

JUMPCHAIN

HOMEWORLD[®]

DESERTS OF KHARAK[™]



Kharak is dying. The desert grows with every passing year. The Kushan are at war. But there is hope. An artefact has been detected deep within the great banded desert, called the Jaraci Object, believed to hold the key to the Kushan's salvation. An expedition to retrieve it is being prepared.

Over one thousand years ago the people of Hiigara were exiled. The Kushan set out across the galaxy towards a new home. Kharak, an inhospitable world orbiting a dying star mostly covered in desert, in which temperatures near the equator get close to boiling point.

The Kushan's flagship, the Kar-Toba, made landfall close to the equator. With the supplies they brought running out and the technology that protected them from the desert failing, the Kushan eventually left the Kar-Toba for the temperate polar regions where the sand had yet to encroach and the land was still fertile. Though in the process they lost much of their technological mastery and their history faded into legend.

They fought bloody wars against each other for land and resources, and when life became reasonably sustainable they fought over philosophy. All the while the desert eroded at the farmlands so vital to the continued survival of the Kushan. The worst of these clashes was the long conflict known as the Heresy Wars between Kiith Gaalsien and Kiith Siidim, which dragged almost all other Kiiths into it. The Gaalsien were exiled to the desert while the Siidim seemingly reformed, but the conflict was far from over. Over the years the Gaalsien have continued their holy war with terrorist attacks, damaging the defences erected to defend against the sand and letting the desert swallow cities whole. The Coalition was formed to defend against these attacks and unify the Kushan's efforts to survive.

It was soon discovered that the desertification of the Kharak was increasing. The Coalition erected the Storm Breaker, a series of huge walls to baffle the sand to buy some time as they looked for a solution. Vast amounts of effort and funds were thrown into the space program, hoping that a satellite would tell them more. What they discovered was better than they feared, though worse than they hoped, as the sand had taken much more than their worst case predictions. But there was also that glimmer of hope. The satellite detected the wrecks of the ships with advanced materials in orbit, materials that could protect against the harsh radiation beyond Kharak's atmosphere and make escaping the planet to a far off system possible.

To find a new Homeworld.

You will arrive in 1106KDS, just after the landing sites of the ships had been mapped and the first ill-fated expedition to the Jaraci Object is getting underway. A second expedition, codenamed Operation "Khadiim" will be planned for 1110KDS that has the potential to take you to the heart of the Great Banded Desert in the hopes of finding salvation for the Kushan. To help you prepare for the journey you get 1000 CP to spend on perks and equipment.



Kiith

Your age is $16 + 2d8$ and your gender remains. You can change either of these for 50CP each. Location is determined by your selected background. All backgrounds are free and receive the perk listed under their section at 100cp for free while others in their section are discounted by 50%

Soban(Drop-in)



The Sobani Kiith is a clan forged in war and blood. Soban the Red led a small group of families from their home to escape attacks from a more powerful Kiith, in which children were murdered and earth was salted, taboos among the Kushan. He pleaded to his Kiith-Sa, the leader of his clan, who refused to aid him. Instead the Kiith-Sa saw no chance of victory and decided to join the opposing Kiith. Soban the Red, so offended by the Kiith-sa's decision, tore his Kiith's colours from his clothes, declaring that he wouldn't belong to any Kiith that refused to listen to the "blood of children crying from the ground".

Together with followers that agreed with him, they destroyed the Kiith that had driven them from their ancestral home. There was nothing left for them however, not a blade of grass was left green.

With no holdings they became mercenaries, and took part in every major military conflict in Kharak's history. They were loyal to their contracts to a fault, fighting any enemy of their clients with no regard for the risk to their lives or cost in armament, but the second their contracts were up they would return home, no matter the distance, no matter the circumstances.

Kiith Soban is also strange in that there are no children in it. Marriage is forbidden though relationships aren't banned providing it doesn't interfere with the Sobanis' duties. Instead birthed infants are adopted by other Kiiths, or the parents are forced to leave Kiith Soban in order to raise them. Rather than familial ties Soban recruits from the rebels of the various Kiiths, assimilating those thrown out for breaking a taboo or those simply unhappy with their Kiith, and trains them to fight. With the founding of the Coalition, the Soban have changed from an honourable mercenary group to a publically funded military, which often gives training to other Coalition Kiithid.

As the Soban take in outsiders readily, providing they pledge to their code of honour, you should have no issues finding a place here. You will arrive at the capitol Tiir with the correct records for a Lieutenant Commander in the intelligence branch, a highly desirable option for the forthcoming expedition.

S'jet



Kiith S'jet has a long history, dating back before the Hiigaran Exile. They were the guardians of the Guidestone, the tablet that depicts the fabled homeworld of the Kushan, Hiigara. In addition to that they are also the foremost authority in the sciences on Kharak, with their notable accomplishments being the plotting of the paths of the planets in the Kharak System and the subsequent Kharakian Dating System that came from it, the 13 year Kharakian sandstorm cycle and the location of the greatest rainfalls which improved the yield of crops available for harvest on the harsh world, the discovery that the Kushan people were biologically different from the rest of the life on Kharak, and the launching of the satellite that rediscovered the Khar-Toba Crash site.

The S'jet guard their scientific secrets closely, with supplicant families and vassal Kiiths wanting to join S'jet needing to be present in their circles for 3 generations before they are given access to all their knowledge. Aspirants prove their value as scribes and messengers, known as the first circle. The second circle, known as students were tutors and doctors. Only the third circle could name themselves S'jeti and became counsellors.

You are a third generation supplicant, the first of your line to be known as a S'jet. Growing up you've had only the best education provided in the Coalition capitol city of Tiir and are well versed in 2 fields of study. More than enough to get you a recommendation for the forthcoming expedition.

Gaalsien



The Gaalsien had humble beginnings, with their earliest records recording ecological disasters and their exodus to the north. They were one of the last Kiiths to settle in the temperate region and started off as a rather minor Kiith. Within 200 years, however, they had assimilated so many other Kiiths that they were the most powerful, save for the Siidim, on Kharak. It is thought that they were the ones who started the Heresy Wars in order to consolidate their rule, but after 300 years they had not grown.

After the end of the Heresy Wars and the beginning of the Time of Reason the Gaalsien had lost much of their power, and only occupied one city, the great city of Saju-ka. The leader of the Gaalsien ordered that the defensive structures defending Saju-ka from the sand be destroyed, and the city was swallowed up by the desert in only 2 days. For this the Gaalsien was condemned to exile in the wastes, and they became desert nomads ever since.

Though this worked out to the Gaalsiens favour in a way, as their own scientific understanding had progressed to the point where they understood the engineering in the wrecks that brought their ancestors to Kharak and not only did they survive in the desert, they thrived, bringing to

bear advanced technology that was in many ways superior to those of the Coalition Kiiths. Despite this they are adamant in their religious beliefs, that Sajuuk, the creator of all, will destroy the Kiithid of Kharak if they leave their cradle. No atrocity is too great in the name of saving the entirety of the Kushan.

You are a minor militant leader, having spent a few years in the combat branch of Kiith Gaalsien defending the Great Banded Desert and the secrets it holds against the misguided fools for the Coalition Kiiths that will bring doom upon all.

Khaaneph

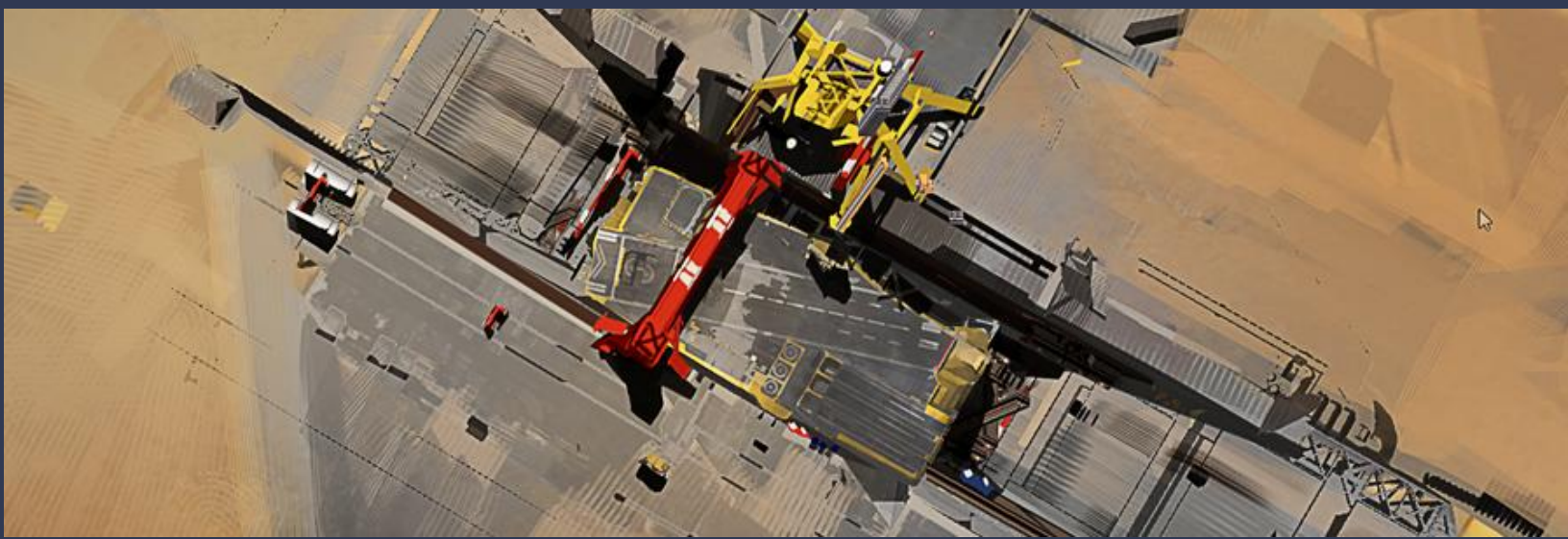


During the darkest days of the Heresy Wars, when entire small Kiithid were declared "Gritiidim" by the Siidim and forced from their holdings, many family groups simply picked up whatever supplies they could and fled. While some survived long enough to be absorbed by the Gaalsien during the Heresy Wars, many died or simply disappeared in the deep desert.

Over the last hundred years of increasing aggression from the Gaalsien, Coalition Intelligence's units have come to know the enemy much better. They have captured many prisoners, intercepted communiqués and even exchanged information freely with the Raiders when situations arose that threatened all the peoples of Kharak. Through that long painful line of communication runs a single thread that many tried to deny, until the proof was unavoidable.

Not all, in fact only a small minority of border raids are conducted by the Gaalsien. The true culprits are known as the Khaaneph, the "godless", those Gritiidim that refused to submit to Gaalsien dogma. In these fleets roam the places all others fear to tread, only coming out to pillage settlements and caravans. Nothing goes to waste, ships are refurbished and protected with scraps of metal, every child is brought up to be a warrior, every corpse is food.

You have spend your life living hand to mouth in the wastes, raiding small Coalition settlements along with Gaalsien patrol fleets, in one of the many appropriated carriers. Word has come of the Coalition expedition, and your elders are salivating at the idea of taking the equipment of the battle weary Gaalsien and Coalition forces for their own.



Soban

100CP - Desert Scout

Conflict is rarely fought in the precious temperate zones of Kharak. Most battles occur in the deserts beyond the great walls. With this being their primary theatre, the Soban learn very quickly how best to operate in the desert, finding shade in the hot afternoons, heat in the cold nights, and only moving when it's most efficient. After training they can sense which dunes are stable and which aren't and know how best to ride out a sand storm. Desert survival won't be any simple feat with this perk but you'll know the best way to survive and conduct small operations in the desert.

200CP - Like an old glove

Training can only take you so far. Eventually Sobani acolytes need to be thrust into conflict in order to sharpen their skills. It is only through being distilled in the desert's crucible do they learn how best to operate their vehicles and perhaps make some field modifications to improve reliability. This perk allows you to bypass that step, becoming one of the best operators of it's class with only a few days practice on the firing range. You'll quickly improve reload speeds, know the best angle to rest in order to deflect enemy rounds and all over improve the effectiveness of any craft you've taken a bit of time to get to know to the level of a veteran armour commander.

400CP - Dune Tactics

Development doctrine on Kharak is built around hard counters. Heavy armour defeats light armour which defeats artillery which in turn defeats heavy armour, or so most Kiiths are taught. Not the Soban though, to them the terrain makes all the difference. Dunes become the cornerstone of your desert combat, using the sand as cover to allow your heavy armour to get close to artillery and destroy them before they have a chance to get a shot off, taking the high ground so your artillery can get a better angle on light craft, or even destroying a dune and letting the desert swallow your enemies. You are master of desert warfare with only a few peers.

600CP - Into the sun itself

The Great Banded Desert may as well be. There it is impossible to survive without an environment suit as temperatures get up to 70 degrees centigrade on a cold day. Something about you can push men and women into this harsh environment and against insurmountable enemies with cold and stoic professionalism. Those under your command will fight as hard as they can, without supplies and without hope of return to the death. Morale will almost never be an issue for any fleet you command.



S'jet

100CP - Scientific Aptitude

A fully inducted S'jet is taught from an early age in the various sciences that the Kushan have mastered in the best schools on Kharak. By the time they enter the workforce they have a fair understanding of the various fields along with a mastery of one or two specific ones. You share in this level of education and not only do you have a wide breadth of knowledge but also have the equivalent of a Master's degree in a science of your choosing.

200CP - Logistician

The Coalition has undertaken many great works over the past century in order to survive on Kharak, and the logistical acumen of Kiith S'jet played no small role in organising the materials for production. The expedition itself is going to take no small effort to plan and execute. With a little time and effort you are capable of organising supplies and equipment to get your fleet through the harshest conditions, and know how best to stretch them if supplies are cut.



400CP - Fortune Favours the Bold

Sometimes new discoveries require years of meticulous study, but sometimes they call for risky action. The S'jet are not strangers to high risk activities in the name of scientific advancement, yet somehow always seem to pull through. You are incredibly lucky when it comes to going off the beaten path. During a reactor containment failure you might fall in front of a pile of concrete to absorb the worst of the radiation, or if pursued by the enemy your allies will rush to your aid. This isn't fool proof, but if there is a way for you to survive a situation that is otherwise fatal, fate will conspire to make it happen.

600CP - Inspired Advancement

If there is one thing about the Kushan that's notable it is the very fast turnaround they have for developing new weapons and platforms. Often times they aren't pretty, and existing platforms are reused in a haphazard way, but they invariably work and quickly close the gap between the Kushan and their enemies. Witnessing a weapon firing a few times is enough to get you considering its operation, and within a matter of months you're able to put together a proof on concept. This process goes even faster with a dedicated support team and battle recordings, allowing you and your team to put together a working design in a matter of hours.

Gaalsien

100CP - Desert Nomad

The Gaalsien have been exiles to the wastes of Kharak for nearly 200 years now, and as such have fully adapted to living in the scorching heat. They know all the locations of the underground water reservoirs and claim to be more comfortable in the desert than the other Kushan living in at the poles. You will be able to survive much longer in the desert than a normal Kushan with an innate sense to detect reasonable bodies of potable water, caves with edible vegetation and animals adapted to survive on the fringes of the most inhospitable places on Kharak.

200CP - Magpie

Despite the overwhelming logistical advantage of the Coalition Kiiths have over Kiith Gaalsien, the Gaalsien still have the Coalition on the ropes. Some of this is because they are more acclimatised to the terrain they're fighting on, but much of it has to do with the artefacts scattered across the deserts and the advanced technology that they contain. You're able to quickly identify choice pieces of scrap in otherwise decayed and messy wrecks. You don't know if you'll get an advanced piece of technology or just some rare mineral, but you'll be drawn to scrap that you'd find valuable,

400CP - Asymmetric Warfare

Despite the advanced technology of the Gaalsien, their vehicles tend to lose in a 1 on 1 slugging match. So they never fight in a 1 on 1 slugging match. They use their superior speed and hull regeneration to perform hit and run attacks against the misguided Coalition forces and wear them down, who will need to return to base to repair. Or they quickly maneuver past their lines to hit them from behind. With this, you're fully aware of your forces strengths and weaknesses, and readily able to create new tactics around them.

600CP - Obscure Truth

It is ancient Kushan legend that the Great God Sajuuk created all, and commanded the Kushan to live upon Kharak. To leave Kharak is to invite the wrath of Sajuuk, and he will bring down unimaginable destruction upon its surface. It makes one wonder how the Kiiths of the Coalition would react if they knew how close to the truth this commandment actually is. The truth, spoken plainly, doesn't always speak to the hearts of men and women. Though given a narrative twist, truth can be laden within that can resonate through the ages and draw the fealty of thousands of men. This is your gift, as an orator you can construct a narrative with a mundane truth that can afflict the hearts of men and women with such gravitas that will keep them faithful during their most difficult hours.



Khaaneph

100CP - Reaver

The Khaaneph go where the Gaalsien fear to tread, but in being able to survive in these places they have sacrificed no small part of their humanity. Nothing is wasted, everything is scrapped for parts and reused. Even their fallen comrades and enemies are meat and calories that allow them to survive another day. In these desperate situations you no longer have any compunction about using every bit of material you can get your hands on to extend your life.



200CP - Arid Selection

Within the ranks of the Khaaneph, Darwinism is one of the primary forces at work. The weak, the malformed and the ill adapted do not last long. Though a cruel reality, you have benefited from it. Your body is adapted to the desert, able to survive long times without water or food and still remain at your peak. Your strength and agility is also close to peak human thanks to your sun scorched genes and brutal upbringing.

400CP - Salvage Upgrades

The Khaaneph don't have an R&D division. Most of their technology is stolen from the Gaalsien, but that doesn't mean they don't have their own improvement cycle. More metal between you and the enemy, bigger capacitors on the rail guns, bigger engines on your ship is all more better. While not as insightful as a S'jet, you'll be able to take any piece of equipment that is not so damaged that is unrecognisable and repair it to functioning condition before finding a way to attach it to a suitable platform. It's not pretty, but aesthetics aren't a priority when the temperature reaches 70 degrees Celsius.

600CP - No Gods, No Masters

There is no religion in the Khaaneph, no social contract, no honour. There is only anarchy and violence. In order to progress through the hierarchy one needs to prove themselves more powerful, through combat with the enemy or assassination of one's superiors. The law of the jungle now applies to all you do. Should you kill a superior in any organisation your right to ascend to their station will be recognised. Be warned however, organisations taken over in this way will devolve in the same manner, and become ruled by violence and conflict. Peaceful democratic rule will become a myth of folly told to children.

Ground Vehicles

Kushan travelling across the sands rarely travel by foot. Even a short distance from the storm wall environment suits are a must. To survive the inhospitable desert the Kushan build immense vehicles to protect them, the smallest of them being 12 meters long. As they proceed deeper into the desert even larger vehicles are needed to continue, with cruisers almost reaching 200 meters and carriers exceeding 500 meters in length. Here you will be able to purchase examples of these craft, perhaps more advanced, prototype ones than the ones currently fielded by your Kiith. To do this you must purchase a chassis with a locomotion method and armour classification. Each chassis will come with a certain amount of equipment and weapon slots you can then fill with what you desire. Additional weapon and equipment slots can be purchased for 50cp each. Light vehicles and air craft must be stored in your warehouse or carrier, but cruisers and carriers will follow you jump to jump, stored in an hanger annex that will be added to your warehouse. Much of their systems are automated and so only need a light crew to operate them, but will be more effective if you can recruit a larger work force.

Chassis

Light - 50cp



The light chassis comes with 1 weapon slot and 1 equipment slot. These vehicles are not well armoured and don't stand up to light calibre and explosive weapons particularly well. Though armour penetrating weapons like the Railgun are a one hit kill in most cases, getting that hit is incredibly difficult.

Baserunner - 100cp (1 Free)

The Baserunner is the unsung hero of the Coalition military. Being reasonably cheap to manufacture, these platforms come with little in the way of armament and armour, but instead come with a wide assortment of equipment. So vital are these vehicles that no Coalition Kiith's defensive strategy is taught that doesn't depend on the Baserunner. These steadfast vehicles come with 1 weapons slot and 4 equipment slots.



Cruiser - 200cp



Cruisers are second in size only to carriers. They are slow, lumbering behemoths on the dunes that are invariably a threat to anything in their path, and must be either out manoeuvred or out gunned in order to be successfully dealt with. These vehicles come with 4 weapons slots and 2 equipment slots along with thick armour.

Carrier - Free/500cp/800cp

A carrier designed to survive the harsh deserts at the equator of Kharak with little logistical support, the size of either a Sakala or Corvaal class. Carriers come with 8 weapons slots, a production centre capable of manufacturing Cruisers, Aircraft, Baserunners and Light Vehicles, 4 special utility slots including weapons and sensors and 2 you can select, and one special weapons slot. You may gain a carrier that follows you in later jumps for 500 CP or a super carrier for 800cp. If you purchase neither, you are assigned a free carrier for the duration of this jump. Either way, you may pick the systems installed.



The super carrier the size of the Gaalsien's capital ship, the Hand of Sajjuk. The super carrier comes with 3 utility slots (Total 5), one special weapon slot and is more resilient to enemy fire. Carriers have space for all light vehicles, up to 15 strike air craft and 5 heavy aircraft.

Locomotion (Choose one for each Vehicle)

Tracks

Though slower than the alternative, these make the platform a lot more stable. The more simplistic engineering behind tracked vehicles makes them a little more resistant to enemy fire.

Antigravity

A platform with an antigravity system becomes a lightning fast hit and run machine, though at the price of some durability.

Armour class (Choose one for each Vehicle)

Light

A reduction in weight means an increase in speed. With the smallest vehicles the reduced bulk also makes them harder for direct fire weapons to hit.

Heavy - 50cp (Free for Cruiser)

An increase in armour increases the bulk and slows the vehicle but it also allows for additional hard points to be fitted. Getting this gives a light vehicle or a base runner 1 additional weapon slot.

Weapons (Choose 1 for Light Vehicles/Baserunners, 4 for Crusiers, or 8 for Carriers/Super Carriers, additional for 50 CP each)

With the additional weapons slots you have a couple of options. Either you can increase the calibre of the weapon mounted or you can mount additional weapons of the same calibre.

Auto cannon

A multibarrelled 15mm cannon which fires HE rounds. Upon the first upgrade additional ammunition types can be selected to improve its performance against more heavily armoured vehicles, though best used against light ground vehicles and aircraft.

Heavy cannon

A single, breach loaded barrel at a 60mm diameter. Comes with a selection of ammunition types for different vehicles, though best used against heavy vehicles. It can also be fired in a parabolic trajectory, giving it limited indirect fire capabilities.

Assault Railgun

This triple barrelled weapons system shouldn't exist on Kharak yet, though the Gaalsien have somehow put one together. It fires a burst of three railgun rounds, though at a slower velocity compared to a heavy railgun. This mitigates its effectiveness against light craft somewhat while making it slightly less effective against heavy armour. Ammunition types are limited to armour penetrating.

Heavy Railgun

As far as direct fire artillery goes nothing can beat this weapon's range. While not that effective against light craft, gathered en masse they make short work of cruisers or armoured vehicles. Until recently, the power requirements needed to operate these meant that they could only be installed in stationary fortresses. Ammunition types are limited to armour penetrating.

Missile Launcher

The most effective answer to enemy aircraft, the missile launcher quickly locks on and tracks its target with a 95% hit rate. In addition the missiles stored can be directed via GPS targeting to bombard an area on the ground, making them a moderately effective artillery weapon.

Artillery cannon

A heavy cannon at no less than 80mm which fires projectiles in a parabolic trajectory for unparallel indirect fire, typically high explosive or fragmentation rounds. It is more effective against small vehicles and lightly armoured cruisers, though will eventually grind even a carrier to dust given enough time.

Repair Capability

Weapons space in the vehicle is used for crews and equipment to repair other vehicles in the fleet.

Production Capability

The weapons space in the vehicle is replaced with manufactories which are capable of assembling light vehicles.

Equipment (Choose 1 for Light Vehicles, 4 for Baserunners, 2 for Crusiers, or 0 for Carriers/Super Carriers, additional for 50 CP each)

Unlike weapons, each equipment item can only be purchased once.

Sensor Emplacement

Small manufactories inside your vehicle can take appropriate materials and manufacture them into a cheap but effective outpost with an incredibly long detection radius which can provide early warning or help direct the fire of your artillery.

Scout UAV

A small and cheap unmanned aerial vehicle that flies a few meters off the ground. It has a limited visual range and can be shot down easily, but has the advantage of being incredibly mobile and easy to manufacture.

AA Turret

An automated missile emplacement that makes short work of any hostile air craft. Counts as having 2 slots worth of missile batteries and installs capability for more to be manufactured.

Ground Defense Turret

Similar to the AA turret, though with your choice of 2 slots worth of Auto cannons or Heavy cannons. A cluster of these are a threat to a group of any light vehicle.

Stationary Mine

A launcher which fires small anti vehicle mines at a rapid rate and can quickly lay down a deadly mine field which is difficult to detect.

Suicide Drones

More expensive than the mine, these drones rush towards the enemy and detonate. Though they have a lot more freedom of movement, they can be very easily intercepted.

Hacking

A device which fires a small probe that seeks out the electronics of an enemy craft. Upon contact the enemy's computers are hacked, it's weapons are disabled and it's drive navigates the craft to the nearest friendly base where the enemy crew can be removed and the craft can be integrated into your fleet.

EMP

A mortar launched device that emits a powerful electromagnetic field, capable of putting vehicles out of commission for 30 seconds minimum as well as permanently damaging electronic subsystems.

Self Repair

The advanced technology of the Gaalsien has some ability to repair on its own, giving their raiding parties extended range and endurance. The Coalition have adapted this technology somewhat, giving you two options as to how it works. Either a small amount of power is given to the system to repair your craft a small amount over time, or all power can be diverted to the system, disabling your weapons and movement for a few seconds in exchange for a big boost in repair capability.

Smoke

A very primitive technology but none the less crucial to both attacking and fleeing, this launches a smoke grenade that makes direct fire upon craft behind it all but impossible.

Jammer

Jammers are launched a short distance and interfere with the targeting of any nearby enemies, reducing their range significantly.

Overdrive

For a short time the reactors and engines on your vehicle can be pushed passed safety limits, making your craft drive faster as well as fire rounds more powerfully or faster, letting you rush the enemy or retreat at a quick pace.

Carrier Utility (Choose 2 for Carriers or 3 for Super Carriers)

Carriers have surplus power they can direct to the various sub systems they have which improves their efficacy. Though the reactors are equivalent to 1960s nuclear reactors, running the reactor at maximum output is impossible in the Kharaki deserts without advanced cooling units, technology that currently beyond the Kushan's grasp. However some solutions might be found in the wreckage that's strewn about the wasteland. The carrier will have 4 utilities, weapons, sensors and 2 that you can select (3 for the super carrier) along with weaponry and sensor subsystems for a total of 4(5) utility systems to divide power between.

Weapons (Free, mandatory)

The 8 weapon slots selected are powered by this subsystem. Increasing the power improves the fire rate and accuracy of your carrier's weapons systems.

Sensors (Free, mandatory)

With sensors deactivated the carrier must rely on lookout staff to detect enemies and sight targets. Needless to say, this is rather ineffective. Diverting power to sensors will not only increase detection range but fire range as well.

Repair

Space inside the carrier is reserved for repair crews and equipment. The more power you divert to this system the more equipment the crews can operate and the more vehicles they can repair simultaneously.

Mobility Support

More energy is dumped into the main drive, and additional energy is projected to the drives of other, nearby vehicles, increasing the speed of your fleet.

Turret Emplacements.

The carrier can launch turrets with 2 weapons slots in a radius around the carrier. The more power diverted to the turret system the faster and more accurate they can fire. Moving too far away from them will leave them disabled.

Amour

By diverting power to the active defenses the carrier can take more punishment.

Special Weapon (Choose 1 for Carriers /Super Carriers)

The carrier is also equipped with a powerful weapon that is very effective against groups of enemies, though is expensive to deploy.

Cruise Missile

A large, long range missile with an incredibly high yield, powerful enough to destroy anything you might come across here barring a carrier with a direct hit.

Missile Bombardment

Not as powerful as the cruise missile but affecting a wider area. Any cruisers caught in the detonations will be critically damaged and vulnerable to being finished off by light craft.

Microwave Emitter

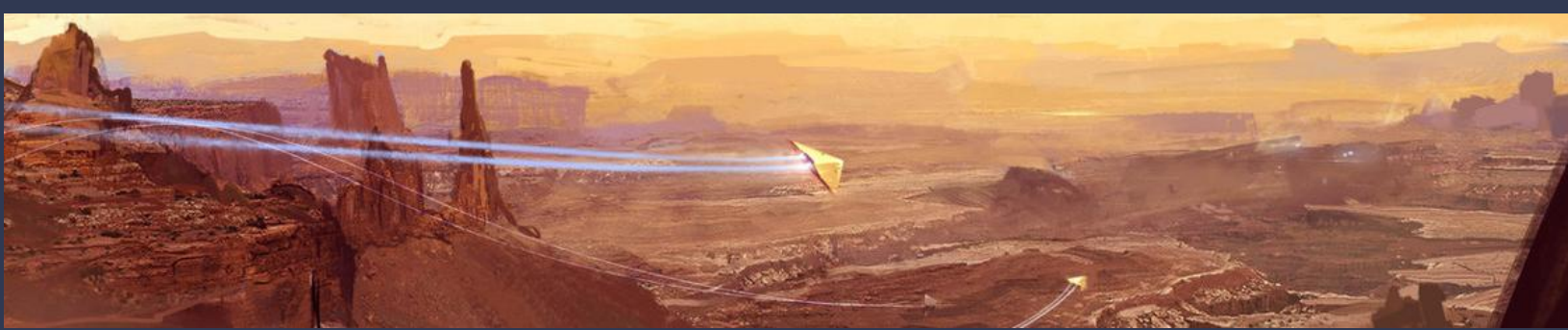
A missile with a powerful magnetron in its warhead. Once deployed it constantly damages all around it until it's hardware burns out. While not an instant kill like the previous options, this does effectively create an area of denial. Dropped near a carrier this weapon can do serious damage as the lumbering carrier takes time to retreat.

Aircraft

Though ground combat is a major part in Kharaki warfare, these days air craft are seeing more and more usage in the various theatres. They have proved pivotal for breaking up entrenched enemy positions, destroying cruisers and harassing resourcing operations. Carriers have space for 15 strike craft and 5 heavy craft, along with manufactories to manufacture more in the field.

Strike craft - 100cp

Strike craft fill the quick strike and interception roles, often coming equipped with 6 Joint Strike missiles, able to deal with both effectively. The Coalition "Hammer" strike fighter has variable geometry to allow it to manoeuvre better during ground attacks while the Gaalsien "F'xbat" Interceptor has a more aerodynamic frame making it faster during interdictions.



Heavy craft - 200cp

Heavy craft fill the bomber and ground suppression roles. Both the Gaalsien and the Coalition field dedicated bombers, with the Gaalsien "Bokiir" being a dated and slow aircraft wielding the next generation "Konar-re" smart munitions able to devastate cruisers with a single impact, while the Coalition relies on the venerable "Anvil", loaded up with cluster bombs which are able to lay waste to vehicle columns. Finally the Coalition also field the "Forge" gunship, a well armoured aircraft that fires it's multiple auto cannons on ground targets as it orbits above, wasting lightly armoured ground with impunity.

Artifacts

Throughout your expedition you will have the opportunity to find many pieces of advanced technology in the various wrecks scattered across the desert. Below are some examples in case you want utter certainty. You get a bonus 200cp to spend in this section alone.

Sensor Waveform Amplifier - 50cp

This device not only increases the range of your carriers sensors by 50%, but it also allows the system to filter out incredibly bad noise. A sandstorm might be raging outside but on your screens it is clear as a calm day.

Semi-Elastic Actuator - 50cp

Integrating this unusual motor, which uses highly annealed and ductile metals to increase reliability, into light vehicles will vastly increase their operational times between service, allowing the carrier to field more of these craft.

Super-Hardened EMR Shielding - 50cp

Anomalous materials provide remarkable electro-magnetic radiation shielding. Platforms utilising rail guns operate more efficiency and have their service lives extended, allowing the carrier to support more craft of this type.

Fixed Scalar Matter Compressor - 50cp

Highly efficient at fusing elementary particles, this tool will improve current production efficiency of rail guns, reducing their cost.

Non-Linear Inverse Prop Slip - 50cp

A complex mechanical system evidently used for rapid deployment of landing struts. The space it requires is too large for vehicles that carry weaponry, but can be integrated into Support vehicles like Baserunners, increasing their speed.

Kalash Graphene Superconductors - 100cp

This revolutionary method of conductivity not only reduces the loss in power transmission but hardware upgraded with this as it's circuitry uses up to 60% less energy.

Electro-Generative Lattice - 100cp

Another nano-carbon material. This one has a kind of memory inside it that allows it to deform and even break under fire while slowly reforming into its original shape when specific currents are passed through it, increasing the durability of any craft it's installed on.

Octanitrocubane Fissile Material - 100cp

A simple, but highly effective compound composed of carbon-oxygen-nitrogen groups, creating a powerful explosive, improving the yield of a strike fighter's missiles.

Light Material Fuser - 100cp

An advanced welding tool that boosts the production speed of any manufactory it's utilised in.

Electromagnetic Ammeter - 100cp

An Instrument capable of measuring and adjusting energy currents far more precisely than any instrumentation on Kharak. Installed in an aircraft it greatly improves its speed by more accurately calibrating the reactor output for the conditions at negligible additional cost.

Cross-Linked Polymer Alloy - 100cp

An incredible alloy with self-healing properties, quickly repairing moderate damage. Complete reproduction is beyond Kushan's current capabilities, but the principle can be applied to enhance the durability of heavily armoured vehicles.

Crystalline Bulkhead Layering - 100cp

A fabricated material which is incredibly lightweight, yet durable. Utilised in engine manufacture, vehicles made with this material are considerably faster.

Meson Stabilizer - 100cp

A device used to stabilize volatile subatomic particles. Harnessing it's properties can increase the acceleration of projectiles launched via electromagnetic rail, increasing their damage.

H.R.A.S. Targeting System - 100cp

Likely used for deep-space combat, this system uses an exceptional High-range Anastigmatic Sight which is far more efficient at eliminating optical aberrations than current technology. Installing this in platforms armed with railguns will improve their accuracy.

Solar Scoop - 100cp

An apparatus to claim energy from nearby solar winds. It provides a moderate amount of energy that can help reduce the workload of onboard batteries.

High Threshold Heatsink- 150cp

Advanced cooling tech recovered from a downed Gaalsien carrier will help any carrier it's installed into to survive the deep desert heat.

Tri-cycle Phonon Recombinator - 150cp

An unbelievable mechanism that cycles electrons to minimize energy loss. It has massive potential for optoelectronic computing, and can be immediately integrated into manufacturing, reducing manufacturing costs.

High Capacitance Material - 150cp

This anomalous material is capable of holding an exceptionally large electrical charge. It can be integrated into the energy systems of Strikecraft, reducing operational cost and allowing the carrier to support additional ground vehicles.

Inverse-Polarized Bulkhead - 150cp

This superlative material increases natural lift due to electromagnetism, reducing the material cost for more powerful thrusters whilst retaining other characteristics, or improving those characteristics for similar original costs.

Graphene Alloy Fabricator - 150cp

This device, capable of assembling atomic carbon structures in vast quantities, can substantially reduce production times across all heavily armoured vehicles.

Muon Catalyser - 150cp

A device capable of accelerating muons into a stable fusion state, creating reactors that offer lossless fusion, reducing the logistical cost of cruisers.

Direct Machine Terminal Interface - 150cp

This interface is a superior method for coordinating massive production networks via a single controlling source with minimal latency, reducing manufacture times for all classes of vehicles.

Valence Band Amplifier Power Source - 150cp

This advanced power supply, recovered from a secret Gaalsien base, will dramatically improve a carrier's power systems.

Gluon Bonded Fuselage - 200cp

This place of wreckage demonstrates a remarkable resilience at a subatomic level. Though incredibly expensive to duplicate, materials made out of this substance cannot have their resilience understated.

Tithe of the Wanderers - 200cp

A brutally effective explosive compound that is very easy to reproduce and integrate into missile warheads and bombs.

Quantum-Entangled I/O Array - 200cp

An advance interface that accommodates massive amounts of data transfer. This artifacts uses quantum effects in a method that exceeds the speed of light, reducing the load on the carriers support network, allowing more support craft like baserunners to be fielded.

Adiabatic Processor - 200cp

A mechanical system capable of massive heat transfer at a rate that defies the rules of energy conservation, reducing manufacturing time for support craft.

Kinetic-Transfer Armour Plate - 200cp

A material that has an elaborate pattern of concentric ridges on the micro level, which dissipate impact forces over a broad area, greatly reducing armour penetration on large vehicles like cruisers.

Inviscid Coolant - 200cp

Advanced cooling tech recovered from the Taiidan wreck inside the Torin Crater displays a near optimal viscous quality that will aid in cooling your carrier, unlocking more potential out of her reactors.

Taiidan Satellite and Uplink - 600cp

Dropped in orbit by the Taiidan for unknown reasons before she plummeted to the desert, this surveillance satellite also comes equipped with a powerful energy weapon and impressive propulsion systems that allow it to manoeuvre and fire accurately at any ground target, leaving them devastated. It has a wide beam and a narrow beam firing mode for large, lightly armoured formations and heavily armoured targets respectively. The uplink can be installed into your Baserunner and the satellite will follow you, jump to jump, appearing in a polar orbit over your drop-in location.

Additional Items

Environment suit (Free all)

The harsh Karaki desert reaches inhospitable temperatures. Once in the Dreamlands, it's impossible to survive long without an environment suit.

Companions

Canon - 100cp

Those that you are likely to serve with are both incredibly dedicated and professional, with those going on the expedition being masters in their field. Should you wish one of them to join you in your travels the option is there.

Import - 50cp each/300cp for 8

Should you have any companions of your own that could benefit from the options above you may import them. Imports get 300cp to spend on skills and vehicles, though rather than a free base runner they may choose a cruiser instead.

Drawbacks

You can take as many drawbacks as you like, though can only earn an extra 600cp from them.

100cp - Ginger

You have the misfortune of having an altered MC1R protein, meaning that you get sunburn very easily. If you're caught outside without an environment suit you can expect damage to your body to occur very quickly. Whether you still have a soul is still debatable.

100cp - Ship Wrecking

Your demolition teams don't have a good track record when it comes to ship breaking. Normally something survives the detonation and you would have a nice new artifact to install into your fleet. Maybe they use too much explosives, or maybe the Kharaki star has damaged them more than you realise, but getting artifacts from ship breaking is a rare occasion indeed.

200cp - Supplies intercepted

Your central command will find it very difficult to support you, though not through lack of trying. Every supply mission will be intercepted by the enemy and you will be hard pressed to find vital supplies from the local environment. Scavenging fuel and water from your kills might be the only way you can survive your long journey.

200cp - Traitors in your midst

The Kushan are a very strange people, with loyalties that run deep. Many a kiithid have been sleeper agents for larger, enemy factions for generations before their activation was signaled, and many have gone through with their inherited commitments. Then of course there is the simple daunting nature of the Kharaki desert, which is enough to chill the blood of any man even while it boils in his veins. During your journey you will face no less than one mutiny instigated by either a traitor or a coward, or in the case of the Khaaneph, any one. Either way, even if you succeed at suppressing it there is a good chance that you will be left undermanned and critically damaged. For the Khaaneph this would probably be an average Tuesday.

300cp - The Homeworld Era

You're in this for the long haul. Upon a natural death your soul and intelligence will transfer into a new body, your eldest child if you have one. After the Jaraci object has been discovered you will remain on Kharak until the Mothership is completed or the project is abandoned completely. This will take 100 years to complete, and don't expect the enemy to stay down. You can expect terrorism from the Desert raiders and WMDs from the Coalition to scour the desert clean. S'jet and Soban must protect the Mothership while Gaalsien and Khaaneph must stop it. Failure will result in the end of your chain.

300cp - Classic Mode

The enemy has a seemingly endless supply of resources and can throw wave after wave of enemies at you, while you're limited to the small amount you can scrounge up. Every loss doesn't only mean the death of the crew, but an irreplaceable loss of resources. Loose too much and you might not be able to recover.

600cp - Operation Skaal Brii (S'jet/Soban Only)

Rather than going on the reasonably planned Khadiim expedition you're jumping straight into the fray on the ill fated Skaal Brii expedition. The Ifriit-class carrier you'll be going aboard, the Ifriit Naabal is a good carrier, more than capable of operating in and near the temperate zones, but she is not designed for crossing the Great Banded Desert. Worse still is that the Daiamid Security Council, the governing body of the Coalition, launched the operation so quickly that they made no plans for a resupply. On the plus side, the Gaalsien haven't prepared a very strong response, but they might not need to do anything with the very environment working against you. If the Ifriit-Naabal is lost, this is the end of your chain.

The End

Now that you've reached the end you've got 4 options

Stay

Not recommended. The trials of the Kushan are far from over, and the Gaalsien-sa's prophecy about Sajuuk's wrath isn't far from the truth. But you might come up with a way to defend Kharak.

Find your Homeworld

This is mandatory if you take the age of S'jet. You will embark on the next chapter of the Kushan's journey as they follow the guide stone back to Kharak.

Continue the Chain

Your own trails are far from over.

Return home

The desert was the thing that finally did you in. Mandatory if you die after running out of ways to cheat death.

Notes

Within the game Power management of the carrier is a big mechanic. The standard carriers can reach a maximum of 22 points of power. The carrier starts with 3 points of power and the reactor is initially rated at 3.68MW, so it would be safe to assume that each point of power is worth 1MW. Assuming that each system requires 1 megawatts to operate on a basic level, and becomes more effective the more power diverted to it. Stage 1 being 1 megawatt, stage 2 being a total of 3MW, stage 3 being a total of 5MW, 4 being a total of 9MW and 5 being a total of 14MW. In this way it is impossible to run the carrier at 100% activation with technology found in the desert. I would suggest that the Super carriers have around 30 points of power.

Within the jump itself maintaining good supply lines is crucial. Though Cruisers and Carriers operate on fission and later fusion reactors, smaller vehicles will need fuel to operate, and you will need water and food to survive that you will have trouble finding locally. You must therefore maintain your supply lines for water and food if nothing else. Post jump fuel for the CP purchased vehicles is unlimited, and if they are destroyed they will reappear in your warehouse after a month.