



## Command and Conquer: Tiberium Dawn/Renegade jump

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Version 1.4

In the year 1995 a meteor strike hit near the Tiber river in Italy, bringing an alien substance that scientists called Tiberium, named after the impact site, which can absorb and crystallise precious metals from the surrounding soil, but also terraforms its surroundings and produces toxic gasses and radiation fatal to humans and animals. The Brotherhood of Nod, an ancient cult society, invests heavily in the development of technology to harvest and refine Tiberium crystals, allowing them to rapidly expand worldwide. In response the United Nations tasks the Global Defense Initiative to take down the rapidly militant Nod forces. You begin just before fighting breaks out between the two factions, GDI targeting Nod holdings in Europe and Nod attempting to conquer Africa.

Here's **1000cp** to get you situated, good luck, Jumper.

### Factions:

You may choose between GDI and Nod or choose No faction

**GDI:** The United Nations Global Defense Initiative (shortened as UNGDI or more commonly as GDI) is a multinational task force established in 1995 by the G7 countries under the charter of the United Nations Global Defense Act. GDI's original mandate was to counter the rising military power and international terrorism of the Brotherhood of Nod

**Nod:** The Brotherhood of Nod (often shortened to Nod or the Brotherhood) is a worldwide and quasi-religious movement devoted to the mysterious and charismatic figure of Kane, and the harnessing of the extraterrestrial Tiberium substance by Earth's downtrodden peoples. Although the Brotherhood first publicly emerged in 1995, the same year of Tiberium's arrival, Nod had existed as an ancient and secret society long before this date, and claims to have originally been founded around 1800 BC.

**No Faction (+300cp):** Attempting to stay neutral in this global war won't be easy, nod will certainly attempt to swing you to their side, either by subterfuge or force. GDI is more likely to respect your neutrality and counter Nods attempts but will be ruthless in rooting out suspected Nod cells and sympathizers.

### Origins:

Gender and age may be chosen freely. Any origin may be used as Drop-In.

**Civilian:** The battlefields of the first tiberium war are dotted with towns and villages, much like the one you find yourself in.

**Scientist:** An expert in tiberium and its various applications, your research into the substance could tip the scales in the current or future wars. Tread carefully, as the other side will likely target you for kidnaping or elimination if you catch their attention. You start in a small research facility or hospital near a tiberium field.

**Soldier:** The professional trained forces of one of the factions (or if No Faction, a resistance member). You start in an allied base.

**Commander:** High ranking officer in your faction, if no faction you're a well respected civilian resistance leader. You start in your faction's headquarters or a field headquarters.

### Perks:

Discounts are 50% for the matching faction/origins, with 100cp perks becoming free. If you choose No Faction, you may discount one perk per tier from one of the factions.

**Tiberium Immunity (Free for here/200cp to keep):** Tiberium hasn't become widespread yet, but treatments for exposure are practically nonexistent, so take this. You're now immune to tiberium. If you pay the 200cp to keep it, Tiberium heals you, and you're also highly resistant to other exotic and not so exotic materials, such as radioactive, and corrupting energies.

**Bald of Awesome (50cp) :** Like Kane, you're attractive with or without hair, and any facial hair enhances this effect. Can be bought multiple times for additional effect.

**Danger Sense (100cp, free Civilian):** You have a sixth sense when it comes to immediate threats, giving you a rough idea of where, and what something is about to harm you.

**Field Expert (100cp, free Scientist):** Pick an existing field of science or engineering, you are now an expert in that field with 20 years of experience. This updates with similar knowledge in future jumps.

**Basic Training (100cp, free Soldier):** Getting to and staying in shape is all part of being a soldier. Peak physical conditioning and years of training, basic tactics and strategies.. All training is now three times more effective. Staying in shape is a breeze with this.

**Yes, Commander (100cp, free Commander):** To successfully win a war your soldiers will need to follow orders exactly. They'll now know exactly what you mean when you give orders, and will follow them faithfully.

**Army of One (200cp, discount Civilian):** You have a talent for breaking into, stealing and piloting vehicles all by yourself. You can crew most vehicles single handedly. When fully crewed, vehicles under your direct command are much more efficient, moving, and firing faster.

**Results Driven (200cp, discount Scientist):** While they won't openly admit it, GDI is willing to look the other way when it comes to less than ethical research, so long as it gets results. As long as you produce some usable research, organizations that would normally have you arrested ignore any ethical or moral violations you make in the pursuit of knowledge.

**Toughness (200cp, discount Soldier):** With all the firepower shooting every which way, you'll need protection. You now have a form of natural armor, akin to a suit of modern body armor on you at all times.

**Secured Comms (200cp, discount Commander):** Prevents enemy jamming and other interference from disrupting communications with your forces, as long as both sides of the conversation have working equipment.

**Visceroid (400cp, discount Civilian):** A result of over exposure to tiberium, the visceroid is a blob-like mass of flesh that sometimes has a few recognizable features from those they once were left over within their structure. They are capable of spewing a concentrated toxic tiberium gas that can turn other life forms into Visceroids. You gain a Visceroid alt form and actively regenerate when exposed to tiberium or other radioactive sources.

Tiberium Specialist (400cp, discount Scientist): Being in close proximity with tiberium carries all sorts of nasty side effects and potential accidents are always a risk. This perk guarantees you'll know all the relevant safety procedures dealing with volatile or dangerous substances and how to combat them. It also prevents any accidents from happening under your watch.

Wreaking Havoc (400cp, discount Soldier): Years of demolition work has taught you how to spot the weak points in any structure, giving you an instinctive knack for planting explosives that can cause the whole building to collapse.

Logistical (400cp, discount Commander): Tiberium has made logistics simpler, allowing most vehicles and weaponry to be produced onsite and on demand at a base. This perk allows you to near-instantly transfer funds, supplies and personnel between allied bases.

Luck (600cp, discount Civilian): Lady luck smiles upon you, nudging things in your favor, perhaps a soldier will overlook you when they're purging your village or you'll find an unexpected windfall when you need it. Try not to rely too much on this as lady luck has a tendency to turn on you when you least expect it.

Mobius Intellect (600cp, discount Scientist): Tiberium is very interesting, its properties have caused scientists to reconsider the very laws of physics. You have a special knack for discovering new uses for tiberium and other exotic substances, creating entirely new technologies with both military and civilian applications.

That Was Left handed! (600cp, discount Soldier): Grueling special forces training has made you an expert at any weapon you can lay your hands on, using them to and beyond their full potential, picking off enemy soldiers with precision headshots from hundreds of meters away with just a pistol.

Five Star Badass (600cp, discount Commander): War is the crucible in which heroes are forged, from the lowliest infantryman to the highest ranking general, they all share certain traits. You have quicker mental reflexes, able to analyze enemy tactics and strategies, finding their weaknesses and exploiting them.

## Faction Perks:

**Power Through Peace (200cp, discount GDI):** The GDI has the backing of the UN and all the first world nations. The more powerful and numerous your forces, the more stable the territory under your control is. Less crime, corruption, harder for insurgents such as Nod to infiltrate.

**Counter Insurgency (400cp, discount GDI):** From its inception the GDI has been fighting a (largely) asymmetrical war against Nod. You excel at Counter Insurgency operations, and when you destroy the majority of an organization, they'll fall apart and never recover. This power may be applied to any organization you are part of as a whole.

**Lead By Example (600cp, discount GDI):** Any battles you participate in that end in victory has a cascading effect on your side. No matter how badly morale should be, allied forces will rally at the news, making them fight harder and turning narrow defeats into decisive victories. The closer the power/strength of the forces, the more of an effect it has.

**Peace Through Power (200cp, discount Nod):** Stealth and subterfuge is Nod's specialty, and now it's yours too. Leading a ragtag resistance against an overwhelming enemy is old hat to you. You know how to hit them where it hurts: supply trains, prototype research facilities, under defended bases and targets of opportunity. Propaganda comes very easily to you.

**From The Ashes (400cp, discount Nod):** Time and time again, the Brotherhood will be destroyed by the GDI, only to return years later stronger than ever. Any organization you are part of gains this ability, able to scrounge up new recruits, resources and technology to return to its former power after being seemingly destroyed.

**You Can't Kill The Messiah! (600cp, discount Nod):** Like Kane you have a tendency to somehow survive the unsurvivable. Once per jump or every 10 years when you would otherwise die, you will instead be transported to safety and healed of any injuries.

### Items:

Everyone gets a **200cp** stipend for items/weapons/vehicles. Each item will respawn in the warehouse if lost/used/destroyed within 24 hours unless stated otherwise. **Scientists** and **Civilians** get an additional **300cp** to spend on items, weapons or vehicles.

To Command And Conquer (free/50cp): The full series of Command and Conquer, including books, comics from the Tiberium, Red Alert and Generals series. Games include canceled versions such as Generals 2. Also includes signed memorabilia by the cast. For 50cp extra, post jump it includes a version of the games with the changes you made.

'Gizmo' Repair tool (100cp, one free Civilian): This device was created during the latter stages of the First Tiberium War, and used by both GDI and Nod. It was used for a variety of purposes, from disarming explosives to repairing structures to even healing infantry. Its primary fire released a blue beam in short pulses. When this beam hits the target, it rearranges its molecular structure and repairs any damage. The gun could be used on organic as well as inorganic materials. A secondary mode fired a red energy stream, which inflicted damage.

AS-2 Watchdog Automated Sentry Weapon (200cp): Designed by Szakolczay to be a light, compact unit for maximum portability, the Watchdog folds out into an 7.62mm machine gun automated sentry position with friendly-fire detection utilizing standard signature protocols. Comes in a pack of 4.

Air Strike Beacon (200cp): A special smoke grenade that when used will summon two A-10 warthogs to attack with their main guns and drop napalm bombs, comes in a pack of 6.

Ion Cannon/Nuclear Strike Beacon(400cp): A small handheld device that when deployed will summon an ion cannon or tactical nuclear strike on its position. Comes with a timer. Plant and run like hell.

Tiberium Field (200cp): Warehouse attachment. A field of blue tiberium and a small automated refinery and drone harvester to process it. Provides a steady income or high quality materials.

Research lab (200cp, free Scientist): An advanced state of the art laboratory designed to research tiberium but can easily be adjusted for other purposes. Also acts like an advanced hospital. Comes with a staff of researchers/doctors and assistants/nurses.

Personal EVA Unit (100cp, free for Commanders): A wrist mounted computer with a basic AI that acts as a go-between for ground forces and commanders. It can link up with a friendly network and sort through intel, has a built in medical monitoring system, and radar/motion trackers to alert you to nearby forces. Usually only issued to Commanders or Commandos. You may import a different AI for free.

Stealth Suit/Mobius Suit (200cp): You may choose between a Nod Black Hand stealth suit, or Dr Mobius' Power armor. The stealth suit is lightly armored and features an integrated optical camouflage system that, unlike the ones produced for others, does not occasionally flicker, though weapons fire or damage will still temporarily disrupt it. The Mobius Suit is heavily armored, has an enhanced sensor suite and provides the user with enhanced strength, allowing them to use heavy weapons with ease. Both are self repairing and environmentally sealed and have built in enhanced communications equipment.

### Weapons:

Each weapon comes with 12 full magazines that are refilled daily. **Soldiers** gain an additional **200cp** to spend on weapons only

Falcon Pistol (Free, additional 50cp): Typically chambered for 9mm ammunition, the pistol comes with a standard 12-round magazine and integrated sound suppressor. It is a popular sidearm for special operations units, such as the GDI commando team Dead 6.

Raptor Automatic Rifle (Free Soldier, 50cp): The AR-70 Raptor is a descendent of the assault weapons used by GDI during the First Tiberium War, and has been extensively modified over the years. Its fire rate, stopping power and magazine capacity have increased while its ease of handling and lightweight construction have remained.

Condor Chain Gun (50cp): A belt-fed six-barrelled weapon that has a high rate of fire (up to 2000 rounds per minute). Fires 7.62mm nato from a 100 round belt.

SDT-B Vulture Pump Action Shotgun (50cp): Widely used, the Vervack shotgun is an extremely potent weapon in close quarters combat. With a black synthetic stock and rust-resistant finish, it is a potent close combat weapon.

Mantis Tiberium Automatic Rifle (100cp, discount Nod): Developed by Nod in the closing stages of the First Tiberium War, the Mantis Tiberium automatic rifle is a bullpup assault weapon designed to fire concentrated Tiberium gas from a 50 "round" magazine inserted in the back, capable of firing 300 rounds per minute.

C4 (50cp each): A powerful composite explosive used primarily for demolishing buildings. Infinite supply of 10 pound bricks, though you can only have 4 active bricks at a time. Comes with remote and timed detonators.

Talon Tiberium Flechette Gun (100cp, discount GDI): A gas powered submachine gun that fires tiberium shards from a sealed 100 'round' magazine, highly effective against infantry and light armored vehicles.

Locust Rocket Launcher (100cp): The Szakolczay-made 66mm rocket launcher is a perfect choice for those seeking a compact anti armor package. A six-round magazine allows for rapid reloading and gives the weapon considerable firepower. For 50cp more, upgrade to lock-on rockets to target aircraft.

FG13 Dragonfly Flamethrower (100cp, discount Nod): Issued to Nod flame troops, this compact handheld flamethrower uses compressed gas canisters to deliver a stream of napalm onto its targets.

V2 Venom Chem Sprayer (100cp, discount Nod): A derivative of the flame thrower, this device instead spews forth tiberium waste that is quite deadly against infantry and light vehicles.

Vervack R59 Pierce Sniper Rifle (100cp, discount GDI): This rifle is quite compact, can be easily broken down for transport and fires highly damaging armor-piercing bullets, using a detachable four round box magazine. Additionally, the scope in this series of rifles is outfitted with an integrated directional microphone and passive night vision module.

Firefly Laser Rifle (100cp, discount Nod): Designed primarily for Black Hand operatives, it features a bullpup design in a resistant, reliable package. However the weapon lacks advanced optics, forcing the user to rely on iron sights entirely. A Firefly is charged with special batteries and is capable of converting energy into light, which is then amplified and projected forward through a red focusing crystal located underneath the front of the weapon. Each battery is charged for a hundred shots and can be quickly reloaded. The laser beam is capable of piercing all but the thickest body, even penetrating armor plating.

Hawkeye Ramjet Rifle (200cp, discount GDI): The Hawkeye fires jet-propelled shells at extreme velocities, capable of piercing even the heaviest body armor and damaging military ordnance. In order to manage the extreme recoil, a piston is installed above the barrel, to handle its movement, while the bullpup design allows for a smaller size of the weapon without compromising accuracy. The scope itself has a built-in night vision module and a directional microphone.

Tarantula Laser Chaingun (200cp, discount Nod): Powered by a more powerful energy cell and utilizing three rotating barrels it allowed for a sustained rate of fire without overheating the weapon. The miniaturized Obelisk of Light module embedded within transmitted energy converted into light to three focusing crystals housed within the metal cooling apparatus in front of the weapon, which coupled with the rotating of the barrels allowed for precise and deadly fire. Much like the Firefly Laser Rifle, a single shot will light the struck area on fire for several seconds due to the extreme amounts of heat each laser bolt generates.

Scorpion Railgun (300cp, discount Nod): An inefficient, but extremely powerful weapon, it fires 30mm Torque II rounds at extreme velocities, using a magnetic coil induction system to propel them to extreme speeds.

Merlin Personal Ion Cannon (300cp, discount GDI): A shoulder-mounted, stout-barrel weapon, the Merlin is an attempt by GDI to harness their most destructive weapon and put it in a portable, mobile package. While cumbersome, it is exceedingly powerful.

Volt Rifle (200cp): A weapon that spews medium ranged bolts of electricity. Apparently reverse engineered by Nod using technology recovered from a downed alien ship that crashed near the Cairo temple of Nod.



### Vehicles:

Each vehicle comes with infinite fuel and ammo, self repairs and will respawn in the warehouse or at the nearest friendly base within 3 days if destroyed/lost/stolen. Each vehicle can be crewed by one person, though it is easier with more. **Soldiers** gain an additional **200cp** to spend on vehicles only

### General Use Vehicles:

Hovercraft (100cp): Amphibious vehicle used to transport men and equipment. Unarmed and lightly armored, it can carry up to twenty infantry, and two medium sized vehicles at once. Crew of two.

Chinook (100cp): Large unarmed transport helicopter used by all sides, can carry up to twenty infantry inside and can sling load one vehicle, up to and including mammoth tanks.

Mobile Headquarters (100cp, One free for Commanders): Based on a half track chassis, the Mobile Headquarters provides battlefield control on the go, and is packed with hightech communications equipment.

Mobile Helipad (100cp): A commercial semi truck towing a trailer that can be deployed into a helipad for VTOL aircraft, providing rearm, repair and refueling. Slow and lightly armored.

VTOL Heavy Transport (100cp): Predecessor to GDI's Carry-All Transport in the Second Tiberium War, the VTOL could carry every vehicle in either side's arsenal or a squad of infantry. Slow and lightly armored, armed with a 105mm cannon and 20mm gatling cannon on the nose.

### GDI Vehicles:

Humvee (50cp, one free GDI): The high mobility multipurpose wheeled vehicle, commonly called Humvee, was a GDI anti-infantry recon vehicle during the First Tiberium War. Equipped with a remotely operated 7.62mm machine gun. Seats Five.

APC (100cp, discount GDI): A M113 armored personnel carrier, well armored and can carry up to 10 infantry in relative safety. Equipped with a remote operated 7.62 machine gun. Crew of two.

MLRS (100cp, discount GDI): Multiple launch rocket system, a tracked vehicle with a guided rocket launcher on the back that fires six rockets at a time. Excellent range and firepower but very little armor and speed. Crew of two.

Anti-Air Vehicle (100cp, discount GDI): GDI's sole anti air vehicle, a twin double barrel 40mm anti aircraft cannons mounted on the APC chassis. Rarely used by GDI.

X-O Power Suit (100cp, discount GDI): Experimental power armor that never went past the prototype stage, the X-0 is the grandfather of the GDI walker mechs developed decades later. Armed with a 8mm minigun on one arm, a 20mw laser on the other and 35mm rockets on the back, decent amount of armor and limited flight capabilities.

Medium Tank (200cp, discount GDI): The Medium Tank is a workhorse combat vehicle, armed with a single 105mm cannon, firing APFSDS, HE shells and a coaxial 7.62 machine gun. It is the backbone of GDI's armored divisions in the first Tiberium war. Crew of three.

M7 Micro-Tank (200cp, discount GDI): A small but powerful one man tank armed with twin 124mm RAGAT (Rocket Assisted General Anti-Tank) guns on a four tread chassis. Lightly armored, and speedy.

Orca (300cp, discount GDI): Employing a set of twin articulated jet engines as propulsion in place of the classic rotary wing, the ORCA has incredible maneuverability. These advantages came at the expense of armor, allowing the Orca to withstand only a few missile hits, provided it didn't outrun these missiles first.

The craft is armed with two weapons - a six barreled, forward mounted gatling gun (equipped with a searchlight) and a pair of Dragon TOW missile launchers on its sides, each containing nine rockets. Some later models had two forward mounted machine guns. Crew of two.

Mammoth Tank (400cp, discount GDI): As GDI's heavy assault tank, the Mammoth is armed with two 150mm cannon and twin 60mm anti-infantry and anti-aircraft Mammoth Tusk missile pods. Has a built-in self-repair system that helps keep the tank in working condition. Crew of three.

## Nod Vehicles:

Buggy (50cp, one free Nod): The buggy was a Nod anti-infantry recon vehicle during the First Tiberium War. Equipped with a remote operated 7.62mm machine gun. Seats Four.

Recon Bike (50cp, one free Nod): The recon bike was a Nod anti-armour recon vehicle during the First Tiberium War. Equipped with 4 guided anti-tank/Aircraft missiles. Seats one.

APC (100cp, discount Nod): A late addition to the nod arsenal, this six wheeled vehicle is well armored and can carry up to 10 infantry in relative safety. Equipped with a remote operated 7.62 machine gun. Crew of two.

Light Tank (100cp, discount Nod): In a departure from Nod's standard light tank, the new vehicle boasts a lower profile, a new four-tread movement system and a better mounted turret. Equipped with a 75mm main cannon and a coaxial 7.62 machine gun. Crew of two.

Mobile Artillery (100cp, discount Nod): Nod's answer to GDI's MLRS. A six wheeled chassis with a large 155mm indirect artillery cannon. Like all nod vehicles it is light on armor but speedier than its GDI counterpart. Crew of two.

Armored Stealth Trooper (100cp, discount Nod): Prototype Nod mech, it is equipped with the same stealth system as the Stealth Tank, a 35mm cannon, two tow missiles, a 5MW laser and a gattling gun, though all this armament comes at the cost of protection, rendering it vulnerable to medium machine guns. Never widely used due to huge cost. Crew of one.

Surface to Surface Missile Launcher (100cp, discount Nod): Seldom seen Nod vehicle, the StSML is based off GDI's MLRS but replaces the rocket pods with two large 'Honest John' missiles, with napalm warheads. Eventually phased out in favor of the mobile artillery, while it was still in use this unit could outrange anything in either side's ground vehicle arsenal.

Flame Tank (200cp, discount Nod): Devil's Tongue flame tank was a Nod support tank during the First Tiberium War, effective against infantry. Equipped with two short ranged but highly effective flamethrowers that melt flesh and armor alike. Crew of two.

MGT-1A microwave gun tank (200cp, discount Nod): Experimental Nod tank based on the light tank chassis designed to fire a beam of microwave energy that horrifically kills infantry and vehicle crews. Has a 10mm coaxial machine gun. Never developed past the experimental stage. Crew of two.

Apache Gunship (300cp, discount Nod): Acquired from mothballed military vehicle depots, Nod has refurbished these attack helicopters in secret. Armed with a powerful 30mm cannon and two guided rocket pods, this lightly armored unit is usually outclassed by the GDI's new ORCA VTOLs but remains a potent weapon in Nod's Arsenal. Crew of two.

Stealth Tank (400cp, discount Nod): Revolutionary Nod quad tracked missile carrier, equipped with a Lazarus shield that allows them to cloak nearly instantaneously and disappear from sight, and armed with twin dragon tow missile launchers. Lightly armored, it has to decloak when firing and severe damage will cause the cloak to malfunction. The ultimate hit and run vehicle. Crew of two.

### Companions:

Import/Create (100cp): Import or create up to 8 companions with 800cp, with their choice of origin, faction and the associated discounts. They do not gain access to the army or base building sections but they do get the stipends for the items and vehicles sections (commanders gain the soldier stipend instead)

Lieutenant Logan Sheppard (200cp, discount GDI): son of GDI General Mark Jamison Sheppard. Logan followed in his father's footsteps and joined GDI. Given that he was the son of a general, he had to work hard to prove that he did not get his position in the GDI due to nepotism. He comes with all the GDI and Soldier Perks.

The Dead Six (400cp, discount GDI): GDI special forces unit created during the first tiberium war. Highly effective at destroying Nod forces. Consists of Nick Seymour Parker 'Havoc', Sakura Obata, Dariel MacInnis 'Deadeye', Nigel Grant 'Gunner', Shai Aviv 'Hotwire', and Erich Wulfe 'Patch'. They count as one companion unless imported separately. They come with all the GDI and Soldier Perks.

Ignatio Mobius (100cp, discount GDI): a scientist and leading expert on Tiberium, Dr Mobius is credited with the discovery of Tiberium near the Tiber river, from which the alien element took its name. He comes with all the scientist perks. Alternatively you may recruit his young daughter, Sydney.

Mendoza (200cp, discount Nod): A psychotic terrorist turned mercenary hired by Nod. He comes with all the Nod and Soldier perks.

The Black Hand (400cp, discount Nod): A hand-selected group of elite Nod Operatives, these six men and women are Nod's counterpart to the Dead Six. They count as one companion unless imported separately. They come with all the Nod and Soldier Perks.

Elena Petrova (100cp Discount Nod): A brilliant scientist working with Dr Mobius on his tiberium research, she will eventually defect to Nod and become head researcher of their Regenesys project. Comes with all the scientist perks.

Canon Character Recruitment (free, 100cp): You may recruit any cannon character for free, provided they agree. For 100cp, you can recruit anyone except those listed above, regardless if they want to or not.

## Base Builder:

You have **1000bp (base points)** to spend in this section. You may convert cp to bp at a 1:2 ratio but not in reverse. You may import properties into this section or import these properties into future properties at no cost. Assume the base is one property for these purposes. You may split the base into multiple bases, as long as you have at least one construction yard for each base, Defenses cover all bases evenly (the third purchase would give each base a primary, and secondary line of defense). **Commanders** gain an additional **400bp** to spend here.

**Construction Yard (100bp each, one free):** The beating heart of any base, With this you may pack up and move your base (though it will take time to tear down and set back up, this vastly reduces the time needed). Holds materials and a cadre of engineers to keep the base in top shape. Additional purchases allow quicker construction and repair, or multiple bases.

**Power Plant (50bp each, one free):** Vital structure and achilles heel for bases. Both GDI and Nod use these nuclear power plants to power their bases and defenses. For 50bp you may upgrade all power plants to advanced power plants, doubling the output of each.

**Barracks/Hand of Nod (50bp each, one free):** Quarters, medical facility, armory and training facility for GDI/Nod Personnel.

**Refinery (100bp each, one free):** A specialized facility dedicated to safely refining harvested tiberium crystals. Comes with a harvester and a dedicated green tiberium field. For 50bp you may upgrade all your refineries' tiberium fields to blue tiberium, doubling the income.

**Tiberium Silo (50bp each):** Extra Storage for processed tiberium, these structures, while easily destroyed, can contain any volatile substances indefinitely and safely.

**Weapons Factory/Airstrip (100bp):** The weapons factory rapidly constructs GDI's vehicle arsenal onsite using materials from the refinery. The Nod airstrip allows Nod to deploy vehicles constructed elsewhere, via cargo planes, both have underground vehicle storage. Nod-Aligned jumpers may instead choose a Nod themed weapons factory. Comes with a full schematic database of GDI/Nod's vehicle arsenal.

**Helipad (50bp each):** Allows for the rearm, refueling and repair of up to 4 helicopters and VTOL aircraft. Has an underground storage and construction facility for an additional 8 aircraft, though it can only service one at a time.

**Repair Facility (100bp each):** Located mostly underground, the surface of this facility allows the quick servicing of GDI and Nod ground vehicles, reducing normal maintenance time from hours and days to mere minutes due to onsite fabricators and automated welding units. Post jump can salvage or scrap any wrecks placed in the work area.

**Sandbags and Chain Link fences (50bp):** One of the oldest forms of cheap defenses, these sandbags will reinforce all structures to be more resilient to enemy fire. Razor wire topped fence that surrounds your entire base, great for slowing down infantry assaults but does nothing to stop tanks.

**Landmines (50bp)** Provides a respawning proximity minefield around the perimeter of your base. While primarily anti-infantry, mines will damage vehicles significantly. Mines have IFF triggers that prevent friendly fire.

**Concrete Walls (100bp):** Excellent defense against infantry and vehicles, this 20ft high 8ft thick barrier surrounds your entire base, funneling ground forces into predesignated killzones, allowing your automated defenses and defenders to easily concentrate their fire on any trespassers. Also provides reinforcement to all buildings and firing positions for both vehicles and infantry throughout the base.

Watchtower/Turret (50/100/150bp): GDI uses automated anti infantry watchtowers, armed with 20mm miniguns that shred infantry, light armored vehicles and aircraft. Nod relies on anti-vehicle turrets armed with a 105mm cannon. The first purchase gets you enough defenses of both to cover the entrances of the base, the second triples the amount, the third gives a secondary line of defense and scattered turrets to cover the entire base.

Advanced Watchtower/Obelisk of Light (100/200bp): The advanced watchtower is a 4 story tall structure with four automated anti infantry miniguns on each corner of the tower and an anti tank missile launcher on the top floor. The Nod Obelisk of light is a highly advanced nod structure shaped like an black egyptian obelisk that fires a highly effective and accurate laser that melts infantry and ground vehicles, but has trouble targeting aircraft. First purchase adds two towers at each entrance. Second purchase adds them to the secondary defense line (if the second level is purchased from base defenses).

SAM Site (100bp/200bp, discount Nod): Hidden surface to air missile launchers that can pop out of their reinforced bunkers and fire off a salvo of missiles at enemy aircraft. The first purchase adds enough SAM Sites to cover the perimeter of the base, while a second purchase adds to the secondary defense line and enough overlapping coverage to defend the entire base even if the first and second lines are destroyed.

Communications Center (50bp): Provides long range communications with GDI/Nod command, local radar and secure access to spy satellites. GDI may upgrade this to an Advanced Communications Center that gains access to the Ion Cannon Satellite network for 250bp. In future jumps this comes with a single Ion Cannon Satellite in orbit that can quickly reposition itself to fire anywhere on the planet.

Temple of Nod (200bp, Nod Only): This center of worship also conceals a nuclear missile silo. Comes with one tactical nuclear missile that respawns every month. Stockpiling of these missiles is allowed.

### Army Builder:

You have **1000ap (army points)** to spend in this section. You may convert cp to ap at a rate of 1:2 but not in reverse. Units will respawn weekly if killed/destroyed and are considered followers. **Commanders** get an additional **600ap** to spend here.

Infantry (50ap each): Lightly armed and armored infantry. Twenty four per purchase.

Grenadiers (100ap, discount GDI): Armed with grenade launchers. Twelve per purchase.

Rocket Troops (100ap, discount Nod): Anti Armor Infantry equipped with rocket launchers. Twelve per purchase.

Engineers (100ap): Armed with only a handgun, these valuable and highly trained engineers are responsible for repairing and maintaining bases. They're also skilled in capturing enemy structures. Five per purchase.

Flamethrower Infantry (200ap, discount Nod): Anti infantry specialists armed with devastating flamethrowers. Six per purchase.

Chemical Warrior (200ap, discount Nod): Specially trained infantry in sealed hazmat suits equipped with the deadly chemical thrower. Six per purchase.

Commando (200ap, discount GDI): Special forces unit trained to eliminate enemy infantry and structures. Can level a base easily if not stopped. One per purchase.

For vehicles, see descriptions above for more info, each comes with a full crew.

Humvee (100ap, discount GDI) : Ten per purchase.

Buggy (100ap, discount Nod) Ten per purchase.

Attack Bike (100ap, discount Nod): Ten per purchase.

APC (50ap): Five per purchase.

Anti-Air Vehicle (100ap, discount GDI): Five per purchase.

X-O Power Suit (100ap, discount GDI): Five per purchase.

Armored Stealth Trooper (100ap, discount Nod): Five per purchase.

Light Tank (200ap, discount Nod): Six per purchase.

M7 Micro-tank (200ap, discount GDI): Five per purchase.

MGT-1A microwave gun tank (200ap, discount Nod): Five per purchase.

Mobile Artillery (200ap, discount Nod): Three per purchase.

MLRS (200ap, discount GDI): Five per purchase.

Surface to Surface Missile Launcher (200ap, discount Nod): Five per purchase.

Medium Tank (200ap, discount GDI): Five per purchase.

Mammoth Tank (200ap, discount GDI): Three per purchase.

Flame Tank (200ap, discount Nod): Four per purchase.

Stealth Tank (200ap, discount Nod): Four per purchase.

Harvester (200ap): Two per purchase.

Orca (200ap, discount GDI): Four per purchase.

Apache (200ap, discount Nod): Four per purchase.

Chinook (100ap): Four per purchase.

Hovercraft (100ap) Four per purchase.

VTOL Heavy Transport (100ap): Four per purchase.

Mobile Helipad (100ap): Four per purchase.

### Scenarios:

All scenarios are optional, and may be taken even if you are not a member of the faction. Cp gained may be combined with cp from the other scenarios or left over from the main jump or drawbacks but must be spent before moving on to the next jump.

#### The First Tiberium War:

GDI: You'll take the place of the GDI commander, tasked with defeating nod in the European theater. Expect oversight from the UN, false flag attacks by Nod disguised as GDI on civilians and eventually being cut off from high command until Shepard can convince them otherwise.

Nod: As the brotherhood's newest commander you're tasked with securing Nod's interests in Africa, under the supervision of Seth, and later Kane himself. Political backstabbing is quite common in Nod, be weary commander.

Rewards: For completing either side of the first tiberium war you get another 300cp to spend on whatever you wish in this document.

#### Fun Park:

Something strange is happening in a remote area, reports of dinosaurs attacking GDI and Nod forces have caused high command to send you and a small force to secure the area and eliminate the threat.

Rewards: For eliminating the dinosaur threat you gain a small research facility that can clone and grow the various dinosaurs you faced along with 200cp to spend as you see fit and a baby dinosaur companion of a species of your choice. The dinosaur is very intelligent, loyal and understands you. It does not take up a companion slot.



### Drawbacks:

Middle of Nowhere (+100cp): You start in the middle of the Siberian wilderness. There's no human civilization for hundreds of miles.

War Economy (+100cp): Tiberium is the prime source of money here, all out of jump forms of currency are worthless beyond their makeup (gold still being valuable).

Mutant Magnet (+200cp): Something about your nature draws tiberium mutants to you, they will always be hostile.

Renegade (+200cp): You frequently violate orders, while this won't get you executed, you will be spending quite a long time in the brig, only let out when you're needed.

Most Wanted (+200cp/+400cp): GDI or Nod have you at the top of their hitlists and will always be gunning for you. For 400cp both factions have it out for you, though they'll focus on each other first.

Kane's Attention (+200cp): Your nature as a jumper is known by Kane, who wishes to abduct and experiment on you. He won't focus entirely on you unless you also take Most Wanted (Nod/Both).

Raw Recruits (+400cp): Instead of fully trained units, you'll get a bunch of green recruits that haven't even passed basic training yet. Good luck training them up.

The Break Of Dawn (+400cp): Instead of being here for 10 years, your stay is now extended till 2030. That's an additional 25 years or 35 years total.

Standing Alone (+600cp) For a not insignificant amount of cp, you may opt out of the Army builder and Base builder sections. May not be taken with Raw Recruits.

### Outro:

Well it's been 10 years (or 35 if you took The Break Of Dawn and you've survived (or not) another jump. All drawbacks are revoked and you now have a choice but first you have the option of removing any unwanted tiberium from yourself, companions, items and warehouse, just in case some managed to sneak in without your knowledge.

Battlefield Control Terminated: Had enough? Time to head home then. Have another 1000cp as a going away present to buy whatever you want from here before you leave.

Establishing Battlefield Control: You wish to stay? Well that's your choice, have another 1000cp to spend on whatever you want here, you're probably gonna need it.

Mission Accomplished: Continue Jumping, maybe we'll see you again?

### Notes:

1: As a courtesy, all tiberium contamination will be removed once the jump is complete, with tiberium fields continuing to produce a nontoxic form of tiberium that refuses to spread. Tiberium based weaponry will continue to work as normal but the crystals will not result in new tiberium fields forming. Wouldn't want you accidentally destroying other worlds now (this is optional).

2: I copied most of the drawbacks and faction perks from my tiberium sun jump since, well A: It's the same universe and they still fit perfectly (abit with a little rewording), and B: it was my goddam jump anyway so I'm allowed to copy :P.

3: I did omit one canonical vehicle from the nod arsenal since it was very rare and retconned by the remastered edition anyway. It was the SSM Launcher, which was basically a two shot missile launcher based on the MLRS platform.

4: Each base is assumed to have at least two entrances, one primary and one secondary leading to the tiberium field.

5: A single power plant can power your entire base, and your base defenses (both regular and advanced) continue to operate even without power. The extra power plant options are for powering new defenses or power intensive facilities.

6: The Base comes with a small security force of followers but they're only there to defend and will not leave the base.

7: The personal EVA unit is based off Havok's, though not much is known about the damn thing.

8: For actually reading the notes, you gain a Tiberium Dawn Christmas set: a traditional tree with GDI and Nod ornaments and lights, along with a large glowing (but otherwise completely inert) tiberium crystal star. Also comes with several gifts in the form of toy versions of GDI and Nod vehicles, and Kane and Havok action figures with voice clips and a kung fu grip.

9: I added \*some\* of the cut content units, the only ones missing are the Alien Probe, Berserker Suit, Cyborg trooper and Aero pack. The mobile helipad acts just like a regular helipad when deployed except it cannot build or store aircraft.

### Version History:

1.0: First released version.

1.01: Minor capitalization errors fixed, added tiberium field to refinery, temple of nod and communications center descriptions expanded, renamed Ethics to Results Driven, changed Logistical perk effects, added timed detonator to C4 item, unified the way army units are described (packs changed to purchase), added Standing Alone drawback/toggle.

1.1: Added cannon character recruitment option, fixed many types and missing periods. Reduced APC price to 100 and removed GDI discount (forgot that nod has them in renegade), expanded mammoth tank description, changed base defenses and advanced defenses to be 'at each entrance to the base', added landmine option to base, added blue tiberium option for refineries, gave vehicle storage to factory/airstrip,

more storage for helipad, Massive rework of army builder: increased units, cheaper prices, changed tiberium resistance to match later jumps, expanded descriptions for perks and items, changed C4 to a infinite bag, swapped army builder and base builder positions, added game item.

1.11: Upped companion stipend from 600 to 800, added memorabilia to game items.

1.12: Reduced prices for power plant and advanced power plant options, fixed mistaken price on advanced base defenses, price dropped on apc to 50ap as both sides had a version in the later part of the war.

1.20: Added StSML to vehicles and Nod units, added personal eva unit to items, fixed minor spelling errors.

1.21: Added the scenarios, stealth/mobius suits, volt rifle, and a bunch of minor fixes.

1.30: Text size reduction, rearrangement of the origin perk trees to reduce overall length, minor spelling fixes.

1.4 Added Mobile Headquarters, Mobile helipad, VTOL Heavy Transport, X-O Power Suit, Armored Stealth Trooper, M7 Micro-tank, and MGT-1A microwave gun tank