By ltmauve v0.9.9

It is 3840. The Infinite War has raged for one thousand years. Now, it will come to an end. Single humans control entire armies of robot units from within the giant war machines called ACUs. Armies can be built anywhere and anytime, including during combat. This is the usual way of making armies these days.

The war has reached a fever pitch, and things will change soon. Not only the potential end to the Infinite War, but the arrival of the Seraphim. End the Infinite War, and then drive the Seraphim back through the rift they arrived in and seal it behind them.

Are you a Supreme Commander, Jumper?

Take these **1000 Commander Points** and find out.

Faction & Origin

All Faction/Origins are free to take. Choose your gender and an age between 20-25 Earth years. All rookie ACU pilots will be your same age.

Drop-in: ⇓

You have no history here. You simply arrive at an abandoned, but serviceable, command facility with your ACU present. The planet is uninhabited, but hospitable and welcoming. You have no masters, but no intelligence network and little backup. You have some gate codes, but necessarily every important planet's.

When you select this option, you may choose the unit lineup and techbase of one of the Factions (including one of the non-Origin factions.) You may choose to have your units follow a different Faction Aesthetic than that of the faction you are copying. If you choose not to copy one of the other factions, you must develop your own unit lineup. It will be roughly equivalent in capability (for the cost) and abilities to the other factions (i.e. no universal abilities like hover or stun weapons.) In addition, this unit lineup cannot be larger than any other factions lineup - it must have gaps in it, similar to the other factions.

If you do not choose one of the other Origin-Factions, you gain no discount in the Army section. This Origin is not a Faction.

UEF: ♦

You are a military member of the United Earth Federation, the successor state to the old Earth Empire. The UEF has only recently come into power, but it aims to unite all of humanity under it.

The UEF's Faction Aesthetic is blocky and boxy, grey and blue, repeating linear elements, projectile weapons with a bit of plasma.

You are a genetically engineered warrior, raised from birth to serve in the UEF's military in some role. You have no pair of parents, but were raised by a team of a dozen different personnel. Your siblings are no more closely related to you, genetically speaking, than any other members of the UEF's forces, but you are siblings regardless. You were selected to be an ACU pilot years ago, and have trained for that since. Initially you will be a probationary pilot, and will be under the command of another, more senior, pilot. This will last for about six months.

By default your probationary officer is General Zachary Arnold, and you take the place of the UEF campaign commander. You can change this without taking the Not The Hero drawback, and you'll still get drawn into the plot fairly easily.

You wake up on the morning of your first sortie into real combat as an ACU pilot.

Aeon Illuminate: Y

The Aeon are followers of the Way, a religion, philosophy, and set of psychic practices given to them by friendly Seraphim. Their mentors are gone, and the Aeon have decided that all of humanity will follow the Way.

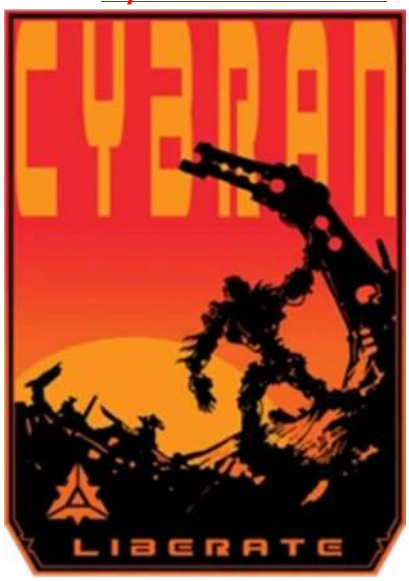
The Aeon's Faction Aesthetic is smooth white and green over complex blocky black, intricate circuit-like details, funky technobabble weapons.

You are an adept in the Way, capable of reliably using it against your enemies in combat. You've also been trained in one of the few military academies in the Aeon Illuminate, and have qualified enough that you've been granted clearance to use an ACU. You'll start out for the first few missions under the command of a veteran Crusader, but soon enough you'll be certified in your own right, with a bit more freedom in which operations you participate in.

By default, you are the Champion of Princess Rhianna Burke, and you will be mentored by Crusader Rhiza. You take the place of the Aeon campaign commander. You can change this without taking the Not The Hero drawback, and you'll still get drawn into the plot fairly easily.

You wake up on the morning of your first sortie into real combat as an ACU pilot.

Cybran Nation: ▲



The Cybran are a nation of symbionts, humans blended with computers. Persecuted by the Aeon and enslaved by the Earth Empire and then the UEF, they seek freedom. Operating in semi-independent “nodes,” they fight for their independence… and maybe a bit of revenge. While nominally led by Doctor Brackman, the creator of the Symbiont process, they operate in semi-independent Nodes that see eye-to-eye… mostly.

The Cybran’s Faction Aesthetic is pointy black and red, angular and no squares, directed energy weapons.

You are a novice Cybran ACU pilot, raised in the transhuman Cybran society. While the Cybran military is decidedly less formal than either the UEF or Aeon forces, you’ll still be monitored for your first sortie, and you’ll get mentored a bit between missions.

By default, you are a clone of Doctor Brackman, a member of the Zero Wall Node, and Elite Commander Dostya will oversee your steps into a true Commander. You take the place of the Cybran campaign commander. You can change this without taking the Not The Hero drawback, and you’ll still get drawn into the plot fairly easily.

You wake up on the morning of your first sortie into real combat as an ACU pilot.

Perks:

Drop-in Perks ↓

Hello, Fellow ACU Pilots: (100 CP/free)

You aren’t a foreigner, even when you are (which you always are.) This gives you cultural context for your situation. You know commonly known facts that everyone else knows (though be sure to check if they’re actually true,) you speak the same way, swear the same way, greet people the same way, talk about the same topics as everyone else, and so on. You won’t fool someone into thinking that you’re from exactly the same spot as everyone else, but you can avoid being considered a crazy foreigner by everyone.

Duct-tape alliance: (200/100 CP)

You can tell how your allies actually feel about their alliance. You also know why, deep down, they actually feel this way. And you also know their plans regarding it. Are they going to split off? Try and shatter it all? Stab you in the back? Stick with it for a bit longer? You know it all.

Unending Storm: (400/200 CP)

ACU combat usually takes a matter of hours, or sometimes less depending on how close the ACUs gate in. But sometimes it takes far longer, or you have to redeploy immediately in order to deal with something. And even with the baseline genetic modification to humanity in the setting you’ll still exhaust yourself fighting for a while straight.

This isn’t directly a problem for you now. You no longer get tired regardless of how long you’ve been fighting. You also aren’t impaired by lack of sleep in combat either, and you don’t get sleepy in combat. You’ll still be as fresh and alert at the end of a month-long siege that you

fought straight through as you were when the enemy showed up. Adrenaline will still be as effective on you as it was at the start of the fight. You'll need to eat more to cover the energy deficit you worked up while fighting, though.

Revenge Is A Dish Best Served In Memes (600/300 CP)

You know precisely how to humble or humiliate your enemies when you defeat them - both to themselves, and to anyone who hears of their defeat. You can take a genius general with a hundred years of flawless victories and with one defeat make everyone think they were just lucky or claiming credit for their subordinates' skill. This usually involves taking them down with measured blows that only just take them out, or with impractical attacks that are easy to counter, like Mercies or Fire Beetles. You know if such an attack would work before you put any resources into it, and you know how to carry it out perfectly.

You can also make them look noble or skilled or determined or anything else, but why would you want that?

UEF Perks ♦

Refined Instinct: (100 CP/free)

The Earth Empire was the master of genetically engineering skills into people, and the UEF inherited that skill. Anything that you have bought with CP, you know how to use and maintain on at least a basic level. This becomes part of your Body Mod.

And this "skill" is automatic. You don't need to focus on it, leaving your conscious mind free to focus on something more important. Your body will keep doing what it's supposed to while you plan, or freeze up in shock, or mock your opponent. While your CQC skills are bundled with this, you'll never attack someone just because they surprised you with a hug.

Defense In Depth: (200/100 CP)

The first practical combat courses the UEF teaches ACU pilots is how to set up fortifications. You practically slept through that class, since to you everything they said was obvious.

You know how to stop an army in its tracks, locking down a zone so that nothing gets through. You also know how to stop an army without using all the resources needed to make an impenetrable fortress. The exchange rate of your land versus their units is one you can calculate in an instant, and you always know how to read the terrain to make the most of it.

Your skill also covers how to use units in a defensive posture, letting you win against an enemy trying to crush you underfoot. This Perk is ineffective at the level of personal combat, and only moderately effective at strategic-scale defense.

Team Player: (400/200 CP)

The UEF prizes cooperation. You exemplify this, with the ability to read an ally's situation completely with little more than a glance out of the corner of your eye. In fact, with that glance you can read a situation better than anyone except the best experts could with a minute to watch. Doing so will barely distract you from your own problems, and you'll instantly know what ways are available to help them out.

Note that helping your buddies is not a free action.

The Best Defense: (600/300 CP)

If you're in the enemy's training texts, you're probably doing something right. Zachary Arnold of the UEF is known for his aggression in combat, and has a hilarious number of wins against enemies who would normally crush a UEF commander in his situation.

You have inherited Arnold's skill in reading the enemy's defenses. You can tell where the defenses are weak and where they are strong. Unloaded, disarmed, or dummy defenses will not deceive you. Hiding forces intended to respond to your attack is difficult, and even without looking or seeing you'll have a gut feeling about where those forces are. And you have supernaturally good instincts for knowing where your enemy isn't paying attention to, as well.

And when you launch your assault, you can tell precisely how to hit the defenses - both overall and individually - to make them crumble.

This Perk applies equally at all scales of combat.

Aeon Perks 4

Way Adept: (100 CP/free & mandatory for Aeon)

You are an adept in the use of the Way. Your sense of empathy is increased, and you can telepathically attack people if they can hear your voice. These attacks are slow and will take long speeches related to the topic to complete their effects, but they cannot be blocked by willpower alone. Your defenses against telepathic attack are strong even without focus, and you can make them even stronger by concentrating. In addition, under meditation circumstances, you may receive minor visions of the future.

Combat Oracle: (200/100 CP)

Most people who receive visions find them rather distracting, especially if they happen in the middle of battle. Not so you. Your clairvoyant, precognitive, and postcognitive powers can be used without distracting yourself, and you'll still be able to process and absorb the information they provide. You won't be shocked or frightened by what you see after all, since you can change it.

In addition, you now always have context for your visions. "Where" and "when" are always completely answered, and "why" usually has some information in response.

Watch the Shot: (400/200 CP)

Focusing on something as short-lived and small as a single shot is rather difficult, except for you. You have a form of battle precognition that lets you track attacks. The bigger or more powerful an individual shot or other attack is, the earlier you can see its start, path, and impact. This makes it easier for you to dodge or intercept enemy attacks, or aim your own shots to be "lucky" and hit moving targets. It also allows you to see who made the shot and from where, preventing you from being worn down by an attacker you can't find. This applies to all scales of combat.

You also gain a minor degree of multitasking to actually handle the information this type of precognizance gives you.

The Top of Their Deck: (600/300 CP)

Your enemy is always trying to come up with something to pull out of their sleeves to put you off guard. This perk doesn't tell you anything about what your opponent is doing now, but it'll tell you what their next move is. This applies to all to scales of combat. A surprise knee strike is just as easy to see coming as a Monkeylord trying to sneak into the base or a reinforcement fleet arriving.

You also gain information on a manageable number of plans to make your opponent abort the next attack, as well as plans to mitigate or neutralize it.

Cybran Perks ▲

Symbiont: (100 CP/free & mandatory for Cybran)

Your organic brain has been merged with a computer. You now think faster, have perfect memory, can do incredible calculations and mathematics in your head, and can interface with computer systems that you have the protocols to or that you own.

As a Cybran during this Jump, this Perk requires the actual cybernetics in your brain, but during future Jumps you can simply have these abilities without cybernetics.

Neurons.cfg: (200/100 CP)

You can edit your mind. Well, a bit. You can't make yourself into a completely different person, but you can tweak yourself a little. You can edit your emotional connection to an event, or tweak how quickly you start feeling an emotion. It's mainly useful for dealing with PTSD, or preventing loneliness during times of isolation. You can also use it to make yourself a bit more sociable or something of that sort. The bigger the change, the bigger the risk of turning yourself into a vegetable.

Also, the tools you use to do this come with a big REVERT button, which will also activate automatically if you brick your brain.

This Perk doesn't let you do anything to anyone else's brain, even with consent.

Quantum Multi-threading: (400/200 CP)

Your brain constantly exists in a state of quantum superposition, constantly thinking multiple thoughts at the same time. While useful for thinking, you can only do so many things with your body. A direct neural connection can take advantage of more of your thoughts, but it's still limited by the device's bandwidth. If you're a symbiont, your implants provide plenty of bandwidth, enough that you'd have to have hundreds of thoughts issuing commands to top them out.

You're also limited by how similar your thoughts are. Trying to do physics, computer programming, and literary analysis while doing a juggling routine would take up almost all of your brain, while you could direct a hundred vehicle formations on the same battlefield with capacity to spare.

Eat and Breath Code: (600/300 CP)

You can code as easily as you breath (or easier, if you don't breath during a given jump.) From the lowest-level machine code to the highest-level abstract libraries, you have knowledge of any programming language you run across, and the associated libraries.

You code incredibly quickly - only the speed at which you can input the code to the computer limits you.

Not only this, but you can spot and fix errors that will prevent the code from compiling or make the program crash without any effort. Errors in behavior of the code are harder to spot, but you'll be able to plow through an operating system in about an hour, or less if you can read the code faster. Also, you'll be able to debug programs up to databases and physics engines without breaking a sweat, and you'll top out at basic machine learning before needing additional training and practice, or more Perks.

General Perks

Protocrafting (Free)

Everything you order a machine, such as a protocrafter, to make is considered built by you.

All technology you get from this Jump is Fiat-backed. Any technology you (or another member of the party) understand well enough to engineer a new variant of (“Engineering-grade knowledge”) is also Fiat-backed, and so will continue to work in future universes that lack the required underlying physics. You gain protocrafter patterns for all items you buy using CP (also retroactive.) Items that count as technology, when copied, retain all their special properties.

Faction Aesthetics (Free)

In future Jumps, (and this one for Drop-Ins) you may create a new “Faction Aesthetic” at the start of the Jump. Native origins get the aesthetic of their faction. This is a unified, themed appearance that is similar to an Alt-form for Items. The range of Aesthetics you can create at the start of a Jump is dependent on the aesthetics of the other factions in that Jump. For example, in a modern-day setting, the aesthetic would mainly be limited to how many greebles your war machines have. In StarCraft, given the wide range of existing aesthetics, you have a good deal of freedom.

When crafting something, you may choose to build it with any given Aesthetic you have created so far, or you can just build it how it should look. This will have no actual effect on the crafted item. Changes to weapons are entirely cosmetic, and have no actual effect on what bonuses affect what weapon types.

Creed of the Tactical Genius (Free)

No wonder you have such a prestigious mentor, as you're a prodigy when it comes to modern warfare. Not only did you earn distinctions in many of your classes, you also earned a distinctive reputation for being almost unstoppable... at least against other trainees in simulations. You've thrashed your peers in thousands of mock battles, and now you're going to be tested on the battlefield with live ordnance.

You can implement almost any battle tactic perfectly, mixing a mind that won't forget about any aspect of the plan with excellent control over your units and a sense of timing for combat, logistics, and economics second only to the masters.

Your choice of tactics is usually, if not right on the money to just end the battle, at least profoundly annoying to your opponent. This is helped by a sense for what battlefield information is actually relevant normally only found in veterans with a century of experience, and made more painful by a mind that can develop and evaluate a plan a dozen times faster than normal.

And in addition to that, your ability to switch gears is nothing short of absurd. Not only does it seem you always know when the right time is to change your plans, you can usually come up with a new plan that's just as well-thought-out as the old one just as anyone else even realizes that new plan is needed.

This perk is provided for free during this jump. In order for the party to keep it, you must either complete a scenario, or by winning both "campaigns" and leaving your mark on history.

Not Too Unusual (Free/200 CP)

People tend to pay attention to unusual stuff. But while what you can do might be unusual, it isn’t too unusual. When you do something unusual, people will assume that it fits into the context of their worldview. A mage might see you using a plasma cannon, and assume that it’s an oddly shaped wand of firebolt. A cyborg would see a frost spell and assume you have cybernetics using cryogenic gasses somehow. Your faction-mates during this Jump will see your army being better than theirs, or having vastly different units, and assume it’s a prototype.

This isn’t absolute - if the act is so starkly impossible in their paradigm they will notice you aren’t using theirs. Until then, enjoy the reduced threat assessments and less attention from not being out-of-context. You can toggle this effect for individuals, and it has no effect on Companions, Followers, and Jumpers.

You are loaned this Perk for free during this Jump, and may pay 200 CP to keep it.

Security Unclearance (Free, this Jump only)

The three Factions in this world are rather paranoid about security. ACU pilots are also held under this suspicion, so without this you would get arrested either by knowing something you shouldn't, or by disappearing from base for a few hours to do something in your Warehouse. This Perk means you automatically pass security checks by entities if you don't intend harm against them. You can also come and go as you please, provided you return to the same spot.

This won't protect you against punishments for your actions, except those that would make you lose security clearances. And don't miss your scheduled tasks, either.

Items

Piloting Suit: (Free / 25 CP)

A bodysuit worn by ACU pilots. It fits snugly into your ACU's cockpit seat (like everything else in an ACU's cockpit,) keeping you from getting jostled if your ACU gets hit. It's got armor included, enough to protect you from any weapon an assassin could conceal. Not to mention that it's comfortable to wear as a day-to-day uniform for days at a time, and you can do so. In fact, no one will consider it odd if you wear this armor all the time. Plus, with the right cloak/jacket/scarf/other attachments, it becomes a formal uniform, suitable for any occasion. (You gain blueprints/patterns for these attachments.)

For 25CP, you can import other armors you've acquired into this one, but it will retain its normal, Faction Aesthetic-matching appearance until the end of the Jump. You can alter the appearance at the start of any future Jumps.

Recall Charm: (200 CP)

This little piece of jewelry is a good-luck charm for when you need to get out of the area. When you need to leave now, activate it. As long as you don't try to get back into danger, you'll make it to safety. Don't be one of the commanders who dies shouting "Recall! Recall!" as the unpredictability of the Recall Beacon rears its head.

Faction Data Cache (400 CP, 200 CP for your own Faction)

A compact data storage device containing the complete knowledge and culture of the relevant Faction. You may purchase this for each Faction, including Nomads (if you take the Modern Mongols Scenario,) but not Seraphim.

If you don't take this, while you might be able to collect a lot of information on your own, there's some things that aren't documented anywhere, or are lost in the massive amount of information around these days. (Don't worry: if you collect any information, you can take it with you by uploading the information to /misc/footlocker/ on your ACU, even if you don't have the Warehouse or similar.) You'll definitely be able to get most of the information on civilian infrastructure, including the colonization system, but getting military schematics might be difficult.

Not only does this include all military schematics, but it also includes all the design notes, and rejected versions. It includes all data from the civilian networks, as well as all civilian infrastructure, including trade secrets. More importantly, it contains education programs that can tutor students.

NOTES: the UEF Data Cache does not contain Black Sun unless you purchase the Black Sun Item. The Aeon Data Cache does not contain the Paragon unless you purchase the Paragon Item.

If you purchase a Data Cache for another faction, the military schematics are locked as a mandatory Drawback during the Jump.

Seraphim Data Cache (400 CP)

This data cache is made of several floating components that rotate around each other and on their own. One central component does not move. If you set it down on any of the moving components, eventually the motion of the components will push it back onto the fixed component. Or it'll roll off the table. Either way.

The cache was a gift to Dr. Jane Burke from the Seraphim over a thousand years ago. It was lost shortly after Commander Smith went maximum "Purge the Xeno" against the Seraphim on Seraphim II. It contains advanced knowledge about Seraphim technology and philosophy, but peeling back its secrets will require time. Without a Perk to accelerate your progress, it will take you all ten years of the Jump to get to the level of technology demonstrated by the Seraphim who will be invading after Black Sun.

But the Seraphim who chose peace and cooperation were far more intelligent than their cousins across the Quantum Realm. Once you pass the level of the xenophobic Seraphim, your progress will slow greatly. As long as you spend some time studying the cache, once a decade you'll be able to develop and implement one or two new technologies that give you new options, or improve on an existing technology more often depending on how much effort you put into studying.

Recall Chip (600 CP)

This piece of a Recall beacon glows, even without power. If your Chain would end, and do not have anything else to stop that, this kicks in. Instead of losing your chain, you are Recalled from the Jump. You forfeit anything you purchased during the Jump, and are held in stasis until your Companions either complete the Jump, or are all also Recalled. Once you Recall, your companions no longer respawn, and their deaths forfeit their purchases. This chip has infinite charges, and if it is lost or destroyed it will instantly reappear in the Warehouse.

The Recall chip does not have to be on your person to work, and in fact it will still work even if it is inside a sealed Warehouse.

Black Sun (800 CP)

Congratulations, you now have a planet-destroying weapon. Or at least the protocrafter pattern. This installation may destroy any planet in range of FTL travel. It can also be used to upload viruses to computers across FTL range, but without any specific targeting, or to temporarily extend psychic powers to such a range as well.

This version also includes auto-calibration software to allow it to work in any universe, without needing a team of skilled technicians in order to get the thing to actually work. This should not take more than about ten minutes, unless the cosmology of the universe is seriously weird.

Use of Black Sun may result in FTL problems around the installation. Black Sun may occasionally destroy itself. While you do get protocrafter blueprints for Black Sun you do not get the design notes unless you take the UEF Data Cache.

Black Sun is subject to the Not Part of the Army Drawback; see the Drawbacks section.

Paragon (800 CP)

A source of infinite power, the Paragon is a passive game-ender. The Paragon is limited in its output only in how fast particles and energy states can be plucked out of the volume of singularity in the core. Most battlefield economies simply do not have enough build power to take advantage of this basic version of the concept. Still, this version can let you

compensate for being outnumbered or outskilled with a tide of metal. Powerful, yes, but also rather volatile. It also requires an incredible amount of resources to construct on the battlefield.

If you do not take these schematics, you'll have to steal the schematics for the Paragon yourself, if you want it. And considering how hard it was for Seraphim collaborators to steal Experimental designs in the original timeline, good luck. This item simply gives you the protocrafter pattern. Design notes require taking the Aeon Data Cache.

The Paragon is subject to the Not Part of the Army Drawback; see the Drawbacks section.

Companions

You may take up to eight Companions with the paying options, and an unlimited number with Tag-Along. Without the right drawback, all Companions will share the same Faction/Origin as you. No Companion may make purchases here, but they decide how they can spend their CP.

Your Companions don't have to be ACU pilots - they can be mission control, intelligence, an AI assistant, or something else. If your Companions have their own ACUs, you'll find that when multiple of you gate in together, the enemy usually managed to increase their ACU count proportionally.

Team Game: (50 CP/200 CP for up to 8)

A line of battle is only as strong as its weakest point. These Companions get 1000 CP, 1000 TP, and the CP stipend in the Army section.

Junior Commanders: (25 CP/100 CP for up to 8)

These Companions gain 600 CP for perks. If they have an ACU, they get 600 TP to upgrade it and can take the CP stipend in the Army section, and make purchases there.

Tag-Along: (Free)

Your companions travel along with you, but sometimes they don't find themselves changed by the experience. These Companions do not get any import CP, but may still take copies of purchases made by other Companions, with a virtual budget the same as what Junior Commanders would give. They must have an ACU to take Army Perks or ACU upgrades.

If you manage to recruit a Companion in this jump, they may make purchases as a Team Game Companion at the end of the Jump (though you may not tell them that before they are recruited.)

Army

Gain **400 CP** for this section only. If you are a Drop-in who chose to copy a Faction's unit lineup, use that choice in this section for discounts.

In the world of Supreme Commander, armies are constructed using tools called "protocrafters." Protocrafters use Patterns to create vehicles or structures. (I will refer to those as "units")

Construction costs come in the form of Mass, Energy, and Build Time. Mass is a shorthand for the rare elements that limit construction, and comes from Mass Extractor and Mass Fabricator buildings. Energy is produced by Power Generators, and command units with

the RAS upgrade. Build Time, along with the Build Power provided by the engineers and factories working on the project, determines the time it takes to finish the project. Resources are consumed continually during construction (a Streaming Economy) so the more Build Power is on a project, the faster it consumes resources.

Priorities

The three factions are each roughly equivalent in technology progress. It's not like any of them have been skimping on the R&D budgets, after all. However, their technologies, and their armies that implement said technologies, wary wildly. After all, the designers had different priorities when developing their armies.

These Priorities provide a bonus when designing anything, and these design boosts are also applied to the protocrafter patterns you get at the start of the Jump, without increasing any costs. You may also apply these upgrades to any items purchased after this jump, as well.

Resilient (200 CP, discount UEF ◆)

The UEF builds to survive. Not only are your armors and shielding systems a little bit better, but even past that your designs are more survivable. Implementing good compartmentalization is easy for you, meaning that your tanks become point defenses if their tracks get shot off, instead of becoming useless scrap heaps. Ships that are shot in half remain upright and afloat, allowing them to continue firing.

Reliable (200 CP, discount UEF ◆)

You'd rather something work well all of the time instead of amazing some of the time. Making sure your designs are reliable, weatherproof, and able to take some shocks is a simple check for you. In addition, this also makes your designs more resistant to non-damaging and esoteric effects, such as EMPs and time manipulation.

Accurate (200 CP, discount Aeon Ψ)

Aeon doctrine emphasizes the single strike, and so their designers created weapons with long range and high damage. Your designs have slightly better damage and range than they should.

Specialized (200 CP, discount Aeon Ψ)

Aeon doctrine prefers specialized units, intended for only one purpose. Their frigates have no anti-air weapon, and their T1 navy instead has a separate design, the Shard, for engaging air threats.

The fewer jobs a design is intended to do, the more of a performance boost it gets. Mounting the same gun as the Shard uses on a frigate with an anti-surface weapon would see it have less performance than the Shard has, since the design has two functions.

Quick (200 CP, discount Cybran ▲)

Cybran doctrine preaches avoiding head-on engagements whenever possible. Your designs are a bit faster and agile than they should be. This has more effect on designs that would already be fast and agile than on bulkier and slower units.

Versatile (200 CP, discount Cybran ▲)

Cybran units often have multiple functions, allowing them to serve multiple roles in rapidly shifting battle conditions. Consider the Loyalist's Tactical Missile Deflector and death EMP, or the Mantis's protocrafter.

It is far easier for you to add secondary functionality to your designs, and the secondary functions will usually have a noticeably better effect than they should.

Cunning (200 CP)

Your army emphasizes both intelligence and counter-intelligence. Sensor systems have slightly better performance and cost less to build and run. Meanwhile, counter-intelligence systems like jammers, stealth, and cloaks cost less to build and run as well. This also grants a few additional units these counter-intelligence systems as standard hardware.

Turtle (200 CP)

Your designs for combat buildings are improved compared those for vehicles. Generally speaking this will only be by about five percent or so in the important metrics, but it is noticeable. In addition, all your buildings benefit from an improvement to durability.

Economical (500 CP)

Units cannot be built without an economy. Your economic structures and units are superior to others, about half again as good. Generators produce more energy, storages hold more materials, protocrafters are faster and have longer range, and so on. In addition, this makes sure you have a static engineering station unit.

Composition

The army you gain here is divided into levels called “Techs” from 1 to 3 (T1, T2, T3,) with Experimentals - massive, expensive, powerful units existing above Tech 3. There are three categories of units: Land, Air, and Naval. Each has their own factories for each Tech, but lesser factories can be upgraded to higher Techs. Different Techs have different capabilities, and quite often you’ll want to build lower-Tech units than what you could build. (For example, building T2 mobile flak instead of T3 mobile AA (which is single-target.)

Import Tax (*)

For free, you may take any unit you already have and add in a quantum data link, which would allow you to remotely operate it from your ACU.

For 25 CP, that unit may be upgraded to end-Infinite-War/Seraphim-War-era standards, provided it would not be an experimental unit. This includes armor, sensors, and any other functionality of the original being upgraded to match. It costs 150 CP to do seven or more of these.

For 100 CP, you may do the same to what would count as an experimental. You have to pay for all of these individually. You may also take what would be larger than an experimental (100-300 meters) and downscale it in size and capability to match.

Seven Hand Discount (25/100 CP)

The faction militaries take information security very seriously, and getting a hold of working protocrafter patterns is a right pain. For 25 CP, you may take one non-experimental from another army and make it yours, changing only its appearance. For 100 CP, you may do the same with an experimental.

Translation Project (25/100 CP)

Certain aspects of your own faction's engineering and design priorities may be preferable to the original designer's work, if you want to fill in a gap in your lineup. You may take a unit that you do not have a corresponding design for and create a new design to fulfill the same role, using your faction's existing technology. This may result in worse performance than the original design, (for example, if you try to make an Aeon stealth boat) or it may result in a more focused unit (for example, if you try to make an Aeon Fatboy.)

It costs 25 CP to translate a standard unit and 100 CP to translate an experimental. You cannot take this for a unit that you already have, as that would just give you the unit already used by your faction.

System Modification (75 CP)

Add the units from a mod to the game. This mod can't introduce new mechanics (except unit abilities like the Nomad Anchor ability or the Omni jamming of BrewLan's Darkness.) But nothing that changes how veterancy or other fundamental mechanics work. No "research" that only exists to lock out units from your use. Also, nothing that changes the ACUs will be happening.

However, keep in mind that the mod is going to be balanced. Everyone gets new toys, not just you and your party. And if the mod doesn't have enough toys to go around, I have this lovely box over here that I can pull things out of.

ACU

An Armored Command Unit, or ACU, is the keystone of a modern army. The normal ACU is a giant robot 40 meters tall, around 25,000 tons, and mounts a weapon on the right arm and a protocrafter on the left arm. It is equipped with an omni sensor, which is capable of detecting cloaked units nearby it. ACUs are all-terrain vehicles, capable of operating in hills or underwater (though their main weapons cannot fire underwater.) Each ACU continually produces a small amount of mass and energy, just enough to get started on a base. ACUs also have the option to Overcharge their main cannon, expending massive amounts of energy from storage to deal massive damage to non-command units.

While the ACU is powerful in the early game, a typical ACU should remain in a defended base once the Experimentals start coming out. If destroyed, the army that the ACU has created will self-destruct, or hang around while displaying all the initiative of a dead fish.

No one will find your ACU being different than the standard remarkable. It will simply be dismissed as a "prototype." If your ACU is destroyed, a new one can be built from the pattern. Your Faction will take 24 hours to rebuild it using the resources at their disposal.

Designing your ACU:

You get **1000 Tech Points (TP)** to design and upgrade your ACU with. You may exchange CP for TP at a 1:1 ratio. Discounts always halve the price, rounding down to the nearest five TP. Drop-ins get 450 extra TP, while those with a Faction get all modules available for their faction's typical ACUs for free. These modules can't be sold back, but if owned modules are "baked" the "add-on" price will be refunded. *The canon ACU builds are listed in Notes/ACU.*

You also get **600 TP** to spend on a custom sACU design that you can summon copies of onto a battlefield. These have their Tech 2 and Tech 3 engineering suites "baked" for free.

ACUs arrive on the battlefield unupgraded, due to the limitations of Quantum Gateway travel, and must build their add-on modules during the fight. Extra mass puts incredible power costs on the process of Quantum Gating, and the components in the core of ACUs must be specially hardened to protect against the shock of Gating without a receiving gate. Having a receiving Gate or another form of FTL allows you to bypass this.

Your ACU has a limited number of slots you can mount add-ons to, and add-ons can only be mounted to a specific slot. With vision of an ACU, it is possible to see what add-ons have been applied. With engineering-level knowledge of the mechanisms by which a potential

module works, you (and any engineering teams working for you) can develop the potential module as an add-on in about a month. Reworking stacks will take longer, but is still possible without a relevant Perk. Baking modules without getting more TP is impossible without a relevant Perk.

Import: (free/100 TP)

You may take another mech you have already purchased and use it as your ACU. By default it will be altered to fit your Faction Aesthetic for the duration of the Jump. In addition, it will be modified in scale to be the same size as a typical ACU for the duration of the jump. If its construction capabilities, economic generation, sensor capabilities, or durability is inferior to a canon ACU, they will be improved to match. One weapon will be enhanced to the same level of firepower as an ACU's main gun, if all weapons are inferior, for free.

If your mech has hardpoints for add-ons, those are now specialized slots, either separate from the default slots and unable to have new modules purchased for it, or overlapping with an existing slot. Any existing hardware for those hardpoints is now add-on modules that can be equipped and swapped in the field. Their performance is not upgraded, however.

For 100 TP, you get the following benefits:

All weapons are similarly enhanced to end-Infinite-War/Seraphim-War-era weapons.

If your mech has a capability similar to one of the modules (a shield, torpedo tubes, powerful sensors) you can choose to upgrade it to the equivalent of the module, and take it for free as a baked module. If your mech has add-ons already, these are considered add-on modules that you get for free. You may choose to upgrade them to a similar capability as the modules below. (For example, you can take add-on armor and turn it into a Large Nanorepair, granting you the bonus durability and the repair capability.)

In addition, this process now repeats whenever the ACU is imported into something again.

Slots:

By default, your ACU has three slots: Back, Left Arm, and Right Arm. The Back slot is a Large slot, while the Arm slots are Small. Small modules can go in Large slots, but not the other way around.

More Small Slots: (50/125/225/350 TP)

You gain an additional slot that you can mount small modules on. This will either be on a shoulder or hip. The costs are for 1/2/3/4 extra slots.

Additional Large Slot: (100 TP)

You gain an additional large slot. It is a "Core" slot inside your ACU's chest.

Modules:

Modules are divided into small and large based on their size. Each module has two prices, one to make it an "add-on," and the second to "bake" it into your ACU so it always has it. Unless stated in the description, each module can only be bought once. When buying modules as add-ons, you must define which slot they are for. Baked modules are not associated with a slot.

Add-on modules can form "stacks," where one slot contains multiple modules built at the same time. This must be defined at purchase. Stacks have a defined order, where upgrades built later are "further down" the stack. Some modules require another one, so the requirer must be further down the same stack as the requirement module.

This is the back slot for the canon Aeon ACU:

- Resource Allocation System -> Advanced Resource Allocation System (225)
- Stun Field (15)
- Personal Shield -> Heavy Shield (100)
- Teleporter

When nothing is built, the commander can build one of four options. (RAS, Stun field, Personal Shield, Teleporter.) Once one has been built, it must be discarded to build one of the other options. Heavy Shield is stacked on top of Personal Shield., so to build Heavy Shield the Personal Shield must be built first. The same with ARAS and RAS.

When a module is added to a stack, there is an extra 50 TP added for every module already in the stack, except for modules that the new module "requires" or "stacks with." *See Notes/ACU for examples.*

Baked modules that are a requirement for other modules always count as being in the stack when the requirer module is added. You cannot bake a module with requirements without first baking the requirements.

Economic:

Tech 2 Engineering Suite (Free/75, mandatory) (Small)

This upgrade triples the build power of the protocrafter and allows your ACU to start construction of Tech 2 units.

It also makes your ACU 25% more durable compared to its base, and improves the basic repair system to work twice as fast as the default. (Default location: Left Arm)

Tech 3 Engineering Suite (Free/175, mandatory) (Small)

Requires "Tech 2 Engineering Suite"

This upgrade triples the build power of the protocrafter again and allows your ACU to start construction of Tech 3 units.

It also makes your ACU 50% more durable compared to its base, and improves the basic repair system to work thrice as fast as the default. (Default location: Left Arm)

Rapid Fabricator (30/100) (Small)

This upgrade increases the power of the protocrafter by an amount equivalent to a dozen T1 engineers. While powerful, it can quickly consume resources.

Advanced Rapid Fabricator (30/125) (Small)

Requires "Rapid Fabricator"

This upgrade increases the power of the protocrafter by an amount equivalent to a dozen T1 engineers, again. This will definitely chew through any resources you've stored up.

Personal Drone (10/30) (Small)

Stacks with "Personal Drone"

A small, hovering T1 engineer. It is far more fragile than a normal T1 engineer, but cheaper and faster, and can get places that a ground-based engineer cannot. Will assist your

ACU by default. Will rebuild without interrupting your ACU's building, but this will consume resources. Can have up to four (4) of these modules.

Resource Allocation System (75/1080) (Small)

Increases the amount of power that your ACU produces to that of a T3 power generator. Also increases mass provided by your ACU.

Advanced Resource Allocation System (150/1155) (Large)

Requires "Resource Allocation System"

Adds the equivalent of another T3 generator to your ACU's production, and increases the provided mass even more.

Protective:

Nanorepair (40/100) (Small)

A new repair system added to your ACU that increases its repair rate. With this, in a solo duel with an unupgraded ACU, your ACU will be able to repair the damage as fast as it happens. When mounted in a Large slot or baked, provides a moderate bonus to durability.

Advanced Nanorepair (80/200) (Large)

Requires "Nanorepair"

The nanorepair system is enhanced even further, letting the ACU regen-tank a double-gun ACU, or five unupgraded ACUs. In addition, provides a massive boost to durability.

Personal Shield (30/100) (Large)

A simple shield system capable of protecting your ACU from incoming attacks. It can take about three times the punishment of your ACU's armor before collapsing. Its recharge rate is rather modest, and its rebuild time is just under three minutes.

Heavy Shield (70/150) (Large)

Requires "Personal Shield," Stacks with "Shield Recharger"

A more robust shield system to protect your ACU. It's twice as strong as the Personal Shield, but regenerates only slightly faster, so it takes longer to fully recharge.

Shield Field (70/150) (Large)

Requires "Personal Shield," Stacks with "Shield Recharger"

This expands the shield from covering just your ACU to protecting a small area around it. This is useful for protecting nearby units and structures, but enemy units can pass through the shield to fire directly at your ACU. Provides a minor increase to shield power.

Shield Recharger (50/75, Discount Aeon Ų) (Small)

Requires "Personal Shield," Stacks with "Heavy Shield," "Shield Field," and "Shield Recharger."

Greatly increases the recharge and rebuild rates of your ACU's shield. Does not provide additional capacity. Can have up to four (4) of these modules.

Restorative Field (50/150) (Small)

Slowly repairs all allied units and structures near the ACU. It would take a minute to repair a medium tank from “almost destroyed” to “fully intact.” However, this repair rate does not stack with the repair systems on other units or structures.

Advanced Restorative Field (100/250) (Small)

Requires “Restorative Field”

This repairs nearby allied units and structures at three times the speed of the Restorative Field. It also provides a minor boost to the effective durability of these units and structures while they are within the field.

Extra Armor (--/5) (N/A)

This is slight improvements to your armor to increase base durability. Each purchase makes your ACU able to take another few hits during an ACU duel. Can purchase as many as can be afforded.

Weapons:

Main Gun Booster (30/120) (Small)

Stacks with “Main Gun Booster”

This module improves two of the following properties of your ACU’s main weapon:

- Damage (+150%)
- Range (& Effective range) (+80%)
- Rate of fire (+100%)
- Area of effect (+30m)

The effect of these modules stack linearly. Two upgrades with RoF will give you 300% base RoF, not 400%. Can have up to four (4) of these modules. Each module purchased increases the cost of further copies by +10 TP as an add-on, and +40 TP to bake it.

Torpedo Launcher (30/90) (Small)

A powerful, burst-firing torpedo system to use in underwater combat.

Torpedo Defense System (50/75, Discount Cybran▲) (Small)

Requires “Torpedo Launcher”

A system of small counter-torpedo launchers capable of intercepting and destroying enemy torpedoes. You pretty much ripped the TDS from two UEF Coopers and strapped them to your ACU.

µSAM Launcher (50/75, Discount UEF ♦) (Small)

A miniaturized SAM system, it nevertheless manages to pack the same punch as your full-sized, stationary structures while being cheaper and no impediment to your mobility.

Tactical Missile Defense (50/90) (Small)

A smaller version of a fixed Tech 2 Tactical Missile Defense structure, mounted on your ACU.

Tactical Missile Launcher (75/150) (Large, Back only)

A single missile tube mounted on the back of the ACU, along with some supporting hardware. It is capable of launching the missile from underwater, but only holds one

Heavy Tactical Missile Launcher (110/150) (Large, Back only)

Requires "Tactical Missile Launcher"

Replaces the normal missile tube with a tube for a heavy tactical missile, which packs the equivalent of about 12 megatons to be delivered to a destination of your choice. It is capable of striking targets underwater, and can be launched from underwater.

Warning: Using against a Cybran with Loyalists (or something else with Tactical Missile Deflectors) may result in petard-hoisting.

Chest Beam (100/225) (Small)

Whether you stick with the classic Cybran MASER, or go with a UEF Hiro Plasma Beam, an Aeon Phazon Laser, or something else, this lets your ACU pack some serious punch. The beam alone will kill a Megalith within 30 seconds, and anything less durable in even less time. The problem is it's the most direct-fire of direct-fire weapons. Unless it has direct line-of-sight to the target, it can't hit it.

Stun Field (15/75) (Small)

This device projects a EMP or chrono field around the ACU - a 90° wedge stretching out a kilometer in front of you, and covering your sides and back by 100 meters.

Enemy units that enter the field are immobilized and unable to maneuver or fire. T1 units are always stunned, in less than a second. T2 units are usually stunned, in a couple seconds. T3 units are sometimes stunned, in five to ten seconds. Experimentals and command units are never stunned by this module.

Other:

Teleporter (0/175) (Large)

A large ring-shaped module that can be used to teleport anywhere on the planet. It drinks power like an alcoholic, requiring three dedicated T3 power generators to charge it up without running a deficit, a process that takes 30 seconds. If you have energy in storage, you don't need a full 10K power overflow, but how much depends on how much power you have stored.

Personal Stealth (35/70) (Large)

This module renders your ACU invisible to long-range sensors. It consumes a modest amount of power. It also doesn't work against Omni sensors. Note that just because you can't be targeted doesn't mean you can't be detected… by say, firing on enemy positions. And when your enemy dispatches something to fly over your head, it will notice you.

Personal Cloak (180/400) (Large)

Requires "Personal Stealth"

An upgrade to the stealth system, this will keep you from being seen while you walk your 40-meter mecha through a sea of nanobot cameras. Like stealth systems, it won't protect

you from Omni sensors. It requires more power to run than stealth. And again, remember that not being able to be targeted doesn't mean you can't be detected, and ground-firing is a thing.

Radar Jammer (35/70) (Small)

Stacks with "Enhanced Sensors"

All allied units nearby your ACU have their radar returns multiplied, creating a shifting pattern of contacts that makes precise targeting impossible, and can scare inexperienced commanders. Costs a minor amount of power, and can be seen through via vision from units, or via Omni.

Enhanced Sensors (40/50) (Small)

Stacks with "Radar Jammer" "Intel Probe" "Advanced Intel Probe"

A upgrade to the onboard sensor system of your ACU, this extends your Omni range, and adds radar coverage to much further out. These systems cost a minor amount of power to run.

Intel Probe (40/100) (Small)

Stacks with "Enhanced Sensors"

A small launch rail for the a probe, and the equipment to construct it are attached to your ACU. The small probes it launches are equipped with a surprisingly good sensor suite, effectively a flying T1 radar system. The downsides are the probes quickly break down, build slowly (once a minute) and can't be controlled in flight. Building them requires a small amount of energy.

Advanced Intel Probe (60/70) (Small)

Requires "Intel Probe," Stacks with "Enhanced Sensors"

Launches a more powerful probe with bigger radar and vision coverage, as well as some Omni coverage. To make this probe, you'll also need to shell out a small amount of mass. It retains the same downsides as the basic version, still.

Capacitor (35/80) (Small)

These capacitors can charge up off of excess energy in your network, and then discharge to overcharge protocrafter build power, sensor system ranges, and weapon rate of fire.

Servo Overdrive (75/120) (Small)

In addition to a block of power regulators, this module includes adding additional servomotors in the joints of the ACU, increasing movement speed by a factor of 1.5.

Scenarios

You may only take one Scenario at a time. *Further rules are in the Notes.*

Cybran Lords

"So, I guess failure runs in your family?"

Some of the Cybran Nodes have decided that they want not just a little bit of revenge, but a lot of revenge. Becoming what they hate, they have begun enslaving entire worlds using their knowledge of cybernetics. About half the Cybrans have become these new “Cybran Lords,” brutally crushing resistance and quickly wearing down the other two factions.

Stop these lords in their tracks, and make sure they will never rise again. Also against them are the other half of the Cybran Nodes, including QAI and Doctor Brackman, and the surviving UEF and Aeon commanders. Whether you can get them into an actual alliance is something else entirely.

Keep in mind that these Cybran Lords have better units than the coalition resisting them, and have many elite commanders in their numbers.

Stop the Cybran Lords, and make sure the Cybran Nation will remain a peaceful confederacy for the next while. Oh, and the Seraphim will still show up at the usual time, even though there is no Black Sun. Deal with them, too.

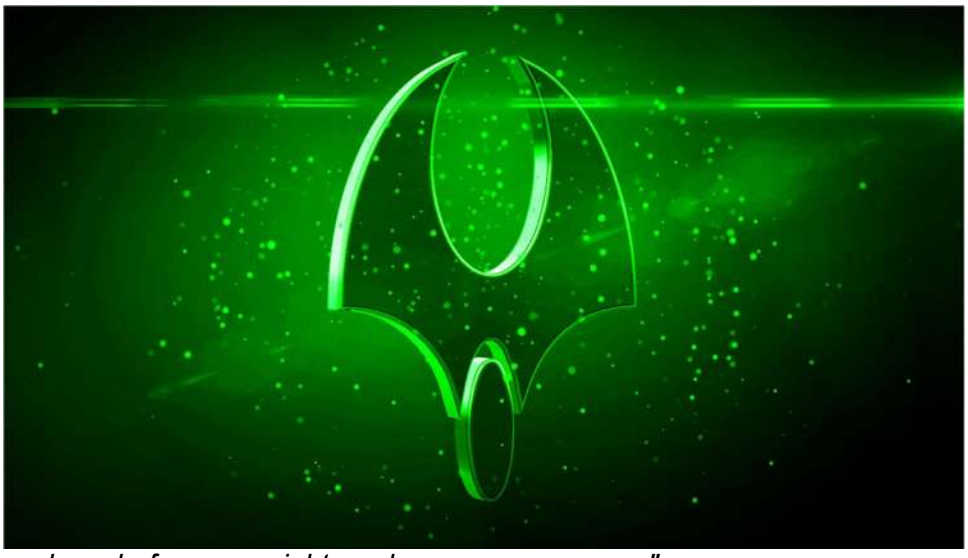
Your Reward: Deus Machina, 100 CP + 100 TP to spend at the end of the Jump

Deus Machina: Your implants have been upgraded to be a million times better.. A factor of a hundred comes from clock speed. A factor of ten comes from an improved instruction set. The rest of the improvement comes from the thousand-fold improvement in threading.

You don’t actually need cybernetic implants to benefit from this perk. You think a hundred times faster, and can hold ideas ten times more complex in a mental thread. In addition, anything that gives you mental threads (such as your brain) has its effect multiplied by a thousand.

You don’t constantly need to run at full mental speed either, and can have some threads running at full speed while the rest remain at normal human speed.

All-Reaching Crusade



"Bow down before our might, and we may spare you."

The Aeon have been united under Avatar-of-War Marxon and Evaluator Kael. Now they go forth, to unite the entire galaxy under their rule, using the Way as a weapon. Entire worlds will be brainwashed, and anything that opposes them, or leads to free thought, will be destroyed.

Less than a quarter of the Aeon have chosen not to be a part of this madness, and they will assist the remnants of the UEF and Cybrans.

Keep in mind the majority of the Aeon have significantly better units than the coalition resisting them, and have many elite commanders in their numbers.

Stop the Order of the Illuminate, and make sure the Aeon Illuminate will remain a peaceful theocracy for the next while. Oh, and the Seraphim will still show up at the usual time, even though there is no Black Sun. Deal with them, too.

Your Reward: You Will Be Unassimilated; Resistance Is Futile, 200 CP + 200 TP to spend at the end of the Jump

You Will Be Unassimilated; Resistance Is Futile: You are adept in methods of deprogramming, reversing assimilating, removing psychic commands, purifying corruption and restoring minds. How good is this? Very, very good. As long as you can interact with the method of attack, you can undo it in a moment, and if you can interact with it across multiple people, you can do them all at the same time.

Treated people are immune to further attacks of the same nature, and you can also pre-immunize people to a certain type of attack once you've witnessed it. You are automatically immune to any method of attack you could undo. Your restoration also fully reverses any other negative effects associated with the mind control, such as Borg implants or Zerg body modifications.

You can also modify technology that interacts with any given method to produce these same effects.

New Empire

"When it comes down to it, the only thing you can trust is the blue of the UEF!"

The UEF has truly become the heir of the old Earth Empire, conquering all in its path, and crushing resistance with the most brutal of tactics. The President has become a lifelong position, becoming a dictator in all but name.

Only a few UEF commanders have been able to defect - if you chose UEF as your faction, you'll awake in the Jump right after you've successfully stolen an ACU and gotten away to an unknown planet. In addition, the UEF defectors are not trusted at all.

Keep in mind the UEF has greatly superior units to the coalition resisting them, and have many elite commanders in their numbers.

Stop the UEF Empire, and make sure what comes out of it will remain a peaceful republic for the next while. Oh, and the Seraphim will still show up at the usual time, even though there is no Black Sun. Deal with them, too.

Your Reward: Assassination Mode, 300 CP + 300 TP to spend at the end of the Jump.

Assassination Mode: When you take out someone, anyone under them in the chain of command suddenly has their initiative reduced to that of a beached fish. They may make some noise and be startling, but they won't actually be a problem. They will only regain their initiative once someone else who hasn't had their initiative cut comes in and scoops them up. This new person must be of a higher rank than the person who was removed.

Modern Mongols

"I'm afraid we're out of mercy today. How would like an ass kicking instead?"

Halfway through the Seraphim invasion, the Nomads will show up. These people were exiled from the old Earth Empire, and bear a grudge several times the size of the inhabited galaxy. There will be many atrocities, if they are left unchecked.

Not only are the Nomad units greatly superior to the forces already in play, the Nomads have a unique form of FTL capable of dragging along more mass in between planetary orbits. Because of this, their ACUs are deployed from an orbital dropship, which provides initial intel and fire support. Their strategic mobility is slightly lower (as they cannot reach potentially anywhere in the galaxy in a moment) but they have the numbers to make up for it. How do you feel about being outnumbered 10:1 in a typical fight? More importantly, how do the other commanders who aren't Jumpers feel about it?

If you take this scenario, your taking of it (as well as the possible taking of the Nomad Data Cache) is redacted. You will not get the Nomad Data cache until the redaction is undone., which is when the invasion has started. If you go exploring and bump into the Nomads, you could set them off early. If you do set off the Nomads early, the Seraphim will also immediately open up a rift on Earth and start their own invasion. Attempts to bypass this redaction will fail.

You must stop the Nomad invasion, and reform them into the allies of the other three factions. Oh, and deal with the Seraphim.

Combat Pay: 200 CP, 200 CP in the Army section, and 200 TP. Granted once the Nomad invasion begins.

Your Reward: The Best of Both Worlds, all five factions' units added to your Army, 400 CP + 400 TP to spend at the end of the Jump, if you haven't taken the Nomad Data Cache yet you can take it for 200 CP.

The Best of Both Worlds: You can combine items you own, creating a new pattern that when created has the best value in each property. The items must be about the same size, and be used for the same purpose. If the best version of a property is situation-specific, the new pattern has the ability to adjust, at will anywhere in between the values from the original items. This combination is done automatically to everything that works in your Army when you get this Perk.

When combining weapons, the rate of damage is the property that gets merged. A weapon that can slowly fire powerful shots and another that can quickly fire will not give a weapon that can quickly fire powerful shots.

For example, you can combine the T1 light artilleries together, giving you a unit with the hover capability and high area-of-effect of the Zthuee (Seraphim,) the firing speed and DPS of

the Fervor (Aeon,) the EMP capability and speed of the Medusa (Cybran,) the high health and cheap cost of the Lobo (UEF,) and the AA capability of the Barrager (Nomads.)

Yes, this can be used to create magitech, even if the magic system normally wouldn't support that.

Bidden Avenger

"I shall hide, bide my time. There is no other alternative. No other choice."

Look, there are a lot of timelines that are worse than the canon ones I usually send you to. In canon, the Seraphim commanders were all the equivalent of crazy psychos with no empathy. They were disconnected from the Way and were going to have to die for the Glorious Cause. In addition, they were new to the art of war, on both personal and institutional levels to boot.

Now, though, they're all behind this, all the way. The Seraphim culture glorifies genocide and the moral superiority of the Seraphim to exist over all other forms of life. In addition, they've done this before countless times, and are doing it to other species out there, accessible via the Quantum Realm.

Seraphim commanders have a rich institutional knowledge pool to educate themselves from, and the leaders of the invasion are experienced from prior genocide crusades. Their technology is far more refined for the art of war, and their units are greatly superior to that of the Coalition. In addition, their commanders are not cut off from the Way, so psychic protection is needed to prevent them from mind-controlling your own side's commanders.

Instead of starting near the end of the Infinite War, you start after the end of the Seraphim War.... and the Coalition had every single one of their body parts handed to them on quantum-treated alloy platters. You arrive on the quantum gateway in the hidden base of Dr. Brackman, who is very relived to see another human face after six months of silence. While there might be other survivors, they have also gone completely silent. On the other hand, at least the Seraphim destroyed QAI after almost wiping out humanity.

If you are taking a Native Origin, your survival will be explained via several strokes of absurd luck. In addition, the Faction Data Caches will be something you found pre-insertion. If you are a Drop-In, Dr. Brackman will just dismiss the questions about who you are.

You have several quadrillion people with access to advanced technology and the desire to destroy as many other cultures as possible. Every single one would hop in an ACU and start massacring anyone who isn't Seraphim. Make sure they are never, ever a problem again for anyone else. Whether that's killing them all or not, it needs to be done.

And once that's done, you need to rebuild humanity. There's a reason I gave you those Data Caches.

Cannot take with Not the Hero or Obvious Anomaly

Combat Pay: 750 CP, 600 CP in the Army section, and 750 TP. UEF, Aeon, and Cybran Faction Data Caches. Given to all Companions as well.

Rewards: All prior Scenario Rewards, if you have not yet taken the Seraphim Data Cache, you may purchase it with a discount. The Nomad Data Cache will also be available. (The total points are 1000 CP + 1000 TP.)

Drawbacks

There's no Drawback point limit - if you take enough rope to hang yourself that's on you.

Companions can't take Drawbacks, but still get affected by them. They get half the CP you get from the Drawbacks (aside from Team Game, who get full benefit.) Companions must have another source of CP to get CP from Drawbacks.

Gates Only (+300 CP)

The severe costs for gating massive objects means the ACU paradigm dominates warfare. If you had access to a form of FTL that did not have such harsh mass limits, you could break the setting over your knee, bringing millions of units to a fight. Even if you don't bring units, economy or even storage is enough to give you a horrendously unfair advantage. Well, you can't do that. The only way you can get from one world to another is via a Quantum Gate.

Code Duello Robotico (+200 CP)

There's a certain way to do things. If someone sends an army at you, you have to respond with an army of yours. You many not use any powers that do not provide information about the battlefield, enhance your army or your control of it, or mess with your opponent's control or head. No hopping out of your ACU and going Super Saiyan on an army. You have to treat the world with its own RTS game like an RTS game.

If someone attacks you person-to-person, feel free to deal with them as you like. And you're still allowed to buff yourself inside the cockpit, as long as that the effects outside the cockpit are limited to the above.

No Foreign Goods (+200 CP)

No items from outside this Jump are allowed. You can put things in your Warehouse, but can't take things out or otherwise interact with it. Imports are delayed until this Drawback is removed.

Sign of Surrender (+200 CP)

Cannot take with "On Life Support"

You may consider 1,200 kilotons of TNT going off in your seat cushion a bit itchy, but rules are rules. Once your ACU blows up, you're out of the fight. No getting back in, and in fact no more talking to your allies still in the fight. Though they won't hold it against you, at least. You can't influence the fight any more. You're free to go on to another fight if you want to.

Prototype Jammer In Hell (+1200 CP)

Cannot take with any Drawback listed above. (Their effects are included in this one.)

You lose access to any Perks, Items, and other powers you have gotten so far. Only your memories, and the skills encoded in those, will be available to you.

On Life Support (+500/+300 CP)

Cannot take with "Sign of Surrender." No effect on Companions.

The cockpit of an ACU can provide medical support if the pilot is injured in some way, like a training accident. Hell of a thing to happen you, but it did. Now you're so badly injured that you cannot be removed from the ACU without dying. You can still pilot, though, and as long as your ACU is still functioning, you will remain alive. Also, nearly two millennia of medical research means the analgesics do some solid work, so you don't feel pain and can think crystal-clear.

This Drawback removes any sort of regeneration or durability increase you might have (though if combined with other abilities those remain.) With that decrease in durability, Gauntlet Death Protection is activated. If you die, you will forfeit anything from this Jump and Continue On.

If taken with *Prototype Jammer In Hell*, this is only worth +300 CP

Not the Hero (Not Drop-in) (+300 CP)

Normally, if you took the option not to be a campaign character, you'd be able to get involved in the plot and Black Sun fairly easily. Now, you're going to need a metaphorical crowbar to get involved. Your superiors are trying to keep you away from anything that could actually affect the war, so you'll only be doing operations in the Nowhere system, planet Middleov unless you figure out a way to bypass their desires.

Obvious Anomaly (Drop-in only) (+300 CP)

Normally, as an unknown with no backing, you'd attract some interest, and your unique technology would attract a bit more. But it would be moderate, and the project wouldn't receive too many resources. Word of your capabilities would spread slowly throughout the Faction militaries. Now, though, once you show yourself, all the factions will take a keen interest in your technology. Any capability of yours you reveal will be spread quickly to all their commanders. Any draft of an alliance will have you handing over your technology on it. And commanders in the field will put a fair chunk of resources towards trying to capture your units. You will be a priority for them.

Fortified (+600 CP)

"Why don't they just build up defenses on their planets?" You asked. Now, they do. Just for you, Jumper. Expect to take half-a-dozen nukes to the face the moment you Gate in, followed up by a few hundred flights of Strategic Bombers, and some accompanying spy planes to find you if you're cloaked. You may wish to cheat.

For The Cause (Not Drop-in) (+250 CP)

Cannot take with "Speedrun," "Any Percent," or the Scenario related to your Faction

You are completely devoted to your faction. You fully believe in their cause, and will contribute everything to it. You can't be talked out of your devotion, and will be among the most extreme advocates for your cause. (If you give away something you've purchased due to this, you get it back once this Drawback is resolved.)

Any Percent (Not Drop-in) (+400 CP)

Cannot take with "Not the Hero," "Speedrun," "Clean Up The Mess," "For The Cause," or any Scenario

So you just want get in and get out? Okay, fine then. This Jump will only later twelve hours, one for each mission of the video game campaign. If you don't finish all the mission objectives in one hour, you forfeit this Jump and move on. If you finish within an hour, half of the

leftover time is banked in case you run over time on a later mission. Death, of course, is still death. Did I mention the difficulty got set up to above the hardest level?

Oh, and your unit lineup and ACU are mostly locked down at the start, like in the campaign. You'll get access to "new" units and add-ons usually well after the first point they would have been useful. The same goes for your abilities and Warehouse - you start with only a quarter of your abilities available, and three-quarters of your items in the warehouse under stasis lock. If you have abilities that would allow you survive an ACU explosion, the least useful one will be available to you immediately.

You get a fifteen minute break between missions. Don't worry about not being in your ACU, you'll find yourself in your ACU at the end of the break, just gated into the starting spot.

If taken with They Find You Unusual, rogue commanders will be considered mission targets, to either force a Recall or kill.

If taken with Not The Hero, you're on a side campaign and have no clue what's going to be in the next battle.

Not Part of the Army (Special/Mandatory)

This Drawback applies to the blueprints for the Paragon and Black Sun. If you get either of them, via data-theft or purchasing, you cannot reverse-engineer them, and they are unaffected by your powers and Perks, including the Army Perks. No casting Indestructible Object on that Paragon.

This also blocks you from reading the design notes, or otherwise using the design notes, during this Jump. You'll still be able to tell if you got the correct, uncorrupted files, but you can't actually get the information from them into anything useful, like your brain, until you're finished.

Speedrun (Not Drop-in) (+0 CP)

Cannot take with "Not the Hero," "Any Percent," "Clean Up The Mess," "For The Cause," or any Scenario

For people who don't want to hang around but don't want to take more risks, this is for you. You'll go on one campaign mission a day, and can take as long as you need. There will be one day between the vanilla and the Forged Alliance missions, and then another day after Operation: Overlord. Two weeks. That's your Jump.

If taken with Not The Hero, you're on a side campaign and have no clue what's going to be in the next battle.

Clean Up The Mess (+0 CP)

Cannot take with "Any Percent" or "Speedrun."

You may buy this toggle at any time during the Jump. If you want to stay a bit longer to clean any lingering problems, or want to say goodbye properly, this is for you. You can stay as long as you want. After you drive the Seraphim back through their rift and deal with the Scenario you took, you can no longer Chain-fail in this Jump, and even if you die, you will still keep all your stuff. Drawbacks will also be canceled.

Conclusion

Well, looks like you are a Supreme Commander, Jumper. The Infinite War is over and the Seraphim have been driven back. All Drawbacks are now removed.

Everyone, select your next mission.

You Gate ASAP: Ready to move on? Good, get ready for your next Jump. And brace for Quantum Shock.

Permanent Garrison: So, you want to stay here? Keep in mind if you just have a bit of unfinished business you can just Clean Up The Mess.

Ah, then. Happy retirement, Commander.

Recall: You're going home, I see. Well, I hope you enjoyed the adventure as much as I did. You probably didn't, but I can hope, right?

Notes

General

- If you don't know much about Supreme Commander, I highly recommend watching some gameplay. And I mean the original, Forged Alliance, and Forged Alliance Forever (FAF.)
- Supreme Commander 2 has very little in common with Supreme Commander. Some would say it's closer to StarCraft than Supreme Commander.
- Also, the "SupCom" 2 manual calling everything so powerful when it's such a severely scaled-down game doesn't help its case.
- Not to say that enjoying it is wrong (again, that complaint would be just as not-valid against StarCraft) but this isn't the Jumpdoc for it.
- Anyway, watch a playthrough of the campaign, maybe some tutorials, and definitely some general gameplay. Stuff besides modded games or Phantom, Murder Party, or Claustrophobia game modes.
- There's a copy of the Unit Database on the web archive, including unit sizes. You may make the trees whatever size you want (instead of the tiny ~10m ones)
- Officially, the actual ranges for the weapons are 10x the size. Take that as true, but also note that effective range is often different than theoretical range
- Game building speeds are canon, and are to be used in Jump.
- You also have to expand intel ranges as well, but you can make them less binary and strictly-defined.
- You can use the FAF mod/builds for this if you want, including the T3 mobile anti-air and the HQ factory system.
- The timeline of this Jump will be different than in the game.
    - You enter the Jump on 14 September 3840
    - The first mission in each campaign takes place that day
    - The Battle of Black Sun will take place on 14 September 3844, unless you deliberately try to alter it.
    - The Seraphim will open a Rift to the Quantum Realm on Earth exactly five years after Black Sun was fired. If Black Sun was not fired, they will create the rift on 14 September 3849
    - Operation Overlord, the reclamation of Earth, will take place on 1 September 3950, unless you deliberately try to alter it. However, your

participation and influence over the Coalition and the course of the war will determine how much force the Coalition can send.

- If you win the Battle of Black Sun, you decide what to do with the weapon - whether that's destroy it, or fire it in some manner. Just remember that your actions will have consequences.
- In the first year of the Jump, you'll go on a mission once a week or once every other week. In the second and third years of your Jump, you'll go on missions once or twice a week. In the fourth year, you'll be deployed every other day at least, if not multiple missions a day.
    - If you're a Drop-in, that's the recommended schedule to keep on top of things. Falling behind means things move out of your control.
- On that note, T3 will be unlocked right from the start, and your mentor won't start your mission off by telling you to build a metal extractor. First, that's dumb and you should always start by building a factory, and second you've been trained and won at least some battles in simulation.

Origin and Faction

- For Cybrans taking the campaign character's place, Dr. Brackman's first name is Gustav if you are a man, and Augusta if you are a woman.
- If you take the Drop-in option, take a Faction's tech, and don't change the appearance, you're probably going to piss that Faction off. The Cybrans will probably be the ones to take it the best, and that's only if you do support their cause.
- If you take the Drop-in option, you can choose to get a body with the standard civilian health and quality-of-life enhancements, or stick with your bodymod.

Perks

- Everyone in this setting has psychic defenses. The UEF ACU provides protection to the pilot, and Cybran implants also block telepathy. They are rather reliable. So if you just have Way Adept as your psychic attack, don't expect to mind-control your opponents into compliance. Other, more powerful Perks from other Jumps will be needed for that.

Items

Companions

Army

- The Novax is bad gameplay and bad lore, and therefore does not exist.
- Drop-ins not taking a faction army may either come up with custom Experimentals (which I will price for you) or may steal four canon Experimentals for free.

ACU

- If you bake modules that you can buy multiple of, if you manage to visit this Jumpdoc again the baked modules don't count against the limit, and are considered part of the ACU's basic capabilities.

- If you have a mech altform and want to import it, you can. You just lose access to the Item while in the altform, and the altform when the Item is in public (or destroyed.)
- If you make a stack with:

Nanorepair->Personal Shield->Heavy Shield->Advanced Nanorepair->Shield Recharger

You pay 300 TP in stacking fees. Personal Shield adds 50 TP, because it does not stack with Nanorepair. Heavy Shield adds 50 TP, because it does not stack with Nanorepair but does stack with Personal Shield. Advanced Nanorepair adds 100 TP, because it does not stack with Personal Shield or Heavy Shield, but does stack with Nanorepair. Shield Recharger adds 100 TP, because it does not stack with Nanorepair or Advanced Nanorepair, but does stack with Personal Shield and Heavy Shield.

- If you make a stack with:

Personal Shield->Heavy Shield->Shield Field->Shield Recharger x4

You pay 50 TP in stacking fees, as Shield Field does not stack with Heavy Shield.

Canon Prebuilds:

For reference, here is what Jumpers with a Faction received, as well as the canon Seraphim ACU. You may move around and stack and re-stack these modules.

UEF ACU ◆:

- Right Arm:
  - Resource Allocation System (75)
  - Main Gun Booster (Damage and Range) (30)
- Back:
  - Personal Drone -> Personal Drone (20)
  - Teleporter
  - Personal Shield -> Shield Field (100)
  - Tactical Missile Launcher -> Heavy Tactical Missile Launcher (185)
- Left Arm:
  - Tech 2 Engineering Suite -> Tech 3 Engineering Suite
  - Nanorepair (40)

Aeon ACU Ц:

- Right Arm
  - Enhanced Sensors (40)
  - Main Gun Booster (Damage and Rate of Fire) (30)
- Back:
  - Resource Allocation System -> Advanced Resource Allocation System (225)
  - Stun Field (15)
  - Personal Shield -> Heavy Shield (100)
  - Teleporter
- Left Arm:
  - Tech 2 Engineering Suite -> Tech 3 Engineering Suite
  - Main Gun Booster (Damage and Range) (40)

Cybran ACU ▲:

- Right Arm:
  - Torpedo Launcher (30)
  - Chest Beam (100)
- Back:

    - Resource Allocation System (75)
    - Teleporter
    - Personal Stealth -> Personal Cloak (215)
- Left Arm:
    - Tech 2 Engineering Suite -> Tech 3 Engineering Suite
    - Main Gun Booster (Range and Rate of Fire) (30)

Seraphim ACU ♄:

- Right Arm:
    - Main Gun Booster (Range and Rate of Fire) (30)
    - Restorative Field -> Advanced Restorative Field (150)
- Back:
    - Resource Allocation System -> Advanced Resource Allocation System (225)
    - Nanorepair -> Advanced Nanorepair (120)
    - Teleporter
    - Tactical Missile Launcher (75)
- Left Arm:
    - Tech 2 Engineering Suite -> Tech 3 Engineering Suite
    - Main Gun Booster (Damage and Area of Effect) (40)

These are only for reference, for you to use as a starting point or for knowing what your allies and enemies are packing.

Example ACU Builds:

UEF ACU ♦

- Baked:
    - Tech 2 Engineering Suite (75, 925)
    - Tech 3 Engineering Suite (175, 750)
    - Personal Drone 4x (120 - 20, 650)
    - Nanorepair (100-40, 590)
    - Advanced Nanorepair (200, 390)
- Right Arm:
    - Main Gun Booster x3 (120 - 30, 300) (Speed and AoE, then Damage and Range, then Speed and Damage)
    - Resource Allocation (75-75)
- Back:
    - Teleporter
    - Tactical Missile Launcher -> Heavy Tactical Missile Launcher (185-185)
    - Personal Shield -> Heavy Shield -> Shield Field -> Shield Recharger (270 - 100, 130)
- Left Arm:
    - Torpedo Launcher (30, 100)
    - Chest beam (100, 0)

Cybran ACU ▲ (With 550 additional CP converted to TP)

- Baked:
    - Tech 2 Engineering Suite (75, 1475)
    - Tech 3 Engineering Suite (175, 1300)
    - Resource Allocation (1080-75, 295)
    - Stealth + Cloak (470-215, 40)
- Right Arm:

    - Main Gun Booster x2 (Range and Rate of Fire, Range and Damage) (70 - 30, 0)
    - Torpedo Launcher
- Back:
    - Teleporter
- Left Arm:
    - Chest Beam

Example sACU Builds:

sACU #1

- Baked:
    - Tech 2 Engineering Suite (free)
    - Tech 3 Engineering Suite (free)
- Right Arm:
    - Enhanced Sensors (40, 560)
    - Rapid Fabricator (30, 530)
    - Main Gun Upgrade x2 (70, 460) (Damage and speed, Damage and AoE)
- Back:
    - Stealth -> Teleporter (85, 375)
- Core: (100, 275)
    - Personal Shield -> Shield Field (100, 175)
- Left Arm:
    - Chest beam (100, 75)
    - Resource Allocation (75, 0)

sACU #2

- Baked:
    - Tech 2 Engineering Suite (free)
    - Tech 3 Engineering Suite (free)
    - µSAM Launcher (75, 525)
    - Enhanced Sensors (50, 475)
    - Extra Armor x6 (30, 445)
- Right Arm:
    - Main Gun Upgrade x4 (180, 265)
- Back:
    - Personal Shield + Heavy Shield + Teleporter (150, 115)
- Left Arm:
    - Nanorepair (115, 0)

Scenarios

- All scenarios will continue until the victory condition is met, or the Jumper dies or forfeits.
- The Jumper and Companions are ageless during the Scenario. Regardless of how hard you mess up, it is possible to turn it out around. It will just be a huge pain. You may have to rebuild multiple civilizations, but it's possible.
- If the Jumper dies or forfeits, they do not get the reward. If the Jumper dies past the standard duration of the Jump, they forfeit anything bought with combat pay, keep everything else, and will immediately either return home or go to the next Jump.

- Scenarios are intended to take effort. Any Perk or Item that fiats the end conditions of the Scenario (e.g. “Any government you make will be stable and peaceful,” or just auto-success in general) will have their power greatly reduced. A Perk or Item that fiats a part of the end situation will still be reduced in effectiveness, with more coverage meaning more nerfing.
- Companions get a full copy of any rewards and any combat pay. If the Jumper Jump-fails, everyone forfeits anything purchased with combat pay.
- Once you successfully complete a Scenario, the relevant reward Perk is now an undiscountable 600 CP perk for the purposes of Perk Sharing and house rules like Mail Order.

Drawbacks

- Don’t take Fortifications with Gates Only, No Foreign Goods, or Prototype Jammer In Hell. Just don’t.

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Changelog

V0.9.9
-Only Cybrans require the hardware for Symbiont during this Jump
-Added Creed of the Tactical Genius
-Faction Aesthetics provides native origins with their faction's aesthetic.
-The paid level of ACU Import now procs on future Imports.
-Five Hand Discount renamed to Seven Hand Discount because that was actually the name of the node.
-Added Translation Project, Seven Hand Discount now explicitly only changes the appearance
-War Angels Scenario changed to Bidden Avenger
-Tag-Along now gives "virtual" CP
V0.9.8
-Conclusion allows Companions to choose their own endings.
-Changed headers to Zero Threes font (so now it matches)
-Changed ACU Import, now has a free level.
-Custom sACU for free.
-Complete reworked army section
-Removed Now An Enemy and They Find You Unusual drawbacks
-ACU torpedo launcher is now only 90 TP to bake
V0.9.7
-Speedrun and Any Percent can no longer take with For The Cause, are faction-only
-Any Percent, when taken with They Find You Unusual, makes the rogue commanders mission targets.
-saACUs get free T2 and T3 engineering

-changed explanation of add-on stacks

-Reduced ARAS baking cost to 1155 because it requires baking RAS

-added examples in notes.

-added a bit to intro text

V0.9.6

-Seraphim Data Cache now gives quantitative boosts with effort.

-Moved Not Part of the Army to the Drawbacks section.

-Added System modification to the Army:Import

-Added to the general notes.

-Added Faction Aesthetics Perk and removed all that from the notes.

V0.9.5

-Added three general perks (Protocrafting, Not Too Unusual, Security Unclearance)

-Added three drawbacks: They Find You Unusual, Any Percent, Speedrun

-Gave Economic Edge: Power Investment a buff to energy production.

-Extra Storage modifications scales factory and engineer storage to your ACU's storage now.

V0.9.4

-Buffed Economic Edge so Mass and Energy rates for non-economic stuff is the same, and increased the reduction for economic assets.

V0.9.3

-Changed Refined Instinct so you won't hurt people on accident

-Buffed You Will Be Unassimilated, Resistance Is Futile to protect the Jumper

-Removed Make My Robot Build and dropped Team Game's price. Fluff now mentions importing as an AI

-Added link to unit DB archive in notes.

-Dropped prices of stuff in the Army section

-Simplified Like Sand But With More Lasers and made it more powerful.

-Added Prototype Jammer In Hell, the complete power-loss Drawback.

-Added Extra Armor to ACU section, to take up spare TP

-Added mention of Overcharge stuff