



Age of War

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Version 1.0

Synopsis

Welcome to prehistoric Earth, Jumper! Long-gone wonders of the past are all around you, littering the landscape in the form of extinct flora and fauna, cavemen... *dinosaurs!?*

Well, perhaps it is not so much like the past of your own world. Here, humans and dinosaurs existed simultaneously. It certainly makes for impressive sights...

...Not that you'll have any time to appreciate them.

You, Jumper, awaken as the eternal leader of your own tribe. Your people will follow you with unshakable loyalty, never questioning you or your existence, and unafraid death.

On this planet are two human tribes. Your own, and your enemy. Yes, the other tribe is your enemy and that will never change. You cannot reason with them, you cannot conquer them, you cannot surrender to them.

You can only destroy them, or be destroyed by them.

Welcome, Jumper, to the Age of War.

This Jump's duration will depend on the Mode you choose. As for your stipend, take **OCP**! This was meant to be a Gauntlet after all, but the Jump Mode down below will change that.

The Basics

Location & Era

As was stated, you are on planet Earth, somewhere in the solar system, milky way galaxy. None of this information is very relevant, as this Jump will mainly involve the small stretch of land between your tribe and your enemy.

Things will go as they usually do during the game. Both tribes will develop through the Ages very, very quickly and try to annihilate each other from the Stone Age to the Future Age.

You appear in your tribe's headquarters, for now a stone grotto in a plain surrounded by a primitive village. You'd better gather your bearings quickly, because an enemy caveman just left home!

Yourself

You are as you came in, Jumper! As beautifully you as ever. Or, for **50CP**, feel free to choose any age, sex, body type, and whatever else you would like about yourself. It really does not matter.

Mode

Choose one.

Gauntlet Mode (Free)

Welcome to Gauntlet mode! You start out with no stipend, wearing rags, no powers or items aside from your body mods, and this Jump will last until you either succeed in destroying your enemy's headquarters and leadership, or your own are destroyed by them.

However, unlike in game no one has to stay on the same no-man's land! Tactics are a thing that exist, you know? Expect assassins, ambushes, pincer attacks... And prepare to use them in turn.

As is usual, you do not actually end your JumpChain by losing a Gauntlet, but simply move on without anything you might have gained here. If you win, all Perks taken here become part of your body mods.

Jump Mode (+1000)

Or, you could take this as a normal Jump. The usual rules apply: 10 years duration, death means the end of your JumpChain, and +1000CP as a starting stipend. Also, in this Mode, Perks will not become part of your body mods.

...Well, with a 'world' as small as this one, ten years is a lot of time to burn. Very well, you may leave at any time past the enemy tribe's destruction, as is the case for Gauntlet Mode.

Drawbacks

As is usual for Gauntlets, the Drawbacks come first. Keep in mind that they will last until the end of your stay here!

Jumper Through The Ages (Toggle)

If you so desire, you may remain in this world for as long as you wish past your victory condition. Just keep your lifespan in mind, will you?

Next Generation (Toggle)

You don't want to play the first game? Then you can play the second! Or the third! *There was a third game, right?* Or Whatever other game you can think of that's a blatant copy of this one!

Just keep in mind that this Jump's premise and the victory conditions both remain the same in any case. If you want to make your own life harder for nothing, that's your prerogative, Jumper.

Leaky Pockets (+100)

Every time you spend Gold for any reason, you spend twice as much as you normally would. It's like Gold just slips through your pockets and disappears into thin air! *Or into mine. Ahem.*

You don't see the problem with losing Gold? Heh, perhaps you'll want to check out the **Perks** section.

Hard Mode (+100)

It seems that whatever enemy you made in this opposing tribe isn't just anyone. Your enemy's units all have far more health and cause more damage than they should.

Not So Special (+200)

Participating tribes of the Age of War are granted the use of a spell, or miracle, of great proportions that they may call upon regularly to annihilate enemy forces.

Not you, Jumper. You don't have a special power. Your enemy, though, certainly does.

Worthy Opponent (+200)

Well, it wouldn't be a Gauntlet if this wasn't challenging, would it? Whenever you move up in Age, so does your enemy. Of course, this doesn't stop them from accumulating enough experience to level up through their own hard work so... Better not let them get any lead over you, Jumper. You'll never get it back.

Wartime Woes (+400)

As you've been previously informed, all units you use during this Jump are totally loyal to you and unquestioning of your orders... Or rather, they *were*. Your people are now capable of betraying you, avoiding their duties, fearing death, disobeying you...

'Humanity' is now a factor you'll need to consider. Let us hope that your charisma and leadership skills are not lacking too much.

David and Goliath (+400)

Trying to prove yourself by punching above your weight class is one thing, Jumper, *this* is another.

Instead of an even ground and fair starting point, your enemy starts in the Medieval Age.

On one hand, your enemy now has far better weapons and greater numbers than you. On the other hand, you gain far more by killing them. Play your cards well, and you might just take down the giant.

A Whole New World (+600)

Let There Be Light!

Aaaaaand.... Done! *Hehehe, always wanted to say that...* Alright Jumper, you remember that comment about a 'stretch of land' and the implied fact that you would basically be playing the game, but for real?

Forget all of that. The rules have changed, and so has the setting. Now sit down and listen well, here's the new deal:

There are two tribes, your own and your enemy. You both try to destroy each other and this cannot be changed. Your people are completely loyal to you. These are the rules that still apply.

However, you are now dealing with a whole universe. Both of your tribes now exist a few weeks on foot away from each other instead of as neighbors, and you may truly develop entire cities and sprawling

empires across the planet, then throughout the local galaxy if you ever gain space-faring capabilities. *Which is honestly an inevitability at this point.*

However, this also means that this Jump will have a much greater duration than expected. Both sides will progress through Ages far slower and there will be far more of them than the ones you know of to better reflect a more realistic development of technology and civilization. Not to mention that you will have to worry about things like food and infrastructure... And that moving up between Ages will not magically upgrade the technological level of said infrastructure across the planet aside from your headquarters.

So yes, you could expect your rival tribe, then a rival empire, to drop a nuke on your base at some point. Of course, nothing stops you from answering in kind, nor does anything stop either of you from having multiple bases and centers of leadership.

If you are in **Gauntlet Mode**, as your lifespan now actually matters you are made biologically immortal for the duration of this Jump only. The victory condition remains the same.

Your objective is unchanged, but the playground has become far larger and more realistic. Good luck.

Real-Time Strategy (+600)

And suddenly, the game's logic applies to your tribe. Only the negative parts, though. This comes with multiple problems, but here are the main ones:

First off, 'communication' is a concept unknown to you and your people. Once you set units on a course of action, they will hyperfocus on it until death and you cannot change that.

Next, you and your people are incapable of stealing technology from your enemies, and may only use what you produce yourselves. In fact, you cannot produce things if you are not in the corresponding Age, which means no guns or even swords in the Stone Age, and no Egg Launchers or Dino Riders in the Modern Age, even if you had everything available to make it happen.

Finally, stealth is not something you can use. Your units will storm through the enemy's castle gates using the front door or not at all. In fact, they'll be completely incapable of bypassing the defenses in the way, forcing you to fight your way through walls, turrets, and armies before reaching the enemy headquarters, and preventing you from simply bombing the building to kingdom come once you get the technology to do so.

Perks

No discount anywhere. War is not cheap, you know!

Gold Farm (Free / 100)

The method of resource acquisition in this game is quite odd, yet ever so simple. Having your people defeat your enemies in battle will now reward you with 'Gold' according to the level of threat they pose, objectively speaking, so they won't give you less if you become more

powerful. As you count as one of your own people, you may earn Gold yourself as well.

Fear not, this Gold is not a proper physical currency that will encumber you in large quantities, but more like an idea stored in a mental folder of some sort.

This Perk is **Free for the duration of the Jump**, and costs **100CP to keep**. And if you buy it, you may convert your Gold into whatever currency you have access to as you wish, physical or otherwise.

What You Pay For (Free / 400) (Requires [Gold Farm] Perk)

You know all of this Gold laying about in your head? Well, you can now spend it, Jumper!

With this Perk, you may spend Gold to immediately produce units and train them, build defenses, apply technological upgrades, and more. The cost of doing so depends on the technological level, as well as the amount of work and time this would have required to do it all the normal way, but is still very cheap in comparison.

This will actually create the required resources from thin air so long as you pay the cost, even whole new people. However, this can only be used to summon things accessible to your civilization's current Age according to the game's rules.

When it comes to summoning or producing units, this is not really immediate. The production (or summoning) will take a few seconds, up

to a couple minutes based on the threat level of whatever it is you are producing.

This Perk is **Free for the duration of the Jump**, and costs **400CP to keep**.

If you pay for this Perk, you may spend your Gold to instantly produce absolutely anything you are capable of making with the level of technology currently accessible to you, so long as someone under your rule knows how to do it. Troops, weapons, buildings, raw materials, infrastructure, defenses... Anything at all.

Or you could instantly upgrade an existing thing you have some level of ownership over within the same rules. If you know how to upgrade it manually, or someone under your rule does, and you have access to the means of doing so, you can pay for it to happen immediately.

The Ages Of War (Free / 800) (Requires [What You Pay For] Perk)

Your level of technology and civilization are represented by an Age. Having the people you rule defeat your enemies in battle in the name of your civilization will earn you an amount of Experience based on the felled enemies' level of threat. Once again, this is the objective level of threat and follows the same rules as for Gold. And once again, you may earn Experience yourself, as you count as you own people.

Experience will eventually accumulate to an amount that will force a 'level up' and advance your Age to a superior one. The development of

Ages will be using in-game rules, with quite a few more added if you chose a certain Drawback.

When you move up in Age, your tribe's headquarters are immediately upgraded to fit your Age's level of technology. On top of that, you gain a mental database of all of the basics of technology, skills, and general knowledge relevant to that Age (such as how to make cannons, how to train soldiers, how to pilot tanks...).

This Perk is **Free for the duration of the Jump**, and costs **800CP to keep**.

If you pay for this Perk, its effects become far wider in scope.

Firstly, any group under your rule may benefit from an Age, and battles won by members of your group in the name of that group will earn it Experience. However, beware that this only counts for battles won in your group's name and for its purpose. Don't expect to 'farm' Experience by going on a slaughter spree unless it was actually beneficial to that particular group's objectives and you were obviously acting on their behalf.

Secondly, you may choose the direction of the next Age upon reaching the required amount of Experience. You can do so within the bounds of your local setting, so feel free to start a 'Magic Age', a 'Dragon-Riding Age', or a 'Psyker Age' if you so wish. This will still feel like a natural progression, if accelerated, so no skipping steps. Additionally, keep in mind that post-Jump the amount of Experience required to move up in Age will be far greater, making it basically impossible to move up in Age

in less than a couple years. The speed of growth will slow down even more if you lack civilizations equal to yours in Age to war against.

Thirdly, the database of information you gain from moving up in Age will be far more complete and cover subjects that are not useful within the game's rules, such as farming methods, knowledge of how to create toys or refine materials, information technology and security protocols, specialized buildings and infrastructure, cooking recipes...

And now for the most important part.

Whenever you experience a new Age, it is filed in a small mental folder within your mind. At will, you may upgrade absolutely anything you have some right of ownership over to the standard of any Age within your mental folder. You have a knife and want it to be a high-tech vibro-knife from the future? Snap your fingers and it will be so. Perhaps you want it to be a mithril magic knife that sets things on fire instead? That works too. Of course, the same rules as **[What You Pay For]** apply: you must rule over someone who knows how to make it the hard way and have access to the required technology to do so.

This 'upgrading' power applies to absolutely any physical object, be it machinery, buildings, weapons, defenses... It does not apply to people or processes, mostly because *how would that even work?* It doesn't have to be an 'upgrade' either, so long as it changes a thing from the standard of one Age to another's.

Now keep one thing in mind: Yes, this means that when you 'earn' an Age, you can effectively bring all groups you lead up to that Age's

standard immediately... But it won't be their actual Age, merely the technology they have access to. If you want to go further, remember that **all groups start at the Stone Age** and must grow step by step.

The Best Defense... (200)

...Is an automatic offensive turret that shoots infinite lasers. That's in your far future, Jumper, but you can rejoice knowing that it *is* in your future at all!

You now know a crafting method that allows the turrets you produce to perform on their own and perceive their surroundings within the limits of their function. They can aim at enemies and fire automatically, even if they are made out of sticks and stones and should be incapable of moving, recognizing enemies, accurately aiming at targets, and firing on their own. Strangely, this also gives them unlimited ammo to work with and prevents overheating and wear due to constant use.

It will take a while to apply this crafting principle to anything other than turrets, but it's possible. *Infinite choco-gun, here I come!*

A Game Of Numbers (200)

Whenever you and those under you enter a battlefield, you can remove chance from the equation. All battles are thus turned into games of numbers. If two units have the same health, power, attack speed, combat skills and whatnots, they will both kill each other simultaneously every single time. If one has less health than the other, it is guaranteed to lose after landing a few hits.

Essentially, luck and randomness do not factor anymore during fights you participate in at any scale. Strategy, tactics, preparations, and numbers become all that matter to achieve certain victory. This is, of course, toggleable.

You Won The War And Destroyed Your Enemy (400)

It would be great if taking out the opposing side's headquarters was actually enough to end a war for good, wouldn't it? Thankfully, that is indeed the case for you.

Destroying the enemy headquarters or leadership means that your enemy is done in and gone for good. No rebirth of their ideology, no escapee prince forming up a rebellion, no retaliation years down the line... Nothing. You won't hear from them again.

A Special Power (Free / 400)

No one really knows where it comes from, Jumper, but its presence is undeniable. You have access to... something like a spell. It is an attack spell with a power and style dependent on your current Age. It always covers an extremely large area of space, enough to cover an army, and rains down some kind of projectiles that ignore allies. It has no cost, but has a cooldown of a minute or so after use. Just keep in mind that your enemy has the same power too, so if you use it, make it count.

If you have taken the **[A Whole New World]** Drawback, the cooldown is one month.

This Perk is **Free for the duration of the Jump**, and costs **400CP to keep**.

If you buy this Perk, you gain a new spell for every Age you go through during this Jump and can choose which one you use at will. All of them share a cooldown. Also, said cooldown post-Jump is seven days.

If you also have the Perk [**The Ages Of War**], you can gain even more versions of this spell by discovering new Ages later on.

Old School Strategy Rules (600)

Have you ever wondered why one side couldn't simply nuke the other after reaching the Modern Age? This is indeed something that could and probably will happen during your time here, barring specific Drawbacks... And barring this Perk!

Somehow, somehow, your enemies will never strike directly at the leadership or headquarters of whatever group you are a part of. They'll just never think of it. Instead, they have to go through all of the protections in place first. Only when a path straight to the objective is finally cleared will they start moving their plans and armies towards it. This doesn't prevent assassinations, sabotage, stealth operations, targeted strikes, or ambushes; it's just that they won't be aimed at the leadership or important infrastructure, but at the troopers instead.

On top of that, weapons of mass destruction will never be aimed at your cities or other centers of civilization. Your enemies will gladly

nuke your armies while they are traveling between battlefields, but the heart of your empire will be safe from them no matter what.

Get In Line! (600)

We covered luck and strategy, now we cover tactics! For every battle you and your people participate in, you may force all sides to abandon their defenses, line up in a row, and wait for their turn to fight.

It will be one of yours against one of theirs. Once one side's soldier dies, another takes their place, rinse and repeat. There will be no tactical decisions, no smart plans to follow, no ambushes or pincer attacks... People will wait for their turn and fight one on one until the battle is won!

There is still a bit of leeway to this effect. Soldiers with ranged weapons will notably be able to attack from about two 'spots' away in the line, while automatic defenses such as turrets will be able to attack anyone in range. However, in all cases they will only be able to aim at the front of the line.

This is a toggleable effect, and it will affect your army, yourself, and anyone you and your people are fighting against. There is no way to break this effect while it is active.

Unfortunately, you may not use this to lock an army in place while another player mows them down like wheat; They'll have to wait for their turn too. You may not use this to force an enemy to abandon their

defenses either: all sides will be given some downtime to reorganize when the Perk's effect ends.

...If you take this, may I suggest going on a battlefield alongside an ally army and activating this power? There is something really funny about watching one side of an army fight as usual, while the other stands in line waiting for the people in the front to be defeated.

Items

Items can be imported into similar ones. Usual rules of Fiat-backing apply. Everything can be bought multiple times unless stated otherwise.

Jumper Empire (Free / 300)

First, feel free to take this with you. At the end of your time here, whatever base, headquarters, tribe, or actual space-faring empire you built will come along with you on your JumpChain. It is stored in a pocket dimension you can access from anywhere, and all of your remaining units, if any, can come along as Followers as well. You get to choose if said Followers are still unfailingly loyal to you, or more like actual people with self-worth and desires of their own.

That's entirely free. Now if you were to pay **300CP** you would be able to import your... Nation? Nation. Your nation in any future world you go to. It would just... Slip into place, unnoticed by anyone, as if it was always there... At first, anyway. I know this may sound insane, Jumper, but you can't actually expect the locals to ignore the alien civilization popping up out of nowhere into their solar system for long.

Why the need to pay for that? Refer to the alien civilization comment. Also, if you pay for it, your nation will retain its ability to earn Experience and move up between Ages, continuing to grow as it fights, preserving all changes done to it over time.

Age Of War, Warehouse Edition (50)

The Age of War games have quite the style, Jumper. From the Stone Age's egg launchers and pelts to the futuristic end game of glowing neon supertech. That's not counting the evolution of graphics from the equivalent of flash animated paint-drawn backgrounds to something actually using a graphic card!

And guess what? You can take it with you! You can apply the 'theme' or aesthetics of any Age you have experienced from any edition of the game to your Warehouse and anything inside it... Or really any other property you own.

This is more of an aesthetic filter, not a true change of shape or function. As such, it is toggleable.

Base of Operations (50)

Wouldn't you believe it, Jumper, this is your base! Or a replica of it, at least. Wait, does it count as a replica if this is the base you start with in-Jump?

It will be a replica when you leave in that case, so then-

Anyway! This building has the most advanced command and logistics capability you can find, which is really at a supernatural level for a building so small. It also automatically and instantly upgrades with the

greatest height of technology you have access to, while keeping your wishes in mind.

From this place, you can somehow track the movement of all enemy armies you know about and instantly message your own, distance be damned! Though, until you have an army of your own this is just a really comfy and high-tech house. Why is this worth so little again? Oh, right. Fair warning though: there is not a single bathroom in the entire building.

Age Of War, Full Edition (100)

Have you ever played the game, Jumper? You can find the first Age of War just about everywhere. It's really simplistic, but fun! After the first came the second, then Armies of War...

In any case, you have here... A tablet? Or perhaps you'd prefer a laptop? It doesn't matter. What matters is that this electronic device is locked to only allowing you to play games from the Age of War series. At least it doesn't run out of battery.

What's interesting is that it has a 'Multiplayer' mode that allows you to face off against real people in real life! You'll have to meet them and invite them for a game yourself... But you know what? I hear that this mode of play counts as a 'real battle by armies under your rule' in all the ways that matter... Such as for the **[Gold Farm]** Perk line, perhaps? *Was that obvious enough for a hint? ...You're right, I'll wink at them a few more times.*

Turret Syndrome (Variable)

I suppose it works? I wouldn't know how to qualify your apparent need to get ahold of weapons of mass destruction and wave them around on a whim.

Ah well, you do you, Jumper.

Regardless, you are now in possession of an automatic offensive turret. It can function entirely on its own, shoot projectiles without end, differentiate friends from foes, is immune to overheating and overuse, and follows your orders to the letter.

Better yet, it can stick semi-permanently to any surface you care to attach it to, and it even works as a portable weapon!

Now, to get to the main part. What would you like your turret to be, Jumper? A cannon that fires explosive bullets? An ion blaster from the future? A literal egg launcher? A catapult?

Choose an Age and think up anything that fits; The prices are attached. Just remember: These are turrets, *t u r r e t s*, which means they're capable of attacking people one at a time only, regardless of how they should work. Yes, yes even these literal rocket launchers.

- **Stone Age (100)**

The Stone Age includes turrets made out of natural things, like wood, grass ropes, stones... Yes, and eggs too. Known examples include slingshots, egg launchers, and primitive catapults.

- **Medieval Age (200)**

For every knight and archer, there is a catapult throwing stones to crush them. Flaming boulders are an option, too. Expect lots of wood, basic mechanical principles, and a mass of iron added into the mix. In this Age, boiling oil is also something you could choose, if you can think of anything to do with it.

- **Renaissance Age (300)**

And suddenly, gunpowder. With the renaissance age, cast-iron cannons firing lead like there's no tomorrow become a possibility. Explosive cannonballs are also a thing for some reason.

- **Modern Age (400)**

Gatling guns, rocket launchers, bullets of all kinds specialized for better penetration... Or better explosions! What is with humanity and blowing stuff up? Or setting it on fire? Or blowing it up *then* setting it on fire...

In any case, a lot of modern military equipment is available here, just keep in mind that it's turrets only.

- **Future Age (500)**

And now we enter the realm of science-fiction. Laser blasters, ion cannons, why not a railgun while we're at it? I mean, this age seems more specialized in energy weaponry than your usual matter acceleration guns, but with the tech you can find around I'd be surprised if it wasn't possible.

Companions

Export (Free...? / [Wartime Woes] Exclusive)

Well. How to say this, Jumper? This option is... kind of useless?

I mean, normally I would offer you the possibility to ask people to follow you as Companions on your JumpChain and let you take them along for free, but... These aren't really 'people', are they?

They are loyal to a fault, can't disobey you, do not care for their own death... No, there aren't people. They are more akin to... Puppets. Dolls. Strawmen? In any case, that's not even mentioning that one side will become your Followers, while the others will be destroyed. I'm sure you can see the issue in that. *Or at least I hope so... Should I be worried?*

As such you won't be making any new Companions during your stay here... Under normal circumstances.

Tell you what? If you take the Drawback **[Wartime Woes]**, then they'll qualify as 'people' enough that I'll allow you to try and make them your Companions for free. Although you'd like to take **[A Whole New World]** along with it, if only so you don't have to try and build up lifelong friendships in under thirty minutes to take them along. *Though I have a feeling we don't mean the same things by 'lifelong friendships'...*

Import (Seriously? / 200)

You... Want to import your Companions. In a Gauntlet that will last all but an hour of your life, at most. So that they, like you, will be trapped

in a room or forced to the frontlines in a blitzkrieg on a far-too-quickly-developing battlefield. Does that sound right?

I mean, if at least you took **[A Whole New World]** it would- Well, not that it's exclusive or impossible, just really-

You know what, Jumper? Fine! Bring along as many as eight Companions with you, I'll only ask for **200CP** in exchange. *I should put them under absolute loyalty too, just to see how they react... *Sigh*, better not.*

...What? Create new Companions? Hah! No. Just... No.

End Choices

Hahahaha! *HA! 'Choices'!* *Who wrote this thing already? ...Oh. Well that's awkward. Wait, how many bottles?* *Anyway!*

Gauntlets are Gauntlets for a reason, Jumper. There's only one option here for you. Don't let the door smack you on your way out!

Gone In A Flash

And off you go! Next Jump, next adventure, new powers and friends coming along! Hope you enjoyed this little challenge of mine, Jumper!

Long Live Jumper!

(Requires the [A Whole New World] Drawback)

Or you could stay here, in this world. After all, why not? You stand in a rather prestigious position, surrounded by people who respect, trust, and love you, currently as the sole leader of the lone human empire of Earth... You basically own this planet!

In fact, an entire universe is now open for the taking. Have fun with that, I guess? ...Though if conquest was on your mind, I suppose you would not have chosen to remain here and cut yourself off of the JumpChain as a whole.

Oh well, my confusion towards your decision does not matter here. Your story, your choice. *At least someone appreciates my hard work around here...*

Notes

- Based on the Age of War game series, specifically the first one since it's the one I played the most. I don't remember the others beyond some magical creatures of some sort.
- Expect the enemy tribe to have all of the Free Perks as well as [The Best Defense...].

Changelog

Version 1.0

- Made a Jump.