Version 1.1 By Netherphoenix

The Earth is Dead.

"They were the last survivors of a dead Earth, castaways in an ocean of stars with not one they could call home. For nearly a century they drifted, suspended in cold sleep, while computer intelligence guided their hastily-built starship and searched, unsuccessfully, for an Earth-like world. Resources dwindling, the computers woke a few of the crew to make a desperate decision. If no Earth-like world could be found, how close was close enough?

Their voyage ended on a world they named New Terra, in the same spirit that desert dwellers once named their towns after sources of water. In truth, it was nothing like Earth; stark, hostile, forbidding, and in its own way, beautiful. There the last few hundred surviving humans cobbled together a town from their meager supplies and what they could salvage from their starship and landers. At first the colony was known only as "Outpost," but as it grew the colonists gave it a real name. They called it Eden.

Then, things began to fall apart. The colonists divided into two groups, one that wanted to conquer New Terra, and a second that wished to adapt to its harsh environment. In the end, it was the second group that took their share of supplies and resources and moved away to form a splinter colony, which they named Plymouth.

For a time the two colonies tried to reconcile, but talking only seemed to widen the canyon of thought between them. When Eden announced its intention to terraform their planet, to transform it into a new Earth, the Plymouthers were outraged. In protest they broke off talks, and sent a command to the lone satellite that linked the two colonies, shutting it down, unaware that it could never be reactivated. It was as though a curtain had closed, and neither colony wanted to be the first to open it.

For years, the two colonies turned their backs on one another, each growing and advancing in technology, never understanding the hidden forces that had torn them apart, never suspecting that disaster would soon bring them back together in fire and conflict.

In Eden, behind locked doors and shuttered windows, intense and secretive research begins to bear fruit. Not only will they terraform the planet, but they have taken steps to see that no one will stop them. No one. Then, even as the leaders announce their impending triumph, things begin to go horribly, horribly wrong.

Meanwhile in Plymouth, the long-dead rocks beneath their colony's foundations begin to shake and heave, a geological impossibility. Little do they know that this is only the beginning - of the end.

On New Terra, all the rules are about to change, except one: extinction is not an option."

 - Excerpt from the Outpost 2 game manual

...SAVANT system ONLINE...

...Beginning JUMPER-Level Briefing…

...FOR YOUR EYES ONLY...

Welcome Jumper, to the world of New Terra, a desolate world that the desperate remnants of humanity found as their ship was dying in space. While humanity used to be united, differences in opinion lead to a major split. You will jump in just after this split between the Eden and Plymouth colonies, one year before communications will be cut off between the colonies. The blight disaster will start in about five years after that, and then you will have about four years to get as much of your colony off the planet before it's completely consumed by the blight.

Good luck jumper, you have your work cut out for you here.

...END BRIEFING,,,

Gain +1000 Colony Points

Factions

There are two competing philosophies on New Terra; change the planet, or adapt to it. You must pick a faction to side with. Who you choose will change how you can approach the future and the technologies you are likely to discover.

Eden: Founded as the first colony upon arriving at New Terra, Eden started as humanity's only way to survive. The council of the Eden colony has grand dreams of turning New Terra into a new earth through experimental Terraforming Techniques. Eden holds the majority of humanity's resources, but their arrogance caused disaster.

Plymouth: The Plymouth colony was founded as both a protest and opposition to the terraforming plans of Eden. They started a second colony far away in order to find a way to adapt to and live with the environment of New Terra. You might have less of everything, but you have grit.

Role

In a colony that is barely scraping by, there's a place for everyone.
The question is, what's yours?

Age and Gender

Roll 4d4 + 20 to determine your age, and your gender is the same as your previous jump. You may also pay 50cp to freely choose both.

Worker (Drop In)

You have enough documentation or connections to prove that you're part of the colony, but no one really knows who you are, and you are not really involved with colony development...yet.

Administrator

The command center is your home away from home, and the fate of the colony rests in the hands of the few who run things next to you. You are directly involved in making the decisions that could spell the end of the colony, or maybe save it.

Engineer

Is it broken? You fix it. Got a blueprint? You build it. The colony is only as successful as the infrastructure that it is built on, and you are trained to make it happen. You could be working in one of the factories, power plants, or smelters to make sure the colony has the things that it needs.

Scientist

Once upon a time your ancestors on earth knew the stars and were able to build a starship that brought you and your parents to New Terra. But due to the crash of the *Conestoga* and poor planning most of that technology has been either lost or corrupted. You are one of the people that makes their living by furthering the knowledge of the colony and inventing new ways to eke out survival in a hostile world.

SAVANT (100 cp)

The SAVANT Systems are the most advanced computers ever designed by mankind. Savant Systems are $1m^3$ and made a black material that can double as a screen. Part biological, part optical-electronics, they are essentially an Artificial Intelligence as smart as a human in every way that matters, and smarter in most others. Savants can interface with other electronics easily, but their consciousness, their self, can not reside anywhere but in their cube.
Ignore your age roll, as savants do not age nor can they die naturally.

Perks

Factions and Roles provide a 50% discount in their respective categories.

Eden

A Little Bit of Grit (100cp / Free for Eden)

There's determination, and then there is you. When you have a goal in mind, there is nothing that will change your mind or sway your course. Challenges and setbacks aren't enough to persuade you to stop, in fact you will hardly notice them as such. You will always find a reserve of mental fortitude to continue your path forward.

Boptronics Expert (200 cp)

Boptronics, the mixing of biological logic proteins, optical matrices, and electronics in order to create complex, small, and efficient systems. You are the go-to in designing these systems. You are always able to find the ideal ratio between the three components for any use you could think of, and you know how to guide the manufacturing of the components.

Energy Director (400 cp)

Lasers and lightning, very very frightening. You have the equivalent of a Doctorate in directed energy applications. You can design and maintain these systems with an ease that makes others envious.

Environmental Adaptation (600 cp)

Terraforming, geoscaping, and large scale projects to shape the world around you are your forte. You know the methods and reasons behind various ways to terraform. You know the steps that you would need to take to change the world around you to any type of world you want. You also have the technical background to design, construct, and implement these ideas. Any team you direct in a terraforming effort will work flawlessly and without deviation from your grand plan.

Plymouth

A Hardy People (100cp / Free for Plymouth)

The environment might not be your friend, but it also doesn't have to be your enemy. You and people who follow you find that moral loss from environmental disasters is halved compared to the average person.

Arachnid Affinity (200 cp)

The more legs the better! Robots that you build or control with an arachnid form will be able to last longer, require maintenance less often, and will follow your orders more precisely.

Disaster Resistant (400 cp)

Everything that you build, you build it to last even the wrath of nature itself. Buildings that you design can withstand the worst that nature can throw at it, and smaller technology will never see wear or tear from being exposed to the elements.

Adaptation to the Environment (600 cp)

You know how to ruggedize both your tech and your people to work with the environment instead of against it. Any technology, construction, or training that you provide personally will show extreme results in resisting degradation from the environment. People that you train in an environment will be able to survive and thrive in it no matter how harsh.

Worker

Busy Bee (100cp / Free for Worker)

Not every job is glorious and not everyone is a hero, however there is a part to play for everyone in a space colony. No matter how mundane the job or task that you are assigned to do or need to complete, you are able to give it your complete and undivided attention until it's completed. You will not get bored or tired while you work.

Scout and About (200 cp)

Normally people don't own surface vehicles, but you pulled it off somehow. You have a scout vehicle that is yours and yours alone. While you are navigating you will always have a general idea of the direction to go towards your goal, and you will always be able to find your way back to somewhere you've been before.

The Pulse of the People (400 cp)

Morale matters, and you are an expert at managing it. Just by walking among the natives of any place you are able to get an expert view on the opinions, problems, and needs of the people. With this information you are able to know exactly what you would need to do to increase morale, or decrease it if you need to.

Legal by Inaction (600 cp)

Times are tough, but you know the right people and have the right goods to make it better. You know the people to talk to for favors, and you always seem to have a little something someone wants to trade for something you want. And best of all, as long as you're not hurting anyone the authorities will ignore you, and possibly participate if what you offer is good enough.

Administrator

Plans within Plans (100cp / Free for Administrator)

Making a good plan is a skill, executing it is a talent, and having it go right can be a miracle. But why stop there? Your plans have plans, and you have a knack for having contingency plans for just about everything that you can reasonably see happening, and a few things that you can't.

Extra Rations (200 cp)

Times are tough and supplies are low, but you are able to make it work. You are able to make your supplies last much longer than they should, up to 4 times longer, and no one questions where the extra blankets, clothing, or food comes from.

Better than DIRT (400cp)

When disaster strikes it takes quick thinking and reflexes to save the day. You have those in spades. You know the people to call, the actions to take, and the supplies to use. By yourself you could replace an entire FEMA command team and not even feel the mental or physical strain of getting the enormous job of saving the helpless.

Impeccable Leadership (600 cp)

If you asked someone to jump off a bridge, they would do it. They would do it because they believed that they would survive the fall since you asked them to. When you are in charge of a group of people, you will always give off the feeling that you have their best interests at heart. People you lead will take your suggestions as gospel and your orders as inviolate. You better know what you're doing, because this could lead to a very short career otherwise.

A few mistakes can be forgiven, but enough evidence that you do not have their best interests at heart will negate this perk for a group until you can regain their trust.

Engineer

Disaster Relief (100cp / Free for Engineer)

There are a lot of things that can go wrong in a colony that depends on machines to function in a world where there is not enough air to live. You have an almost sixth sense about where you need to be in order to find and prevent the failures that others can only react to.

Modular Expertise (200 cp)

One of the hallmarks of New Terran engineering is the ability for rapid assembly of vehicles, buildings, and products due to a modular design philosophy. You in particular are an expert at interpreting the plans from the labs and using existing modules as well as designing new modules to make the finished product as easy to maintain and assemble as possible. You can look at any technology you are trained in and with some time and tools, rebuild it from the ground up to be modular with any system you are familiar with.

Tip of the Iceberg (400 cp)

Building underground as well as on top of it can give you a ton of extra space, but usually it means extra time to build as well. You however are a master at subterranean planning. Whenever you build a building above ground, you are able to build out sublevels of an equivalent volume underground with no additional build time or resources. You can then expand further underground twice as fast with half the materials.

A Penny in, a Pound of Copper (600 cp)

Your days at the GORF have been well spent, and you have become a master at salvaging material for use later. You can extract technologies others have overlooked, and when you melt material down for recovery, you'll get 50% more mass back than when you started.

Scientist

Not my Job (100cp / Free for Scientist)

Sometimes the needs of the many outweigh the training of the few. If you are forced, ordered, or required to work on a task that is not in your job description it will not hinder you at all in accomplishing whatever task you would rather be working on. This could express itself as hyper speed and efficiency to make up for lost time, or the ability to multitask while following orders

A University Educator (200 cp)

Knowledge is power, and you know how to share the wealth. You are an expert at teaching anything that you know to anyone at all. You can make lesson plans that could teach a caveman how to construct a rocket ship and program it's computer, or any other task that you need someone else to learn.

Geneticist (400 cp)

With a new colony and a small population, genetic diversity isn't handled randomly. You are able to handle the gene stock of humanity in order to create the next generation. You worked in genetic labs so long you could build one from scratch if you needed to. And when you get your hands on a gene map,

you know exactly what genes to splice, activate, or remove to express the traits you want. See notes below.

Database Reconstructed (600 cp)

You are a master at reconstructing data where, by all rights, there shouldn't be any. This means that even if it was overwritten, securely deleted, or corrupted beyond recognition then you can recover it with a little time and a computer. The time that it takes to recover data is proportional to the level of recovery performed and the volume of data, but given a year and a kernel of data you could recover the entire library of congress after it was overwritten thousands of times.

SAVANT

Thread Thinking (100 cp / Free for SAVANT)

Being able to mentally multitask is superhuman. You can have multiple thoughts running, switching between them so fast and with perfect accuracy and retention that it appears that they are happening simultaneously. It's not parallel processing since you only have one brain, but it's the next best thing.

Malleable Memories (200 cp)

Memories are nothing but data stored in a medium, and you have perfect control over yours. You are able to recall all your memories with perfect clarity and treat them as data objects. This means you can index, encrypt, edit, delete, etc. as you desire. You can also tell when someone has done the same to you. This does not allow for recovery of deleted or edited memories, so be careful with some of the more permanent options.

Dreamer (400 cp)

Sometimes finding the solution to a problem is difficult. You have the ability to literally dream up novel solutions on demand. At any point of your choosing you may choose to 'dream' giving conscious control to your subconscious, allowing for data to be processed and results to be tabulated at an accelerated pace. The more complex the problem the longer you will need to dream.
When the dream is complete, you will have the full solution to the problem you contemplated. However you will have no recollection of how you achieved your conclusions, nor why individual parts are important. These can be deduced after the fact, but you do not have the knowledge innately. Beware, as you are not able to stop the dream before it completes, though you can be woken by external sources. All progress on interrupted dreams is lost.

The Link (600 cp)

You are able to enter into a gestalt with other intelligent beings. You will be in charge of the super conscious that is formed, with final control over the physical forms and decisions of all member bodies.

Member consciousnesses are present and will act as your new subconscious. Expect a shift in desires and their thought processes to affect you. You may delegate control of a member body to a member consciousness while retaining top-down authority, much like how octopi control their tentacles.

You can only enter into a gestalt with willing beings, any form of coercion will not work. Persuasion will work, but all forms of threat will negate your ability to form the gestalt with that creature.

You can have a number of members in the gestalt equal to the number of jumps you have completed. Duplicate jumps and gauntlets do not count. Combined jumps only count as a single jump.

Members of the gestalt can leave at any time. They are aware of all actions and thoughts that you have, though the memories will feel dreamlike to them once they leave the collective. You can disband the gestalt at any time.

Items

+400 cp for this section only
You may discount one item 50% per price tier, and gain one item worth 100 cp for free.

Repair Gel (Free)

A canister of repair gel, you can cover just about any flaw or blemish in this stuff and it will fix itself. You only have about a liter though, so you can't fix everything. The canister replenishes itself once a week.

Combat Chassis (100/150/200 cp)

You now own your own personal combat chassis. For 100cp you have a lynx chassis, 150cp a panther chassis, or for 200cp a tiger chassis. You may pick any turret design that your colony has access to. A tiger's turret is a set of two weapons of the chosen type. See appendices for weapon and chassis details

> **Eden:** Laser, Rail Gun, Acid Cloud, Thor's Hammer.
> **Plymouth:** Microwave, Stickyfoam, RPG, ESG (Electrostatic Grenade), Supernova
> **Universal**: EMP, Starflare

All combat vehicles are remotely operated on New Terra, however controls do exist for physical occupation and manual control.

Arachnid (100 cp)

You have gotten control of one of Plymouth's arachnid robots and programmed it to be completely under your control. Pick one of the two types below. Arachnids are not AIs, they must be programmed or have access to instructions in order to act.

Spider: Spiders are able to repair, sabotage, or reprogram technologies it can gain access to. The spider is about 2m wide.

Scorpion: A spider that had a beam weapon welded on instead of a field repair and access kit. It can't do anything a spider can, but it packs a surprising punch.

ConVec (200 cp)

Most colony structures are manufactured as prefabricated kits in a factory. The task of transporting and assembling these kits falls to the Construction Vehicle (ConVec). A literal jack-of-all-trades, the vehicle is equipped to haul the building kit, prepare the site, erect the structure, and perform all hookups to tunnels, utilities, and services. The ConVec is equipped with a versatile array of retractable conveyors, cranes, robo-manipulators, and remote drones for any structure-related task.

When the ConVec backs away from a new building, it's ready for the Colonists to move in. In times of war or emergency, the ConVec is there again, making vitally needed repairs. It's also there at the end of a building's useful life, demolishing the structure and collecting the rubble for recycling at the nearest GORF unit.

Your ConVec operates at twice the speed of a colony produced version.

Robo-Miner (200 cp)

The Robo-Miner is as much a building as a vehicle. Like an off-shore oil-platform on old Earth, it is designed to be built in one location, then moved to a promising site to put down roots and fulfill its main function. Actually, the Robo-Miner is even more versatile than that. It can be converted in the field to adapt to two completely different kinds of mining.

The first is conventional ore mining, using "Dutch miner" technology. This technology employs crab-like mining heads connected to the Robo-Miner by an umbilical. These miners burrow into rock and soil, extracting useful ore and returning in the form of a suspended slurry, which is pumped back through the umbilical to the Robo-Miner for further processing. The umbilical also provides power and control linkages to the surface facility.

The Robo-Miner is also capable of adapting to the more exotic and dangerous method of Magma Well mining. Magma Wells take advantage of naturally occurring magma vents in New Terra's crust. More important than the vent itself is the thin spot in the crust that it represents. Dutch miners open the upper parts of the vent to allow for free flow of molten material, while nuclear drill charges liquefy rock in the deeper crust, providing the initial flow. This begins a siphon effect that, in ideal conditions, provides a constant and uniform flow of mineral-rich molten rock.

Your Robo-Miner is capable of returning to its mobile configuration after deployment, unlike the colony versions.

Structure Factory (400 cp)
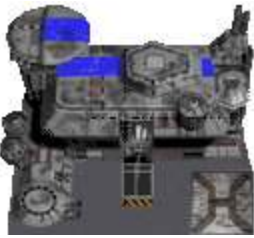
A handheld metal cube that unfolds into a full structure factory when desired.

The Structure Factory maintains several assembler vats for continuous production, folding, and storage of smart composites in any length, and widths of up to seven meters. Separate automated production machines produce cables, flexible piping, fixtures, life-support modules, storage tanks, trim-work, windows, doors, and armor plating.

All of the Structure Factory's production lines are completely non-specialized, and it can, on command, immediately fabricate any structure kit for which it has a template stored in its master computer.

Complete kits are packed together like three-dimensional jigsaw puzzles according to the pattern included as part of the template, resulting in a compact module that is easily stored and transported, and that deploys in the order to be assembled with maximum efficiency.

It can store up to 6 kits. ConVecs can dock at the Structure Factory to load or unload structure kits.

Vehicle Factory (400 cp)

A handheld metal cube that unfolds into a full structure factory when desired.

The Vehicle Factory is responsible for fabrication and assembly of all colony vehicles. While Arachnid robots use much of the same basic technology, the Arachnid's miniature power components, bio-optic computers, and linear response actuators require the specialized fabrication systems and precision assembly provided by an Arachnid Factory, and they cannot be produced in a Vehicle Factory.

The Vehicle Factory is designed for rapid one-off production of vehicles based on any template stored in its computer systems, starting with raw materials, continuing through parts fabrication, and on to final assembly, testing, and computer programming. While a wide variety of vehicle designs are used in the colonies, extensive use of standardized parts and technologies is used to simplify production, and also later maintenance and repair.

The Vehicle Factory produces all vehicles (except Spiders and Scorpions).

Arachnid Factory (400 cp, Discount Plymouth)

A handheld metal cube that unfolds into a full structure factory when desired.

While both colonies make extensive use of small robots and drones in maintenance, construction, agriculture, medicine, and even child care, only Plymouth has taken the concept a step farther, creating the Arachnid series of heavy robots. The Arachnids combine basic robot technology with compact versions of vehicle power and drive-train components. The result is a large, versatile robot, with the speed, range, and independence of a much larger vehicle.

The Spider was the first Arachnid design, and went through a number of prototypes. Initially intended for use in construction and in vehicle and building maintenance, it has since found use in combat situations as well. The Spider's multiple limbs are mobile and agile, and through the use of retractable tool and manipulator pods, can be used for lifting, holding, welding, assembly, disassembly, and computer interface attachment. While it is most mobile using all its legs, the Spider can continue to move and function even with several of them damaged or occupied with other work tasks.

The final production version of the Spider retained all its peacetime utility but added enhanced power and drive systems capable of carrying shielding against Plymouth's new EMP weapon without any loss of performance. In combat, the Spider is able to approach enemy units disabled by the EMP weapon, interface with the enemy unit's computer as it reboots, and effectively capture the unit for Plymouth use.

The Scorpion uses a version of the Spider chassis, with even greater enhancement of power and drive. The increased payload is used to mount a Mark II beam rifle and enhanced conventional armor.

The Arachnid Factory is a highly automated production facility that handles primary part fabrication, assembly, testing, and programming, with a minimum of intervention by human Workers. It can produce both the Spider- and Scorpion-series Arachnids.

Consumer Goods Factory (400 cp, Discount Eden)

Deciding that Morale is as much a survival consideration as food, water, and air, Eden has designed a special factory for production of consumer goods. The factory is designed to produce small, short-lived, low-complexity items for consumer use. The factory is oriented toward producing a wide variety of items in short production runs, thus increasing the variety of products available, while at the same time increasing the rarity of individual items, and thus their perceived value.

Because of the emergency situation, Eden has never been able to adopt the true free-market capitalist economy that its founders intended, but Workers are paid in chits that can be traded for the few luxuries and privileges that the colony offers, including improved food rations, increased recreational privileges, longer showers, and of course, consumer goods.

The Consumer Goods Factory incorporates a small retail shop where products are displayed and sold (Eden Scientists have discovered that shopping for goods has almost as much positive effect on Morale as buying and owning them). A catalog of goods can also be accessed through any colony computer terminal, goods ordered electronically, and delivery made by courier drone, or, in the case of smaller items, by transfer chute.

The factory produces batches of three different classes of consumer goods. The larger and more elaborate the goods, the greater the effect on Morale. The classes are:

Impulse: Small, usually pocket-sized objects, including personal care articles, toys, games, jewelry, clothing accessories, candy, snacks, and small decorative items. They are cheap and easy to produce, but provide only minor, short-lived, improvements in Morale.

Wares: Larger or more elaborate goods, including household items, larger decorations, larger toys and games, entertainment products, simple clothing items and accessories, luxury food items, and jewelry incorporating small natural stones and alloys containing Rare Metals.

Luxury Wares: The most expensive consumer goods, with the greatest impact on Morale. Luxury Wares include large and complex toys and games, natural-fiber clothing, Residence furnishings, larger and more elaborate decorative objects, luxury entertainment products, and jewelry made entirely from natural stones and Rare Metals.

Earth's Genetic Legacy (600 cp)

A set of three liquid helium cooled storage devices, containing samples of every known earth species in the 22nd century. One contains Human Genetic material, one Contains Animal Genetic material, and one contains agricultural genetic material. This also includes a digital copy of these samples. In the future, if you take genetic samples and sequence them, they will automatically be stored here.

Earth Tech Database (600 cp)

Eden and Plymouth believed that the full Earth Tech database was lost when the *Conestoga* crashed. Not so! You have a full copy of all the technology that a late 22nd Century Earth had when they launched the survivors of humanity to the stars. This database will auto update with any new technology that you discover or create from here on out.

Companions

Import (50 cp)

You may import a companion from a previous jump or create a new one. They must be from the same faction as you, but you may choose any free role. They get 600cp to spend on perks and items from this jump. You may take this more than once.

SAVANT Cube (200 cp)

Gain a personal savant, and while it prioritizes your commands, the colony can benefit from its capabilities. After this jump it will be loyal to no-one but you. It has the SAVANT role and shares your faction. Gains role and faction freebies, and 600 cp to spend on perks only.

Drawbacks

+800 CP Max
Remember, drawbacks trump all skills

Off With a Bang (+100 cp)

Begin the jump right when the Eden Hot Lab containing the blight explodes instead of 5 years earlier.

The Inevitable (+100 cp)

It might be clever to destroy all the terraforming bio-agent before the lab explosion releases them into the wild, but it's not going to work. No matter what you do, some samples will get away and the blight will happen. You need to save people no matter what, no peace for you.

Food Supplies Critical (+100 cp)

For some reason the agridomes just cannot keep up with demand. It seems no matter what you try you cannot seem to store food for emergencies. You will always have just enough to give basic rations to your colony and no more. Stored food seems to rot at an accelerated pace, or disappears entierly.

Moral is Terrible (+200 cp)

Word got out that the colony is in trouble and that New Terra is dying. That's the second planet humanity is going to lose. Your colony base level is terrible, and can never get better than poor. This means low birth rates, longer training times, less efficient workers, and maybe even an uprising...

Resources are Low (+200 cp)

New Terra was not picked for its rich mineral deposits, it was picked because there was no other choice. It's even worse for you. Whenever you or a member of any colony you are associated with in any way discovers a resource deposit, it will be of the poorest grade possible.

Warning: Power Shortage (+200 cp)

The tokamak is failing, solar panels don't work, and you're always short of fuel. Due to maintenance issues, fuel issues, or outright failures your base will only ever have 60% of the power it would need to run every building at once.

Our People are Dying (+300 cp)

Trying to save humanity in a world that hates you is rather difficult. Once a year for the duration of the jump, a disaster will occur that risks colony failure. This could be widespread crop failure, catastrophic

decompression events, direct meteor strikes. These events cannot be prevented, but they can be mitigated once they begin if correct preparations are in place.

Evacuate! (+300 cp)

Your colony is never able to be stable for long. No matter what you do, at least once a year a disaster or event will happen that will cause a need for your colony to evacuate and move to a new location and begin again. There is a 50% chance that any research that you have done will need to be reconstructed due to corruption during the move.

Divided Destiny (+300 cp)

Transform the world, or live in harmony. The differences between Eden and Plymouth run so deep that nothing can reconcile them. You may be able to subvert a couple individuals, but you will never be able to get the two colonies to communicate in a positive manner. Expect sabotage and raids from your opposite.

Embargo State (+400 CP)

You may not use any item or equipment not purchased or produced in this jump nor may you access your warehouse. This does not preclude you though from building anything you know how to build with the resources you do have available.

First Principle Development (+600 cp)

You must complete the jump using only the skills and items that you purchased from this jump doc. None of your previous perks, skills, or equipment are accessible. You can still bring your companions by importing them, but they also lose access to all their perks and items except what they purchase here.

A Deadly Challenge (+800 cp)

The following events now qualify as a chain failure:
- Your faction is wiped out through hostile action or colony failure
- All sets of gene banks are destroyed
- Scenario Failure

Success is now your only option.

Scenarios

Space Race

The core campaign of the game. New Terra is dying and you need to get your people off world to survive. The following drawback are required, with points: **Off with a Bang, Our People are Dying, Evacuate!, Divided Destiny, and Embargo State** To succeed in this scenario you must successfully research, build, and deploy a new colony ship, fully stocked with supplies, personnel and materials enough to allow your colony to be established on a new world. Eden and Plymouth are both aiming for this, and there are pieces of the old colony ship that are vital to the production of a new one in time. Only one new colony ship can be built and your rival colony is determined it won't be you. Rewards are determined by your colony affiliation.

    Eden: Colony Ship. At the beginning of every jump, your colony ship can be found in space near your starting location. It will always have a full stock of materials and structure kits for a jumpstart base. Improvements made to the core design of a building blueprint will be integrated and maintained between jumps, even though the buildings will need to be built again. The ship also has the entire colony suspended in cryosleep. As the colony expands over time, additional cryo modules will be added to the ship automatically to store the increased population.

    Plymouth: SAVANT Gestalt. An odd interaction between the blight and the makeup of the SAVANTs has led to the formation of a gestalt mind of the SAVANTs consumed by the blight, housed in land transformed by the blight. This planet sized gestalt super computer will now follow you between jumps, always housed in the closest adjacent star system to your start. They have high bandwidth and instantaneous data communication through a terminal in your warehouse.
If you have a SAVANT companion, you can choose for them to join and be the 'voice' of this gestalt, losing them as a companion as they will be locked into the gestalt.

This scenario cannot be combined with **Revelation.**

Grey Goo

The blight isn't a bio-agent, it is instead a form of rapid self-assembling nanomachines, or a grey goo. This means you have even less time and less precautions for dealing with it. The blight could be resisted with the right materials, but grey goo will make short work of anything it touches. Expect less atmospheric disasters, but more earthquakes. For the purposes of this scenario, any power that lets you control nanotechnology only allows you to create an area around you that is safe, not control the entire mass.

    Reward: You discover the wonders of Nanobar materials. Nanobar is a type of material that is impervious to nanobot deconstruction or modification. You now know how to produce it and use it to defend your holdings from a future grey goo incursion or hostile nanotechnology. If you wish, you also know how to modify your nanobar materials to be malleable to nanotechnology that you control.

Revelation

You belong to neither Plymouth nor Eden, but instead lead a very small third colony that wants to try to reunite the two and save even more people. This will be difficult since there's no easy way to communicate with the satellite shut down, but if you're clever and charismatic enough you might just be able to pull it off and save the majority of humanity.

Reward: You are now a master at unification theory. When you decide to stand as a middle ground between two opposing factions, you are able to gain the respect and attention of everyone on both sides. You have the ability to foster understanding and compromise and show a third path where the two factions can become a single entity, united in purpose, no matter how entrenched they were before. Of course, this new entity would be entirely under your control.

This scenario cannot be combined with **Space Race.**

Outpost 3: A New Home

You can't just leave people floating in a new colony ship and hope it works out. Now you must not only save people from New Terra, you must also help them find a new planet to settle, establish a colony, and then have it reach a population of 100,000. Your jump does not end after 10 years, instead ending 24 hours after your colony reaches the requisite size.

Reward: Your entire colony moves with you from now on, your warehouse can connect to the basement of your command center and you can freely transfer materials and personnel between your colony and your future jumps. Time does not stop for your colony while your warehouse is closed, but the colony won't expand without your input, and it will not fail and collapse while isolated.

Epilogue

Your people are safe, but what's next for you?

Retire

Saving a people from extinction is tough, but now you know how it's done. Perhaps you will **Go Home** and teach your original world the lessons you've learned along the way.

Find a New Home

There is always more to do, perhaps you will **Stay Here** and lead the remnants of humanity to become the golden age civilization you've always dreamed of making.

Forge a New Path

Your job here is done, and now you can take all these lessons and perks to a new world. It's time to **Move On** to the next world with everything you've gained.

Notes

- If you really want, you can combine scenarios together.

- Both colonies have a set of deep frozen gene banks that contain all of the genetic information of Humanity as well as Earth's Agriculture and Fauna to provide the required genetic diversity.

- Success happens when either the blight is stopped completely, or if you can get about 80% of your faction into space with their gene banks. The colonies of New Terra are small, between 500-1000 people each.

- The blight is considered a rampant bio-agent that works by breaking oxygen bonds from, well, anything... It takes under a minute to kill a human

- The plymouth colony is founded on a dormant volcano, which will erupt soon after the blight is released

- Geneticist: This perk means that you can manipulate genes amongst a species level. You can improve or manipulate a human to any max human potential, or even post human, but you can only use human genetic material to do so. You can use this trait on the genes for animals and plants, but you have to stick within species limits for animals (dogs to dogs, cats to cats, etc) though you can splice plants together freely. If you want to be able to splice in genes across species, you will need time and experimentation or additional training to do so. Just be aware of the potential moral implications of your failures.

- The opening excerpt and the descriptions for the ConVec, Robo-Miner, the Structure, Vehicle, Arachnid, and Consumer Goods factories were taken almost directly from the Outpost 2 game manual. The same applies to both appendices. I was not the one who wrote them, all credit goes to the writers who worked on the game.

- Art is sourced from game assets. Credit goes to the original artists.

- Outpost 2 is on GoG and honestly is a game I keep coming back to, it's excellent. Comes with a really well put together help document, with in-universe vignettes as well as an excellent novella that follows both campaigns.

Change Log

- Version 1.1
  - Added images
  - Added appendices
  - Added clarifications to the combat chassis item.

- Version 1.0
  - Added SAVANT role and perks
  - Added the following Items: Convec, Robo-Miner, Structure Factory, Vehicle Factory, Arachnid Factory, Consumer Goods Factory
  - Increased the price of the following:
    - Earth Tech Database (200 cp → 600 cp)
    - Earth Genetic Legacy (200 cp → 600 cp)
    - Repair Gel (50 cp → Free)
  - Added the following drawbacks: Off with a Bang, Food Supplies Critical, Divided Destiny, Embargo State, A Deadly Challenge
  - Added the Space Race scenario
  - Added clarification to Impeccable Leadership, Outpost 3: A New Home, and First Principle Development
  - Moved Savant Cube from Items to Companions
  - Added item discounts and a 400 cp stipend
  -
  - Increased drawback cap (600 cp → 800 cp)
  - Renamed 'Back to Basics' to 'First Principle Development'
  - Formatting and word changes.

- Version 0.9.1
  - Added Earth Tech Database item
  - Added Earth's Genetic Legacy Item
  - Allowed creation of a new companion instead of importing.
  - Changed companion budget (400 cp → 600cp)
  - Minor formatting and word changes

- Version 0.9
  - First Draft

Appendix A: Chassis Details

Given the limited resources available for vehicle design and repair and the sudden need for combat units, a modular approach has been taken to tank design, using utilitarian chassis designs to which a variety of weapon turrets can be mounted.

Lynx Light Combat Chassis

The Lynx is the earliest of these, initially adapted by Eden from the Scout design, with enhanced power generation capabilities, dura-composite armor and hard points to mount Eden's first weapon turrets. When Plymouth began its own weapons program, it adapted the same design.

The Lynx can be equipped with any available weapon turret.

Panther Medium Combat Chassis

Like the Lynx, the Panther-class combat chassis is adapted from an earlier light utility vehicle design. While the Panther is slower than the Lynx, it trades speed for heavier armor and increased combat survivability. Both Plymouth and Eden units are based on the same original design, and differ primarily in details

The Panther can be equipped with any available weapon turret.

Tiger Heavy Combat Chassis

The heaviest combat chassis, the Tiger is heavily armored and carries not one but two weapons turrets. The Tiger chassis is based on a design in the encrypted weapons files brought from Earth. It is the only combat chassis designed from the ground up as a weapons platform. The Tiger chassis is mounted on tracks rather than wheels, and is somewhat slower than wheeled combat units.

Despite an enhanced power system built around an R-3000 cool-fusion reactor and quad-banked volt-sinks, the Tiger must fire its turrets alternately to allow for a stepped recharge. This still doubles the effective fire and reload rates for a given weapon.

The Tiger can be equipped with specially-constructed dual turrets using any available weapon system

Appendix B: Weapon Details

Eden

Laser

New Terra's thin and normally clear atmosphere makes it a natural for the use of visible-light Lasers. Eden's Laser weapon is a hybrid pumped-chemical laser designed for short firing duration with a rapid cycle time. Frequency and power are pulsed within each shot in order to defeat ablative coatings and armor.

Operational Notes: The Laser is the first weapon Eden develops.

Rail Gun

Eden's Rail Gun weapon uses electrical energy to accelerate a conductive projectile in contact with two charged parallel rails. This weapon's chief advantage is its incredible muzzle velocities of several kilometers per second. No explosive warhead is necessary, the kinetic energy of the impact causing all the needed damage.

Electrical energy is provided from two sources. The primary source is a chemical generator that is part of the RG "shell." The force of a small explosion is turned into electricity and delivered in the tiniest fraction of a second. The second source is a bank of volt-sinks in the turret itself. While the power provided by these is smaller, it is also completely controllable, which allows the muzzle velocity to be varied. This allows the type and extent of damage delivered to be tailored to the target for maximum effectiveness. The visible "projectile" and characteristic plasma "smoke rings" seen coming from the muzzle of the Rail Gun weapon are actually a byproduct of the chemical generator charge, and emerge from the weapon long after the actual projectile has struck its target.

Operational Notes: The Rail Gun uses electromagnetic propulsion to fire a projectile at high speed.

Acid Cloud

One of the byproducts of Eden's metal smelting operations is an especially corrosive and unstable acid.

In several unfortunate industrial accidents, containers of the material exploded, producing an even more reactive cloud that caused damage over a wide area before breaking down into an inert form. From these accidents, a new weapon was born. A method was found to stabilize the acid for safe handling, and yet allow it to be ignited at will.

This acid is housed in special shells that can be launched from a low-velocity projectile weapon and exploded on or near a target. An almost undetectable aerogel "bubble" helps contain the cloud briefly and allows it to do extended damage over a controlled area. The cloud attacks metal, organics, plastics, and many other common materials. While it is a very effective weapon, it can be as dangerous to friendly units as enemy ones when used in close quarters.

Operational Notes: The Acid Cloud weapon launches a grenade that pours out a cloud of acid which continually does damage to any target within the cloud. The cloud disperses after a short period of time.

Thor's Hammer

Ongoing research has lead to increasingly effective methods of generating, storing, and releasing electrical power. Thor's Hammer is the logical outgrowth of this technology, a weapon that is, in effect, directed lightning. While generating such a large electric arc is a relatively trivial task for colonial technology, targeting it in a useful way is quite another. Eden has developed a method that uses a particle accelerator to produce a "pilot" beam that guides the bolt to its target. The result is a devastatingly destructive weapon against which there is little defense.

Operational Notes: Thor's Hammer discharges high-voltage electricity into its target.

Plymouth

Microwave

The Plymouth Microwave weapon is derived from technology originally used for broadcast power generation. A further study of the methods used revealed that it should be possible to produce a much more powerful and directed beam of coherent microwave radiation. The Microwave weapon creates electrical induction in metal objects, and heats organics and other water-containing structures such as cool-fusion systems.

Operational Notes: The Microwave is a beam weapon similar to the Laser. It is the first weapon Plymouth develops.

Stickyfoam

Plymouth's StickyFoam weapon is a low-velocity projectile weapon firing a non-metallic warhead. The warhead is a two-compartment bi-chemical system that discharges on impact. The shells are stored in the magazine

empty, and are filled from separate tanks only when they are in the firing chamber. The mixing of the two highly reactive liquids produces a rapidly expanding glob of aerogel.

Aerogels are extremely light, open-cell foam materials with cell sizes in the nanometer range. They contain materials that are solid, but seem little more substantial than smoke. While most aerogels have little mechanical strength, StickyFoam is laced with ultra-strong carbon Buckytubes, 600 times stronger than steel. The foam disintegrates after a short period, but while it remains intact, a vehicle covered with it will be completely immobilized.

Operational Notes: The StickyFoam weapon is a grenade that bursts into a strong adhesive foam that does some damage and immobilizes the target for a period of time.

RPG (Rocket Propelled Grenade)

This wire-guided, tube-fired rocket weapon uses solid propellant motors and is fired from a closed-breech piston launcher that accelerates the projectile to cruise speed before leaving the muzzle. A sustainer motor keeps the RPG at this speed until impact A collar of 100 solid-propellant guidance micromotors is controlled by the turret's targeting computer and ensures precise delivery of the shaped-charge warhead. The charge normally explodes just before impact, launching several kinetic-kill depleted uranium "hammers" into the target for maximum armor penetration.

Operational Notes: The RPG fires an explosive projectile.

ESG (Electrostatic Grenade)

The electrostatic grenade (ESG) launcher is a specialized low-velocity projectile weapon. It fires an electrostatic induction grenade with a programmed fuse linked to the vehicle's targeting system. The grenade generates powerful electric fields through a chemical process similar to the one Eden uses to power its Rail Guns. This field induces currents within conductive components of the target, causing extreme heat, arcing, and both welding and erosion effects in metal.

Operational Notes: The ESG weapon fires a grenade that in turn sprays smaller projectiles over an area. These mines discharge an electric shock into any enemy unit that drives over them; friendly units are not affected. The mines lose power and become inert after a short period of time.

Supernova

In addition to the smaller Starflare, Plymouth has also developed the much more powerful Supernova self-destruct turret. The Supernova employs a cluster bomb approach to deliver massive damage over a wide, but strictly controlled, area. A central charge delivers damage close to the turret and distributes a ring of secondary shaped charges that explode a fraction of a second later to devastating

effect. A well-placed Supernova is capable of destroying an entire column of enemy units, or taking out numerous structures.

Operational Notes: The Supernova is a more powerful version of the Starflare. It is a self-destruct weapon; the combat chassis or Guard Post carrying it is destroyed when the weapon is fired.

Universal

EMP (Electromagnetic Pulse)

The electromagnetic pulse, or EMP, weapon is a specialized low-velocity projectile weapon. It fires a localized field EMP grenade with a proximity fuse. The grenade's explosion is a complex process, using a priming charge to generate a plasma lens and a secondary charge to induce a directed EM pulse in that lens. The entire process takes place in a tiny fraction of a second. The pulse is powerful enough to disrupt even hardened electrical and electronic systems in the target vehicle or structure, and render them temporarily inert.

Operational Notes: The EMP weapon fires a grenade that does no damage, but disables vehicle and some structures for a period of time. Structures that do not require Power are unaffected by the EMP. This includes all Power generation facilities, Command Centers, mines, Magma Wells, and Light Towers. NOTE: Vehicles disabled by an EMP may be reprogrammed by Plymouth Spiders**.**

Starflare

The energy storage systems used in all colony vehicles lends itself readily to an effective self-destruct mechanism. Volt-sinks, used to store and moderate the output of cool-fusion reactors, react explosively if short-circuited at low resistance. Simply dropping a conductive buss-bar across the terminals will create an explosion large enough to destroy the unit and do considerable damage in the immediate area.

While the initial intent of the self-destruct mechanism was to keep damaged units from being captured, it quickly became apparent that such suicide tactics had strategic applications. Unfortunately, the small explosion generated did not generally justify the intentional sacrifice of an expensive combat vehicle. This led to the development of specialized self-destruct turrets capable of doing enough damage to be worth the sacrifice of a combat chassis.

The first of these self-destruct turrets is the Starflare. The Starflare uses a shaped charge to direct most of its blast energy outward around the vehicle. It can destroy nearby vehicles and do considerable damage to nearby structures. The charge is configured so as to confine most of the damage very close to the turret, allowing it to be used relatively close to friendly units.

Operational Notes: The Starflare is a self-destruct weapon; the combat chassis or Guard Post carrying it is destroyed when the weapon is fired.