JUMPCHAIN
V1.0 by Songless

The twenty-first century has seen the world change dramatically, with political and economic shifts progressing slowly but surely.

The United States Of America, the dominant international military power at the start of the century, has begun to concentrate its efforts into its current sphere of influence, a more isolationist political agenda leaving former targets of economic and military intervention standing alone.
On the other side of the Pacific Ocean, the People's Republic Of China has pushed through numerous civil liberties, the current economic 'boom' giving the country's leadership the power and resources they need for a more ambitious foreign policy.

But these two juggernauts of foreign power do not stand alone on the world stage. In the splintered countries of the Middle East and Central Asia, a nationless coalition of terrorists, 'freedom fighters', and religious extremists has begun expanding its power and influence like wildfire. Backed by mysterious but well-funded supporters, the so-called 'Global Liberation Army' is now creating sleeper cells and infrastructure in preparation for a rise to power few expect to succeed.

As troubles brew in Central Asia, the Chinese government can ill afford a major political setback. Yet it is there, in the remote regions of Western China, that the fuse will be lit. What is to follow is one of the most devastating and far-reaching wars of the last century, as the GLA rises against those it would eradicate. You start this jump as a newly appointed commander, one year before the GLA launches a devastating terrorist strike in central Beijing, setting off a nuclear bomb during the Chinese military parade.

You will stay here for ten years. During this time, you might end up seeing the Chinese military's terrible retribution, the GLA rallying and expanding further while decimating entire cities with Anthrax-loaded missiles, the United States driving the insurgents back and eliminating their leadership, the rise and fall of Dr. Thrax, the GLA conquering most of Europe after massacring the U.S. forces stationed there, and finally the Chinese liberating Europe to form the Eurasian Unity League.

Suffice to say, there are plenty of opportunities to change the course of the war.

You start with 1000CP.

Good luck, General.

BACKGROUNDS

You will arrive in this world as a newly-appointed General for your faction. Age and gender may be chosen freely from any suitable for an adult, but keep in mind: being substantially younger than your peers may give others reason to dismiss you until you prove yourself. Likewise, being a woman may carry severe problems as well - especially if you align yourself with the GLA. Each background may be taken either as a Drop-In or the traditional 'reincarnation' style arrival in this world. All backgrounds start as the equivalent of a 1-Star General in the game - but prove yourself during the conflicts to come and you will see yourself rise through the ranks with little problem.

Your first option is to become a commander for the world's swiftest-growing international superpower: the People's Republic Of ***China***. Built upon the hard work and dedication of its people, Chinese political and military efforts are increasingly focusing on expanding their influence on the global stage. Aside from your military endeavors, expect to deal with a lot of Propaganda and PR designed to place your activities and China as a whole in a favorable light. With a focus on achieving popular support through overwhelming victories, Chinese military doctrine favors the use of massive numbers of vehicles and infantry to secure its objectives. Its armed forces are composed largely of upgraded vehicles based on Cold War era designs, but do not underestimate their comparatively simple origins: the Chinese military possesses the highest raw power of any ground force by a substantial margin. Additionally, China is perhaps the foremost expert on the use of cyber-warfare, and will not shun the deployment of nuclear weapons for its most heated conflicts.

Your second option is to become a powerful warlord in charge of your own terrorist cell. The xenophobic, anti-imperialist groups that make up the ***Global Liberation Army*** have little in the way of central leadership, and are instead built as loosely organized and largely independent groups. Infighting within the GLA means that your influence and military power will likely start out weaker than that of a General in one of the other factions, but power shifts rapidly in the upper echelons of GLA command. A strong and charismatic leader that unites the clashing GLA factions would become powerful indeed. Play your cards right, and you could quickly find yourself organizing ambushes and assassinations across half the planet. The GLA's forces are fragile and not especially powerful, but they are exceedingly cheap and are absolute masters of hit-and-run strikes. Furthermore, your complete disregard of international law gives you access to weapons of terror such as fanatically devoted suicide bombers or lethal chemical and biological weaponry.

Last but certainly not least, you can become a General in the United States military. Although the U.S. would only be drawn into the conflicts in Central Asia later during the war, their military is the most well-trained and advanced on the planet. Favoring the use of cutting-edge technologies, you will likely oversee R&D efforts and the deployment of military prototypes as often as you would coordinate more 'normal' battles during your time here. While the U.S. frequently fields ground forces such as the Crusader and the trusty Humvee, perhaps their most iconic military tactics revolve around the use of aerial bombardment from their unmatched air force. However, as new technologies become available the U.S. is rapidly diversifying their options - especially in the fields of robotics and laser-based weapon systems. Mastering the U.S. arsenal means predicting what exactly you need for any particular battle - high costs and limited supply of the more advanced designs means that access to what you need can take substantial preparation efforts both on and off the battlefield. However, with proper guidance and direction, the U.S. military can deliver devastating firepower while remaining largely untouchable to retaliation thanks to superior mobility and range.

UNDISCOUNTED PERKS

Dressed For War (Free)

Perhaps you're not very happy with how your army looks? Would you rather make your particle beams pink instead of the default blue? Do you have some other ideas on how to make your forces look at least 20% more awesome? Look no further. With this perk you can make almost limitless cosmetic changes to your side or any technologies you develop or build. From altering the appearances of your tank armor to changing the color of lasers or even having all your units fire different muzzle flashes depending on how experienced or damaged they are, the sky's the limit. Note: this will never have any genuine impact on effectiveness beyond mere looks - this will not let you disguise your units any better than you could before, for example.

Five Star (300CP)

Ordinarily you would start this jump as a newly-appointed one star General (or the equivalent, depending on your faction). Capable, but hardly exceptional barring any other advantages you've bought here. With this purchase, you are instead given all the skills, experience and authority one would expect after a years-long career in your chosen military. Not only will this make you one of the most powerful and influential individuals on your side, it also gives you the kind of insight and tactical acumen that would guarantee you a place as one of the most, if not the most capable military leaders of the twenty-first century.

CHINA
PERKS

The Red Army Stands Strong (100CP, free for China)
China's military does not need the advanced technologies of their Western rivals, nor the underhanded tactics of the cowardly GLA. No, the Red Army's power is power, raw and undiluted. From the thunderous march of the Red Guard to the rumbling threads of the Overlord tank, China's military might is as vast as it is lacking in subtlety. But more than anything else, the Chinese exemplify resilience – no other army can withstand the kind of attacks that China can. Those under your command exemplify this philosophy, and each of your followers is just a bit tougher, a bit more disciplined, and a bit better at enduring the grueling conflicts of the twenty-first century. Provide some uplifting propaganda to keep their spirits up, and they'll go far indeed.

Nothing In Our Way (200CP, discounted for China)
Of course, the Red Army is also known for is overwhelming force. Lesser Generals might need to find cunning tricks or fleeting advantages to win the day, but for you the most obvious path is now often the most effective: a frontal assault with every cannon in your employ. Indeed, the 'simpler' your tactics are, the more effective each soldier under your command will be. You are a master of using excessive firepower and numbers instead of more complex and vulnerable tactics to get the best possible results. Another General might need an armor division backed with artillery, simultaneous MiG air strikes, three different support squadrons of light vehicles and a Black Lotus operative behind enemy lines, but under your command you could match their progress with nothing but infantry and tanks. There is beauty in simplicity, and now, there is purpose too.

The Might Of Thousands (400CP, discounted for China)
No Red Guard shall stand alone. The Chinese army is as vast as the nation it hails from, and they are not afraid to use their numbers. Indeed, many Chinese units are most effective when used in large numbers. Infantry and certain tanks become inspired to fire faster, and many Napalm-based weapons become vastly more lethal when used in such numbers that they can create firestorms. Now, similar advantages will be found for any forces you might command in battle. No matter who they are or how they fight, with every ally by their side your entire army becomes just a little bit more powerful. Concentrated laser fire might become more than the sum of its parts, superheating enemy tanks until they spray molten metal into nearby infantry, large-scale missile strikes overwhelm point defenses until they require rebooting, and more such events may become commonplace for your forces. Even infantry might become lethal against heavy armor when used in sufficient numbers, the rain of lead they send against enemy tanks resonating through the armor and destroying gears, rivets and other delicate components.

The Dragon Wakes (600CP, discounted for China)
China's army is not fast... but once it moves, few powers in the world could hope to stand against it. Much like the People's Republic, you are a shining example of slow but steady might. You and your followers gain a massive boost to all military-industrial production, as well as major boons to recruitment and logistics to keep your army going. Where others would bring hundreds, you bring a thousand. When they bring tanks stretching to the horizon, you will bury them in shells. No force in this world can hope to match your numbers – for yours is the duty to protect the people, and the people provide.

GLA

PERKS

Good As New (100CP, free for Global Liberation Army)
The forces of righteousness have not the wealth and power of the foreign infidels – that's the whole reason you must strike against them! But this power difference does make things difficult sometimes. But where these fools would rely on their opulent machines and extravagant military might, yours is the way of true power! You and all those under your command are supremely capable of using improvised and scavenged equipment, that these foreign masters may taste the pain from their own weapons! Indeed, all your forces are more likely to find salvageable equipment and functional weapons on the ruined bodies of your foes. With enough time and manpower (and a thorough lack of interest in aesthetics), you could build an army capable of conquering Europe from little more than the obsolete and discarded wrecks of past wars.

Ruin And Death (200CP, discounted for Global Liberation Army)
In this war there shall be no innocents, no bystanders. Let all rise up against the distant masters that seek to oppress them, and let no way to victory be barred from us! Be it through lethal toxins, explosives or dirty tricks, the infidels will fall! You and your subordinates are gifted at using underhanded tactics to achieve your goals, especially stealth ambushes and... well, pretty much anything barred by that foolishness of the so-called 'Geneva Conventions'. Even if you were to use forces with a complete lack of training this somehow acts as a boon - a lack of accuracy just means a greater capacity for causing widespread collateral damage, so that none of the sheep that follow the foreign overlords will be spared your wrath.

AK-47s for everyone! (400CP, discounted for Global Liberation Army)
Your cause is just, your foes wicked, and all shall hear the righteous fury of your holy war against the foreign oppressors! You are unreasonably good at inciting rebellions among neutral parties, even if your new recruits really shouldn't have any beef with their new enemies. Sure, the filthy Americans might come by with so-called 'relief supplies', but you know just what to say to convince people it's a plot to take away their lands and their homes, to speak nothing of their honor! And if their homes and livelihoods are lost in the fighting because your courageous liberators got a bit too enthusiastic? Well, that just means they have no reason to stay behind and not join up, right? You might not even have to kill their neighbors to get the point across!

For The Cause! (600CP, discounted for Global Liberation Army)
Your men will fight and die for your glorious revolution, but their sacrifice is a price that you are willing to pay. And so are they, for the loyalty of your followers is nothing short of fanatical. Even if you send your men to their doom with suicide vests by the thousands, none will think to abandon you – for in their hearts they know your cause is just. No amount of pain or fear or underhanded bribery from foreign agents will turn your people against you.
Though spies and traitors may still join your side with ulterior motives, those who do not already come to you with lies and deception will not leave you or rise against you. Once earned, their loyalty is absolute even unto death itself.

UNITED STATES
PERKS

Safety First (100CP, free for United States)
The military personnel of the United States are some of the best-trained in the world, and these forces wholly embrace the philosophy of 'no man left behind'. Like these brave men and women, your forces are some of the most skillfully trained soldiers available – especially when it comes to surviving engagements. While their greater skills have only a marginal impact on their combat effectiveness, their ability to stay alive by using ejection seats, stealthy escapes, and other such techniques ensures that your overall losses in any battle will be substantially lower than before. You will still need to provide replacement vehicles or aircraft for your followers, but the lack of body bags will make you plenty of friends here.

Guardian Angels (200CP, discounted for United States)
Although the GLA has some of the fastest ground vehicles on the battlefield today, the United States can easily keep up with such mobility. While Raptors and Auroras intercept hostile forces and Chinook transports ferry ground units across vast distances, the United States is unmatched when it comes to rapid responses to regional crises. This advantage is exemplified in your own operations – you seem to have a seemingly supernatural luck when it comes to receiving reinforcements at just the right time when they could make the greatest impact. Likewise, when you yourself are overseeing your troops to reinforce another location or military group you will find that you are far more likely to get there in time to make a difference.

Pinpoint Accuracy (400CP, discounted for United States)
As perhaps the foremost international military power, the United States has a reputation to consider – wanton destruction from their military interventions is anathema to their operations. From guided missiles to the highly accurate strikes of the Particle Uplink Cannon, their attacks are all high-precision, low-area hits. Likewise, your forces are exceedingly skilled at avoiding excessive collateral damage. Some amount of destruction is unavoidable, of course, but taking control of a residential zone from GLA insurgents is more likely to result in some shattered streets and bullet holes than it is collapsed buildings and roaring, uncontrollable fires.

The Cutting Edge (600CP, discounted for United States)
Technological mastery is the name of the game. Even as the war against the GLA progresses, the United States continues to develop and deploy new weapons of increasingly sophisticated designs. Access to new designs and prototype weaponry can make a massive difference on the battlefields of the twenty-first century, and you've got a massive advantage in this field. You find that you can easily gain access to all manner of prototype designs, upgraded technologies, and other such state-of-the-art breakthroughs. During your time here this will likely be most useful for gaining access to untested designs such as laser point defenses or more advanced variants of existing units such as the Aurora Alpha bombers. That said, you will find that making the right connections and deals for civilian technologies is improved to a similar degree. With some time and effort, you'll probably be able to get your hands on all but the most Top Secret technologies held by friendly organizations or governments.

SUPPORT POWERS AND INFRASTRUCTURE

Competency (100CP per purchase, discount for units of your own faction)
You will likely spend your time here as a General, and as the leader of your forces you are unlikely to ever enter the battlefield in person. However, there are exceptions... and more than a few Generals have climbed their way up the ranks after starting on the front lines, meaning they already have some practical experience. With each purchase, you gain all the training, skills, and equipment (including the vehicle or aircraft as appropriate) that you would need to fill one 'Heroic' unit's role in battle. Any vehicles or aircraft you gain through this purchase are modified so you can use them with a crew of one. Whether you prefer the digital expertise of China's Black Lotus operatives or the unseen flight of a Stealth Fighter, this is the place to get them. In addition, you will gain the ability to build or train any units you have purchased the skills of for your own forces, even if they are normally only found in the armies of your foes or specific subdivisions of your own faction.

Minefields (200CP, discounted for China)
With this upgrade, all your buildings and infrastructure (including any non-military properties you possess if you wish) gain additional protection in the form of a slowly replenishing minefield. The mines can be remotely switched on and off to prevent accidental activation, and carry a very rudimentary FFI to prevent activation by innocent civilians or other such neutral parties. If you have also purchased the Nuclear Arsenal, this defense is further enhanced with the fiendishly potent Neutron Mines – capable of wiping out a vehicle's crew without causing major damage to the vehicle itself.

Nuclear Arsenal (400CP, discounted for China)
The ultimate expression of China's might, the numerous nuclear weapons in the PLA's arsenal can turn even the most well fortified foes into little more than scrap. All your weapons, vehicles, and similar designs are freely upgraded to employ the latest in nuclear technologies, such as tanks firing uranium shells that release radiation spikes lethal enough to kill exposed infantry in seconds, or enhancing power plants with advanced control systems that allow for dramatically higher output. This upgrade may be automatically applied to all your forces from this setting, and guarantees easy implementation into any (sufficiently advanced) technologies from other settings.

Bomb Supply (200CP, discounted for Global Liberation Army)
Small bombs, big bombs, explosive vests, RPG rounds... you've got it all. This pile of condensed mayhem is not the most well-organized, but the sheer amount of firepower here would make anyone at least somewhat uneasy. If you ever wanted to equip a group of suicide bombers or just make a really loud 'bang', look no further. It replenishes with enough explosives for a fully loaded Bomb Truck every day, up to a hundred total – though you'll be able to get a lot more mileage out of it if you divide it up into smaller explosives. If you also have the Delta Toxins, this supply is expanded to include all manner of biological and chemical weaponry, finding a way to bring terror to the masses will be as easy as pressing a button.

Delta Toxins (400CP, discounted for Global Liberation Army)
Have you been copying notes from Dr. Thrax? He might not appreciate that, you know... You now have all the formulas to create a variety of highly lethal biological and chemical weapons, including the terrifying Anthrax strains used by the GLA. Perhaps more scary, however, are the way these compounds can be added to your conventional forces. From toxic tank shells to Anthrax sprayers for your infantry, your every weapon is going to be that much more deadly to any exposed enemies. And woe to those who face your wrath should you get your hands on a SCUD Storm... This upgrade may be automatically applied to all your forces from this setting, and guarantees easy Implementation into any (sufficiently advanced) technologies from other settings.

Drone Stockpile (200CP, discounted for United States)
The United States is at the forefront of using unmanned drones and vehicles will extensively use these new designs during the coming conflicts. You gain a supply of Combat Drones for front-line repair and light gun support, Scout Drones for spotting, and Hellfire Drones for ranged missile support – each commonly assigned to a single vehicle. You gain one new drone per hour, up to twenty-five of each type. If you have also purchased the Military Algorithms, the drones are upgraded with long-range telemetry and advanced path finding, allowing them to be deployed to almost any location on the planet without the need for a deployment vehicle. You also gain access to Spy Drones for covert surveillance, as well as Point Defense Drones to help defend against incoming missiles.

Military Algorithms (400CP, discounted for United States)
A derivative of General Townes' work meant for controlling his myriad laser weapons, this database contains a vast number of ballistic simulators, predictive algorithms and weapon control codes. When these runtimes are used to control your weapons, they provide improvements to targeting accuracy and range, not to mention the fact that computer-controlled weapons allow you to reduce the number of crew needed to pilot your vehicles and aircraft. This code is particularly effective at predicting movement and 'leading' targets such as infantry or missiles, making even heavier weapons effective against such threats. This upgrade may be automatically applied to all your forces from this setting, and guarantees easy implementation into any (sufficiently advanced) technologies from other settings.

Black Gold (200CP per purchase)

Even in this time of war, one truth remains evident: money is power. It's expensive to maintain your forces in the field, and though you will likely be backed by domestic and foreign interests, some extra income never hurts. With the main conflicts of this time primarily focusing on the Middle East and central Asia, many battlefields will have functioning oil fields – and requisitioning the oil derricks can prove quite effective. By purchasing this you gain the ownership of a small but profitable oil field, with the oil derrick and refinery itself located nearby yet sufficiently far away from the fighting you won't need to worry about keeping it safe. This item can be further upgraded in various ways, shown below. All upgrades require at least one purchase of 'Black Gold'.

Regional Cyber Security Oversight (200CP, discounted for China)

A dependable oil supply will provide much needed income, but the Chinese army needs more than mere *financial* stability. Safety and security for their nation is paramount, and it is critical to support your oil supply with more subtle methods. You gain an Internet Center with a dedicated team of hackers and cyber-security specialists to ensure safe communication with any buyers for your oil field as well as provide discreet interference to any hostile economic parties. Not only does this upgrade double the total income of your oil field, it also gives you access to a wide array of new avenues for digital warfare and security – including continuous monitoring of your own networks.

Liberated Goods Emporium (200, discounted for Global Liberation Army)

Oil's good for business, sure, but selling it on the open market will only get you so far. But you know a guy who knows a guy, and so long as nobody asks any questions you get some more... well-paying customers. Breaking twenty international treaties is dangerous, but these people somehow never seem to draw any attention with their dealings. Your newly formed Black Market doubles the total income of your oil field, and the multitude of shady characters in your employ will give you a wide range of connections for the underground trade, be it drug barons, illegal weapons, or smugglers to get your stuff where it needs to go even when so-called 'authorities' disagree.

Aerial Supply Coordinator (200CP, discounted for United States)

The United States Air Force is the cornerstone of many foreign operations. However, maintaining aircraft in the field can be tricky. Using your oil refinery as a primary distribution center expands it into a full-fledged airfield and resource nexus for U.S. war efforts. The oil field's income doubles thanks to stream-lined delivery and greater profit margins, and the various air force authorities have given you some say in their deployments as well. Once per day, you may order a specific air operation to take place, chosen from one of four options: designate a supply drop with additional supplies or funds, or target an area for attack by three A-10 Warthogs, a Spectre gunship, a Fuel Air Bomb, or the devastating MOAB.

The Final Weapon (600CP, 800CP or 1000CP)

The mightiest weapons on the modern battlefield are the so-called 'superweapons', each carrying enough power to shatter entire armies and demolish military bases down to the very foundations. The U.S. military uses the mighty Particle Uplink Cannon, reflecting a devastating energy beam off an orbiting satellite mirror to strike with lethal power and precision. The Global Liberation Army uses the jury-rigged low-tech SCUD Storm to saturate an area with long-range missiles, leaving ruins and Anthrax in its wake. Finally, the Chinese PLA can build Nuclear Missile Silos to bring far-reaching devastation at the cost of lingering fallout. Purchasing the first tier of this item gives you access to all three 'standard' variants of these weapons, allowing you to build them regardless of your chosen side, as well as giving you a single such facility for effectively all major battles you might fight here (including power, as needed). Furthermore, you can personally target a single superweapon strike from among your purchased options once every twenty-four hours, striking without warning or the need for a nearby launch facility. You may also authorize others to use this attack, but you will share the cooldown with all users. The second tier of this item grants you access to all alternate variants from sub-factions, including the alternate SCUD Storm payloads used by General Juhziz and Dr. Thrax as well as the modified Particle Cannon used by General Alexander. It also allows you to begin each battle with any two superweapons you can access, and reduces the cooldown on your personal strike authorization to once per six hours. The third tier of this item includes superweapons not seen in the games themselves, including the Laser Uplink Cannon, Cruise Missile Launch Silo and the Tomahawk Storm. It also increases the number of superweapons you field here to three, and further reduces the cooldown on your personal strike authorization to one hour between strikes. 'The Final Weapon' may be purchased using any combination of your own CP and that from Companions – in this case they are automatically authorized to call in the strikes.

COMPANIONS AND MILITARY FORCES

Cooperative Command (variable cost)
It's lonely at the top, but that doesn't mean you're the only General in your army – and nobody says you have to leave teamwork by the wayside. For 50CP per purchase you may import a Companion or create a new one according to your wishes, giving them a free Background, 300CP, and extra CP equal to half what you have received from Drawbacks. Companions experience the same Drawbacks that you do. Alternatively, you may spend 200CP for eight Companions at once, using the same rules for individuals.
You may also recruit existing characters from in this setting instead of creating or importing people. Perhaps you'd like to recruit General Leang or Col. Burton, or you've inhaled too many of Dr. Thrax's toxins and decided to bring him along?
Companions may use their CP on any purchase other than Cooperative Command itself.
Do note: it is not guaranteed that you and your Companions will direct forces in the same regions - the war is too big for any faction to focus their efforts on only a single area at a time. However, nothing forbids you from using any of your diplomatic skills or other methods of influence to change this.
Likewise, you may need to put in some time and effort to work with any Companions in other factions without getting arrested (or lynched) - especially if part of your group is GLA while others are not. That said, turncoats aren't unheard of... but they rarely last long. Choose your friends carefully, General.

Personal Guard (100CP, discounted on repeat purchases)
Though you'll lead countless troops on battlefields across the globe, sometimes the thing you need the most is some familiarity – a team you can rely on to complete the mission no matter what may stand in their way. With each purchase, you may acquire a number of units under your direct command, all with Heroic veterancy and any available upgrades seen in the games. Any losses they suffer will be replaced with fresh reinforcements after a week. Each purchase allows you to gain any combination of units costing a total of $5000 in-game currency from any of the factions – including sub-factions from Zero Hour. Your Personal Guard are unfailingly loyal and will obey your orders without doubt or hesitation.
For example: with two purchases of Personal Guard you could gain a pair of Aurora Alpha bombers ($2500 each), an Overlord tank with a free bunker ($2000) as well as the support of Jarmen Kell ($1500) and five RPG Troopers ($300 each) for a total price tag of $10.000. A list of all units with their costs are provided in the Notes section. The same limitation on Workers and Construction Dozers from 'Competency' applies here as well. Your Personal Guard does not take up a Companion slot by default. Individual members may be turned into Companions if you wish, either here or through Companion Import options in future jumps, but doing so makes that individual take up a Companion slot as normal.

SCENARIOS

To make your time in this setting more challenging, interesting, or rewarding, you may choose to take Scenarios – tasks to complete while you're here. You may take any number of Scenarios you wish, but failing to complete them before your time here is up means you will not gain the reward(s).

Leading The Charge

The conflicts between the existing world powers and the GLA are large and complex enough that dozens of commanders will be involved in their battles - fighting will rage across stretches of land from Beijing to Hamburg. Even so, there may be a specific set of missions you're particularly interested in...

By taking this Scenario, you become the 'protagonist' for your faction's campaign, starting in the original C&C Generals. Barring your own choices and the consequences of your actions, you are effectively guaranteed to become the General in charge of the missions seen in the game. You will be the man leading some of the most critical battles in the conflict... so make it count. Should you achieve the goals of both the Generals campaign and the follow-up in Zero Hour, or make equivalent progress for your side on other battlefields, you will find that the intense pressure and need to quickly adapt to new forces becoming available is not without its advantages. Completing this Scenario grants you an extra 200CP worth of purchases in 'Competency', owing to your keen insight in the workings of your army and how to use each unit to its best potential.

To Victory And Beyond

Of course, merely participating in the war may be enough for some Generals... but others are more ambitious than that. Retreat is for cowards, failure is not an option, and you ultimately have only one goal: to lead your side to become the world's undisputed and sole superpower. At the very least, this will require the utter defeat of one of the three main factions, with the influence and power of the second being severely reduced due to political pressure, public opinion, or sheer military losses.

Although the original timeline saw China effectively take up such a position following the crippling blows dealt to the United States by the GLA and the later liberation of Europe, being Chinese does not guarantee your victory here. All stand a chance, and only your intervention can make the difference.

Should you achieve this lofty goal and emerge victorious beyond all doubts, then all the world will truly know your name. You will have commanded armies greater than any fielded before, given orders to everything from tanks to planes to the mightiest superweapons on the planet... and now, a part of your mighty legion will follow you. Victory here grants you an extra 300CP worth of 'Personal Guard', ensuring you will always have an army standing ready to do your bidding.

The General's Challenge

At the end of your time here, rather than moving on you will participate in the so-called 'General's Challenge'. Whether it's a newly erupted global conflict, a large-scale series of war games, or some sort of next generation military simulation, the effect is the same. You and a variety of other Generals from all three factions will participate in this challenge, engaging one another until only one remains. Your task is simple: you must both establish your own stronghold and lay siege to your enemies' seats of power. Any weapons or strategies that rely on advantages brought from other settings are barred - your side will wield no magical weaponry, no futuristic technologies or exotic super serums. Only the forces from the world of C&C Generals are available to you, but your

opponents are likewise limited.
You will undertake this task alone, without the aid of your Companions (if any).
Should you manage to eliminate all other competitors, you will tackle one of the greatest Generals of the world... perhaps you'll face General Leang and her hybrid forces, or you might discover how the legendary Ironsides or Mohmar Deathstrike command their battles.
With victory comes the certainty that you are the greatest General alive today. In addition, you will find that much like General Leang, you now have access to the designs for every weapon of war fielded during the conflict against the GLA - including the various prototypes and Top Secret upgrades.

DRAWBACKS

You may take any number of Drawbacks to gain extra CP... if you dare.

Safe For Germany (+0CP)
Wait, what happened? Why is everyone suddenly a robot? What happened to make terrorists into cartoon bombs on wheels? Why doesn't anything make any friggin sense anymore?! Congratulations. Instead of the regular C&C Generals setting, you instead spend your time here in the version released for Germany – including the many, many nonsensical changes put in place to prevent any on-screen carnage and bloodshed. Somehow, none of these setting changes have any impact beyond aesthetics. Hospitals still have... uh, robot doctors, Anthrax and radiation are as deadly to robots as they would be to humans, and people and countries still behave just as they would if they were flesh and blood. Have fun!

Can I Have Some Shoes? (+50CP)
Oh, those poor Workers, forced to toil away in grueling circumstances without so much as a pair of shoes to put on their feet... well, you'll be very sympathetic to their plight after taking this Drawback. For the entirety of your stay here, you are entirely incapable of wearing any shoes, slippers, sandals, boots, or any other such footwear. Nobody will consider this strange, no matter how many pairs of shoes inexplicably fall apart when you try to put them on. Maybe invest in some thick carpet for your command post?

Hit And Run! (+100CP)
Keep your eyes open and your microphone ready - for rapid responses are the name of the game this time around. Your enemies seem to be unusually good at using brief skirmishes and attrition tactics, striking from a distance with units such as rocket buggies, snipers or a MiG-launched firestorm attack before vanishing as quickly as they appeared. A solid defensive line can probably keep them at bay, but simply sitting behind your bunkers and missile installations is unlikely to win your battles... let's hope your forces can keep their cool under fire, yeah?

Your Orders, Sir? (+100CP)
The Chinese army isn't well-known for 'independent thinking', the GLA is mostly fanatics with more enthusiasm than common sense, and the U.S. forces have the 'jarhead' nickname for a reason. All of your forces are quite capable of following your orders... and little else. You'll need to give them near-constant attention to make best use of them. Lose a dozen Rangers attacking an occupied building because none of them thought to switch to Flashbangs, units hunkering down under fire instead of moving slightly closer so they can shoot back, and MiGs attacking a handful of rebels instead of that Quad Cannon ripping them apart that's right over there. It never ends.

I Cannot See Any More Supplies (+100CP)

You should know, General: war is expensive. Unfortunately, it seems you've been cursed with a rather bad case of logistical problems. It's a lot more difficult for you to acquire the supplies you need to build and maintain your forces in the field. Supply docks are half-empty by the time you find them, oil derricks still provide some extra support but get mired down in legal or transport issues before selling that oil, and even your supply drop zones, black markets and hacker support is having difficulties getting what you need. You'd better be ready to win fast, because running out of supplies is a weakness your enemies will be all too happy to exploit.

Schrodinger's Supply Lines (+200CP)

Of course, there's more to supplies than just grabbing a supply depot and moving it all to your factories or Construction Dozers. You weren't expecting to find the delicate, high-precision components needed to build a Particle Uplink Cannon out in the war-torn ruins of Podunk, Kazachstan, right?

You'll have to bring everything except the most basic materials in from vast distances, creating a logistical pipeline for everything from electronic components to toxins to nuclear artillery shells. The more potent and complex a unit you might want to field, the more expensive it will be to build both in terms of resources and time.

Infidels! (+200CP)

If only people could just get along... but they don't. Conflicting goals aplenty, hatred runs deep, and with this Drawback people are just that bit more willing to take up arms and fight for what they believe in. Every enemy you face in battle is going to be twice as powerful as they were before - more men, more defenses, and more problems for you. Whether you're looking at a GLA that's turned insurrection into an all-out uprising or facing a U.S. that's gone for a more militaristic philosophy, bringing extra troops and support for the war to come... be prepared to fight, and fight hard.

Countdown (+200CP)

There's a sense of pride and accomplishment in being given the most challenging missions on the board... but it still leaves you forced to actually accomplish those missions to begin with. For you, almost every battle you fight in will see you pressed for time. Whether you need to disable the enemy before they can complete and launch a weapon of mass destruction or you're infiltrating a base with a limited window of time before enemy reinforcements doom your operation, there's no time to relax. Make sure you're ready to go the moment your forces have boots on the ground, because taking your time is no longer an option unless you enjoy losing.

Collateral (+200CP)

The battlefield is a dangerous place, but bombs and rockets are only part of the problem. Your foes are masters at using the environment against you, potentially causing wide-spread devastation among your forces if you're caught off guard. Be it setting off an avalanche to bury your stronghold at the foot of a mountain or using civilian buildings for cover to avoid detection before you're hit, you'll keep a careful eye on your surroundings...

And god help you if you get caught on the wrong side of a hydroelectric dam, because seeing your entire army drown will not do your career any good. Mother Nature can quickly cause more damage than an entire tank battalion if you're caught on the wrong end, and no matter where or how you're fighting, your enemies always seem to have such methods to wreak havoc among your forces.

Armageddon (+300CP)
One could be forgiven for having a sense of impending doom. Your foes don't hold back, and as it turns out they're more than willing to resort to overwhelming power to destroy your forces - no matter the cost. Every battle you participate will see the enemy start with at least one superweapon, and they can get more far, far easier. Can you survive such destruction, General? If not, you'd better make sure they never get to fire...

Rebel Beats Tank (+300CP)
In the end, the game is just that: a game. The real world does not operate on game logic, where largely untrained civilians with little more than handguns can decimate tanks with sufficient numbers. But when you take this Drawback, that changes. Your enemies will begin to operate under 'game logic' whenever it would work in their advantage. Your tanks are no longer bulletproof to small-caliber arms fire, enemy infantry can somehow survive a dozen tank shells fired at them, and vehicles that have been obsolete for decades can somehow engage modern-day forces on equal terms. Everything generally turns into a bizarre game or rock-paper-scissors, where you must make sure to have the right counter for every unit your enemies use against you. Good luck.

Unmodded (+300CP)
There's something to be said about coming here for the genuine experience. Pure, unchanged, without any unnecessary changes to complicate things. You lose access to all your Perks, powers, items and any other advantages you might bring with you from other jumps. You will take command in this world with nothing but your Body Mod, mundane skills and memories, plus whatever you bought in this jump.

ENDING

You have commanded. You have conquered. You may have even won, the people of the world looking upon you with adoration and respect. Now, it's time to make a choice. In all cases, any Drawbacks you've taken here will cease to affect you.

The first and most obvious option is to **move on**. You proceed to your next jump, whatever world that may be, and you get to find out how your experiences in this decade have prepared you for conflicts yet to come in the endless multiverse.

Your second choice is to **stay here.** Perhaps you've come to like this world and it's occasionally bizarre military shenanigans? Or you've made friends you don't want to abandon? Whatever the case may be, you spend the rest of your life in the world of C&C Generals. You keep whatever powers and other things you've picked up during your travels, but your jumping days are over.

And finally, there's the option for those who are tired of war – no matter how many worlds you might fight in. You've seen one victory too many, or your last defeat. If you choose to **go home**, or if you died, you return to your original world at the time you left, retaining your powers and anything else you acquired as a jumper except the chance to keep jumping.

NOTES

Assume that the world does not operate on game mechanics while you're here. A single barracks won't be able to pump out a thousand Rangers like some kind of military clown car, nor will you be able to build superweapons in half a minute with nothing but a single over-worked and shoe-less peasant. When in doubt, expect the conflicts and wartime economies to operate as you might expect in real life: with a lot more logistics and planning than concerns like '$1600 lets me build two Battlemasters'.

Some of the perks on offer are (if only somewhat) similar to effects seen in the game. Assume that any perk operates differently and independently, so for example a Chinese General with 'The Might Of Thousands' will get both the perk's effects and a 'Horde Bonus' when fielding large numbers of Red Guard or Battlemasters.

Any Perks that provide effects you may not want all the time (such as the collateral damage boost from 'Ruin And Death') can be toggled on and off as you desire.

'The Might Of Thousands' does not scale indefinitely – only those allies that your forces are directly working together with enable the effect. A hundred-mile long defensive line will not count every person manning the bunkers, for example, only those fighting the same group of attackers. That said, if they are engaging the same enemies even the brief presence of a MiG strike to blunt an attack will bolster your ground forces, and may do so for as long as the effects of the strike are felt.

For the 'Black Gold' oil derrick and its related upgrades: you'll need to fanwank exactly how much income you'll get. Estimates would probably land somewhere from around 300.000 – 2.000.000 USD per year for the basic version, but feel free to go with what feels right to you (I am not an oil expert). The income upgrades stack multiplicatively, so with all options bought the income is increased to eight times the original amount. The upgrades may only be bought once, but apply to all copies of 'Black Gold' you've purchased.

Note that not buying units through 'Competency' or 'Personal Guard' does not mean you can't build them - just that your access is not guaranteed. Many options will already be available to you based on your background (such as Rebels or Tank Hunters for GLA/Chinese commanders, respectively) or may become available as you progress through the ranks and take on more important and difficult operations (such as the Aurora bomber for U.S. commanders). Furthermore, nothing stops you from acquiring extra options during your time in this setting, be it designs typically fielded by your enemies or limited-access forces such as the Stealth Bomber or SCUD Launcher. Paying CP for them simply guarantees you access without any effort on your part. Likewise, taking one of these options for any type of Construction Dozer or Worker does not instantly give you access to the various building schematics they might build. Much like units, you will need to provide the necessary blueprints during your time in this setting.

'The Final Weapon' does not require you to see your target, and may be deployed blind if you so wish. However, your accuracy will depend entirely on how well you know exactly where your target is in relation to you. Attempting to drop a SCUD Storm on, say, Mars, will not work unless you have an accurate understanding of its position compared to your own (at the very least seeing it in the night sky). Simply knowing that Mars exists or even having a map of its surface is not sufficient –

you're more likely to simply create a volley of SCUDS somewhere in deep space instead. Unless you have ways to expand your awareness to such distances, expect to need at least GPS, a good map and a compass, or a similar way to determine where to aim.

The Big C&C Generals/Zero Hour Unit List (for Competency and Personal Guard)

All units are given as their cheapest options where available through sub-factions. When purchased, units come with all relevant upgrades (including 'salvage' upgrades for Global Liberation Army units), and one choice for any mutually exclusive options such as one of the three drones for U.S. combat vehicles or an Emperor tank's Gattling Cannon, Bunker, or Speaker Tower additions. You must choose one variant to purchase if multiple ones are available, and replacements are always the same version as the first. Buying the Scorpion Tank could get you the type wired with demolitions such as those used by General Juhziz or the Anthrax Gamma-laden version used by Dr. Thrax, but not both (unless you purchase both versions separately). For more details on units and their differences between the various sub-factions, I recommend visiting the C&C Generals wiki.

Chinese Forces	Cost
Red Guard	150
Minigunner	350
Tank Hunter	300
(Super) Hacker	625
(Super) Black Lotus	1500
Construction Dozer	1000
Supply Truck	600
Troop Crawler (no crew)	200
Assault Troop Crawler (no crew)	200
Listening Post (no crew)	200
Attack Outpost (no crew)	200
Battlemaster Tank	700
Dragon Tank	700
Gattling Tank	700
Overlord Tank	2000
Emperor Overlord	1900
Inferno Cannon	900
Nuke Cannon	1600
ECM Tank	800
MiG	1200
Tactical Nuke MiG	1000
(Assault) Helix	1500

GLA Forces	Cost
Worker	200
Rebel	150
Toxin Rebel	200
Stealth Rebel	200
Terrorist	200
Toxin Terrorist	200

Hijacker	400
Angry Mob	800
Saboteur	800
Jarmen Kell	1500
Scorpion Tank	600
Technical	500
Quad Cannon	700
Toxin Tractor	600
Marauder Tank	800
Combat Cycle	500
Radar Van	500
Bomb Truck	1000
Battle Bus	1000
Rocket Buggy	900
SCUD Launcher	1200

USA Forces	Cost
Ranger	225
Missile Defender	300
Pathfinder	600
Colonel Burton	1200
Construction Dozer	1000
Humvee	700
Ambulance	600
Avenger	1500
Crusader Tank	900
Laser Crusader	900
Paladin Tank	1100
Sentry Drone	800
Microwave Tank	800
Tomahawk Launcher	1200
Chinook	950
Combat Chinook	1200
Raptor	1400
King Raptor	1100
Stealth Fighter	1250
Comanche	1500
Stealth Comanche	1200
Aurora Bomber	2000
Aurora Alpha	2500