

Dead Space: Tau Volantis Jumpchain WIP



Foreword

It's 2231, Jumper, and I have good news, bad news, and worse news. The good news is that you are now a proud member of the Sovereign Colonies Armed Forces, proudly defending their associated planets from threats, both external and internal. The bad news is that the S.C.A.F. is on the losing stage of a secessionist war against an Earth-Centric faction. The worst news is that you will not be on the frontlines fighting that war. Instead, you've been assigned the S.C.A.F. 401st Legionnaire Force, who have been assigned to a secretive decade-long mission on the planet of Tau Volantis. The mission goal is simple: discover and find Markers. Yes, Jumper, I do mean those Markers.

Of course, despite being a simple objective, the mission itself is anything but. Between flagging morale, sub-zero weather conditions, limited supplies, and tensions between legionaries, naval forces, and the research staff, this would already be a difficult assignment. Unfortunately, things are going to become significantly worse. In three years' time, a mass outbreak of Necromorphs will occur. However, the psychological effects of their presence will begin to manifest long before that time arrives.

So, while I am here, I will act as a Quartermaster with the S.C.A.F. In this capacity, you will be provided with **+1,000 Choice Points**, with which you can make various purchases. Welcome to Tau Volantis, Jumper, and please... **TURN IT OFF!**

Starting Locations

- CMS Roanoke – Codenamed Ove7lord, the CMS is not a SCAF warship, but rather an orbital platform that has been assigned to investigate the planet of Tau Volantis.
- CMS Greely –
- Supply Depot 212 –
- Facility Two –
- Facility One –
- Alien Ruins –
- The Wastes –

Origins

- Engineer (Drop-In) (FREE) –
- Soldier (FREE) –
- Scientist (FREE) –
- General (FREE) –
- Admiralty (FREE) –

General Perks

- Horrors of War (FREE) –
- Not As Sorry (FREE/Mandatory) –
- Zero Gravity Training (-100 CP) –
- Arctic Survival Training (-100 CP) –
- Universal Ammo (-200 CP) –

- The Stomp (-200 CP) –
- Ready Made Fortress (-400 CP) –
- Deafened Space (-400 CP) –
- The Dead Space (-600 CP) –

Engineer Perks

- Class 4 Training (-100 CP, FREE for Engineer) –
- With The Right Parts (-200 CP, Discount Engineer) –
- ???? (-400 CP, Discount Engineer) –
- I'm Full Of Bad Ideas (-600 CP, Discount for Engineer) –

Soldier Perks

- Gun's Not Even Loaded (-100 CP, FREE for Soldier) –
- Interchangeable Parts (-200 CP, Discount for Soldier) –
- Quiet In The Darkness (-400 CP, Discount for Soldier) –
- Devil's Luck (-600 CP, Discount for Soldier) –

Researcher Perks

- Scientific Briefings (-100 CP, Discount for Researcher) –
- Upstream Tracking (-200 CP, Discount for Researcher) –
- Rosetta's Legacy (-400 CP, Discount for Researcher) –
- TURN IT ON (-600 CP, Discount for Researcher) –

Command Perks

- General Jumper (-100 CP, Discount for Command) –
- Are You A Drinking Man? (-200 CP, Discount for Command) –
- My Rules, My Command (-400 CP, Discount for Command) –
- Scenario Precedence (-600 CP, Discount for Command) –

Admiralty Perks

- Greater Picture (-100 CP, Discount for Admiralty) –
- ???? (-200 CP, Discount for Admiralty) –
- ???? (-400 CP, Discount for Admiralty) –
- Touched Mind (-600 CP, Discount for Admiralty) –

General Items

- RIG System (FREE) –
- Arctic Survival Suit (FREE) –
- Scavenger Bot (-100 CP) –
- Kinesis and Stasis Modules (-100 CP) –
- Tool Bench (-200 CP) –
- RIG Kiosk (-200 CP) –
- Elite Variant (-400 CP) –
- Supply Skiff (-400 CP) –
- Tau Volantis (-600 CP) –

Engineer Items

- 211 V Planet Cracker (-100 CP, Discount for Engineer) –
- Tool Schematics (-200 CP, Discount for Engineer) –
- Engineering Rig (-400 CP, Discount for Engineer) –
- Remote Relay (-600 CP, Discount for Engineer) –

Soldier Items

- S.C.A.F. Heavy Frame(-100 CP, FREE for Soldier) –
- Circuit Schematics (-200 CP, Discount for Soldiers) –
- Legionary Suit (-400 CP, Discount for Soldier) –
- Part Schematics (-600 CP, Discount for Soldier) –

Researcher Items

- Waypoint System (-100 CP, FREE for Researcher) –
- Archaeologist Suit (-200 CP, Discount for Researcher) –
- “Rosetta” Lab (-400 CP, Discount for Researcher) –
- Alien Ruins (-600 CP, Discount for Researcher) –

Command Items

- Concealed Revolver (-100 CP, Discount for Command) –
- Sterilization Gas (-200 CP, Discount for Command) –
- 163rd Reaper Suit (-400 CP, Discount for Command) –
- Grim Unit (-600 CP, Discount for Command) –

Admiralty Items

- Personal Office (-100 CP, Discount for Admiralty) –
- **First Contact Suit (-200 CP, Discount for Admiralty)** – A Unique EVA Suit designed by the S.C.A.F. for first contact situations. Sporting a decent degree of defensive capabilities, it comes with a specialized gold finish that increases its capacity for heat retention while in exo-atmospheric environments.
- Defensive Net (-400 CP, Discount for Admiralty) –
- CMS Erebus (-600 CP, Discount for Admiralty) –

Companions

- Jumper Ops Team (-50 CP to -400 CP) –
- Pvt. Tim Kaufman (-100 CP) –
- Pvt. Sam Ackerman (-100 CP) –
- Dr. Laura Engstrom (-200 CP) –
- Lt. Tucker Edwards (-200 CP) –
- Dr. Earl Serrano (-400 CP) –

Scenarios

Lesser Scenarios

- The Classic Experience –
 - Reward Item – Prototype Combat Suit –
 - Reward Item – Devil's Horns –

Greater Scenario

- Do It Right –
 - Reward Perks – Forever Broken –
 - Reward Items – Upgraded Kinesis and Stasis Modules –

Drawbacks

- 200 Hundred Years Later (+0 CP) –
- The Long Cold (+100 CP, Can Be Taken Multiple Times) –
- Chill In The Air (+100 CP) –
- Slacker On Deck (+100 CP)
- A Shape In The Distance (+200 CP) –
- Altman Be Praised (+200 CP) –
- Reduced Support (+200 CP)
- Logistics of Secession (+400 CP) –
- Spoiled Rations (+400 CP) –
- Marker Madness (+400 CP)
- Near Complete Compliance (+600 CP) –
- The Beast In The Snow (+600 CP) –
- Nexial Wanderers (+600 CP)

Afterwards

- Stay
- Leave
- Return Home

Changelog and Notes

-

