Zero-K Jumpchain-compatible CYOA

by ltmauve

v1.6

This galaxy is old. Empire after empire has risen and fallen here. But no more will rise. This galaxy is still.

Long before the end, the galaxy was divided between three factions: The Dynasty of Man, the Celestial Dominion, and the Ghost Mandate. Then the Anarchai arrived, an unstoppable force. Anarchai scattershapes destroyed anything that resisted them, sometimes pausing long enough to destroy a particularly annoying planet down to the mantle. Only a handful of them were destroyed, and the method to damage the mountain-size masses of exotic matter has been lost. Over the course of three years, almost the entire galaxy was wiped clean. Just as suddenly as they appeared, then they disappeared, leaving only remnants of the Dynasty.

The Ninth Galactic State, Second Restoration, (also just called the Empire) eventually conquered and then ruled the stars for nearly a hundred years. Successors of the Dynasty rebelled against them, before the rebels were put on the back foot and got ground down.

Then, in the midst of all this, a fragment of the Starsong, an extragalactic signal, was triggered. What happened next is unknown. Everyone started vanishing. The survivors fled to the farthest reaches of the galaxy, desperately searching for some way to escape.

This galaxy is still, nearly silent. Only the remnants of civilization remain. The most dangerous of which are the robot armies led by AIs that live in 30-meter giant robots. Most of them have set themselves up as rulers of planets. More numerous are “simple” automaton systems that lack the self-awareness to realize that all the humans have been gone for centuries and that’s how long they’ve been fighting.

This is where you come in. In the faded embers of civilization, you arrive.

Perhaps you want to find where the survivors have gone? Perhaps you wish to build a new empire here? Or perhaps you just want to get into fights with giant robots?

Zero-K is an RTS in the vein of Total Annihilation, Supreme Commander, and Planetary Annihilation. Metal and Energy and a streaming economy. Also, if you get access to a mundane world around the modern era, then did I mention it’s free and open-source?

Take these **1000 Commander Points** to help you in the coming years.

Origins

There are no Origins. You're a commander, a robot that can think and build an army. You may instead choose one factory to start with. You have all units for it, and you also have all blueprints for all non-factory buildings. You can find the other factories' blueprints and units elsewhere across this galaxy, and gain them for your journey.

You gain no memories from entering this world, though you do gain the skills to operate your new body and army.

Cloakbot Factory

Cloakbots are fast but flimsy. They are the main source of cloaking units, having the Conjurer, Iris, Glaive, Gremlin, and Phantom. However, the cloak here is vulnerable - cloaked units can lose their cloak when they take damage, enter water, and when too close to a hostile unit. Also, the Phantom is the only unit that can fire and maintain its cloak.

Shieldbot Factory

The main source of shielded units. Shieldbots are slower than cloakbots, but tougher. The shields here are all bubble shields - no conformal shields, just small bubbles. These shields, when they overlap, automatically share charge. This keeps them up longer, but also means they deplete across clusters. In addition, no unit can project a shield and be cloaked at the same time.

Rover Assembly

The rovers are the fastest on flat ground. However, they are fragile in exchange. They excel at harassment and breakthrough warfare.

Hovercraft Platform

Hovercrafts are also fast and fragile, but can travel across the surface of water. Like the rovers, they don't like steep terrain. I should note that the torpedoes in use here can hit hovercraft.

Gunship Plant

Gunships, while they are airborne units, are based on the idea of constant harassment. This is also where you build air transports.

Airplane Plant

Airplanes are more a support force than an effective force in their own right. A variety of bombers are available here, as well as intel planes and fighters. They are all VTOL. I don't recommend this one for your starting factory. Especially because bombers need to be reloaded after each attack.

Spider Factory

The spiderbots produced here can traverse even the steepest terrain. Range and maneuverability are key in this kind of warfare. Also, unlike actual spiders they have six legs. And are made of metal. And most of them have lasers or plasma shell weapons.

Jumpbot Factory

This factory's roster is a bunch of weirdos, like the jugglenaut. (No, that’s not a typo. It uses gravity beams to toss enemy units around, and can jump on top of units or buildings to damage them.) It relies on close synergy to deal devastating effects.

Tank Foundry

Beep beep, move aside for the tanks. Heavy tanks tank hard and hit harder. Just look at the Minotaur and Cyclops for that. However, they lack the ability to be everywhere, and can be outmaneuvered.

Amphbot Factory

Amphibious bots can travel underwater across what might block other units, and they even regenerate underwater. They are slow, but tough.

Shipyard

Are you sure? Ships are only useful in oceans (that aren't filled with acid) and most key points are often well inland, since only some kinds of defenses can be built on water.

However, they are the most powerful option on the open seas.

Strider Hub

The striders are the giant robots. They’re powerful, but correspondingly expensive. It’s not recommended to start with these, as they have no basic constructor, and all the units are terribly expensive. Even the small, sneaky units are expensive.

Starting Conditions

You start sometime after the civil war (probably a few centuries? No one knows) and will stay here ten years. You start on a random planet without Chickens, and with no AI forces on the planet. There may still be automaton forces around, but they will not seek you out.

Perks

You get three 100 CP perks for free, as well as a 50% discount on two 200 CP, two 400 CP, and one 600 CP perk. You may downgrade any discount to apply it to a lower price tier. If a Perk has multiple prices, you use the discount at the price level you purchase it at.

Chassis Construction (Free and Mandatory)

This gives you a mechanical body you use for the duration of this Jump. It's a 30-meter bipedal robot. (There's an opportunity to upgrade it later in this document.) Certain secondary systems attached, including the nanolathe used to build things, operate less like body parts and more like computer systems to your commands.

You do not age in this form. You also have excellent spatially-related memory even outside of this form, able to remember where anything you've ever seen was the last time you saw it.

You may, at the start of this Jump, import powered armor, (pilotable) mechs, and any other mechanical forms you have into this form. All functionality from all imports is available in all subforms, which you gain from each imported Item and mechanical form. While in this form, you are affected by the effects in the Techs and Chassis Module sections.

After this Jump, you may switch your chassis between any subforms, and may switch between any other form you have and this chassis form.

Pocket Robot (Free)

After this Jump, you may toggle Chassis Construction on and off at will. While on, you gain the benefits as listed. While off, you have an Item form of your chassis. (You maintain form-agnostic benefits from Chassis Construction while it is "off.") This Item may take the form of a piloted mech, or powered armor if a human-sized mechanical form or powered armor was imported.

This Item may be treated like any other Item, except it cannot be permanently given away. However, when Chassis Construction is reactivated, the Item vanishes and you can once again transform into any chassis subforms you have.

You may choose to seamlessly swap your chassis form and the chassis Item when toggling Chassis Construction on and off, with your other form being placed appropriately when deactivating Chassis Construction. (For example, you would appear in the chassis' cockpit if in a mech subform, or wearing powered armor if in a smaller subform. This does not protect against people noticing that something's up if your robot subform wasn't bulky enough to be powered armor.) When toggling Chassis Construction, damage is carried over between the chassis form and chassis Item.

Chassis AI (Free/100 CP)

Your body has a mind of its own. You can outsource things like pathfinding and walking, targeting and shooting, dodging, or other basic tasks, with similar capability to your other units. For 100CP, this AI can perform those tasks with your skills.

You may of course assume direct control at any moment, if you want to.

UI Widgets (Free/100 CP)

You can control all your perks, powers, boosts, and abilities. In much the same way you can just not fire a gun, you can deactivate any of them, or reduce them in power. You can also set them to deactivate or reactivate on certain conditions, and/or against certain targets.

You can deactivate certain aspects of something, but not costs. (For example, you can't cancel the "damage" aspect of an "explosive overclock" ability, or the mana usage for an ongoing spell. But you can limit the speed boost of a buff, or the visual sign of it.)

This also applies to the abilities and weapons of your army, creating what are called "unitstates."

The free version only applies to what you get from this Jump.

Float like a Hovercraft (100 CP)

You can now treat any liquid like it's a solid surface at-will with whatever part of your body you want. In addition, you can instinctively compensate for the motion of the liquid, so neither your aim nor your juggling routine will be disturbed by stormy seas.

Cling like a Flea (100 CP)

You can walk on any solid surface without trouble. You need not worry about the angle gravity makes with the surface, nor your friction with the surface. You are also immune from worrying about ground pressure and other concerns about the ground collapsing out from under you.

Armored Mind (100 CP)

Your mind is more durable than a Cyclops or even a Detriment. You are immune to hacking or any form of mind control, mental corruption, and any form of non-consensual mental influence. If they want to change your mind, they have to convince you to change it. And they can't cheat around that with super-charisma or something like that.

Mysterious artifacts that attempt to make you covet it come up short. An entire army of Domimatrixes could try to hijack you all day and nothing would happen.

You can't go insane, start talking to yourself because you're lonely, suffer from PTSD, or anything similar. In addition, fear has no hold on you, and your mind remains clear even during the worst pain.

Order in the Fleet (100 CP)

You're an expert at formations, setting up arrays of units so that they can work better, last longer, kill more. More importantly, your formations hold together better during maneuvers and combat.

Seismic Stabilizers (100 CP)

Have you ever made a wall, only for someone to use seismic weapons to knock a hole in it and rush through? Your constructions - including your tactical terraforming of the terrain - is immune to seismic damage, both natural and induced. (Say, by a Quake, Tremor, or Detriment.)

Shieldballing (200 CP)

You may project an aura that shares your defensive enhancements with your nearby allies, making them more durable. If you have a buff that requires certain conditions to be met (like not attacking), your allies must also meet that condition.

Through the Fire and Flames (200 CP)

Upon looking at a set of defenses, you can instantly tell the best way to approach it to maximize survivability while getting to an objective and then getting back out. This doesn't make the impossible possible, mind you. It just makes that slim approach vector into a runway with landing lights on.

In addition, you also know how many losses you will take getting to the target and getting out.

Elite Yeet Agents (200 CP)

You can read the environment around you like a book, and always keep it in the back of your mind, aware of it for planning and moving around.

You also have a knack for coming up with crazy plans, that either let you use normally-ineffective or nonlethal weapons lethally, or lethal weapons less lethally.

Pressure Sealed (200 CP)

You are immune to environmental conditions. Is the floor lava? You'll just grab your swimsuit. Is there napalm burning on the ground? You can walk into it, and take a big sniff if it's morning. Vacuum? Fine. Snow? The cold never bothers you.

This applies to your equipment, anything you make, and your army, as well.

High Thread Count (200/400/600 CP)

Many things happen at the same time in combat. The ability to think multiple thoughts and give multiple orders at the same time is a powerful boost. Each level includes the previous levels.

For 200 CP, you have six times as many mental threads. If you're not limited by only having one set of hands, you can give multiple orders to your army at once. Synchronization between the threads is as if six copies of you were in the same room, talking to each other calmly and providing each other information.

For 400 CP, with Chassis Construction active, you may gain secondary mental threads for each unit and building that you create, as well as one to operate your Chassis. While these new threads are simpler, and don't share thoughts or summaries up to the primary threads, they'll do your best in the situations they act in. Losing these threads doesn't hurt.

For 600 CP, your threads are now fully synchronized. Information, thoughts, and summaries flow between them like wind. Your consciousness can expand to cover all of your army.

Home Turf (400 CP)

Your territory is rather important, don't you think? Well, no one can infiltrate your territory without you knowing about it. Any land that you own, or that you claim through buildings, counts for this. Simply put, you can now know about anyone or anything trying to sneak in or force their way in, even before they reach your stuff. It makes preparing a counterattack much easier.

Range Rings (400 CP)

Sometimes you need to slip around enemy weapons or hide from their sight. But that's easy when those things are more obvious than a line on the ground. You know where your enemies can shoot. If you can see if there was a unit at a point, you can know how much intel the enemy has on it, and how much enemy firepower is available there.

Your Next Raid Is (400 CP)

You know events up to the next 15 seconds, that you would sense yourself. Or that you sense through your army. For example, if you're about to get hit with a tactical missile, you'd know that. You can also tell the results of your scouting up to fifteen seconds in advance, even if you decide to change course or just abort after realizing what's there.

Friends From Above (400 CP)

You can summon any unit that you can build down from orbit. They will drop right where you want them, and won't be bothered until they're just about to the ground, at least. Detachable jump-jets ensure they land safely, if needed. You get one charge to summon one unit every fifteen minutes, and can hold up to ten charges at once.

BFF (400 CP)

BFF stands for "Best Friend Forever," which you'll want for this Perk. Because BFF can also stand for "Backup Friend/Factory."

This Perk lets you survive the destruction of your chassis or body. You then exist in the computers in a factory of yours (if you died in chassis form,) or in one of your friends' heads. If you died in chassis form, you get to keep controlling your army. If you're in one of your friends' heads, then you don't gain control over them.

You will have 72 hours to either build a new chassis/clone a new body or restore your old one, before this stopgap expires. You may automatically move to your chassis/body once in a condition to accept your mind, without the need for any additional time or resources.

Keep Your Head Down (600 CP)

As long as you are not actively attacking with your body or chassis (and not just in between shots,) you are remarkably more resistant. This resistance is increased the more damage an attack deals. Scratch damage would still scratch you, but what would otherwise be lethal wounds would only be minor injuries at most. In a normal human body, expect multiple anti-ship missiles to be the minimum of what could assassinate you. This not only applies to your flesh or plating, but also any shields or similar you have.

And even if you're wounded, you regenerate health, armor, shields, and similar much faster. Either ten times as fast as it otherwise would be, or enough to go from "almost dead" to "not a scratch" in ten minutes, whichever is better.

Overdriven (600 CP)

The overdrive energy grid is a connection between power sources and metal extractors that lets the extractors work faster. It's more efficient the more extractors are connected, due to the diminishing returns the more energy is pumped into an individual mass extractor.

The larger a piece of territory you control, the more that territory is worth, and more powerful anything of yours is on it. Units and buildings get tougher, weapons deal more damage, and everything is more productive within it. The more territory is controlled, the less each additional bit is worth. These diminishing returns are alleviated, partly, by having more subjects of the boost effect.

This territory does gain some bonus area from other territory you own, but the larger the gap between it and another piece of territory, the less that other territory matters. A completely

owned planet at interstellar distances would give you additional territory of about a square centimeter.

This boost does not apply outside the territory, though.

IFF Hack (600 CP)

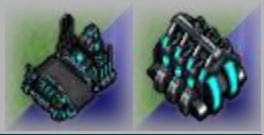
At several points, the protagonist commander of the Zero-K game campaign joins a side in a fight between two automaton armies simply by hacking their IFFs. And now you can do the same. Except this also works on sapients.

You can join any faction, provided that you are not wanted by that faction, and that faction is currently fighting another faction. You gain standing within that faction appropriate to your experience and the role you want. This is nullified if you start to spy for an opposed faction, or attack the faction.

You may bring in any allies or friends of yours that you want while you are registered as allied. If they “defect” then they will be individually ejected, without affecting anyone else you’ve brought in, including yourself.

Items

Take a 500 CP stipend for this section only. All non-data items will self-repair over the course of 5 minutes, or if destroyed be replaced in 24 hours or your next exit from a dropship.

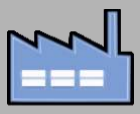


Dropship And Warp Core Schematics (Free/200 CP)

To get from system to system, you use FTL dropships. These travel to the upper atmosphere of a planet, and then make a jump to the upper atmosphere of another planet. The dropship wrecks itself during the journey, requiring the payload to land on its own. (This is fortunately a feature of all military units, including your chassis.) The dropship requires a warp core to actually go FTL.

You gain the blueprints for the specialized infrastructure that makes these, and the blueprints to load into that infrastructure. The dropship factory is expensive, but not horribly so, and the dropship is also expensive but not horribly so. The infrastructure for warp core production is horribly expensive, but since warp cores are only the size of an apple you can stockpile those.

For 200 CP, you get a dropship that automatically comes when you call it, and always has a warp core ready.



Factory Pack (Free/100 CP)

This is a folded-up factory that’s pocket-sized for you. When placed down, it turns into any type of RTS-style factory that you could make. However, once put down it cannot be picked back up. It’s also more expensive than just building the factory in-place, so it’s not worth it for combat. It is worth it for bringing in a dropship when you enter into combat.

This can be bought multiple times, with each purchase after the first costing 100 CP. You can make replacements but not extras.

Up Your Sleeve (50 CP)

Cannot take with Full Deck

You start out with blueprints to a second factory and its units. May be purchased up to seven times.

Drone Pods (50/25 CP)

These are four small pods, coin-sized for you, that can be placed on the ground or surface or a liquid and activated. Once down, they will unfold to full size and spawn lightweight drones that will hover around the pod and attack anything near it. It self-folds back to coin-sized in thirty seconds. It will first spawn in eight Fireflies, light drones with light particle beam weapons. It will then spawn in two Viper drones, which are beefier and pack a bigger punch. The Viper particle beams also have a disruptor effect, which will slow the target down.

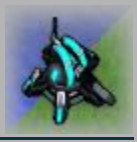
The drones do not spawn in instantly, but their construction requires no rare elements (so they don't cost metal) and as long as the pod is functional it will continue to spawn in replacements. They make an ideal defense for your base.

This may be purchased additional times, at 25 CP for subsequent 4-packs.

Wormhole Schematics (100 CP)

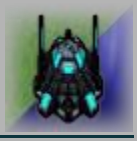
While dropships can get you to arbitrary locations, they're also very expensive. Wormholes allow for much easier traveling between worlds under your control.

You receive blueprints for wormhole gates that can create wormhole links between any two gates. Once built all they need is energy to activate and maintain a connection. Objects up to the size of a Dante or Funnelweb can be moved through with this particular model of gate.



Starlance Turrets (100 CP)

This is a blueprint for a very effective anti-heavy turret called the Starlance. While it does require a connection to an overdrive grid with enough power, it is very effective. It has a decent rate of fire, and does a lot of damage. If the target survives, it is slowed since the weapon is a disruptor beam. I would say that this would eat tanks, but the actual eating is done by constructors reclaiming the wreckage, so.... It can quickly enter and exit a defensive mode, as well, to weather artillery or air strikes.



Terraformer Data Cache (200 CP)

A collection of data on how to terraform planets, including the blueprints of the machines needed to do so. Assuming the process is not interrupted by a massive civil war, it takes about 5 years to do so. The machinery is automatic once set up and does not need your supervision.

Nebula Atmospheric Motherships (200 CP)

The Nebula is a beefy, shielded, flying drone carrier equipped with four mass drivers that make the most pleasing noises as they tear into an enemy base. More important is the complement of Spicula drones it spawns and maintains, which have a tendency to shred most things. You gain a blueprint you can use with the Strider Hub.

Forbidden Unit Pack (200 CP)

You gain access to several rare unit blueprints. They aren't technically forbidden, just very hard to find blueprints of, as whoever has them keeps a very close grip on them because of their power. You gain blueprints to use with the appropriate factories.

The Tsunami Assault Cruiser is capable of dealing severe damage to heavily armored targets at close range using Gauss cannons and rockets.

The Typhoon Riot Destroyer is a useful option for protection against swarms of units. It can also handle large numbers of submerged units as well, with its ASROCs.

The Anchovy Suicide Submarine is a cheap, stealthy scout as well as a torpedo.

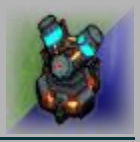
The Kestrel Tactical Bomber is faster and more capable of dealing with moving targets than a Raven, using guided anti-tank missiles.

The Trident Skirmisher Hovercraft is a counterpart to the slow-firing Scalpel, and complements it nicely in combat with its fast-firing triple scatter beam.

The Caltrop Minelayer Hovercraft deploys mines near its location, and can be used to block off places temporarily.

The Morningstar Assault Hovercraft packs more punch than the Halberd, even if it lacks the armoring capability of it. Its sonic cannon can also fire at underwater targets.

The Huntsman Drone Strider uses a larger version of the Funnelweb's frame, but has a smaller, weaker shield. Instead of the powerful nanolathe of the Funnelweb, the Huntsman has drone production systems, allowing it to safely harass the enemy from long range.



Zombie Pylon (300 CP)

Similar to the artifact on Estann All, this is a Dynasty artifact. This pylon emits mysterious nanites that will automatically revive any wreckage in the area. This particular pylon likes you, and will transfer command of the zombie units to you. You can also tell it what types of units to ignore, or what areas to not work in. The range of this starts at 100 meters, and increases at about 2.5 m/s. It could cover an entire planet if left there for a year. With some tweaking by someone experienced with both biology and industrial nanotech, it would be possible to make it also revive organics. It would take more effort to make them revive under your direct control.

While the nanites could be used for normal construction, the data for that has been wiped clean, and would need to be reprogrammed from scratch.

You may summon the pylon to your location at will, except between the time you exit a dropship after a warp and ten minutes after you land.

Ancient Structure Data Cache (400 CP)

A collection of blueprints based on advanced, no-longer-understood Dynasty technology. (Well, I understand it, and trust that you'll figure it out *eventually*.) These are blueprints for ex nihilo metal fabricator buildings, highly efficient power generators, better wormhole generators, and other such structures.

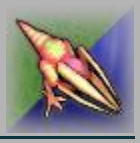
These aren't intended for a direct combat role, and may not even be suitable for battlefield construction. (Consider the payback time of a metal fabricator, for example.)

Full Deck (400 CP)

Cannot take with Up Your Sleeve

You gain access to all blueprints used in ordinary combat right from the start.

You also gain access to the Universal Factory, which can make any unit, but may need to transition between different configurations to make different units. It has to expand to build demi-striders and the large striders, raise up to build aircraft, and sink (when placed on water) to build amphibious units.



Chicken Biological Data Cache (500 CP)

The "Chickens" are not birds, and by most biology definitions not animals either. They are clearly the process of no natural evolution even just looking at the macro scale. At the micro scale, that is even more obvious (though micro-scale investigations are more dangerous than looking from afar.)

Chickens devour anything found in their path. While they do not consume entire planets, they prevent anything more complex or intelligent than trees from growing.

This contains all research on Chickens. While this is enough information to create Chickens, it does not have answers to such critical questions as "how do I kill off a hive without needing to crack the planet's crust?' or "how do chickens travel between star systems?" or 'how do Chickens communicate, given that we have seen signs of interstellar coordination between hives?" or "what material can prevent Chicken spores from getting out of a BSL-6 lab through the ventilation system?"

Even if you manage to kill the Chicken queen of a hive, the Chicken hive itself will not die, but instead remain dormant while it regrows its mind.

With enough time and effort studying biology, and scouring the data in here, it would be possible to answer those questions. And only then would it be safe to actually make some Chickens. Though you probably don't want to make some chickens from scratch. I'll tell you more once you finish your research.

Companions

Only the Jumper may make purchases in this section. Bring friends so you don't go crazy.

Co-Op Mode (Free first two, 100 CP to get up to eight)

You may import existing Companions you have. Each one gets an origin and 900 CP to spend as they desire. They also get the stipends in Items and Chassis Modules.

Pick-up Game (Free)

You may import as many other Companions as you want. They get no CP and no Origin but get a copy of your Techs and the stipend in the Chassis Modules section.

Emigration Program (Free/50 CP)

There are a few sane AIs left in this world. If you encounter them, they will probably at least feel up to conversation with another sapient. If you explain (without mind control or super charisma or anything like that) the Jumpchain to them, they might accept, and then you can make them full Companions. (Note that all the sane ones weren't the ones protecting any super cool toys.)

For 50 CP each, I'll drop you coordinates to ones inclined towards the Jumpchain anyway.

Techs

Improvements to your army go a long way. If you can control it while in chassis form, it benefits from these. These stack multiplicatively. For purchases where you can make choices about what buffs specific units get, you may change these choices between Jumps - after you've made any new purchases that might benefit from these.

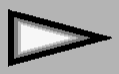
These Techs are based on the main "classes" that are present in most factories. (That is, all factories have something that fits most of these. Except the Strider Hub because that's for very powerful units.)

The Jumper gets two 150 CP techs free. The entire party shares Techs, including the choices about buffs that must be chosen for individual units on your roster. These buffs can only be changed between Jumps, with the exception of gaining them.

Constructor (200 CP)

Constructors are the units equipped with nanolathes, the ones that build everything in your army, repair damaged units, and reclaim mass for your economy.

Buying this means you get improved economic systems. Professionals study logistics, as they say. Twice the metal income, four times the energy income, and two times the build speed. Not to mention ten times the storage for such resources. The range of all nanolathes is doubled, and the range of the overdrive energy grid connections is also doubled. This also applies to similar resources and similar systems.



Raider (150 CP)

Raiders are cheap but flimsy, fast but without staying power.

Raiders are quick, so buying this doubles the speed of your army. But raiders are more than just fast, they’re also agile. So taking this makes your army more maneuverable. Four the acceleration and braking rate (so those distances staying the same,) three times the turn rate, and it improves the accuracy and turn rate of turrets as well, making them better-suited to hitting agile targets themselves.

Skirmisher (150 CP)

The role of skirmisher goes to units that stand off a bit from their target and lob shots downrange. But unlike artillery, skirmishers aren’t as vulnerable, and they usually send rockets at the target on a flattish trajectory, making them better against moving targets.

Skirmishers have a moderate range, so take a 40% increase to your army’s weapon range. And skirmishers tend to be rather cheap, so take a 30% reduction to all build costs for everything in your army.

Riot (150 CP)

Riots defend from swarms of raiders or scouts. They are tough. Their weapons either have an area of effect, like the Ogre, or fire quickly, like the Redback, or a bit of both, like the Reaver. So if buying this, first increase the durability of your army by 75%, including shields. Then you can modify each weapon that exists in your army, either giving it a +100% buff to rate of fire, or increasing its splash radius by +50%. You could also take some mix of the two, if you want. (Like +25% fire rate and +37.5% splash.)

Assault (150 CP)

Assaults are beefy and fast. (They also turn like whales in bathtubs, but this section is about buffs.)

So, take a 40% increase to your speed, a 100% increase to your health (and shields.) In addition, improve the self-repair systems to still work during combat, and kick in with out-of-combat regeneration sooner and stronger than normal.

Scouts (150 CP)

Scouts are small, cheap and designed to get intel by being right there.

Choose two of the following for each unit and building in your building:

- They can “burrow” (when stationary they can cloak for free) for a unit, or free radar jamming for a building. The decloak radius of the burrow cloak depends on the size of the unit.
- Increased rate-of-fire by 50%.
- The equivalent of a basic commander radar installed, or an increase to radar and vision range if it already has radar.
- Increased speed by 100%
- Decreased size by 20% (linear scale) and halved mass (but not cost, as this will remove non-“metal” bits.)

Artillery (150 CP)

Range. Artillery is all about range. So take +200% weapon range for your army. Also +200% radius for any splash damage, too, since it makes hitting much easier. (You can apply that per-weapon, if you want)

Anti-Air (150 CP)

Anti-air units obviously have longer ranges, to successfully engage aircraft zooming by. So take a +75% to weapon range. But anti-air units often have the best sensors, to get a good targeting lock on aircraft out of range of the rest of the squad’s sensors, so take a doubled

sensor range. And since missiles are such good anti-air weapons, add some minor homing (like 15-30 degrees per second) to any weapon you think could use it.

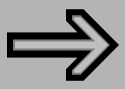
Mobile Bomb (150 CP)

Mobile bombs are small units that burrow and hide, and then pop up to blow themselves up, and either disable or destroy their target.

Buying this lets you apply one of two traits to each unit and building in your roster: either they can blow themselves up (even as they die,) or they get an “alpha-strike” boost.

The self-destruct mode comes with trigger unitstates, including an anti-capture trigger and a “smart” trigger unitstate that will only trigger when it will destroy more of the enemy’s stuff than your stuff. This self-destruct causes enough damage to kill an intact, identical unit at point-blank range.

The alpha-strike boost provides 150% damage on the first firing cycle after three idle firing cycles. For continous-fire weapons like lasers, they provide 1 second of 150% power after 3 seconds of idling. (This can only be depleted by actually having the weapon firing for that amount of time. If partly depleted any downtime can be used to recharge the mode.)



Support (150 CP)

The support class attacks from range, but is otherwise pretty weird. Effect slike slow, EMP, disarm, seismic, or impulse (push/pull) can sometimes have more of an effect than more damage.

The strength of the effects is determined by the power of the weapon and the durability of the target. The game treats it like a separate damage bar that fills up, which is a reasonably accurate model of what you're about to see in-universe.

Take half of armed roster (counting both units and buildings) and choose half of it to receive upgrades to all their weapons, choosing an effect for each different weapon system. You can keep the normal damage, or go all-in on the conversion. If a weapon already has an effect, you can change it to another effect by choosing the unit type it is mounted to.

Mighty Morph (150 CP)

All your mobile units can morph between a turret form and a mobile form. The morph between these two forms takes between twenty and sixty seconds, depending on the size and cost of the unit. It costs energy but not mass. Units must remain stationary in order to morph, and aircraft must land (unless you have the technology to make turrets that float independently of the ground.)

Turret forms have twice the health, improved out-of-combat regeneration (four times as fast and kicks in only ten seconds instead of a minute), and slightly increased range. (The range boost depends on the weapon, ranging from 0% (missiles) to 70% (gauss, plasma shells, and other ballistics)

Chassis Customization

You're going to spend the next ten years as a giant robot. You are going to want your chassis to be very good, if you want to take no chances with your survival. Or at least very few. But when a stock chassis loses 1v1 with a Mace, you wouldn't want to risk it. If you have the engineering chops, you could try designing new modules yourself, but why not save yourself the trouble? Plus, these are better than the versions you could find out there.

These do not increase repair time, unlike morphed-on modules. In addition, these only apply to you while in your chassis form. They apply to the chassis Item when Chassis Construction is deactivated.

You get **1000 Module Points** to spend in this section. CP may be converted to MP at a 1:2 ratio, but cannot be converted back. Some modules can be purchased multiple times, and they will state that in the description. The effects of repeat purchases stack linearly, with something that doubles an attribute tripling the attribute if purchased twice. Extra purchases cost half as much as the original, except for freebies for the Templates. Freebies cost a quarter the listed price for extra purchases.

All chassis come standard with the following modules:

Vanguard Economy Pack

The Vanguard Economy Pack continuously produces a small amount of metal, other material, and energy ex nihilo. However, it takes 20 hours to build, minimum, and enough metal to build several superweapons. Therefore, when using a Lazarus-capable nanolathe to revive your chassis, or any similar 1-up effect, it is not repaired. It can be rebuilt and "reinstalled" after revival separately. This module only works in your chassis.

Field Radar

This can detect units and buildings up to several kilometers away, but cannot identify them. Consumes no power, and cannot be detected by other radar systems.

Retro Thrusters

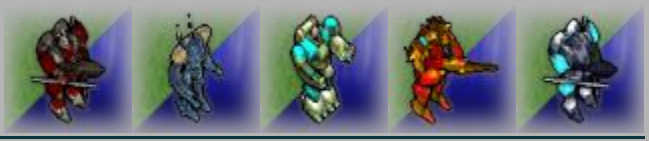
Whenever you ride a dropship and it disintegrates, or you ride a transport and need to bail out, these small thrusters will slow you down enough that you won't be damaged in the fall. They take a minute or so to recharge, though, and aren't powerful enough to actually launch your chassis.

Basic Nanolathe

This construction tool is indistinguishable from the other nanolathes in your army. It can build structures, assist or finish building units, reclaim wreckage for metal and other materials, or volatiles for energy, repair units and buildings at the cost of energy, and perform tactical terraforming to adjust the terrain around it.

This particular nanolathe has twice the power of small engineers (Conjurer, Convict, Mason, Quill, Crane, Constable,) a third more than heavy engineers (Wasp, Weaver, Welder, Conch, Mariner,) and the same power as factories and the Caretaker.

There are additional standard upgrades available that are not mandatory.



Paintjob (Free)

Let's face it, you might not want the standard color scheme here. If you want, you can make your chassis look like whatever you want, as long as it fits the general aesthetics of Zero-K. As a bonus, I'll let you change the color scheme of your units and buildings to match (but not their actual underlying design.)

And yes, your chassis can have hands. Those are handy, I hear.

Improved Radar System (50 MP)

Increases the power of the field radar to detect units and structures farther away, providing an increase of about +50% each time. Also includes a prototype nanocamera system to allow for improved line-of-sight, over walls and the horizon, or down into holes, with a range of about 10 meters per purchase.

May be purchased multiple times.

Morph Mounting (75 MP)

The morph system allows you to upgrade your commander in the field. You can use this to add a "budget" of 100 MP that can be allocated towards different weapons or modules. This can even be used to allow installation of other modules or weapons besides these ones available here.

However, this budget doesn't respect freebies or discounts, and using it increases the time needed to repair your chassis using nanolathes. Installing new weapons or modules requires metal that could often be better spent on the immediate tactical situation, as well as

time and power just like building anything else. The new modules may also require power to run. In addition, heavy damage or destruction of your chassis will destroy the installed weapons and modules.

May be purchased multiple times, but with no discount. The price increases by 25 MP every other purchase, starting with the third purchase.

Faraday Stabilization Underplating (100 MP)

Advanced protective meshes placed under normal armor to protect the internal systems from hostile manipulations. Protects against EMP effects, disarm effects, slow effects, and other “status effects” from hostile sources. Minor effects are ignored, while major effects cause minor real damage.

Spatial Locking System (125 MP)

This nifty ball of wiring and glowing gubbins protects you from being moved or teleported by various forces and sources. By default, it protects you from gravity beams, lob fields, teleportation, impulse-heavy weaponry, and being rammed or carried off, but you can change what effects you with the same ease as flexing muscles.

While you can use it to stop the deceleration from ramming through a wall, **never** use this to try to land safely. Not only is the SLS binary (you can’t reduce, only completely negate a force) but this does not prevent impacts from damaging your armor and components. You will grind yourself in half before the SLS’s core is destroyed and you will get crushed into a powder far past a lazarus nanolathe’s ability to restore for your trouble. Even juggernauting through a wall will probably scrape up your armor a bit.

This is selective enough that you could ignore enemy gravity beams while being launched by your own, or ram through a tree trunk effortlessly while still being affected by the ground.

Templates

Your chassis can be configured according to certain templates. Doing so makes it easier to install specific modules, so you get some freebies and some discounts.

You can choose one template for free, or you can create a hybrid of two templates that gains both their freebies and discounts for 150 MP. The Knight Template cannot be hybridized, of course.

Strike

The Strike is designed for overwhelming firepower. Not only does it get a discount on all Standard and Special weapons, it also gets one Special Weapon for free.

Weapon Boost (100 MP, Free Strike)

The Strike's hardpoints are reinforced, allowing for more powerful versions of weapons to be installed. Double the damage of all installed weapons, as well as increase the range. This may be purchased multiple times. (Each purchase increases the area that the weapon can reach by +100%)

Guardian

The Guardian is designed to support other units in combat. Their systems are designed around this role.

Armor Boost (100 MP, Free Guardian)

Higher-grade alloys, and just more of it, make the Guardian twice as tough as it would be otherwise.

This may be purchased multiple times.

Personal Shield (100 MP, Free Guardian)

This a small bubble shield that wraps around the chassis, keeping it protected from attacks with energy less than its charge. It's big enough to build something like a small turret or radar inside next to the chassis. However, it doesn't block enemies from passing through, and can be depleted. It can link with overlapping shields and transfer charge both ways. It does not consume energy to operate.

This shield can be deactivated, if you want to use a cloak from here on your chassis, as normally shield generation would interfere with cloaking. When reactivated, it will be at zero charge.

This may be purchased multiple times. Strength and regeneration increase each time, but not radius.

Disruptor Field (100 MP, discount Guardian)

This is the same system on the Outlaw Riot Bot. It generates disruptor pulses that do only minor damage but slow everything in an area around your chassis. This will also disable the cloaking and burrowing systems in use here, if the unit is hit by a pulse. It will not affect allied units. This counts as an installed weapon.

May be purchased multiple times. The second purchase increases the rate of fire, and at three purchases it becomes a continuous field, with a constant DPS increase per purchase.

Area Shield (200 MP, discount Guardian)

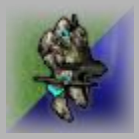
Requires Personal Shield

This extends the size of the chassis' shield to the size of the Aspis's shield. This also increases the maximum capacity of the shield by twice the standard amount, as well. It does not consume energy to operate. The size increase may be deactivated without deactivating the shield.

Repair Field (200 MP, discount Guardian)

This creates a nanofield around the chassis that repairs all friendly units, continuously raising their health. It would take about a minute to repair a nearly crippled medium unit, like a Redback. Heavier units like assault-classes will take a few minutes, while demi-striders and striders will take even longer. It does not consume energy to operate.

May be purchased multiple times.



Recon

The Recon is a high-mobility, high-speed chassis designed to get in and out of places quickly. In the early stages of a battle, it can help expand quickly.

Jumpjets (100, Free Recon)

Jumpjets mounted in the chassis allow it to leap up and down cliffs, or into and out of danger. Recharges in 10 seconds. They can also be used in place of the Retro Thrusters.

High-Power Servos (100, Free Recon)

The chassis can move twice as fast, and can also accelerate, turn, and stop twice as fast as well. In addition, this also doubles the physical strength of the chassis.

This may be purchased multiple times.

Autorepair (100, discount Recon)

An advanced autorepair system allows for faster hit-and-run attacks. This will repair the chassis fast enough to get it from 0% to 100% in five minutes while under fire. While not under fire, it can do that in one minute. Does not consume energy to operate.

May be purchased multiple times.

Phantom Cloak (200, discount Recon)

This is an advanced cloak. It can be maintained while firing, using jumplegs (not jumpjets), or underwater. While it can still be disabled by incoming damage, it only has a small decloak radius. It does not consume energy to operate.

Djinn Core (200, discount Recon)

While stationary, the chassis can act as a teleporter. A “Lamp” can be spawned anywhere on the battlefield at any time, taking a couple of seconds. Units that “enter” the Lamp are teleported to the chassis’ location.

Engineer

This chassis is designed for backline support - building, repairing, and otherwise operating in the rear.

Improved Nanolathe (100, Free Engineer)

This triples the build power of the onboard nanolathe, and doubles the area that it can cover. (Approximately a 40% increase in range.) This also applies to any other fabrication systems you might have.

May be purchased multiple times, with each purchase providing +100% area covered.

Basic Drones (100, Free Engineer)

Four Firefly drones that stick close to your chassis and fight with it. If destroyed, they can be rebuilt without using any metal or energy. This also includes a rack for them to dock to.

May be purchased multiple times to increase the maximum number of drones by four each time. This will extend the time needed to rebuild them all.

Heavy Drones (100, discount Engineer)

Requires Basic Drones

This is four beefier Viper drones. Like the Fireflies, they can dock to the chassis when needed.

May be purchased multiple times to increase the maximum number of drones by four each time. This will extend the time needed to rebuild them all.

Jammer Field (100, discount Engineer)

A field that conceals radar returns inside an area. Useful for avoiding detection. This does not require power to operate.

Cloaking Field (100, discount Engineer)

Requires Jammer Field

This cloaks all units nearby, including the chassis (if it isn't projecting a shield.) The units lose their cloak if they project a shield, enter water, fire a weapon, jump, or get too close to a hostile unit. This does not require power to operate.

Lazarus System (200, discount Engineer)

An upgrade to the nanolathe system that allows for reviving dead units on the battlefield. It's incredibly power-expensive, and takes just as long as building that unit from scratch. Also, the unit has to be mostly in one or two pieces for it to work. This is the same system as equipped on the Athena Spec-Ops Engineer.

Knight

The Knight chassis is designed for all-around combat competence. It can accept basic modules as easily as the specialized chassis each one was designed for, so it treats all other chassis' free modules as its own freebies.

Standard & Heavy Weapons

This is your standard method of keeping yourself alive (by killing what wants to kill you.) While you can switch out these weapons for others, these weapons purchased here are perfectly reliable, immune to disarm effects, can not run out of charge, and will not break before your chassis. The gauss cannon, missile launcher, rocket launcher, and torpedo launcher also come with infinite ammo. (The rest are energy weapons.) Weapons that would normally require ejectable heatsinks, like the Heavy Energy Machine Gun, no longer require them.

They are also all mostly viable weapons and you should choose which ones to take based on your preferred combat style. Some are more for support and you should take a proper weapon alongside them.

You get two free, and further purchases cost **50 MP each**. The **green** Heavy Weapons count as two, and therefore cost twice as much.

You may purchase each of these multiple times with no added discount, and may either stick a lot of weapons on your chassis or make the fire rate increase when doing so.

Artillery

Long range, but long hang time and slow fire rate. Minor area of effect

Assault Cannon

Decent range, slow fire rate, but high damage and a bit of area-of-effect

Beam Laser

A continuous beam of light. Hits instantly and continuously, but otherwise modest performance

Black Hole Launcher

This doesn't fire a black hole, if you want to be accurate. The tidal forces are far too low for this. However, you can shoot this without worrying about being spaghettified or launched into orbit, unlike the results of a Singularity Reactor cracking. The energy ball creates a temporary but powerful gravitational field on impact, drawing in everything nearby. It deals no direct damage, but colliding units can put dents in their armor or even crush each other.

Has a minimum firing range for auto-fire, so you don't trap yourself in it.

Flamethrower

Short range, but sets things on fire for damage over time.

Gauss Cannon

High shot speed, and can penetrate through multiple targets and fire underwater. However, it has a lower damage per second compared to similar weapons.

Gravity Beam

This reactionless continuous-beam weapon does little direct damage, but it can push or pull at anything it's pointed at. Useful for tossing around enemies. Just be sure not to hit yourself in the face with a flying tank. Despite the name, it doesn't use gravity as its mechanism of action, making it less effective against heavier targets.

Heatray

Shoots bolts of energy. Does massive damage at zero range, but no damage at maximum range.

Heavy Energy Machine Gun

Medium range, shoots quickly, and has a small area of effect. It is less accurate than other weapons though.

Lighting Gun

Medium range, and it hits instantly. It can also overload electronics, stunning the target for a second as you zap it to death.

Light Particle Beam

This pulses a beam at a target, hitting instantly. Medium in all stats.

Lob Field

This field tosses all nearby units into the air towards a distant spot, or up or down a cliff. Launched allied units are protected from impact damage for a short period. Goes great with chassis jumpjets. Does not auto-fire.

Missile Launcher

This fires a homing weapon at any target. It does the least damage per second of any of the weapons, but is the most consistent hitter.

Riot Cannon

A short range and it fires slowly, but it can do a lot of damage and has a decent area-of-effect.

Rocket Launcher

A long-range, unguided rocket.

Shotgun

Fires a spread of plasma shells, and is most effective at close range.

Sonic Blaster

Fires a shell of sonic energy that can pass underwater. Produces a shockwave that damages anything near the impact point. Can also function in a vacuum.

Torpedo Launcher

While designed for underwater use, it can launch torpedoes above water at short range. It does home in on the target.

Heavy Particle Beam

Does more damage per shot and overall compared to the Light Particle Beam, but takes a bit to reload. Its range is longer as well.

Shock Rifle

Has the longest range of the normal weapons, and the longest reload too, at 15 seconds. Does massive pinpoint damage. This is the same type of weapon as is equipped on Phantoms.

Sunburst

An ultra-high-density plasma ball that brings a lot of pain and burns the target, but takes 12 seconds to reload. Has a minor area of effect.

Special Weapons

100 MP each. The Strike and Knight get one free. Only one of each may be purchased. These have such long reloads and such a wide area of effect that they will only be fired by your direct command.

Cluster Bomb

Fires a spread of bomblets that deal damage over a large area.

Concussion Shell

A single shell that produces a massive impulse, sending anything near the impact point flying. Long range.

Disintegrator

This creates a line of explosions using warp space shenanigans, dealing damage to anything it hits, and dealing massive damage to larger targets that get hit with multiple explosions. It will continue through a target to hit anything hiding behind it. Not a huge area of effect, and only a short range.

Disruptor Bomb

This bomb slows anything hostile caught in the radius greatly. It's area of effect is massive, being able to slow entire armies to a crawl. Like all disruptor AoE weapons, it does not hit friendly targets.

Hellfire Grenade

This grenade sets a large area on fire for several seconds, damaging anything within.

Multistunner

This unleashes a wave of electricity, stunning anything lighter than a Paladin and leaving it vulnerable for several seconds.

SLAM Missile Launcher

The Single-Launch Anti-Materiel Missile is a mobile tactical missile system fitted to your chassis. It has an impressive range and decent damage, but only a small area of effect.

Tachyon Lance

While this variant of the Tachyon Accelerator still lacks an area of effect, its long cooldown and recharge cycles, as well as similar power and mounting requirements, make this subsection the best spot for it. Like other tachyon weapons, it fires a beam of energy with long range and high damage. However, the Tachyon Lance deals more damage the further away the target is, up until the beam winks out at maximum range.

Supplement Mode

Zero-K doesn't have the most well-developed plot. There are no named characters, and little fixed canon.

If you wish, you may use this as a supplement to another Jumpdoc, one which covers a similar setting, where units are built on the battlefield and giant robots lead robot armies (even if those giant robots are controlled by humans.) (So for example, Supreme Commander or Total Annihilation count as valid settings. StarCraft does not, because in-game you start with a static base and in-lore construction does not take place on the battlefield.)

- You may not transfer points between documents.
- You may take Supplement Mode multiple times, but may not repeat any purchases that cannot be bought multiple times. You may only take this document in non-Supplement Mode once. You only get the starting 1000 CP and stipends once (including the Tech stipend.) Each Companion can only get any stipends once, including the 900 CP from Co-op Mode. This does not necessarily have to be the first time.
- Drawbacks are completely reset each time you use this document. They do not carry over or have any effect on later uses.
- This takes place in the supplemented setting, with the only imports from Zero-K being your technology, unless you take Drawbacks that mandate the presence of an element from Zero-K. Drawbacks from this Jumpdoc will adapt to fit the setting. For example, if supplementing Planetary Annihilation, Warp Disruptors instead applies on a per-system basis instead of a per-planet basis.
- Use the starting conditions from the other Jumpdoc.
- You only need to Import Companions in one Jumpdoc. They will get the closest equivalent of their import option in the other Jumpdoc.
- If Zero-K is weaker than the supplemented setting, it will be buffed. If stronger, it will not be nerfed. You get both sets of armies, combined into one and properly merged. The exact implementation of that is dependent on your input. While you still only start with one factory and their units (from Zero-K) you will still be able to find the remaining factories and their units by traveling across the setting.
- If humans control the armies from inside their giant robots, then Pocket Robot is Mandatory and the Jump will start with it active.
- Your chassis and whatever giant robot you get from the other setting are merged. The chassis will be the same size as other giant robots in the setting, but does still have a 30 meter subform for after this Jump.
- Multiply the boosts you get from this Jumpdoc with the boosts from the other Jumpdoc.

Drawbacks

The Drawback limit is 1000 CP. The first three listed Drawbacks do not add their points towards the limit. Companions get 75CP per 100 gained by the Jumper, and are also affected by the Drawbacks.

No Squishy Parts (+300 CP)

Cannot take with Cheating Has Been Disabled

You are a giant robot. You may only use powers and perks that make sense for a giant robot to have.

Cheating Has Been Disabled (+500 CP)

Cannot take with No Squishy Parts

You only bring your skills to the table. No prior powers or perks of yours are available. Even your body mod isn't really here, seeing as you're a giant robot for the next ten years.

Warehouse Jammed (+300 CP)

You lose access to any Items you have. The Warehouse is off limits, except for an area to drop stuff off in. No taking anything out.

Catch 'Em All (+100 CP)

May be taken up to four times

You must find a specific artifact. You will start on a planet with a clue, which will lead you to another clue, and so on. This will take at least twelve steps before you reach the artifact. Also, the artifacts are immune to being stumbled over. If you don't make it by the end of the Jump, it gets extended, but now an attacker chases you, trying to kill you.

These artifacts are common to all party members, so if anyone finds one it counts. The artifacts have some useful information in them, but not anything groundbreaking. Something that might advance a project by a month of work, but not anything you couldn't have done yourself with more time and effort.

Extended Stay (+100 CP)

This doubles the length of your stay, and extends the duration of Drawbacks as well. Glad to see you like this place. You may take this multiple times, doubling the length of the Jump each time.

Radar Wobble (+100 CP)

It seems all your long-range sensors and sensory abilities are on the fritz. While they can still detect things, they are no longer as precise or accurate, especially at longer ranges. There's a reason the Impaler and Lance have an "ignore radar contacts" unitstate.

A Galaxy Full of Wonder and Danger (+200 CP)

Supplement Mode only

This imports all the weird and wonderful stuff into the new setting. Both the wonderful, like trees that grow into space elevators and ancient, failing gardens. The weird, like ancient, grouchy AIs. And since this is a Drawback, the horrifying, like an artifact that makes whoever knows about it fight to claim it. Or a zombie nanoplague that makes entire planets uninhabitable. Ancient weapons programs that remain active and ready to kill whoever stumbles across them.

First Mission (+300 CP)

Upon your entry into the Jump, you find your chassis crippled and disabled. You are in a battlefield, with neither side particularly liking you. At least both sides are automata, and unable to really outthink you. At your disposal is only a small number of units, and weak ones at that. You have nothing else available as an asset. Using those units, you must reach your chassis to rescue yourself. The effects of this Drawback then end.

If you lose all your units, then I have to rescue you, and I'll be taking back everything from this Jump if I do. You will then have to Continue On or Go Home.

Corrupted Memory (+300 CP)

You lose all your episodic memory upon entering the Jump. You still maintain your skills, and you know what you can do. Intense study of your corrupted memory banks can allow recovery of memory. Notes or stashes of information or memories made before this comes into play will be unusable until all memories covered by them are restored.

Everyone affected gains an extra 100 CP for use in the Item section only.

Warp Disruptors (+300 CP)

It seems that every planet you travel to has warp disruptors that prevent you from leaving. You'll have to find the disruptors (protip: they are usually in the most heavily fortified part of the plant) and then destroy them. (protip: to kill a warp disruptor, shoot at it until it explodes)

You only need to do this once per planet - they do not respawn if you come back.

Lobsterpots (+400 CP)

At least once a month, you'll be part of a massive battle that has at least 16 commanders on each team.

Wait, that implies more cooperation than will be present. There will be practically no coordination between sidemates, and some of these guys have the skill of the automatons with no self-awareness. (You'll be separated from your Companions at this point, unless you really want me to whack them inside the noggin.)

Good luck surviving this Charlie Foxtrot.

Superweapon Duel (+400 CP)

You lose all blueprints from this world except the metal extractor, solar generator, your Origin factory, and its constructor, raider, and riot units. You aren't leaving this world until you get access to all the blueprints from the game, which you will need to hunt down one at a time.

In addition, you aren't getting the blueprints for the three superweapons (the Disco Rave Projector, Zenith, and Starlight) until you've faced down, and defeated, AIs wielding each one of them.

And please consider that even the DRP, the shortest-ranged one of these, can hit all of Australia from the center, and the Zenith and Starlight have even longer ranges.

Campaign Mission (+400 CP)

It seems you're going to run into a certain Knight Commander. This AI awoke on the planet Folsom with damaged databanks, and has been tearing a swath across the galaxy. Whether on your side or against you, you will be fighting on the same battlefield. If with them, then you're going to be up against a massive enemy force that would kill a normal Commander even as this Knight wins. If against them, this Knight has managed to wipe the floor with literally all of their opponents before, so good luck.

The Jumper gets two more free 150 CP Techs.

Do Not Expose To Direct Combat (+600 CP)

Your chassis is flimsy. Anything that would increase your armor, durability, or health is now far less effective. Anything that would make you immune from a certain kind of damage will instead only double your durability against that kind of threat. Shields are your friends. Avoid getting shot in the face.

Take an extra 400 MP, as well, for your troubles.

Cuoco Curse (+600 CP)

It seems that every planet you set foot on rapidly develops a severe case of Chickens. Even the inhospitable ones with no biomass for them to use somehow develop to a level of Chicken infestation normally taking a year to get to in days. Better keep moving.

Anarchai Awaken (+1000 CP)

The Anarchai. The mysterious attackers that pretty much burned an entire galaxy to the ground in a few short years, leaving practically nothing left of the three powerful civilizations that vied to control it. Now they are awake, and coming after you. Even the galaxy of the time, pooling their technology and abandoning their morals, were unable to slow them down except in ground combat. Out of millions of scattershapes, less than a dozen were ever destroyed.

Now they're active and coming for you. They burned down the galaxy once, and they're ready to do it again. In fact, they're capable of pursuing you wherever you might try to hide. And they're now as far beyond you as they were to the Dynasty, Mandate, and Celestials. Good luck not dying. Don't take this if you don't already have space assets.

Conclusion

So, you've lasted through this Jump.
First, all Drawbacks are now off.
Second, you can now return to whatever alt-form you want.
Third, everyone gets this free Jugglenaut plushie.

Everyone has three choices:
Stay Here, in this still and dying world.
Go Home, and return to your ordinary life.
Continue On, to another adventure.

If you took either of the last two, you might want to make sure to clean anything you're taking with you, just in case a Chicken spore is hidden somewhere.

Acknowledgements

Thanks to the SV community, especially Ovid, for helping me work this out.
The icons are from the Zero-K game assets, (with the exception being the pictures I made using the assets)
The screenshots are from the game as well.
The one from the Perks section is from the press kit
The one from the Techs section is from GoogleFrog
The one from the Chassis Customization section is from Saktoth
The one from the Drawbacks section is from me.

Notes

There's a wiki. And it also has a newbie guide, too.
There is some sort of range compression. Not sure if it's consistent, but ranges are expanded from in-game ranges. Expect them to compare favorably with actual weapons systems. Area of effect for weapons does not scale. Area of effect for sensors, jamming, and cloaking does scale, but not as much as weapon range.
Also, assume that the ranges are ordered correctly - if A outranges B in-game, then it will outrange B in-Jump.
Nanolathe ranges are game-accurate (so around 70-150 meters except for the Funnelweb and Caretaker.)
When increasing the rate-of-fire of a continuous weapon, just increase the damage. AoE increases the size of Disruptor, Repair, Jammering, and Cloaking fields.
Versions - Given that Zero-K is not finalized or abandoned, you can take any version so far of the game. Just not mixing and matching.
BFF - You can build any alt form for revival, not just the one that was destroyed.
Shield and Cloak - While shields from here and cloaks from here interfere with each other, so that any shield projector can't be cloaked, that just applies to the tech from Zero-K. Other technology will not necessarily interfere with either the cloak or shield.
Item blueprints - Yes, I know the units that you can't get in-game have different names. These are slightly different if there's a different name. There's a reason some of them were removed, and it wasn't for being overpowered.

Chicken Cache - According to notes, the Chickens are an experiment in transhumanity by the Dynasty, with multiple bodies and biological immortality. You should have noticed the human DNA right away.

Vanguard Economy Pack - If the 1-up reverses time, or makes a new body, or some other method where the state of the corpse doesn't matter, then the VEP comes back with you. If the body is rebuilt or revived and healed or something similar, then the VEP has to be rebuilt.

Commander Personal Shield – Yes, regen does increase proportional to the shield.

Commander Weapon Chart

Also, have a list of "game values" for Commander weapons. Ranges have been buffed from the in-game versions because they all suck, for all versions currently implemented in the game. (Seriously, the commander has reduced ranges for pretty much every weapon compared to the versions mounted on the other units.)

Name	Range (elmo)	Reload (s)	Damage	DPS	AoE (elmo)	Notes
Standard Weapons						
Artillery	800	4	320	80	64	
Assault Cannon	360	2	360	180	32	
Beam Laser	330			150		
Black Hole Launcher	475	14		0	150	13.3s duration
Flamethrower	230	1/6	11	66	32	15s of fire, 15 DPS, more damage vs big targets
Gauss Cannon	420	2	140	70		More damage vs big targets
Gravity Beam	440	1/5		0		
Heatray	262	1/10	45-0	450-0		
Heavy EMG	285	1/6	30	180	48	
Lightning Gun	340	11/6	220+550	120+300	8	1.2s stun duration
Light Particle Beam	300	1/3	70	210		
Lob Field	620	12		0	112	
Missile Launcher	600	1	80	80	48	
Riot Cannon	300	5/3	220	132	144	
Rocket Launcher	455	3	360	120	90	
Shotgun	293	2	32x12	192	32*	
Sonic Cannon	353	1.1	175	159	70	
Torpedo Launcher	550(235)	2	220	110	16	
Heavy Weapons						
Heavy Particle Beam	390	3.2	800	250		
Shock Rifle	850	15	1950	130		
Sunburst	700	12	1500	125	32	
Special Weapons						
Cluster Bomb	420	30	300x8	80	160*	
Concussion Shell	500	25	750	30	192	
Disintegrator	250	30	2000	46.7	32	More damage vs big targets
Disruptor Bomb	500	25	210+ 2100	8.4+84	512	
Hellfire Grenade	500	25	200		256	45s of napalm, which causes 3s of fire with 40 DPS
Multistunner	420	25	550x16	352	144*	10s stun duration
SLAM Missile Launcher	1400	30	1500	50	160	
Tachyon Lance	820	40	3000-9000	75-225		

* Effective AoE is higher due to spread of bullets.

Changelog

v1.6
-Added more concrete numbers and stuff to Techs.
-Nerfed Knight Commander Template by removing it some discounts.
-Add Sonic Cannon to Commander Weapon Chart
-More clarifications.
v1.5
-Techs now provides +% splash radius instead of fixed added radius
-Added Commander Weapon Chart.
-Added numbers to Improved Radar System
-Repair field now has a benchmark for the rate (+15 HP/s)
-Removed Supplement Mode rule against stacking two of the same type of Drawback.
-Commander Phantom Cloak now doesn't work with jumpjets
-Buffed Knight Commander Template by giving it some discounts.
v1.4
-Disintegrator now mentions warp shenanigans
-Area shield does not triple shield power (instead just +200%) but can be shrunken
-Shieldballing nerfed to patch Keep Your Head Down exploit
v1.3
Reduced Riot HP buff to +75%
v1.2
Made some corrections
Increased Companion Drawback reward to 75%
Added Emigration Program
Made conclusion allows for Companions to quit.
v1.1
Reduced MP stipend to 1000 and ratio to 1:2
Clarified Techs to make it clear only Constructor gets the nanolathe boosts, and that shields get boosted by health upgrades.
Changed Modular Mounting price rate and requirements.
Added Jugglenaut plushie completion reward.
Added Note that Nanolathe range is game-accurate.