

Command and Conquer Tiberium Wars Jump

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Version 1.1

The year is 2047, the Third Tiberium War is weeks away from erupting, starting with the destruction of the GDI space station Philadelphia and Nod invading the Blue Zones. The Brotherhood of Nod launches a worldwide offensive against the Global Defense Initiative, abruptly ending seventeen years of silence and crippling GDI forces everywhere. With the odds tipped in the Brotherhood's favour this time, GDI field commanders rally their troops and begin to combat Nod's second re-emergence, trying to restore lost hope. You start this jump two months before the Nod offensive begins, in a base controlled by the faction you join, in Blue Zone 01 US East Coast for GDI or at Temple Prime in Sarajevo for Nod.



Here's **1000cp** to help you survive the coming war.

Origins

Age may be anything over 18 and under 60, gender may be chosen for free. Any origin may be used as a Drop in, with whatever faction you choose assuming you're a new/recent recruit.

Civilian (free): One of the huddled and nameless masses of the world, easily swayed by the propaganda of both sides.

Soldier (free): One of the rank and file amongst the factions, raised in an enclave sympathetic to one of the factions, when you turned 18 you signed up with them.

Scientist (free): Wars are not only fought with soldiers, but with weapons developed by scientists like you.

Factions



Global Defense Initiative (GDI): Originally a UN peace keeping organization, the GDI's power and influence have grown immensely since the first Tiberium War, and they are now the De Facto government for most of the planet.



Brotherhood of Nod (Nod): Primarily based in 3rd world countries, the Brotherhood of Nod proclaims to fight for the common people oppressed by the GDI. They are experts in hit and run tactics and have an extremely well developed propaganda machine.



General Perks

Tiberium Immunity (free for here, 200cp to keep): Tiberium poisoning is extremely painful and usually deadly. Thanks to its spread throughout the world (thanks in no small part to the brotherhood) it wouldn't be very fair to not give you a margin of safety. If you pay the 200cp to keep it, Tiberium heals you, and you're also highly resistant to other exotic and not so exotic materials, such as radioactive, and corrupting energies.

Bald of Awesome (50cp) : Like Kane, you're attractive with or without hair, and any facial hair enhances this effect. Can be bought multiple times for additional effect.

Civilian

I Can Fix That! (100cp): Repairing damaged buildings, vehicles and equipment comes second nature to you. You can also make do with substandard resources and tools without a drop in efficiency.

Beneath Notice (200cp) Makes you be perceived as weak and harmless, not even worth the energy to attack, though this protection only extends as long as you aren't an active threat, such as participating in combat. Toggleable.

Tiberium Regeneration (400cp): Same as the paid for version of Tiberium Immunity above, but also tiberium has a regenerative effect on you. Post jump this regeneration is slightly reduced but is in constant effect even without tiberium.

Salvage perk (600cp): There's a lot of abandoned bases, vehicles and equipment just laying around, especially in the major combat zones. You now have the ability to make effective use out of outdated equipment and vehicles, as well as the ability to diagnose, repair/salvage anything of value.

Soldier

Basic Training (100cp): Getting to and staying in shape is all part of being a soldier. Peak physical conditioning and years of training, basic tactics and strategies.. All training is now three times more effective. Staying in shape is a breese with this.

Army of One (200cp): You have a talent for breaking into, stealing and piloting vehicles all by yourself. You can crew most vehicles single handedly. When fully crewed, vehicles under your direct command are much more efficient, moving, and firing faster.

Commando Training (400cp): Extensive training in infiltration, demolition, assassination and just causing problems for your enemies in general. You can headshot infantry at 100 meters with a pistol using your off hand, and find critical weaknesses in enemy structures, allowing you to destroy them with a few well placed explosives.

The Art of War (600cp): What other commanders would need an entire task force for, you can accomplish with a bunch of raw recruits, and outdated equipment. Coming up with and executing cunning plans, complex maneuvers that all require exact timing are a cinch for you

Scientist

Field Expert (100cp): Pick an existing field of science or engineering, you are now an expert in that field with 20 years of experience. This updates with similar knowledge in future jumps

Results Driven (200cp): While they won't openly admit it, GDI is willing to look the other way when it comes to less than ethical research, so long as it gets results. As long as you produce some usable research, organizations that would normally have you arrested ignore any ethical or moral violations you make in the pursuit of knowledge.

Tiberium Specialist (400cp): Being in close proximity with tiberium carries all sorts of nasty side effects and potential accidents are always a risk. This perk guarantees you'll know all the relevant safety procedures dealing with such possibilities and how to combat them. It also prevents accidents from happening under your watch.

Mobius Intelect (600cp): Tiberium is very interesting, its properties have caused scientists to reconsider the very laws of physics. You have a special knack for discovering new uses for tiberium and other exotic substances, creating entirely new technologies with both military and civilian applications.



Faction Perks

You may choose one of the subfactions for your main faction for additional discounts.



GDI:

Power Through Peace (200cp, discount GDI): The GDI has been dominant for years, and through that dominance the world has prospered. The more powerful and numerous your forces, the more stable the territory under your control is. Less crime, corruption, harder for insurgents such as Nod to infiltrate.

Counter Insurgency (400cp, discount GDI): From its inception the GDI has been fighting a (largely) asymmetrical war against Nod. You excel at Counter Insurgency operations, and when you destroy the majority of an organization, they'll fall apart and never recover. This power may be applied to any organization you are part of as a whole.

Lead By Example (600cp, discount GDI): Any battles you participate in that end in victory has a cascading effect on your side. No matter how badly morale should be, allied forces will rally at the news, making them fight harder and turning narrow defeats into decisive victories. The closer the power/strength of the forces, the more of an effect it has.



The Steel Talons were an experimental technology division of GDI after the second tiberium war. They were the pioneers of equipping railgun technology as standard amongst their forces.

Super Prototype (200cp, discount Steel Talons): Despite their experimental nature, prototype weapons and equipment never malfunction in your hands, and any faults in a design are readily apparent, as are cheap and easy work-arounds.



ZOCOM or Zone Operations Command, is a GDI division specializing in operating in heavily tiberium contaminated zones. They're notable for utilizing unique and devastating sonic weaponry. GDI forces who find the alien environments of the Red Zones invigorating quickly find themselves assigned to ZOCOM.

Zone Mentality (200cp, discount, ZOCOM): You are unnaturally alert when in hazardous areas, such as Red Zones. Surprise attacks fail to catch you off guard, allowing you to quickly react at a moment's notice to incoming fire.



Nod:

Peace Through Power (200cp, discount Nod): Stealth and subterfuge is Nod's specialty, and now it's yours too. Leading a ragtag resistance against an overwhelming enemy is old hat to you. You know how to hit them where it hurts: supply trains, prototype research facilities, under defended bases and targets of opportunity. Propaganda comes very easily to you.

From The Ashes (400cp, discount Nod): Time and time again, the Brotherhood has been destroyed by the GDI, only to return years later stronger than ever. Any organization you are part of gains this ability, able to scrounge up new recruits, resources and technology to return to its former power after being seemingly destroyed.

You Can't Kill The Messiah! (600cp, discount Nod): Like Kane you have a tendency to somehow survive the unsurvivable. Once per jump or every 10 years when you would otherwise die, you will instead be transported to safety and healed of any injuries.



Black Hand: Founded as a covert ops group within the brotherhood, after Kane's apparent death during the second tiberium war the Black Hand became a fanatical religious organization that rejected the use of stealth technology and favoring flame weaponry.

Purifying Flame (200cp, discount Black Hand): The Black Hand have a fanatical fascination with flame weaponry, developing new types of fuel that allow them to melt even the hardest tank armor in mere moments. When you use an incendiary weapon, it deals much more damage then it would in anyone else's hands.



Marked of Kane: Cyborg cult within the brotherhood of Nod that went underground after the Firestorm Crisis. They willingly turned themselves into hulking mindless cybernetic super soldiers all enslaved to Kane's Will.

Cyborg Enhanced Physiology (200cp, discount Marked Of Kane): The Nod Cybernetics Division has made you tougher, faster and stronger than any human. Your muscle and skeletal structures enable you to carry and fire heavy weapons with ease and your skin has become tough enough to shrug off small arms fire. Externally you look no different than any other human.

Items

400cp stipend, 100cp items are free for their faction with 50% of the others/additional purchases. All weapons come with 12 magazines worth of ammo that refills daily. All items will respawn in the warehouse within 24 hours if Lost/Stolen/Destroyed.

General:

To Command And Conquer (free/50cp): The full series of Command and Conquer, including books, comics from the Tiberium, Red Alert and Generals series. Games include canceled versions such as Generals 2. For 50cp extra, post it includes a version of the games with the changes you made.

GD-2 rifle (50cp, one free everyone): Standard rifle issued to both GDI and Nod forces, has a 100 round drum magazine.

BDUs (50cp, one free everyone) Battle dress uniform, with optional combat armor. For 50cp you may upgrade it to a tiberium field suit used by ZOCOM, making it environmentally sealed and providing much more protection against small arms.

FGM-90 launcher (50cp): Guided missile launcher used by GDI and Nod for anti armor and anti aircraft duty. Can toggled between dumbfire, aspect seeking, laser guided and heat seeking modes.

GDI items

GDI gets a 50% discount for the following items, with 100cp items free.

Personal

GLS-70 (100cp): Specialized anti infantry railgun issued to GDI snipers, has a built in rangefinder, night vision and directional microphone.

Smart Grenade Pack (100cp): Issued to gdi grenadiers, these grenades use miniature thrusters and ai guidance to home in on hostiles in remote positions with deadly precision. This pack also has EMP grenades that disable vehicles and electronics. 20 regular and 10 emp grenades, respawns daily.

Zone Trooper's Kit (400cp): Powered combat armor that is heavily resistant to small arms fire, environmentally sealed. Has an integrated Jump Pack and comes with advanced scanners and an onboard medical system that can treat most injuries. Also comes with a deadly if somewhat slow firing miniaturized railgun, can pierce tank armor with ease. Quite heavy and usually requires zone trooper armor or a backpack to power it.

Zone Raider Kit (400cp) : Lighter weight then the Zone Trooper armor, the zone raider armor is much more mobile and comes with an integrated aspect seeking missile system on each shoulder, as well as a jump pack, advanced sensors and onboard medical system. Also included is a Sonic grenade launcher, based on the same technology as the shatterer, this weapon rapidly fires sonic grenades that are highly damaging to infantry and light vehicles.

Commando Kit (400cp): A heavy body armour made of Kevlar5 over a Mitsubishi elasticized polymer ceramic core, with a Data General Rugged System (DGRS) Sensor fusion helmet system and a hard point mounting system with an integrated Dai Nippon Skunk Works PCS/Jenner jump jet unit. Much lighter than a Zone trooper's armor but not environmentally sealed. For weapons you also get a GD Rail Carbine Rapid fire railgun that cuts through infantry armor like a hot knife through butter and can even damage light vehicles significantly and a bag of Detpacks, a next generation explosive that with proper placement, can destroy buildings and walkers with ease.

Alternatively for an additional 100cp you may get the canceled GD-10 Modular weapon system and Integrated Combat Suit, which were to be given to GDI's commandos after the third tiberium war.. The weapon can switch between 4 different modes: Magnetic Rail Gun: Standard rapid fire mode, small damage. Multiple Launch System (MLS): Fires four surface-to-air missiles simultaneously at up to four targets. Grenade Launcher: Launches grenades, holding the trigger suspends and rolls the grenade using a gravity pulse. Ion Cannon: Powerful miniature ion cannon, used to destroy heavy targets. High accuracy and range allows its use as a sniper weapon. The suit is largely composed of the same as the normal commando armor, but is environmentally sealed, has hardened comms and the same onboard medical suite as the Zone trooper armor.

Vehicles

Pitbull (100cp): Lightly armored scout used by GDI, Equipped with advanced sensors, a missile rack that can target and track both ground and air targets and an 80mm automatic mortar system.

Guardian APC (200cp): Developed after the second tiberium war, this six wheeled transport can carry up to 10 infantry who can fire their personal weapons from the numerous firing ports in the passenger area. Equipped with a remotely operated twin heavy machinegun turret that can engage both ground and air targets, and mine laying equipment that allows them to seed a minefield in seconds. Yours comes with armor piercing ammo that doubles the penetration against hardened targets.

M6 Predator (200cp): 65 ton Main battle tank for GDI, replaced the Titan walker due to the laters excessive weight, slow speed, maintenance costs and vulnerability to commandos. Normally equipped with a 150mm cannon, coaxial machine gun, and a missile pod, yours has been upgraded to use an anti-vehicle railgun that's devastating to even the heaviest armor. You may alternatively get the Bull tank, equipped with the same armament as the Predator, it uses the same drive system later used for the Mammoth mk3, has a smaller profile and is light enough to be air dropped by most GDI aircraft.

V-35 Ox transport (100cp): GDI's replacement for the Orca carry-all. Lightly armored and unarmed this VTOL aircraft comes with a infantry transport pod that can carry up to 10 infantry or without the pod, carry most gdi vehicles baring the MARV

Orca Drone (200cp): GDI unmanned aerial vehicle, equipped with two autocannons and four missiles. Has a built in harness so it can be controlled directly by a human, though they are completely exposed while doing so.

A-15 Orca (200cp): Features two ducted VTOL aerodynes, providing a maximum speed of 400 knots, with a combat range of 482 kilometers, or 1899 kilometers when stripped of combat gear. Its maximum flight altitude is 12 801 meters, with a climb rate of up to 762 meters per minute. Can be rearmed and refueled inflight. Armed with a 30mm nose cannon, and can be equipped with any combination of air to ground missiles, rockets or air to air missiles on the pylons. This one comes with enhanced sensors, an air droppable sensor pod, and enhanced hardpoints.

Firehawk (400cp): VTOL attack jet, equipped with air to air missiles or guided bombs. Has an onboard ai to help fly the aircraft, a neural interface for the pilot. Comes with ceramic armor, additional hardpoints and rocket boosters that allow the aircraft to reach the stratosphere in record time, allowing the pilot to get behind enemy air defenses to strike their target.

Hammerhead (400cp): GDI twin rotor gunship equipped with a twin barrel gatling cannon under each wing, Capable of transporting 10 power armored infantry who can also make use of their personal weapons while inside the vehicle.

Juggernaut (400cp): Battle walker with 3 huge artillery guns. Vulnerable to close assaults and air units, but extremely long ranged and packing a respectable amount of armor.

Mammoth Mk3 (400cp): GDI went back to the old style Mammoth tank that was so iconic in the first tiberium war. Equipped with twin 150mm cannons (upgradeable to railguns) and two 4.75inch missile pods for anti air defence. Slow but can crush most vehicles with ease.

Nod items

Nod gets a 50% discount for the following items, with 100cp items free.

Personal

Black Hand Kit (100cp): The Black Hand's standard issue sealed combat armor and flamethrower. The suit is highly resistant to ballistic weaponry and keeps the wearer cooled. Also comes with a nifty cape.

Hallucination grenades(100cp): Chemical grenades utilizing an unknown compound that are currently being used by Nod Confessors leading Militia squads. They can make any enemy soldier panic and hallucinate that his allies are his enemies, and they will in turn attack their former allies, or even on occasion, themselves. Even Zone Troopers are affected, which implies that the grenades are capable of either penetrating armor, or getting through any atmosphere filtration system in effect. 30 grenades that respawn daily.

Shadow Team Kit (200cp): advanced combat armor with a powered glider pack for silent infiltration and a personal cloaking device. Comes with two laser submachine guns, demolition charges and artillery beacons.

Nod Commando Kit (400cp): Two compact and deadly laser pistols capable of burning though even the heaviest GDI infantry armor, demolition charges and a personal cloaking device

Vehicles

Raider Buggy (100cp): Four wheeled off road vehicle equipped with a remotely operated machine gun that can engage infantry and aircraft. Lightly armored but very fast.

Attack Bike (100cp): Nod hit and run bike, equipped with two missile pods and virtually unarmored. Very fast and has built-in stealth detection sensors.

Reckoner (200cp): Armored personnel carrier, very heavily armored and can hold up to 30 infantry. Unfortunately unarmed. Can deploy into a bunker that allows troops to fire from inside.

Scorpion Tank (200cp): Tri threaded Nod standard battle tank. Designed with sloped frontal armor, and equipped with an offset 105mm cannon. Has a dozer blade to root out mines and crush infantry. Very maneuverable but the rear is lightly armored.

Flame Tank (200cp): Abandoning the rather fickle tunneling design of the Devil's tongue flame tank, nod returned to their roots with this four threaded tank. Equipped with two high pressure flame throwers mounted on a turret with 360 degrees of movement. Excellent for clearing out entrenched infantry, though its weapons are not very effective against heavy armor.

Specter (400cp): Nod's age old mobile artillery upgraded with stealth fields and rapid fire systems. Extremely long ranged.

Carryall (100cp): Nod's version of the retired ORCA Carryall, capable of airlifting up to 10 infantry or a single vehicle barring the Redeemer. Tougher than the Ox but slightly slower.

Venom (200cp): Nod VTOL aircraft, generally used as recon and air interception. Very fast and equipped with a chaingun (upgrades to a rapid fire laser) as well as a deflector mirror that allows beam cannons to bounce their weapon off of to hit distant targets. Has a signature generator that fools enemy radar into picking up multiple contacts.

Vertigo (200cp): Nod Stealth bomber that can deliver its single heavy bomb in near absolute safety. Equipped with a rear firing defensive machine gun. Can also deploy disruption pods that emit a stealth field to nearby friendly units.

Stealth Tank (400cp): Third generation hit and run vehicle used by nod. Has a stealth field generator and two missile pods. While it must drop its stealth field to fire, it can immediately bring it back up between volleys. Excellent maneuverability, but lightly armored.

Avatar (400cp): 10 meter tall bipedal Nod mech, the pilot is neurally linked to the unit, allowing them to control it like their own body. Equipped with a miniaturized Nod Obelisk laser, a stealth field generator, enhanced sensors and a shoulder mounted flamethrower. For 200 cp less you can instead get the Purifier prototype, which lacks the sensors and stealth field.



Companions

Import/Create (100cp): You may import or create up to 8 companions with 800cp each for 100cp. Companions do not get the item stipend or access to the Army or Base Builders and cannot purchase more companions.

Canon (Free/100cp): If you can convince them of their own free will, you may take any canon characters as a companion. For 100cp per person you can bypass this and recruit them anyway.

You may import existing companions into the following roles instead of getting new companions.

Lt. Fullerton (200cp, discount GDI): Posterboy for the GDI Commando program, Fullerton comes with the Soldier tree, and GDI Commando Kit.

Natalia(200cp, Discount Nod): A graduate of the brutal and top secret Nod Commando program, Natalia lost an eye during training but that hasn't affected her in the slightest. Comes with the Soldier tree, and Nod Commando Kit.

EVA(100cp): Short for Electronic Video Agent, this support AI can make surprisingly accurate complex strategic assessments and combat scenario predictions. EVA units are used by both sides, though Nod prefers to use the masciline voice while GDI sticks with the classic female, yours may use ether, or even a customised voice.



Base Builder

1000bp (base points). Companions do not get access to this section. You may convert CP to BP at a ratio of 1:2 but not vice versa. You may import properties into this section or import these properties into future properties at no cost. Assume the base is one property for these purposes.

Construction yard (one free, additional 100bp): Heart of every base. Has teams of engineers that will automatically repair other base structures. Can pack up the entire base and redeploy somewhere else.

Crane (50cp): Helps on base construction of additional structures, halving the time needed. Also automatically repair the base with a team of engineers.

Base Defenses (50/100/150bp): GDI has access to the Watchtower automated machinegun turret, the Guardian Anti vehicle turret, and Anti aircraft Battery. Nod has Shredder turrets, Laser turrets and SAM turrets. The first purchase gets you enough anti infantry defenses to cover the entrances of the base, as well as a strong wall to limit the approaches, the second gets the anti-vehicle and aircraft defenses, the third gives a secondary line of defense and scattered turrets to cover the entire base.

Advanced Base Defenses (100bp/200bp): Sonic Cannon Array and Obelisk of light. Powerful anti infantry and vehicle defenses, first purchase puts two towers at each entrance. Second purchase adds them to the secondary defense line (if the second level is purchased from base defenses). Sonic towers do not damage friendly units.

Sonic/Laser Fencing (100bp): Surrounds each structure with an anti personnel fence that prevents any infiltration, as well as bolstering the structures resealance.

Disruption Towers (100bp, Nod Only) Advanced Stealth field generator network that covers the entire base, making all structures, and units invisible to both visually and on radar. The towers themselves normally cannot be cloaked but yours do.

Tiberium Refinery (One free, additional 100bp): Center for resourcing operations, this facility refines raw tiberium. Comes with two harvesters and a green tiberium field. May upgrade to a blue tiberium field for 50bp Post jump you may attach the field to the warehouse, remove it entirely for a comparable source of income or keep as is with the option to limit the growth so it doesn't spread.

Tiberium Silo (50bp): Resource storage for tiberium. Post jump can store any hazardous material with zero chance of detonation (unless someone bombs it).

Growth Accelerator (50bp): A Scririn derived technology that speeds up the growth of tiberium.

Barracks/Hand of Nod (One free, additional 50bp): Primary training facility and housing for infantry.

War Factory (100bp): Rapidly constructs ground vehicles. Comes with 3 automated repair bots.

Airfield/Airtower (100bp): Primary production facility for aircraft, also has landing pads and facilities to rearm, repair and refuel friendly aircraft. Comes with 3 automated repair bots.

Air support tower (50bp): Supplementary landing pads for strike craft, comes with 3 automated repair bots and four spaces. Can rearm/refuel and repair friendly aircraft but not produce them.

Command Post/Operations Center (50bp): Provides early warning radar and long range communications.

Armory/Secret Shrine (50bp): Ammunition and weapons stockpile as well as where the base medical bay is located.

Tech Center/Tech Lab (100bp): Advanced research facility, with state of the art labs. Comes with a research staff.

Space Command Uplink (200bp, GDI ONLY, Unique): Maintains a link to the Philadelphia and other Orbital platforms. Can build and launch satellites (including ion cannon satellites but those require the ion control center too)

Tiberium Chemical Plant (200bp, NOD ONLY, Unique): Produces tiberium based weaponry, like the tiberium vapor bomb (a tiberium fuel air bomb), Catalyst missile (which violently detonates any nearby tiberium), as well as the ability to seed new tiberium fields, and detonate existing ones.

Ion Control Center (300bp GDI only, Unique): Links directly to the ion satellite network. In other jumps it comes with its own ion cannon satellite.

Temple of Nod (300bp Nod only, Unique): Center for Nod Worship, this building also doubles as a nuclear missile silo. It produces one ICBM with a tactical nuclear warhead every six months, with plenty of storage to stockpile additional missiles.

Army Builder:

1000 Army Points (AP). Can Convert CP to AP at 1:2 ratio but not vice versa. All units in the army builder are considered followers and do not respawn in jump, they will be replaced if killed/destroyed every week.

GDI units:

Riflemen (50ap): Squad of six GDI infantry, equipped with light armor and a GD-2 Rifle. Each purchase gets you four squads. GDI gets one free purchase.

Missile Squad (50ap): Pair of GDI infantry each equipped with an anti-armor/air guided missile launcher. Devastating to armor. Each purchase gets you five squads. GDI gets one free purchase.

Snipers (100bp, discount GDI): Twoman Spotter/Sniper team equipped with long range anti infantry rifles. Can easily spot for artillery and are equipped with gdi stealth suits, though these only work when they aren't moving. Each purchase gets you two teams.

Grenadier Squad (100ap, discount GDI): Four infantry equipped with ai-guided smart grenades that have built in anti gravity devices to reach much further and are more accurate then grenade launchers. The grenades cannot be detonated by accident and are great for clearing out occupied buildings. They also have EMP grenades available. Each purchase gets you 4 squads.

Zone Troopers (200bp, discount GDI): Six man heavy infantry squad equipped with Jump jet power armor and anti vehicle railguns. Each purchase gets one squad.

Zone Raiders (200bp, discount GDI): Primarily women because of their lighter weight, zone raiders are equipped with rapid fire sonic grenade launchers that decimate infantry and can heavily damage vehicles and structures. They also have built in anti air missile packs on their jump jet equipped power armor. Each purchase gets one six person squad. ZOCOM gets two purchases free.

Commando (200bp, discount GDI): Highly trained and in peak physical condition, the GDI Commando is a force to be reckoned with on the modern battlefield. Equipped with a environmentally sealed suit of light power armor with a built in jump pack allowing rapid mobility and armed with a rapid fire rail carbine that tears infantry to shreds, as well as detpacks to destroy enemy structures and slower vehicles (primarily walkers). Each purchase gets one.

Bulldog (100ap, discount GDI): Light recon vehicle, equipped with two missile launchers and a 80mm automatic mortar system. Also comes with advanced sensors that allow it to detect stealth fields. Each purchase gets ten.

Wolverine Mk2 (100ap, discount GDI): Redesigned light walker that's faster, stronger, better armored and armed then its predecessor. Equipped with two 20mm gatling cannons that tear through infantry and light armor. Each purchase gets four. Steel Talons get two purchases free.

Guardian APC (100ap, discount GDI): Six wheeled armored battle taxi. Can carry a squad of 10, including zone troopers in full gear who can fire from inside the vehicle via firing ports.. Equipped with a twin barreled Vigilante heavy machine gun that pulls double duty as anti infantry and anti air defense. Can also deploy mine fields automatically from attached racks. The gun system may be replaced with a mobile repair system that allows the unit to service allied vehicles in the field. Each purchase gets four.

Harvester (200ap, discount GDI): resource vehicle used to harvest raw tiberium, equipped with an automated light machine gun or missile launcher or an infantry bunker. Each purchase gets two.

Predator Tank (200ap, discount GDI): Deciding that titans, while visually impressive, weren't worth the increased maintenance a walker required, GDI retired them in favor of a traditional style main battle tank. Equipped with a 150mm cannon (upgradeable to railgun), a coaxial machine gun and 4.75 inch missile pod. Each purchase gets five.

Titan Mk2 (200ap, discount GDI): upgraded version of the titan that saw action during the second tiberium war, this mech was redesigned with angular dimond composite armor and reinforced joints. It still boasts the old 120mm cannon with a coaxial machine gun but can be upgraded to the same railgun the predator and mammoth uses with little trouble. Each purchase gets five. Steel talons get one purchase free

Slingshot (200ap, discount GDI): GDI's Primary anti air vehicle, this hover tank is equipped with four high performance anti aircraft guns and a radar tracking suite. Highly mobile. Each purchase gets four.

Shatterer (200ap, discount GDI): Refinement of the Devastator sonic artillery platform, mounted on a hover chassy, instead of firing a continuous wave it shoots a ball of condensed sound that shreds everything in its path. Primarily used as an utility vehicle for tiberium reclamation, this unit has been pressed into service as a combat vehicle. Each purchase gets three. ZOCOM gets one purchase free and access to the Zone Shatter variant, which can overload itself to fire a bigger, more damaging sonic blast.

Rig (200ap, discount GDI): AKA The battle base. This vehicle is the cornerstone of any GDI armored assault. Deploys into a temporary heavily armored repair center, sending out 3 automatic repair drones to fix allied vehicles nearby. Not defenseless, it has two guardian anti-vehicle turrets as well as a SAM pod to defend it from air attacks. Can easily and quickly fold back up to follow the attack force. Each purchase gets two.

Juggernaut Mk3 (400ap, discount GDI: Battle walker with 3 huge artillery guns. Vulnerable to close assaults and air units, but extremely long ranged and packing a respectable amount of armor. Each purchase gets three. Steel Talons get one purchase free and the option for the behemoth variant that has a garrison pod for infantry.

Mammoth Mk3 (200ap, discount GDI): GDI went back to the old style Mammoth tank that was so iconic in the first tiberium war. Equipped with twin 150mm cannons (upgradeable to railguns) and two 4.75inch missile pods for anti air defence. Slow but can crush most vehicles with ease. Each purchase gets three. ZOCOM gets one purchase free.

Orca Gunship (200ap, discount GDI): Armed with a m230 30mm autocannon, with six (upgradeable to 10), hardpoints for Air to Air, Air to ground missiles or rocket pods. Also has advanced sensors for detecting stealth units and can deploy sensor pods to keep eyes on an area. Each purchase gets four. One free purchase with each airfield, ZOCOM gets free access to the Sonic variant that replaces the ordinance with sonic weaponry.

Mammoth Armed Reclamation Vehicle (400cp, discount GDI, one purchase only): AKA the MARV is a Superheavy tank/mobile tiberium processing vehicle designed by ZOCOM. This heavily armored behemoth is armed with a tri barrel sonic cannon that can wreck entire armored platoons in a single shot, and also has four modular slots that can switch between various weapons. Yours has a built in self repair feature and can swap between the weapons slots after a short cooldown. Can run over and crush nearly any vehicle on the battlefield and also processes any tiberium it drives over automatically.

V-35 Ox (100ap, discount GDI): Unarmed and Lightly armored transport that replaced the Orca Transport and Carry-All, capable of lifting anything in GDI's arsenal with the exception of the MARV. Comes with a removable personnel pod for infantry. Each purchase gets four. One purchase free with each airfield

Firehawk (100ap, discount GDI): GDI's multirole fast attack aircraft. Can carry up to 4 (upgradeable to six) high explosive bombs or missiles, and has a built in autocannon. Much faster than the Orca, the Firehawk also has the ability to climb into the stratosphere, allowing it to avoid enemy anti air in between it and its prey. Each purchase gets four.

Hammerhead (200ap, discount GDI): GDI twin rotor gunship equipped with a twin barrel gatling cannon under each wing, Capable of transporting 10 power armored infantry who can also make use of their personal weapons while inside the vehicle. Each purchase gets four. Steel Talons get one purchase free.

GDI Hovercraft (100ap, discount GDI: The new hovercraft was created by Mikoyan Design Bureau/Scaled Composites, Inc. It uses angled surfaces and edge treatment typical of GDI advanced surface development. Also visible are the trapezoidal surface openings used to configure elements such as air intakes and operator compartment windows. Can carry up to 4 heavy vehicles. Four per purchase.

GDI Battleship (400ap, discount GDI): The GDI Battleship is a streamlined vessel, similar in design to an arrow, with the ship's superstructure rising in the middle. It is equipped with four side-mounted deck guns for dealing with regular naval threats, two anti-air missile launchers and a short range ballistic missile launcher that deals tremendous damage to all ground targets. What's more, the missiles can be accurately guided to their target by a GDI Sniper Team. One per purchase.

GDI Aircraft Carrier (600ap, discount GDI): Larger than the GDI battleship, they are designed for supporting ground forces and amphibious operations. These ships are equipped with one launch deck for deploying fully armed Firehawk fighters and four VTOL landing pads for Orcas, advanced sensor equipment and command interfaces, as well as four light deck guns for dealing with close threats. One per purchase.

Nod:

Militant Squad (50ap): Barely trained 10 man squad led by a fanatical nod priest. Each purchase comes in a pack of 3. Nod gets one free purchase.

Militant Rocket squad (50ap) 3 man squad, two rocket troops with tandem warheads led by a nod priest great at destroying enemy vehicles and aircraft. Each purchase comes in a pack of 4. Nod gets one free purchase.

Fanatics (50ap): Five man Nod Suicide bomber squads, fanaticly loyal to the cause. If you'd like you can instead have them be drones. They'll be just as susceptible as before but with less ethical concerns. Each purchase gets four.

Black Hand (100ap, discount Nod): Flamethrower equipped black power armored (with a nifty cape) troops. Well trained and inspire fear amongst their enemies. Six to a squad. Each purchase gets two, Black Hand gets two purchases free.

Awakened (100ap, discount Nod): Though seldom seen after Cabal's rebellion, Nod still has cybernetic forces. Heavily armored, armed with a EMP cannon on one arm and a heavy machine gun on the other. This squad of three are emotionless and utterly loyal. Each purchase gets two, The Marked of Kane gets two purchases free.

Enlightened (200ap, discount Nod): Three Elite Awakened, who swap out the machine gun for a particle beam, stronger armor and an enhanced emp cannon. Each purchase comes in a pack of 2.

Shadow Team (200ap, discount Nod): Four Nod professional soldiers trained for covert ops. Armed with two laser smgs, demolition charges and wearing a stealth field equipped bodysuit with a built in glider. Two per purchase.

Commando (200ap, discount Nod): An Elite female soldier, equipped with two rapid fire laser pistols, demolition charges and a personal cloaking device. Each purchase comes with one.

Raider Buggy (100ap, discount Nod): Four wheeled off road vehicle equipped with a remotely operated machine gun that can engage infantry and aircraft. Lightly armored but very fast. Ten per purchase.

Attack bike (100ap, discount Nod): Nod hit and run bike, equipped with two missile pods, advanced sensors and virtually unarmored. Very fast. Ten per purchase.

Reckoner (100ap, discount Nod): Armored personnel carrier, very heavily armored and can hold up to 30 infantry. Unfortunately unarmed. Can deploy into a bunker that allows troops to fire from inside. Five per purchase.

Scorpion Tank (200ap, discount Nod): Tri threaded Nod standard battle tank. Designed with sloped frontal armor, and equipped with an offset 105mm cannon. Has a dozer blade to root out mines and crush infantry. Very maneuverable but the rear is lightly armored. Each purchase comes in a pack of six.

Mantis (200ap, discount Nod: AI controlled anti air vehicle. Armed with advanced guided missiles. Each purchase comes in a pack of four.

Harvester (200ap, discount Nod): Covered with a stealth field, this vehicle gathers raw tiberium to be processed at the nearest nod refinery. Two per purchase.

Flame Tank (200ap, discount Nod): Abandoning the rather fickle tunneling design of the Devil's tongue flame tank, nod returned to their roots with this four threaded tank. Equipped with two high pressure flame throwers mounted on a turret with 360 degrees of movement. Excellent for clearing out entrenched infantry, though its weapons are not very effective against heavy armor. Each purchase comes in a pack of four. Black Hand gets one purchase free.

Beam Cannon (200ap, discount Nod): Six wheeled nod laser artillery. Requires direct line of sight, though it can instead bounce its laser off friendly Venoms. Lightly armored and highly mobile. Can combine its beam with others to increase the damage, or in a pinch charge a Obelisk of Light, increasing the damage, rate of fire and range. Three per purchase.

Specter (400ap, discount Nod): Nod's age old mobile artillery upgraded with stealth fields and rapid fire systems. Extremely long ranged. Four per purchase.

Stealth Tank (200ap, discount Nod): Third generation hit and run vehicle used by nod. Has a stealth field generator and two missile pods. While it must drop its stealth field to fire, it can immediately bring it back up between volleys. Excellent maneuverability, but lightly armored. Four per purchase.

Purifier (200ap, discount Nod): Black hand prototype of the Avatar. Equipped with a portable obelisk laser, and flamethrower as well as a subliminal messaging system that inspires allied infantry. Each purchase comes in a pack of three. Black Hand gets one purchase free.

Avatar (200ap, discount Nod): Nod's answer to the mammoth tank. Equipped with a portable obelisk laser, practical beam, stealth generator, flame thrower and advanced sensors. Heavily armored but vulnerable joints make it a prime target for commandos. Can crush most vehicles. Three per purchase. The Marked of Kane gets one purchase free.

Redeemer (400cp, discount nod, one purchase only): Nod counter to GDI's MARV, this four legged mech is primarily armed with a long range three part laser derived from the Obelisk of light, a Rage Generator that turns nearby enemies upon each other, as well as two modular slots that could be upgraded with various weaponry or a self repair function. Yours comes with the latter for free and you can swap

between the others with a short cooldown. Extremely heavily armored and can crush nearly any vehicle in GDI's Arsenal.

Venom (100ap, discount Nod): Nod VTOL aircraft, generally used as recon and air interception. Very fast and equipped with a chaingun (upgrades to a rapid fire laser) as well as a deflector mirror that allows beam cannons to bounce their weapon off of to hit distant targets. Has a signature generator that fools enemy radar into picking up multiple contacts. Four per purchase.. One free purchase with each Airtower.

Vertigo (200ap, discount Nod): Nod Stealth bomber that can deliver its single heavy bomb in near absolute safety. Equipped with a rear firing defensive machine gun. Can also deploy disruption pods that emit a stealth field to nearby friendly units. Four per purchase..

Carry-All (100ap, discount Nod): Nod adapted use of GDI's now defunct Orca Carry All into their own design. Similar to the V-35 Ox in purpose, this vehicle can carry nearly any nod vehicle, baring the Redeemer. Lightly Armored and unarmored. Four per purchase.. One free purchase with airtower.

Nod Hovercraft: (100ap, discount Nod): Rarely seen, the Nod hovercraft effortlessly glides over the oceans, silently delivering its cargo of up to 4 heavy vehicles. Unarmed and only lightly armored, they are never seen in direct combat. Four per purchase.

Nod Battleship (400ap, discount Nod): Heavily Armed and Armored, the Nod Battleship is equipped with Six triple barreled turrets, ten double barreled secondary turrets and five forward mounted vertical launch system missile tubes. One per purchase.

Army upgrades:

800 UP (upgrade points) stipend. You may convert CP to UP at a 1:2 ratio but not vice versa.The upgrades you buy here affect your units and base, you may also apply these to other forces given enough time. 50% discount for same faction upgrades, with the exception of the subfaction discounted ones.

GDI:

Armor Piercing Ammo(100up): Replaces standard munitions with anti infantry rounds that puncture light armor much easier. Affects Riflemen, Watchtowers, APCs, Wolverines and Hammerheads.

Tungsten Shells(100 up): Tungsten steel ultra dense munitions that shred aircraft. Affects AA Turret and Slingshot

Hard Points (100up): Expanded munition points, increases weapons load for aircraft. Affects Orca, Firehawk.

Ceramic Aircraft armor (200up): New material armor that increases aircraft survivability. Affects Orca, V-35 Ox, Firehawk and Hammerhead

Composite armor(200up): High tech replacement armor for infantry: Riflemen, Missilesquads, Snipers, Engineers, Greenedeers and Commandos.

Tiberium Field Suits (200UP, discount ZOCOM): Armored NBC combat suits. Affects Riflemen, Missile squads, Engineers, Snipers, Greenedeers, and Commandos. If bought with composite armor, they may be combined for greater survivability.

Adaptive Armor (200up): Superior armor for main battle units that grant immunity to electromagnetic pulse effects. Affects Titans, Predator tanks, Mammoth Mk3.

Railgun Upgrade (400up): Replaces standard cannons with railguns, improving damage, and rate of fire. Affects Titans, Predator Tanks, Mammoth Mk3, Battle Base, and Guardian Turret.

Railgun Accelerator (200UP, discount Steel Talons, requires railgun upgrade): Improved rate of fire. Affects Titans, Predator Tanks, Mammoth Mk3, Battle Base, Guardian Turret and Zone Troopers.

Nod:

Tiberium Infusion (100cp): Rather unethical, injects a special tiberium serum that makes units tougher, faster and immune to tiberium exposure. Affects Militant squads, militant rocket squads, fanatics.

Tiberium Missile Core (100up): Doubles the explosive power of missiles using tiberium enhanced explosives. Upgrades Attack bikes, Stealth tanks, SAM turrets, and Mantis

Emp Coils (100up): Electromagnetic pulse generators that disable enemy vehicles and structures in the blast radius. Upgrades buggies.

Dozer Blades (100up): Anti-mine and heavy infantry dozer blade attached to the front of a vehicle, enhancing its armor. Upgrades Reckoners and Scorpion tanks.

Spitfire Laser Capacitor(200up) : Laser weaponry replacement (as well as a wattage upgrade for laser turrets). Upgrades Buggies, Scorpion tanks, Venoms and Laser turrets.

Charged Particle Beams (200up): Replaces militant GD-2 rifles with particle rifles. Upgrades Militants, and Shredder turrets.

Super Charged Particle Beams (200up, discount Marked of Kane. Requires charged particle beams): Enhanced capacitors for vehicle sized energy weapons. Ups the damage on Venom, Enlightened and Shredder turrets.

Purifying Flame (200UP, discount Black Hand: Black hand devised flamethrower upgrade. Uses a Tiberium-Carbon that burns much hotter (and a nice blue), making flame equipped units melt even vehicle armor. Affects Blackhand, Flame tanks, and Purifier mechs (as well as Avatar mechs with flamethrower upgrade).

Redemption (400up, discount Marked of Kane): Unbeknownst even to themselves, many Nod loyalists were secretly upgraded with cybernetics just waiting for a signal to activate. When killed, your infantry revives as Awakened.

Cloaking Field (200up): A temporary cloaking field applied to any friendly ground vehicles and landed aircraft. Will last an hour before it runs out of energy. Attacking or getting too close to enemies with advanced sensors will disrupt the cloak, though it will quickly come back once these actions have stopped.

Scenarios:

Scenario: The Third Tiberium War

You're the respective commander for one of the sides during the third tiberium war.

Reward: Additional 300cp to spend on anything in the jump

Scenario: Kane's Wrath

You take the place of the AI LEGION, and are tasked with reuniting Nod after the second tiberium war, and recovering the tacitus.

Reward: Additional 300cp to spend on anything in the jump



Drawbacks

History Import toggle: +0cp

Start in Redzone +200cp: Red Zones make up aproxemently 30% of the earth's surface, completely abandoned by both GDI and NOD the only life forms that survive out here are the Forgotten Mutants and various tiberium lifeforms such as Visceroids that live amongst the long decaying ruins. You may start in any redzone on earth.

Most Wanted (+200cp/+400cp): GDI or Nod have you at the top of their hitlists and will always be gunning for you. For 400cp both factions have it out for you, though they'll focus on each other first.

Kane's Attention (+200cp): Your nature as a jumper is known by Kane, who wishes to abduct and experiment on you. He won't focus entirely on you unless you also take Most Wanted (Nod/Both).

Raw Recruits (+400cp): Instead of fully trained units, you'll get a bunch of green recruits that haven't even passed basic training yet. Good luck training them up. Cannot be taken with Standing Alone.

Standing Alone (+600cp) For a not insignificant amount of cp, you may opt out of the Army builder and Base builder sections.

The Scirin Are Back +600cp: The Scirin invasion is in reality a tiberium harvesting operation mostly conducted by robotic mining units and light escorts. After repulsing the invasion GDI determined a second invasion would likely occur and prepared though by 2077 this still had not occurred. Well that changes now, the Scirin will be back in 5 years and have brought even more devastating forces to bear, intent on crushing GDI and NOD and harvesting all of Earth's tiberium.

Well it's been 10 years and you've survived (or not) another jump. All drawbacks are revoked and you now have a choice but first you have the option of removing any unwanted tiberium from yourself, companions, items and warehouse, just in case some managed to sneak in without your knowledge.

Battlefield Control Terminated: Had enough? Time to head home then. Have another 1000cp as a going away present to buy whatever you want from here before you leave.
Establishing Battlefield Control: You wish to stay? Well that's your choice, have another 1000cp to spend on whatever you want here, you're probably gonna need it.

Mission Accomplished: Continue Jumping, maybe we'll see you again?

Notes:

1. Yes I know there was a tiberium wars jump already, but it was kinda….lacking.

2. As a courtesy, all tiberium contamination will be removed once the jump is complete, with tiberium fields continuing to produce a nontoxic form of tiberium that refuses to spread. Tiberium based weaponry will continue to work as normal but the crystals will not result in new tiberium fields forming. Wouldn't want you accidentally destroying other worlds now (this is optional).

3. Importing your armies is similar units to similar units (See Command and Conquer Supplement for more details).

4. Importing your base means you can update the old buildings with new functions and gain new structures. If for instance you imported your tiberium sun base, you probably don't need to buy another war factory, but doing so gives you another structure with manufacturing capabilities and storage. (See Command and Conquer Supplement for more details)

5. Yes some of the upgrades and items do more then they do in game but it makes more sense this way.

6. I copied most of the drawbacks and faction perks from my tiberium sun jump since, well A: It's the same universe and they still fit perfectly (abit with a little rewording), and B: it was my goddam jump anyway so I'm allowed to copy :P.

7. Bases come with a small defense force and staff but they will not leave the base.

Version History:

1.0: First release.
1.1: Reduced Upgrade point stipend, discounts for upgrades for same faction, added description to GD-2 Rifle, Clarified that companions don't get stipends, minor capitalization errors fixed, added note 7, reduced scenario reward to 300, reduced companion cp to 800.

Scirin Scenario WIP Ignore!
Welcome back, Foreman 371. Icor LQ detonation detected on previously seeded planet. Initiating Harvesting Procedures.

Scirin origin

Scirin body: ???????

Reaper subfaction

A death cult

Traveler subfaction

Scirin Army builder

Scirin Base Builder

Drone Ship: Technically a vehicle

Foundery

Portal: Infantry Production facility

Extractor:

WarpSphere: Ground unit production facility

Gravity Stabilizer: Air unit production facility,

Nerve Center: Functions similarly to a GDI Command Post or Nod Operations Center, providing the base with accurate radar and communications.

Stasis Chamber: Poorly understood by GDI and NOD, this structure seems to generate a temporal stasis field, freezing the target in time. Units and structures affected by this are invulnerable but can't move, attack or otherwise function until the field collapses.

Technology Assembler

Signal Transmitter

Rift Generator: Scirin Superweapon, opens a wormhole linked to deep space, creating a powerful vortex that sucks in everything in a large radius.

Buzzer Hive: Scirins anti infantry defense, releases swarms of buzzers that seek and destroy enemy infantry, cutting to pieces easily. Spawns up to 3 buzzer swarms at a time.

Photon Cannon: Scirin Anti armor base defense that despite its name fires bursts of plasma disks similar to the plasma missile battery. While it cannot target aircraft it does make short work of vehicles and while less effective, can wear down infantry as well.

Plasma Missile Battery: Scirin anti air defence, fires searing hot plasma disks that melt though armor.

Storm Collum: Scirin Advanced base defense that can target both air and ground units by generating a localised Ion storm. Scirin Aircraft can use these localised storms to help power their systems, even repairing damage.

Warp Chasm

Scirin powers

Reconstruction drones: Teleports a small swarm of automated repair drones that can repair friendly Scirin infantry and vehicles. Disappear after a short period of time.

Lightning Spike: Teliport a 2 story tall self powered ground defense emplacement that fires bolts of energy similar to lightning at targets, and is effective against light armored vehicles and infantry.

The Swarm: Teleports 5 buzzer swarms into an area.

Tiberium Vibration Scan: Can detect any tiberium and tiberium based units in a wide range (insert range here). Post jump can be changed to detect other specific materials, such as uranium.

Stasis Shield: Creates a completely impenetrable spherical shield approximately (insert size here). Unfortunately the units inside cannot fire or move while the shield is active.

Phase Field: Similar to the stasis field but doesn't work on structures, this field puts affected units temporarily out of sync with the physical world, rendering them invulnerable to most attacks but prevents them from returning fire. Unlike the stasis shield, units may still move while under the effects but are vulnerable to EMP strikes and being physically crushed.

Wormhole: Creates a time/space distortion that teleports units between two points. Caution is advised as the wormholes will transport hostile units as well as friendly ones.

Inchor Seed: Creates a small field of tiberium,

Infestation: Teleports a Tiberium hive onto a selected tiberium field, which generates damaging radiation that affects both friendly and hostile units. The structure itself is rather vulnerable and the field does not affect air units.

Overlord’s Wrath: Calls a tiberium meteor down from orbit that will crash into the surface, devastating any structures or units in the area and creating a fresh tiberium field.

Shock Pods: Instantly teleports 3 veteran shock trooper squads

Temporal Wormhole: Creates a circular field of space/time that is significantly slower than the normal flow of time.

Scirin techology

Blink Packs: Short range teleport devices issued to Shocktroops

Advanced Articulators: increases scrin infantry speed drastically.

Forcefield Generators: Upgrades Planetary Assault Ships, Devastator Warships, and both variants of Tripods with regenerating plasma based shields that absorb incoming fire.

Attenuated Force fields: upgrades gunwalkers, shard walkers and seekers with a force field.

Plasma disk launchers: upgrades shock troops weapons to devastating multirole plasma weaponry

Shard launchers: upgrades seekers, plasma missile batteries and photon cannons to fire tiberium shards increasing their damage significantly. Ravagers and Shard Walkers upgrade to blue tiberium shards.

Traveler Engines: Increases the speed of air units by 30%