

SCP Universe Jumpchain

Task Force Supplement



(By thenew, or u/Q-35712 on Reddit)

Mobile Task Forces.

If the Agents are the eyes of the Foundation, the Task Forces are the hands.

Specialized groups holding specialized knowledge to combat anomalous threats, they are a true force to be reckoned with.

However, this rule has exceptions.

Nine-Tailed Fox would be better referred as the Foundation's immune system, for example.

And the Foundation is not even the only one to use this type of military force.

The GOC uses specialized suit-equipped Strike Teams.

The UIU has squads.

As long as your chosen faction could reasonably make a force similar to a Foundation MTF, you can use this supplement.

But first?

Take this.

+10 FP (Force Points)

Any dead troopers get replaced at the end of every month.

Force Types

You may only pick one type of force.

While they come in all shapes, sizes and configurations, it's generally specialised around one particular style or task. You get expected training for your chosen force.

Warfare (Free)

The default. What you'll expect for a paramilitary force, they have been trained in the art of war. What kind of warfare- urban, forest, desert- is up to you.

Security (Free)

Like the famed Nine-Tailed Fox and Hammer Down Task Forces, you've got the job of keeping things running well. If an anomaly breaks containment, a base's AI goes berserk, or an experiment goes very wrong, you're the guys they call.

Non-Combat (1 FP)

Maybe you're hackers. Maybe you're highly specialized biologists. Hell, maybe you're masters of the dangerous art of baking. This force isn't seeing the battlefield very often- you've here to do a job, a very specific one, and it's not fighting.

Covert (1 FP)

Covert operations teams specialize in secrecy and stealth. Often, you've gonna get a mission that not only requires for your target to not find out who you are, but he has to never even notice you were there at all! Assassination, sabotage and scouting are all Covert stuff.

Nemesis (Free)

You've got a favored enemy. Nobody, and I mean *nobody*, knows how to kick their ass and fuck their shit up better then you. You're a perfect counter to these guys. In future jumps, this Task Force adapts to any similar enemies.

Esoteric (2 FP) (Can be bought together with another option)

Free and Mandatory if you bought Special Project in the main jump

You're a special snowflake! You've got access to special skills and special equipment. Your tactics and duties are almost guaranteed to be unorthodox.

Supersoldier (-) (Requires Esoteric)

Free and Mandatory if you bought Special Project in the main jump. You can't buy this otherwise.

You're an even more special than the Esoterics. It's not the equipment or the tactics- your whole task force is anomalous! You are, yourselves, either anomalous or creations of anomalous fields. Maybe you're cyborgs, maybe you're a group of homunculus, but you're certainly not normal.

High Command (5 FP)

You've in a mission from God.

Just kidding. You're under the command of an influential and powerful person in your faction. Maybe it's an Overseer. Or Robert Bumaro. Or D.C Al Fine. You're the best of the best.

Who knows?

Equipment (Mundane)

You can't do your job naked and with your bare hands. You're going to need equipment. This one is not special, but it works. It just works. Everything you get here gets restocked every month.

War Kits (1 FP)

Free Warfare

Everything you need to kill someone until they're dead. This gives you five gun types of your choice, plus armor and modern melee weapons. Comes with all of the ammo you're going to need for two months, thing for cleaning, spare parts and all of that stuff you need to keep your chosen guns in perfect state.

Explosives (1 FP)

Kaboom!

Grenades, rocket launchers and mines. All you need to cause a big explosion. You get some uncommon stuff, like sticky bombs, greek fire (if you're a Mekhanite) and some other unconventional mines. Note that this is all non-anomalous and current tech level- you can't grab paratech or anart bombs with this.

Custom Design (Free)

Not every force likes the Nine-Tailed Fox "riot gear" style. You may freely pick a design for your task force or use an existing design.

Bonus Load (1 FP)

Your got more of every piece of equipment. Whatever you have here lasts twice as long, as you got literally double of it. Someone up there must like you.

Hazard Gear (1 FP)

Your troops are issued with a sealed, special hazmat suit to protect you against chemical weaponry, biological warfare and environmental hazards.

Science Specialists (1 FP)

Free Non-combat

Normally, the researchers do the science. But your force is composed of specialists. Maybe chemists or psychologists, but it doesn't matter. This gets you a mundane PhD and all coming before it, in one discipline, plus all of the shit your team of ridiculously qualified personnel needs to work.

Monitoration Equipment (1 FP)

You know how the Foundation picks up all of these godforsaken anomalies in every corner of the world, every day? Through vigilance. This gets you a ton of TVs, computers and video recorders, ideal for finding a lone psionic in blurry photograph and ask other people to go find him. Your stay here is going to be boring.

Hijackers (1 FP)

These computers and a few specialized devices allow you to hack any mundane network, and even some anomalous ones. Your MTF has tons of computer specialists and hackers now.

Tanks (4 FP)

Discounted Warfare

Every military worth a damn has tanks, why can't you? Equipped with a 30mm autocannon, a heavy machine gun and a 100mm turret, these armored vehicles can be crewed by as many as three and carry eight more into battle.

We Have Reserves (4 FP)

You wanna be the Imperial Guard without actually being the Imperial Guard? Fine. Every soldier that dies is replaced at the end of the week. Your MTF now contains up to 25.000 soldiers.

Misinformation Campaign (3 FP)

You're a liar. All of your MTF has the equipment and skills to conduct misinformation campaigns of such a degree, that the Big Brother would be rather impressed. You can remove any topic from media, and ensure that anything you don't want people to see will never be seen.

ICBMs (5 FP)

These are three guided ballistic missiles designed for delivering a nuclear warhead, having a yield of 500 kilotons of TNT. They come with fuel and can be fired without need for a missile silo through a small tablet that comes with it. They have a range of 10000 km each.

Equipment (Esoteric)

Sometimes, however, the old and reliable, the mundane stuff, won't help. You'll need special equipment. Everything here is discounted for Esoteric Task forces, and restocks every three months. Just keep in mind that some things are *too* esoteric to find here.

Plasma Projectors (4 FP)

Free Warfare-Esoteric

A type of directed energy paraweapon developed during the Cold War and employed throughout the Soviet Bloc. Plasma projectors typically use a special power source to generate a highly-charged, dense plasma, which is then accelerated to hypersonic velocities and fired at a target. The resulting projectile inflicts extensive thermal and mechanical damage upon hitting a target, and produces a noise resembling a thundercrack.

Ritualism (4 FP)

These are crates, filled with all you need to perform rituals. You don't need to be a mage to use this, and they allow you to do lots of things- creating portals to almost any location you've seen before, cursing people, summoning demons, and enhancing mundane weaponry. Just keep in mind that you need energy to fuel these effects. Said energy can be obtained in the same way a normal Type-Blue would get it- blood, sacrifices, procreational acts or through divine patrons. That last one is a bit risky, though.

Stealth Expert Suit (4 FP)

Free Covert-Esoteric

Suits of advanced powered armor. They're capable of creating an adaptive camouflage system which projects images over the user. The image tends to be blurry or distorted, and it cannot project light or reflections. In addition, the lag time of the system means that movement of the viewer or wearer will disrupt the image.

Heavy Suits (8 FP)

The same stuff you can get in the normal jump, but for your whole team. It's rather hard to maintain, and users are very prone to overconfidence- *you're a walking tank, nothing can hurt you!* –but it's still the single most advanced suit of powered armor the GOC ever made. Notice- if you aren't GOC, this thing takes three times as long to restock.

True-Burner (4 FP)

Very good for burning things to death when you definitely don't want anything left of them. These sealed barrels contain a highly reactive liquid that burns through basically any solid matter in matter of minutes, but won't spread very much.

Cognitohazard Broadcasters (4 FP)

These packages contain a few dozen hard drives, filled to the brim with audiovisual cognitohazards. You and your unit are immune to them, but a normal organism will suffer almost instant brain death after exposure. Comes with “vaccines” to immunize others, plus televisions and speakers to put this info to use.

SCRAMBLE Gear (2 FP)

Basically the reverse of the former- these helmets will keep the wearer completely protected from any memetic hazards, cognitohazards and even infohazards. They’ll prevent you from being exposed to the danger, and warn you of what it is- without exposing you, of course!

.aic Units (4 FP)

AIs used for support- they’ll help with many mundane tasks. They don’t have their personality drives activated, but any half-decent programmer can do that and decide the personality.

Comes with programming guides to allow production of new units.

Notus Implants (4 FP)

Miniature copies of a powerful supercomputer used in neural implants, they allow for inhuman reflexes and short-term precognition, as they can effectively predict the enemy’s most probable action. It’s not 100% reliable.

Electroneural Cognitive Interface (4 FP)

An implanted neural prosthetic, used for electronic telepathy. Comes with servers, that allow for your whole unit to join in a VR world of your creation. Maxwellists will call you a thief if they learn of this.

Reality Anchor Array (2 FP)

Differently from their default cousins, these arrays here allow for the absolute nullification of anything vaguely supernatural in a general radius of 50 meters. Magic, reality-warper powers, The Warp, dark god sugar daddies, none of that’s working. Includes your own powers.

Sacraments (2 FP)

Sometimes you need to be holy. This can certainly help. Holy water, religious symbols and priests ready to bless anything you ask them to bless. All you need to crush the dark tide. This also makes your force way more religious.

Bio-Armor (6 FP)

A set of bio-organic armour that conceals the entire body, and with a design reminiscent of various insect species. It is a multi-functional armour crafted by SCP-1000. Extremely tough suits, equipped with various vision modes and four gun turrets mounted on the forearms and shoulder blades. These don’t have the original restriction of being nearly impossible to remove and requiring installation at 12-years old- they can be freely removed.

The Supersoldiers

You were just waiting for this part, huh? If you didn't buy Special Project, this is locked. This also triples respawn time, unless you took the Resurrection path.

Speaking of paths, here's your choice. It's all free, don't worry.

Resurrection

Samsara's cousins. Your MTF can only have a maximum of twenty members. If any of them is killed, they resurrect immediately in a cloning lab, which you can place anywhere in the world at the beginning of every jump.

Unique Equipment: Cyborg Installation

(This part of the aforementioned cloning lab allows for production and implantation of cyborg weapons, reinforcements and parts. Eyes, arms, ears, viscera. All of these can be produced with no cost, and they are way, way better than their organic counterparts, and its tech level will update with every world you visit.)

Sorcery

You're excellent sorcerers. Every member of your group is a Type-Blue, and you all get the Ritualism equipment.

Unique Equipment: Ritual Circle

(These circles allow for any and all form of magic with an "equivalent exchange" or "price" component to be used at half cost. Plus, your MTF automatically picks up any magic you know yourself and that they can use.)

Wraith

You're spooky ghosts, made to fight other ghosts, memetic lifeforms and living ideas. None of them can die by mundane means, they're intangible (though your mind can still be affected) and can't be seen by anyone incapable of sensing conceptual and memetic beings. Your unit can kill these beings too.

Unique Equipment: Reanimation Protocols

(This is what is used to make Ará Orún agents. These blueprints allow you to construct reanimation machines. As long as at least 10% of the body is left, informational ghosts can be built with the personality and memories of the deceased.)

Last Hope

You get up to 20 seanolities in possession of the Foundation, as powerful as SCP-076-2, at your command. You can also grab other stuff, and the Foundation accepted the fact that you're a Jumper. They won't try to put you in containment as long as you keep working (they'll make a file for you, though)

Unique Equipment: None

The Dreamers

The Foundation has discovered the method of becoming Oneiroi, to become hiveminds. For decades they teach their agents the technique that allows one consciousness to join another's.
You're all a hivemind now.

Unique Equipment: Hades

(A special reality, entirely shaped by the dreams of your Task Force. Every one of their minds creates as a city in this realm, shaped by their subconscious, and you are the capital.)

Drawbacks

Unruly (+1FP)

Your forces are rebellious and won't listen to your orders unless they're vital. They will disrespect you, spit on your credentials and just make your life hell. You'll have to earn their respect.

Untrained (+1 FP)

Your force is composed entirely of newbies, fresh outta recruitment. You'll have to train them to deal with anomalies. They have experience in their mundane fields, but they just learnt of the existence of the supernatural.

Nearly Turning Against You (+2FP)

Your forces utterly hate you and will attempt a little fragging at every opportunity. They still obey you, but they'll try to accomplish your orders in the worst way possible and employ loophole abuse at every opportunity.

Bloodlusted (+1 FP)

Your force thirsts for battle. They will spend most of their not-fighting time trying to change the "not" part. They also laugh whenever they kill someone and deeply enjoy killing in the battlefield, acting as blood-crazed maniacs, though they still get tactics. For +2FP, they become total crazed berserkers.

Anomaly-haters (+2 FP)

Your force hates all anomalies with a burning passion and refuses to use anything even vaguely mystical, psionic or paratechnological. You can still buy it- it's just that they won't use it for the Jump's duration.

Suicide Missions (+2FP)

Your missions are, well, suicidal. They'll send you to explore the Factory, to invade a Prometheus Labs military research facility, to steal a Colossi from the Church of the Broken God or to assassinate Type-Greens who know they are targets. All *theoretically* possible- but I wouldn't keep any hopes.

Untrustworthy (+2FP)

Your group sees you as untrustworthy, and they are only accepting your existence because you're useful. They'll watch you very closely, and if you step out of line, they may decide your continued existence is a problem that should be dealt with.

The Nemesis (+1FP)

No, no, not the old-fashioned Nemesis forces. Your nemesis isn't a Gol or a specific anomaly, it's another force of your group. They'll take any opportunity to fuck with you, and will make your life hell. You can't kill them.

Supply Troubles (+3 FP)

Cannot be taken with Bonus Load

For whatever reason, randomly, your items and vehicles might be suddenly seized and sent off to a whole different MTF or Strike Team. Or their replacements might not come. Or they might spontaneously combust. Your equipment is not going to last long, and it's going to take a long time for you to get new ones.

Puppets (+3FP)

Your troops are machines.

Not literally- they just don't have any initiative whatsoever. They'll obey orders blindly, to the letter, and will not think outside the box, ever. Hope you like micromanaging every one of their actions!