

A Jumpchain-compatible CYOA by ltmauve

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The location, the Kardyan Quadrant. Settled by a “second exodus” of humans from Earth, leaving a decade after the original “first exodus” that made it to the Koprulu sector.

The date is 25 March 2500. Jared Harsh, captain of the Hell’s Rejects, has been sent to Duros III to quell a rebellion. But there are quite a few hidden actors behind the scenes, making this operation rapidly spiral out of control in a complex storm that will see millions dead and the entire quadrant in war.

Odyssey is a custom campaign for Starcraft II created by Luis Rocha.

STARTING

Origins

Any origin may be taken either as a “Native,” with a history and memories in this world, or a “Drop-In” who just showed up with just enough paperwork to not be immediately suspicious.

Soldier

Whether you’re poor bloody infantry, drive a vehicle, or provide support from above as a pilot, you fight.

Most of the characters from the campaign fall into this origin.

Spook

Some intel agents are nameless individuals who collect data or put it together, but there are also psychic individuals involved these days.

Meeks and “Doe” are examples of this Origin.

Gearhead

You don't fight people. Instead, you use technology to augment the people who do the fighting.

Sam and McReedy are examples of this Origin.

Faction

It's not like Terrans have ever been the type to be united, and the Kardyan quadrant is no different. This represents which faction you start the Jump with.

Federation of Warfare

The main power of the Kardyan quadrant, the Federation was originally the military of the Parsyans. However, after the Powering Wars started, the Federation declared independence. For the past ten years, the Federation has been at relative peace, even if they aren't liked. They are currently ruled by Grand Marshal Rouke and the Steel Council.

UEC

The colonial vassal of the UED, the UEC was sent to the Kardyan quadrant to conquer it in the name of the UED. Not only that, but the territory is supposed to serve as space to retreat if the aliens from the Koprulu sector make it back to Earth.

Independent

You aren't part of the major powers. Perhaps you are an independent "Nomad" living in a settlement not under Federation control, or you might have originally been part of another faction and ditched it due to reasons.

Location

You start on Duros III, or in orbit of it, in an appropriate place for your current faction and your role in it.

PERKS

Perks in the subsection for each origin are discounted for that origin, with 100 CP perks discounting to free.

Disease Control (free/200 CP)

With the threat of the various alien life forms and their alien ecosystems in the Kardyan quadrant, especially with the Zerg showing up, one might be tempted to take drastic measures to prevent being a victim of disease. Fortunately, you don't have to worry about that. Neither a victim nor a carrier be for any mundane disease - if it's from a bacteria, virus, fungus, or prion, you are immune to it, and can't spread it. Fortunately, these categories include Zerg infestation.

For 200 CP, you are protected from other effects similar to infestation. Areas that mutate the unfortunate souls who wander into them have no effect on you, and monsters with

the ability to enthrall those around them must individually target you if they want to actually affect you.

Secure Comms (200 CP)

You'd think that trying to covertly get in contact with each other while on the run would be hard. But not for you. Your communications systems, as well as those used by allies, are perfect. Your transmissions can't be intercepted, except by the intended recipients. No one can fake being you on a comm channel, and your allies gain the same benefit when using your comm systems or being on the same comm network as you. In addition, your comms always work at maximum bandwidth, with zero signal lag even outside their nominal range.

Pure Determination (300 CP)

When fighting for something personal, you're stronger. Sure, the Zerg might devour the quadrant if not stopped, but that's not personal. But that psycho ghost going after your buddy? That's personal. When it gets personal, you're faster, stronger, a better shot, and you even heal much faster, enough for an ordinary human to have noticeable regeneration.

Soldier



Military Occupation Specialty (100 CP)

Any military has a variety of roles to fill, identified by a numerical "MOS" code on paperwork. You gain one such MOS for a frontline (marine, specific type of driver or pilot, etc.) or midline (garage/hanger crew, surgeon, quartermaster - anyone that would be in a frontline base, really) position.

You get experience in this position depending on your Rank. In future Jumps, you may either gain an update to your original MOS that covers the new Jump's version, or you can gain the local equivalent of another MOS. If you take the second option, you only keep it if you use it.

This may be purchased multiple times, but only the first purchase will be discounted for Soldiers.

Beast of a Drill Sergeant (200 CP)

When it comes time to whip an unruly mob into an effective fighting force, you're good. Having passed Drill Instructor School as well doesn't hurt. But what really makes you stand out

is that the more hostile the environment you teach in, the faster you can work. On a hostile planet covered with lava where the only source of water is from the aggressive and dangerous wildlife, you could turn a bunch of isolated survivors into a well-oiled fighting force in under a month.

Situational Awareness Stockpile (200 CP)

Close-quarters combat is a messy brawl with a lot of things to keep track of. Fortunately, you have more than enough situational awareness to spread it around to multiple sources of threats. This means you can direct your squad to dodge explosives, flame turrets, incoming bombs, or other threats like those.

This additional situational awareness also means you can keep track of your squad more clearly, letting you know who is moving where at all times.

Waist-High Wall (400 CP)

Any bit of cover can really keep you alive longer in combat. When you or your allies are behind waist-high cover, you take at most scratch damage from any attacks, even if they aren't interrupted at all by the cover. A simple crate will protect you from a grenade thrown past it and detonating behind you. This also makes the cover indestructible while you use it.

However, this doesn't work if your opponent just moves past your cover.

Show Them The Files (400 CP)

In matters of truth, evidence turns the tide. If you present a single piece of (non-fabricated) evidence to support the truth, people will believe you. More importantly, you also have a sixth sense for any truth you want to spread, about how well any given person will take that truth. Some people, even if confronted by evidence about how their bosses are evil, won't want to give up everything and leave. Some will even whistleblow on you if you start sharing classified documents proving something, or even just start stirring up sedition, so knowing who to not tell is a neat trick.

Reject Hell (600 CP)

When you're trapped behind enemy lines, slowly getting worn down by days of bombardment, running low on ammo and hungry for something besides helmet rations, the correct strategy is... to lead a one-man assault on the enemy headquarters and turn their automated defenses against themselves?

Audacious strategies work extremely well for you. A combination of luck and determination allow you to hit your enemies where it hurts in a way that they wouldn't expect.. There's explosives piled up in just the right place for you to blow a hole in a wall, a patrol is out of position for you to slip in, and you can beard the lion in its den without losing anyone multiple times.

Of course, your tactics still have to be sound for this to work - standing right in front of some turrets blasting away will get you killed just as much as otherwise. But for those who dare, there is a way past those turrets.

Spook



Apple Pie (100 CP)

People don't trust you with secrets if the nearest Ghost is just going to rip them out of your head inside the next week. Thus, you've learned a trick for hiding your true thoughts. Instead, anyone reading your mind will get false thoughts instead. You can change the general direction of those thoughts, but by default they tend towards being about food.

Sensor Pulsar (200 CP)

For a range about half again as great as your other senses, you can pick up on the presence of hostiles. This doesn't identify them, just picks out their locations and motions. You can pick up on enemies that are cloaked or burrowed, but their location will be somewhat fuzzy.

Forgery Fakes (200 CP)

In terms of bureaucracy, you're a ninja. You know how to mess with forms and files to make it look like orders are legitimate or illegitimate. Forge orders for your deployment elsewhere, forge a request for an investigation, make it look like something fishy is going on with someone's finances, and so on.

Favors In Your Favor (400 CP)

Working in the dark environs of the intelligence community, you rapidly pick up favors, and also end up owing them to other people.

But for you, those favors are always things that you don't regret doing. And quite often, they're useful for you. Personal development, putting you somewhere to catch useful intel, you wind up taking down an old enemy of yours, or some other happy coincidence that happens because you were paying back that favor.

Geist Agent (400 CP)

As far as obscuring your past goes, Geists - if they even are a real thing - take the cake. Facial reconstruction, follicle modification, fingerprints removed, and eyes drained of pigment

and replaced with synthetic color. Even their DNA has been scrambled, making it impossible to identify their origin.

You are similar - your past is just completely gone. Any files on you are fabrications, any family you have doesn't actually exist, and your past experiences weren't actually things that happened to you. Any attempt to divine your past comes up blank, with no matches and no useful information gleaned.

Your understanding of this process also means it takes far less effort for you to not leave behind traces of your activities when you don't want to and keep different false identities separated from each other.

At the start of future Jumps, you may choose to destroy your past, effectively making a Native Origin into a Drop-In. This effect conflicts with granted identities or effects linked to specific identities, so you cannot gain this Perk's identity-erasing effect with a different Perk or Item that provides you with a specific identity or an identity-related effect.

(This will allow to benefit from bloodline effects that grant powers or access to bloodline-linked artifacts, but not inheritance, being raised by a given family, or having a major role in someone's past.)

Ghost Abilities (200 CP)

Cannot take with Ghost of the Apocalypse

You're a psychic. Or a "freak" as most people like to call you to your face and behind your back. You're an average psychic, capable of reading someone's active thoughts, using a personal cloaking module, and infusing weapon attacks with energy. This usually takes the form of a "snipe," infusing energy into a bullet and causing severe damage to a living creature if it hits them or their armor. You have enough psychic energy for 20 snipes before you have to take a break. You might be able to learn other psychic abilities if you can find someone who knows them and is willing to teach you.

Ghost of the Apocalypse (600 CP)

Cannot take with Ghost Abilities

Okay, you're not just an ordinary Ghost, with all the abilities that would imply. You're one of the best. You might not have been in the same unit as Meeks, but you're on his level. Your reserves of psychic energy are far greater, meaning that you probably have one snipe in the tank for each bullet ordinarily carried by a ghost, and your snipes are stronger and reach out about twice the range. You can use your psychic power to move about much faster than normal, so you can shoot people in the back of the head as they fill the bushes where you were a second ago with bullets and grenades. Your mental intrusion improves from being able to read surface thoughts to being able to probe at memories or connections that your target has to their current thoughts.

And that's just as you are now. Unlike most other psychics, your power continues to grow as you use it - quite slowly, but you do not have an upper limit to your Psi Index. In addition, you learn psychic tricks about a dozen times faster than normal.

Not only that, whenever you fight it looks like a movie. Intense training and long experience allows you to chain together your attacks, movements, and other actions in a smooth, quick, and elegant way.

Gearhead



Mechanist Training (100 CP)

You have a broad knowledge base on Kardyan technology, letting you repair and maintain just about anything common in a military base. This alone won't let you much in the way of modifications to them, though.

Level Negative Eight (200 CP)

It seems like every underground facility is a maze, intended to keep intruders frustrated by getting them turned around. But as someone who's spent a lot of time in those kinds of facilities, it doesn't work on you. You can navigate any facility or structure, and your sense of direction is impeccable.

EWARrior (200 CP)

Knowledge is power. Sensors provide knowledge. And you know how to use sensors. The fine art of interpreting data is one that you are more than competent with. Not only that, but you're skilled at the reverse - ECM. Your skill is such that you can easily jam anyone using peer technology to you, meaning their sensors and communications stop working on your command.

Lightswitches (400 CP)

When it comes to hacking, you're decently good. If you took a cyberwarfare class your instructors definitely recommended that you continue in that track. However, that's not what's really scary about you.

It's that you seem to know every bypass and override built into the system you're infiltrating. Whether that's a particular console in a base being the only place to add new users, or a special maintenance panel in a battlecruiser that overrides the bridge consoles, you certainly know the infosec weak points. You might need help or special tools for some of them, though.

In A Scrapyard! With A Box Of Scraps! (400 CP)

Scrap and salvage are perfectly good sources of materials, but most people have to process or fix them first. You don't, not really.

You can use salvaged components just fine without needing to do much more than spot-weld, tape, and maybe replace some wires, and they'll work just as well if they just came out of the factory. Battlefields are like shopping centers to you, what with all the wrecked hardware lying about. As long as you have half of the component, you can fix it up just fine.

You can use scrap materials like high-quality materials. A crushed block of old aluminum cans will be battlecruiser-grade neosteel once you weld it into place.

Level Five Tech Specialist (600 CP)

As far as the Federation's system of categorizing their engineers, Level 5 is reserved for the best they have. And now you're good enough to count as one of them. If you have Mechanist Training, your broad base of knowledge becomes significantly deeper.

You also gain a very deep understanding of two warfare-related fields, making you the best or second-best in the quadrant. For example, McReedy specializes in powerplants and high-energy physics (like the Hydra Core, shields, and cloaking devices.) Not to mention your own crafting is faster - twice as fast at minimum, and up to twelve times as fast the more of your topic you understand.

But more importantly, advancement up the ranks of the R&D divisions, with more resources allocated to your projects, requires that your projects have wide benefits, which means they need to be mass-producible. This isn't a problem for you, as you can easily give clear, idiot-proof instructions for duplicating your creations.

You can even share the effect of your crafting perks with the instructions to a certain extent. Nothing that allows someone to create a class of object they physically couldn't, but effects that let them use different materials are just fine, and perks that make the end products better or make work faster or easier provide a limited copy of those benefits with the instructions. This means you (and a bunch of assistants) can refit an entire regiment in maybe an hour or so.

Rank

Each member of the party may only take one rank. You may choose to import your rank into future Jumps, assigned a spot in the same relative position in a future military or paramilitary organization.

Sergeant (free)

Well, you might be a First Lieutenant instead, but you get about the same level of respect from the chain of command.

You probably have a year or so of combat experience. In addition to any MOSs you have, you're also proficient in a basic military CQC and know how to use a sidearm.

Sergeants are responsible for operations at the platoon level, about 30 infantry, while a Louie will be in charge of a vehicle squad of 3-5.

You get 300 UP to spend in the Units section, and convert CP into UP at a 1:3 ratio.

Captain (200 CP)

Significantly higher up the totem pole, a Ground Forces Captain is responsible for an entire regiment, approximately 2,500 infantry and 240 vehicles. This is the detachment of a Hammerhead-class battlecruiser.

As the commander of a regiment, you get to pick a name. In the Kardyan Quadrant, all military units must have a grandiose or badass name. For example, the “Elder Gods” regiment was the unit of the Captains for the “Hell’s Rejects” and “Soulless Ravens” before they got promoted.

If you’re a captain in the fleet, you’re instead in charge of a battlecruiser and its detachment of fighters, bombers, and transports, about 180 aircraft all told.

This amount of responsibility means that not only do you have at least a decade of experience for war, you’ve also gone through officer school.

You get 900 UP to spend in the Units section, and convert CP into UP at a 1:3 ratio.

General (600 CP)

In charge of multiple battlecruisers and their ground detachments, in addition to other ground forces, a General will have at least a couple decades of experience. Not just in leading from the back - this time also includes plenty of time personally going out to shoot people in the face. You aren’t rusty at all.

You’ll have as many as 30,000 infantry under your command, and around 5,600 in vehicles and aircraft. Spend their lives wisely.

You get 1800 UP to spend in the Units section, and convert CP into UP at a 1:3 ratio.

ITEMS

Items use the same discount rules as Perks. Items that can be purchased multiple times are indicated with a “^” in the price. If an Item can be purchased multiple times, 100 CP Items are only discounted to 50 CP on the second and later purchases. The Jumper and Command Cast get **+300 CP** to spend on Items only.

You may import items you already have into items of the same type here. Only one prior Item may be imported into each purchase. Items will be replaced if destroyed and repaired if damaged, though the time to do so depends on how large and expensive it is. The Marine Mk. II will be replaced in 24 hours, while Croatan Station will take a month and a half to be replaced. Repair time scales appropriately. The products of “Weapon Shipments” do not respawn.

MCC (free, Jumper only)

A Main Command Center is a standard command center with some additional hardware added, which makes it too heavy to lift off until the extra gear is removed. The extra gear includes a secure communications array, and a powerful scanning and EWAR setup. The MCC’s scanner array can maintain uptime of 84% indefinitely (10 seconds up, 2 down), allowing command staff to easily keep eyes on their opponents or provide targeting data against cloaked and burrowed enemies.

The MCC doesn’t lose its normal capabilities, either. It can still use its internal fabricators to produce SCVs, refine vespene into the correct types of fuels and volatiles, and produce ammunition from raw minerals.

SU-21 Medpack (50 CP, free Sergeant)

Designed to integrate with a combat suit, this medpack heals you up, taking you up from “halfway to bleeding out” to perfectly healthy in a moment, with an additional half of that amount being healed over the next several seconds. The internal synthesizers take roughly a minute to create a new dose. Medpacks can be set to automatically activate if the user takes severe damage or is knocked out, since it is very easy to miss injuries in the rush of combat.

This particular version will, whenever activated, also start fixing up your armor. It will also not run out of materials to make more doses.

Personal Vehicle (Special, ^)

Pick a Vehicle or Aircraft from the Units section. If it gives more than one follower to Sergeants, it’s okay. You get a personal version of it, with improved armor and weaponry. The cost of the unit in UP is the cost of the personal vehicle in CP.

Sergeants may get one free personal vehicle, of a type of Vehicle or Aircraft that they purchased in the Units section. Doing so reduces the number of follower vehicles given by one.

Air Superiority Support (200 CP, discount Federation of Warfare)

The advantage of being a member of the most powerful group in the quadrant is that you have more extensive and sophisticated support. You may call in air support in various forms, ranging from fighters to intercept incoming enemy airstrikes to outright orbital bombardment. The more powerful the support, the longer it will be until you can call it in again. A flight of five banshees performing a bombing run would take 75 seconds for this Item to recharge, while bombarding a base out of existence from orbit would take over ten minutes to recharge.

You may also reserve firepower for a specific type of targets, like anti-orbital defenses, so that those targets may be hit instantly if targeting data is available. However, doing this doubles the recharge time for any other call-in of this.

NavComm Digest (200 CP, discount UEC)

A weekly report of advanced intel pulled directly from your enemies. It includes troop and fleet movements, as well as copies of the most important communications.

As a bonus, it comes on an infinite-capacity solid-state drive small enough to fit in a combat suit that comes with an advanced indexing program to keep track of everything on it.

Mobile Depots (200 CP, discount independent)

Living away from the Federation has taught you to keep yourself mobile. These eight modified Liberty freighters have enough hardware to keep an entire regiment well-supplied even during heavy operations. No need to set down fixed supply depots that you need to leave behind.

Each of the three hatches leads to supply fabricators equivalent to a supply depot with a “backpack” supplement, along with a space to handle the resupply for vehicles and infantry. For aircraft, the dorsal surface of the freighter has been modified with docking clamps and an elevator for midair rearming operations. In addition, these depots don’t need raw materials to produce the basic munitions and supplies your army uses to keep running.

Soldier

Marine Mk. II (100 CP, ^)

The Mk. II armor is generally reserved for platoon leaders and above. But since that's what you are, you get one. The Mk. II improves on the Mk. I in all ways, having all features of the lesser model. Featuring a 70mm combat shield, class-M neosteel armor, kinetic foam undersuit, and electromagnetic armor reinforcement, a Mk. II armor is over eight times as survivable in combat compared to the standard Mk. I armor.

Mk. IIs also feature an improved combat visor and HUD, including automatic night vision, flashbang suppression, and smartscope gun link for shooting around corners or above walls. Speaking of the gun, the C-28 Vladimir is standard issue for those that get issued a Mk. II. Featuring an improved bayonet for close combat, a far more powerful gauss boost for about 35% improved penetration, and a doubled fire rate, it is an excellent upgrade to the standard gun. Your version's ammo drum won't run out, either.

This may be replaced with Medic, Marauder, Firebat, or Reaper gear, which will have similar benefits over the normal models.

Tactical Hardware (200 CP, ^, one free Sergeant)

Additional gear added to your armor can be used in combat to either start off an engagement on a strong note or turn things around in a clutch moment. You may take one active "ability" demonstrated by the Hell's Rejects in squad combat, except those provided by other purchases. These include things like grenades, point defense drones, and jamming weapons.

A full list is in the notes. All abilities will keep working indefinitely without needing resupply, though they do need time between each use. If you purchased Personal Vehicle, you may instead mount this in the vehicle instead.

Defense Package (400 CP)

Keeping your property safe requires some investment. Fortunately, the CP spent on this probably counts very much towards that investment.

First, on any property you own, you may add fixed auto-turrets, pop-up turrets, missile turrets, bunkers, pop-up turrets, and/or shredder turrets to defend them.

Shredder turrets are larger and substantially more complex than other turrets. In addition to dual 140mm cannons that can hit air targets, they also have a point defense system to protect against missile attacks, their own missile battery for massive burst damage, and a mine fabricator to protect against close-up assault. Their complexity means that if you want to build them on-site, you'd better prepare prefab kits in advance or spend a while constructing them.

Second, you may install lava canals on any property you own. These can be flooded and drained at your command, allowing you to either block off approaches to your base or to catch an invading group off-guard and melt them.

You may also install less awesome methods of access control like locks on doors, bridges, and a central monitoring system with passcode protection for any other access control method your properties have.

Finally, you may add armed security to any property you own. Not rent-a-cops, but fully armed and armored soldiers and cold, calculating warbots ready to murder any intruders that make their way inside.

If a property already includes these defenses, you may add them on top of the already-existing measures.

Croatan Station (400 CP)

This large space platform is built in, through, and around a large asteroid. Within its massive halls, you can house about 50,000 people, enough for ten regiments with room to spare. Combined hydroponics and aquaculture bays keep the population fed indefinitely. Large stockpiles of materials will allow it to go at least a decade without resupply for normal operations. The generators are incredibly efficient and don't need refueling for centuries at a time even with intense usage. Fabrication facilities are scattered across it, and although a Thor or Heracles is the largest they can produce, there are a lot of them.

The platform also has engines attached, allowing it to travel at sublight speeds beyond the safe limit for smaller battlecruisers or other ships. There are some security measures inside, including pop-up turrets of various types around the control center, engine room, and other key locations, but its first line of defense is no one besides yourself knowing where it is.

Spook

Ghost Kit (free with Ghost Abilities or Ghost of the Apocalypse)

A full set of standard gear for a Ghost. Starting with the outfit, which is a close-fitting bodysuit designed to be enhanced by passive psychic energy, making it roughly eight times as durable as a Marine Mk. I armor when an average Ghost wears it. A cloaking device is integrated into the chestpiece, letting you hide from anything without an advanced sensor suite with very little energy drain. Included is a canister rifle, with a notably lower fire rate than a C-14 but packing a much greater punch with each shot. The magazine does not run out of ammunition, and the scope includes a low-frequency laser that can be used to paint targets for missiles.

This Jumper-use kit can use any sort of esoteric personal energy to enhance the suit or power the cloaking device.

Detector Detector Goggles (100 CP)

This headgear might take the form of a Ghost visor, or just some cool shades. Either way, it's able to provide information on the sensory capabilities of anyone or anything you look at. This can help you figure out how exactly to sneak past advanced sensors, tell you if those cameras over there still work, or just alert you to a plain-clothes psychic trying to read minds.

High-Volatility Energy Cells (200 CP, ^)

These energy cells don't hold much energy. Their main purpose is to boost the regeneration of the user's own psychic energy. These particular cells will double your natural energy regeneration. They may be reconfigured to enhance any one type of internal energy you generate at a time.

Weapon Shipments (400 CP)

A stream of high-quality arms and armaments, in addition to vehicles and aircraft. Nothing bigger than a Heracles, but still not something your enemies want shooting at them. The initial quantity is enough to arm a decent planetary rebellion, and can be delivered anywhere you want. Further shipments are only about a tenth the size, and come each month.

Feel free to keep the Liberty-class freighters that the gear arrives in. 20 at the start of each Jump or decade, and two more each month.

Hideout (400 CP)

A hidden base of a good size. Buried deep below ground, the only way to detect it is to notice the comings and goings of people or vehicles. Even then, the network of tunnels to various entrances means only one entrance will be revealed at a time. It's got enough room for a few regiments - 9,000 infantry, plus assorted vehicles, aircraft, and support crews, and then add 6,000 refugees to that number as well.

It doesn't have a great amount of room for stockpiles, but its hydroponics and aquaculture mean that it can keep all its residents well-fed. While it isn't a fortress, the depth that it sits at means that it would either take a nuclear charge carried inside or a crust-melting bombardment to destroy it.

Gearhead

Arm Tool (100 CP)

This is a nice tool set. Welder, smaller welder (soldering iron), clamp, diagnostic sensors, screwdrivers, and pretty much everything in your toolkit. It's also your arm. Well, maybe it's a bracer if you haven't lost an arm, but it allows you to use those tools with the proficiency and dexterity of your natural hands.

In addition, it adapts to whatever armor you wear, letting you do your magic without needing to take off your combat suit.

Gunner Drone (200 CP, ^)

A flying drone nearly the size of a Banshee, a Gunner Drone is a remotely-operated combat support craft. It looks kind of like a disk with four rods coming out - those are the autocannons. Yours might not be an MXT-540 - the Federation has moved on to the MXT-622 by now - but they still have the same overall capabilities.

The four autocannons provide anti-infantry support, while a single larger cannon provides anti-armor support. A missile turret can remove air threats. A long-range nano-heal keeps friendly units alive, and quantic interference sensors detect cloaked hostiles.

If it gets shot down in combat, you'll get a replacement in fifteen minutes tops. It'll still have to get into the area of operations, though.

Hydra Core (400 CP)

Made from alien hardware recovered from the Hydra Complex, this device generates an absurd amount of power. It has two methods of being used that provide additional benefits. If its power is used exclusively for a single weapons system, that system becomes two orders of magnitude stronger and can pierce any invulnerability.

If its power is channeled into the entire power grid of a ship or fortress, it becomes much tougher. Both physical and energy-based defenses become much stronger, with alloys that resist attacks being able to completely ignore them. Shields become nearly indestructible, subtracting the power output of the core from any incoming attacks even before shield toughness is taken into account. In addition, the fire rate of any attached weapons increases.

Lab (400 CP)

A large laboratory complex. Fully staffed with competent, if unexceptional, scientists, it can be used for almost any type of research or development - studying aliens, developing new weapons, or whatever else you can think of. There are multiple isolated laboratories across the place, connected via a tram system. A few holographic testing rooms are included.

While the staff does include some security personnel, they aren't the best and there are very few of them. There are only a small number of concealed turrets to assist them.

This lab actually includes a shipyard, capable of building ships even larger than a Hammerhead. A few construction crews are included, but more personnel brought in from elsewhere would cut down construction times by a lot.

Note: If the Croatan Station, Hideout, and Lab (or at least two out of three) are purchased, even by different party members, then they may be combined into a single facility. This shares the properties of the items combined into it.

Croatan Station + Hideout means that the asteroid is much larger, completely surrounding the complex. It can still go nyoom though, no problems at all.

COMPANIONS

Command Cast (100 CP)

Import or create up to eight Companions. Each one gets 700 CP plus 75% of the value of all selected Party Drawbacks, rounded up to the next 100 CP. They may make selections normally from any portion of the Jumpdoc, with the exception of the Companions and Party Drawbacks section.

Reinforcements (free)

Import as many Companions as you want, up to the total size of all Units purchased (minus robotic units). They are Imported as members of those Units. They get the Soldier Origin, Military Occupation Specialty with one year of experience, SU-21 Medpack, Marine Mk. II, one Tactical Hardware of their choice, and if Imported as members of Vehicle or Aircraft Units, a Personal Vehicle of that Unit type.

They also receive 25% of the value of all selected Party Drawbacks, rounded down to the nearest 100 CP. They cannot take Drawbacks, a Rank, Companions, or Units.

The one exception is that this cannot Import companions as Ghosts.

Nuts and Bolts (free)

Import as many Companions as you want, up to the total size of all support crew for Units purchased. They are Imported as the support crew for those Units. They get the Gearhead Origin, Mechanist Training, and an Arm Tool.

They also receive 25% of the value of all selected Party Drawbacks, rounded down to the nearest 100 CP. They cannot take Drawbacks, a Rank, Companions, or Units.

Good Boy (50 CP, free Sergeant)

Like Sgt. Epps, you happen to have found yourself a pet. A dog, cat, or other small mammal. They are house-trained, won't chew on wires or tubing, or otherwise make a mess. In addition to being endearing and playful, they have a sixth sense to notice trouble. Still, they aren't tough enough to handle actually being brought into combat.

You may import a pet that you had in a previous world into this role instead.

UNITS

The number of infantry or vehicles received from each purchase depends on your rank. The format is "Sergeant/Captain/General" and will be included at the bottom of each description.

All vehicles and aircraft come with a full complement of crew and maintenance technicians. (The Hammerhead just gets enough crew to run the ship itself with its purchase. Its ground and air wings must be purchased with Unit Points.) Infantry and crew count as followers. They will be reinforced whenever it makes sense for them to do so, or one month after the last reinforcement. If reinforcements arrive, your Units will be reinforced without consuming any capacity from the reinforcements. Robotic units (Widow Mines, Predators, Ravens) may be reinforced in the field simply by building more of them.

Reinforcements retain any upgrades or advanced training provided to them.

Unit Points are provided by the purchase of a Rank.

Assume all units come with their "tech lab upgrades" from the campaign, even if those upgrades are not mentioned in the description.

SCV (50 UP, first free)

Space Construction Vehicles are the most common support vehicles in existence. Capable of hauling a small amount of cargo, performing on-site resourcing, constructing fortifications and facilities, and repairing vehicles and structures, they can fulfill most battlefield engineering tasks.

5/30/450

Infantry



Marine (50 UP, first free)

The baseline of infantry, marines are relatively capable of any task. It's also relatively easy to train someone to be able to be a marine. Because of this, they make up the bulk of any ground forces. The Mk. I armor features a 30mm combat shield, CBRN protection (for as long as the filters hold out,) night vision and illuminators, and a C-14 Impaler firing 8mm gauss-assisted spikes. A reservoir of stimulants allows the Marine to run and reload faster for a brief period of time, but this causes notable tissue damage if overused.

10/500/3,000

Medic (50 UP)

The best friend of any infantry, medic carry nano-healing projectors to allow them to perform healing of infantry. Said healing is limited and is just intended to keep the patient upright and in fighting shape. A doctor needs to look over anyone who makes it back to base, just because of the long-term consequences of short-term fixes.

Medics do carry other medical tools for use in less chaotic situations, but nano-healing is the primary treatment.

4/200/1,200

Reaper (50 UP)

While less survivable than Marines in combat, Reapers work best when avoiding frontal assaults. Their jumpjets allow them to attack in directions that aren't normally defended, and they can lay down G-4 mines in proximity mode to make certain areas of ground painful to cross.

6/300/1,800

Marauder (100 UP)

A walking tank, the Marauder uses their grenades to take on armored targets. Their heavy plating allows them to soak up shots that would tear through quite a few marines, lending survivability to "bioballs" of pure infantry.

4/200/1,200

Firebat (100 UP)

While just as large as Marauders, they are more situationally useful than the other heavy infantry. Wielding flamethrowers on their suit arms, they provide close-in firepower to protect the other members of their regiments. Recent improvements in flame projector

technology have allowed their weapons to reach twice as far, making them more useful at denying close combat to enemies.

4/200/1,200

Ghost (150 UP)

I don't know what friends you have, but you managed to get some psychic power reporting directly to you. And if you're Federation or UEC, you managed to get your own superiors to not care about this violation of protocol. On the battlefield, Ghosts usually use their cloaking ability to scout. Or they get aggressive and take out infantry using psychically-charged bullets.

1/3/50

Vehicles



Hellion (100 UP)

Fast and furious, Hellions use a top-mounted flamethrower to deal a line of hurt. They can also transform into a slower, bulkier "Hellbat" form if intending to stick to a position.

10/40/600

Vulture (100 UP)

While their road safety is a point of contention between enthusiasts and detractors, vultures can be very useful in battle. Their selling points are their speed and ability to lay spider mines. Not exactly suited to the crush of a heavy engagement, but more than worth it for the moments around that engagement.

10/40/600

Goliath (100 UP)

Cheap, reliable, and packing a punch, goliaths are the most common combat walker used in the Kardyan quadrant. Recent improvements to their targeting systems have improved their deadliness in combat even more. Goliaths use autocannons against ground targets and

missiles against air targets. Modern targeting systems allow the Goliath to maintain off-bore missile locks on air targets while firing against ground targets with their autocannons.

5/20/300

Predators (100 UP)

A robotic attack unit, predators use electrified claws to stun groups of infantry. While fragile, their cloaking devices make them much scarier.

3/12/180

Diamondback (150 UP)

A tough hovertank, equipped with dual railguns mounted on a highly accurate turret. Diamondbacks allow for heavy firepower while not sacrificing mobility.

4/16/240

Widow Mine (150 UP)

Widow mines are robotic support units. They burrow just under the ground and launch missiles at enemies that stray too close. While powerful, the massive area of effect the sentinel missile has means it can easily kill allies who are standing too close.

6/24/360

Siege Tank (200 UP)

Artillery is generally speaking, the king of the battlefield. Get yours today. Siege tanks transform between mobile tank and stationary artillery on command, giving heavy firepower appropriate to the situation.

4/16/240

Thor (300 UP)

The final answer to ground assault problems, the Thor is a powerful walker. Equipped with four particle beams in the arms to handle ground threats, and javelin missiles and punisher cannons for efficient attacks against any airborne threat, the Thor has a lot of firepower. This is matched by its thick composite armor.

The largest threat to Thors are narrow ramps or chokepoints, due to their massive size. Said size makes them very difficult to transport, as well. Even a Heracles would have to strap them to the bottom, and three of them would just about fill out the weight limit. A Tyco can just pick one up if it isn't carrying anything else, as that was a design specification. The Blackhammer refit for Thors has been almost completely abandoned by Federation commanders because of the extra weight putting them above the Tyco's weight limit. Fortunately, Thors can fold up into boxes to make transport less arduous.

3/12/180

Aircraft



Heracles Assault Ship (50 UP)

While based on the Liberty light freighter frame, the Heracles is a different beast. Featuring dual rotary laser cannons to clear a landing site, and a missile cell to encourage enemy aircraft to buzz off, it's obviously a military craft.

It features honeycombed neosteel plating to improve survivability under fire without increasing weight too much, as well as redundant inertial dampeners to keep its passengers alive and uninjured even in the case of a terminal-velocity impact. Capable of bringing a few platoons of infantry or squads of vehicles into the fight, it's something that your enemies don't want to see landing.

1/10/100

Spec-Ops Gunship (100 UP)

Based on the Tyco dropship's airframe, Spec-Ops gunships maintain the maneuverability and afterburners, but replace most of the troop bay with ordnance. Featuring an autocannon for anti-infantry, a rocket launcher for general-purpose destruction, and a few seeker missiles for cracking very tough nuts, the Spec-Ops gunship is valuable air support. It can carry a dozen infantry and uses a grav tube to unload them without needing to land.

1/3/30

Tac Fighters (100 UP)



A general designation for various types of workhorse fighters designed for both anti-air and anti-ground work, but otherwise lack any notable features. Battlecruisers keep wings of them to help during combat. Examples of these include the CF/M-22 Zethus (assigned to Hammerheads), the CF/A-16G Wraith (lacks the cloak of the 17G), and the F-135 Griffon.

6/18/180

Avenger Banshee Gunship/Bomber (150 UP)

Banshees are ground support aircraft that can dish out some serious hurt. Kardyan Banshees tend to be equipped in one of two ways - in an “airstrike” loadout or in a “patrol” loadout. In the airstrike loadout, the ammo fabricators are removed, freeing up more space for missiles or bombs to be loaded. This means that the Banshee will have fewer shots before needed to return to base, but it can unload all its ordnance in a very short amount of time. In a patrol loadout, it uses a fabricator to create new ammunition while away from its base. This greatly increases its loiter time, and the feedstock allows for more total shots.

Kardyan Banshees have cloaking devices and electrothermal afterburners. The afterburners allow them to reach high speeds for bombing runs, but this drains their capacitors and leaves them unable to cloak.

5/15/150

Fury Viking Fighter/Walker (150 UP)

A transformable fighter, the Viking can also serve as a fire support walker. The Viking uses missiles to engage air targets and rotary cannons against ground targets. The transformation allows it to slip under AA that would tag other fighters and get into positions that a normal walker could not reach.

5/15/150

Liberator (150 UP)

The Liberator is a heavy gunship, equipped with missiles to deal with light aircraft, and a powerful plasma cannon to deal with ground targets. Using the plasma cannon requires the craft to transform into a static mode, and the cannon can only hit things in front of the ship.

3/9/90

Raven (150 UP)

The Raven is a remotely operated drone with advanced sensors to locate hidden or cloaked enemies. It uses an onboard fabrication system to produce defense drones, automatic turrets, repair drones, and the powerful seeker missile. A useful support craft to bring to the front lines.

8/24/240

Archangel Mk. 3 (Production run) (200 UP)

Based on a larger version of the Viking frame, the Archangel is a much more powerful combatant. The Mk. III version includes two seven-cell multipurpose salvo-capable missile launchers, dual 30mm rotary cannons firing depleted uranium rounds at 3,900 rpm, and a quick-recharging defense matrix for improved survivability. Like the prototype issued to the *Cerberus*, it includes four counter-reciprocating blades mounted under the rotary cannons designed to do massive damage to the fleshy insides of the Zerg.

The production models replace the nose-mounted laser weapon with a powerful point defense array. This defense array is powerful enough to allow a single Archangel to take out an entire squad of Vikings without taking a hit, though it will need some time to recharge after that.

3/9/90

Hammerhead-class Battlecruiser (300 UP)

Requires Captain or General

A mobile operating center and fortress a kilometer and a half long, a Hammerhead is the symbol of the Federation of Warfare. Equipped with a large battery of Air-To-Air/Surface laser batteries, as well as long-range bombardment cannons and Devastator missile batteries, a Hammerhead is quite prickly to anyone wishing it ill. Against other capital ships, a Yamato Cannon hits extremely hard. A dozen missile tubes run down its spine, which can be filled with tactical nuclear warheads.

It's protected by a sturdy hull. In addition to its powerful sublight thrusters, the Hammerhead has a warp drive capable of making rapid and repeated tactical jumps. It also has "airfields" to allow it to safely reach speeds of up to Mach 1.5 at Earth sea level.

Powerful sensors allow it to perform both airborne control and EWAR roles.

The long body of the Hammerhead contains dozens of bays for aircraft to park, and the ship has enough room for an entire regiment of ground forces. It also has modest fabrication capacity - a regiment would be well-advised to set up external manufacturing facilities if they want to replace notable losses in a timely manner.

0/1/10

DRAWBACKS

The Jumper chooses Party Drawbacks, which apply effects to all Party members. Personal Drawbacks have no effect on Party members who do not take them.

Party Drawbacks

Prebaked Models (+0 CP)

It seems rather implausible that Jared Harsh looks and sounds exactly like Jim Raynor. So too that the Fury Viking used by the Federation looks exactly like the fighters used by the Hel's Angels mercenary group half a decade later. With this toggle, a new appearance for all characters will be created, and all vehicles will appear slightly different, to reflect the different

design philosophies that developed in the Kardyan Quadrant. This will also change the model names as well.

The effects of this drawback will persist past the end of the Jump.

Endgame (+0 CP)

Given the absolute mess that the end of this adventure will leave this part of the galaxy in, are you sure you want to stick around? This moves your end point to the conclusion of this side branch of the Brood War.

A Harsh Man (+0 CP)

Requires Soldier Origin, Federation of Warfare Faction, Rank: Captain, Getting Called Traitor, and Baggage Check

Get one purchase of Hammerhead-class Battlecruiser for free

Congratulations, you are now Jared Harsh, Captain of the Hell's Rejects. You have his past, you have his troops, and you're about to have his burdens. All other members of the party will be part of the Hell's Rejects, and cannot take the Rank: General.

Powering Problems (+100/200 CP)

The Powering Wars were a brutal conflict over the treatment of the terraformers and their families by the Parsyan government.

For 100 CP, you start in 2490, as a participant in the invasion of Statbrough. Either you're trying to take it, or you're trying to stop the federates from taking it.

For 200 CP, you start in 2485, at the start of the Powering Wars. Your location can be anywhere throughout the quadrant, but you will be drawn into the war.

Either way, your end time is unaffected.

Getting Called Traitor (+200 CP)

Within a month of the Jump start, all party members will be considered *persona non grata* with regards to their original faction.

Independents instead come to the attention of the UEC and/or Federation, and are quickly considered a notable threat.

Either way, expect notable effort put into tracking you down.

G-4 For All (+200 CP)

The G-4 cluster mine is a powerful area denial tool, made more powerful in enclosed spaces. And now everyone you're going to fight has one of them. Even the Zerg have G-4s. Not a biological equivalent, actual G-4 mines. That can't be shut down, either. How good are you at pullback micro?

Baggage Check (+300 CP)

Whether a violent past or some deep emotional secret or some random trauma, it seems everyone - including you - has some weird baggage that will be a problem. In some cases, this results in a few senseless deaths. In other cases, this results in a lot of senseless deaths.

Navcomm Hack (+400 CP)

The Navcomm is a special computer attached to each Federation battlecruiser. If compromised, the Navcomm system could reveal the location of every battlecruiser, as well as all their comm traffic.

Your party's Navcomm has been hacked by either the Federation or UEC, whichever one is hostile to you. If both are, you can choose. They've got some officers tracking your location at all times, as well as hearing whatever you hear.

Kardyan Pride (+500 CP)

Any perks, powers, items, and attributes not from this universe are sealed away. You don't get to access them.

Personal Drawbacks

Let's Bother The Psychic (+200 CP)

Requires Sensor Pulsar

The disadvantage of being able to sense stuff everywhere is that everyone will be constantly bothering you for intel about the surroundings that they could get just by building a sensor tower or even exercising their own senses. Expect to be woken up in the middle of the night a few times a month because of this.

Cutscene Fatigue (+300 CP)

Do you find yourself zoning out whenever combat ends? Can you not bring yourself to spend ten minutes to listen to someone talking about the problems your group is going to face shortly? Is your only interest solving tactical problems in real time? Clearly your mental disorder is cutscene fatigue, caused by having to listen to people talk too much. Now you're incapable of paying attention to anything that would be part of a "cutscene" in a videogame, and only "gameplay" can hold your interest.

CONCLUSION

So, you made it to your end date!

First, all drawbacks fall off. Next, everyone has a choice to make:

Exit Game: Go back to your old home.

New Campaign: Choose a new jump to go to.

Keep Playing: Stay here.

NOTES

Timeframe: Act 1 takes place over the course of more than a month, ending 4 May. Act 2 has no given timeline, but is likely a few months.

Kardyan technology appears to be at least 16 years ahead of Koprulu tech in some ways, like Stryker's gun with a barrel-mounted nanorepair system or the Hammerheads' maneuverability. In other ways, like AI, they're much further behind.

The youtuber Jayborino does have a playlist of this campaign but it's over 25 hours long and it isn't even finished. And yes, a good amount of that is cutscenes.

Given the incomplete nature of the campaign at this time, there are parts of the campaign that should be represented but can't be due to lack of information. These include:

- The tube dudes
- The watcher
- Doe's actual origin and purpose
- Spartan's original recovery

List of abilities that can be purchased from Tactical Hardware

M302 Grenade

A standard multipurpose grenade, impact fused and capable of almost crippling a Goliath with its explosion. It has a surprisingly small blast radius for the punch it packs, making it easier to use in close quarters.

M2 EMP Flashbang

While the M2's EMP isn't enough to knock out military hardware, it can cause sensor and communication hardware to reboot in its area of effect. Even if someone isn't affected by that, the intense light and sound will disorient them long enough for you to take advantage of it.

G-4 Cluster mines

While covering a lot of area, the G-4 has a bit less of a punch than the M302 and also requires time to deploy. A single device is tossed by the user, which deploys eight submunitions. That takes time, meaning the enemy could have moved off the impact area. The mines can be set to timed or proximity fusing.

Plasma gun

This underbarrel attachment can fire about once a minute, but can completely destroy a light vehicle with a single shot, and will cause serious damage to a tank with a hit.

Armor Aura

This marvel of electromagnetic hardening technology increases the resilience of everyone nearby the user while active.

Hacking Gear

A specialized computer with software-defined radio and several intrusion macros, this can be used to gain control over some kinds of robots. If the intrusion programs detect countermeasures overtaking them, they will attempt to cripple or self-destruct the robot.

Overpower

This bank of capacitors is used to briefly increase the power of your armor's servos and overdrive the gauss boost on your weapons. Briefly, because it runs out of power and it can cause overheating. Pair with explosive ammunition for a huge burst of carnage.

Nanorepair module

This device is small enough to be mounted underbarrel on a gun, or clipped to the back of a ballistics shield. It can be used to rapidly effect repairs on vehicles or structures.

Point Defense Drone

A small drone, this hovers in the air until it runs out of power, and uses a laser to shoot down subsonic and large projectiles.

Anti-armor missiles (Marauder or Firebat armor only)

This package holds several missiles designed to cause massive spalling to the inside of armor, quickly killing armored opponents. In addition, these also use explosive flux generators to scramble electronics and stun their target.

Weapon Jammer

This gizmo generates interference designed to crash the circuits used in pretty much every modern weapon for a few moments. It's only effective against weapons above a certain level of sophistication, and does nothing to biological weapons.

Penetrating Shotgun Blast

The capacitors and plates in this round turn a shotgun into a conical particle accelerator that ignores armor and overpenetrates its targets. However, it can only soften up a fresh combatant. On the other hand, a human who's already taken a beating will go down.

Grappling Hook

A long-ranged wire with a self-deploying anchor on the end, along with a powerful motor. It can be used to drag things towards you with bracing, or you can use it for mobility.

Flamebringer Turret

A deployable turret designed to cleanse with purifying fire.

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