


# Equestria at War Jumpchain

Version 1.0

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The year is 1007 ALB, seven years after Princess Luna's return. The world is changing. Ponies toil in factories as smokestacks rise above the cities. Revolutionaries spread radical new ideas in the shadows of royal palaces and industrialist mansions, and expansionist empires prepare for war.

Despite numerous coup attempts and invasions, the ponies of Equestria remain confident - perhaps complacent - in their peaceful way of life. Meanwhile, north of Equestria, in the Crystal Empire, cultists gather, attempting to restore King Sombra's "rightful" rule. And to the west, Queen Chrysalis of the Changeling Hives broods over her recent defeat. Unable to take Equestria through subterfuge, she now seeks conquest through force of arms.

Across the sea, the Griffonian Empire has crumbled into innumerable smaller states as revolutionaries and secessionist nobles fight over its remains. The vulnerable nations of the River Coalition band together in a tenuous alliance to guard against the predations of larger states. And in the utmost north, the necromancers of the Dread League plot the end of all life.

This is the world you're jumping into. Not exactly a sugar bowl, is it? I'm sure you'll do fine, but here's a little something just in case:

## +1000 CP

# Ideology:

**Harmony**
Friendship and harmony have reigned in Equestria and many other nations for over a thousand years of peace, and they will weather this tumultuous age all the same. The communists seek to topple these systems, ignorant to the fact that they themselves are far crueller than the enlightened leaders they despise. No better are the fascists, who desire to enslave the entire world to their will. Neither of these visions can come to pass. Friendship and harmony must always prevail.

**Communist**
The harmonists claim to value all beings equally, yet they prop up hereditary systems of nobility or accept the yoke of capitalist oppression. Perhaps even worse, their naïve passivity has allowed genocidal fascist movements to emerge from within their midst. For the sake of the common folk the world over, we cannot abide these events. For the proletariat, for the revolution, workers of the world unite!

**Fascist**
Harmony is a lie propagated by those who plot our destruction. They know they cannot confront us directly, so they spread their nonsensical notions of friendship and mercy. Do not trust those who claim to seek equality or a "classless society." There is no such thing. What these "socialists" truly want is to upend the natural order, to trick us, their betters, into serving them. The only truth of this world is struggle; the clash of great wills, with us emerging victorious.

**Non-Aligned**
In this conflict, the only winning move is not to play. Let the other nations waste resources and lives squabbling over land and ideology. Whether through monarchy or

republicanism, we will prosper by rising above their fruitless wars. Do not think us an easy target, however. We may not want war, but we are prepared for it.

# Species:

A few species that exist within this world are not represented here, such as donkeys and kirins. If you wish to be a race that isn't listed, simply pick the species most like it for the purpose of perk discounts. Using the above examples, a donkey would count as an earth pony, and a kirin would be equivalent to a unicorn.

**Earth Pony** (Free)
Small, colorful ponies live throughout the world, but the majority reside in Equestria. There are several pony subspecies, also known as "tribes," of which earth ponies are one. Though they lack wings or horns, earth ponies are notable for their surprising strength, physical durability and connection to the earth, which makes them excellent farmers and stewards of the land. In war, they find use as combat engineers and form a stong, infantry backbone in pony armies.

**Pegasus** (Free)
Pegasi are winged ponies. They can fly, of course, and can often be found living in clouds, which they use to build structures and even cities. They also use this cloud-manipulating ability to control the weather. Their aerial instincts translate well to piloting, and therefore they make up the bulk of the airforce in many pony nations. As infantry, pegasi form excellent light infantry units, reconnaissance elements, and paratroopers. They can also use their weather manipulation to defend against enemy aircraft.

**Unicorn** (Free)
Though all ponies possess magic, it is most obvious in unicorns. Magic channeled through a unicorn's horn can be used to cast spells and manipulate objects telekinetically. In the military, this makes them extremely desirable both in support and frontline roles. Unicorns comprise a large part of Equestria's nobility, but improving technology and industrialization has contributed to the rise of a *nouveau riche* class of industrialists from many different tribes to compete with the old money unicorn nobles.

**Thestral** (Free)
Thestrals, sometimes called "batponies," often face discrimination in pony society due to their association with Nightmare Moon's rebellion against Celestia over a thousand years ago. Thestrals have bat wings, allowing them to fly, and have excellent hearing

and vision in darkness. If tribal discrimination can be overcome, they would make excellent night fighters and guerillas, and could help fill the role of flying infantry, previously exclusive to pegasi.

**Alicorn** (300 CP)
Alicorns are the rarest type of pony, bearing both wings and a horn. Only five are currently known to exist. Though one alicorn can be born to another, it's more common that they ascend from exceptional ponies who grow to embody a particular virtue or natural phenomenon. For this reason, many harmonists believe them uniquely suited to leadership, and ascension often accompanies high-level political appointments.

**Griffon** (Free)
With the front half of an eagle and the rear of a lion, Griffons are the dominant species on Griffonia, the easternmost continent. They are often stereotyped as a greedy, fractious people, and, historically, there is some evidence for this. Griffon societies have often been hierarchical with a deep divide between upper and lower classes. This may be changing, however, with the recent rise of socialist and liberal republican movements.

**Changeling** (100 CP)
Changelings are quadrupeds similar in size and shape to ponies, but they possess insectoid carapace and wings in addition to a crooked horn. They are most well known for their shapeshifting ability, allowing them to impersonate others or infiltrate the ranks of their enemies. They also feed on love - either freely given or taken through force and deception; Queen Chrysalis's rule relies heavily on the latter.

**Deer** (Free)
Deer longships were once feared along the western and northern coasts of Equus, though that time is long past. In the modern age, their ancient homeland of Olenia has been brought low by corruption and infighting. Deer themselves lack the flashier magic of their unicorn or changeling neighbors, but are able to call upon ancestor and nature spirits for aid.

**Diamond Dog** (Free)
Diamond dogs are intelligent canine creatures who usually dwell underground, close to crystal and gem mines. They are excellent tunnelers and miners, but are also known for their greed; diamond dog society has historically relied on slavery to extract mineral wealth for the upper classes.

**Yak** (Free)
Yaks live mostly in Yakyakistan, to the north of the Crystal Empire. They are a hardy folk with thick coats to keep out the cold, and are known for their great strength and stubbornness.

**Zebra** (Free)
Zebras are the dominant species on the southern continent of Zebrica, though there are a few living in enclaves outside the continent, and they have established the colony of Nyumba ya Kaskazini on the southern shores of Griffonia. They are renowned for their distinctive striped coats and advanced alchemical abilities.

**Penguin** (Free)
Penguins inhabit the utmost north of the continent of Equus, having migrated there to escape the threat of dragons. Relatively little is known about them, but despite their small size, they are fierce fighters.

**Polar Bear** (Free)
The Polar Bear Communities also exist in the far north, just to the west of the Kingdom of Pingland. They have recently undergone a campaign of rapid technological advancement at the behest of their ruler, Paw Wellington, which has pushed them from a tribal existence to a pre-industrial civilization in just under five years. Despite this, they still lag behind many of their already-industrialized neighbors.

**Buffalo** (Free)
Buffalo live in migratory tribes in the plains of the Equestrian southwest. Recent expansion on the part of the Equestrians has brought the two into contact, but relations have remained peaceful thus far. Buffalo are large and physically strong compared to their neighbors, but lack Equestria's technology, magic and industry.

**Dragon** (400 CP)
The Dragons of southeastern Equestria vary widely in size and appearance, being bipedal and roughly humanoid upon hatching and eventually becoming quadrupedal with time. A baby dragon is smaller than a pony, but some subspecies can eventually grow to the scale of skyscrapers. Dragons possess fire breath, immunity to heat, and gain flight-capable wings after puberty. You begin as a young adult dragon, about twice the height of a pony, and will continue to grow very slowly but potentially without limit.

**Minotaur** (Free)
Bipeds with human-like hands and torso but the head and legs of a bull, Minotaurs are known for their great strength, stature, and manual dexterity. They live on the southern coasts and islands of Griffonia, and have often feuded with griffons.

**Hippogriff/Seapony** (Free)
Originally one species, the Hippogriffs transformed themselves into Seaponies to avoid the threat of the Storm King. After the Storm King's defeat, many wished to retain their aquatic forms, resulting in two different yet closely connected peoples. You may choose one or the other. Hippogriffs have the upper body and claws of an eagle with the hindquarters of a horse, while Seaponies have the head and forelimbs of a pony with a mermaid-like tail.

**Human** (Free)
What in Celestia's name is this thing? You don't belong here! Go on, now, shoo. Shoo!

# Starting Location:

If you match a nation's ideology and species, or if you take a scenario relating to a specific country, you may choose to start in its capital city. Alternatively, roll on the following table to determine your location or pay 50 CP to begin in any location of your choice. A map of the world may be useful here.

1. **Canterlot, Equestria**
2. **Crystal City, Crystal Empire**
3. **Stalliongrad, Stalliongrad**
4. **Vesalipolis, Changeling Lands**
5. **Hjortland, Kingdom of Olenia**
6. **Weter, Nova Griffonia**
7. **Griffenheim, Griffonian Empire**
8. **Cloudbury, Griffonian Republic**
9. **Readewetter, Strawberry Duchy**
10. **Greenback, Yale Rectorate**
11. **Skyfall, Skyfall Trade Federation**
12. **Aquila, Kingdom of Aquilea**
13. **Griffonstone, Kingdom of Griffonstone**
14. **Karthin, Kingdom of Wingbardy**
15. **Rijekograd, River Republic**
16. **Jezeragrad, Lake City**
17. **Sunset, New Mareland**

18. **Blosmport, Greneclyf**
19. **Magehold, Dread League**
20. **Free Choice**

# Origin:

Age: 17+1d8
You may keep or change your gender for free.

**Line Worker (Drop-in)**
You begin outside a factory, filled-out job application in hand. With the recent industrialization efforts, there's always a need for more workers, and you're more than qualified for the job. You might be making anything from canteens to fighter craft, but it's all going to be necessary for the coming conflict.

**Thinker**
Though you spend most of your time far from the battlefield, your contributions are no less valuable for it. The inventions, doctrines, or strategies you devise may give your side the edge it needs to overcome its enemies.

**Soldier**
"In forty years, when you are sitting by the fireplace in your home with your grandchildren and they ask, 'What did you do in the great Unification Wars?' you won't have to silently cough and say to them, 'Well, ehm, your granddad just shoveled shit in the Scheißwald."

**General**
Add +2d8 to age.

For you, war is lines on a map as much as the blood and noise of the battlefield. It will be your responsibility to achieve victory using the divisions assigned to you. Alternatively, you could choose to be an admiral, commanding your nation's navies. If you wish, you may take the place of an existing general, field marshal, or admiral in your starting nation whose species matches yours.

**Leader**
Add +2d8 to age.

As part of the political elite, the fate of your people rests with you perhaps more than anyone else. If you match your country leader's species and ideology, you may assume

their place in this world. If your species does not match, or you do not wish to replace the existing leader, you may choose to be a trusted advisor instead. If your ideology does not match your starting country, you may be the leader of your associated political party or of a group of revolutionaries. There are a great many countries in this world, and therefore a great many leaders whom you could take the place of.

# Ideology Perks:

Perks are discounted (50% off) for their associated ideologies. 100 CP perks are free if discounted.

**Harmony:**

**Harmonic Diplomacy** (100 CP)
Harmony is all about love and friendship, and in the political sphere, this means allies. You have a talent for diplomacy, and when you put effort into building relations with other nations or individuals, they'll gladly aid you in a time of need, just as they know you would do for them.

**The Sleeping Giant** (200 CP)
You didn't ask for this war. Maybe you weren't even prepared, but you'll finish it all the same. When defending yourself or an ally against an aggressor, you get stronger the longer the conflict goes on. Delay the enemy and trade land for time if you can. You'll start to learn your opponent's tactics and how to counter them. Factories will spring up almost overnight, eclipsing the enemy's industrial capacity. New technologies will neutralize your foes' greatest strengths and exploit their weaknesses. And while this is intended for the large-scale warfare of this jump, you will gain similar effects in smaller conflicts as well. Unfortunately, the benefits of this perk dwindle quickly after the war is over.

**The Magic of Friendship** (400 CP)
Harmonists prize friendship between beings perhaps more than anything else. Detractors would call this naïve, but skilled mages know there is power in these bonds. You can draw upon positive emotions and feelings of goodwill such as friendship, love, loyalty, and compassion to empower yourself and your magic. The stronger these feelings are, the more potent you become. You can even use these bonds to recharge your reserves of mana/stamina/spell slots/etc., though this leaves you emotionally drained for a while afterward.

**Communist:**

**Boost Ideology** (100 CP)

Socialism is all about giving power to the workers; democracy in workplaces as well as government. Yet so often the oppressed peoples of other nations fight against their own liberation. As you interact with others, you will be able to cut through the capitalist and monarchist propaganda, gradually bringing them around to your way of thinking. Of course, this works with ideologies other than communism, but you wouldn't do that, right comrade? ...right?

**Five-Year Plan** (200 CP)

With war on the horizon, there's much to do and very little time to do it. We need to develop our industry, upgrade infrastructure, improve our science base, update our military doctrine, and equip and train armies. With this perk, you can take care of at least two of those things, and, hopefully, others will be able to handle the rest. You're extremely skilled at construction, particularly factories and infrastructure. If you're involved at any level, whether planning or placing bricks, you could bring a pre-industrial society to modernity in a matter of only a few years, even if most of the populace would have little to no understanding of the technology they benefited from.

**Equalist Magic** (400 CP)

The brainchild of the unicorn Starlight Glimmer, equalism is not a form of communism, as it lacks the marksist* focus on collective ownership of the means of production. However, equalists and communists often find common cause in opposing (what they perceive as) unjust hierarchies, and equalist governments often adopt socialist policies. Unlike communists, equalists seek to abolish social class not through economic means, but magical ones: adjusting talents to make every being equal in ability. You now possess the power to accomplish this, removing a being's "special talent" and rendering them no better than average in the associated skills. The talent takes on a physical form - the target's cutie mark if they have one - and can be stored in a physical container such as a box or jar. If the container is opened in the vicinity of the talent's original owner, it will drift back to them. With study and effort, you may be able to manipulate talents and skills in other ways, as well.

**Fascist:**

**The Great Struggle** (100 CP)

War is not only inevitable, it is good and necessary. Through the clash of great nations, we raise ourselves above our lessers and natural hierarchy is made manifest. Now you can convince others of this fact, steering leaders to aggressive foreign policies or stirring up war support among the populace.

**Blitzkrieg** (200 CP)
Our enemies are unprepared; indeed they never could be, for no fortifications could possibly contain us. When you strike first, whether in one-on-one combat or full-scale war, you will slip past defenses or simply blast through them, inflicting grievous damage. This bonus fades quickly, however, so let the first strike be the last.

**Dark Magic** (400 CP)
You command the darker powers. Fools shun these techniques and call them "forbidden," but necromancy, mind control, and even chaos magic hold no fear for you. You're skilled in all of these and have the will to learn more, being immune to the corrupting effects of any power or item you come to possess.

**Non-Aligned:**

**A Heart Filled with Neutrality** (100 CP)
...is kind of boring, actually. So long as you remain neutral and make no overtly aggressive moves, others tend to overlook you or at least save you for last. This applies on both a personal level and a national one to any nations you rule or are a part of. You can toggle this at will.

**Fortification Expert** (200 CP)
As the major powers clash beyond our borders, it would be foolish to overlook our own defenses. But when facing off against these countries, we'll be outnumbered and outgunned - we'll need an edge. We'll make our nation into an impenetrable fortress, and wave after wave of enemy soldiers will break against our defenses. You are an expert at designing and constructing any type of static fortification, and any such construction effort goes surprisingly well whenever you are involved.

**Duellist** (400 CP)
In the Kingdom of Wittenland, rulers are decided not by blood, but by magical talent through formal duels. You have now mastered the art of the duel. When focusing your efforts against a single opponent, you are extremely skilled at predicting and countering their actions. This works on any foe of roughly equal position to you, not strictly one-on-one fights, so it is equally effective as a general facing off against another general, or the leader of one country fighting another.

# Species Perks:

Perks are discounted (50% off) for their associated species. 100 CP perks are free if discounted.

**All Ponies:**

**Crystal Magic** (100 CP)

Crystal ponies reside almost exclusively within the Crystal Empire. They are not actually a distinct subspecies, but rather other types of ponies who have taken on a crystalline appearance due to the unique magic of their homeland. You have an affinity for this type of magic, being able to manipulate and slowly grow all manner of supernatural crystals with your magic. You may also take on a sparkling, crystalline appearance like the crystal ponies themselves.

**Earth Pony:**

**Earth Pony Magic** (400 CP)

Earth ponies have an innate connection to the land, which manifests itself in greater strength and stamina, as well as great agricultural ability. And though earth ponies lack the spells of unicorns or the wings of pegasi, they often compensate with a knack for science and engineering. You now have all of these: nearly inexhaustible stamina, strength enough to throw boulders, and serious talent for all forms of technology.

**Pegasus:**

**Pegasus Magic** (400 CP)

Pegasi are known for two things: first, their aerial agility, and second, their ability to manipulate weather. Pegasi handle and perch upon clouds as though they were solid objects, and can use clouds to produce rain or lightning. Teams of pegasi using specialized equipment can even change the seasons. You are an expert flyer and weatherpony, capable of remaining conscious through staggering g-forces, executing complicated maneuvers at high speed and doing the work of an entire weather team on your own.

**Unicorn:**

**Unicorn Magic** (400 CP)

Unicorns focus magic through their horns, allowing them to cast spells and use telekinesis. You start with knowledge of one broad category of spells such as transportation, illusion, healing, or combat magic. Your telekinesis is relatively weak, only able to lift a large rock at most, but you have expert-level multitasking, capable of reorganizing an entire library of books in only a few moments if you're familiar enough with the collection.

**Thestral:**

**Thestral Magic** (400 CP)

Often shunned by other ponies, thestrals prefer to live in rural areas - caves and jungles especially. They fly as well as pegasi, but possess powers adapted for living in darkness. They have exceptional hearing and night vision, which you now share. Your abilities go even further than the average thestral, however, with echolocation and supernatural stealth in darkness.

**Alicorn:**

If you are an alicorn without the "Alicorn Magic" perk, you'll just be a regular pony except with wings and a horn - no special powers or "princess" title.

**Alicorn Magic** (1200 CP)

Alicorns are living embodiments of a specific natural phenomenon or virtue; for example, love, friendship, day, or night. They possess the powers of all other pony subspecies, effectively granting the benefits of the other Pony Species Perks, as well as power over their specific domain.

**Griffon:**

**We can fly!?** (100 CP)

Not only can griffons fly, they are exceptionally strong fliers, capable of carrying off beings almost as big as they are. They also possess the beak and talons of a natural predator. Now you are a prime specimen even among other griffons, capable of flying while carrying another griffon in each claw, and with natural weapons strong enough to pierce steel.

**Enchanting** (200 CP)

Griffons are not known for their magic, though perhaps they ought to be. Griffon enchanters can improve items with magic, making them better at their intended purpose. The most commonly known example of this is griffon knight armor, which is able to deflect even small arms fire.

**Changeling:**

**Infiltrator** (200 CP)

Changelings are known for two things, and this is the first: the ability to shapeshift into other beings. All changelings can shapeshift in less than a second, altering their form, size, and even voice, though this doesn't grant them any strength or powers associated with that form. Of course, just looking like someone else doesn't mean you can really replace them. You need some serious acting skills to deceive their closest loved ones, skills that that are provided by this perk. By studying your target in their natural environment, even for only a few minutes, you can gain an understanding of

how they'd behave in other situations and act the part near perfectly if you ever do need to replace them.

**Love Extraction** (400 CP)
Feeding on the love of others is the second thing that changelings are known for. Changelings need a small amount of love to survive, but some can empower themselves by taking more than they need. Now you can do this too. Much like a harmonic mage, this strengthens your magic, but instead of being powered by mutual bonds and your own positive feelings, this love must come exclusively from others. This can be given freely, but historically, it has more often been accomplished through subterfuge; take the form of a beloved individual and feed on love from their friends and family. And as the changeling hives of Equus prepare for large-scale war, they have discovered that it can also be taken by force. You can directly drain the love from a helpless foe over the course of several minutes, potentially taking far more than the subject could naturally give. This has detrimental effects on your target's physical and emotional health, however, and taking too much can leave the subject ill or even dead. You may also store the love you receive from others in a physical container such as a bottle to be used later or given away.

**Deer:**

**Commune with Spirits** (200 CP)
Deer mages call upon nature and ancestor spirits to affect and gather information on the world. Such magic can be potent, since the spirits have a great deal of control over their domains, but spirits can also be fickle. In general, the more powerful a spirit is, the less willing it will be to lend its power to a mere corporeal being, and therefore will need to be placated through more complicated and expensive rituals and offerings.

**Völvur** (400 CP)
Völvur are powerful female mystics who specialize in precognition. You don't have to be female to take this perk, but a buck who announced himself as a Völvur might get some strange looks. By meditating, Völvur can gain glimpses of the future, though these are vague and often difficult to interpret. Only through practice can one learn to direct these visions to gather specific information, and to discern what is and isn't important within each one.

**Diamond Dog:**

**Ironpaw** (200 CP)
Ironpaws are the diamond dogs' elite shock troops. They are renowned for fearlessness and the ability to accomplish their objectives despite grievous wounds. Perhaps you are a current or former ironpaw yourself, or perhaps you've trained with them, because

you possess the same drive and bravery. When in combat, you feel no pain or fear, leaving you in a state of perfect battle focus.

**Tunneling** (400 CP)
If diamond dogs are good at one thing, it's digging. You are now an expert tunneler and miner, even by their standards. You can carve through stone the way most diamond dogs burrow through dirt, and dirt barely even slows you down. You also have a nose for mineral wealth, tracking down ores and gems with ease. Lastly, you have an excellent sense of direction within tunnels or similar enclosed three-dimensional structures, and a sixth sense about the safety and stability of any tunnels or structures you pass through.

**Yak, Polar Bear & Buffalo:**

**Yaks Smash!** (100 CP)
Smashing things is an important part of yak culture, and buffalo and polar bears have similar strength. Now you can smash with the best, being able to break open boulders in a single blow. You could even kick through tank armor if given enough time.

**Thick Coat** (200 CP)
Yaks, polar bears, and buffalo are known for surviving in harsh environments; yaks and polar bears in the frozen north and buffalo in the plains and deserts of the south. This is partially due to their thick coats, which keep out biting cold and hot sun alike. Even others of your kind will envy your coat, which grants you protection from extreme weather. A blizzard at the north pole would only be a minor chill to you, and any heat insufficient to set you on fire doesn't even make you sweat. Furthermore, the thickness of your coat is enough to deflect small blades and cushion blunt attacks; hopefully you don't need a haircut any time soon. As a bonus, your coat and mane will remain lustrous and naturally free of tangles. Non-furry creatures, such as dragons, will experience similar benefits to their scales/skin/feathers/etc.

**Penguin:**

**Amphibious** (100 CP)
You're as comfortable in ice-cold water as you are on land, able to hold your breath for half an hour and swim at more than 30 km/h. For some reason, any equipment on your person is completely unharmed by being submerged in water. Careful not to drop anything, though.

**Winter War** (200 CP)
Rise, nation's pride! To face you in white out conditions is like fighting the blizzard itself. You know all the tricks for concealing yourself and fighting in the cold, like putting snow in your mouth to hide your breath. You're nearly invisible under the

right circumstances, and you find it easy to teach the same tricks to anyone who would listen.

**Zebra:**

**Naval Tradition** (100 CP)
Zebras have a long history of sailing, and you are no different. You're an expert sailor, able to adapt to an ocean-going vessel of any era. You are also strangely lucky when conducting invasions from the sea; enemy fire always seems to miss landing craft bearing you and your allies.

**Alchemy** (200 CP)
Zebras are world-renowned as healers for their potion-making ability; zebra alchemists are able to cure nearly any disease or injury with the right components. Of course, a master brewer like you can do far more than that. Transformations, poisons, curses, and even visions of the distant past or future are all within your skill - if you can find the ingredients, that is.

**Dragon:**

**Messenger Fire** (100 CP)
By burning an object in your dragon fire, you can send it to a willing recipient. The item must be completely incinerated in order to be sent, so paper and wooden objects are easily transmitted. However, attempting to deliver munitions this way is likely to end in disaster for all involved. You could, theoretically, teleport a living being, but it would be excruciatingly painful, since you'd be literally burning them alive.

If you lack the ability to breathe fire, you gain a weak fire breath, sufficient to send books or letters.

**Dragon Greed** (400 CP)
When a dragon succumbs to their greed, they transform into a massive, monstrous version of themselves, growing up to a hundred times larger and gaining the strength to match. This usually results in a devastating rampage as the dragon seeks out any and all forms of wealth without regard for the consequences. Somehow, you've gained a measure of control over this transformation, being able to trigger or reverse it at will and not automatically giving in to your greed when transformed.

**Minotaur:**

**Labyrinth** (100 CP)
Minotaurs possess a naturally strong sense of direction, and are able to navigate even the most twisted paths with ease. You now share in this; with excellent spatial reasoning and an unshakable sense of direction, only non-euclidean geometry could

possibly thwart your attempts at navigation. You can also design fiendishly difficult mazes that only one of your skill could solve.

**Liberator** (200 CP)
The minotaurs of Asterion fled oppression and slavery, forming one of the earliest democracies in the world within their archipelago. But everything changed when the Griffonian Empire attacked. Suddenly, minotaurs were ruled by a foreign emperor and reduced to second-class citizens in their own homeland. They won their freedom once again when the Empire lost its grip on its southern vassals, but the experience left an impression on Asterion's public consciousness. Never again would they submit to foreign rule. You, too, have this conviction, and you are able to whip your allies into a fervor when fighting autocratic or authoritarian foes. You're also keenly aware of the flaws of such a system and how to exploit them. For example, an ambitious vassal could be persuaded to turn on his liege if it were to his benefit. Similarly, a dictator might structure his military to prevent any one commander from turning on him, but this could also hinder communication and cooperation between services. If you strike quickly, you could defeat entire enemy divisions before their reinforcements even know what's happening.

**Hippogriff/Seapony:**

**Pearl of Change** (100 CP)
If you can't decide between land and sea, have both. You can freely switch between a terrestrial and an aquatic form, and bestow a similar transformation on willing beings with a touch. You may decide what your different forms look like for yourself, though they only grant the ability to breathe air/water and move about easily on land/underwater. This is merely named after the artifact that allowed the hippogriffs to change into seaponies and back; it is, in fact, a power, not an item.

**Merchant Marine** (200 CP)
Living underwater is a fantastic defense against invasion, but it carries certain drawbacks, too. For example, how are you supposed to get metal tools? It's pretty hard to melt steel below the waves. The answer: trade, of course. You're an expert merchant and trader; with time, you could trade your way up from fish and seashells to a major international business.

**Human:**

**Human in Equestria (at War)** (100 CP)
You might just be the only human in this entire world. Fortunately, that's not really a problem for you. When among an alien culture or species, they'll regard your differences as puzzling quirks at worst. Far more often, you'll be considered a fascinating novelty for many years after your arrival, and your neighbors will be eager

to learn about your culture and try out your traditions. These effects will fade, however, if you try to take advantage of others or deliberately cause harm.

**OOC Knowledge** (200 CP)
You have a way of knowing the most likely paths important people and groups can take, almost as though you can see their focus trees. Don't rely on this too heavily, though; unexpected circumstances may change a person's path and certain unlikely decisions won't always be revealed to you.

# Origin Perks:

Perks are discounted (50% off) for their associated origins.

**Undiscounted:**

**Special Talent** (Free or 200 CP)
Everypony has a special talent; the one thing they're best at. Pick one profession or skill, such as baking or sharpshooting. Your abilities in this area are well above average and you will progress twice as fast when studying or practicing it. You may pay 200 CP to select a broader category like magic or warfare.

**Line Worker:**

**Reliability** (200 CP)
You do some damn solid work. Anything that you have a hand (hoof? claw?) in making ends up almost supernaturally resilient. Metal resists oxidation and fatigue, and machinery never jams if given the bare minimum of maintenance.

**Flexible Line** (400 CP)
Not only are you an expert in industrial engineering, you've got a real knack for jury rigging, too. You could convert a textile factory to produce artillery shells in a matter of days if you had the cooperation of the workers. It might not be quite as efficient as a dedicated munitions plant, but you can work out the kinks as it runs. Meanwhile the factory designed specifically for shell production hasn't even gotten past the planning stage. This works for more than just industry, too - if you have the knowledge.

**Heroes of the Homefront** (600 CP)
The war effort needs more than just frontline fighters. You might be a hundred miles from the nearest battle, but you still face danger every day: heavy machinery, glowing-hot metal, and toxic chemicals, to say nothing of enemy strategic bombing. In spite of all this, your effort is nothing less than heroic. You produce, craft and build

twenty times faster than normal and inspire your co-workers to the same level of supernatural productivity.

**Thinker:**

**Weapon Designer** (200 CP)

Choose one type of weapon, vehicle, or equipment, such as infantry weapons, aircraft, tanks, artillery, or warships. You are an expert at designing this sort of machine; your designs are superior to those of your peers, even if at the same level of technology. Without increasing material cost or manufacturing time, you improve durability, agility and firepower. Alternatively, you can focus on quantity, creating designs of only ordinary quality but drastically reducing production time and resource cost. You may take this perk multiple times, choosing a different area of specialization each time.

**Military Theorist** (400 CP)

Which is better, overwhelming artillery bombardment or rapid maneuvers using motorized infantry and armor? We don't have unlimited industrial capacity, so which do we focus on - or do we try to split the difference? In tanks, what combination of armor, armament and speed is ideal, and how much mechanical reliability can be sacrificed to achieve improvements in other areas? And finally, how are you supposed to answer these questions when you're sitting in your study miles from the front? Now you can simulate battles in your head in extreme detail, constructing imaginary armies with different tactics, technologies, and unit compositions and testing them against one another in a variety of conditions. This way, you can accurately predict the best doctrines and designs to use. You can even account for the effects of differing levels of industrialization on army size and effectiveness. Unfortunately, this does not help you guess the tactics that your enemies will employ, but if you had some other way of learning about your foes, it would certainly help you counter them.

**Gain 1 Research Slot** (600 CP)

You are shockingly good at multitasking, able to perform two mentally demanding tasks simultaneously without any decline in the speed or quality of your work. However, this only applies to intellectual or technical tasks such as research and design, and you gain no benefit from focusing all your effort on one thing at a time. You may take this perk multiple times, adding an additional "slot" with each purchase.

**Soldier:**

**Basic Training** (200 CP)

Maybe you're lucky or maybe you impressed the right people, because you get to choose exactly where you're placed in your country's armed forces. You can pick any role, as long as your rank is below general or admiral (that's what the "General" origin is for) and you will find yourself well above average in the skills necessary to perform in

that role. You gain a similar benefit in future jumps: when you are part of an organization, your preference will always be considered when assigning roles, and you'll be promoted easily and often until you achieve your desired rank. You'll also pick up all the necessary skills with shocking speed once you do.

**Encirclement** (400 CP)
Attacking and defeating an enemy head-on is all well and good, but you might have a hard time putting them down permanently that way. After all, if it looks like they're going to lose, they'll retreat, and you'll have to start the whole process over again. If you want to eliminate large groups quickly, you need to cut off their escape. Now, whenever you have an enemy cornered or surrounded, without any way to flee, they find themselves drastically weakened and more willing to surrender.

**Ace** (600 CP)
To your people, you are a living legend, or you soon will be once you hit the battlefield. Back home, your actions inspire greater war support, and in combat, your effect goes beyond mere inspiration. Those who fight alongside you will see their own abilities boosted by your own. They gain a portion of your skill, and may even manifest lesser versions of your more potent powers. However, this only applies when you are actively engaged in combat; it grants no benefit if you're only commanding from behind the lines.

**General:**

**Adaptable** (200 CP)
Whether desert or tundra, mountain or marsh, you know how to use the land to your benefit. The negative effects of the terrain always seem to fall more harshly on your enemies than you and your allies. Even when the foe is dug in, you can often find some way to turn the environment against them, like causing a landslide or avalanche in the mountains, or diverting a river to flood fortifications.

**Logistics Wizard** (400 CP)
Logistics is so often overlooked in favor of the more spectacular aspects of warfare, yet it is perhaps the most essential part. After all, troops cannot fight without weapons and ammunition. Even worse, a lack of food and weather-appropriate uniforms may just do the enemy's work for them. This won't be a problem for you, though. Even when overseeing entire armies, you can keep track of supplies down to the last bullet and bandage, and you have a sixth sense for exactly what type of supplies your soldiers will need in the near future. Lastly, your logistical mastery ensures nothing is ever lost or wasted, allowing you to stretch your supplies far further than anyone would expect.

**Expert Delegator** (600 CP)

You have an eye for talent, able to quickly gain an understanding of others' skills and how to motivate them. You always seem to pick the right person for any task, and always know just how much leeway or guidance to give them. Your managerial skills border on the supernatural when it comes to commanders under you. As long as they have your guidance, your officers gain all of your tactical and strategic skill on top of their own.

**Leader:**

**Popular Figurehead** (200 CP)

People like you, and I don't mean just your friends and companions. To make your opinion known is to sway a large portion of the population. If you're in charge, or publicly support the government, people feel more secure and confident about the future. If you openly oppose the current administration, expect a marked increase in revolutionary activity.

**Silent Workpony** (400 CP)

Well, not necessarily silent... or a pony, but you understand the inner workings of the government. Whatever political goal you're after, you know who to talk to and what you need to do to get them on board. Rub shoulders with the right beings, do some favors, help out with some of their workload; you could make yourself one of the most important political figures in your country without ever being officially elected or appointed. And if you are in charge, your opponents will find themselves buried in red tape while you pass reform after reform.

**Do You Want to Build an Empire?** (600 CP)

So many things need to go right in the early stages of empire building, especially if you're starting from a small state. Not only do you need highly competent leaders at all levels, you need to make sure you're not simply crushed by a much larger foe. Even if you can avoid that, any number of things, like plague, famine, civil war, or the untimely death of a leader can put a stop to a would-be empire's growth. Yet, somehow, these seem to happen to your rivals much more often than to you, giving you a chance to seize the lands of more powerful states. Finally, you'll need an edge over your opponents, something to keep your armies going once other nations band together to oppose you. Choose one advantage for your people, such as vast reserves of natural resources, enormous industrial capacity, a huge recruitable population, supremely skilled officers, or advanced weapons technology. You may take this perk more than once, choosing a different advantage each time, though its other effects do not stack.

# Items:

**Infantry Equipment** (50 CP)
Enough arms and equipment to outfit an infantry division of about 10 000 soldiers and other assorted personnel. In addition to rifles, ammo, uniforms, food, medical supplies, radios and other bits of standard kit for soldiers, it also includes two of the following, at your discretion: artillery pieces, anti-tank guns, ground-based AA, APCs, or magical rifles instead of conventional rifles. All of this equipment will respawn in your warehouse if expended, lost, or destroyed, and will update as your technology improves. You may purchase this multiple times.

**Field Hospital** (50 CP)
The doctors, nurses, and other assorted staff that operate these mobile field hospitals are damn near miracle workers. They're capable of treating any kind of battlefield trauma short of death, and even then, might be able to resuscitate the patient if they get there fast enough. They also never seem to run out of supplies, nor do their trucks ever need maintenance or refueling. However, their specialization in combat medicine means they are slightly less effective at dealing with other maladies, for example, uncommon diseases. Furthermore, despite their skill, there are only five hundred of them, so they can be overwhelmed if your forces suffer too many casualties at once. They are completely loyal to you but will never participate in any fighting; they each swore an oath, after all. You may purchase this multiple times.

**Air Wing** (100 CP)
One hundred fighters (light or heavy), close air support planes, naval bombers, tactical bombers, transport planes, or a combination thereof. Alternatively, fifty strategic bombers. The aircraft come with bombs, torpedoes and/or rockets (depending on the type of plane chosen) that respawn in your warehouse, and their guns never seem to run out or bullets, nor do their engines run out of fuel. If any planes are lost, they respawn one day later in your warehouse or at a friendly airfield, your choice. You may purchase this multiple times, and these planes will upgrade themselves to your level of technology.

**Armored Units** (200 CP)
Much like the infantry equipment above, except this is all the gear necessary for a large armored division, including the tanks themselves of course. You may choose what combination of light, medium, heavy and superheavy tanks is included. This also comes with trucks for motorized infantry support, and just like before you can choose two of the following to add: self-propelled artillery pieces, tank destroyers, self-propelled AA, APCs, or magical rifles instead of conventional rifles. All in all, it will take about 15 000 soldiers and support staff to bring the division to full strength. Again, everything here respawns if expended, lost,

or destroyed, and will update as your technology improves. You may purchase this multiple times.

**Naval Task Force** (200 CP)
A small fleet of warships, consisting of one carrier or battleship, four cruisers and ten destroyers or submarines. The ships themselves carry enough fuel and ammo for their own engines and guns, and enough respawning food and supplies to sustain their own crews. You'll need to provide the actual crewmembers yourself, though. If a ship is sunk, it will reappear in either your warehouse or a friendly port a day later, whichever you prefer. You may take this multiple times, and the ships will update themselves to your level of technology.

**My Land!** (300 CP)
Do you love your country? Too much to leave it behind, maybe? Well, then take it with you! You will have to convince the leader (unless you are the leader, of course), and maybe the populace in the case of a democracy, but after this jump is over, you may choose whether your nation will be attached to your warehouse or inserted into the world you jump into. You may change this decision at the start of each new jump.

**Portal** (400 CP)
Most of the time, this object is simply a floor-length mirror with a horseshoe-shaped frame, but when the moon is just right, then for a few days it becomes a portal into the world of humans... What? No, of course it doesn't go to *a high school*, why would you even think that? The other side of this portal opens to an alternate universe Earth where Germany won World War I. You may know it as the world of Kaiserreich: Legacy of the Weltkrieg.

# Companions:

Companions may not make purchases in the "Companions" section. You may not take a companion whom you have replaced as a general or leader. Companions offered by scenario rewards are available through "Invite to Faction," but they will not have the perks and other fiat-backed bonuses they gain from their scenarios.

**Deploy Units** (50 CP)
Import up to two existing companions with 600 CP each and their choice of background, species and ideology. I assume you'd want your companions to follow a similar ideology to you, though, right? There might be some friction otherwise. You may purchase this multiple times.

**Invite to Faction** (100 CP)
Invite a canon character to accompany you as a companion. You'll have to convince them, of course, but this guarantees that you'll meet them frequently and under auspicious circumstances.

**Scroup 'Scroupy' Whitemares** (200 CP, discounted Harmony)
The legendary Equestrian fighter ace. He can pull off maneuvers in a biplane that you wouldn't believe, and stay conscious through g-forces that would knock out a dragon. In twenty years, he'll be doing the same with a fighter jet. That is, if they still let him fly at that age, and you don't poach him from the Equestrian Air Force. He bears the "Basic Training" and "Ace" perks, of course, and has a special talent in aerial dogfighting.

**Archibald Dawnfeather** (200 CP, discounted Harmony, free if Celestia and Luna are your companions)
A griffon born in Equestria, Archibald developed an intense appreciation for Equestria's culture and, notably, its Alicorn Princesses from an early age. Now having returned to his parents' homeland of Greifenmarschen, he seeks to spread the values of friendship and harmony to his fellow griffons. He's a surprisingly popular politician and, given the opportunity, will transform his country into a "little Equestria" in the Griffonian Herzland. Unfortunately, his career has been hounded by rumors that he has written numerous salacious stories on the subject of "princest." Archibald Dawnfeather has the perks "The Magic of Friendship," "Enchanting," and "Popular Figurehead."

**Princess Lycklig** (200 CP, discounted Harmony and Communist)
Known as the "Reformer Princess," Lycklig holds enormous compassion for the plight of the common griffons of Vedina, and, indeed, working class creatures throughout the world. She disdains the wasteful lifestyles of her fellow griffon nobles, yet, at the same time, has her eye on another Vedinian princess who may soon ascend the throne. Perhaps with Lycklig's influence, Vedina could become a kinder place - a bastion of harmony in war-torn Griffonia. If the two princesses do marry, you can take both of them along with you; they'll occupy the same companion slot. Lycklig has the perks "Harmonic Diplomacy," "Boost Ideology," and "Silent Workpony." There are some rumors that she has communist sympathies, but surely that's just slander from her political opponents. She'd never actually work with the Skynavians.

**Mikhail Beakunin** (200 CP, discounted Communist)
This grumpy old griffon is Mikhail Beakunin, the infamous anarchist writer and revolutionary. Though born to griffonian nobles, he discovered socialist philosophy while at university and was later stripped of his title and exiled for political agitation. He has traveled far both before and since the banishment, but if the Skynavian socialists are successful, he might be persuaded to settle down there - unless you give him a different option, of course. Beakunin has the perks "Boost Ideology," "The Great Struggle," and "Gain 1 Research Slot."

**Karl Legreif** (200 CP, discounted Communist)
Karl has fought bullies his entire life. As a child, he fought those who bullied him for his immigrant background. As an adult, he became a union organizer to fight industrialists who bullied working class griffons like himself, and when the republican revolution came, he fought the corrupt nobles of the Griffonian Herzland. One day he might even win one of his fights. Legreif has the perks "Five-Year Plan," "Reliability" and "Flexible Line."

**Misty Night** (200 CP, discounted Fascist, free if you have Nightmare Moon as a companion)
Once an ordinary pegasus, the course of Misty Night's life changed when she met Nightmare Moon in a dream. No mere figment of the imagination, this was the real Nightmare Moon using her dream walking ability. It's unclear what transpired that night, but afterward, Misty became one of the moon's most fanatical devotees. She eagerly awaits the time when her empress will cast off the guise of "Princess Luna" and claim all of Equestria for herself. For now though, perhaps Misty could be persuaded to serve another master. Misty Night has the perks "Blitzkrieg," "Pegasus Magic," and "Adaptable."

**Hivesmarschall Trimmel** (200 CP, discounted Fascist)
Of all the creatures on the continent of Equus, the changelings have by far the most military experience, and Trimmel is the greatest changeling commander of them all. Before Chrysalis established herself as sole ruler, she engaged in widespread wars to unify the hives. It was here that Trimmel rose to his current rank, proving himself with his innovative armored doctrine. Trimmel has the perks "Blitzkrieg," "Military Theorist" and "Adaptable."

**Irene Mühschnabel** (200 CP, discounted Fascist and Non-Aligned)
The eldest and brightest child of the wealthy Mühschnabel family, Irene graduated *cum laude* from the prestigious Middenheim University and was given a prominent role in the family business soon after. She has since proven herself an extremely clever businessgriff, having grown the company into one of the most prominent in the Griffonian Herzland. There are some rumors that she may even be tapped for a government appointment. Just watch out for her little brother Erich; he's something of the family *un*favorite and hasn't always taken it well. Irene Mühschnabel has the perks "Five Year Plan," "Reliability," and "Flexible Line."

**Kingfisher** (200 CP, discounted Non-Aligned)
"Every pony a princess" is Kingfisher's campaign slogan. An earth pony politician from New Mareland, he promises widespread welfare and public works programs, wealth redistribution, the breakup of large monopolies, and the nationalization of Southern Oil. Kingfisher's opponents characterize him as a communist, but he vehemently denies this, stating that his "Share Our Wealth" program is New Mareland's only defense against communism. If he comes to power, he's likely to pursue a strongly anti-communist foreign policy. Kingfisher has the perks "Fortification Expert," "Popular Figurehead," and "Silent Workpony."

**Rector Magnificus Mikusian** (200 CP, discounted Non-Aligned)
The leader of the Yale Rectorate, Magnificus Mikusian is an academic through-and-through. His tenure as Rector is characterized by a scientific approach to politics, and while his policies are mostly effective at their intended goal, he is not what you'd call "politically agile," preferring to carefully study all possible options before acting. He has the perks "Enchanting" and "Gain 1 Research Slot," as well as expertise in a number of academic disciplines.

# Scenarios:

Spoilers for several storylines ahead, especially the Equestrian Liberation Front. You may take as many scenarios as you qualify for, unless otherwise specified. If a scenario describes a specific strategy or order of events, this is merely a suggestion or the path that leaders are likely to take without your input. For example, if you're powerful enough, you may not need to seek allies as the Griffonian Republic in "The Republican Dream." Any societal problems mentioned will need to be fixed for the scenario to be considered complete, though you don't necessarily have to tackle them in the recommended order.

**The Great War** (Harmonic or Fascist, incompatible with War of the Sun and Moon)
You may not take this scenario if you have taken the place of Celestia or Chrysalis through the "Leader" origin.

About five years ago, Queen Chrysalis led her hive on a daring mission to infiltrate Equestria's capital city of Canterlot and seize power. Though her efforts were thwarted, she has not lost sight of her goal. Following her defeat, she returned to the Changeling Lands and united the disparate hives in only a few years. Now she prepares them for war beyond their borders. Unless you intervene, she will crush the harmonic resistance movement within the changeling hives, build up her forces, then begin the conquest of Olenia in 1008 or 1009. Soon after, she will subjugate the polar bears, who will surrender quietly rather than face the overwhelming might of her armies. Then the changelings will pacify their new holdings and expand their armies further before invading Equestria sometime in 1010 or 1011. You must win this war for your side; harmonists for Equestria and fascists for the Changeling Lands. Fascists must seek to end the war quickly; Equestria has allies and vassals they may call upon for aid, as well as a much larger population and industrial base. They are unprepared for war, but if allowed to properly mobilize, they could cause serious problems for Chrysalis. Of course, this is just as much a problem for harmonists. Equestria has existed nearly unchanged through a thousand years of peace and harmony, and its ponies are slow to adapt. In order to win, Equestria must embrace reforms and, perhaps, certain wartime measures. Regardless of your faction, Stalliongrad will be a wild card. Depending on the general secretary, they could bring their industrial might to bear for either side, or even declare war on both. When your foes lie defeated before you, the leader of your chosen faction will agree to follow you on your chain as

a companion. Chrysalis possesses all fascist-, changeling- and leader-discounted perks, while also being extremely magically powerful from the stolen love of conquered ponies. Celestia has all harmony- and leader-discounted perks in addition to "Alicorn Magic," and can control the sun, moon, and stars through her magic. In this universe, control of the heavens doesn't amount to much more than changing the world's lighting conditions, but she'll keep the same powers in future jumps with more interesting cosmologies.

**Thestral Rights** (Harmonic Only)
You may not take this scenario if you have taken Luna's place through the "Leader" or "General" origin.

Ever since Luna's rebellion and banishment one thousand years ago, the thestrals have faced terrible discrimination within Equestrian society. Now that Luna has returned and been purified of her corruption, she has taken it upon herself to correct this injustice. At the same time, her evil alter-ego stirs, feeding on the pain and guilt she feels. If not kept in check, Nightmare Moon will use Luna's dream walking ability with her own dark magic to establish sleeper agents throughout Equestria. Meanwhile, pony reactionaries will prepare for extreme action to prevent integration, and thestral radicals may seek to aid in the Nightmare's return. You must ensure Luna is successful - not only in her equal rights referendum, but also in resisting Nightmare Moon and maybe even avoiding assassination. If Luna remains herself and manages her reforms with your aid, she will join you as a companion. Luna possesses all harmony- and leader-discounted perks as well as "Alicorn Magic." And just like her sister, she has the power to control the sun and moon and arrange the stars, which she will keep in future jumps.

**Palace of the Soviets** (Communist Only)
The Severnaya region, now renamed Stalliongrad, broke away from Equestria during a harsh famine that started approximately sixteen years ago. In that time, the Stalliongradian Communist Party has turned one of the poorest regions in Equestria into a major industrial power, and intends to construct the Palace of the Soviets as a monument to the proletariat's accomplishments. However, Stalliongrad is still far from a utopia. Despite massive industrial progress, clumsy attempts at collectivization have still not resolved the food shortages. Meanwhile, General Secretary Altidiya Revoltsova feuds with another power player within the party, Vasiliy Panstushenko, paralyzing the leadership. Even if that is resolved, soon Altidiya will retire due to declining health, leading to a power struggle as more ponies emerge to vie for the position of General Secretary. Your job? Support your preferred candidate or get elected General Secretary yourself, then resolve the food shortages and complete the Palace of the Soviets, all while keeping Stalliongrad safe from its enemies. You won't be alone in your work - after all, every creature in Stalliongrad wants the country to succeed - but it's not an easy task by any means. If you are able to complete all this, Steel Stallion himself will rise from his grave to thank you for bringing his dreams to fruition. Then he will ascend, becoming the

alicorn princess of class consciousness before joining you in spreading glorious revolution to all the worlds along your chain. Steel Stallion has the perk "Alicorn Magic," as well as all communist- and leader-discounted perks. If you don't want him to become an alicorn, you can instead tell him that princesshood is bourgeois, in which case he will remain an earth pony. This will prevent him from gaining the "Alicorn Magic" perk, instead replacing it with "Earth Pony Magic."

**Northern Star** (Communist Only)
After the failure of the republican revolution in the Griffonian Empire, the remaining revolutionaries fled north. They conquered the Duchy of Cloudbury and re-founded the Griffonian Republic there. However, in the chaos, President-Marshal Kemerskai suspended the congress and made no moves to restore it after Cloudbury was taken. This infuriated the socialists in the republic, who accused Kemerskai of becoming the very thing he claimed to fight against. They split off, going even further north to found the Socialist Republic of Skynavia. Yet the griffons of Skynavia are hardly unified themselves, being divided between the isolationist communalists and the aggressive internationalists. And despite their objections over Kemerskai's suspension of congress, the Skynavians still have not yet established their own democratic government. Meanwhile, the primitive Northern Tribes to the east engage in frequent skirmishes with Skynavian border guards, and the Kingdom of Vedina to the west eyes their new neighbor with ever-increasing suspicion. In the south, The Griffonian Republic has its own problems to deal with, but it has not forgotten how quick the socialists were to abandon their former allies. As a member of the newly-formed Socialist Republic of Skynavia, you must first bring together the internationalists and communalists to form the Skynavian General Congress so that every being in Skynavia may have equal say in the direction of the country. Then you must liberate your three neighbors: the monarchist Northern Tribes and Vedina, as well as the capitalist Griffonian Republic. This will not be an easy task, given Skynavia's low population, frozen soil and utter lack of industrialization, but when these three nations exist under true socialist democracies, your task will be complete. For your accomplishments, fifteen divisions of hardened socialist fighters will join you. Many of these will be Skynavian griffons, but many more will be exiled socialists from around the world: a fighting force combining griffon knights, changeling infiltrators, unicorn mages, pegasus paratroopers, earth pony and diamond dog combat engineers, deer seers, and maybe even a few young dragons. They come equipped with gear on par with post-WWII Earth militaries, and spawn enough supplies to sustain them through continuous heavy fighting. The soldiers themselves will respawn at a rate of 1500 per day if killed, but not if captured, so try not to let them get encircled.

**No Gods, No Princesses** (Communist Only)
It is time for ponies to move into the modern age and choose their leaders based on merit rather than heritage. In Equestria, Starlight Glimmer spearheads this effort as leader of the Ponies' Communist Party, and, should you choose this scenario, you will join her. One way or

another, Equestria must embrace communism - the exact type does not matter. Starlight prefers "harmonic socialism," a system that blends elements of marksism with a focus on friendship and harmony, but it won't be hard to sell her on most formulations of communism. It will be considerably harder to persuade the ponies of Equestria, however. They have enjoyed a millenium of peace under Princess Celestia's rule, and aren't inclined to risk the chaos of a revolution - for now. In the aftermath of a bloody war, ponies might find themselves questioning age-old wisdom, especially if one of their major war heroes comes out as a socialist. While violent revolution is a possibility, the princesses will seek to avoid bloodshed, and will call for a referendum if you can demonstrate widespread support. Alternatively, you could try to persuade the princesses themselves to step down in a velvet revolution. And despite the scenario's name, if you are truly attached to Celestia, Luna, and Twilight, you could always try to get them elected, or even embrace monarcho-communism.

Even before the revolution begins, you will have to deal with reactionary elements. Wealthy capitalists and nobles will make Las Pegasus, Manehattan, and Canterlot into opposition strongholds. Unwilling to give up their ill-gotten riches and power, they will do everything they can to stop you, beginning with their control of the media, and their efforts will only escalate as the country progresses toward socialism. For example, if you are attempting a peaceful revolution, they are likely to stage violent false-flag attacks to sway public sentiment to their side, and regardless of your methodology, the bourgeoisie will almost certainly reach out to anti-communist foreign powers for aid, though it's not clear what form this aid will take. As they become increasingly desperate, they may form breakaway states or even attempt to trigger civil war if it has not happened already. You must sweep aside all these plots and more in order to forge the new Socialist Republic of Equestria. With the reactionaries and bourgeoisie defeated, this scenario will be complete and you will gain an extra 400 CP to be spent on this jump.

**War of the Sun and Moon** (Fascist Only, incompatible with The Great War)
You may not take this scenario if you have taken Celestia's place through the "Leader" origin, or Luna's place through the "Leader" or "General" origins.

The two sisters who rule Equestria each have a power within them. A side of themselves that they keep buried deep in their psyches. Luna has unleashed Nightmare Moon only once, and was promptly banished with the Elements of Harmony. Celestia's alter ego, Daybreaker, has never seen the light of day. Choose one of these. First, your chosen alicorn must embrace her true power, something which she will only do at her lowest point. The suffering of the thestrals weighs heavily on Princess Luna; she blames herself for the discrimination they still face. She will at first seek reform through peaceful methods, but if she feels that will not succeed, she may become desperate - desperate enough, perhaps, to reach for darker powers. Princess Celestia takes a larger view, though is no less vulnerable for it. When war breaks out, whether against Sombra, Nightmare Moon, Chrysalis, or another enemy entirely, she will feel

the weight and guilt of every lost battle and every casualty. If pushed to the brink, she'll do what's necessary to protect her little ponies.

In either alicorn, such an awakening will undoubtedly lead to civil war, the second part of this challenge. You must claim all of Equestria for your side, not only defeating the other sister, but retaking the many breakaway states formed by power-hungry opportunists in the chaos of the war. With your leader's empire reforged in her image, she will acknowledge you as perhaps her only trustworthy and competent ally. Then she will accompany you along your chain, perhaps for amusement, perhaps to expand her empire throughout the multiverse. Nightmare Moon has all fascist- and leader-discounted perks as well as "Alicorn Magic." Daybreaker has the same perks, but her "Alicorn Magic" grants her greater power over heat and light instead of the benefits of "Thestral Magic." Both have the same power over the sun, moon and stars as their harmonic counterparts.

**The Return of the King** (Fascist Only)
You may not take this scenario if you have taken Sombra's place through the "leader" origin.

King Sombra was destroyed, annihilated by the power of the Crystal Heart. Yet power such as his is not easily removed from the world; there may be a way to bring him back. Unfortunately, the conditions for the ritual happen only once every five hundred years, and, to make matters worse, the magic involved is forbidden, making it extremely difficult to find the necessary knowledge.

While most crystal ponies fear Sombra for his cruel and oppressive rule, there are a few who remember him fondly; it may behoove you to seek their aid in securing Sombra's return. Should you do so, you will meet the ponies of the "Stories of the Frost Historical Literature Club" from Amethyst University. The name is merely a front and a recruiting tool; they're hard-line Sombra cultists and have a number of skilled dark mages within the group. Once they trust you, they can explain their plans. First, they need to access the heavily guarded forbidden section of the Amethyst University Library. Once inside, they'll be able to determine the details of the ritual, and send you on the next steps of the plan. They need a collection of magic crystals, including one red umbrum crystal. Crystals are not difficult to come by in the Crystal Empire, but the red umbrum is among the rarest varieties, even here. You also will not be able to create it yourself until you've actually found one. It will take about two months for the cultist mages to grow the red umbrum crystal into the Dark Heart necessary for Sombra's return. In the meantime, scatter the remaining crystals charged with dark energy and find other Sombra supporters to prepare for the coup. As you go about this, you may wish to avoid detection, as the Crystal Empire's army will be far more powerful than Sombra's supporters at this point. When the pieces are in place, overrun the Crystal City's garrisons and replace the Crystal Heart at the center of the city with the Dark Heart that you've prepared. As you perform the ritual, your forces must hold off any remaining military forces. At its conclusion,

Sombra will return, throwing the Crystal Empire into civil war. The king's dark magic will bolster your forces, but he himself is arrogant, petty, and paranoid, often making unreasonable demands of his "servants" and threatening punishment if they are not fulfilled. However, perform too well and he might begin to see you as a threat. When the war is won for King Sombra's side, this scenario will be complete. Sombra will join you as a companion along your chain. He has all fascist- and leader-discounted perks as well as "Crystal Magic" and "Unicorn Magic" with a specialization in mind control.

**The Dark Crusade** (Non-Communist only)
In the far north of Griffonia, a cabal of necromancers known as the Dread League practice their craft. Over a thousand years ago, their undead legions nearly overran the continent of Griffonia before they were pushed back to the small frozen peninsula they currently inhabit. Over time, griffons forgot the threat posed by the necromancers, leaving only the knights of the Arcturian Order to protect them from the armies of the dead. Soon the Order's headmaster will be assassinated by an unknown assailant, giving the Dread League the chance to rise once again. You must take a side in this war, harmonists and non-aligned siding with the Arcturian Order, and fascists fighting on the side of the Dread League.

As a member of the ancient Arcturian Order, you are tasked with defending the world against the endless tide of the dead. With Headmaster Torygg dead, the Order needs new leadership. Two griffons have emerged as the lead candidates: the harmonist reformer William Steel Beak and the traditionalist Østwald Vind. You may compete with them for the position, or support one or the other. Either way, the senate must choose quickly to end the chaos following the assassination. Once a new leader is found, you must grow the Order's armed forces and build defenses while you industrialize. As a centuries-old institution, the Arcturian Order has stagnated over time and is in desperate need of modernization. Also be wary of infiltrators and other subversive activities from the Dread League, as they try to topple the Order from within. Should that fail, they'll take a more direct approach - war. You must fight back the hordes of the dead, despite the League's powerful necromancy and overwhelming numbers advantage. Worse still, any of your allies who fall in battle will likely be raised and pressed into service by the necromancers. And if the battle should go poorly for your side, there is one last, desperate option. More than a millennium ago, when the Dread League first attacked, it was defeated with the aid of a holy artifact known as the Shield of Hope. Though the League was pushed back and trapped within the Dread Peninsula, the Shield's bearer fell in battle. The fleeing necromancers stole the Shield and hid it within their capital of Magehold so that it could not be used against them again. Whether you take Magehold through the might of your armies or lead a daring raid behind enemy lines, you will have the opportunity to take the Shield of Hope for yourself. Should you use it on the ruler of the Dread League, Rosa Maledicta, the power of the Shield will purge the undead taint from her body and break her necromantic control over her armies. If you have not already won, this will signal your final victory over the Dread League, and, in honor of your service, the League will grant you

ownership of the Shield of Hope. It has the power to purify evil, and is especially potent against necromancers and the undead, as you will have seen yourself. If you wish, you may also attempt to persuade the Order's senate to spare Rosa and offer her redemption. Should you do so and successfully guide her through the many trials, she will gladly become your companion. This Rosa has lost much of her power as a result of the purification, but maintains the perk "Unicorn Magic" with a specialty in necromancy.

If you side with the Dread League, you must either support the League's new leader, the unicorn Rosa Maledicta, or usurp her position for yourself. From there, consolidate power and solidify your control over the ambitious necromancers, then choose whether to favor the liches of the Society of Bones or the vampires of the Coven of Blood - compromise will satisfy no one. All the while, build your undead legions and use whatever means necessary to weaken the Arcturian Order. When your forces are ready, overrun the Order's fortifications and push them back to their ancient strongholds of The End and The Tarpian Rock. When it's clear they cannot defeat you on their own, they will call for aid from nations across Griffonia. Volunteer fighters will reduce or eliminate your numbers advantage, and bring with them technology well beyond what the Dread League can produce on their own. If you can overcome all of the obstacles before you and eliminate the Arcturian Order for good, Rosa Maledicta become your companion - willingly if you supported her or persuaded her to let you lead, otherwise as an undead thrall. Either way, she has "Unicorn Magic" with a specialization in necromancy and all fascist-discounted perks. You and Rosa will also have the opportunity to become liches or vampires, depending on whether you favored the Society of Bones or Coven of Blood. Liches are masters of necromancy, able to raise and command entire armies of skeletons and zombies at once, and can never be permanently destroyed as long as their phylacteries are intact. Vampires possess greater strength, speed and durability than should be possible for their size and form, though these are lessened in sunlight. They are also known to be supernaturally seductive and beautiful, and have a natural mastery of blood magic.

**The Republican Dream** (Non-Fascist Only, incompatible with An Empire Reforged)
In 978, the oppressed griffons of the Griffonian Empire rose in rebellion against Emperor Grover V and the nobility. Led by former artillery officer Alexander Kemerskai, the republican rebels seized the empire's capital of Griffenheim, but could not capture the Emperor himself. One year later, the Emperor returned with the armies of his vassals, both current and former, behind him. Though their opinions of the Emperor himself varied, the monarchists would not risk rebellion in their own lands and united to destroy Kemerskai's forces. The republicans were driven out of the capital and fled north, seizing the mismanaged Duchy of Cloudbury for themselves. Though Duke Otto II was swiftly defeated with the help of Cloudbury's peasantry, he had left his lands in utter ruin, suffering from terrible poverty, mass illiteracy, crumbling infrastructure, and in the midst of a terrible famine. Kemerskai suspended the constitution and congress, granting himself emergency powers to address the numerous crises, but this angered the socialists who had once supported him, causing them to split off and found the

Socialist Republic of Skynavia to the north. Now, almost three decades after the initial rebellion, the young Griffonian Republic is not much better off. The famine has ended for the moment, but a single bad harvest could see its return, and little work has been done to address the many other problems. Even worse, many former republican soldiers have abandoned their duties and terrorize the republic and its neighbors as bandits. Kemerskai himself is elected in name only and rules as a dictator. He tells himself he will step down and restore congress once the crises have passed, but there's always another problem to solve. Whether you choose to support Kemerskai, an entirely different leader, or take power yourself, there is much to do to ensure the revolution's lasting success. First, fix the Republic's domestic problems, the out of control military and risk of famine most importantly. Then, prepare. In the chaos following Grover V's death, it's impossible to tell who will claim the imperial legacy, but they will no doubt seek to conquer all of the Empire's former territory for themselves. Even before they reach your border, they're likely to be far outnumber republican forces. The Republic needs to get stronger, fast.

The most direct option is conquest. The obvious targets are the Sunstriker Clan and Vedina to the east and west respectively, and Skynavia and the Northern Tribes to the north. Your neighbors to the south, the Duchy of Feathisia and the Strawberry Duchy, are likely to be among the Empire's first targets, so war against them may not be prudent. Many in the Republic would prefer to use them as buffers, since a protracted war between them and the Empire would buy you time and bleed the Imperial Army. Regardless of what you choose, war must be approached carefully, lest it weaken your own forces more than the captured territories bolster them. Worse still, if you are at war when the Empire attacks, you could end up fighting on two fronts simultaneously.

The alternative is diplomacy. Many nations rightly fear the Empire and may seek alliances; depending on what happens beyond your borders, a Republican Pact is not out of the question. If you restore democracy, the Skynavians might be persuaded to rejoin the Republic. This is especially likely if Kemerskai is ousted in favor of a more left-wing government. Meanwhile, the Kingdom of Vedina to the west could be an ally, though this depends on the attitude of their Princess Sköldsvärd, who is likely to ascend the throne in the next few years. Though the Vedinians are monarchists, they have no association with the Empire, and a pragmatic or harmonist Sköldsvärd is likely to accept alliance in the name of mutual defense. The Sunstriker Clan in the east is little more than a bandit kingdom and are materially supported by the Empire, so diplomacy with them is unlikely to succeed. Still, the common folk are not exactly pleased with Eriviar Sunstriker's rule, and a popular revolution friendly to the Griffonian Republic is not out of the question. Further to the south, beyond the Republic's immediate neighbors, the oligarchic trade port of Skyfall might seem like an unlikely ally. However, the harmonist social democrat Genevieve Guildedwing is growing in esteem, both among the common griffons and in the eyes of her uncle, Ghislain Guichard, the current reigning oligarch. If she succeeds him, she will aggressively reform Skyfall and is likely to

purse war against her less harmonic neighbors using Skyfall's well-equipped, well-funded mercenary armies. And just south of Skyfall, the Kingdom of Aquilea, the major power in the region, is poised for a second republican revolution. If the Aquilean republicans are victorious, they might even invite *you* to join *their* 'Entente.' Finally, Equestria's princesses are unlikely to involve themselves in an overseas conflict, as they have their own problems to deal with, but they may send material aid to a harmonic Republic. Even if they cannot manage that, their official recognition would carry a great deal of diplomatic weight.

Of course, these two options are not mutually exclusive. Indeed, it may be most practical to seek alliances where they can be found and use force where diplomacy fails. In any case, you'll need to work quickly to build your forces before the Empire attacks. That is your final task: defeat the Griffonian Empire, whether alongside your allies or with an empire all your own. When republican banners fly over the imperial capital of Griffenheim, and no foes remain to dispute their place, your work will be done. In recognition of your accomplishment, twenty-four divisions of veteran republican soldiers will join you, a combination of griffon knights and conventional infantry. Their equipment is roughly equivalent to the militaries of post-WWII earth, and they generate their own supplies. If killed, they will respawn at a rate of 2400 per day, but they will require rescue if captured.

**An Empire Reforged** (Non-Communist Only, Incompatible with The Republican Dream)
The Griffonian Empire is a shadow of its former self. Vassals were seceding from the decaying Empire even before the rise of Kemerskai's republicans, and though the revolution was defeated, it proved Griffenheim's weakness and led to even more breakaway states. Even those that stayed loyal maintain only the most tenuous connections to their liege, which will likely be severed when the ailing Emperor Grover V dies. His heir, the four-year-old Grover VI needs a regent to maintain his lands until he is old enough to take the throne. When the regency council is formed, you must either win the position for yourself or support your preferred candidate. Once you or your favored regent takes power, you must reclaim the Empire's former territory and vassals, all while fighting off internal revolts and dealing with the politics of the "loyal" priests and nobles. You'll need to stay in this jump until 1021, at which point Grover VI will ascend the throne. If you've accomplished your goal by this point, he will join you as a companion. Grover VI has all griffon- and leader-discounted perks, and will bring with him ten veteran armored divisions, each bearing weapons and equipment roughly on par with post-WWII Earth. They generate their supplies by fiat, with enough to sustain them through continuous heavy fighting. They will respawn at a rate of one thousand per day if killed, but they'll need to be rescued if captured.

**The River Federation**
In eastern Griffonia, there is a coalition of smaller countries who have banded together for mutual defense against the aggression of the Griffonian Empire and its many breakaway states. Though comprised of disparate species and ideologies, if they come to rely more and

more upon each other, economically as well as militarily, there will be a push toward unification. A successful River Federation will form around the country that contributes the most to the whole, though you'll also need to spread your ideology to the other states of the alliance. Of course, all the other major nations of the coalition will be competing against you for the privilege of leadership, and you should also be wary of foreign threats, in particular the growing griffon supremacist movement in the counties of Hellquill and Longsword to the west. When all the members of the coalition are united under your government and any warmongering foreign powers are defeated, you will gain an extra 300 CP to spend on this jump.

**World Conquest**

Exactly what it says on the tin. Your country has twenty-three years from the start of this jump to conquer the entire world. This means that every last scrap of land must be under the control of your government, a puppet of your government, or a member of a faction led by your country. If you take this scenario while not in direct control of the government, your leaders will pursue world domination on their own, though they may not use the same strategies you would. If you succeed, you will gain an extra 300 CP and the perk "My Land!" for free, or 600 CP in total if you already had "My Land!" This will also add an additional benefit to "My Land!," allowing you to bring willing allied countries along on your chain. Yes, this means that you'll be able to take this entire world with you.

**Ours is an Invincible Army**

Due to the special nature of this scenario, it cannot be taken alongside any other scenario except "World Conquest." Also, you may not take this scenario if you have replaced an existing Alicorn through the "Leader" or "General" origins.

The year is 1015. Queen Chrysalis has won. Equestria and all its allies suffer beneath the changeling bootheel. To make matters worse, the princesses, Equestria's leaders for over a thousand years, have disappeared without a trace. Yet as Chrysalis attempts to rule her newly conquered realm, she will find her government woefully underprepared to handle such a large conquered territory. And despite - or perhaps because of - the harsh repression and "love tax" inflicted on the ponies, resistance movements are growing rapidly. If Chrysalis is smart, she will divide her territory into several smaller protectorates to better handle her new subjects, but even that may not be enough to stop the growing rebellion.

Two ponies will rise as leaders of the Equestrian Liberation Front: Starlight Glimmer and Trixie Lulamoon. Starlight was once a cult leader, having founded the political philosophy of equalism and the city-state Our Town to the north of Stalliongrad. After multiple encounters with Princess Twilight Sparkle, she rejected equalism and reformed, briefly becoming Twilight's student. She later went on to lead the Ponies' Communist Party, a minority party of leftists in Equestria. Trixie was a mere traveling entertainer, making a living moving from

town to town to delight ponies with her illusions. She was briefly Twilight's rival when Trixie was run out of Ponyville for talking up her ability a bit too much, and then returned after being corrupted by a powerful artifact known as the Alicorn Amulet. Though Twilight defeated her and purified her of the amulet's influence, the experience left the two ponies more than a little wary of each other. Starlight and Trixie are not the ponies Equestria would have chosen, but, in this time of crisis, they're all Equestria has left. Perhaps you will become a third leader to the ELF, unless, of course, you chose to replace one of the duumvirate.

They will need as much help as you can give as they attempt to incite the defeated ponies of Manehattan to rise against their oppressors. Chrysalis and her underlings will not take rebellion lying down, and will do everything they can to stamp out the ELF before it even begins. You and your allies will have to simultaneously evade the changeling military and secret police, hunt down infiltrators and double agents within the rebellion, and build support amongst the disheartened populace. When your forces are strong enough, strike at the changeling garrisons to liberate Manehattan and its neighboring cities.

This is only the first step on a long road however. Even if the revolution succeeds on the east coast, you'll be facing down the most powerful army on the continent - perhaps in the whole world - with nothing more than a few disorganized and ill-equipped resistance fighters. Now the true challenge begins. Fight off wave after wave of Chrysalis's soldiers, all veterans of the Great War and equipped by the combined industrial might of the changeling hives and all their conquered territories. You'll also need to counter their overwhelming air power advantage or at least mitigate it somehow, all while dealing with advanced changeling armored units despite the resistance's extremely limited resources.

It will take a miracle for the partisans and volunteers of the ELF to hold off the changeling advance, much less turn it back. This is your task nonetheless. If you succeed, your revolutionaries will begin to seize enemy facilities and intelligence, revealing the existence of a changeling secret project known as "Dusk Shine." Supposedly its aim is to extract the magic of a powerful being to be used as a weapon of war, and it has a single, live test subject. Starlight Glimmer will correctly guess that this is Princess Twilight.

As you liberate more secret research facilities in Equestria, you will uncover clues as to her whereabouts. You'll have to be quick; once the changelings know who you're after they'll move her back to the changeling lands via train, giving you one last chance to save her before the end of the war. Though you do not need to rescue the princess to complete this scenario, her presence in the Equestrian Liberation Front will provide a massive morale boost to ponies in occupied and liberated territories alike, as well as granting the rebels legitimacy in the eyes of royalists and harmonists the world over.

Once Equestria, the Crystal Empire, and possibly Stalliongrad are liberated, you'll have to push into the changeling lands and occupied Olenia. If you've made it this far, though, it's likely that Chrysalis's armies are already broken. Different changeling army elements will make last stands around the major hives of Vraks, Soryth, Ditrysium, and Vesalipolis. Here Chrysalis will demonstrate her madness and cruelty once again, ordering the use of toxic gas and forbidding civilian evacuation on pain of death. When each of these hives is taken and every conquered territory is liberated, the Equestrian Liberation Front will proclaim its final victory and reorganize into the Equestrian Commonwealth. You may, if you wish, become involved in the Commonwealth's politics, but it is not necessary. For the purposes of this scenario, your work is done. In honor of your contribution to the revolution, both Trixie and Starlight will join you as companions, unless you replaced one of them, in which case, only the other will join you. Over the course of the war, the two of them will have become supremely skilled in all forms of leadership by necessity. Trixie will gain all harmony-, general- and leader-discounted perks in addition to "Unicorn Magic" with a specialty in illusion spells. Starlight will learn all communist-, general-, and leader discounted perks, and also has "Unicorn Magic" with diverse training in a wide variety of spells. If you rescued Twilight, she will join you as well. She has "Alicorn Magic" and all harmony-, thinker-, and leader-discounted perks, and as the new princess of Equestria, she will also gain Celestia and Luna's ability to control the sun, moon and stars.

## Drawbacks:

If your country already suffers from a condition like Divided Society, Illiteracy, etc., taking the drawback makes it worse. These drawbacks affect any group you choose to affiliate yourself with until they're solved, so you can't avoid them by just leaving your starting location and joining a different nation. If you don't associate with any country, they'll start to affect you and your companions.

**CONTINUITY!** (+0 CP)
Combine this jump with the main My Little Pony: Friendship is Magic jump, keeping the CP pools separate. By default, you will spend a total of twenty years here (ten for each jump). The events of Equestria at War will start to take place seven years after the return of Nightmare Moon, though there are a few divergences from the canon timeline that happen before then. For example, the changelings are never redeemed and instead continue to follow Chrysalis. Altering canon events will, of course, change the starting conditions of Equestria at War, and may affect certain scenarios, preventing you from taking them or allowing you to complete them early.

**Caesarreich: Apocalypse at War** (+0 CP)
What is even happening here? Humans from the NCR have come through a portal and established a colony on southwest Equus, Queen Chrysalis is no more, replaced by a talking stuffed animal in a helmet, and Kingfisher is just some human called "Huey Long?" Meanwhile, Celestia and Luna's relationship has become *far* more intimate than anyone expected and... oh my. Oh my, Archibald Dawnfeather just started *vibrating* with excitement.

**Divided Society** (+100 CP)
Your country is divided between two or more political parties who refuse to compromise or reconcile with each other. If it's not resolved, the government will remain paralyzed, unable to pursue political goals or solve societal problems. You will have to make peace between the different factions or ensure one wins out to fix the deadlock.

**Illiteracy** (+100 CP)
Most of the beings in your country do not know how to read or write. Of course, this doesn't directly hinder their ability to fight, but it will affect your nation's technological and industrial development. You'll need to spearhead a major literacy campaign to bring your people into the modern age.

**One More Encirclement...** (+100 CP)
Double the length of your stay in this jump. If you choose a scenario that extends your time spent here, this is applied on top of that extension but does not affect scenario time limits. For example, if you are attempting World Conquest, you would remain in this jump for 46 years, though would only gain the reward if your conquest was complete before 23 years were up. You may take this drawback as many times as you like, but can only gain a maximum of 300 CP from it.

**CRYYYSSSTAALLLSSS!** (+200 CP)
You are obsessed with obtaining mineral wealth, whether precious metals, gems, magic crystals, or some combination thereof. No matter how much you have it will never be enough, and you are loathe to part with even the smallest portion of your hoard. This will likely cause strife between you and your compatriots, and if you are the leader of a country, you will spend a great deal of political capital accumulating wealth for yourself.

**How do I Hold a Gun with Hooves?** (+200 CP)
Very shakily. I mean, others can do it just fine (somehow), but you couldn't hit Canterlot Castle if you were standing inside it. And don't try to cheat by deliberately aiming at something you don't want to hit - you'll just end up shooting yourself or your allies. If you're in any kind of leadership position, a small portion of your frontline soldiers will suffer from this as well.

**Poverty** (+200 CP)
Unemployment and poverty are rampant within your society, with many beings struggling to even feed themselves. If allowed to continue, this will impair your country's development, production and growth, and may even give rise to revolutionary movements. It will be necessary to pursue serious reforms to ensure greater employment and opportunities for your people.

**Good Micro** (+200 for Generals and Leaders, +400 for other origins)
If you want something done well, do it yourself. It seems that - except for, possibly, you - your country's military and political leaders are... less than competent. Hopefully you can handle everything on your own, because if not, your country is in for a rough ride.

**Famine** (+300 CP)
Whether due to mismanagement or misfortune, there is not enough food to go around. The price of grain has skyrocketed, leaving the poor to starve in the streets. Crime is rampant, and discontent is rising quickly. The food shortage will cripple the country, and if it is not addressed soon, people will lose confidence in the current government.

**0% War Support** (+300 CP)
Your people do not like war at all. Ordinarily, this would be an understandable attitude, but your compatriots take pacifism to an absurd degree. A major power could be conducting military exercises on your borders after conquering your neighbors one by one, and they still wouldn't tolerate any "aggressive" actions. Even getting them to accept limited conscription or minor economic mobilization will be a fight and a half.

**Ultima Ratio** (+600 CP)
Your enemies have nuclear weapons. Lots of them. And with the way they get used, you might as well call them the *prima*, *secunda* and *tertia ratio* as well. Even if you manage to win a war, you never seem to capture any of these weapons of mass destruction. Somehow, they always get passed on to your next foe.

# End

**Settle down.** I can't blame you for wanting to stick around in this world. It's a pretty idyllic place if the good guys win, and if the bad guys win... well, it's great if you're one of the bad guys.

**Enough bloodshed.** You've had enough violence for a lifetime. Find your peace back home.

**Forward!** With a monarch's voice cry "Havoc!" and let slip the dogs of war.

# Changelog

**V1.0**

- Added page numbers
- Minor adjustments to wording/language
- Thick Coat perk description now accounts for non-furry creatures
- Clarified "replacement" restrictions in scenario descriptions
- The Great War and War of the Sun and Moon are now incompatible with each other. You can't conquer Equestria for Chrysalis and also for Daybreaker/Nightmare Moon at the same time.
- Messenger Fire now grants the ability to breathe fire if you don't already have it
- Clarified that species and origins get discounts on their associated perks
- Added The Return of the King scenario
- Added an Arcturian Order path to the Dark Crusade scenario
- Added No Gods, No Princesses scenario
- Added Caesarreich: Apocalypse at War toggle to drawbacks
- Added links

*In this universe, the pony scholar Caramel Marks developed a number of sociological theories about the relation between politics and economics, which would be used as the basis for the political philosophy of "marksism."