to say, making it out of this victorious may not be easy. During your time here you will need to manage your colonies, initially only one or two but rapidly growing to dozens of planets, as well as oversee research, military campaigns, political events and opportunities, and a hundred more things besides. The life of a ruler is complex and fraught with challenges both overt and subtle... and few things are as dangerous as your competitors, the leaders of the other factions. For they, too, seek to thrive, and many will do so at your expense if need be.

Perhaps you can form alliances to safeguard your territories and stand stronger together? Use espionage and subtlety to take the lead, advancing your own interests while hindering others? Will you use the relics of the past and the science of tomorrow to find solutions that others never thought to consider? Or perhaps you'll just keep it simple, and use your weapons of war to lay waste to all who would stand to oppose you.

Whichever path you decide to take... you have **1000CP** to get you started.

Good luck, *emperor*.

BACKGROUNDS

You will spend your time here as the leader of whichever faction you chose to align yourself with. Barring significant misuse of power or incompetence on your part, you need not fear for your title or authority – you are effectively elected for life (if elected at all). Likewise, medical technology is advanced enough that old age will not be an issue during your stay here. You may choose your age and gender as you wish, and may treat any origin as a 'Drop-In' if you prefer. Unless you purchase options to change this, you will begin with one planet, a small fleet, and a level of technological prowess equivalent to that of the other Imperium Galactica II factions.

The **Solarian** Federation, named for their home system of Sol, is the human faction in this setting. Humanity's discordant past and vast range of philosophies and cultures make them rather unstable compared to the other races. Indeed, it will not be long before rumblings of dissent and calls to action will echo across the Federation, the unrests revolving around the cult known as the 'Brotherhood Of Tears' which prophecies humanity's ascension amongst the stars. Nonetheless, despite their internal struggles humanity's ambition combined with being the undisputed masters of technological advancement makes the Federation one of the most powerful factions in the known galaxy.

The **Shinari** Republic is founded on the principles of diplomacy, tradesmanship and cunning. Though their preference for subtlety and intrigue makes the Shinari ill-suited for the direct confrontations that they will inevitably encounter as the different factions spread across the galaxy, they more than make up for it with their other talents. The Shinari are experts at using trade and diplomacy to gain the upper hand economically, while their gifts at espionage and sabotage allow the Republic to cripple foes without ever entering the field of battle.

The **Kra'Hen** Empire are foreigners to this galaxy – a small expedition force sent by the divine God-Emperor that stands at the top of the Kra'Hen feudal system. Violent, bloodthirsty and ruthless, their sole goal is to conquer and subjugate all other races – no matter the cost. The Kra'Hen are extremely xenophobic, preventing almost all peaceful contact with other factions. However, their unwavering focus on military conquest gives them the most powerful and cost-effective military forces in the entire galaxy.

There are also a number of **Independent** factions in the galaxy. Though normally only the three sides shown above would have the raw power to stand at the top, that doesn't mean there's no chance for a fourth side to rise to such levels of power. You may start as one of the other factions from Imperium Galactica II, such as the Godan Kingdom or the Cheblon Clans.

Finally, there's the option of becoming a **Historical Singularity**. This option is used to modify a different background you've chosen – and it means you do not become part of one of the

existing factions. Instead, you create an entirely new empire unseen before in the Imperium Galactica II setting.
Import a previously encountered race, culture, or organization to form the foundation of your new empire. Your chosen background and perks will adjust the nature of their society – for example, taking the Kra'Hen background means your new empire will be more violent and ruthless even if your original people were quite peaceful. Any advantages (such as genius intelligence or innate magical powers) or disadvantages (extreme vulnerability to foreign pathogens, very low birth rates) are strengthened or weakened until their overall power are roughly equivalent to any of the other races in terms of innate ability.

PERKS

- Jack Of All Trades (100CP, free for Solarians)

Humanity is, above all others, inventive and adaptable. Through competition, inventiveness and sheer scatterbrained lack of focus in their pursuit of technological advantages, they consistently outpace the research of other factions. Now, this flexible but unspecialized approach can be applied to many other facets of your society as well; both personally and across your civilization, you will find that you will become increasingly successful the less you focus on a single goal to achieve. Try new things, explore, give in to your curiosity and you will rarely find it was not worth the effort.

- Built For The Ages (200CP, discount for Solarians)

Solarians might rapidly come up with new ideas and designs, but that doesn't mean that they don't build to last... indeed, some of the oldest Solarian creations, such as the crystals known as the so-called 'Tears', are centuries old yet remain both relevant and at times even advanced in the modern age. Much like these creations, you and your faction are masters of designing and building machinery, architecture and other such objects that withstand the test of time. Expect most of your more robust designs to easily last several centuries, and those you've built to really last... well, they'll still be working millennia in the future.

- Heroes And Icons (400CP, discount for Solarians)

Humanity is a people of extremes, of differences both great and small... and the greatest among the Solarians are grand in ways that even other races rarely match. From highly talented pirate leaders to mad emperors to researchers single-handedly pushing the boundaries of science, these few mighty people often have such an impact that their actions have galaxy-wide consequences. You are exceedingly likely to find such unique individuals, especially when you run into major problems or opportunities that only such a legend could handle. These people are also very likely to support you, and those whose goals don't align with yours can often be persuaded with some minor favors or a decent amount of credits.

- Inspired (600CP, discount for Solarians)

Knowledge is power. This is true in many cases, but in the cutthroat environment of a galaxy prone to warfare and subterfuge this is doubly true. But most of all, this tenet applies to the field of science. You are gifted at directing and planning research in all manner of topics, aided in part by your ability to accurately determine just what you can research with your current knowledge and infrastructure... as well as what further options might become available to you should you pursue any particular scientific path or expand your R&D capacity. Indeed, though concepts like the Battleship or Anti-Matter Ray might be little more than daydreams when you first arrive here, in your mind, you'll have a detailed plan to 'make the tools to make the tools', along with all the various offshoot technologies you might develop along the way. A lesser version of this insight can be automatically shared with all those in your employ, ensuring that your R&D divisions will have a clear understanding of your goals even if they don't necessarily understand *why* you think quark-meson bonding energies is the field you need a breakthrough in.

- Silver Tongue (100CP, free for Shinari)

Money is life in the Shinari Republic, and those with the wealth to be successful all have at least one skill: not only to negotiate, but to know what can and cannot be acquired through trade. You are a gifted diplomat and trader, with a keen insight into getting what you want... and especially getting what you want even when it's 'not for sale', whether that's with some subtle bribing or a carefully timed betrayal.

- Profit Through Conflict (200CP, discount for Shinari)

War is good for business, especially when you're not one of the ones doing the fighting. You are a master at supporting conflicts from afar with some timely deliveries, especially when it comes to ensuring they continue for longer periods of time to drain the coffers of your competitors. But even if you do find yourself on the wrong side of a Heavy Corvette or two... well, business and war still overlap quite often. Those same mercantile skills you can apply for arms deliveries will also make it easy for you to hire mercenaries for some 'just in time' military solutions to your own problems.

- Control Warfare (400CP, discount for Shinari)

Armies may fight with weapons, but a mere collection of weapons does not make an army. Indeed, the complexity of modern warfare has given the Shinari new opportunities for an old style of warfare: fighting through control of information and manipulation of its enemies. You and your followers become highly adept at any methods used to wrest control over enemy forces, be it from cunning propaganda to incite opposition among your enemies' population to identifying key politicians for assassinations to the use of state-of-the-art hacking technologies like the Ship and Tank Manipulator. Use these tools well, and your enemies will rip themselves apart long before your ships enter firing range.

- Ghost Keeper (600CP, discount for Shinari)

The Shinari are ill-suited to direct warfare. Certainly, they have their capital ships and tanks, but even when the galaxy burns with the lights of a thousand Turbo Lasers, the Shinari nonetheless favor the subtle approach... and in some ways, the Shinari are never at peace. Their talents at espionage are unmatched, spies and assassins crippling entire empires before a single ship is even destroyed. And you stand at the very highest level, the spider in the web that directs their movements, unseen and unheard by all. Your espionage network is honed to a razor's edge, and the covert operatives in your employ will always be able to evade hostile authorities without leaving any identifiable traces - even if an operation goes completely sideways and the only way out is to burn their entire network to the ground and start over from scratch. While this does not guarantee success, it does make your covert activities quite a bit more dangerous... not to mention the fact that others might be blamed for your actions instead of you. After all, if you actually had any spies, wouldn't some have been caught by now?

- The Machine Of War (100CP, free for Kra'Hen)

The glories of war are both grand and costly, but your armies will not be hindered by a lack of resources! You are a master of establishing efficient wartime industry, achieving the same results with noticeably less time and resources. This is particularly true if you use more ruthless and amoral methods – after all, not including any provisions for your ground troops will just make them more motivated to take that planet... and the corpses of their enemies will provide a plentiful banquet after their victory.

- Glory Through Annihilation (200CP, discount for Kra'Hen)

For the Kra'Hen, life and death are all in service of the God-Emperor. The strong shall rule, and the weak shall die to pave the way for their betters. Though lesser races might be demoralized or outright broken by heavy casualties or wide-spread death, the Kra'Hen see it for the boon it truly is: a chance for their might to flourish and prosper, without being held back by the undeserving. Whenever anyone under your command dies a violent death, others in your company, empire, or other such organization will receive a morale boost – the size of which depends on the manner and number of deaths. Decree that a fifth of your entire empire's population be killed as sacrifice to the God Emperor, and your empire might experience an exulted happiness and golden age that lasts for years!

- Conquest (400CP, discount for Kra'Hen)

All shall fall before your armies, and your fleets will darken the skies over every alien world. But not even the Kra'Hen are unbeatable, and early on you must take care to ensure that you do not over-extend your forces. When you strike, you must make sure that the entirety of the enemy falls before your armies, that no survivors can rebuild to oppose you... or even warn other empires of your coming. You and your subordinates are far more capable when it comes to evaluating the military and economic strengths of other factions, and excel at the use of overwhelming force once you've determined the odds are in your favor.

- Imperator (600CP, discount for Kra'Hen)

None shall stand against you, for your might is the might of the Kra'Hen. And none shall reject the call of your marching armies, for your orders are the will of the God Emperor himself. Your servants and slaves are obedient to the end, be it through certainty and faith in your divine mandate, the understanding that your displeasure at their disobedience will be worse than the most hateful foe, or through some other manner in which you inspire such unending loyalty. But do take care, Imperator: though your empire will gladly strain itself to ruin to follow your orders, you still need to be cunning in your command... for a dead empire cannot conquer.

- Antarian Engineering Insight (200CP, discount for Independent)

Spaceships are tricky things – their complexity and sophistication means that many systems are interconnected and at risk of interference, feedback, and disastrous power surges if not handled correctly. The Antarian people have long been masters of synergizing overlapping energy fields without causing the combined effects to disrupt their function, creating elegant but powerful subsystems for their fleets. Now, your people are likewise masters of combining multiple systems for greater effect. Although this insight will be useful in a multitude of technological disciplines, the Antarians are most famous for using this skill to push their radars, engines and shields to effectiveness unseen among any other race – even going so far as to install dual shield generators with no loss in effect.

- Iberon Integration (200CP, discount for Independent)

The Iberon have long relied on efficiency and sustainability, owing in part to their need for a stable and robust ecology from their tree-dwelling origins. These talents have proven remarkably useful in this new age of spaceflight, and much like the Iberon your people are highly gifted at creating highly efficient technologies for this new era. Particularly important for both life support systems and construction, the most profound effects can be found in efforts at colonization: your speed at expansion is likely going to be unmatched in the galaxy, all while creating colony ships and groundside structures at less cost than your competitors.

- Godan Hardiness (200CP, discount for Independent)

While other races are limited to only a handful of environments for their colonies, the exceptional resilience of the Godan has allowed this race to use almost any kind of planet effectively without the need for terraforming. With this purchase, your faction likewise becomes a master of adaptability and resilience. Not only does this manifest in far easier living on many worlds, it also has advantages in many other areas of society – comfortable use of cramped quarters and limited life support will allow your ships to field more munitions such as torpedoes compared to many other factions... though running a red-hot energy conduit through the sleeping quarters might still go a bit too far.

- Unity of the Cheblon (200CP, discount for Independent)

The Cheblon Clans are a very open-minded race, reflected in their diplomatic skills and talents at information analysis. Much like them, you and your followers are now far better at harmonizing differing viewpoints, both within your own society and during negotiations with others. Your people are also remarkably gifted at combining systems of information rather than

opinions – especially those relying on highly complex and vast amounts of data such as planetary surveys or information-based weaponry.

- Toluen Bio-engineering (200CP, discount for Independent)

The Toluen's defining characteristic is an unusually high reproductive rate and population growth, owing to their history with genetic modification and biological sciences. However, while this experience has come at a cost, it is nonetheless very effective. Much like the Toluen Empire, your people are gifted at biological and medical disciplines, including food production, healthcare and biological augmentation. Keeping your population healthy has never been this easy, but if your need becomes dire enough... those same medical skills could also be used to create some particularly nasty chemical or viral weaponry.

- Traders' Forum (200CP, discount for Independent)

Though the larger empires will often be the true economic powerhouses of the galaxy, there will often be room for smaller, independent sides to broker deals. A neutral party can be indispensable for intergalactic trade, and you and your followers have a knack for maintaining this kind of balance. Not only does your trustworthiness and reliability in financial matters give you plenty of opportunities for better prices when buying and selling, you're effectively never held accountable for what your trading partners do with your goods... hell, so long as your trade itself is not illegal you could probably supply both sides of a war without issue. That said, don't expect people to turn a blind eye if you don't just supply the tanks and spaceships but also start getting personally involved in a conflict. Mercenary work's not quite as reputable as merely selling the guns.

- Stellar Brigandry (200CP, discount for Independent)

Calling it 'piracy' sounds so barbaric... but you love it anyway. You and your people thrive on any kind of conflict, and are particularly gifted at the kind of disreputable tactics and tricks you'd expect from a loose collection of interstellar cutthroats, thieves and ne'er-do-wells. Not only will your fleets find themselves exceedingly adept at hit-and-run strikes, raiding attacks on hostile planets, and similar skirmishes, you'll also find that the morale of your followers is quite a bit higher when you're at war with someone. After all, war means more chances for glory and plunder.

TECHNOLOGIES

Though your empire will eventually have to develop more powerful technologies, ranging from ships to buildings to more esoteric machinery, you may instead choose to acquire certain scientific breakthroughs here instead. However, do keep in mind: having the designs for a Battleship when all others can merely build Destroyers will do you little good if you bankrupt your entire Empire merely trying to build one.

Fortunately, each of the designs on offer here are guaranteed 20% more effective than their 'normal' counterparts, be it due to reduced cost, greater performance, or some similar metric of

your choice. This will ensure that you will retain an advantage even once your competitors 'catch up', but should you wish it you may further improve any schematic effectiveness by another 20% for an extra 50CP, with no upper limit (i.e. paying 50CP extra provides a total of 40% improvement, 100CP gives 60%, etcetera).
Higher levels of schematics automatically include all previous levels.

- Ship Class Schematics (100CP, 200CP or 300CP)

Spaceships will likely form the core of your galactic empire's strategies – be it from expanding with Colonization Ships or taking the fight to your foes with Cruisers and Interceptors, every empire will need a sizable navy to be successful. These schematics only provide access to the ship hulls, not to any components, weapons, or other upgrades.
The first level of these schematics provide access and discounts to Heavy Destroyers, Corvettes, Advanced Fighters, Advanced Space Bases, as well as the Terraformer and Colonization Ships and the Planetary Satellite.
The second level covers Heavy Corvettes, Cruisers, Interceptors, the Heavy Space Base and the Spy Satellite.
The third and final level includes the mightiest vessels in the Imperium Galactica II galaxy: Heavy Cruisers, Battleships, Heavy Fighters and the Mobile Space Base.

- Tank Schematics (50CP, 100CP or 150CP)

Ground forces are used both for defense and the conquest of planets, making them indispensable for any empire seeking to take the fight to their enemies. These schematics include a variety of weapons in addition to the tanks themselves, as shown below:
The first level covers the Wheeled and Tracked Tank as well as the Machine Gun and Cannon Turrets and the Range Extension, Advanced Radar and Radar Jammer upgrades.
The second level includes the Anti-Grav Tank and Minelayer chassis, along with the Laser and Rocket Turrets and the Fusion and Machine Gun Mines. You also gain the Missile Jammer, Suspensor, and Detonator upgrades.
The third and final level covers the Mega-Tracked, the Heavy, Ion, and Heavy Rocket Turrets, as well as the Laser Mine, the Repair Pod and the Devastator Pod.

- Component Upgrade Schematics (200CP, discounted for Solarians)

Although ship hulls and weapon systems might be the most important in a fight, there are a vast number of other systems that can be upgraded in your fleets. This collection of designs and formulae gives you access to every Hyperdrive, Radar, and Shield system found in this setting. Furthermore, you'll find some useful tools for supporting your ground forces as well through the (Advanced) Cargo Pod, as well as the Laser Strike and Air Strike Pod upgrades for your tanks. Put together, your ships and tanks will be capable of some pretty impressive tactics. Fight smart, not hard.

- Cyber Warfare Schematics (200CP, discounted for Shinari)

Using raw firepower is only one way to win a fight. For those with a preference for more subtle methods, there are a variety of options available to disrupt, counter, and outright control your

enemies during battle. By purchasing this option, you gain access to the designs for electronic countermeasures and anti-ECM, Computer Jammers, the Battle Computer, the stealth capabilities of the Combat and Fleet cloak systems, Ship and Tank Paralyzers, as well as the immensely dangerous control weaponry known as Ship and Tank Manipulators, which are capable of briefly taking control of hostiles to turn them against their former allies.

- Offensive Schematics (200CP, discounted for Kra'Hen)

Of course, just because raw firepower is only one way to win doesn't mean it doesn't work. A good ship with enough guns to glass a city is sometimes all you need to pound your opponents into submission. This purchase grants access to every ship-based direct damage weapon in Imperium Galactica II, from the humble laser cannon to the various torpedoes and heavy guns, including the immensely powerful Destructor Ray, a superweapon that can tear even a Battleship in half with a single shot.

- Planetary Infrastructure Schematics (200CP, discounted for Independent)

And finally, there's always the kind of technologies that may not be very fancy, or powerful, or destructive, but that are nonetheless just plain useful. Nobody's going to cheer and give you a medal for building an apartment complex, but colony management and infrastructure are still critically important. This purchase gives you access to all civilian improvements, including the larger and more efficient housing and food production facilities, advanced factories, as well as the various fortresses and anti-orbital cannons used during planetary battles.

ITEMS AND INFRASTRUCTURE

All items and infrastructure options can be bought multiple times if you wish, granting you additional copies as appropriate.

- The Trophies (Free)

What's better than to rule? To conquer a galaxy through military prowess, cunning, or diplomatic skill? Well, to enjoy the fruits of your efforts long after you've moved on to worlds beyond, of course! With every empire you conquer, both in this setting and any future worlds you might visit, you receive a bobblehead and infinitely-refilling Pez dispenser, both themed after your defeated foes. How big will your collection get, I wonder?

- Free Trade (200CP)

For an empire focusing on commerce, the use of trade infrastructure is critical... but also expensive. You receive a single free Trade Port, Bank or Trade Center in every colony under your control. These facilities will help attract additional traders to your planets, giving you a sizable boost to income to supplement your taxes. In any future jumps, you will find yourself the owner of a successful shipping company or a similar trade-based organization.

- Assembly (200CP)

Ultimately, your empire will need to build a lot of additional buildings, ships, and vehicles during your rule – expanding your influence from a single planet to an entire galaxy is hard work, after all. Each colony under your command receives a free Colony Hub, Tank Factory, Ship Factory, or their advanced counterparts once you unlock that technology. This manufacturing capability will greatly improve your overall industrial power. Furthermore, you will become the owner of a robust and profitable manufacturing company in any future worlds you travel to.

- Scientific Advancement (200CP)

Science is the lifeblood of interstellar competition – the side with the technological advantage is not always the side who's winning, but falling behind nonetheless makes your prospects a lot more bleak. To ensure you remain at the technological 'cutting edge', every colony under your command receives a free Building, Ship or Tank Research Center. You will likewise promote such scientific innovation in future jumps, owning a small but capable R&D company.

- Bread And Circuses (200CP)

Keeping morale high on your colonies is critical to ruling a successful empire – unhappy citizens can cause problems with tax collection and colony stability, not to mention that widespread despair doesn't lend itself well to increasing the population... to this end, your colonies now come with a single free morale-boosting building, such as a Park or a Recreation Center. In future worlds you visit, you will come to own some form of entertainment or propaganda-based company, such as a sports stadium or TV network.

- Interstellar Infrastructure (200CP)

Colonies have countless needs you'll have to meet to keep them functioning. Establishing the necessary infrastructure and support services can be a nightmare, but you start with at least part of what you need already in place. Each of your colonies receives a single free infrastructure building. A varied bunch, the options for this purchase include residential buildings as well as Hospitals, Police Departments, Food Factories and Fusion Power Plants. Their more advanced counterparts, such as the Meson Plant and Auto Food Factory, are likewise available once you gain access to their required levels of technology. In future worlds, you will find yourself the owner of a moderately sized infrastructure-focused organization such as a rail line, utilities company or supermarket chain.

- Fortifications (200CP)

Finally, a smart emperor would do well to remember that no matter how grand you might make your colonies, no matter how tall their spires or happy their people… without protection, it could all be taken away by even a minor invasion fleet. This will not stand. Each of your colonies gains a free military structure for its protection, either an anti-orbital defense like the Planetary Defense Cannons and Planetary Shields or a fortress to protect your colony from ground assaults. More advanced variants, such as the Advanced Planetary Shield or the Laser Fortress, are also available should you have access to their technologies. You can even decide to use a Self-Destruct Facility if you're ruthless enough to deny your enemies victory at the cost of the entire population.

In future worlds, you will own a sizable and highly competent combat-related organization such as a PMC, security provider, or bodyguard service.

- Planetary Extension Programme (1000CP)

The most comprehensive and far-reaching option, this project aims to establish the entirety of a colony's facilities in one massive push. Although expensive, the sheer scale of this ambitious process allows for a more effective use of resources and time, making it more efficient than attempting each individual part separately. The results speak for themselves: you gain the effects of the Free Trade, Assembly, Scientific Advancement, Bread And Circuses, Interstellar Infrastructure, and Fortifications upgrades all at once.

- Tears Of The Gods (300CP)

These crystalline data storage units are largely unknown aside from some fringe sects and historians when you first arrive here... but in the years to come they will become critically important to the fate of the galaxy – though this is largely to do with the information contained within them. You receive a full copy of the Tears, including the... volatile data inside. Knowing that humanity semi-accidentally seeded most of the other alien races centuries ago from a top-secret military black ops project will not go over well with most other factions.
That said, even if you choose not to use the data within, the Tears themselves are still marvels of technology, remaining cutting-edge centuries after the method of their creation was lost to history. Effectively indestructible to anything short of city-killer weaponry and with nearly unlimited data storage capacity, this material could revolutionize technological disciplines ranging from materials science to electronics to energy weapons.

COMPANIONS AND FOLLOWERS

- Council Of Advisors (variable cost)

To rule as Emperor is to stand above all others... but even you might not be able to direct an entire interstellar empire on your own. With this option you may spend 50CP to import or create a new Companion to act as a councillor, trusted aide, or similar high-ranking position in your government. Alternatively, you may take eight Companions at once for 200CP. They each receive a single background of their choice and 300CP to spend as they wish, as well as extra CP equal to half the CP you acquire from Drawbacks. The backgrounds taken by Companions merely change the details of their background in your own empire, they do not make them part of different factions. For example, if you were a Solarian with a Kra'Hen Companion, they will simply be a human military commander with a talent for ruthless warfare instead of a part of the Kra'Hen Empire.

- A Permanent Contract (50CP per purchase)

Rather than importing or creating your own group of Companions, this option instead allows you to recruit one person from this setting as a Companion. Perhaps you'd like to bring along a defeated emperor who proved himself against you, or you've taken a shine to that one pirate

princess? You are not limited to individuals in your own faction, and may freely invite others from beyond your borders. You'll still need to convince them, but you may ask any number of people until one of them accepts. At the end of your time here, they receive a CP allotment to spend equivalent to that of the Council Of Advisors option.

- Military (50CP per purchase)

For those looking to get some extra power in their fleets, this option grants you an unfailingly loyal group of forces, consisting of 50 fighters, 5 tanks, a single capital ship or a single space base. These forces will by default be whatever variants are known to you at the start of your time here. However, these forces will automatically upgrade as you gain access to more advanced technologies from Imperium Galactica II, either straight away if you purchased the schematics in this jump or during your time here as more advanced technologies are developed by your empire. Your Capital Ship might start as a mere Destroyer, but with enough time and effort you'll find yourself backed by an upgraded Heavy Cruiser or even a Battleship. These forces require no upkeep or salary, and any losses they incur are replaced after a month, free of charge.

- Commander (100CP per purchase)

The majority of your forces will consist of standard military units, built and crewed by your own empire, there are still opportunities for others to join your navy. As your military prowess grows, you'll likely find a wide range of rogues, mercenaries and soldiers of fortune offering their services to you. With each purchase, you gain one such individual to support your side. Not only do they come with a Capital Ship similar to the Military option above, their skill and experience ensures that any fleet they are made a part of will become a bit more effective. You may choose how exactly these veterans help your forces, be it by strengthening defenses, improving offensive power, weapon accuracy, or some other measure of combat effectiveness. Their contract is fully paid for with indefinite duration, and a new mercenary will arrive after a month should the current one be killed.

- Covert Ops (50CP per purchase)

Finally, for those preferring the cloak-and-dagger approach, this option gives you the services of a skilled and experienced spy. Completely loyal to you, unto the bitter end if need be, these covert operatives are already veterans of their craft, and most have specialized into a single type of operations: infiltration, combat, or counter espionage. They start at the skill level you would otherwise only see after years of extensive operations or training during your time here, but if this level is not sufficient for you, repeat purchases may be used to further increase a spy’s experience linearly: 100CP doubles their effectiveness, 150CP makes them three times as skilled, and so on. You may also recruit additional spies for the same price, though improving one spy’s skill level does not affect any other spies you acquire here.
These spies do not require financial backing for their operations, and should they be killed an equivalent replacement will arrive after a month.

DRAWBACKS

- Retired (+0CP)

What's that? You don't actually want to rule here, and would rather just spend some time seeing the sights or doing something else? By taking this Drawback, you may choose a background other than being a faction leader, allowing you to just... live your life, free from the kind of responsibilities such a position would carry with it. You may arrive here at any point between the launch of the first Colony Ships and the final victory of one of the factions, and you will stay here for ten years. Taking any other Drawbacks alongside ‘Retired’ will ensure that they remain equally problematic for you personally as they would have been to you as a ruler of an entire interstellar empire. Cheapskates ensures you’re always poor, Covert Warfare makes it so your personal life is constantly getting sabotaged for unclear reasons, and so on.

- Cheapskates (+100CP)

As it turns out, your people don't really like paying heavy taxes to support the necessary economic, military, and scientific advances necessary to move your empire forward into the future. Indeed, while low taxation is still doable without too much grumbling, it now seems that any kind of levies one would have considered 'moderate' are already enough to cause widespread unhappiness, unrest and even civil uprisings. You could compensate with a high police presence or just lower taxes, but either way you'll end up with substantially less funds when all is said and done. Maybe you can supplement your income with some other revenue streams, such as trade, theft, or conquering a few of your neighbor empires' colonies?

- Broken Banks (+100CP)

Money is power – but it's primarily the use of that money, not simply 'being rich'... a lesson you'll learn very, very well during your time here. Your ability to stockpile funds is massively limited, meaning that any excess income you acquire had better be used fast before those precious credits slip through your fingers. The maximum amount of credits your empire can draw on at any given time is only slightly higher than its total monthly income, meaning that unless you balance your expenses to the point you end every month with a near-zero balance... well, you're going to be continually bogged down in empire-wide inefficiencies and financial disasters during your time here.

- Hostilities (+100CP)

As it turns out, the Solarians' eventual dream of a Trans-Galactic Alliance is little more than that: a dream. People just... don't really like everyone else. Tempers run high, incidents easily blow up, and don't be surprised if maintaining peaceful relations is like walking a tightrope while wearing a blindfold – with open warfare on either side. Even if you're the kind of ruler who thrives on warfare this doesn't necessarily help you – having easy excuses to invade doesn't help much when everyone else is already armed to the teeth and nearby empires might take advantage of the new conflict to attack you instead.

- Hated (+100CP)

The other interstellar empires might not know just who and what you are, but they know enough about your empire to respect you... and respecting your power means they're a lot more wary about you as well. After all, a neighboring empire with power like yours is dangerous – and dangers are to be controlled or eliminated if at all possible. Expect a lot more hostility against your side, and once you really start to make progress in putting the galaxy under your banner you shouldn't be surprised of most or even all other factions come together to stop you.

- Pirate Territory (+100CP)

Piracy remains a constant thorn in the side of interstellar governments, and although such groups are rarely powerful enough to challenge established empires, their speed and talent at striking poorly-defended planets makes them a nuisance even for more powerful factions. Your empire is plagued with such bandits and scoundrels, and while they'll rarely take hold of more than one or two planets at a time, you never seem to be able to stamp them out for good. Even if you turn an entire pirate fleet and its base to mono-atomic vapour, another group will inevitably rise up to make trouble for you. It would probably be a good idea to invest in some planetary defenses...

- Covert Warfare (+200CP)

Why did one of your factories catch fire right after an in-depth inspection? Why did one of your ships explode in orbit with no warning? Why did one of your planetary governors die under suspicious circumstances, causing planet-wide unrest and talks of rebellion? Spies, that's why. While almost no empire will publicly admit to using such covert operatives, just about everyone has at least some in the field... and now, it seems there's a disproportionate chance that 'field' is going to be your empire. Can you rise to the challenge when there's a seemingly endless supply of saboteurs, hackers, and assassins coming your way?

- Called To Answer (+200CP)

The galaxy is a big place, and there's quite a few other people living in it... and some of them are even friendly! Unfortunately, it seems that quite often the smaller civilizations you run into will ask for your help. Maybe their sun is about to go nova and they need help evacuating, maybe there's a big asteroid or a hostile fleet coming their way... whatever it is, you've got a choice. And no matter what decision you take, it will always come back to punish you for it. Helping with the evacuation might reveal there was a different, much more powerful alien empire that made their sun go nova, and they're pissed at you for interfering with their genocide. And if you don't... well, then the people you could have saved ended up being part of a much larger faction who is now just as pissed off. You're going to run into these kinds of problems over and over, and no matter what you always end up doing the wrong thing. Somehow.

- Swarmed (+200CP)

Ah, space combat. Laser beams glittering in the night sky, torpedoes and energy cannons turning entire ships into gigantic explosions ringed with exotic particles, and... oh my. That's a lot

of strike craft. From a distance it looks more like an angry beehive than an actual fleet, there's so many of them.
Although many fleet battles are decided by the Capital Ships – the large, powerful vessels leading the charge – fighters are often employed to harass and distract enemies. Though individually weak, they're nonetheless dangerous in large numbers... and your enemies will now field at least an order of magnitude more fighters than before, with no apparent drain on their military production to explain where all those extra guns come from.

- Elites (+200CP)

Mercenary veterans are a scarce resource – though most space battles have at least some survivors, if only on the victor's side, few pick up the kind of skills and experience that make them the kind of valued fleet leaders that can sometimes be found available for hire. Except now, that's no longer the case. Your competitors now have access to a wide range of mercenaries, ensuring that pretty much every fleet you encounter has at least one such individual there to turn the tide in their favor. Sadly, it seems that this has also left the 'supply' rather underprepared for this enthusiasm, as you yourself will never be contacted for with contract offers. Given that even a single mercenary can easily be talented enough to improve their fleet's performance by over a third... you're going up against a rather substantial disadvantage.

- Technological Limitation (+200CP or +400CP)

The heights of technological power from this setting are mighty indeed – by the end of your reign here you might command fleets consisting of a hundred Battleships each... but with this Drawback, you'll have to take a different focus instead. Quantity has a quality of its own, and it's what you're going to have to make use of.
For +200CP, you can no longer use any ships more advanced than a Cruiser or tanks more advanced than an Anti-Grav Tank, including any technologies that rely on these more advanced technologies to develop.
For an additional +200CP, you are instead limited to Corvettes and Tracked Tanks, effectively eliminating your technological advancement past the 'mid range' levels seen in this reality.
Both versions of this drawback include any technologies you might have brought with you from other settings; more modest technologies might still work, but anything beyond these limits likewise won't help you.

- The Great Race (+300CP)

It's a dangerous galaxy out there, and anyone with any level of competence knows they need to be prepared. So they are. The technological advancement of all your rivals and enemies is vastly greater now, all but guaranteeing you'll be facing technologically superior forces time and time again. When you've unlocked Corvettes they'll be using Cruisers, and your Tracked Tanks will have to square off against enemy Anti-Grav armor more often than you'd like. Even beyond that, it seems that your foes are unnervingly swift at colonizing the best planets, forcing you to make do with the leftovers... or try to conquer a foe that holds the advantage.

- Collision Warning (+300CP)

Your pilots must be poorly trained indeed for this to become a problem, or perhaps Hyperdrives simply don't agree with large numbers of engines used in tandem. Where normally you might have used fleets with many dozens or even hundreds of ships, you're now severely limited in terms of your maximum fleet size. Anything up to about twenty ships still works all right, but the more reinforcements you assign to your fleets over that, the slower they'll move. The total sum of engine power seems to be constant after this... meaning that a fleet with twice the maximum number of ships moves only half as fast, and things only get worse from there. Even trying to bypass this problem by just making your ships bigger and bigger doesn't work – anything larger than a Battleship automatically starts causing problems as well. What will you choose, commander? Strength or speed?

- To Build An Empire... (+300CP)

When one has the might of an entire interstellar federation at their back, what else might they need to bring the galaxy under their rule? For you, the answer is: nothing else. You and your Companions lose access to any powers, items, or other advantages you might have brought with you from other settings aside from your memories. Even your Warehouse will not open for you. For your entire time here you are effectively reduced to your Body Mod plus whatever you've purchased here.

- Crisis (+300CP)

The Solarians are one of the more peaceful races in the galaxy, but even they might find that their people and history lead them down a very dark path... indeed, should the mad emperor Kaeleron ever return to life from his suspended animation, this would nearly instantly lead to a bloody civil war within the Solarian Federation. Whether you are Solarian or not, there is now a similar threat to your rule somewhere in the galaxy. You cannot predict when they will appear or how they will seek to usurp your command until it happens, but once it does... well, your empire will quite literally split down the middle. Your nemesis is a gifted leader, diplomat and military commander, and will seek to unite your entire faction under his banner by any means necessary – they will never surrender, and cooperation will never be possible. Do you have what it takes to lead your nation through this catastrophe, to unite your people once again even as alien foes may seek to take advantage of your internal strife?

ENDING

All things come to an end. Empires fall just as they might rise, wars and conflicts burn out in time, even the stars will go dim if one waits long enough. So too, does your time in this setting come to an end. It might have been decades or centuries, but now you must make a choice.

If you died or wish to go home, you return to your home reality with all that you've acquired during your jumpchain, but your dimensional traveling days are over.

If you've come to enjoy your rule and your subjects, you may stay here. You stop jumping, but the galaxy's a big place, and there's likely a lot of things you might still discover.

And finally, of course, there's the option to move on. Your time in this setting comes to an end, and you move on to whatever setting you will travel to next.

NOTES

All tech from this setting continues to work in future jumps regardless of purchased perks or schematics (or lack thereof).

The Perks you purchase here apply regardless of your chosen empire's default abilities – a Kra'Hen with 'The Machine Of War' will build faster than Kra'Hen without it, but even without it Kra'Hen will still build faster than most other races. Furthermore, by default, certain races will not have access to all technologies. Any race without normal access to tech can still acquire those technologies by buying any of the schematic options in this jump, or by buying (or stealing) the designs from other factions. For more information on the various races, see https://imperiumgalactica2.fandom.com/wiki/Races

Any perks you buy here that operate on an 'empire-wide' scale will apply to any organization (or part of one) that you personally are in charge of, be it entire nations you rule or businesses that you own.

Your form during this jump will become an alt-form once you leave. Any followers you buy here will be a suitably 'normal' race from the setting you are currently in - moving to a classic fantasy setting might see your spy network incorporate humans, elves and a gnome or two, but it likely won't have any dragons for example.

Much like the original Imperium Galactica, the events during the main story/campaigns happen far, far faster than is reasonably possible. Going from a single planet to an empire spanning dozens of colonies *at least* is a bit tricky to do in only 80 years if we assumed any kind of normal birth-rates and time-to-adulthood, after all. Feel free to fanwank how this all works out in your particular case. Extend your time here to five centuries and assume the in-game 'calendar' is wrong somehow, add cloning vats to all standard Colony Hubs to justify the rapid expansion, use some other method you prefer… whatever works for you.

All else fails, fanwank responsibly but have fun.

Change Log:

V1.1

- Some text clarifications for ship technologies, infrastructure options, typos/grammar.

- Added colony upgrades for infrastructure and military facilities, as well as an all-in-one option with a slight discount in exchange for getting it all at once at high cost.
- Recruitment option brought in line with standard Companion option.