

COMMAND & CONQUER™

RED ALERT™ 3

JUMPCHAIN COMPLIANT

PRESENTED BY: stupid_dog
and friends!

Potentially facing defeat at the hands of the Allied nations, Soviet General Nikolai Krukov and Colonel Anatoly Cherdenko have used a top-secret machine beneath the Kremlin to travel back in time to the year 1927 where at International Physics Conference they eliminated Albert Einstein and changed history.

Upon returning to the present, Cherdenko is the Premier of the Soviet Union and learns that the Soviets are on the brink of conquering Europe. In this alternate timeline a new faction, the Empire of the Rising Sun, has risen in Japan who declare war on the Soviets and Allies desiring complete world domination as part of their Divine Destiny. With a lack of nuclear weapons the Soviets face a conventional war on two fronts. The world is then plunged into a three-way war between the Soviet Union, the Allies and the Empire.



The Union of Soviet Socialist Republics

The Russia-led superpower of the world, the USSR wishes to liberate the other nations from their oppressive doctrines and spread the glory of the communist revolution. They utilize strength in numbers.



The Allied Nations

This group consists of the more diverse and diplomatic societies of the world. Their main objective is to eradicate the scourge of communism from the planet, and also to promote capitalist ideals.



The Empire of the Rising Sun

The imperial regime of Japan is led by the Emperor and the Shogunate. They seek to unite the world one rule and eradicate the culture of their barbaric opponents. They believe their victory is destined.

There is no foreseeable end to the quarrels between the groups vying for world supremacy. An exceptionally skilled individual is required to conquer and unite the globe under one banner.

This is where you come in.

Before anything else, you need to choose where to place your allegiance in this war.

Choosing a faction does not necessarily place you in any position of authority. You may merely be a civilian within that faction's borders. Sadly, there are no neutral zones left on Earth. From metropolis to village, no place is truly free from this conflict. It's up to you if you want to work towards a peaceful future or paint this Earth in the blood of your foes.



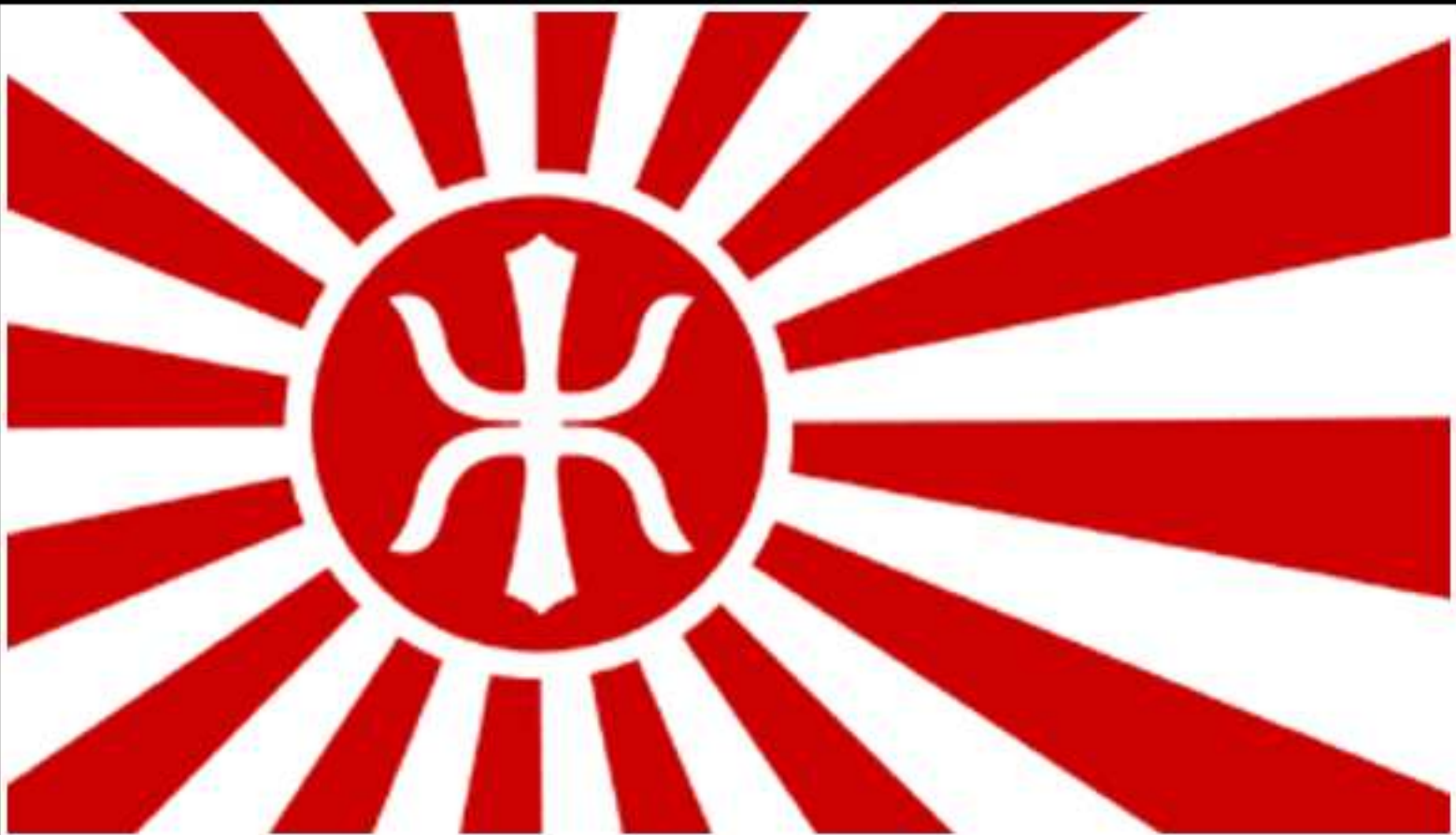
Comrade! Roll 1d8 for Mother Russia!

- 1 or 2 Moscow, USSR
- 3 or 4 Havana, Cuba
- 5 or 6 Cairo, Egypt
- 7 Roll again, on Allied Table
- 8 Any location within the Union or spend 100 CP to begin anywhere



Roll 1d8 to determine starting location.

- 1 or 2 London, United Kingdom
- 3 or 4 New York, USA
- 5 or 6 Sydney, Australia
- 7 Roll again, on Rising Sun Table
- 8 Your choice within any Allied zone or spend 100 CP to begin anywhere



It is your honour to serve at this location:

- 1 or 2 Tokyo, Japan
- 3 or 4 Beijing, China
- 5 or 6 Pearl Harbour, Hawaii
- 7 Roll again, but on Soviet Table
- 8 Your choice of location within Empire or spend 100 CP to begin anywhere

In addition to faction, you must choose an identity to help define your role in the war.

Roll 2d8 + 18 to determine your age. You may spend 100 CP to change gender.

Drop-In

No pesky memories.

FREE

Civilian

You are a citizen, and have all the memories that would help you fit in with modern society. You avoided the draft as a conscientious objector on religious grounds, and are terrified of bloodshed.

50 CP

Bureaucrat

After years working in business, you've finally made waves in the political landscape. Some may call you a warmonger, but it just so happens your investments are tied to wartime business.

100 CP

Technician

Growing up you were fascinated with models of all kinds. You were bullied for this throughout your school years. Now you're working your dream job with real planes and tanks. Bullies beware.

150 CP

Rank & File

You live for battle. The more personal a kill the more satisfying, as far as you're concerned. At the earliest chance you signed on with the army, and you're known to be somewhat of a badass.

150 CP

Commander

You have the memories of a driven up-and-comer with an intuitive knowledge of military strategy. You are expected to lead operations for major battles. An attractive logistics officer assist you.

250 CP

Trying to survive in this war-torn world will be difficult without any bonuses. In order for you to stay alive long enough to put on a good show, Jump-chan offers you the boons listed below. You are granted 1000 Choice Points (CP) to make these purchases.

*A note of "Free" indicates that an ability is automatically provided when you select the associated origin.
A "Discount" note indicates that the perk is available for 50% off the indicated cost for the identified origin.*

Comic Relief You bring laughter to others with little effort on your behalf. People seem to be simply amused by your unfamiliar ways. Bears are less likely to harm you. <i>Discount Drop-In</i> 100 CP	Non-Combatant You have the incredible ability to become irrelevant on a battlefield. Foes will disregard you in favour of other targets so long as you appear unarmed. <i>Free Civilian</i> 100 CP	Analysis You can immediately identify any defects in hardware upon casual observation. This is effective on devices, vehicles, and buidings. <i>Free Technician</i> 100 CP
The Ore Is In Good Hands Due to well-timed investments, you recieve the equivalent of \$200,000 USD each month. Just be sure to cash out before the war comes to an end. <i>Free Bureaucrat</i> 100 CP	Veterancy Through PTSD, bloodlust, plain experience, or some twisted combination of the three you become a better soldier. Your shots are more accurate and lethal. <i>Free Rank & File</i> 100 CP	Logistics Assistant To help manage your troops and relay orders you have a gorgeous and capable single female assistant. Her gender may be swapped for 50 CP. <i>Free Commander</i> 100 CP
They Have Television In There You are frequently mistaken for a celebrity figure. For little more than a smile or autograph, you can request outlandish favours. Only works here. <i>Discount Drop-In</i> 300 CP	Dissent Through discourse, you have an inherent gift for showing others the folly of war. You can persuade most listeners to become conscientuous objectors easily. <i>Discount Civilian</i> 300 CP	Captain Here Whether it's a tank, plane, or the finest in the fleet, you've been placed at the wheel of a powerful faction vehicle of your choice. Your crew are blindly loyal. <i>Discount Technician</i> 300 CP
Propaganda Your patriotic speeches are moving to say the least. You find it easy to sway others to support the military. <i>Discount Bureaucrat</i> 300 CP	Show Me What To Do In a matter of moments of observing another person use a conventional weapon, you become proficient in the use of that weapon. <i>Discount Rank & File</i> 300 CP	Supreme Commander Any personel working under your command recieve a morale boost and any time you personally give them an order they will obey earnestly. <i>Discount Commander</i> 300 CP
Bird's Eye View Through advanced satelites and sub-dermal implants or just plain magic, you can maintain a clear view on any of your battlefields as viewed from above. 300 CP	Peace Rally Once each month you can organize a march for peace, public speaking event, or otherwise travel for a peaceful protest. For six months the average locals views will be oppose the war. <i>Discount Civilian</i> 600 CP	Personal Vehicle You may operate a vehicle with the army or you may not. But in your free time you own a military-grade vehicle all your own. Weapons are disabled. <i>Discount Technician</i> 600 CP
Every Man Has His Price You have a keen eye for greed and an innate ability to know the cost of another man's loyalty. You immediately gain the equivalent of \$5,000,000 USD. <i>Discount Bureaucrat</i> 600 CP	Commando You inspire awe, fear, and respect on onlookers. Your endurance, willpower, and reaction times all seem to be at human peak efficiency. <i>Discount Rank & File</i> 600 CP	Power is Sexy With each cumulative victory, others see you as more desireable. Your charms will eventually titillate even your most cold-hearted peers and subordinates. <i>Discount Commander</i> 600 CP

An army is nothing without its soldiers. As a soldier fighting in this war, you'll need some equipment. You receive a discount of 50% for any gear offered by your faction. All Rank & File origins receive a further 50% discount on anything offered below.



This is Nice Coat

ADK-45 Assault Rifle
Exceptionally Comfortable Coat
Molotov Cocktails

200 CP



Ready For Duty

Grummond-8 Pump Shotgun
Legion Riot Shield
Custom-fitted Body Armour

200 CP



Banzai!

Imperial Beam Katana
and a choice of
MX Type-2 Kinetic Carbine
Sorazatsu Type-2 Greatbow

200 CP



Beats Being in the Gulag...

Vorona Steelshot Flak Cannon
Magnetic Mines
Stylish Shackles and Jumpsut

200 CP



Come On, Blast Them

Laser-Guided Missile Launcher
Rocket Bandoleer
Athleticwear

200 CP



No Enemy is Too Big!

MX-19 Muramasa Plasma-Cutter Cannon
Sunburst Sugegasa
Tankbuster Protective Gear

200 CP



AC/DC

Tesla-Reactor Power Armour
EM Disruptor
Wrist-Mounted Lightning Weapon

400 CP



Have Disguise in Mind?

Tailored Suit
FutureTech Holographic Disguise Watch
Access to Allied Funds for Bribes

Allies Only

400 CP



You Require My Services?

Imperial Ninjato
Shurikens
Smoke Bombs
Quick-drying Shinobi Shozoku
Silenced Jika-Tabi

400 CP



Nothing Will Grow There

Corrosion-Proof Airtight Power Armour
Tank of Corrosive Acid
Tank of Toxic Deathspray
Twin High-Pressure Hoses

600 CP



The Ice Age Cometh

FutureTech Power Armour
Cryo-powered Jump Booster
Frostbite Nitrogen Cryo-Cannon

600 CP



No Man Can Beat Me!

Form-Fitting Rocket Angel Battlesuit
Photon Rocket Pods
Wrist-Mounted Paralysis Whip
Wing-Mounted Stabilization Thrusters

Women Only

600 CP



You Have A List For Me?

Korshunov SV Sniper Rifle
Kevlar-based Underarmour
Laser Target Detonator for Airstrikes

Aistrike 1/week

800 CP



Let's Rock!

Dual Black Buzzard Custom Pistols
C4 Explosive Charges
FutureTech Time Belt

Rewinds Time 10s*

800 CP



Who Needs Friends?

Free Makeover
Emaculate Jacket with Faction Emblem
Hairstyle becomes Pigtails or Saiyan
Omega Program Letter of Recommendation

5 Year Program

800 CP

*The time belt restore your health, equipment, and location to its state 10 seconds prior to use. It does not effect the flow of time.

Not everyone needs to fight on the front lines. Oftentimes advanced technology can do more than brute force. You receive a discount of 50% for any tech offered by your faction. All Technician origins receive a further 50% discount on anything offered below.



Soviet Blueprints

You gain some vodka-stained pages clearly explaining the construction of a noble Soviet technology. This provides no materials for the building process.

200 CP



Allied Blueprints

In your possession are several detailed schematics showing the construction process for one Allied tech. This provides no materials for construction.

200 CP



Imperial Blueprints

You receive meticulously drawn charts detailing the construction of one of the Empire's finest technologies. This provides no materials for construction.

200 CP



Soviet Power Supreme

You can outfit any of your tech with a soviet power core. Upgraded equipment gains a healthy glow, and operates with 250% more power. Has toxic byproduct.

200 CP



Medical Tent

Equip yourself with state-of-the-art military-grade healing supplies. As long someone has a pulse this station will be able to ensure they survive a fight.

200 CP



Sunburst Drone

A fast scouting robot. It disrupts enemy cloaking technology automatically. It can attach to enemy vehicles and self-destruct. Replaced within 24 hours.

200 CP



Bullfrog Transport

This amphibious vehicle comes with an anti-aircraft cannon and cramped seating for six. Its delightful man-cannon can launch passengers 1000ft.

400 CP



Riptide

You own a decommissioned Allied hovercraft. It comfortably seats six, features a mounted machine gun, and a twin torpedo launcher.

400 CP



Sudden Transport

You own one of the levitating imperial transport vehicles, which is able to cloak itself as any other vehicle. It has no guns but seats six quite easily.

400 CP



KDB-5 Sickle

This vehicle is able to traverse most landscapes with its 4 durable stilt legs. Features three independent swivelling turrets and impressive jumping power.

600 CP



Multigunner FAV

The Multigunner is prized for its adaptability. Its turret can be quickly adjusted to utilize whatever skills its passenger excels in. Room for driver.

600 CP



Mecha Tengu

This misplaced mecha has found its way to you. It has poor defense but excellent versatility. Switches between grounded mecha form and jet mode.

600 CP



Reaper Upgrade

When it comes to firepower, one can't overindulge. Weigh down your vehicles with a senseless display of excess rockets and machine guns.

400 CP



S.H.R.I.N.K Beam

You have acquired some Allied tech for personal use. It reduces vehicles and occupants to 1/3 their size temporarily. In this form vehicles are more vulnerable.

Exposure lasts 30 seconds. 400 CP



Honourable Discharge

Worried about nefarious characters taking your vehicle? Worry no more, because with honourable discharge you can remote detonate any owned vehicle.

400 CP

As a valuable asset to the war effort, you can be afforded some of the best supplies the world can offer. You receive a discount of 50% for any tech offered by your faction. All Commander origins receive a further 50% discount on anything offered below.



Tesla Coil

You receive a personal tesla coil. Any ground-based enemies that come within range will be fired upon with a lethal jolt (for humans) of electricity.

200 CP



Multigunner Turret

You are provided with a personal turret to deploy as you see fit. It is equipped with rockets but can be modified to utilize the skills of an occupant.

200 CP



Defender VX

An turret is granted to you that can switch between anti-personel and anti-air functionality. Like the other turrets it automatically fires upon obvious enemies.

200 CP



Mass Production Upgrade

Your warehouse drones are upgraded to reproduce any item for which you have the schematics. You must provide the required materials for the job.

*Requires Warehouse Workshop
Requires Warehouse Robots*

200 CP



Free Trade Upgrade

When seeking to barter goods, you may task one of your robots to find a buyer. You are guaranteed to receive money equal to the value of the sold goods.

*Requires Warehouse Local Net
Requires Warehouse Robots*

200 CP



Robotic Assembly Upgrade

Your warehouse robots operate at peak efficiency, completing any task you set them to in half the time.

Requires Warehouse Robots

200 CP



Iron Curtain

You are able to render one vehicle or structure indestructable for a period of five minutes. The energy required take 24 hours to recharge.

600 CP



Chronosphere

You may teleport any friendly targets and equipment within a five meter (16 foot) radius a distance of up to five kilometers. Useable once every 24 hours

600 CP



Nanoswarm

You can summon a swarm of nanomachines to form an impenetrable dome. After five minutes the nanomachines are automatically recalled.

600 CP



Vacuum Imploder

Creates a artifical gravity well that draws everything nearby towards it rapidly. Accumulating mass allow it to draw more before exploding spectacularly.

1 use weekly

1000 CP



Proton Collider

Unleashes a powerful shockwave that briefly incapacitates living targets and does the least damage to surrounding. The more targets, the harder it strikes.

1 use weekly

1000 CP



Psionic Decimator

Unleashes a powerful psionic blast in a sizeable area with various effects. It damages structures, disables electronics, and renders living creatures unconscious.

1 use weekly

1000 CP

Copious Contraceptives

As a commander it is your duty to manage your soldiers and ensure no accidents occur. You will never be caught without protective equipment.

100 CP

Patriotic Flag

The finest quality flag intended to proudly display your allegiance to the world. Note: not recommended for spies.

100 CP

Beastmaster

You may speak with to dogs, bears, dolphins, or other mammals and be understood perfectly by that animal. They may choose to ignore you.

200 CP

Even with the best supplies, it can be hard to make it in a world all by yourself.

Luckily for you, you won't have to. No matter your origin you will gain a moving poster reminding you that there is an entire group of ideologically similar people supporting you. If you're looking for actual companionship in the form of a single living being, you can expend some of your choice points in order to gain a permanent comrade. Companions will help drop-ins get themselves acquainted with the world and form quick bonds. Other origins immediately gain memories of precious moments spent with their new best friends.

Soviet Propaganda Poster

Anyone who might doubt the superior culture of The Motherland will not after gazing upon these posters. They will easily bring a tear to the eye of patriots.

Free Soviet

50 CP

Uncle Sam Needs You

You receive several posters showing the need to eradicate filthy communists from the planet. They assist in limiting the guilt felt from killing enemy soldiers.

Free Allies

50 CP

Majestic Emperor Portrait

Proudly display your devotion to the god emperor with the glorious image of Emperor Yoshiro. Artistic expression of the pursuit of divine destiny included.

Free Rising Sun

50 CP

Companion: #1 Threat to America

A former circus performer, this friendly bear is always up for some laughs or a few drinks. Very down to earth fella, but with a roar that could stun anyone.

Discount Soviet

300 CP

Companion: Freedom at any Cost

A dolphin, formerly military, (discharged for psychological reasons) has taken a liking to you. It will eagerly destroy any targets unless you instruct it to hold fire.

Discount Allies

300 CP

Companion: Muramasa Full Power

An imperial tankbuster has sworn undying loyalty to you. He calls himself Muramasa, which you can only assume is a fake name. He is open to romance.

Discount Rising Sun

300 CP

Companion: Natasha Volkova

Russian special forces. Natasha has perfect instincts and even better aim. She carries a personal sniper rifle. She can be cool and snarky, but is ultimately effective on the battlefield.

Requires Soviet

400 CP

Companion: Tanya Adams

A fiery free-spirit, many consider Tanya somewhat insubordinate. Many also consider her indestructible. She is an explosive expert and rarely seen without her trusty dual pistols. Domineering.

Requires Allies

400 CP

Companion: Yuriko Omega

Yuriko is revenge driven and unstable at times. However, she is also incredibly gifted with psionics. You gain her trust and can hone her killing power or help her learn the value of true friendship.

Requires Rising Sun

800 CP

The Omega Program

A mentally intense program conducted by the Shiro Sanitorium. Though it operates under Rising Sun jurisdiction they are willing to house individuals from around the world to advance their knowledge of psionics. Normally, the program takes years of excruciating tests to bear results, but you may simply gain the fruits of their labours for a few choice points.

Those who choose the "Who Need Friends?" package from page four gain some talent in each of the three powers, however they must endure five years of Dr. Shimada's cruel practices.

Are You My Friend?

Rather than subject yourself to the Omega program, you can sentence a companion to endure its trials. After five years they gain all three of the powers listed below. This experience is horrible.

Discount Bureaucrat

1200 CP



Telekinesis

Easily pick up loose objects or people and toss them around at your leisure. You can make vehicles smash into each other or destroy them.

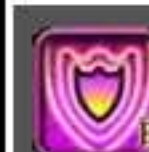
600 CP



Domination

Impose your will over the minds of others, forcing them act as you wish. Performing complex tasks requires more focus and cannot target multiple persons. This ability requires line of sight.

600 CP



Psionic Shield

Your telekinetic powers automatically work to deflect incoming projectiles. This is effective on light to moderate gunfire, but excessive attacks will penetrate your shields.

300 CP

Need more points? If you're willing to take additional challenges, you can have some. Maximum 2 drawbacks.

Aggrieved General

A distinguished leader of your faction has it out for you. He's willing to hurt his reputation to end yours. He will take credit for any of your accomplishments.

+100 CP

FutureTech Watchlist

The corporate behemoth has taken a keen interest in your skills. They will send their best to ascertain your power and capture you for scientific study.

+250 CP

Yuri's Revenge

Another faction has secretly amassed power unbeknowst to the others. They are small in number, but utilize psionic abilities to dominate their opposition.

+200 CP

Schism

Your faction is plagued by inner conflict. Your faction is half as powerful and you will likely end up facing an additional enemy.

+200 CP

Yuriko-chan

A teenage girl unwillingly submitted to the Omega Program is out for your blood. She has powerful telekinesis, psychic domination, and psionic sheilding.

+600 CP

Cowardice

When faced with direct conflict, you will feel an uncontrollable urge to flee. You can order others to commit violent acts, but you cannot think straight if threatened.

+100 CP

Lost the Arms Race

One enemy faction has completed research on their superweapon, while your facion will never develop it. You cannot select Vacuum Imploder, Proton Collider, or Psionic Decimator bonuses.

+300 CP

Mr. Presidroid

A high-ranking official within your faction's political network has been replaced with an android. He is feeding information to an enemy faction.

+100 CP

You Are Awfully Moody For Bear

You are a bear. Soviets and Imperials seem oblivious to this, and it has no bearing on your abilities. However, the Allies can tell you are a bear and cannot understand you in the slightest.

Allows additional drawback +0 CP

After spending ten years on this world your time tp make a new decision arrives. Will you return to the land you came from, keep fighting the good fight here, or carry on to new adventures?

DEFEATED

The jumps have been fun, but it's time to return home at last. You retain all your accumulated powers, companions, and equipment as a consolation prize for your participation. If you died during the adventure, your only option is to return home.

Return Home

VICTORIOUS

You've been succesful here beyond your wildest dreams, why would you want to leave? You retain all accumulated powers, companions, and gear but can never jump to another world.

★★★★

Remain Here

VICTORIOUS

More worlds to explore
What lies around the corner?
The jump calls to you.

Continue Journey