

EAST vs WEST

After the end of World War II, the victorious allies found their doctrines to be irreconcilably different, and that Communism and Liberal Democracy could not coexist, save as enemies. Thus, the world was split into two -- East and West. This marked the beginning of the era called the Cold War. A war unlike any other in history was then waged- with weapons of mass destruction ensuring a tense standoff, but preventing open warfare between the forces of the world. Endless proxy wars will soon be seen- Across deserts, mountains, and jungles. This is a time of subterfuge, tension, and gray morality. This is the age of spies, guerillas, and of course, your own legacy.

To these ends, you will stay in this world, a near carbon-copy of your own, for 45 years: from the dawn of the cold war in 1946 to its ending in 1991. You can be sure that aging will not strip you of your life or faculties, though explaining it will be another matter. You may choose any nation freely, **unless you took the Import save game drawback, in which case you will be required to serve the nation that you spent the Hearts of Iron jump serving.**

As always, you may use to your benefit **+1000 CP.**

Origins:

Drop-in: Well, you don't want any more attention than absolutely necessary, so why bother with the fancy backgrounds, names, and offices? With this background, you just wake up under a bridge with some baggy old clothes and all your stuff in a nice big bag. Feel free to turn on, tune in, and drop out, brother. **Roll 20+ 1d8 for age.**

Spy-100 CP: This is a new age. Wars are no longer fought by massive armies and tank formations- not the ones that matter, anyway. Today's wars are fought with information, not bullets, over resources, not ideologies. They're waged in the dark, by unsung men such as you. Many will question your commitment, and even your loyalty. But those men won't matter in the long run. You will have some of the most well-developed connections and some of the best equipment to aid you in your war in the shadows. You are wherever you are on an intelligence-gathering jaunt- though this might not be, strictly speaking, legal. **Roll 30+1d8 for age.**

General-100 CP: You've heard more men prattle on than you have patience for. While the politicians and bureaucrats talk and talk and talk, you've always been there, ready to give the solution- the simple one. Waging war against the enemy on every front, with a sizable budget (unless the hippies get their

way) and a good amount of men (unless the hippies get their way) will be all that is asked of you- and you will deliver. **Roll 40+1d8 for age.**

Head of State-150 CP: Some men may bicker and argue. Others may actively try to tear your nation down. But you know how to do better than all of them. For it is your job to navigate all the unclear politics, all of the murky waters and challenges, to lead your nation directly into a new dawn of hope and prosperity. Your efforts will be opposed by many, and there will be many times when you can only find solace in a higher power. But if you work hard, in the end, you will find yourselves as a legend in the hearts and minds of your people. **Roll 50+1d8 for age.**

Optimal victory condition: The optimal victory condition for all origins is the exact same- you must lead your nation to become the beacon of progress in the world by raising it to the position of de facto leader of one of the world's main 2 alliances, and then making certain that that alliance wins the cold war.

Drop-in reward: Whoa, dude. Far-out. As your reward for succeeding in this, the vast majority of people will treat you as a font of wisdom wherever the winds may carry you.

Spy reward: As your reward, you shall always be seen as a somewhat chilling figure, but always as one of competence in the areas of intelligence acquisition. People will normally accept your reports as accurate, and take you at your word on clandestine matters.

General reward: As your reward, the vast majority of people will recognize your authority and defer to you on questions of military strategy. Whether it's a question of what doctrine is needed to uproot those VC bastards, or whether you take things to a higher scale, people are much more likely to see your way of doing things as the best.

Head of state reward: As your reward, the political persona that you built up in your time here will follow you from world to world, always giving you a foot in the door politically-speaking. Even if you come to a world where you have no experience in governance, people will find themselves seeing you as a natural leader, and will be willing to take bullets for you after long enough.

Roll 1d8 for location, or pay 50 CP to start freely:

1: Washington, DC: The bastion of freedom and liberty. Here you'll find innumerable connections to politicians, generals, scientists and more in the nation that might just be the most powerful one in the world. A good place to start... for those of a certain complexion, anyway.

2: Moscow: The light of progress and equality- the unconquered city that has repelled Hitler and Napoleon before him. After the tremendous victory in the great patriotic war, Moscow has come to administrate countless individuals and lives, and there should be many opportunities for one such as yourself in the reconstruction of eastern Europe.

3: Peking: Well, you've landed in the middle of something, haven't you? In the ancient nation of china, you've come to be part of a civil war that will determine the fate of the world's largest population. The stakes are high, and so are the rewards. What are you ready to gamble, Jumper?

4: New York: Ah, the city that never sleeps. Forever the exemplar of international trade, this city stands today with a new aspect- that of international cooperation. For it is now the home of the United Nations

building, which will begin operations shortly. Whether or not it will be able to secure the post-war peace is still in the air- and you can help to tip the scales any way you desire.

5: Saigon:Here, you'll be able to feel the winds of change blowing quite strongly. This place will soon turn from the colonialism of the French to the freedom of democracy, and from there it will blow again, from tyranny to tyranny, till it reaches communism. The hopes of more than a few good men have been snuffed out in these jungles, Jumper- will yours be added to the pile?

6: Kabul: The world is changing- but not everywhere. With a place like this, who needs museums? Honor killings, religious wars, clans- this city is a microcosm of the past. But all darkness must eventually be brought to the light, and eventually, the liberation of the people will reach this place on the back of the glorious red army. From then on, of course, you shall be free to aid or imperil the "liberation" of this place.

7: Berlin: Your choice of east or west- and that really does say it all, don't you think? Poor Berlin, reduced to a husk of a city. Three times the seat of an empire, now a divided chess piece for great powers. Tensions here will eventually reach untold heights, and you will have a great opportunity to intervene. Of course, all this could be different if you choose to import a save game- who knows what kind of city you could end up in then?

8: Free choice!: Well, ain't that swell! You get to choose from any location on the earth.

Perks:All discounts are 50%. 100 CP items and perks are not free to origin of choice.

Discounted Drop-in:

Solid judgement-100 CP: This is an era of uncertainty, doubt, and high stakes. Several times over the course of your stay here, individuals will be called upon to make a single-handed decision that could determine whether or not there will be a third world war. If you should get into a high enough position, your hand may very well be the next one forced to decide. If you weren't up to the task before, you will be now- this perk will serve to give you a far cooler head under pressure, with emotions and circumstance being suppressed by your all-powerful will to make the right decision. Of course, this won't make you any better at making decisions, it'll just shut out the negative influences that might keep you from doing so in any given moment.

Kooks and creeps-200 CP: There are so many things lurking in the shadows, just beyond the realm of perception. Hidden intentions, double-agents, and indeed, conspiracy. But, sadly, the vast majority of the truth nearly always gets swept under by a constant stream of lies, false information, and just plain idiocy, which makes finding the truth quite difficult- for most. You, on the other hand, happen to have a special knack for sorting the truth from the lies, and reality from falsehood, in order to get a clearer picture of what's going on behind closed doors.

Turncoat-400 CP: Ah, the cold war. The age of the greatest myth- that there could ever be a totally black and white, night and day conflict, that there was anything more than shades of gray. You know better, of course, and as such you owe your loyalty to none but yourself, caring nothing for the preposterous propositions of "freedom" and "equality". You've been practicing for years in the art of putting up appearances, and of course, in engaging in an inevitable double-cross. The art of switching allegiances and changing your master is one that you are a master of.

Pulling back the curtain-600 CP: It was the famous Winston Churchill that compared the lines between soviet and allied troops to an iron curtain- a line which no man could cross in search of his liberty, a line which has on its two sides the grand powers of the earth, threatening each day to return to terrible war. In your time across the multiverse, you will see many such barriers between empires, tribes, and nations. With this perk, you shall become exceedingly adept at crossing them, and bringing your talents to the other side of any such obstruction.

The POP that would not die-800 CP: When Hiroshima was nuked during the Second World War, the devastation was near-total. The vast majority of structures were wrecked, as was all industrial capacity and military presence. In these conditions, only a very small amount of people could hope to survive- and of course, the odds of survival would become even worse after the invention of the Hydrogen bomb. And yet, somehow, despite the death of the vast majority, all projections show that at least a few individuals would always manage to survive such events. From now on, Jumper, you are included in this number. For every attack via means of a weapon of mass destruction, you will find a way to survive. This has its limits, and while it will accept a low chance of survival, it will not accept a situation with practically no chance of survival. An H-bomb going off half a mile away? Sure, so long as you're in a building. Planet-busting weaponry? Don't count on it, champ.

Discounted Spy:

Basic training-100 CP: It's a dangerous, dark world out there, and someone like you needs to be well-acquainted with the craft of intelligence-gathering before stepping foot into the field. There are countless tales of failed rookies making idiotic mistakes, and dying for them. Fortunately, you happen to be quite above this, as you have a fair amount of knowledge relating to your craft. With this perk, you will become well-versed in the ways of gathering intelligence, tracking down leads, and engaging in general subterfuge. At least, you'll be as well-versed as any rookie can be expected to be.

Local customs-200 CP: It's a big world out there, and you'll never know exactly how to interact with its various elements. In some areas of the world, a man threatening to kill you simply means to compliment you. In others, a man that compliments you simply means to kill you. Knowing how to adapt to different environments, customs, and individuals is your business, however, and in your career you have proven yourself exceedingly proficient in it. You now are quite talented at adapting to new customs and cultures, and can easily interact with those of a distant culture from your own.

Skilled networker-400 CP: Only an idiot idolizes the lone wolf. If you really mean to be a spy, gathering intelligence is the most important task you will be called upon to perform. Unless you were some sort of freak, you can't be in more than one place at once, and you'll never have any more than two eyes. If you're gonna get anywhere in this business, you may as well face facts- you'll need help. You'll need to build up a network of trusted contacts, who will become your eyes and ears in the shadows of whatever hellholes you'll find yourself in- and this perk will lead you to become quite capable in that regard. You'll be very good at finding out who you can trust, establishing discrete meeting times and locations, and in general doing all those things needed to build up an intelligence network. Useful for getting a job, too.

Non-consensual utilization-600 CP: It can be so tiring to go out in the field and get shit done yourself. Between the cost, the risk of injury, and the possibility that what you're looking for might just not be there at all, you'll find yourself questioning whether it's even worth it for you or any of your subordinates to go out in the field at all. With this perk, your troubles have their answers- you and your men won't have to go out in the field at all. After all, why risk one of your men's lives when you can just risk one of your enemy's lives? From now on, you become very good at using the agents of your enemies to accomplish your ends while they trod along unknowingly to do your bidding. Be warned that this is not an absolute- and it is not likely to work on any given agent after it has failed even once.

On a grassy knoll-800 CP: Sometimes, it amuses you to watch those idiot conspiracy theorists try to discover the truth about you and your operations. Of course, they could never know the real truth behind how or what you do. Nonetheless, it occasionally happens that higher-up figures try to take a closer look at you and your objectives. And, as it were, you happen to have a solution to that too. Once per jump, you may execute an assassination attempt on any head of state. If successful, you can rest assured that the truth about what has happened will never out- but that's just the beginning of your benefits. For whosoever takes their office immediately following this event will know what has happened, but will live in fear of dying as their predecessor did, and will defer to you on nearly every manner that you may have otherwise disagreed on.

Discounted General:

WW2 Veteran-100 CP: Ah, the Second World War. You remember it like it was yesterday- perhaps you were a naval commander, on the pacific front. Perhaps you were a great commander of men on the eastern European front. Whatever the case, your experience in this, the greatest and most terrible of all wars, has made you worth ten of your peers that decided to sit the war out- and your superiors know it. You have learned, in your time from the war, the many strategies that can be used to direct men in combat in the seeking of the final victory.

Boys into men-200 CP: Those limp-wrist politicians will abuse and neglect you as much as they can while you're here, sir. If you ask them to send you rifles, they'll send you pea-shooters. If you ask them to send you tanks, they'll send you tin cans. And worst of all, if you ask them to send you men for the war, they'll send you a bunch of lousy, no-good rotten suckers that don't even want to be here. Where have all the men gone? Well, you may not have men just yet, but you will soon. Thanks to your talents, you have become quite proficient at turning a bunch of idiot college kids and dropouts into actual fighting men, and you become much more capable of turning rank amateurs into soldiers.

Intensified adoption-400 CP: While you're here, you'll be working with some pretty big idiots in the civilian side of the military. The most infuriating will be the engineers and designers, who expect you to work out the kinks in their design for them. One only needs to know of the story of the M16 to know of how idiot engineers constantly hold back good soldiers by pushing products on them that just plain aren't ready! Then they fixed it- after those namby-pambies had already gotten quite a few good men killed! You'll have none of that in your army, no sir. New equipment put into practice in your armies will come with far less of the bugs that one could expect from a first-generation piece of equipment, and your armies will be able to work out what bugs do exist in the adoption process with much more ease than most would be able to.

Hearts and minds, shock and awe-600 CP: These days, war is just so much harder than it used to be. In the good old days, the orders were simple- "March to Berlin". Now, you find yourself going on indefinite missions against undefined foes in an incredibly unknown area of operations. One could almost forgive the sorry bastards in your armies for killing themselves! You, though, have always had a way of making the impossible possible, and the new methods of warfare are no different. You've developed your own new doctrine to cope, and you can be sure that, given the proper application, this doctrine will nearly always include a route to a total and final victory.

Who will win the third world war?-800 CP: Many have said that no one could win it. That if it were to occur, nearly all civilians in the world would immediately die in nuclear fire, with nothing left worth fighting for. That only a wasteland would be left, with sticks and stones being the objects of any future to come. You know better. It doesn't matter how bad things get- war is war, as terrible as it is, and if only ashes survive, then you bet we'll fight over the ashes! You are particularly well-suited to this, as you are very adept at hardening your forces, making them far more likely to be able to resist and survive events on the scale of a global nuclear exchange, maintaining an adequate command and supply structure in the world that survives this event, and waging actual warfare in the aftermath of such a catastrophe.

Discounted Head of State:

Suck-up subordinates-100 CP: As a head of state, your difficulties are almost as many as your duties- which are, in and of themselves, almost as many as your critics. You'll face countless critics of your policies, some on rational grounds, and others on far less reasonable bases. Often times, this is alright- your critics will very often be nobodies, or quite appeasable. But you will also come to know the strain of having critics within your own administration- some who will be amiable, others who will be firm and obstructionist. This perk will notably help with the latter- from this day forward, though you will still have critics within your administration, they will not be of an obstructionist, stubborn type- unless decidedly provoked.

National foci-200 CP: It can be very hard to figure out where a nation is going. It can be even harder to figure out where it should be going- to determine what great task deserves the mighty force of the whole of your great people's will. And the hardest task of all, of course, is to direct that will in the proper direction. For you, though, this process is made easy as can be. You find yourself capable of directing the whole of the national focus on one particular area or priority as you see fit, and can do this merely by filling out a simple, single form as to the nature of the future national focus. Or, if you're the dramatic sort, you can instead choose to give a single, impassioned speech on the subject.

Blessings of Bro Tito-400 CP: Your administration has many friends, both at home and overseas. However, it also has more than a few enemies, who would gladly see the will of your nation corrupted to their own ideology, opposed to true freedom and democracy. As the leader of your free people, you cannot, will not, allow this to come to pass- and your enemies know it. Thus, they will continuously associate you with the propagation of your nation's truth, and in seeking to silence your people, they will seek to silence you. Time and again, you will have assassins sent after you from those who claim to be your friends and those who claim to be your enemies. But from this day forth, they will be far less likely to succeed- for both you and your subordinates will be far more competent at finding and imprisoning those assassins that seek your life on behalf of foreign powers.

Opposition in name only-600 CP: As a leader, it is your job to forge consensus among a people that are very often bitterly divided among themselves about the proper course of action. In so doing, you will often have to find yourself dealing with people who will publicly disagree with you, and will propose, within the confines of your society, a different course for the nation. Often times, these individuals shall, due to a lack of information and insight, get in the way of policy proposals that really need to be passed- thus creating a pressing problem for the nation as a whole. However, you happen to be a particularly talented statesman, and can easily bring people together under your tent. On those policy initiatives that you deem particularly urgent, your opposition will simply step aside, as they, too, are committed to the nation. Note that this has its limits- as Nixon found out.

Riding against the winds of change-800 CP: This really is a time of change. Social change, economic change, everything seems to be constantly moving away from the stable old orders, into new uncertainty and tumult. Any victories against this end seem to be temporary at best, and there is always a new social movement attempting to undermine the principles that held society up for centuries. But you are quite determined to hold back these winds of change, and you are very competent in doing so. From now on, the efforts of your political opponents to bring about social "progress" shall always be lessened, as you prove yourself masterful at convincing the population that the social status quo is the best possible outcome. And if need be, you can even roll back those liberties that the misguided people of your nation might otherwise cling to with very negligible social disruption.

Items:

Discounted Drop-in:

Bug-out bag-100 CP: Carl Sagan once compared the nuclear arms race to a standoff between two sworn adversaries, each glaring at each other in a pool of Gasoline. One has three matches, and the other has five. Sad part is, both of those madmen have what they need to destroy the world on a whim- and you happen to live on the world. But you aren't going to get caught in the crossfire like some rank amateur- oh no, you prepared. You have a duffel bag containing everything that a human being needs to survive for one month- a portable miniature stove, water purification tablets, and much, much more. Of course, you'll have to be near some actual natural resources to use a good deal of this stuff.

Just how they used to make 'em-200 CP: As you go on around the multiverse, you'll find that often times, things just ain't as durable as they used to be. Sure, they'll have their excuses and their science behind them, but that'll be small comfort when you need to pay out your ass for a tiny ding on the front bumper. So here's a nice gift, Jumper- A good old-fashioned '49 corvette, with a steel body that's oddly resilient. All the papers are in order, and this baby will be street legal wherever you take her. She won't need gas or other such fluids, and she's got a 9 mm pistol in the glove compartment.

Next week's paper-400 CP: Hell of a world we live in, right? Things that used to last for lifetimes are getting upended in the space of an afternoon, and the whole world itself can change in a week. Sometimes, there's no way to know exactly what will happen next, let alone the consequences. At least, that'd be true for most people. You happen to have a subscription to the Sunday paper, same as near everyone else, but there must have been a mix-up, as every week, you get the next week's edition of the paper, complete with next week's stories. Now, while the times probably don't know the whole truth behind every story on war and spycraft, this should still give you a useful lead on how to stay ahead of the game. Of course, you can change any future that you don't like... for better or worse. Post-jump, this will shift to give you access to the next week's edition of whatever news source happens to be the most popular while still being informative. Obviously, if Armageddon rolls around, next week's paper ain't likely to come.

Armageddon alarm-600 CP: One of the most stressful things about being a civilian in this time is that not only are you ignorant as to what will happen next, in many ways you're ignorant about what's happening at the moment. That can be especially problematic, given the fact that you are never more than 20 minutes from nuclear death if your nation's enemies should decide to hit the right buttons. From this day forward, though, you are. You have a small device on you at all times, with a small timer on it. If you should ever happen to be targeted by a weapon that can be called a weapon of mass destruction, this will immediately start ticking down the moment that the firing process for the weapon is initiated. If the firing process should happen to be extremely short, you will be guaranteed to have at least 30 minutes before the timer reaches zero.

Jumpers without borders-800 CP: This is an era of conflict, violence, and senseless death. Most of the time, it seems like the 2 great powers of the world couldn't agree on whether or not the sky is blue. Some have become quite depressed that this should be the state of affairs, and have grown to be pessimistic in general about the future of mankind in this. You have chosen to surround yourself with people of a different type- those that keep hope in the face of impossible odds, and have thus dedicated yourself to a life around a purpose that even the 2 superpowers of today can agree on, and thus, you and the organization of those who follow you can enjoy nearly unparalleled access to practically every nation on the earth, with international outcry being the result if you should be denied. Post-jump, this organization will continue to follow you, though it will come across many more that wish to deny it.

Discounted Spy:

Standard suitcase-100 CP: You need a lot of things to get by in your business, let alone get ahead. Apart from the skills, you'll need a great deal of equipment to even think about getting in the field. At bare minimum, you'd need papers, maps, intel, and of course, a gun if the worst should come to pass. You happen to have all of these in a nicely packaged, standard-issue agency suitcase, big enough to fit in a carryon compartment on an airplane. Inside, you will find papers establishing your right to enter the country that you are attempting to gather intelligence in (though they will not hold up to close inspection), an amount of authoritative intelligence on your target area, a few disguises, and lastly, a 9 MM Beretta pistol. For every security checkpoint you go through, you will find it highly likely that this particular piece of luggage will not be disturbed.

Surveillance equipment-200 CP: You've made it far enough in the agency to know that your most important job is gathering intelligence. Forget the movies and the books- you aren't gonna be out there killing heads of state on your own, or stealing any secret doomsday devices, barring some highly unlikely scenarios. Your job will mostly be taking notes, making theories, and finding out information for others to act upon. To do that, though, you will have some of the best technology in the business at your disposal- namely, a set of five cameras that will be able to send their real-time view to your location, wherever you are. While watching them, you have an increased ability to figure out details, and discern exactly what is important in an otherwise ambiguous grainy CCTV recording.

Media contact-400 CP: Many people have long suspected that the government is in league with the media, trying to influence the public view using underhanded tactics and misinformation. And you know what? They're right! Most of the things that you know don't belong anywhere near the public eye, and as such, it's far from a crime to promote alternate conceptions of the state of affairs- in fact, it's pretty much necessary. From this day forth, everywhere you go, you will have a contact in the local media, who will help you change public perceptions about the present happenings. While you work with him, the public level of knowledge will be drastically diminished, and the efforts of truth-seekers to uncover your plans will be greatly hampered.

The filing cabinet-600 CP: You'll be asked to do quite a few daunting things while you're here, Jumper. Of course, you'll be asked to gather knowledge about happenings and you will be told to stay on top of the present state of affairs. But you'll find your most difficult task to be the gathering and keeping of knowledge on individuals. Many of your targets will be well-hidden or cautious. For many of them, you won't know that they're an individual of note until they've already done several things that are of detriment to your organization. That ends today, Jumper. From now on, every individual of importance that you or your direct subordinates gain any knowledge of, whatsoever, will gain a file in this filing cabinet in your warehouse- with the files expanding as you gain more and more information. Even if you don't know the specific consequences or implications of the data, or even if you just inattentively skimmed over it, it will all be recorded and analyzed in these files, which will also bear markings related to the importance of each person.

The Agency-800 CP: Well, Jumper, this is one way to say you're the boss. From now on, you run your nation's intelligence services, and the relevant spying agency. If it is not on the top-tier internationally, it soon will be. Furthermore, for every jump you find yourself in after this one, you will be the leader of an intelligence service that is guaranteed to be on the top level of the setting. You will be allowed to determine its starting role and allegiance, though it goes without saying that the blade of grass that stands out is cut down.

Discounted General:

Pipe-100 CP: You've got a lot of memories, you old dog, and more than a few stories to tell. Sometimes, you'll want to lean back and remember the good old days of the wars you've been in- and this good old smoking pipe will hit that spot just right. While you smoke it, you become more relaxed, calm, and clear-minded. Sure, the wife might give you grief over it, with all those scientists claiming it'll cause cancer, but you don't need to worry- this pipe will be nothing but good for you.

Force multipliers-200 CP: Sadly, wars aren't as simple as they used to be. You can't just gather up the men, order them over the top, and send the tanks in a straight line to Berlin. Today's wars are fought in complex, dynamic environments, against amorphous, ever-changing foes. Normal military forces just aren't enough to cut it in today's battles- which is why you happen to have forces that surpass them. Under your command, you will always happen to have an adequate contingent of Special Forces – about one platoon of Spetsnaz, Green Berets, or any other type of cold-war era Special Forces. They will always be well-suited to carry out supporting missions to give your armies a far more level playing field.

Iron triangle-400 CP: Wherever you are, there's always a hell of a lot of difficulty being a general without connections. Sustaining your armies without a great deal of support from private industry for your endeavors is nearly impossible. It's even harder to get by without connections to those limp-wrist politicians that profess to run the nation- without those connections, you could very easily get buried under an avalanche of bureaucracy and regulations. Not anymore, though. Now, you will be easily able to get by with respect to politicians and civilian industrial magnates alike- through a series of connections referred to as the Iron triangle- a set of working relationships by which you can easily get politicians to sign off on your aims, and by which you can get the equipment you need from the industrial tycoons. Of course, they may eventually want something in return, but I'm sure you'll have that under control, Jumper.

Nimitz-class carrier-600 CP: To think, that merely 40 short years ago, everyone was obsessed with putting as many guns as possible on a big ship, and sending it off to sea. Thankfully, the last world war killed that notion, and revealed that aircraft carriers could far outclass any dreadnought, due to how their planes could travel farther and hit with more weaponry than any one shell. As such, any and every naval-minded nation focused on the development of Aircraft carriers after the war, and this vessel is the culmination of that enterprise. With the size of a small town, a nuclear reactor, and enough weaponry to bring small nations to heel, this vessel will serve you well for the entirety of this era. Your nation will always have the resources to man, and maintain it, and it will always have an adequate crew- post-jump, these will be NPCs that are entirely par-for-the-course individuals with setting-appropriate natures that cannot be altered in any way.

NORAD-800 CP: Every nation, at all times, has always faced the question of how to maintain effective communications between its militaries and monitor the situations that arise on the battlefield. This headquarters, which comes attached to your warehouse, is the final answer to that question. The main viewing screen can be altered to display any area you so desire, with an indicator as to the location of any known forces of note- this will constantly update as your intel-gatherers gain more and more knowledge as to your enemies locations. The NPCs here will be able to act as a command staff, transmitting instantly to the leaders of all your armies, allowing for effective cooperation of armies of any size. These NPCs will act with the same restrictions as those from the Nimitz above.

Discounted Head of State:

'Stache of Steel-100 CP: There are many aspects to a leader. Poise, strength, cunning- but most important of all is a leader's image. One cannot become an effective and capable leader if one is seen as weak, or tyrannical, or any number of things that one can appear to be while also not being. And images are fickle, and prone to change. How fitting, then, that this one element shall make your image just a bit more manageable- a mustache. It can be in any style you wish, and can give off nearly any image you wish. Once it is set, it will not change unless you wish it, and it shall not be altered by things such as sleep or battle. It goes without saying that a certain style might just be considered a bit taboo- unless you import a certain savegame.

Slush fund-200 CP: Honestly, it's a wonder that anyone gets anything done in your office. Between the bureaucrats, the press, and the public, you've got at least twenty different people breathing down your neck at any given point, expecting you to act in accordance to 100 different contradictory codes of law. Your objectives aren't contrary to the country, but sometimes, they have to be contrary to the law- and that's where this comes in. If you should ever need to fund a program with disapproval in the bureaucracy or in the public, this fund of one million US dollars will allow you to wire monies to whoever you need to, with the height of discretion. Be warned that the more these actions are for your own ends, as opposed to the country's ends, the more likely you are to be caught.

Victim card-400 CP: Terrible, terrible things are often needed to start nations. In the past century, man has done such awful things that the survivors can only look back and say "Never again". Countless tragedies and senseless losses of life have defined especially the first half of this century, which was mired in pointless, hateful death. One such atrocity was perpetrated on your own people- and none shall ever forget it. Whenever you make an appeal to decency, humanity, or to common interest, this card will always display a relevant image- of the tragedy that has caused this, or of the risks of ignoring your appeal. This is not guaranteed to succeed, especially when you attempt to do those things that would be more objectionable than others, but it is more than likely to.

Star wars-600 CP: The threat of nuclear war has hung over your nation like a massive weight for much of this time. It has limited your options, as you never know when your enemies are serious in their threats and when they're just blustering, meaning that you've had to back down more than a few times. But no more. Now, you have a space-based nuclear defense system, taking the form of a set of 3 satellites, which can shoot down a large number of nuclear missiles, though it wouldn't come near the power needed to keep you safe from the big two. This system can be upgraded, but it will take much time, focus, and money to do so.

Nuclear football-800 CP: As a leader, you will be called upon to make devastating, terrible choices- matters of life and death. Indeed, you may be called upon to make a decision that has the potential to end humanity's brief existence on earth- the decision to start the third world war. This one briefcase will aid greatly in the execution of any decision you happen to make in this regard. It, when unlocked, will allow you to directly start the firing process of all weaponry of mass destruction that happens to be under your direct command. This will apply to all such weaponry, not just that linked to an electronic firing system- mechanical deployment systems will work just fine. However, they cannot be deployed or fired if they are in the cosmic warehouse, and you must have all mechanisms needed to fire them within your possession.

Companions:

Companion import- 50 CP: Allows you to import any companion with 400 CP and a free background, you may import up to 8 companions.

Discount Spy

Oleg Penkovsky-300 CP: By that name, you might think this man to be an upstanding comrade in the soviet struggle for freedom. Well, so did his superiors. As a matter of fact, this man was a mole, feeding Soviet intelligence to the United States, specifically with regards to soviet missile deployments in Cuba. If you take him with you, keep him close- lest he forget what side he's on himself!

Ethel Rosenberg-300 CP: You may know this name, Jumper- Ethel here happens to be the better half of the most famous spy couple in American history, the one that gave the soviets the atomic bomb. By leaking this information to the communists, and causing the tense standoff we have today, the two signed their own death warrant, one that the United States government was all too eager to carry out. If you take her with you, mind not to tell her **too** much.

Discount General

George Marshall-300 CP: Marshall might not be as famous as any of the many other generals from World War 2, but he was far more important in the aftermath. By proposing and putting into place a plan to rebuild Europe from the ashes of war, this man may have prevented countless countries from falling to communism. Be sure that this is a man who is ready not only to make war, but to deal with its consequences.

Andrei Grechko-300 CP: This man, on the other hand, is a man of total war and absolute convictions. He got his job as the secretary of the military in the Soviet Union due to how he put forth a new soviet doctrine- that any third world war would inevitably turn nuclear, and as such, it should be best to immediately launch all nuclear missiles as soon as war had been declared. If you take this man with you, he will be absolutely certain to see all your enemies dead before you.

Discount Head of State

Ronald Reagan-300 CP: Well, you can now be certain that you will always walk on the side of freedom, apple pie, and American determination. You stand next to one of the greatest communicators and leaders that the world has seen, a man who roused a nation to do its best and believe in itself. His ignoble end at the hand of Alzheimer's has been prevented, and he now stands with you, ready to bring the hope for a better future to countless innocents across the multiverse.

Joseph Stalin-300 CP: You stand next to a man of steel, Jumper. This man is the one that preserved the glorious revolution in the face of the Fascist tide, and expanded it to countless nations across Europe. The struggle for freedom and bread is one that has ended in these nations, and he now turns his charitable eye towards all the world, that they may know of their own ability when the chains of capital have been lifted from them. With your aid, this revolution may expand to cover not only this world, but all worlds that can possibly exist.

Drawbacks-600 CP limit:

Import save game-0 CP: Well, well. End of the road, then- or, end of this road, as it were. I'm sure you've got plenty more journeys ahead of you, but this one is now done. This imports the world that you created in your jump in Hearts of Iron. **(In order to take this, you must have taken the import savegame drawback in the Hearts of Iron jump, and the nation you served there must have lasted into the cold war. In addition, two of the major three powers must have survived WW2, being of roughly equal strength and at peace.)**

Jumpinnger-100 CP: You're... not very good at communicating. It might be because you only talk in pragmatic terms, or it might be because you're a very technical person, but whatever the case, your lack of skills in public speaking have lead you to become something of a reviled figure among the public. It doesn't matter if you win the whole damn cold war, many of these guys will just hate you because you killed a couple kids along the way.

Power-sharing-100 CP: In times such as these, decisiveness, readiness, and single-mindedness are necessary to make the correct decisions and perform your office to your utmost. This is often hampered by the efforts of your "allies" to get in your way and keep you from making decisions when you absolutely need to. How fortunate you are, then, that in whatever capacity you gain, you will always be forced to share power with some sort of rival- be they a legislature under your leadership as head of state, or be they a fellow general that happens to often disagree with you. This will not end.

Unsupported-200 CP: This world is raw, unfinished... Almost as if many of the things that were meant to be fixed just... weren't. You'll notice this more and more as you go on, with the flaws in reality continuously expressing themselves. Unless you can find a way to fix that which was left broken, this world will always inconvenience you somewhat.

Third world-200 CP:In both senses of the word. Yours is a very developing nation, with not much equipment to speak of and a rather dull intellectual life. Furthermore, your nation has failed to take a side in the cold war, and neither power trusts your government. As such, they will both fund attempts to take it over by "righteous" rebels. Steering your state through a world of your enemies will prove challenging indeed- though if you become powerful enough, the great powers of the world might start coming to you with offers.

Social subversion-300 CP: It's a revolution, man! Your nation is constantly plagued by an ideological trend that is totally opposite to the ideas of your nation and yourself. Whether they demand true equality or freedom of property, you can bet they'll keep storming the squares, publishing their books, lecturing in their universities, and promoting general unrest. It would take a mammoth effort to even begin to stop this tide- and you can be totally certain that your enemies on the other side of the iron curtain have more than a little to do with this.

Missile gap-300 CP: Ah, those bastards among your enemies that hate freedom and equality- damn them to hell! It might be industrial incompetence, political incompetence, or any number of things- but your enemies plain old have you beat in terms of military equipment. It seems that they'll always have an edge, number-wise, in the most crucial aspects of the cold war. Time to give peace a chance, then?

Enemy Intelligence-300 CP: Everyone has their secrets in this world. Except, it would seem, you. For as soon as you arrive, your adversaries on the other side of the Iron Curtain receive an extremely detailed

file with all your abilities and weaknesses. Their intelligence services will be unusually competent in dealing with you, and will always seem to be just one step ahead of you.

Depowered-300 CP: As if nukes weren't enough, now the world throws a practically omnipotent maniac at this unstable situation? No, sir. You have all your powers and items from outside this series of jumps removed until the completion of this jump.

Two minutes to midnight-400 CP: This world stands on a knife's edge, Jumper. One man's decision could easily scour it clean of humanity- could easily purge all humans from this earth in nuclear fire. While it is true that the world came close to this in its original timeline, with this drawback, it will seem as though the world is always a hair's breadth away from nuclear destruction. And without your intervention, you may rest assured that the world will die in nuclear fire. For your time here, you must prevent this- failing to do so is a loss condition. If either of the world's pillars gives the order to begin the third world war, regardless of your next action, you have lost.

Iron Triangles-400 CP: When you need to get things done, you need to get them done. Often times, that might mean going around the popular will to do what a few require for having anywhere near a decent life. Other times, it may mean diminishing the power of the few for the sake of the many. Sadly, the few often have more power than the many, especially when they are engaged in entrenched bureaucratic associations that threaten the very ability of your nation to function. You find yourself constantly having to go head to head with these to get even the smallest acts done, and you will never be able to get rid of them. Expect to get high blood pressure.

"We're pleased to announce legislation that will outlaw Jumpchain forever"-400 CP: Sometimes, you're a funny guy. You like to crack a joke, tell a story, or poke fun at your enemies. The problem is that whenever you do anything except plainly state, in monotone, what you intend to do, everyone that hears you misinterprets you. You'll find yourself explaining that no, you didn't really mean to start WW3, no, you didn't really mean to put everyone who disagrees with you against the wall, and no, you don't seriously believe that plumbers take ten years to arrive in your rival nations. The more that you end up doing this, the more that you will end up offending those who listen, until you gain the image of an uncouth bungler.

The third world war-600 CP: Well, now you've done it, Jumper. You arrive in a world that is already in the middle of a nuclear war. If you manage to survive the initial blasts, you will find yourself in a hellscape of endless war between the two major powers of the earth- both fighting in disorganized and erratic manners for the ashes that remain of this world. Billions are already dead, and the environment has been wrecked beyond words. If your nation is to survive at all, in any way, it too must join this final war, and see what may pass for victory in this grim darkness. **You can still attain the optimal victory condition with this drawback.**

Post-jump:

~quit: 46 years of stress, jumper, it's a miracle that you have any hair left! Very few people could have been called to do all that you have, and now, you deserve a retirement.

~set_end_date: Dec31_99999:Who are we kidding- you're only just getting started here. The cold war was one thing, but you can be certain that new threats will arrive, and your people will need you, as they always have. Onwards, then, in the name of freedom and equality!

~reboot:But if your time here has taught you anything, it's that you can make a difference. And thousands of worlds are out there, waiting for someone like you- someone who can make a difference, someone who can show them that there's more to existence than just what they've seen. Someone who can give them hope. You might just be that someone- and if you are, what right do you have to deny your talents to the countless souls who need them?

Cumulative award: you must have taken the "Import save game" drawback and have fulfilled the optimal win condition for all 5 grand strategy jumps.

Well, what can be said, Jumper? You've come a long way, in a world that closely matches your own. You've seen old empires rise and fall, you've seen change come and go. You've been very closely bound with one people, guiding them through change and stability, war and revolution. You've come very close to some of the most famous figures of your own world. Perhaps they lived up to your expectations, perhaps they didn't. You've tried to change history, to keep it off courses you felt it never should have gone on, and to bring it to a new, just path. Perhaps you succeeded, proving yourself to be a monumental hero. Perhaps you didn't- like many great men who fell in their own right. Yet, here you are, standing in the name of a people who you stood aside for one thousand, two hundred years. It would be wrong to take a journey like that from you very easily, and to leave you alone with your memories.

As such, in every jump you go to from now on, you won't be alone. Whenever you walk into a public place, you will very often find at least one setting-appropriate (A knight if you happen to be in a medieval themed jump, a WW2 soldier if you're in a jump of that tech level) individual from your nation, who will have been fighting for your nation and cause just as hard as you have during some of the most harrowing moments in your nation's history. They'll be more than happy to swap stories, talking about their days in the war, or perhaps the height of the empire. But apart from drinks and talk, they won't be of much use- none of them will be there should you come back for them.