



TRADE FIGHT BUILD THINK

X³

ALBION PRELUDE

New Games Box
NEW



X3 Albion Prelude Jump v1.0

This is the 30th century of humanity calendar, more than 900 years after the first human jumpgates were created by humanity's finest minds. After the first successful jump between earth orbit and the moon, another one was sent to alpha centauri. Under the watchful gaze of elder races, the Milky Way Galaxy was given priority to watch this new found and dangerous civilisation.

Midway during the first interstellar jumpgate journey, earth suddenly lost access to their gate, after a few tries they managed to connect once again, however it wasn't theirs.

With hundreds or perhaps thousands of sectors linked by many gates, humanity prospered. To speed up their colonisation, they created Terraformers, autonomous robots which would replicate and terraform various planets to fit humanity needs.

This idea was scrapped after some time, a shutdown code sent to far reaches of the galaxy, yet terraformers creator perverted the code, giving them true intelligence but also a bug which caused them to go on galactic genocide.

The First Terraformer War happened and forced humanity to abandon the illusion of peace and prosperity, they barely managed to force terraformers out of their system by heroic sacrifice of the earth defense fleet.

This gave birth to the Argon Federation who lost in space after jumping with terraformers to Alpha Centauri sought a new home.

Meeting many new races and factions, soon the Commonwealth of Planets was created.

Now after so long, Terrans were once again discovered upon the greater view of the galaxy and they were not nice.

Their horrible xenophobia and fear of Terraformers, now named Xenons made them go to war briefly after contact.

...And they were holding their own against the whole Commonwealth of Planets.

This galaxy is a dangerous place jumper, please take 1000 Credit Points to help you out.

Race:

Human/Terran - Human from Terran Empire, cradle of humanity and home to Jewel of Sol, Earth.

Human/Argon - Human from Argon Federation, lost in the space human fleet who sought to create a new home in the Argon Prime Sector of Sonra star system.

Teladi - Race of green skinned and very enterprising short humanoids. It's a matriarch type society where males stay on planets. They are mainly members of Teladi Company.

Paranidian - Religious race of three eyed humanoids who are very religious and arrogant, they are members of the Paranid Empire led by Pontifex.

Split - Race of aggressive humanoids who like to fight, their civilisation is composed of various powerful families led by the Patriarch of All Split.

Boron - Race of aquatic tentacle beings who need water to live, very peaceful and friendly.

Gender and Age:

Choose your own age, galactic society doesn't care much. However keep in mind that male Teladi traveling through the galaxy would very likely be met with various comments from other Teladi, mostly bad. Also that Paranidians have 11 genders.

Races have different lifespans so you should choose at least 10 years younger than what is expected. Years shown are in human time.

Human - 110

Teladi - 250 - 400

Paranidian - 110

Split - 50 male, 80 female

Boron - 35

Starting Location:

Roll 1d7 or choose your race starting location. For 50 CP you can start anywhere outside of the Solar System unless Terran.

Earth(Free Terran)

Paranid Prime(Free Paranidian)

Argon Prime(Free Argon)

Kingdom's End(Free Boron)

Family Pride(Free Split)
Company Pride(Free Teladi)
Anywhere in known space(outside of Solar System unless Terran)

Origins:

Trader - You start with a basic TS ship of your race along with basic trading subsystems.

Explorer - You start with two basic M5 ships of your race along with basic exploring subsystems.

Pirate - You start with a basic M4 ship of either Pirate or Yaki along with basic combat subsystems.

Mercenary - You start with a basic M4 ship of your race along with basic combat subsystems.

Miner - You start with a basic TS ship of your race along with basic Mining Drill.

Perks:

Perks of your race are discounted 50%.

General:

Space Adaptable 100 CP - Your body is able to easily endure the harshness of space life. You do not need special training to keep your body in shape even in zero g.

Renowned 200 CP - You are a respectable persona in the eyes of a certain faction, expect discounts, politeness and all around help if you are in need of assistance. You can choose factions in the section below. After this Jump you can choose any faction that is not bent on killing you for some reason or another.

Hero 400 CP - You are considered a hero in the eyes of a certain faction, expect big discounts, very polite behavior and in case of emergency, this faction even brings out much of their power to help you. After this Jump you can choose any faction that is not bent on killing you for some reason or another.

Vendor 300 CP - You are a respectable trader, you know tips and tricks in regards to making money and it's rare for you to get a bad deal anywhere.

Economist 400 CP - Not many achieve this level of experience, with enough time and money, you are sure to become a giant in the trading scene.

Sharpshooter 300 CP - You are an experienced ship pilot and fighting space battles is easy enough for you, expect to punch above your weight class as long as you have guns and shields.

Warlord 400 CP - You are one of the rare few who mastered the art of space warfare, unless the enemy brings out at least thrice as much firepower as you, you can expect to come out on top, and even if they do, you are good enough to escape.

Argon:

The great adventure 100 CP - The galaxy is a vast place, so many sights to see, so many adventures to behold. You can expect life full of entertainment and boredom can't take hold of you.

Sacrifice 400 CP - Even in the face of a powerful enemy, as long as you give it your all, you can hold them off, as long as their true power is not ridiculously greater. If you sacrifice your life, you are sure, your friends, allies, family and so on will be able to live on, whether by enemy not considering your firepower at brink of death or sheer respect for what you did.

Terran:

Defense is the best 100 CP - Enemies draw close and if you do not prepare, who will? As long as the difference between yours and enemy power isn't overwhelming, you can be sure you will hold on for a long time.

As long as you keep away 400 CP - People have a strange feeling when meeting you, if you keep up a facade or even truth that you are powerful, enemies will be hesitant to approach you with bad intentions in fear of you truly using it.

Paranidian:

You dare! 100 CP - With great arrogance come great insults, as long as the enemy does not respect you in the most basic of ways, your righteous fury brings you strength to fight on for even several days and at peak capability as long as you try to make them know their place!

Inferior creature! 400 CP - You have stepped on toes of something superior to you!. As long as you believe someone is your inferior or that they are inferior to powers backing you(jumpchan excluded), you can be sure to give it 200% of your true power.

Teladi:

Teladi does not want to talk with you! 100 CP - Space is vast, and as vast it is, it is also silent, you have learned how to make enemies shut up from sheer irritation you show.

Money is me! 400 CP - Money moves the world, and as long as you have money, you seem to find ways to use it in unconventional ways, or at least your enemy will consider your riches. If

you broke law? Just pay fine. Lifelong enemy pursues you? Give him some bribe, but expect a ludicrous price.

Boron:

Peace through superior firepower 100 CP - You have learned great truth, peace cannot be maintained without sticking big enough. Now as long as the enemy knows what you are capable of, they will never assume you are bluffing and try to not bother you.

Advancement through warfare 400 CP - Someone once said that you grow the most in the most perilous of situations. Now as long as you fight someone of nearly your power, you can expect great growth of your powers. The longer it takes and greater the gap in your disadvantage the greater growth you experience.

Split:

Split say, go away! 100 CP - It's not nice when people keep bothering you, as long as you keep it clear. You can be sure to have a nice quiet day, doesn't work on enemies who want to fight.

I have bigger guns! 400 CP - Bigger guns means more intimidation factor, right? Not for you, something you do just makes the enemy underestimate you. You brought a gun to a knife fight? Expect the enemy to assume you can't shoot. Bring destroyer to corvette battle? Your destroyer is probably a piece of junk!

Factions:

All race factions start with neutral reputation, your own race faction starts with friendly reputation. Pirate factions start with a hostile reputation and consider you prey. Xenons are hostile and can't be reasoned with due to broken evolution.

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Civilisation Factions:

Boron Kingdom
Paranid Empire
Argon Federation
Terran Empire
Teladi Company
Split Patriarchy

Xenon

Pirate Factions:

Pirates

Yaki

Corporation Factions:

TerraCorp

OTAS

Jonferson

Plutarch

NMMC

Duke's

Atreus

Strong Arms

Ships:

In this section you get an additional 500 Credit Points only for your own ship, both hulls, subsystems, shields, weapons and so on. You can buy additional ships here.

All Ships have basic AI that can competently pilot them if you set various parameters. Ships and so on bought here are bought without high enough rank, however factions will ignore jumpers using them, whether as it's family legacy, or lucky find or something else. M2+ however will instantly alarm all factions, but as long as you do not show hostile intent, all will treat you respectfully out of fear.

Ships size vary greatly but are roughly this size based on the list below: 1km, 300m, 10m, 25m, 40m, 2km, 3km, 5km, 150m for military and 100m, 100m, 1km for civilian.

Military:

500 CP M7 - Frigates, decent speed, above average shields and firepower.

300 CP M6 - Corvettes, good speed, average shields and firepower.

50 CP M5 - Scouts, best speed, worst shields and firepower.

100 CP M4 - Fighters, very good speed, bad shields and firepower.

150 CP M3 - Heavy Fighters, good speed, below average shields and firepower.

700 CP M2 - Destroyers, very bad speed, very good shields and firepower.

800 CP M1 - Carriers, bad speed, decent shields and firepower. Hangar bay for roughly 60 ships of M3/4/5 type.

1200 CP M2+ - Dreadnought, worst speed, best shields and firepower. Hangar bay for roughly 20 ships of M3/4/5/6/TS type.

200 CP TM - Military Transport, good speed, average shields, below average firepower. Hangar bay for roughly 4 ships of M3/4/5 type.

Civilian:

200 CP TS - Transports, good speed, below average shields, bad firepower.

200 CP TP - Civilian Transports, good speed, below average shields, bad firepower.

500 CP TL - Large Transports, average speed, above average shields, average firepower. Can build stations.

Ship power ranks

Best

Very good

Good

Above Average

Average

Below Average

Bad

Very bad

Worst

All ships are 'naked' and as such you need to buy subsystems if you want to do anything beyond simple movement with them.

Shields: Shields protect the ship from various types of weapons using magnetic, plasma, gravity manipulation.

25 CP 1MJ - M5

50 CP 5MJ - M4

75 CP 25MJ - M3/TS/TP

100 CP 200MJ - M6/TM/TL

150 CP 1GJ - M7/M1

200 CP 2GJ - M2/M2+

Weapons: Ship weapons meant to defend it or destroy others, buying bigger types automatically installs smaller types in point defense mounts.

50 CP Small All ship types. Particle Accelerator Cannons, High Energy Plasma Thrower

100 CP Medium M3/6/TL/TM and above Concussion Impulse Generators, Shockwave Generator, Plasma Beam Cannon

150 CP Large M1/M7 and above Flak Artillery Array, Cluster Flak Array, Matter/Antimatter Launcher,

200 CP Capital M2/M2+ Ion Cannons, Photon Pulse Cannons, Point Singularity Projectors, Gauss Cannon

Propulsion Upgrades: Allows ships to accelerate much quicker.

50 CP Small - M3/4/5

100 CP Medium - TS/TP/M6/TM

150 CP Large - M1/2/2+/7/TL

Commerce Ships use Fusion Torch

Military Ships use Matter/Antimatter Drives

Maneuverability Upgrades: Allows ships to turn much quicker.

50 CP Small - M3/4/5

100 CP Medium - TS/TP/M6/TM

150 CP Large - M1/2/2+/7/TL

Subsystems:

25 CP Combat - Autonomous combat management system.

25 CP Exploration - Autonomous exploration management system.

25 CP Trade - Autonomous trading management system.

25 CP Mining - Autonomous mining management system + drilling system.

25 CP Carrier - Autonomous carrier management system.

50 CP Jump Drive - Allows to jump to any point in known space located near jump gates.

100 CP Prototype Jump Drive - Allows to jump to any point in space with sufficient power and computing power to calculate coordinates.

Drawbacks:

Dangerous Galaxy +100 CP

You expect to jump here and have peaceful time? I don't think so. This galaxy is full of pirate scum, Yaki bands and common Xenon attacks. Oh and what is this? Some purple ships started appearing around, you can bet they bring trouble with their favorite weapon.

Easy Prey +100 CP

Poor thing, someone told pirates you are easy picking and rich to boot! I hope you can protect yourself because when pirates look for trouble, you are their first target!

Sell my mother? Of course I would! +200 CP

You wanted to make a deal with Yaki? Well, that was dumb, and now they hunt you down. Expect their fleets to seek you out and no help unless your own faction really likes you.

Unfriendly Galaxy +300 CP

It seems none likes you jumper, all factions start with unfriendly relations to you (aside from xenon and pirates who are hostile) and you can expect battle if you dare enter their core systems, small mercy being able to dock in frontier ones for supplies and fuel. Don't expect to increase your reputation in this jump. I wonder what you will do jumper.

Hostile Galaxy+400 CP

Now you have done it. For some reason everyone hates you. I hope you have some ways of survival because there will be a lot of battles if you enter any faction sector and don't leave within a minute, and don't expect small mercy of being able to dock in frontier sectors. But then, it's year 2900+, maybe you can get some high tech ways of growing food and getting water? Some mining and stealing could work. Good luck.

Known AGI Researcher +500 CP

It seems you have been trying to create artificial general intelligence, or at least that is what ATF thinks. Considering it's forbidden to do so by the Terran Empire and its special military that makes sure no new threat like xenon comes into being, you have been marked a priority target. Expect hostile relations, even if you are a Terran, and if for some reason you picked a perk which gave you high reputation, expect it to quickly lower and only give you enough time to flee the Solar System into Commonwealth Space. Should independent Terran ships detect you, or ships on their payroll, you will have about a 10s before they advanced fleet jumps in, and if you escape, you can expect them getting better at catching you.

If you try to destroy the Terran Empire then you shall face the full might of the most powerful ship known to all but Elder Races that is not a planet destroyer. Valhalla with its full armament shall hunt you down along with full might of the empire!

Enemy of Effa +600 CP

Moments before her ascension, the last true AI of Xenon has calculated that a threat to their existence will arrive, this threat is you jumper and xenons will stop at nothing to see you destroyed. Expect them probing your power starting with fighters equipped with experimental jump drive, then equivalents of corvettes, frigates, and eventually fleets of destroyers with dreadnoughts at their helm. If you survive them, then at the 9th year of your jump, they will use full power of their civilisation and send M0 class planet destroyer after you, along with tens of dreadnoughts, hundreds of carriers and destroyers, thousands of frigates, hundreds of thousands of corvettes and millions of fighters, you can't run from their chase due to their jump drive and advanced calculations regarding your position.

Ending:

Stay Here - Like this place? I'm flattered! If you decide to stay I will throw you a house on the planet of your choice, free of charge and reset your reputation(aside from Xenon) to neutral if you want.

Go Home - At last you can return home, hope you are happy.

Jump Again - Omniverse is a big place, you seem looking for more adventures.

Notes:

Unfriendly rep means ability to dock in frontier sectors to buy energy cells, some food, fuel, and so on. Core sector's military will order you to leave or be hostile if you persist.

Hostile rep means you are attacked on sight in Core sectors and told to leave or be destroyed in Frontier ones.

Drawbacks that mention specific factions are meant to target you above all others and attack on sight.

Ships can be either controlled by ship computers or crew you can buy, your choice what is better for you. Ship computers aren't AI so you need to set up responses you want to have them do to situations, but expect them to do so without fault.

Made by Sordahon.