General Major's Military Campaign Supplement



Great morning to you Jumpers! Here in this supplement I have collected a variety of military doctrines and advanced tactics merged into perks and other various drawbacks and items for you to explore. I do hope whatever nightmare you land yourself in shall be less cruel to you with this document.

All Jumpers taking this supplement regardless of scenario are allotted a <u>total of 800 Points</u>, which can be used throughout this document or the current active jump/Gauntlet you find yourself in. Just don't tell jumpchan.

Now… Shall we Begin?

Table of Contents

General Major's Military Campaign Supplement..... 1
Table of Contents.....2
General Military Perks..... 5
Swarm Pattern (-100 Points):..... 5
Heavy Pattern (-100 Points):.....5
United Front (-100 Points):..... 5
True War (-100 Points):..... 5
Complete FUBAR (-200 Points):.....5
We Who Stand Tall (-200 Points):.....5
Those about to Rock (-200 Points):..... 6
And to those about to rock (Capstone Booster):..... 6
A Heavenly Gaze (-200 Points):.....6
The True Pack Beast (-200 Points):..... 6
Thousand Yard Smile (-200 Points):..... 6
Perfectly Balanced (-200 Points):..... 6
Greener Pasters they Said… (-300 Points):..... 7
Our True Vision (-300 Points):.....7
The Hidden Shadow (-400 Points):..... 7
The Truth is Hard to Come By (-400 Points):..... 8
Truly Remarkable Findings (-600 Points):.....8
Freedom of Arms (-600 Points):.....8
Freedom Just Got Better (Capstone Booster):.....9
Game Ender (-800 Points):..... 9
Game Over (Capstone Booster):.....9
Series of Fortunate Events (-1000 Points)(Capstone Unlocker):.....9
Specialized Military Perks..... 10
Fortunate Sons (-100 Points):..... 10
Wondrous Walls (-100 Points):.....10
Army of the Dead (-100 Points):.....10
Mole Miner! (-100 Points):.....10
Ferry Men (-100 Points):..... 10
True Men of Steel (-100 Points):.....10
Bio-Warfare (-200 Points):.....11
Armored Cavalry (-200 Points):.....11
Freedom Birds Call (-200 Points):.....11
Blitz and call me Greg (-200 Points):..... 11
You call that a Base? (-400 Points):.....11

Real Titans (-400 Points):.....11
And Really Big Engines (Capstone Booster):.....13
A True Hero (-600 Points):.....13
Where did this Commander even come from? (-600 Points):.....13
Horrible Tools of War (-800 Points):.....13
Enemy Boons (Drawbacks):.....14
The Simple Life (+100 Points):.....14
A Guaranteed Nightmare (+200 Points):.....14
Return to the Grave (+200 Points):.....14
Revival Mechanics? Really? (+300 Points):.....14
When did they get THAT! (+500 Points):.....14
Unruly Allied Populace (+600 Points):.....14
They are coming from inside the dalm Walls! (+800 Points):.....15
Items:.....16
Subsidized Utilities (Free With this Document):.....16
Contractual Recruitment (Free With this Document):.....16
Recreational Rations (-100 Points per Shipment):.....16
Sympathetic Lures (-100 Points per Shipment):.....16
Propaganda Machine (-100 Points per Shipment):.....16
Well Oiled Wells (-100 Points per Shipment):.....17
Auto Mapping Units (-100 Points per Shipment):.....17
Prefab Deployer Beacons (-100 Points per Shipment):.....17
Habitat Module Deployers (-100 Points per Deployer):.....17
Anti-Dependence Modules (-100 Points per Shipment):.....17
Rapid Storage Cargo-Hauler (-200 Points per Unit):.....18
Gravity Lift Deployers (-200 Points per Shipment):.....18
General Resupply Cargo Pod (-200 Points per 10 Pods):.....18
Terrain Sculpter Charges (-200 Points per Shipment):.....18
Nano Gauntlets (-300 Points per Shipment):.....18
Mech Storage Module (-300 Points per Shipment):.....19
Mobile.Autonomous.Research.Processor. Or MARP (-300 Points per Pod):.....19
Harvester.Autonomous.Lightweight.Operations Pod (-400 Points per Pod):.....19
Planetary Base Deployer (-500 Points per Deployer):.....19
Mega Habitation Station (-600 Points each):.....19
Interdimensional Transportation Hub (-800 Points Each):.....20
Call-In Abilities Section:.....21
Shipment Call-in (-100 Points per Charge):.....21
Worker Pod Call-in (-100 Points per Charge):.....21

Melee Fighter Drop Squad (-200 Points per Charge): 21
Ranged Fighter Drop Squad (-200 Points per Charge): 21
F.O.B. Deployer (-300 Points per Charge): 21
Mech Lance Drop Squad (-400 Points per Charge): 21
Notes: 22

General Military Perks

Swarm Pattern (-100 Points):

For those Uninitiated to swarm tactics, it's simple, send droves of units directly at the enemy, the goal is to surround them and overwhelm them with sheer numbers and firepower. For you… Jumper, this perk makes this tactic twice as effective, reducing general losses and improving your forces combat capability.

Heavy Pattern (-100 Points):

The Heavy Pattern relies upon a series of heavy infantry or large vehicles with heavy hand weapons or vehicle mounts to mow down forces easily, commonly used with weapons teams with large tripod mounted weapons, this tactic will improve your forces by increasing their strength to double their standard, as well as removing the chance of overheating your weapons during a firefight.

United Front (-100 Points):

On a United front, the enemy will have little room to maneuver around your defensive structures, and your main battle lines. Not only that, but all forces on the frontline allied to you will have double their normal morale, keeping them strong against the enemy's forces.

True War (-100 Points):

A true war is one that will maintain its supply lines and cover each side in heavy fortifications, and for you… These issues never seem to surface, either from improved logistics, better book keeping, or just really solid defensive structures and advanced building techniques, you will never suffer war exhaustion through these means.

Complete FUBAR (-200 Points):

Regardless of circumstance, the enemy will find there to be fewer supplies allocated to their warfront, their supply lines tend to cripple under the weight of their warmachine, and worst of all, the chocolate is loaded with something that makes their troops sicker than a dog. No matter the enemies preparations, something will go wrong on their side of the line, inhibiting their progress and slowing their advance into your territories.

We Who Stand Tall (-200 Points):

Your forces never suffer sickness or allergies when traveling through enemy territory, let alone your own. You allies will also gain some benefit to this, having stronger immunities to common illnesses that would plague them.

Those about to Rock (-200 Points):

We salute you, as all your forces do, regardless of the outcome of your war. No matter what, your men will feel honored to be fighting with you and no matter the stakes will remain loyal to you.

And to those about to rock (Capstone Booster):

We also salute you, as all fellow allies in your war will salute you and treat you as a time honored friend. This applies to vassals as well, whose loyalties will never falter and will hold no matter the cost.

A Heavenly Gaze (-200 Points):

When all those who befall your appearance on the battlefield see you something in them sparks, allies feel a great and terrible boost to their will and strength to press on, and your enemies will feel dread like no other as their fear overwhelms their better judgement. No matter what though, when you're seen on the battlefield all allied forces will recover morale even if previously broken.

The True Pack Beast (-200 Points):

At first many military chiefs will find their logistics the major crutch and slump of their army. Without logistics you can't have a war, but hindered or reinforced, supplies need to be kept moving at a steady pace. As such, your forces will find their transportation vehicles to never fail, never break, and always arrive where needed before things get rough.

Thousand Yard Smile (-200 Points):

They say that war changes a man, but for you and your allies, war brings about a sense of calm and peace that nothing else could sate. All of your allies, forces, and even yourself will never suffer PTSD or shell shock while at war.

Perfectly Balanced (-200 Points):

As all things should be, all equipment, vehicles, and other assets used in warfare will be found perfectly balanced, maintaining their foothold and function regardless of the extremes of warfare. This perk allows a slow but constant maintenance of your assets, ensuring they won't degrade too badly while in active use. Additionally, everything will feel evenly distributed allowing your forces to carry double their standard kit if allowed.

Flood Watch (-200 Points):

When the enemy breaches your front line and starts to gain territory it can often lead to back to back defeats that can overwhelm any army, But this perk maintains communications even under these extremes. When your forces, or your allies forces begin to break you will be the first to know, and any commanders/generals you have available will begin to compensate for the sudden breach mitigating losses of territory and assets.

A Rainy Day for The Frontline (-300 Points):

When holding your frontline, you will find weather to favorably change to hinder enemy intelligence and their forces. From simple rain lowering their travel speeds, to small earthquakes delaying their movements behind their lines, the world seems to favor your army, and sometimes… even your allies.

M.U.D. (-300 Points):

Manual Utilities Distribution, a simple tactic for the warfront, is to distribute various on the job tools like repairs kits which are spread throughout your forces, reducing the need to slow down for repairs and recovery. From simple portable wind-up generators, to various water accumulators and simpler assets, your forces will need to stop far less often even behind enemy lines.

Greener Pasters they Said… (-300 Points):

A dalm wall is more like it! When setting up defensive lines, producing simple defensive bunkers and protective barriers like walls take only a quarter the time. Not only that, but your forces will find nearby resources to be plentiful enough to maintain any damage they would sustain, reducing costs for repair and maintenance.

Our True Vision (-300 Points):

United under one Ideal, you and your allies will never suffer from diplomatic affairs or strange misfortunes in politics while fighting in a war, as everyone allied to you will put the war first before simple biases and enemy propaganda tries to integrate itself amongst their population.

The Hidden Shadow (-400 Points):

The shadow hidden behind the curtains of every population center are in your favor, as enemy spies, and even their sleeper agents will never disrupt your war efforts. Not only that, but on occasion they will even join your forces, becoming an asset to use against the very people who sent them to harass you and your allies.

Trap Distribution (-400 Points):

How can you expect the war to maintain itself when everywhere you look the enemy has traps set up for you and your forces? Maybe it's time to set up

some of your own hmm? Well regardless, your forces will now find random stockpiles of explosive mines and other various tools to slow an enemy's advance near your frontlines roughly 25 tons or so in each, almost like someone had set up caches in preparation for your arrival, yes?

The Truth is Hard to Come By (-400 Points):

Yet no one even in interrogation seems to lie to you and your allies… curious. Regardless of the circumstances, everyone seems to be direct and even a bit blunt about their intentions to you and your allies… What a wonderful world we live in jumper.

Universal Distribution Officers (-500 Points):

Have you found yourself in need of heavy supplies after a campaign failed to yield enough supplies to cover your losses? Look no further than your UDOs who will help call in extra assets to keep you reinforced even after a series of losses… Let's hope whatever superiors you have don't find your lack of competence in war disturbing, yes?

Asset Recovery Maximized (-500 Points):

The war is always churning out assets for your war, but sometimes you really need parts and the supply lines just can't keep up. With this perk you will have recovery teams actively scouring the battlefield for available salvage, recovering 25% of your total lost assets, as well as 25% of all enemy assets for every time this perk is taken.

Truly Remarkable Findings (-600 Points):

Rarely on the battlefield, stories of ancient structures can be heard from local denizens of a region, sometimes these stories are true. This perk guarantees that those structures hold some variation of technology you can use on your warfront, guaranteeing another boon to sustain your front and back lines.

Glorious Ordinance (-600 Points):

With great power comes even greater explosions, at least that's what Hollywood makes people believe. For you jumper, i made this not only effective, but a reliable weapon of war, and it looks sick as fuck while you use it. This makes all explosive weapons twice as effective, twice as explosive in range and power, and lastly, leaves a sick blast behind for any movie scene you could dream of.

Freedom of Arms (-600 Points):

Ever wondered why so many nations at war never train their civilians how to manage themselves in a conflict? Well now you don't have to worry about it, as your civilian population is now a trained expert in their preferred branch of

military and are meant to maintain reserves in case of emergency, even better, they maintain loyalty to your faction and come fully equipped with standardized gear and some extras just in case free of charge.

Freedom Just Got Better (Capstone Booster):

Thought your allies were to incompetent and seriously needed to work on their security in their population centers? Fear no more as "Freedom of Arms" now applies to them too, even better, your allies will never break their alliance with you and become immune to any means to change that.

Game Ender (-800 Points):

Now your military starts off with researched heavy ordinance, weapons like orbital bombardment methods, various nuclear armaments and other specialties of your military can be produced, and best of all their far cheaper. Your game enders are only one quarter their total costs, and better yet, are made far cheaper, removing the expensive components needed from the equation, which often plague other factions.

Game Over (Capstone Booster):

Thought the lack of advanced materials and far cheaper designs were not good enough? Well now all of them are nearly three tech tiers more advanced, can be automatically forged in any weapons that fire it, and best part is… it's limited only by the time needed to fire, often being around fifteen minutes before being able to fire again without effort on your end to improve it further.

Series of Fortunate Events (-1000 Points)(Capstone Unlocker):

Lets be honest, luck perks tend to be a go to for almost everything, but wouldn't it be amazing if you could share those perks with them? Well now any perk you have can be shared unanimously with your faction at large, making them far more efficient and better yet, increasing the odds of victory. They can be toggled on and off at will with a small console provided to make this more manageable. Best of luck and enjoy the war jumper.

Specialized Military Perks

Fortunate Sons (-100 Points):

Ariel raids are lovely… Some absolutely depend on them to drop their forces behind enemy lines. With this… All of your forces will now safely land even while under active fire when engaging.

Wondrous Walls (-100 Points):

Everyone loves a fortified position, but with this… all your walls are four times as tough. Even heavy ordinance would struggle to damage your concrete bunkers now… Just worry about filtration and the radiation ok?

Army of the Dead (-100 Points):

There were stories of an army that held together to fend off an enemy army during a defensive siege, and even under the effects of a chemical weapon with their men slowly dying they succeeded. Speaking of, your forces are now given modifications to their armor to counter nearly every non-fiat chemical weapon. Enjoy the peace of mind jumper.

Mole Miner! (-100 Points):

The least used form of war is simply to excavate under your forces' front line, and frankly I'm encouraging you to use it. Now you have the blueprints to make it a main gimmick of your army, and even better, can excavate materials twice as fast, and with double the output of essential goods.

Ferry Men (-100 Points):

True men of war fight not just on land but at sea, or at least any medium that can function like water for the sake of exploration and transportation. This provides improved technology to manage your fleets better, making them twice as fast, and gain double fuel efficiency. Even better, they come standard with specialized diving equipment for the medium, meaning you can have lava divers that can literally jetpack their way to the enemy seabase.

True Men of Steel (-100 Points):

Mechs, I love them, You love them, why the hell has no one invented them yet? This perk provides you the blueprints to make your own, and even better, they start off modular. Oh and for the sake of clarity, this perk makes them at only a quarter the total cost.

Bio-Warfare (-200 Points):

Let's get something out of the way, Bio-Punk is underrated. Sure wearing a meat suit is weird, but so is a second brain, and I'm certain even you can understand the appeal jumper. This not only provides the necessary data, research, and conversion kits to add them to your army's standard, but they come at half the cost of your current standard equipment and self grow their own ammunition, and supplies as needed.

Armored Cavalry (-200 Points):

Armored vehicles are an all time favorite of warfare, and with this perk, they are now the most versatile platform for mobility on the battlefront. Now all patterns of armored vehicles are capable of moving through all terrain with self adjusting mobility drives. Lastly, not only is this standardized, but the replacement parts are half the cost.

Freedom Birds Call (-200 Points):

Aerial Vehicles, the most favored mobility option and major transportation method. Now they get specialized engines that allow for double their normal carry weight, and even better, they gain a form of evasion, with nearly 25%of all attacks missing their mark. This may not be enough to stop everything, but it's sure gonna feel good when that auto tracking missile flies past without hitting its mark.

Blitz and call me Greg (-200 Points):

Hitting the front line of your enemy can be a serious endeavor, but now when you attack them directly or otherwise with speed, you can maintain the momentum of your forces twice as well, breaching their lines and driving fear into their hearts. Even better, your forces will gain a 10%evasion bonus to all enemy attacks.

You call that a Base? (-400 Points):

Why the hell does it take weeks to even months to set up a forward operations base? Well now it takes minutes as you can now with a single beacon call in a drop pod that unfolds into a lightly entrenched base. Your forces while manning this base can produce a new structure in a quarter the time, and with only half the resources normally required.

Real Titans (-400 Points):

Like the name suggests your mechs can now be scaled into far larger sizes, up to 200 meters in height, or 600 feet in freedom units. Best part, they cost the same in terms of materials, and gain all the normal benefits of their size. Only problem… They are still slow.

And Really Big Engines (Capstone Booster):

You thought that your large mechs would be inhibited? Well now they're even faster than they would be at a small size. They can run triple their normal speed, and even better, never run hot enough to damage your mech even when overloaded. The best part? They don’t need to be maintained as their parts self repair slowly over the course of a week.

A True Hero (-600 Points):

Every military needs heros, either for propaganda, or to place fear into the hearts of their enemies. With this perk… This becomes far easier than expected as heroes come about from at least 1 out of every hundred of your men. Even better, they are paragons beyond their peers, making even the most hardened of veterans appear as recruits in comparison. Enjoy the truly powerful abilities heroes can provide you.

Where did this Commander even come from? (-600 Points):

Every now and then a leader can become a commander, but for some unknown reason you get them far easier than other militaries could dream, seemingly appearing in your time of need or just from gaining experience, they focus your armies far better than expected. Every one man to every two hundred will become a capable commander if you allow it, and best part, they gain a separated veterancy like leveling system, making them even better with practice.

Horrible Tools of War (-800 Points):

Thought I would leave you without the best? Well don’t worry as now your forces will gain the tools to produce a truly endless army. All installations that could produce supplies and the various equipment, vehicles, and manpower you possess are now quadrupled in efficiency, they can sustain off a self-purpetuating generator of resources, and best part, the only drawback is time. A man in heavy infantry gear would take twelve hours, a large 80 meter mech would take you three weeks, and one 200 meters? A full three months. However, You never need to supply them again to keep your war machine sustained, play wide jumpers.

Enemy Boons (Drawbacks):

The Simple Life (+100 Points):

The enemies forces have effective propaganda, you and your allies civilian populations will now yearn for simpler times, making them less effective if they can't sustain a more mundane and non-military lifestyle. Better get to printing those comic books jumpers.

A Guaranteed Nightmare (+200 Points):

Welp now this sucks, now not only are your supply lines going to take longer to get to your frontlines, but it's twice as long! Even worse, the enemy's supply lines are twice as fast. Damn this sucks.

Return to the Grave (+200 Points):

Jumper you don't hate zombies do you? Because… your forces if they die become them. Now it's not like resident evil where they learn to use guns again, but they are a nightmare to fight as it spreads and they don't attack your enemy's forces either.

Revival Mechanics? Really? (+300 Points):

Your forces can't respawn if they were fiat backed before. Even worse, the enemy gets a constant recovery of their lost troops with all their experience to boot every three months.

- **(+400 Points Additional): Now it's every week jumper, what the hell is wrong with you.**

When did they get THAT! (+500 Points):

Your enemy's research teams haven't been sleeping, cause they just came out with a new experiment and it's gonna rock your army hard. Now every six months they come out with a very tough asset that has quadrupled the armor and health a normal unit of its type would have, and if its successful will more than likely become their new standard, better learn to sabotage jumpers.

Unruly Allied Populace (+600 Points):

Not everyone lives for war jumpers. Even more so if they are civilians trying to make themselves more comfortable. As such your allies will occasionally have to deal with a rebellion that will try to usurp them, but they can handle it with time… time spent away from the warfront.

- **Rebellious Traitors! (+400 Points Additional): Now the rebellions will succeed with time unless you divert assets and some forces to help your allies quell them.**

- **Truly Rebellious Traitors! (+800 Points Additional)(Requires Rebellious Traitors): Now even your allies' government will be siding with the enemy indirectly… selling valuable data about your movements, composition, and even how to counter them if they know. And if given the chance… They will attack you directly as one of them.**

They are coming from inside the dalm Walls! (+800 Points):

Not literally (Yet), but your enemies will now regularly outflank you and attack from multiple directions whenever possible, and even worse, they know how to be effective about it. You thought it would be easy having that one way shelter hidden in the mountains? Well now they will just move over the dalm mountain to get to you and they will drop bombs or worse on you.

- **Oh god! They're EVERYWHERE! (+600 Points Additional): Now they can literally appear on occasion from any doorway or entrance that isn't seen directly at least once a month, And whatever they find everyone on the enemies team will know about it, regardless of if they survive.**

How the hell do they have this MANY! (+1000 Points): Your enemies' forces are literally infinite, they all have the "You Call that a Base?" and the "Horrible Tools of War" Perks applied to their entire faction… What a nightmare.

Items:

Subsidized Utilities (Free With this Document):

There is almost never enough time to get some insulation installed, or even just getting some plumbing done while under direct fire from artillery. As such… This covers everything from your plumbing, to essential heating, and even covers air conditioning and waste removal. Enjoy the peace of mind.

Contractual Recruitment (Free With this Document):

Often during warfare recruits tend to flock to flourishing militaries either out of desire for fame, fortune, essentials, or even the right to fight… but tend to never show up to training unless pressganged. As such, this covers recruitment by sending a fresh batch of recruits your way every month. The total number being roughly on the size of your military at a 1/100 ratio.

Recreational Rations (-100 Points per Shipment):

Your men often need some fair entertainment, and can't really get away with carrying their computers, or various… *AHEM*… other options. As such each shipment we will send you heavily compressed storage containing everything from preferred essentials to various combat drugs, and even some sweets your way. Don't say they taste dry, you didn't read the instruction manual.

Sympathetic Lures (-100 Points per Shipment):

Think you need even more people around? Can't seem to pressgang anyone into service because there's no one to pressgang in the first place? Well now they appear by each lure, (Roughly each 10lb, at around 20 per crate (200 crates per shipment) in every shipment) that will cause individuals to come practically from the rocks around you to come and check out your military. Hope these aid any conversion attempts you may have for your vassals as well, as you're going to need it.

Safety Harnesses (-100 Points per Shipment):

Every army needs protective gear from anomalous hazards, chemical weapons, viral outbreaks… if there's a weapon you probably will have something like this on to reduce its danger to you and your troops. Regardless, each shipment will send you 5000 suits each with a module to hitch it to the interior sections of any armor you possess at the time of installation.

Propaganda Machine (-100 Points per Shipment):

Everyone needs propaganda to demoralize their enemies and propagate loyalty in your faction's populace. Even more, your faction thrives with the use

of propaganda. With this, each shipment will send 200 self-autonomous propaganda drones that will regularly move across your territory to entice new people nearby. Even better, they can slowly convert people to your ideals at 2%a day, making the slow conversion approach an option.

Well Oiled Wells (-100 Points per Shipment):

Ever needed a series of maintenance modules to reduce your general maintenance needs to a minimum? Well that's what these do. They oil your gears, clean the grime, reduce the stuck objects to useless ashes, and keep the material at factory conditions removing wear and tear. Each shipment comes with 100 crates of 30, 5 pound, modules.

Auto Mapping Units (-100 Points per Shipment):

Union workers often need hardware that can help them with transportation through hazardous terrain, let alone troops heading through undiscovered territory. These units each have the software and scanning sensors needed to sculpt a 50 mile, 3D map of any local space within range. These devices can connect locally to other units, however, it's disabled for your safety by default as many militaries deploy hacking hardware/software against these types of devices. Each weighs 1 pound, and comes in sets of 1000 per crate, 2000 crates, per shipment.

Prefab Deployer Beacons (-100 Points per Shipment):

Each beacon will deploy a self-set structure that's designed for a monopurpose utility, like a forward operations base, intelligence, a self-deploying bunker, prefabricators, and even essential defensive turrets. Each Shipment carries 100 crates of 50 beacons. Each beacon is 5 pounds each. Each call takes anywhere from 3-15 minutes depending on weather.

Habitat Module Deployers (-100 Points per Deployer):

Each deployer produces a large heavy industrial complex tailored for maintenance of a civilian population. Each deployer takes 3 days to complete, as they must dig deep into the ground to deploy their habitation modules and protect from incoming weapons fire. Each habitat module can house 100,000 people each, providing essential utilities, food, waste, and water management, as well as a standard recreation module to occupy them. Lastly, each is rated for 16 nuclear explosives for standard of durability, so probably won’t need to worry about them dying on you.

Anti-Dependence Modules (-100 Points per Shipment):

Each Shipment comes with 5000 modules that weigh 5lb each. These Modules are tailored for rapid deployment and construction, as they are a modular construction and maintenance drone deployer. Each is preloaded with basic

turrets, walls, basic habitation, and trench sculpting hardware making frontline living a dream.

Rapid Storage Cargo-Hauler (-200 Points per Unit):

Each Cargo-Hauler comes in via transport, and comes with every improvement of technology logistics can provide. A single cargo-hauler can store over 500 tons of material in under 3 minutes and deploy it just as quickly. Each comes with a specialized digital storage unit that trivializes storage, and is a small 8ft by 4ft, by 5ft hovering box that can follow simple commands or be directly piloted for faster movement and efficiency. (Yes they can be instructed to function via a logistics system; you just have to set it up beforehand.)

Gravity Lift Deployers (-200 Points per Shipment):

Each shipment comes with 3000 deployers, each deployer being a 15 pound expanding pad. Each pad can lift to to 150ft in the air, or pull anything from 150ft up safely downwards. Each pad can lift up to 30 tons on their own. Not sure what you could need these for, but I'm certain you're creative enough to find a use.

General Resupply Cargo Pod (-200 Points per 10 Pods):

Each Pod carries a specialized auto-constructor that can produce anything from food and water rations, to full 30mm howitzers. As long as it can be used in a 20 ton vehicle or smaller it can be made with one of these bad boys. Best part… they don’t need material as it just takes time to construct each one. Need a set of storage tanks? It's got you. Need a series of Ammunition Pallets for the Frontline? This cargo pod has got your back. It can be set to mobility mode, or stationary mode for ease of deployment.

Terrain Sculpter Charges (-200 Points per Shipment):

Each Shipment comes with 3000 Charges, each weighing 15 pounds each. Each charge can reshape the terrain with some quick adjustments made by the user. Each charge can flatten up to 1.5km of terrain but aren’t designed to damage pre-made structures. As such their use in siege warfare is non-existent. However, they still make tailoring farmland or a heavily sloped ridge between your base and the outside terrain a full possibility. And yes, these can make predesignated shapes like a prebuilt statue for instance.

Nano Gauntlets (-300 Points per Shipment):

Nano Gauntlets are a very powerful tool, they can single handedly redesign terrain to make a series of bunker complexes and trench lines within a day. Even more so they can function like a storage module, designer studio for crafting on the spot, and can even keep tabs on your general health. The downside? Doesn’t work against organic and mechanical structures unless

they are not powered or in motion. Each shipment provides 2000 gauntlets, each weighing 0.3 pounds. Each gauntlet can store 300lb of material on its own and can manufacture a full ammo box in under 3 minutes.

Mech Storage Module (-300 Points per Shipment):

Each shipment stores 500 modules, each being 0.5 pounds and can attach anywhere on your personal armor. Best part, they can store a full 100 meter mech inside itself. The catch? Takes a few minutes between activation cycles so you can't hotswap them quickly. The other downside? Doesn't repair them automatically. Other than that it can store any personal mech up to that height without a change in weight so have fun mimicking power rangers jumper.

Mobile.Autonomous.Research.Processor. Or MARP (-300 Points per Pod):

Each Pod of MARP can deploy itself and slowly accumulate research data for their designated user. Each pod is a 35 pound deployer that must be transported before deploying in their designated area. However, their boon is constant and consistent research data that's compacted into a standardized blueprint chip. Each chip can instantly research a full section of tech in a Jumpers research screen. How? Well this provides that too as a tiny addition to your standard kit. The downside is that these need to be collected manually.

Harvester.Autonomous.Lightweight.Operations Pod (-400 Points per Pod):

Each H.A.L.O. Pod is capable of collecting resources autonomously as a standardized harvester drone. Each pod self-deploys when activated and will begin moving to designated sights for material collection and hauling to the nearest processor. Each Pod can haul 300 tons of material and comes in a pod weighing 500lb with a digital storage and translation device, also referred to as a DSTD. No, the humor you want to make is not appropriate and we are aware of the acronym.

Planetary Base Deployer (-500 Points per Deployer):

This is a massive 500 ton super structure that plants itself down from orbit. Each deployer will settle this behemoth and sink its innards deep within the crust of the poor planet this thing lands on. This can stretch nearly 500 feet down, and will fill each compartment with manufacturing bays, collectors, logistics storage, and gestation podbays that grow your populations autonomously. Each base can sustain an army of 10 million on their own.

Mega Habitation Station (-600 Points each):

These stations are enormous, being a mega-structure on their own. Each station can house a population of 200 million residents with deployment hangars and drop pod bays. Each self-sustains everything from its utilities to necessities, and spouts propaganda of the jumpers' warmachine so efficiently

the residents come in loyal to your cause automatically. The best part of the deal is that they will produce a shipment of each prepurchased option as well as anything provided by the General Major Benefactors Gauntlet allowing them to be provided once every six months.

Interdimensional Transportation Hub (-800 Points Each):

The I.T.H. is a powerful 500 meter tall superstructure tailored for transporting military forces and even titans into other dimensions and self-sustaining the connections to them. Nothing lacking a pre-authorized designation can enter the gateway, which makes this the safest option for exploring and conquering these extra-dimensional spaces. Time to conquer hell jumper.

Call-In Abilities Section:

Shipment Call-in (-100 Points per Charge):

Each Shipment Call-In can summon a single shipment of your choosing to your designated location. Each charge takes 3 months to refill, but can be reduced by any perks that reduce cool downs, or similar effects.

Worker Pod Call-in (-100 Points per Charge):

Need a collection of generalist workers that can fill in any position you need to place them in? Well this is for you, each charge takes 3 months to refill, and summons 1000 workers for each charge. These workers can be anything you desire, even machines, so don't feel bad if you don't want to feed or power them. They come with sustainer units and some omni-tools to ease their work.

Melee Fighter Drop Squad (-200 Points per Charge):

Each Charge takes 1 month to refill, each charge produces 300 melee fighters with shield belts and heavy power armor to manage whatever you designate them to take on. They will self-supply their essentials with a pre-fabrication unit built into their armor, allowing them to operate independently of your supply network as needed.

Ranged Fighter Drop Squad (-200 Points per Charge):

Each Charge takes 1 month to refill, each charge produces 1000 ranged fighters each with standard environmental armor, and a laser rifle. Each comes with a pre-fabrication unit built into their armor, allowing them to operate independently of your supply network as needed.

F.O.B. Deployer (-300 Points per Charge):

Each F.O.B. deploys a large structure that can supply an army of 200,000 on its own. Built-in fabricators, gestation growth-pods, and even hydroponics and essential utilities are prebuilt to make war a far easier time. Each can produce a batch of 30 workers in full mech utility units per monthly cycle, allowing near autonomous collection of resources and other essentials. It takes 1 year to recover a charge.

Mech Lance Drop Squad (-400 Points per Charge):

This calls for a squad of 4 mechs between 20-100 meters in size. Each mech comes with a pilot and whatever prebuilt loadout they came in with, updating of course with your available technology. They will complete orders as normal and engage any threats that approach. It takes six months to recover a charge.

Notes:

1.0: Released to the community.

1.1: Added Item Section. Added alternate production options. Added Call-In Abilities Section.

- **Sub Notes: anything that comes in as a pod, shipment, deployer, or similar can be provided by Mega Habitation Station, and come in as your starting shipments if you've taken the General Major's Benefactor Gauntlet or every 10 years, whenever you start a new jump, or after 1 week to your nearest location during the beginning of a jump. Whichever is more convenient.**