



Introduction

It's the 50s, at least in terms of military and nuclear technology. Geopolitically, the World has been divided up into regional superpower blocs, all on technological and industrial parity with each other. It won't take long for alliances to be forged and broken, for the buildup of nuclear warheads and delivery methods to reach critical mass, for thermonuclear war to ensue. You will command one of these power blocs for 10 years or until the war causes nuclear pollution to reach critical mass. You will be provided with 1000 CP to make purchases with.

Location/Faction

Roll a 1d9 to determine the location of the superpower you will command.

1. North America

Comprising the mainland states of the US (minus Hawaii) along with Canada and the top half of Mexico.

2. South America

The entirety of South America along with the Caribbean and half of Central America is under control of this superpower.

3. Africa

Located adjacent to Europe and West Asia, this superpower encompasses all of Africa bordering West Asia at the Levant.

4. Europe

From Cordoba to Kiev, this superpower has a border with West Asia at the Bosphorus Strait and a border with Russia from Finland, Belarus and the middle of Ukraine.

5. West Asia

Consisting of Anatolia, Greater Iran, the Arabian peninsula, the bottom half of Kazakhstan and India, this superpower has the most borders with other superpowers.

6. East Asia

Consisting of China, Tibet, the top half of Indochina, most of Manchuria, the Japanese Isles and the Korean peninsula.

7. Russia

It's the USSR except for the bottom half of Kazakhstan.

8. Pacific

The southern part of Indochina along with Oceania, this superpower possess only one small border with East Asia.

9. Free Choice

Perks

Instant Deployment - Free/400 CP to keep

Normally it would take time for the products of drydocks, factories and uranium enrichment facilities to get into the optimal positions and be set up, creating a window of time in which your position becomes vulnerable. Now you don't need to worry about that anymore as the radar installations, ships, missile silos, satellites and other fruits of the factory line are stored in a pocket dimension as soon as they are complete, from which they can be deployed to any free space or water in a territory you control.

Scaling Science/Construction - Free/200 CP to keep

The military-industrial effort and scientific effort of the superpower you control have been entwined together. You can now control which deserves more priority, slowing down the factories to accelerate the development of new technologies or rushing out more ships, planes and missiles at the cost of slowing down research. By default, production and research will have a 50/50 split of total output and if either is sent down to 0 to make the other 100, production or research will come to a complete halt as the other is sent into overdrive.

In future worlds this applies all research and industry under your control and you can choose to unentwine the two.

Countup to Doomsday - Free/600 CP to keep

All of the superpowers of this world will find their warhead production efficiency starting at 0% and slowly creeping up until it reaches 100%. As warhead production efficiency increases not only does the speed of manufacturing all nuclear missiles and bombs accelerate but so does the speed of manufacturing their delivery systems. From missile silos and transporter erector launchers to SSBNs and anything else purpose built for the sake of sending nuclear death to your enemies will find themselves being built faster and faster as the clock goes on. At 100% efficiency, the production of kiloton level nuclear bombs will likely far exceed usage, even if the bombers of one the largest airforces were constantly bombing cities day and night with complete air superiority.

SALT Talker - 200 CP

Even in times as volatile and uncertain as these, your voice carries weight. Negotiating an international nuclear non-proliferation might seem impossible but not for you. The treaty signers won't even immediately break their promises and will stop using nuclear weaponry. Of course, not even your voice can quell the tides of war forever and in the end those treaties will be annulled and the detente will invariably end. Perhaps you'll use this period of time to engage in conventional warfare or simply build up your defenses.

- Peace Talker - 400 CP Requires SALT Talker

Now this is truly impressive. It seems that you're now able to negotiate a temporary but complete global ceasefire.

Spymaster - 200 CP

Knowledge is power, something that is known quite well in this world, making it well-guarded. This makes your skills in intelligence gathering all the more impressive. Finding out the research priorities and the production schedules of foreign countries might not be something you can do consistently but when you do acquire such information it's always accurate. Furthermore, you can steal technological secrets outright, evening the playing field in those areas.

Survivor - 600 CP

Though you may soon be enveloped in the worst war in the history of the world, a war that is in of itself a crime against basic human decency, you won't throw the lives of your people away. Setting up radar networks, SAM clusters and fighter patrols to create an impenetrable no-fly zone for enemy bombers, setting up satellites to maximise detection of enemy silos and the anti-ballistic missile laser coverage, using cruisers as mobile early warning systems and getting the most out of the anti-air and anti-submarine capabilities of destroyers are all things you are masterful at doing. Of course, even the strongest defense isn't perfect, which is why you're great at preemptive strikes too, taking out bomber equipped carrier groups and airbases, silos and SSBNs alike. Furthermore, whenever you deign to make a friend out of an enemy of your enemy, instead of becoming aggravated by this new alliance, your original enemy will at least pause at this new situation if they aren't intimidated. This war may be one without a victor but you'll be damned if you don't do your best for your country and its people.

Exterminator - 600 CP

Those who say that there are no winners in a nuclear war are fools, and you're here to prove them wrong. After all, the point of war is not to die for your own country but to make the other fool die for theirs, something which you are very good at doing. Creating coordinated strike plans involving every asset of your military, conventional and nuclear to deliver death and destruction in multiple simultaneous attacks is something you could do in moments. Rendering enemy AA and interceptors no factor before launching a mass bomber assault, sneaking SSBNs to where they'll do the most damage, shuffling around missile trucks to prevent detection before placing them at the optimal distance from their targets and hiding silos where they can't be found so they can unleash a wave of MIRVs, taking out enemy defenses and cities alike, aren't merely things you are capable of doing one at a time but examples of individual

elements of the elegant plans you could come up with. Furthermore, the devastating potential of your offenses strike such fear into your foes that even if they band together against you, limiting a nuclear exchange to only one member of such an alliance will more likely than not result in the other members abandoning and even backstabbing your target.

Items - Pick two categories out of Naval, Aircraft, Installations and Missiles to discount.

Naval

Units

Destroyer - 100 CP each

The smallest and cheapest class of ship to deploy. Lacking in firepower they may be, they still provide a vital defense against submarines and are excellent escorts for larger ship types.

Cruiser - 200 CP each

Capable of carrying all forms of radar, and possessing powerful anti ship missiles, these ships are powerful surface combatants.

Furthermore, with the Tactical Nuclear Weapons technology, they are capable of carrying SRBMs, tactical nukes that, while only dealing middling damage to enemy cities, are capable of eliminating carrier groups and airbases alike with impunity.

Aircraft Carrier - 400 CP each

Carrying a complement of ten fighters and attack bombers each, possibly along with a carrier AEW&C craft, these waterborne air bases allow you to project air power to even the furthest reaches of the globe. Furthermore, with its powerful LW radar and through the use of air patrols, they can bolster your radar coverage significantly.

Submarine - 100 CP each

Equipped with torpedoes and the ability to submerge themselves beneath the waves, these submarines are capable of sneaking into enemy lines and sinking ships far above them in weight class. Their offensive ability against anything else is practically nonexistent however.

SSBN - 400 CP each

Carrying 12 SLBMs each with a 500 kiloton warheads and with the capability to potentially be submerged anywhere in the ocean, ready to strike any place in the world with their missiles these ballistic missile submarines are the spearhead of any stealth based nuclear offensives. Furthermore, with the MIRV technology, the SLBMs these submarines carry will be upgraded into having two more 500 kiloton warheads, allowing for cities to be triple tapped or for each submarine to acquire and attack 36 different targets.

Technology

SSBN - (Requires MRBM) - 300 CP

As ballistic missiles are made smaller, submarines have gained a new role as underwater missile carriers. These submarine and missile designs will serve them well in their new role.

Silent Engines - 100/200/300 CP

Through the use of noise cancelling materials, reducing engine noise and creating turbines that can maintain regular speeds at low RPM, the speed of submarines, the range of their torpedoes and the ineffectiveness of enemy sonar can all be improved.

Powerful Engines - 100/200/300 CP

Through the use of more powerful diesel engines, gas-turbine engines and nuclear main propulsion machinery, torpedo range and the speed of surface ships can be improved.

Aircraft

Units

Airbase - 400 CP each

With 15 fighters and 5 strategic bombers, a LW radar and a possible AWACS plane, this airfield is both a powerful defense and offence, capable of detecting and intercepting threats with patrolling fighters, its radar and AWACS and whilst also capable of using its strategic bombers to deliver the most powerful bombs known to man.

Fighter - 100 CP each

Equipped with AA missiles, the primary purpose of these planes are to shoot down other planes. F-4 phantom -> F-15 eagle -> F-22 Raptor

Strategic Bomber - 200 CP each

A big plane that can carry all sorts of air to ground munitions and fly a long way from their base even without mid air refueling. However, lacking any air to air missiles, it can not defend itself against other planes.

B-52 -> B-1 -> B-2

AWACS - 300 CP each

Effectively a flying radar, these long range planes completely lack any offensive capability but provide valuable tracking data for aircraft within the radius of its radar coverage, which is far larger than that of a regular ground bound radar.

Attack Bomber - 200 CP each

Capable of carrying AA missiles and air to ground munitions, these carrier capable aircraft are effective strike fighters. However, they are unlikely to do much damage on the strategic scale, as the largest nuclear bombs they can carry are regular 100 kiloton TNT equivalent bombs.

Harrier -> F-18 -> F-35

Carrier AEW&C - 300 CP each

A heliborne radar and sonar buoy deployer, these carrier capable aircraft lack any offensive capabilities but can reveal submerged submarines and provide mobile radar coverage letting it scout ahead for its carrier.

Satellite - 300 CP each

Watching the earth from orbit and impervious to anything short of an ASAT, these satellites can observe enemy positions from a safe distance, whether they're higher up to maximize coverage or lower to increase the number of orbits. With the Laser Space Weapons technology, these satellites can fire lasers to intercept and destroy ballistic missiles in flight.

Technology

Advanced Aircraft - 400 CP

Through the use of standardized weapon pylons and turboreactive engines with additional afterburners all planes have greatly increased speed, maneuverability, durability and payload capacity.

- Advanced AAM - 100 CP

Switching from IR heatseekers to electro-optical methods of target acquisition and using compact solid-fuel engines have made your fighter's air-to-air missiles more accurate and longer ranged.

- Aerial Refueling - 200 CP

The strategic use of long range cargo aircraft to carry fuel for less long-ranged aircraft has increased the amount of force projection air power is capable of. All of the aircraft under your command are now accompanied with tanker aircraft greatly, increasing their flight range.

- AWACS - 200 CP

To solve the problem of getting radar signals on the battlefield in hard-to-reach areas, a mobile platform capable of long-duration flights and powering a radar across long distances is necessary. Your airbases and aircraft carriers now come with AWACS and Carrier AEW&C.

- Stealth Aircraft - 200 CP

Via muffling engine exhausts and creating a profile with a small radar cross section, it is possible to create "stealth" aircraft. The attack bombers, fighters and strategic bombers under your command are now far harder to detect for your enemies.

Satellite - 400 CP

Though artificial satellites may have been primitive in the past, the potential of an effectively untouchable observation platform has led R&D to create this orbiting observation platform. Though its optics may leave some things to be desired, this is but one small step to space and a great leap in surveillance.

- Advanced Optics - 200 CP

Using panchromatic, infrared and multispectral images in unison along with the use of an optic-electronic system in the stead of a optic one, fixes almost all the problems of a satellite, allowing it to detect objects in space and hidden ones on the ground as well as increasing its observation radius.

- Laser Space Weapons - 200 CP

Though laser weaponry may be the most feasible option of any hypothetical Directed Energy Weapon, effective usage is rather limited. That said, the exoatmosphere is one place where laser weaponry can truly shine, intercepting and eliminating warheads in flight.

Installations

Units

Radar Site - 100 CP each

This military installation is built for the sole purpose of housing a Radio Detection And Ranging detection system, housing both a SW radar for small moving objects and a LW radar for large stationary ones.

Space Radar - 100 CP each

This space control centre is capable of detecting satellites in orbit in a roughly North America sized area around it. Without one, target acquisition and usage of ASAT missiles would become impossible.

Over the Horizon Radar - 200 CP each

This radar site is capable of detecting ballistic missiles from across the horizon, making it vital to any effort to defend against ballistic missiles.

SAM - 50/100 CP each

It's an installation that fires ground to air missiles at hostile aerial targets, using its own short-wave radar and missile launcher. You can pay another 50 CP per unit for a tracked mobile variant.

ASAT - 200

An anti satellite ballistic missile, capable of being guided by a Space Radar to eliminate any enemy satellite orbiting in range of the cruiser/missile silo/missile launch vehicle it is fired from.

Technology

SAM - 100 CP

In order to counteract the increased speed of strike aircraft along with the increasing ubiquity of aerial threats, surface to air missile systems were devised to replace flak anti-air artillery. Though primitive, they will serve well to deter enemy aircraft from entering your air space as well as being a platform .

- Mobile SAM - 100 CP

Of course, a stationary site is vulnerable to SEAD operations and missiles strikes alike and can even be simply circumvented. That's why variants of the SAM platform made mobile with wheels/tracks have been designed.

- Advanced SAMs - 200 CP

As aircraft grow in capabilities, so too will SAMs. Computational power, aerodynamics of their projectiles and fuel mixtures are improved to increase the range and speed of SAMs along with the number of simultaneously acquired and maintained targets.

- ABM - 200 CP

The mission of SAMs has crept away from shooting down aircraft to the greater threat of ballistic and winged missiles. SAM carrying platforms such as SAM sites and destroyers are now capable of firing anti ballistic missile missiles, though their performance leaves something to be desired as adjusting to the flight path of a missile from an aircraft is quite the issue.

- Advanced ABM - 200 CP

An issue that is solved by the introduction of X-ray radars with active phased antennas. These next generation air defense systems create practically impenetrable dome against any threat from the air, up to and including drones, winged missiles and ICBMs about to touch down. With data from over-the horizon radar, nothing short of a massive strategic strike will be able to get through your SAMs.

- ASAT (Requires Space Radar) - 100 CP

The next stage of anti-air systems is anti-satellite weaponry. Through the use of exoatmospheric air-based missiles, attacking targets located in orbit has not only entered the realm of possibility but become feasible. In a pinch, 80% of an enemy satellite network could be taken out with these weaponry. Do consider however, the difficulty of differentiating between heavy multi stage missiles that reach orbit to strike targets across continents and heavy multi stage missiles that reach orbit to strike targets in orbit.

Space Radar - 100 CP

Radars capable of reaching into space are the first step into detecting missile threats.

- Over-the-horizon Radar - 200 CP

Through the use of the ionospheric wave effect, a radar capable of detecting ballistic missile launches was developed to counteract the off the charts speeds of those weaponry.

- Early Warning System - 100 CP

Improving upon the over-the-horizon radar with the newest technologies has resulted in attaining long and super-long-range detection, leading some to describe its new effective range as breathtaking. Furthermore, these new OVH radars are not affected by stealth technology.

Improved Radar - 100 CP

Improving on both the Short-Wave and Long-Wave aspects of currently used radar sites by increasing mobility and through the use of reflected wave technology respectively, increases both types of radar's radius and improves SW radar's ability to detect small moving and even stealth targets.

- Advanced Radar - 100 CP

The radar range of LW radar has been improved further through the use of dual circuits with repeated beam reflections off the ionosphere, whilst SW radar are more capable of detecting stealth aircraft through the use of the Doppler effect and program support.

Missiles

Units

Missile Vehicle - 200 CP

A tracked vehicle capable of carrying and launching MRBMs.

ICBM Vehicle - 400 CP

An even larger tracked vehicle capable of carrying and launching 1 Megaton ICBMs and ASATs.

Missile Silo - 600 CP

With the vast majority of its size hidden underground, these vertical cylindrical structures can contain and launch all variants of ICBMs and ASATs. Its buried nature makes it difficult to detect, even by radar but the thermal plume of a missile launch reveals itself to the world.

Technology

Cruise Missiles - 100 CP

An in-atmosphere guided missile that cruises at a constant speed, cruise missiles can be programmed to vary their altitude and speed, allowing them to decrease the threat AA defense would pose to them. As a result, your surface to surface missiles have become more accurate.

- Maneuvering Missiles - 100 CP

These new missiles have been fitted with improved engines and aerodynamic engines allowing them to maneuver, further decreasing the threat posed by AA and increasing range. Both anti-ship missiles and SSM are improved by this technology.

- Hypersonic Missiles (Requires Advanced ASM) - 400 CP

With cruising speeds of Mach 5-10 yet still able to perform evasive maneuvers at every stage of flight, these missiles are nigh-impervious to being shot down. All forms of SSM are upgraded to these speeds along with air launched ballistic missiles.

- ASM - 200 CP

Despite the lack of pinpoint accuracy, these anti ship missiles are highly effective weapons against surface vessels and surfaced submarines.

- Advanced ASM - 100 CP

With experimental targeting equipment, known as "fire-and-forget", accurate targeting of specific parts of a ship out of its AA range is now possible, increasing both accuracy and power of ASMs.

- Aircraft Launched MRBM (Requires Tactical Nuclear Weapons, MRBM) - 200 CP

Through the miniaturization of nuclear weaponry previously thought to have been impossible, aerial short and long ranged nuclear missiles have been made ready for manufacture.

MRBM - 100 CP

One of the byproducts of the space race between the superpowers of the world was the development of reliable rocket motors and other technologies allowing for the mass production of military missiles. Your nation can now produce SLBMs and MRBMs.

- Missile Vehicle - 200 CP

Due to advances in solid-fuel engine technology, MRBM production became simplified and pre-launch preparations became greatly shortened, allowing mobile missile vehicles to become a feasible alternative to missile silos.

- ICBM Vehicle (Requires ICBM) - 200 CP

Upscaling the mobile missile idea to account for ICBMs encountered problems that were fixed by the addition of powerful gas turbine engines and new-generation diesel engines, allowing for mobile ICBMs.

- ICBM - 400 CP

Through the combination of increased rocket power and using multiple rockets in one chassis, both payload and range of missiles have been increased to extraordinary levels. These inter continental ballistic missiles represent a power shift in the dynamic of the nuclear triad.

- Heavy Rockets (Requires Boosted fission weapon) - 200 CP

These super heavy nuclear missiles may have a high cost of manufacture but they can carry the largest possible warheads and MIRVs. Furthermore, their range is far greater than that of a regular ICBM, letting them strike practically anywhere on the globe. This technology allows for the manufacture of 10 megaton ICBMs.

- MIRV - 200 CP

The increased engine power of heavy rocket ICBMs has given our missile designers an opportunity to massively increase the mass of the payload. With the knowledge that increasing the yield of a single explosion results in diminishing returns has led to the development of a missile with separating thermonuclear warheads. This technology allows for the manufacture of 3x1M MIRV ICMBs.

- False Warheads - 200 CP

In order to counteract enemy ABM measures, this modified MIRV has an additional 1 megaton warhead and four false warheads to act as decoys for the real ones. The additional four warheads have been shown to seriously overwhelm ABM defence lines and decrease the risk of warhead interception.

Tactical Nuclear Weapons (Requires Thermonuclear Bomb) - 200 CP

Not all nukes need to be in the multiple megaton range, thus experimentation with the miniaturization of nuclear warheads has lead to a large amount of stockpiled warheads with 0.5 to 5 kt payloads, ready to be used tactically on land and sea by high-power artillery systems and winged missiles, launched from ships and planes alike.

Ordinances (Undiscountable)

Units

Nuclear Bomb - 200 CP each

A 100 kiloton TNT equivalent A-Bomb. Capable of being carried by both Strategic and Attack bombers, they are more useful against hardened targets than cities.

Megaton Bomb - 400 CP each

A 1 megaton TNT equivalent A-Bomb. Only Strategic bombers are capable of carrying these due to their mass and their primary targets are typically cities.

10 Megaton Bomb - 600 CP each

A 10 megaton thermonuclear bomb, larger than the Megaton Bomb, only Strategic bombers can even hope to carry one of these.

50 Megaton Bomb - 800 CP each

The largest possible bomb. Calling it a "city-killer" is no exaggeration as it could completely raze even the biggest city.

MRBM - 200 CP each

A medium-range missile with a 100 KT warhead, these are mounted on missile vehicles.

Megaton ICBM - 600 CP each

An intercontinental ballistic missile, capable of launching from both missile silos and ICBM vehicles. With its 1 megaton TNT equivalent warhead, it's capable of eliminating missile silos, air bases, SAM clusters and cities alike.

10 Megaton ICBM - 800 CP each

An even bulkier ICBM with an even larger warhead, equivalent to 10 megatons of TNT, only missile silos can house and launch it. Its greater size does result in a greater manufacturing cost but its range is greater than that of a Megaton ICBM, letting it strike practically any place on the globe.

3x1M MIRV ICBM - 800 CP each

Using the same heavy rocket missile as the 10 Megaton ICBM but with three separating 1 megaton warheads instead of a singular warhead, these ICBMs are more likely to get through a cluster of anti ballistic missiles sites.

4x1M+4F MIRV ICBM - 1000 CP each

With an additional megaton warhead and four decoys to fool your enemy's radars, this missile is the ultimate offensive tool

SLBM - 300 CP each

A medium range missile with a 500 kiloton TNT equivalent warhead capable of being carried by a submarine. With the MIRV technology, the missile gains an additional two warheads.

ALBM - 200 CP each

A tactical nuclear missile with a 100 KT warhead, capable of being launched from fighter and bomber aircraft.

Technology

Thermonuclear Bomb - 200 CP

Instead of using a fission reaction to create a nuclear detonation, these warheads use heavy hydrogen nuclear fusion for explosions that are 10 times greater than that regular warhead of the same mass. In addition to the far greater explosive yield, thermonuclear warheads leave far less radioactive fallout causing radiation poisoning to dissipate faster. This technology allows for the construction of 10 Megaton bombs.

- Boosted Fission Weapon - 200 CP

Improvements in the speed of splitting an atom have increased the maximum power of TNWs to 50 megatons allowing for the construction of 50 megaton bombs. Furthermore, the use of a spherical second-level container has opened up the possibility of 10 megaton missile tips.

Drawbacks

Blips on a Screen + 100 CP

Instead of the well detailed graphic user interface of the game, you will instead have a more period accurate radar display. Enjoy being unable to easily differentiate an enemy city from a SAM site or an airbase.

Eccentric Escorts + 100 CP

Grouping up destroyers to guard an aircraft carrier is just common sense and so is creating a wolfpack of submarines to sink enemy vessels. Unfortunately for you, it seems as if the captains of those ships lack common sense, and will often end up straying from their lead, leaving aircraft carriers unguarded and submarines separated. Unless you're really into micromanaging your navy, expect to lose some ships to "positioning errors".

Tech Ban + 200/400 CP

Whether it's advanced aircraft, satellites, MIRVs or some other form of technology, it seems that everyone in this world is barred from researching and utilizing it. For another 200 CP surplus, it will be your superpower alone that is unable to acquire those technologies.

No Alliances + 200

It appears that the last piece of dignity and respect in The Global Conflict between superpowers has been stripped away, as any attempts at an alliance or non-aggression treaty between anyone is now futile as any diplomatic overture will immediately be rebuffed and rejected.

Uneven Distribution + 300 CP

From GDP to total population, initial technologies and forces, it appears that the rest of the world has a leg up on your superpower, one way or another. Expect to be fighting off F-15s with F-4s, having to deal with an ABM network that's had even more time to build up than usual, flotillas of nuke firing cruisers and having all your airbases and missile silos surveyed from the sky via satellite.

Conditional Readiness + 300 CP

Normally in this world, you would have complete and utter control over your superpower, able to deploy and manufacture units and escalate as you please. Now, you are bound by a DEFCON system, counting down from 5. At earlier levels, you are completely incapable of ordering a nuclear strike or any offensive actions but are still capable of research and building up your conventional forces. As the DEFCON level irrevocably lowers, eventually reaching 1, you become able to launch offensive actions, first conventionally and then with nukes, but you can no longer produce and deploy units, whilst your foes still can.

Stay

Go Home

Continue

Notes:

Re: Items section

Units are given to you/replenished at the start of the jump whilst technology gives you and your subordinates technological knowledge.

You don't get infinite destroyers if you discount Naval. Or infinite Radars and SAMs etc. 100 CP technologies are free however.

You can keep the irradiated remains of your superpower if you really want to.

Changelog

0.1