# PARTICLE FLEET EMERGENCE

Particle Fleet Gauntlet v1.0 by ltmauve.

Prepare for your expedition into Redacted Space. This mysterious region of space contains a threat that little is known about, the “particulate.” Shapeless, inevitable, and relentless. It has also been rumored to contain the origin world, the original home of humanity.

You’re the CEO and Chairman of Ticon Corporation, Dagr Ticon. Seeking the knowledge of the origin world, you have taken what assets you have and prepared an expedition into redacted space.

You get **+0 Corporation Points**. This is a gauntlet, which means that if you die there is no effect on your chain. You will simply continue on your adventure. However, this protection comes with your prior items, perks, and powers all being sealed away (and your companions’ as well.)



# Drawbacks

GalCorp DRM (Mandatory)

This setting is very close to having competing von Neumann swarms attacking each other. The only thing standing between these galaxies and a “Berserker” threat is GalCorp’s DRM. You cannot bypass this DRM, which limits you to one active instance of a blueprint per license key that you possess. In fact, you can’t even waste time thinking about bypassing it. And no rebuilding until that object is completely destroyed.

This DRM is also responsible for your energy mines shutting down when your headquarters performs an emergency rift jump.

Density (+200 CP)

While this only slightly increases the number of particles you have to deal with, it does make most of them denser, meaning they need more firepower to be destroyed.

Rift Command Systems (+300 CP)

Normally, your command cores allow your ships to be given commands at any range, and also allow Amp GEMs to be installed remotely. Now, your command net rides on top of your rift particle packet system, meaning a ship needs to have an energy link to a mine to allow it to receive commands. You also can’t socket or remove Amp GEMs without a link either. Ports will extend your command network, but you’ll have to be careful.

Maximum Complexity (+300 CP)

The Particulate will immediately go to maximum complexity, being able to throw doppels, stunners, particle structures, and emergent at you from the moment you enter redacted space. It still has the same amount of structures in each system, just that they are more diverse.

Subverted Logistics (+300 CP)

Each system has a full complement of subverted infrastructure, ranging from automated shipyards to energy mines, Abraxian defense cannons under particulate control, and even a copy of that linear rift particle cannon.

Naivety (+300 CP)

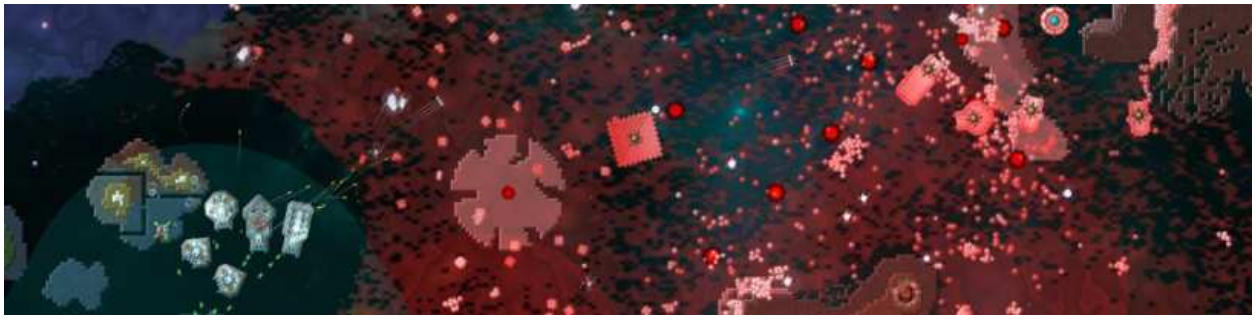
You’ve forgotten all your metaknowledge. All of you. You have no idea about any of the Creeper World franchise games. It’s gone. Poof. You won’t even know there’s something missing. Even any metaknowledge that this document gives gets shaken out once you enter the gauntlet.

Advanced RAID (+50 CP)

*May be taken multiple times. In order to take it more than four times, at least 400 CP worth of other drawbacks must be taken.*

In the eighth system they traveled to, Ticon Corp found a massive data cache, split up into parity volumes. While originally there were four volumes, each time you take this it increases. The first time is worth an additional five, and each time you select this, the number added is increased by two.

Or, $(N + 2)^2$ total volumes. Each one is in its own system, in which you will encounter a new challenge. As detailed in the Note on Scaling, each mission is bigger than the last. While you do get more ships, the later systems will have battles on such a large scale that coordinating your ships will be more difficult. In addition, these added missions go between the canonical missions, making it longer until you get new technologies.



# Companions

You may import your companions as the other members of the expeditions, starting with the officers and directors, before importing as the crew. The known crew are as follows:

1. Chief Operations Officer Amicus
2. Chief Technology Officer Ana
3. Director of Engineering Kami
4. Director of Weapons Ogun
5. Director of Navigation Danu

The remaining slots have no names or titles associated with them.

All party members receive a copy of Perks. Items are shared between the party members.

# Gauntlet Purchases

Headquarters (Item) (free and mandatory)

The base of operations of a modern spacefaring company, the headquarters is a massive complex containing living and working space for a couple thousand employees. In addition, a powerful supercomputer capable of processing immense amounts of data is located here. It's a small arcology about 500 meters in diameter and self-sufficient as far as crew needs go

The headquarters, while important, is also surrounded by a ship. While relatively lightly armed, with only a few cannons and several point-defense lasers, it possesses reactors for sustained independent operation, a rift drive can carry it thousands of lightyears in a single hop, and a bow-mounted energy lathe can be used to construct infrastructure when a larger fleet is need. Powerful sensors give it real-time data on an entire solar system. In emergencies, the rift drive can haul the ship into rift space in order to bring it out of danger.

### Advanced Omnis (Perk) (200 CP)

The standard omni is a 300-meter-by-300-meter platform with an energy lathe mounted on it and basic drive systems. Additional equipment, such as cannons and reactors, can be mounted to the frame. GalCorp licensing limits the number of omnis usable by their systems, which you are using.

You have reached a deal with GalCorp, letting you deploy two advanced omnis for each standard license key you have. The advanced omni is smaller, cheaper to construct in the field, and a little bit faster. The smaller size means that more of them can be packed into the same space, and it is easier to find a proper anchor point for them to work from.

In addition, “consumables” are now doubled for you. Ranging from health packs to grenades to disposable sources of energy, any of them are now doubled when you get them. (Why yes, you are supposed to treat omnis as semi-disposable assets.)

### Omni Arsenal (Item) (200 CP)

A collection of blueprints to attach different equipment to an Omni platform. In addition to a reactor and cannon design, this also includes missile launcher, particle beam, point-defense laser, discharger, and energy routing port blueprints that can all be attached to the platform to make quite a capable design. While you would get the reactor and cannon packs later, the others are not available otherwise.

However, each piece of hardware requires separate construction on each individual omni intended to use them. If you also purchased Advanced Omnis, each upgrade costs half as much and takes half the time to build.

### Original C Class (Item) (50 CP, first 100 CP)

The C Class was originally developed as an exploration vessel, and so it possessed a rift drive. The more “modern” versions (thousands of years old), such as you might find in a GalCorp-compatible blueprint, lack the rift drive to make it cheaper to manufacture for intrasystem operations, and replaced the reactors with energy tanks and guppy landing pads for intrasystem resupply.

This is a minimal refit of the C Class, refitting the control systems to allow for remote operations like in modern fleets. The rift drive systems are mounted on the front of the engine pods as in the original design, requiring more time and energy to construct.

The C Class is equipped with a moderate armament for its size, featuring several PD lasers and a few missiles, cannons, and particle beams, making a well-rounded ship capable of handling itself against most threats. A shield reinforces its structure, doubling the damage it can take. Its sublight engines give it respectable maneuverability.

For each purchase, you receive one of these ships, along with the license to reconstruct it when it gets destroyed. As each one contains a rift drive, it takes far longer to reconstruct them. However, provided you take the time to reconstruct them before entering rift space, these ships can provide critical early support against particulate that is still waking up.

### Amp GEMs (Item) (50 CP)

Amp GEMs are solid blocks of little-understood circuitry wrapped in a few protective metal layers, including a final reflective layer of gold. When plugged into a drone ship’s command core, there are some interesting effects.

First, the range of weapons and lathes increases. This applies equally to energy weapons and projectile weapons, even missiles, due to various rift space effects. Secondly, the entire structure of the ship becomes about twenty percent more durable. This appears to be the same effect as the C Class's shield, as the effects add linearly.

Amp GEMs can be ordered to teleport using an energy lathe, and teleport directly into command cores by using the rift link.

### Hale Core (Item) (100 CP)

Hale Corp has introduced a new design of drone command core, that instead of a small radioelectric generator to keep the computer systems on, includes a compact reactor that can run a few major systems itself. It won't keep anything much bigger than a destroyer running indefinitely but it will make mid-sized ships noticeably less thirsty for resupply. As it's the same size as the older models of cores, it's backwards-compatible with older blueprints.

You've gotten blueprints to construct these new command cores. Don't say your buddy never did anything for you.

### Enhanced Death Explosions (Perk) (200 CP)

The release of energy from destroying a command core or particulate structure has an outsize effect on the particulate around it, blasting it back for kilometers around. Perhaps it's due to the rift space connection those have.

Now you've gotten better control over that. If you want to, you can suppress the explosion that happens when you destroy something or something of yours is destroyed. This is useful if there are large structures of particulate that would be disturbed by the explosion.

You can also enhance it, causing it to destroy particulate around it and displacing the particulate over a greater distance.

And this applies not just to the particulate, but any enemy you face in the future. Shoot someone to death, and their corpse can explode if you want to. Likewise, you can neutralize the explosions of a volatile enemy if too close for comfort. If your walls are being torn down, you can have them explode as a nasty surprise.

### Abraxian Defences (Item) (100 CP)

House Abraxis, before it was purged, was conducting experiments inside redacted space. Thankfully, CTO Ana has blueprints for some of the results. Mainly, some really big guns.

There are blueprints for three different cannons here. First is an area-denial version with a short range, high rate of fire, and low damage per shot. Second is a midrange, multipurpose cannon. The third is a long-range, high damage cannon with a high-speed projectile, but completely empties its capacitors each time it fires. These are several times more expensive than omnis and can't move, but they possess an anti-miring field that will prevent damage from mired ground.

These versions include improved power controllers that allow the capacitors to be recharged as it fires.

### Lathe Construction Protocol (Item) (300 CP)

Normally construction is done via rift particle packets, and attempting to aid construction using a lathe would be foolish. This software package allows for your lathes to construct things,

including assisting rift particle packet construction. While costing the same energy in the end, this allows for much faster construction.

In addition, this allows for faster repairs of damaged ships, as multiple lathes can work on the same object.

# Conclusion

### Reward Structure

Regardless of what happened, you keep your headquarters and any license blueprints you picked up.

Next, for each mission you succeeded in, you keep 50 CP worth of your in-gauntlet purchases. Each mission also grants 50 CP to be spent in the rewards section, up to the maximum reward. The maximum reward is your drawback total plus whatever CP you got from drawbacks but did not spend on in-gauntlet purchases.

If you completed Mission 16, “Duty,” you get the maximum reward, plus another 300 CP, and access to the Advanced Rewards.

### Basic Rewards

Some basic rewards require reward CP, while some are unlocked for free if you completed certain missions.

Mining The Rifts (Perk) (Mission 2, “Indelible”)

Energy mines breach into rift space, pulling out impressive amounts of power. However, placing an energy mine down anywhere just isn’t viable. There are “shafts” where it is practical to breach into rift space. The properties of the shaft determine how much power the mine produces, and how far it can send rift particle packets. Mines will operate indefinitely, thanks to the limitless energy of rift space.

In future settings, there will be rift space shafts that you can mine. These will frequently appear over other sources of energy, like ley line intersections or similar.

In addition, you also receive documentation explaining how to create add-on modules for mines, like the energy lathe, discharger, or cannon modules you hopefully already received.

The Great Constructor (Perk) (Mission 3, “Unwise”)

The soundtrack for the game is now yours to command. Whether you want to pump up your own side with the powerful tunes, or use the more dangerous tunes to psych out your opponents is up to you.

Modular Mayhem (Perk) (Mission 9, “Emergent”)

A modern ship is a matrix of self-assembling girders and plates, which then construct hardware such as power and data conduits, as well the actual ship systems, such as thrusters and weapons. This means a ship only needs a source of energy in order to construct itself once a command core is active, and grants them self-repair as long as they have power.

You learn how to program a command core in order for it to produce ships of various configurations. This allows you to create custom ships.

In addition, you also know how to modify other technologies you understand into standardized formats that allow you to add them to your designs.

### GalCorp DRM (Perk) (Mission 10, “Ties”)

You possess the secrets of GalCorp’s DRM, which you can use to modify your technology to only work for people who have the correct data keys. You can also set it up so that different data keys have different limits on what they are allowed to do with your technology, or have certain arbitrary restrictions on how they can use the technology.

This DRM is so powerful that if someone besides you wanted to remove it, they’d have to re-invent the technology from first principles. DRM-locked examples of your technologies are only good for reverse-engineering in that the effects outside the device can be observed.

### A Loyal Crew (Item) (Mission 11, “Secrets”)

Having learned of your secret, and seen the dignity with which you responded to it, you have earned more respect from your employees. This is enough to get them to follow you into death - or along the chain. Ticon Corp will follow you into future jumps, giving you access to their skills, intellectual property, and work.

### Precise Atomic Structure (Perk) (Mission 14, “The 145th”)

A set of overall principles which, when followed to exacting standards, allow you to modify technology in order to be non-corruptible. Ranging from fields that hijack or disable technology, to malignant gods actively shoving their energy into the objects, all of it can be shoved off. Refitting a piece of technology to be incorruptible will take just as long as making one from scratch.

Blueprints can be modified as well, and provided the blueprints are followed exactly, any resulting technology will be immune to corruption. However, it will take twice as long as normal to construct.

### Linear Rift Particle Cannon (Item) (Mission 15, “Origin”)

This massive cannon requires an exceptional amount of energy to fire, but it packs a major hit. As you should well know, having just had to deal with it yourself. The barrel opens rifts along a line. Sufficiently dense objects on the line will block the rifts opening, but only in those spaces. The rifts will open on both sides of anything in the way. Reaching up to 22 light-seconds away, the cannon has insane range and hits instantly. When the rifts opens, particles spill out.

But this is Jumper particulate, which behaves like what you get from the Perk.

Of course, the cannon is a massive installation, with the foundations stretching 40 kilometers in diameter, and additional support structures surrounding it. It has to be kept as still as possible when active. It also can only fire once every ten minutes.

### Gravition Energy Modulation (Item) (Mission 16, “Duty”)

The secrets of the Amp GEM, laid bare in research documents from House Abraxis’s projects in Redacted Space. Both the research documents and the final products are yours. This includes both the final design for the GEM and the forge, a structure that produces GEMs when provided with energy.

The easiest design change would be to modify the interfaces and protocols so it can work with different kinds of ships. But the design of GEMs touches on a lot of unusual aspects of rift space, so perhaps you could use those for your own inventions.

Standard Technology (Item) (200 CP)

This is for expeditions that failed to make it all the way through. It's all the remaining pickups that you didn't get.

Unlicensed Shipyards (Item) (200 CP)

You have blueprints to create automatic shipyards. Each one loads a single blueprint and will continually produce command cores programmed with that blueprint. Until, of course, you order it to stop.

While letting this run might be satisfying, all those ships will surely require a lot of support to keep them running.

Jumper Particulate (Perk) (400 CP)

The particulate has many forms, each with different uses. Particles, which can mire, deny space, or attack. Struc, which protects an area. Stunners, which disable targets. Emergent, which hunts down and destroys ships. Mire, which can provide power for subverted technology, destroy fortifications or anything else on the ground, and create Emergent.

You now have your own type of particulate, which behaves slightly different to either type of emergent you have seen before. Where the hostile particulate will attack anything not aligned with itself, and the benign will only attack the hostile, yours understands both neutrality and allies. It will only attack what you tell it to attack. It will only block the attacks of your opponents. Plasma will only slow your opponents as well.

In addition, you may choose the color of it too.

Party members may decide if their particulates are allied, hostile, or neutral.

In order to create your particulate, you can use your energy lathes to create emitters. You can create particle emitters, mire spawners, and stunner generators. The more powerful of an emitter you want, the longer it will take to construct. Struc will regenerate based on how many emitters it is touching, regardless of their strength.

You can control your particulate. First, you can shut things off or reduce their power. Prevent emitters from spraying particles everywhere, or prevent mire from spawning emergent. You can also command them more precisely. Emergent can be ordered to rally at points in space, emitters can generate fields around themselves to corral or attack with their particles, and generators can have their stunners target specific targets and hold their fire. You can also tell your particulate where you want struc to form.

### Advanced Rewards

Omni Feet (Perk) (200 CP)

You are capable of miring ground yourself, as long as you are touching the ground or a floor. This mire produces energy for you and will harm your enemies. The strength of your mire generation depends on your personal strength - if your destructive power is equal to that of the GalCorp destroyer, then your mire generation will be the equal of an omni.

However, your mire now also has metaphysical properties. It can contest magical, divine, or otherwise metaphysical ownership of land it tries to mire. From evicting a god to destroying hostile wards, this does it all. This also allows it to act against corruption of the land, regardless of the form of that corruption. This means your mire will be resisted by those same ownership and corruption effects.

If you also have Jumper Particulate, your mire and the Jumper Particulate mire are one and the same. This means anything you mire can produce emergent, and your spawners will contest metaphysical ownership.

### Mire In The Sky (Perk) (100 CP)

*Requires Omni Feet*

You can now “mire” fluids, including air. While mire will spread more easily in the direction of the current, the area that is mired will not move with the fluid. Mired fluids will not provide power or spawn emergent, but this will harm hostiles in the area and it can be used to contest ownership or corruption.

You cannot mire via particles hitting the fluid, though particles hitting the ground will spread mire to fluids around them. Mire spawners immersed in the fluid will mire that fluid directly, and spawners on the ground can also be directed to fluids as well.

### Chest Emitter (Perk) (200 CP)

You are now an emitter, though fortunately you are not any more vulnerable to an energy lathe. You may emit particles or linked particles, and generate fields around yourself to direct the particles near you. The amount of particles you can emit is the same as the number you could destroy personally. In addition, the size of the fields around yourself you can manipulate will grow with your power.

Your particles may mire land, though unless you have Jumper Particulate that mire will not produce emergent. If you have Omni Feet the mire produced by your particles will contest ownership and corruption.

### Energy Hands (Perk) (100 CP)

You are now an energy lathe on your own. In addition to being capable of actually projecting a beam, you also have the ability to manipulate said beam in ways that would normally require a computer and the correct software to perform. Or in other words, normal energy lathe operation. Any capability that you are aware of that your other lathes can do, so can you.

The power and range of your personal lathe depends on your other power. If your power is equal to that of a GalCorp destroyer, your personal lathe has the same range and power as the normal GalCorp lathe used on omnis and ships.

### Mirror Neurons (Perk) (200 CP)

*Requires Jumper Particulate*

You gain access to doppels and the doppel creator. You may produce creators using an energy lathe. Each creator may only maintain one doppel at a time. Doppels mimic enemy ships, objects in space, or astrofauna, having the same speed and maneuverability as the ship they are copying. They can also mimic defensive and offensive powers. Support, control, or

“buff” and “debuff” powers will not be mimicked. However, these powers will be mimicked using particulate as the medium of choice.

Doppels have a core and regenerate from that core, which is the only true weak point. Parts of the ship that break off will fly towards the core, and the core will redistribute the particles that make up the ship to keep it attached. Once the core of the ship has been destroyed, all the stray particles will be scattered by the explosion. The core will naturally slowly generate particles to repair its ship-form, and can also be granted permission to heal by absorbing stray particles.

Doppels can be commanded the same way as normal ships.

Doppels can only be formed from ships (or stations or astrofauna or whatever) that are currently engaged in battle with you at the time the core forms.

### Farbor Archive (Perk) (100 CP)

*Requires Mirror Neurons*

When making doppels, you may now also create a doppel based on acceptable targets from your past.

### Adaptable Mimic (Perk) (100 CP)

*Requires Mirror Neurons*

Now you can create doppels of anything that’s currently engaged in battle with you. Not just ships or stations, but anyone. Your doppels are still limited in what effects they can produce, but being able to produce many of them may offset that. In addition, your doppels have access to your skills, not the originals.

### Sufficient Complexity (Perk) (200 CP)

*Requires Jumper Particulate*

As the complexity of the particulate increases, it becomes more dangerous, more cunning, more capable. Shoving a jumper into your brand of particulate seems to have made it even more complex.

You can manipulate fields anywhere you have particles, not just around emitters. In addition, you can manipulate the bonds between nearby particles in real-time. Your emergent is far more intelligent, and can be controlled with more finesse. It will dodge to the best of its ability, and because it can change direction instantly that makes it almost impossible to hit it with unguided shots.. You can direct the growth of mire, instead of it spreading out like a liquid. Struc, when destroyed, releases particles, making it deadlier and harder to destroy. Plasma drains the energy of those inside it, giving it to you or whatever technology you want to power.

### Personal Technology Console (Perk) (400 CP)

Each jump, you gain one Amplifier Jumper Export Module, or Amp JEM. You get your first right now. This can be used to share one power or perk with your allies. It takes two weeks for the Amp JEM to reach 100% efficiency once a power or perk has been selected, though if you add a new ally to receive the power they immediately get the Amp JEM’s current efficiency.

There is no limit to the number of allies that can use this power. While those granted the power or perk can use it like it is native, it will go away once you remove them from those empowered by that Amp JEM, or switch that Amp JEM to another power or perk.

Universal Tool (Perk) (400 CP)

Energy lathes are a versatile tool. Where sheer firepower cannot prevail, the lathe provides. Ticon Corp already used them to neutralize a variety of particulate constructions. But you can do more with them.

You can use energy lathes to activate or deactivate any object, cleanse corruption from an object, or destroy objects that cannot be destroyed through brute force. Tears in the fabric of space-time are spewing corruption from another realm? Lathe time. The sword of the chosen one only works for the chosen one? Activate it with a lathe. A fallen angel has imbued his soul into an indestructible ring that corrupts all around it? Ogun, get the lathe.

Of course, the scale and power of the object determines how long it takes to lathe it. A standard lathe could close a rift in space a hundred meters across in about ten seconds, but bigger rifts require more time. Fortunately, more lathes will reduce the time needed.

# Notes

**Scale**

Given the scale of some of the missions (punching through a continuous layer of struct that's probably hundreds of kilometers thick to assault an entire planet) it is clear that the actual Ticon fleet gets much bigger than shown.

So here's how it works: Missions are in order of ascending scale. Each mission is littered with far more pickups than shown in the game, for stuff you already have. So you keep getting destroyers in every mission, but you start getting cruisers and jovens and so on as you go through. In addition, you get a lot more omnis than shown. There are more energy mines and energy crystals too.

But by the same token, the particulate has a lot more power than shown as well. Like, you think that an entire planet just has a single-digit number of mire spawners on it? Nope, it's got more. Way more.

We will assume that the extra pickups and increased power are by default balanced, that Ticon Corp would have had just as much trouble with their journey as the players had with their playthrough.

Relatedly, the description of each ship doesn't include the exact number of weapons any ship has because the ships are 3D instead of 2D like in the game, so there's more space for weapons. Likewise, in 3D it's much harder to cut off the flow of particles because there's a 2D surface to defend instead of 1D.

Changelog

v1.0.1

Added a price to Lathe Construction Protocol