Xenonauts is a strategy game that evokes the old XCOM games, but with a new look and better quality of life features developed and published by Goldhawk Interactive. If you jumped into an XCOM jump or played XCOM then you know the drill. An alien invasion is underway on Earth near the end of 1979 and the nations of Earth have united to fund the Xenonauts to fight, capture and reverse engineer alien technology to save the world. You will stay in this Jump for 10 years or until the aliens have been defeated.

Take **1000 Commander Points (CP)** to prepare yourself.

Origin

You may choose your gender and age for free. Any Origin can be a Drop-In.

Soldier - Free
You are a soldier that has joined the Xenonauts or was attacked by an alien ground party.

Engineer - Free
You are the head of engineering in the Xenonauts or you can be a normal engineer that has been drafted by the Xenonauts to support the war effort.

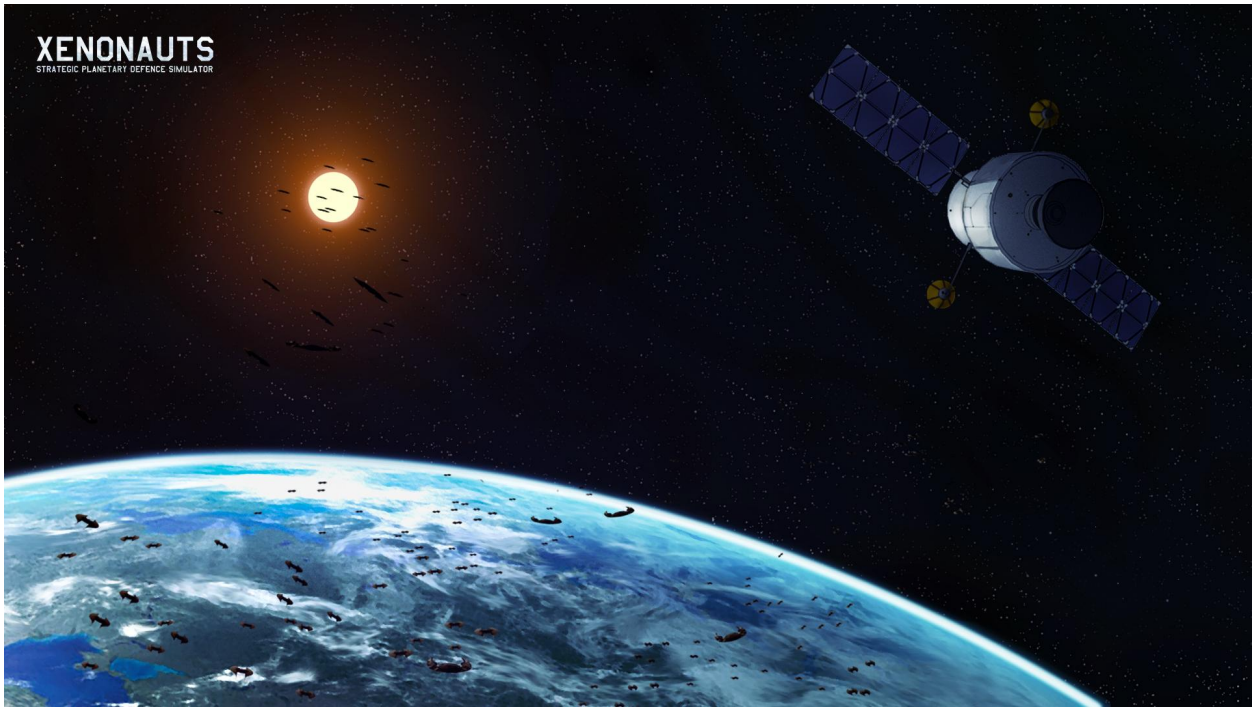
Scientist - Free

You are the head of science in the Xenonauts or you can be a normal scientist furthering mankind's knowledge that has been drafted by the Xenonauts to support the arms race against the aliens.

Supreme Commander - Free
You are the commander in charge of the Xenonauts and the one who will be responsible for saving the planet from the alien menace. You may start in Xenonaut HQ if you choose this origin.

Starting Location

You can freely choose to start wherever you want.



Perks

One 100CP perk is free for each Origin. All perks are discounted to half price with the corresponding Origin.

Soldier

Semper Fi (100) - You are an excellent soldier and have the advanced skills in anything a soldier needs to fight and win. You can choose which type of soldier training that you have such as choosing a US Army special forces training or Chinese marine training or even Russian paratrooper training. You will have the reflexes and skills of your chosen training to make it seem like you are a veteran of hundreds of combat tours.

Autoaim (200) - This may be considered cheating by some, but hey you are facing an alien invasion with technology light years ahead of Earth. So, let the cheating slide just this once eh. This perk gives you the ability to never miss and always hit your target with whatever projectile weapon you have. This weapon can be a gun, a thrown spoon or even the main guns on a battleship. Additionally, this perk will also allow you to aim at a specific point on your target that will always hit, such as a headshot using a pistol from 5 kilometers away to hitting the window of a spaceship across the star system.

Technology Marches On (400) - War is often described as the father of innovation as nothing teaches you more about war then your enemy. Good thing that you have this perk to help you on your way because this perk gives you the ability to identify weaknesses and strengths after combat with the enemy. Combat can range from a simple argument or cyberwarfare or even eldritch combat between the old gods. It will also give some ideas for counteracting the strengths of your enemy and make implementing new technology to counteract your enemy more efficient. Also you gain the ability to perfectly balance reliability and advanced technology whenever you design a new weapon or technology.

Copycat (600) - You are a copycat good sir/ma'am because this perk allows you to copy the abilities of the enemy that you are facing and also share the copied abilities to your army or squad. For example, if you are facing a group of enemies that can teleport then you and your team can also teleport. If you are facing an enemy that is telepathic then you and your team will

also have telepathic abilities and if you are facing an enemy that is simply stronger or has more health than the average human then you can copy the abilities and yes if you face an enemy that can instantly kill you and impregnate you to reproduce like a certain alien then you and your soldiers can copy this ability so that when you kill an enemy you can impregnate them to reproduce a new soldier loyal to you. The copied abilities will come with the skills to use those abilities efficiently and match the proficiency of the enemies that you are facing as well as instantly knowing how to counter the enemy's abilities. This perk does not have a limit on how many people you can copy the abilities to so you can transfer the copied abilities to your entire army in the billions. Also the copied abilities will remain permanent when copied by you or shared with your army. Finally, the copied abilities will not retain any negatives when copied so go wild, but remember the copied abilities must be abilities so no copying equipment to be inherent to you or your soldiers.

Engineer

Efficient Logistics (100) - This perk allows you to use resources in a highly efficient manner that halves your resources necessities when constructing or doing engineering related activities. For example, if a new plasma rifle costs 100 dollars and 50kg of alien materials you can make the rifle with 50 dollars and 25kg of alien materials with this perk.

Training the Newbies (200) - An engineer is useless without a team of engineers to get work done so this perk will help you immensely. You are able to coordinate and train new engineers in a matter of minutes to get them up to speed when building stuff. There is no limit on what you can train your engineers as even the most basic engineer can build a magitech/eldritch/psychic device with only an hour of training and no device is too complicated for your engineers to build with sufficient resources.

Rip & Build Until It Is Done (400) - You are a master at recovering destroyed or lost technology or devices that you encounter or you yourself build. You built a fighter jet and it was shot down over the Antarctic in the middle of the night and over sea with the locator beacon off? No problem, board a plane and you will be able to discover and recover every single part or component of the jet that survived being shot down no matter the distance instantly. The parts that you recover can be easily recycled to rebuild your lost jet into a new one with no loss of capability and no extra resources required. This perk also applies to any tech that you have not built, but understand the mechanisms of.

Instant Infrastructure (600) - Humanity has not engineered nuclear reactors, steel ships weighing thousands of tons and rockets that can touch the moon without infrastructure. It is infrastructure that has elevated humanity to its greatest and therefore is the most important tool for an engineer to have. Sometimes in a backwater town across the galaxy there is barely any infrastructure so good thing that you have this perk as you will no longer require infrastructure to build or construct anything. That means no need for massive roads, ports or even electricity for making something. Want to build a nuke? No problem just get the required resources and then boom you have a nuke ready for deployment instantly. What? The resources are on the other

side of the planet? No problem this perk teleports those resources which you must own next to you for you to get busy with.

Scientist

Elite Scientist (100) - You are an elite scientist without peer and as a result all your attempts at researching, reverse engineering or even designing new technology will be doubled in speed and less resources required . For example, if you are researching new power armor that would take 6 months and 10,000 dollars to research then with this perk you will be able to complete the research in just 3 months and 5,000 dollars. This perk also applied to every scientist or researcher under your command.

Nobel Prize Winner Six Times Over (200) - You are unlimited in your ability to research, study and design new technologies or magics. It does not matter if the technology or magic you encounter is millions of years more advanced than yours or even if the technology or magic is incompatible with human understanding you are capable of uncovering any secret of magic or technology and climb to new heights with the power of science.

Training The Think Tank (400) - The myth of the lone scientist defeating an enemy of mankind with the power of science is arguably doable by you Jumper, but with this perk it will be enormously easier to research stuff. This perk helps you recruit loyal and highly talented scientists under the radar so to speak and get them focused on the task at hand. Additionally, this perk will also get these scientists working as a team efficiently and keep them focused as well as speed up the research being conducted as more scientists are hired by you for your research projects. So a group of 30 scientists will complete a research project 30 times faster than 1 scientist.

Grand Scientific Genius (600) - You are a scientific genius and no mystery be they technological or magical is hidden from your grand scientific mind. You are capable of reverse engineering any technology that you may encounter and even improve upon the technology or remove its drawbacks. A drug that allows an average person to have superpowers of 24 hours, but slowly kills them? You can reverse engineer the drug and design a new one that gives a person superpowers for 48 hours and does not slowly kill them. Even magic and similar forces can be studied and improved by you as well as combined with technology to make superior technology. Have you discovered that an alien can use psychic powers? Dissect the alien and incorporate the psychic powers into a helmet that can be used by anyone. There is no limit to what you can research and this perk serves as an uncapper allowing you to study anything even if the study of specific technology is harmful to the mind and causes a person to go insane, but not you.

Supreme Commander

Desk Job (100) - Being the commander of a global military force to fight back against an alien invasion requires some bureaucracy. So this perk is here to help you out as whenever you have to do some paperwork you can simply skip the papers as this perk will automatically do the paperwork in your stead and also fill out all the necessary bureaucracy stuff online as well. However, you still have to go to meetings and conferences yourself because this perk only helps you do paperwork and other boring stuff like it, so chop chop. Additionally, you will also have the ability to pause time while thinking over your next move in politics or even in a combat situation.

I WANT YOU For the super secret anti-alien military force (200) - It's always annoying whenever trying to recruit soldiers, engineers and scientists for your super secret military force because you know it's a secret military force. Well no longer as this perk will help you out as you will be capable of recruiting only the best of the best of the best whenever for your team. As a plus you will instantly know when a recruit is secretly a spy who has ill intent towards you or your team and this perk will guarantee that no one will notice the drain of highly talented or even highly public individuals when you recruit them.

Recruiting The Enemy (400) - Recruiting among your own side is one thing, but recruiting among the enemy is another. Luckily for you this perk will make it trivially easy to recruit former enemies and make them into skilled, loyal and above all trusted allies or subordinates. It won't matter if the recruit is an alien, a god or even a ghost as you will be able to recruit them into your army with minimal effort. However, you must first defeat your enemy in combat and capture them so that you can convert them into your side. Recruiting an enemy might also cause some of your allies or your backers to doubt and question you and the equipment that the newly recruited alien has might be destroyed and unusable for the new recruit.

EDF! EDF! Sorry I mean XENONAUTS! (600) - Morale and training is crucial to any military conflict so maintaining morale and combat readiness is crucial. A commander's duty is to increase morale and training so that their soldiers come back home in one piece. With this perk you won't have to lift a finger to increase morale as a single short inspiring speech will inspire your soldiers, engineers and scientists to work harder to defeat the enemy while a short speech asking for unity will instantly forge bonds with every one of your subordinates so that they will work and fight as one cohesive unit. This perk will serve as an uncapper on the level of morale for your soldiers so that even the most basic soldier will be filled with immense zeal in destroying your enemies. Additionally, your soldiers with high morale will be far more resistant to panic attacks or other mental attacks. Furthermore, any training conducted by you or any tactical combat commanded by you will see your soldiers rise in experience by a hundredfold. If you command a Xenonaut squad to attack a downed UFO any soldiers that survive the combat will have a hundred times the amount of experience normally gained and this perk will serve as an uncapper on how much your soldiers can grow in experience and abilities.

Items

Soldier

Soldier Stats Display (100) - The SSD is a small tablet like device that displays your soldiers' statistics in combat such as hitpoints (HPS), time units (TUS), strength (STR), accuracy (ACC), reflexes (RFL) and bravery (BRA). These statistics can help immensely in determining which soldier is suited for a specific role so a sniper role should go to the person with high ACC. This display will be replaced if lost or destroyed instantly and can be reproduced to be distributed.

Laser Arsenal (200) - This arsenal of laser weapons are the first upgrade to standard troop armaments compared to contemporary weapons. The arsenal is not superior to the alien plasma weaponry, but is a considerable improvement over basic chemical guns. The arsenal has pistols, rifles, sniper rifles, LMGs and shotguns that fire lasers which travel slower than speed of light. This arsenal has infinite weapons and any lost weapons can be easily replaced with improvements being made to the weapons being applied to all future weapons in the arsenal.

Plasma Arsenal (400) - Now this arsenal truly shows that humanity is reaching parity with the alien weapons. These plasma weapons developed by humans are almost on par with the alien plasma weapons, but do not interfere with the accuracy of human soldiers due to the alien ergonomics adapted for human use. This arsenal allows any Xenonaut to match an alien in firepower with the arsenal of plasma pistols, rifles, sniper rifles, LMGs, and shotguns that this arsenal has. This arsenal has infinite weapons and any lost weapons can be easily replaced with improvements being made to the weapons being applied to all future weapons in the arsenal.

MAG Arsenal (600) - You have the best arsenal that the Xenonauts can build which is the MAG line of weapons. These MAG weapons are superior to plasma weapons as the atmosphere weakens the plasma bolt, but not a slug traveling at 5 times the speed of sound propelled through a coilgun mechanism. With this arsenal of MAG pistols, rifles, sniper rifles, LMGs and shotguns as well as the ammo for the weapons, any Xenonaut will have superior weapons compared to even the most advanced alien weapons. This arsenal has infinite weapons and any lost weapons can be easily replaced with improvements being made to the weapons being applied to all future weapons in the arsenal.

Engineer

Engineering Papers (100) - These are papers that are highly authentic and if given to any employer or a special military force (wink wink nudge nudge) will see you hired immediately and

put to work and in a prime position for any promotions. In future Jumps these documents will update to blend in with the current Jump while still showing that you are a valuable Engineer.

Hunter Scout Car (200) - This remote operated scout car is the perfect companion to any Xenonaut field strike team. It comes equipped with a dual .30 caliber machine gun, but can be equipped with rockets for some more boom, but it can't take too many hits because it is called a "scout car". Unfortunately, the dropship can only accommodate 1 scout car so no you cannot spam scout cars in assaulting alien crash sites and you have to remove 2 Xenonaut soldiers from the strike team in order to fit the scout car in. This Hunter is fiat backed with unlimited ammo and power for any weapon mounted on the car as well as unjammable communication devices for remote operation from across the galaxy if needed. If lost or destroyed will return to you in 1 hour.

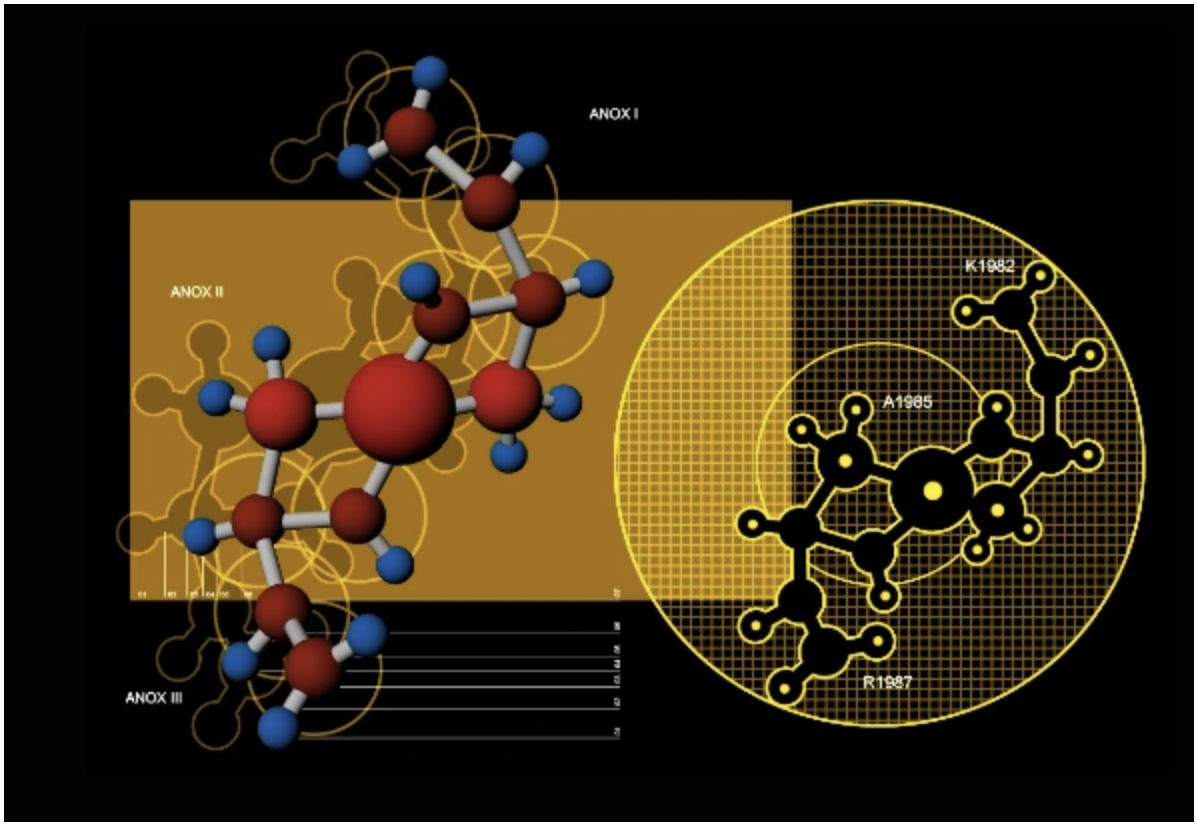
Scimitar (400) - A much more capable remote operated weapons platform compared to the Hunter with more armor and much more space for weapons. The Scimitar comes equipped with a pulse laser that has a fairly large blast radius and can be equipped with further weapons such as plasma bolts or the MAG railgun. Like the Hunter there can only be 1 Scimitar in Xenonaut strike teams and loading the Scimitar onto a dropship will require 2 soldiers to be removed from the strike team. This Scimitar is fiat backed with unlimited ammo and power for weapons as well as unjammable communicators for remote operation across the galaxy if needed. If lost or destroyed will return to you in 1 hour.

Hyperion (600) - The final word in the line of remote operated weapons platforms. The Hyperion is far superior compared to the Scimitar as it has much more armor and is faster compared to the Scimitar. In the description of the Hyperion in the Xenopedia “Though barely half the size of a modern battle tank, one of these skimmers could easily defeat an entire armored platoon single-handedly”. The Hyperion is a hover vehicle that is more stable as a gun platform compared to the Scimitar and much more accurate. The Hyperion comes equipped with a pulse laser and some rockets, but can be equipped with much more powerful weapons. It is fiat backed to have unlimited power for hovering and powering the weapons as well as unlimited ammo. It has unjammable communication devices for remote operation from across the galaxy if needed. If lost or destroyed will return to you in 1 hour.

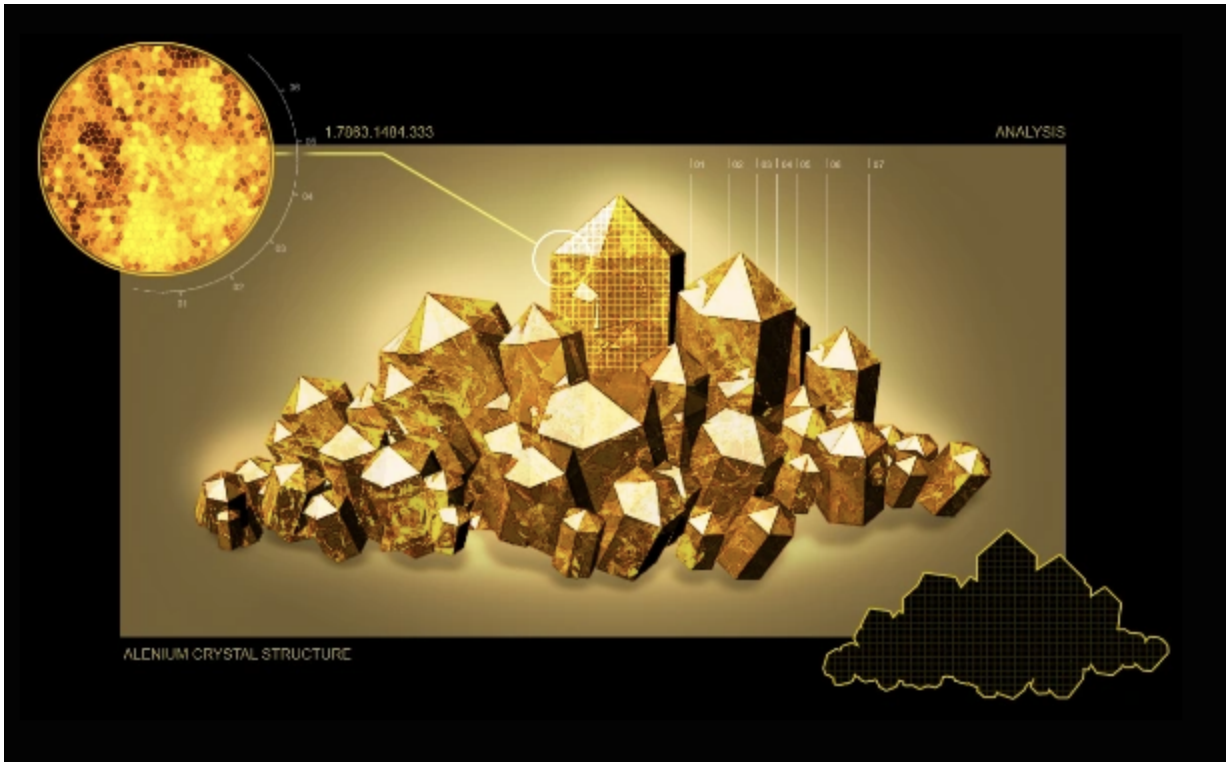
Scientist

Scientist PhD (100) - These are Phds and documents that show you are an extremely capable scientist and a unique asset to any who wish to fight back against an alien menace. One look by anyone or any organization at your papers will immediately target you for hiring. In future, jumps these documents update to blend in with the current Jump while still showing that you are a highly valuable scientist.

Alien Alloy(200) - These advanced alien alloys are used in the construction of all aliens craft and are all ultra advanced ceramics with a highly alien chemical structure. The materials themselves are all mundane, but the chemical structure is what allows these alien alloys to be highly heat resistant with some being room temperature superconductors and others having a much higher tensile strength. You receive a container of these alien alloys every month equivalent to 100 alien alloys and detailed blueprints and plans to allow you to manufacture alien alloys yourself using 1980s Earth technology, but much more advanced technology will allow for faster production.



Alenium (400) - This curious material is the basis of how the aliens power their machines and weapons. Alenium is not naturally occuring and is quite reminiscent of a battery that is highly stable as Alenium can be mechanically broken down, but also high amounts of energy stored in the atomic structure. You receive a container of Alenium every month equal to 100 Alenium and detailed blueprints and plans to allow you to manufacture alenium yourself using 1980s Earth technology, but much more advanced technology will allow for faster production.



Alien Singularity Core (600) - This is it, the power source that forms the basis of the alien empire a naked singularity core. A naked singularity is captured in a particle field that streams monumental amounts of power. The singularity is less than a foot wide, but can power the entire human civilization on Earth alone for decades. The singularity is in the final state of its life as it explodes to release all the energy that the singularity has collected across the singularity's lifetime. A small amount of energy is collected to power the particle field with the rest powering any device that is connected to the Singularity Core. The Singularity Core provides nearly limitless power, but is finite in nature with the singularity fizzling out when it is drained of power. The singularity and the containment field can be made smaller to fit virtually anything with no impact on energy output. You gain a Singularity Core and regain another one if the original is used up or lost or used to power another device in 1 month. Also you gain the detailed blueprints and plans to allow you to manufacture alenium yourself using 1980s Earth technology, but much more advanced technology will allow for faster production.

Supreme Commander

War IOU (100) - You know that any war runs on the resources and most importantly the money that it takes to run a war economy. Good thing that you have this item as it gives you money to support your war effort. How much? Well that's hard to say as this item doesn't give you any money right now, but once the war is over this item will pay the entire cost that the war took to win instantly with no limits. It also guarantees that everyone will accept this IOU as solid and will never lose faith in it unless you lose. Note that only purchases relating to the war effort count and anything else will not be covered by this item.

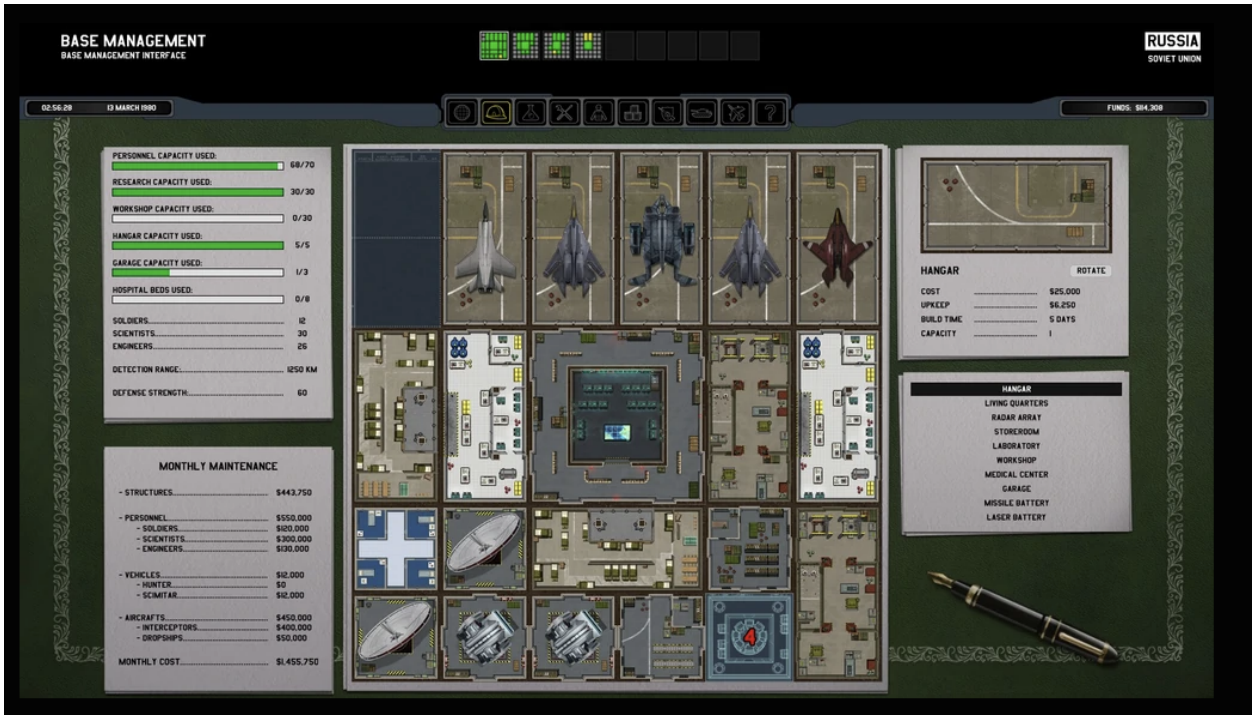
D-42 Shrike(200) - This is a dropship that will be developed and deployed by the Xenonauts to fight back against the alien menace. The Shrike is a jet VTOL that can carry 10 soldiers or 8 soldiers and a support vehicle also it is significantly faster than the Charlie able to respond to alien threats much faster. The Shrike has two exit doors at the front and rear of equal size to facilitate rapid embarking and disembarking. In fact, the main range factor of the Shrike is pilot fatigue not any fuel concerns because the Shrike possesses advanced engines to keep the dropship airborne fully loaded for days. You gain detailed plans and blueprints to produce more Shrikes with 1980s Earth technology, but require Alenium and Alien alloys to produce and if lost or destroyed you will receive another in 1 day.

D-54 Valkyrie (400) - This dropship is the final word in Xenonaut dropship technology. It is capable of carrying 12 soldiers or 10 soldiers with a support vehicle and cruising at 2000km/h making it much faster compared to previous dropships. Troops and vehicles in the dropship disembark through special drop-pods at the landing site or anywhere on the battlefield without the need for the dropship to land. You gain detailed plans and blueprints to produce more Valkyries with 1980s Earth technology, but require Alenium and Alien alloys to produce and if lost or destroyed you will receive another in 1 day.

Unlimited Volunteers (600) - A war cannot be sustained indefinitely without soldiers and a lack of manpower can severely cripple even the most advanced military industrial complex. Good thing that you have this item as it gives you an infinite number of soldiers, but you will need to pay their salary, feed, house, equip and train them if need be. I hope you have a robust logistics network as every single recruit from this item has the skills of a person fresh out of basic camp. Good luck commander.

Xenonaut Base & Facilities

You have a stipend of 1000 CP to spend for this section alone, but you can use any remaining CP if you have them. You can have more than one base, but buying a new base will require you to buy additional facilities for the new base. You can select where to place your base and its facilities up to a light-year diameter around where you insert into a new jump. You can just place your base in deep space or underwater or even inside the Earth's mantle, but be sure to have life-support and structural support if you do. Or you can choose to attach your base and its facilities inside your warehouse.



Aesthetic Console (Free) - A console to change the aesthetics of your warehouse to that of the Xenonaut base aesthetic or even the Alien base aesthetic.

Basic Base (100) - A basic Xenonaut base with a command center, radar facility, living quarters, workshop and 6X6 grid for constructing more facilities. If you want more bases then purchase this option, but if you want more facilities in the base then you must purchase the facilities or buy them yourself.

Living Quarters (100) - A basic facility that serves to house the base personnel with sleeping beds, showers and lounges. Each living quarter facility can house 35 people and more is required if the base has a need for more personnel. The living quarters take 1X2 grid space when built.

Store Room (100) - A basic facility that stores an unlimited amount of items and resources. However, each base must have a storeroom to receive or store their items and a base must have a storeroom to transfer items to another base. The storeroom also allows the selling of items and resources with the price of selling items at half of what it takes to make an item. In future Jumps the storeroom will automatically store your items and resources which you can summon to yourself anywhere and the storeroom can sell anything that you have for half the price and will give you currency equivalent to the sold item in whatever currency you want. For example, if you sell a gun for half the price of what the gun took to make then you have the choice to receive currency in USD or Euros or some other exotic currency like magic. The storeroom takes a 1X1 grid in space.

Medical Center (200) - A basic facility that serves to heal Xenonaut soldiers twice as fast so if a soldier is wounded for 10 days the medical center will heal the soldier in 5 days. In future Jumps, the medical center can heal anyone be they biological or mechanical from any kind of disease or affliction including a cyber virus or mental illness in half the time it takes to recover normally. Each medical center takes up 1X1 grids in space.

Missile Battery (100) A facility that serves as a defensive emplacement for the Xenonaut base. The missile battery will target and fire upon any UFO that attempts a base assault. Even if the missile misses it will kill some of the assaulting aliens so that fewer aliens will be able to assault the base. The missile battery and all subsequent batteries take up a 1X1 grid in space.

- **Laser Battery** (100) - An upgrade to the missile battery the laser battery will offer a higher chance of a hit on the alien assault ship during a base assault. If the laser misses then some aliens will be killed.

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- **Plasma Battery** (200) - An upgrade to the laser battery the plasma battery will offer a higher chance of a hit on the alien assault ship during a base assault. If the battery misses then some aliens will be killed.
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- **MAG Battery** (400) - An upgrade to the plasma battery the MAG battery will offer a higher chance of a hit on the alien assault ship during a base assault. If the battery misses then some aliens will be killed.
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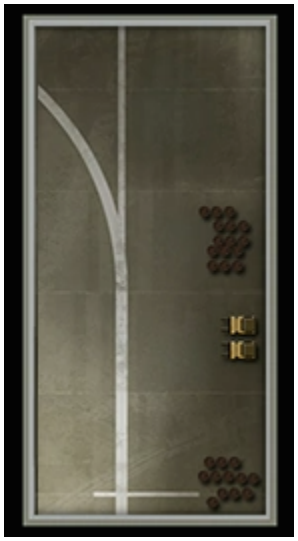
Garage (200) - A basic facility that can hold 3 vehicles developed by the Xenonauts and can repair, rearm and hold vehicles. It also has the equipment to facilitate the repairs and maintenance of any vehicles that are stored in the garage. This facility only takes up a 1X1 grid in space.

Hangar (200) - A basic facility that holds a single aircraft be they fighter jet for intercepting UFOs or dropships to transport Xenonauts to alien crash sites or landing sites. The hangar can hold, repair and build and the hangar uses an elevator mechanism to lift aircraft into a launch tube which launches the aircraft and can receive aircraft returning from a mission. The hangar is one of the few points of access that the base has to the surface. The facility takes 1X2 grids in length in space.



Radar (400) - A base facility that allows your base to detect UFOs and track them. Each base can stack 3 radar facilities with each radar providing a 25% increase in the range where UFOs can be detected. So a base placed at the very top of Africa can detect UFOs just shy of Madagascar with 3 radar facilities. In future Jumps more radar facilities can be stacked to increase range used to detect anything you want be they magic or some esoteric technology within range.

Laboratory (400) - A facility that houses Xenonaut science teams to conduct research projects. Each laboratory can house 15 scientists with additional labs required if you wish to hire more scientists. The laboratory and its upgrade takes 1X2 grid in length in space.

- **Quantum Laboratory** (400) - An upgrade to the basic laboratory the Quantum Laboratory possess advanced machines and tools that allows your scientists to increase their research speed by 50%.
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Workshop (400) - A facility that houses Xenonaut engineers which will build anything you scientists discover. The workshop has no limit to how many engineers can work in it. This facility and the upgrade takes up a 1X2 grid in length.

- **Nanotech Workshop** (400) - An upgrade to the regular workshop the Nanotech Workshop possesses advanced tools for constructing engineering projects. The Nanotech workshop works 50% faster compared to the regular workshop.
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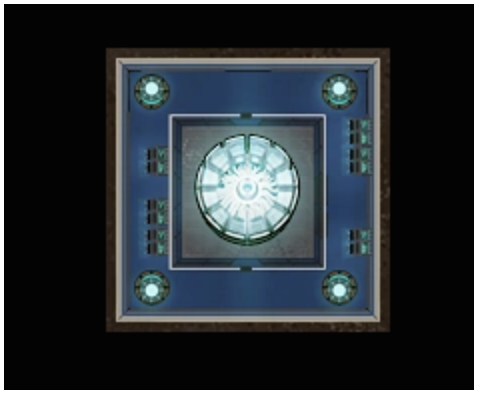
Quantum Cryptology Center (600) - A buildable base facility that uses advanced quantum computing to crack alien communications. This facility will provide additional information to any contacts detected by the host base's radars. Normally, a radar detecting a UFO will provide the UFO's size, but with the QCC you will know the exact type of UFO, the crew species, the UFO's mission and the exact type of the UFO's escorts if it has any. However, only the base hosting the QCC will have this information so a different base that has no QCC and detects a UFO will not receive the additional information. Also, the UFO which has been detected by the base with the QCC will permanently retain the additional information even if the UFO drops out of radar and into the radar radius of another base without a QCC. In future Jumps, the QCC can instantly crack any and all communication be they magical, technological or psionic. This facility takes up a 1X1 grid in space.



Companions

Companion Import (100-1000) - You can import up to 10 companions with each getting 600CP to be spent on whatever they want. Although they will not receive the Xenonaut base stipend.

General Companions (100) - You can recruit anyone in the game of Xenonauts as a companion.

Dr Snidely (400) - Dr Snidely is a British scientist recruited to be the chief of all Xenonaut scientists. He views all engineers as baboons and often mocks them for their attempts at building advanced technology. He is also extremely capable of reverse engineering technology and is quite concise as well as mindful whenever he writes up a Xenopedia article on a new piece of technology or alien artifact being capable of reducing flowery scientific languages into English. He has all the perks of the scientist line of perks.

Co-Mom-der (600) This commander is the commander in charge of leading the Xenonauts and defeating the aliens. Although it is the 1980s the commander despite being a woman was able to become the commander of the Xenonauts through her sheer charisma and strategic skill. She has all the perks of the commander line of perks.

Scenarios

Strike For Victory - Thousands of alien spacecraft have entered orbit of Earth. It appears that the largest alien ships are not suited for atmospheric flight so some time is required for the aliens to retrofit the spacecraft for atmospheric flight. I will not avoid the point as Humanity faces bleak times in the months ahead. The Xenonauts have been activated and charged with defeating the alien invasion after the crash landing of an alien spaceship in Iceland. You are placed in command of the Xenonauts, likely no one will envy you for your position. Should you succeed in defeating the alien invasion fleet and preventing any more reinforcement fleets from invading Earth you will have succeeded in your goal. **Success will grant you the entire Xenonauts organization from the most basic janitor, the highest ranking scientist along**

with every technological advancement and resources including Xenonaut bases that the Xenonauts possess after victory. Good Luck Commander.

Going For The Royal Flush - Welcome, Back Commander. During the alien invasion of Earth an Alien Praetor was captured and interrogated during which the alien motivation for their invasion as well as their basic history was revealed. The Praetors developed hyperspace drives to travel FTL millions of years ago during which they encountered the Caesans. The Caesans possessed telepathic powers which the Praetors wanted for themselves. The Praetors enslaved the Caesans and continued on to subjugate other races and add their biological or technological advances to their own empire. Humanity faces either subjugation or extermination in the face of their great interstellar empire. However, victory was achieved over the aliens with their hyperdrives incapable of reaching Earth due to a jamming device built by the Xenonauts allowing Humanity to grow and free themselves. Your task Commander is to reduce the Praetor threat to Humanity to nothing. How you go about this is your prerogative, but what matters is that the Praetor Empire must be destroyed. This is no easy task as the Praetors possess a massive technological lead and their Empire is vast, but if you succeed, you will guarantee the safety and future of the entire human race. **Additionally, should you succeed you will be able to bring the whole of humanity and human territory as well as all human technological assets including bases and interstellar fleets into future Jumps. Finally, you will gain the title of Supreme Commander which will be your official rank in every human military organization and any alien foolish enough to attack Humanity will instantly fear you for you have led Humanity against larger foes before and you will do so again.**

Drawbacks

Extended Stay (+0) - A toggle to stay for longer than 10 years in the setting.

Fanfic Toggle (+0) - A toggle to jump into a fanfic setting of the Xenonauts.

Iceland Incident (+0) - You will begin your Jump during the Iceland incident where the first alien ship was nuked and crashed in Iceland. This incident convinced the world that a unified effort was needed to fight back against a potential alien threat. You may insert near the alien ship outside or inside the ship or even be recruited by either the US or USSR to storm the ship. Needless to say you can be a pivotal influencer for the future Xenonauts.

Decision Freeze (+100) - Whenever you are faced with a tough decision such as firing on or bombing civilian areas to wipe out a Reaper you will freeze for a few seconds before responding which is life or death when a quick decision has to be made.

Less Funding (+200) - The Xenonauts as a whole will receive less funding with the Council Of Nations slowly reducing the funding going to the Xenonauts over time. Every year the funding given to the Xenonauts will be reduced by 10%. In 10 years the Xenonauts will receive only a penny for their operating costs.

Permanent Loss Of Materials (+200) - Normally, when a Xenonaut aircraft is downed the aircraft is recovered and repaired with no additional cost except for the time to repair the aircraft. Well no longer as any destroyed aircraft will require another to be produced.

Missing An Entire Barn (+400) - Your soldiers miss a lot and I mean a lot. Point blank shots have a chance to miss three times in a row and sniper shots have a chance to miss even if the target is standing in the open. I hope you have some smart bullets because you are going to need them.

Alien Assault Ships (+400) - The air war is the determining factor in defeating the Alien invasion. However, the aliens now possess specialized assault ships that can defeat any air attack short of a Singularity Torpedo. Fortunately these assault ships are rare and only used in Base Attacks on Xenonaut Bases or Terror Attacks. This effecitvely means that you cannot sortie fighters short of the X-120 to prevent Terror Attacks or Base Attacks.

Xenonaut Incompetence (+600) - Your soldiers and staff in the Xenonauts are highly incompetent. The staff constantly mismanages your resources or sell them to the black market and sometimes your engineers can screw up, requiring more time to fix whatever you are building. There may be some highly gullible Xenonaut staff who leaks the location of your base allowing the Aliens to attack your base.

Divided House (+600) - Earth is divided amongst itself and will severely impede the ability for the Xenonauts to fend off the aliens. Minor wars will occur and some nations will deny Xenonaut aircraft access to their airspace or simply steal or sabotage Xenonaut bases. No nation will actively cooperate with the aliens, but most nations will not cooperate with other nations to fight back. Fortunately, the funding that you receive will not be impacted by the constant squabbling.

Gloves Come Off (+800) - The aliens are not putting their maximum effort at conquering Earth and are actively testing Humanity to see their worth. Well no longer as they will begin to deploy their most capable soldiers and weapons immediately. The aliens still need some time to bring their larger ships into the atmosphere, but I hope you are ready for the aliens bringing their A-game.

Ending Choices

Go Home
Stay Here
Move On

Notes

- Thank you to Fabulous-Pound6356 for the scenarios

Changelog

- Version 1.0 Created Jump