


Command and Conquer Tiberium Sun jump

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Version 1.6

In 1995 a meteor crashed near the Tiber River in Italy and a mysterious crystal dubbed Tiberium was found spreading from the crash site. This crystal, while extremely rich in resources, was highly toxic and spread quickly throughout the world. It slowly began terraforming the environment into something very hostile to human life, as well as mutating wildlife and humans into something... else. An Ancient organization calling itself the Brotherhood of Nod proclaimed the crystal to be a gift to the long suffering 3rd world nations, a great equalizer. They started to war against the first world nations, who banded together under the UN Global Defense Initiative. The first war ended in Nod's defeat and the death of its leader Kane, but now in 2030 Nod prepares to rise again, and Kane has come back from death to lead it.

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.

## Faction:

Choosing a faction is free.

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.

The Forgotten: A loose confederation of humans with a rare genetic mutation that grants them immunity to Tiberium. Shunned by GDI and Nod, the Forgotten have carved out their own territory in the most contaminated parts of the world using whatever resources they can salvage.

## Perks:

Discounts are 50% for the matching faction/origins, with 100cp perks becoming free.

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. You are now immune to tiberium. 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.

Geneva Convention Enforcement (100cp, free Civilian): Both the GDI and Nod have bad track records when it comes to their treatment of noncombatants, especially mutants. With this perk you won't be arrested, interrogated and or shot without actual cause, such as participating in combat, or stealing.

Basic Training (100cp, free Soldier): 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 breeze with this.

I Can Fix That! (100cp, free Scientist): 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.

Hijacker (200cp, discount Civilian): 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 (200cp, discount Soldier): 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.

I've Got Your Codes! (200cp, discount Scientist): Hacking networks and turning automated defenses against their own side is simple for you. This also allows you to take control of enemy facilities (much like an engineer), though this will take time and concentration.

Mutant Friend (400cp, discount Civilian): Tiberium's effect extends not only to terraforming the earth but to animals as well, creating terrifying creatures such as the Tiberium Fiend and Visceroid. You can befriend animals of all types, even ones that would normally be very hostile to you.

The Art of War (400cp, discount Soldier): 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.

Tiberium Is Power! (400cp, discount Scientist): Tiberium opened up so many avenues of research that were previously discarded, simply because the energy requirements that were thought impossible to meet were suddenly well within their grasp. You can now come up with such ingenious devices, technology with the crystal and recreate existing ones to function without it.

## 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.

## 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.

## The Forgotten:

Tiberium Regeneration (free for Forgotten, Forgotten only): 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.

Enhanced Physiology (400cp, discount Forgotten): Exposure to tiberium has made you tougher, faster and stronger than any human. You tower nearly two and a half meters tall, 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.

Scrounger (600cp, discount Forgotten): The Forgotten use equipment which consists almost entirely of scavenged, hijacked or otherwise stolen weaponry and vehicles, which has been known to include anything from modified civilian vehicles outfitted with armor plating and weapons to equipment hijacked from both GDI and Nod depots, to disposed and obsolete Mammoth tanks. You now have this ability to make effective use out of outdated equipment and vehicles, as well as the ability to diagnose, repair/salvage anything of value.

## Items:

All Items below come with infinite ammo and fuel, they also repair themselves over time and will respawn in the warehouse if lost, stolen, or destroyed. The Forgotten may choose two discounts for each tier (50, 100, 200 ect) from either faction not counting the general section, to reflect their nature as battlefield scroungers. Everybody gets a **400 cp stipend** for this and the companion section only.

## 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. Also includes signed memorabilia by the cast. For 50cp extra, post jump it includes a version of the games with the changes you made.

M16 Mk. II Pulse Rifle (50cp, one free for everybody): Standard issue rifle for both sides of the conflict, fires .22 caliber pulse ammunition and has a multi function underbarrel launcher.

Light Armor (50cp, one free everybody): Light combat armor, environmentally sealed. Not rated for use in actual tiberium fields. Helmet comes with integrated hud, comms and air filters to protect against airborne tiberium and other contaminants. Oddly, Nod's version comes with better overall protection, along with thermal optics and an armored faceplate. You may choose to have the latter's upgrades as the GDI.

C4 (50cp each): A powerful composite explosive used primarily for demolishing buildings. Infinite supply of 10 pound bricks, though you can only have 4 active at a time. Comes with remote and timed detonators.

Jump-Jet Pack (50cp): A jetpack that allows limited (and rather slow) sustained flight. Easy to control and has a slot to mount an M-16 mkII to fire while flying.

Tiberium Sample (50cp): A sealed container with a chunk of blue Tiberium inside, that when planted will create a blue tiberium field. Be very careful of using this in future jumps as Tiberium is very invasive.

Medic Kit (50cp): Briefcase sized trauma kit that has infinite supplies, including tiberium poisoning antidotes. Updates to the best portable tech available in a jump but does not downgrade.

Mobile War Factory (200cp): A semi truck sized vehicle that can deploy into a vehicle factory, able to produce any vehicles you have the schematics and resources for (within reason). Resources not provided, but will draw from the warehouse or any source of funding at your discretion.

Ghost Stalker Railgun (200cp, discount Forgotten): Miniaturized version of the weapon mounted on the Mammoth mk2, this weapon can tear through most vehicles in a single shot. This particular model does not leak any radiation.

X-66 Mammoth Tank (200cp, discount Forgotten): GDI mothballed these years ago, phased out in favor of walker units like the Titan and Mammoth Mk2. Excessively heavily armored, and armed with two 150mm cannons and twin 60mm TUSK missile pods, this vehicle can self repair in combat and is still a massive threat on the battlefield.

## GDI items:

Amphibious APC (100cp, one free GDI): An unarmed but well armored infantry transport. As the name implies, it is amphibious and can nearly go as fast in the water as it can on land. Can carry up to 20 infantry as well as supplies to resupply them.

Wolverine Mk1 (100cp, one free GDI): Bipedal mech equipped with two vulcan cannons, allowing it to tear infantry to shreds. While heavily resistant to small arms fire, its thin armor makes it very vulnerable to anti-vehicle weapons. For an additional 100cp (discounted GDI) you may upgrade to a Wolverine Mk2 that saw action after the second Tiberium War. It comes with better speed, agility and armor piercing rounds for its guns.

Hover MLRS (200cp, discount GDI): A hovercraft with twin missile launchers. Moderately armored but very fast and unaffected by difficult terrain, including water. Missiles are highly damaging to vehicles and can track air units without issue.

Disrupter (200cp, discount GDI): Experimental Sonic weapons platform. Mounting a Sonic disruptor on a quad tread tank chassis, the disruptor fires an extremely deadly 'wave' of directed sound that induces vibrations to shatter vehicles and structures apart, not to mention the devastating and gruesome effect it has on infantry. Heavily armored but slow and with a rather short attack range, care must also be taken to prevent friendly fire as the sonic waves are indiscriminate. For an additional 100cp (discounted GDI) you may upgrade to a Shatterer, a post war version of the disrupter mounted on the Hover MLRS chassis. While this vastly reduced its armor and fixed the weapon to the hull, it increased the range and maneuverability tremendously. Yours also has an Overload mode that increases the damage by roughly 50% at the cost of disabling the vehicle for a short period of time.

Titan Mk1 (200cp, discount GDI): Steel Talons prototype of the next generation Titan, this battle walker comes with a special adaptive armor mode that when active vastly reduces damage and makes the unit immune to EMP. Normally equipped with a 120mm cannon, this model has been upgraded with a railgun with a special mode that nearly triples the rate of fire though only for a limited amount of time. Can easily crush most vehicles.

Juggernaut (400cp, discount GDI): GDI mobile artillery walker, a modified titan equipped with a naval turret with 3 120mm cannons. Has to anchor itself to fire. For an additional 100cp (discount GDI) you may upgrade to the Steel Talon's Behemoth, which sports a much quicker deployment system as well as a configurable weapons pod for short ranged self defense. Can also crush most vehicles.

Hammerhead (400cp, discount GDI): Another Steel Talons prototype, the hammerhead is a twin rotor attack/transport helicopter equipped with two twin vulcan cannons, mounted under each wing. Capable of transporting up to 10 standard infantry that can also shoot out from the Hammerhead, it can operate without resupply or refueling for days. Yours comes with AP ammo making it a dire threat to most vehicles, and ceramic armor that vastly increases its survivability.

Orca (400cp, discount GDI): GDI's standard VTOL aircraft. Lightly armored and equipped with a nose mounted chain gun and eight hellfire missiles. You may also choose a different Orca variant, such as the Bomber, Carry All or Transport for no additional cp. For 100 additional cp (discounted GDI) you may choose the Orca Dropship, which has orbital capability and a vast cargo capacity. As a bonus for buying it here, all orca variants come with the stealth upgrade, making them invisible on radar and much harder to lock onto by hostile forces.

Mammoth Mk II (400cp, discount GDI): Successor to the legendary mammoth battle tank, this four legged mech is a nearly unstoppable threat to nod operations. Equipped with twin railguns, two dorsal mounted missile launchers and a chin mounted autocannon. GDI spared no expense and even installed a self repair system that will repair battle damage even in the midst of combat.

Orca Command Vehicle (400cp, discount GDI): An airborne mobile command center. Transports and resupplies GDI troops with its onboard armories and medical bays. While unarmed the ship is very heavily armored and sports a large cargo bay in the rear which can carry dozens of vehicles. Can reach low earth orbit unassisted.

GDI Philadelphia (600cp, discount GDI): GDI's Orbital command center, this large space station also can deploy limited support, such as infantry drop pods, anywhere in the world within minutes. It retains any modifications and if destroyed, will respawn in orbit every 10 years.

## Nod Items

Attack Buggy (100cp, one free Nod): A fast, lightly armored all terrain vehicle equipped with twin gatling guns. You may instead choose the attack bike which features twin missile launchers but is even more vulnerable.

Mobile Repair Vehicle (100cp, one free Nod): An unarmed and lightly armored AI driven support vehicle that can identify and repair most vehicles in the field. For 100cp (discounted nod) you may upgrade it with a stealth field that will render it invisible when not actively repairing.

Subterranean APC (200cp, discount Nod): An unarmed and lightly armored vehicle with the special ability to burrow through terrain and deploy its cargo of up to 20 infantry.

Tick Tank (200cp, discount Nod) Nod's main battle tank, equipped with a 90mm cannon and a coaxial gatling, moderately armored. Equipped with an entrenching tool that allows it to bury most of the hull, greatly increasing its durability at the expense of total immobility.

Harpy (200cp, discount Nod): A derivative of the ancient AH-64 apache gunship, it features a very sleek aerodynamic design that's invisible to radar and an integrated 30mm chaingun. Primarily used as a scout or to evacuate important personnel. For 100cp (discounted Nod) you may upgrade to a Venom patrol craft. Developed at the end of the war, it features a rapid fire laser weapon, advanced sensors, and signature generator that can trick enemy radar into thinking there are multiple aircraft.

Banshee (400cp, discount Nod): Advanced VTOL Nod Fighter/bomber derived from alien technology. It is equipped with two rapid fire plasma cannons that are devastating to vehicles and infantry though only moderately effective against structures. Normally has to recharge after a few strafing runs, yours obviously never runs out of ammo.

Devil's Tongue (400cp, discount Nod): Based on similar technology of the subterranean apc, this twin flame thrower equipped tank can burrow through the ground and pop into enemy bases unannounced, scorching infantry and structures alike with its deadly napalm. Normally unable to burrow through military grade pavement, yours has been upgraded to chew through most impediments without issue.

Stealth Tank (400cp, discount Nod): Second generation stealth tank, completely invisible, fast and highly agile. Has to disable its stealth cloak to fire its twin missile batteries. For an additional 200cp (discount Nod) you may upgrade the cloak to allow stealth firing, and the missiles with higher damaging tiberium core explosives.

Montauk (400cp, discount Nod): Nod subterranean command vehicle. While GDI rules the skies, Nod commands the underground. Counterpart to the Orca command vehicle. Unarmed and heavily armored, the Montauk normally utilizes a series of tunnels constructed by nod and has limited burrowing ability. Yours is upgraded to tunnel at full speed and use non interceptable and non traceable communications equipment, allowing you to command your forces without exposing your position. Can carry dozens of Nod vehicles and a company of troops.

NOD World Altering Missile (600cp, discount Nod): Kane's ultimate goal during the second tiberium war was the deployment of this weapon. An advanced ICBM that would instantly seed tiberium over the entire

planet, converting all carbon based lifeforms into tiberium based ones.  It comes with its own launch silo and will respawn once every 10 years.

## Companions:

Companion Import/Creation (100cp): Import or create up to 8 companions w/800cp each, along with their choice of origin and any freebies. Companions do not gain access to the Army or Base building sections and share the same faction as you.

Canon companion (0cp): If you can convince them of their own free will to accompany you, you may take any canon character from this jump.

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

Cabal/EVA (200cp): An AI assistant. Highly intelligent, your copy won't betray you and try to exterminate humanity, I promise.

Drop Pod Troops (200cp, discount GDI): A veteran squad of Six riflemen and four grenadiers arrive via drop pod, and follow your commands. Takes one companion slot and comes with all the GDI and Soldier perks.

Cyborg Assault Team (200cp, discount Nod) Six Nod cyborgs, equipped with deadly chain guns and grenade launchers. Heavily armored but not very creative. Loyal only to you and unhackable. Takes one companion slot and comes with all the Nod and Soldier perks.

Elite Cadre (200cp, discount Nod): Twelve Highly trained and motivated Nod black hand infantry equipped with heavy pulse rifle and Nod light power armor.  After CABAL's betrayal, Nod forgoed the use of cyborgs for these elite special forces.  Take up one companion slot and come with all the Nod and Soldier perks.

Cyborg Commando (400cp, discount Nod): Equipped with a devastating plasma cannon that can reduce tanks and structures to twisted ruins in just a few shots, heavily armored, self repairing. Comes with all the Nod and Soldier perks.

Ghost Stalker (400cp, Discount Forgotten/GDI):  A Forgotten mercenary that occasionally works with GDI, the man only known as Ghost Stalker.  Comes with Ghost Stalker Railgun, C4, all the Forgotten and Soldier perks.

Tiberium Fiend (400cp, discount Mutant Friend or Forgotten): A dog-like tiberium mutant that stands 5 feet tall and weighs over 400 pounds, extremely tough and capable of firing armor piercing shards of tiberium from their snouts. They also have teeth that can easily tear through flesh and steel. Yours behaves like an overgrown dog and its tiberium shards are inert and don't spread tiberium (but are still very very deadly)  Comes with Tiberium Regeneration, Enhanced Physiology, Geneva Convention Enforcement and Mutant Friend.

## Base Building Section

**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. Forgotten may choose either Nod or GDI for the uniques but not both. You may split the base into multiple bases, as long as you have at least one construction yard for each base, Defenses cover all bases evenly (the third purchase would give each base a primary, and secondary line of defense).

Construction Yard (100bp, one free): The start of your base. With this you may pack up and move your base (though it will take time to tear down and set back up, this vastly reduces the time needed). Holds materials and a cadre of engineers to keep the base in top shape. Additional purchases allow quicker construction and repair, or multiple bases.

Walls, Gates and Pavement (50bp/100bp): Surrounds your base with high strength concrete walls, reinforces the entrances with gates and watchtowers and makes the ground impervious to the burrowing of enemy forces (friendlies are unaffected so be careful). A second purchase surrounds each structure with an additional wall and access gate, making it extremely hard to infiltrate or target them directly.

Base Defenses (50/100/150bp): Automated or remotely controlled base defenses, for the GDI these would be Vulcan cannons, SAM launchers and RPG turrets. For Nod this would be Laser turrets, and SAM sites. The first purchase gets you enough defenses of both to cover the entrances of the base,, the second triples the amount, the third gives a secondary line of defense and scattered turrets to cover the entire base.

Advanced Base Defenses (100/200bp): EMP Turrets and Obelisks of Light (Nod) and Laser Fencing (Nod) or EMP Turrets, Railgun turrets(GDI) and Firestorm Defense (GDI). Requires a large amount of power. First purchase puts two at each entrance. Second purchase adds them to the secondary defense line (if the second level is purchased from base defenses).

NOD Obelisk of Darkness/Lightning Obelisk (Requires advanced base defenses, NOD Only, 200bp): A prototype upgrade to the Nod Obelisk of light, the Obelisk of Darkness can target aircraft as well as ground units. Its cousin, the Lighting Obelisk was designed as a rapid fire variant of the Obelisk of Light. Each is self powered and you get one variant of your choice at each entrance per level of advance base defenses.

Power (50bp, one free): Basic power plant, enough energy to power a base and defenses, though multiple or advanced reactors required for advanced defenses, and some other structures. May upgrade to an advanced reactor (Nod) or adding two turbines (GDI) for 50bp each

Barracks/Hand of Nod (50bp, one free): Place where infantry are trained, armed and rest. Training facilities are underground.

Refinery (100bp each, one free): Harvests tiberium to provide resources. Post jump creates a steady stream of revenue. Each comes with a harvester and a nearby regenerating green tiberium field, which you may keep post jump if you wish. For an additional 100bp you may upgrade the field to blue tiberium, which is much more valuable but is very volatile.

War Factory (100bp): Rapidly builds vehicles. May produce new designs if new blueprints are added to the database. Includes underground vehicle storage.

Radar (50bp): Early Warning system for the base, can track both ground and air units and acts as a communications relay.

Repair Pad (100bp): Rapidly and cheaply repairs any vehicles automatically. Post jump can salvage or scrap any wrecks placed in the work area.

Helipad (50bp each): Constructs, rearms, refuels and repairs up to 4 aircraft and has an attached underground hanger for up to 8.  Aircraft are built in the hangar.

Tech Center (100bp): Acts as an advanced research facility. Comes with a staff of follower scientists/engineers.

Missile Silo/Ion Cannon Uplink (300bp, requires multiple power plants or upgraded power): Deploys a devastating weapon, an AI controlled stealth cluster cruise missile (Nod) or links to the orbital ion cannon network (GDI). For an additional 200bp you can upgrade to tiberium chemical missiles or a multiple ion cannon strike respectively. In future jumps this comes with a single Ion Cannon Satellite in orbit that can quickly reposition itself to fire anywhere on the planet.

Stealth Generator (200bp Nod only, Unique, requires multiple power plants or upgraded power): Cloaks the entire base, making it very hard to detect both visually and with radar.

Mobile Sensors Array (50bp): While actually a vehicle this unit needs to deploy to be used. The MSA can detect stealth and underground units at a vast distance and relay this information to your forces.

Dropship Bay (200bp GDI only, Unique, requires multiple power plants or upgraded power): A uninterruptible beacon for your aircraft, allows allied aircraft to home in on your base even though Ion storms (but does not protect them against them), minimizing travel time while maximizing safety. Post jump It comes with an Orca Dropship.

## 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. Forgotten infantry and vehicle crews are mutants and thus heal in tiberium fields (though this does not heal vehicles obviously). Forgotten may choose any faction specific units at that faction's discount.

Infantry:
Ground pounders. Easy to kill but come in larger numbers.

Light Infantry (50ap): Armed with a M16-mkII and light armor. twenty per purchase. One purchase free.

Disk Thrower ( 100ap, discount GDI): Wielding futuristic disk shaped grenades that allow them to throw further and with greater accuracy then traditional grenades. Twelve per purchase. GDI gets one purchase free.

Rocket Infantry (100ap, discount Nod): Equipped with a guided missile that works wonders on both ground vehicles and aircraft. Twelve per purchase. Nod gets one purchase free.

Mutant Sniper (100ap, discount Forgotten): Well trained snipers equipped with long range anti infantry rifles. Excellent scouts and can spot for artillery. Squad of four. The Forgotten get one purchase free.

Engineer (100ap): Trained to repair and capture base structures, they are unarmed. Five per purchase

Field Medic (100ap, discount GDI): Front line field medic trained to rapidly stabilize wounded troops. Four per purchase .

Chameleon Spy (100ap, discount Nod): Nod scout unit, utilizing a stealth suit to blend in perfectly with the terrain to spy on the enemy. Unarmed but can spot for artillery. Can be spotted with a mobile sensor array. Four per purchase.

Mutant Hijacker (100ap, discount Nod/Forgotten): Another mutant commando, the Mutant Hijacker can steal enemy vehicles in combat and operate them on his own. When the vehicle is destroyed he makes his escape. Four per purchase.

Jump Jet Infantry (100ap, discount GDI): Light infantry equipped with a jetpack, they fly high enough that only anti aircraft units can target them. Rather slow while in the air, they are still maneuverable enough. Four per purchase.

Elite Cadre (100ap, discount Nod): Highly trained and motivated Nod infantry equipped with heavy pulse rifle Nod light power armor. After CABAL's betrayal, Nod forgoed the use of cyborgs for these elite special forces. Twelve per purchase.

Cyborg (100ap, discount Nod): Same as the companion option above, without the perks. Six per purchase.

Reaper (200ap, discount Nod): Spider-like cyborg developed by CABAL. Equipped with two missile pods and an anti infantry net launcher. Two per purchase.

Cyborg Commando (400ap, discount Nod): Same as the Companion option above, without the perks. One per purchase.

Ghost Stalker (200ap, discount Forgotten, GDI): Same as the Companion option above, without the perks. One per purchase.

Tiberium Fiend (400ap, discount Forgotten) Same as the Companion option above, without the perks. Four per purchase.

## Ground Vehicles:

Tougher but much more expensive than infantry. Requires War Factory.

Limpet Drones (25ap): Hovering reconnaissance drone used by both GDI and Nod. Can dig itself into the ground, waiting for a passing enemy vehicle then spotwelds itself to the undercarriage and interferes with the units electrical systems, resulting in loss of speed, and tactical data back to its controller or designated radar station from its sensor/camera device. Twenty per purchase, One purchase free.

CORE DEFENDER (400ap) Secretly developed by Nod's rogue ai CABAL, the core defender is a advanced walker unit with incredibly durable armor and a pair of lasers that can destroy most GDI and Nod vehicles in a single blast. It also has an advanced self repair function, which accelerates when near tiberium, and is completely immune to EMP. It however lacks any anti air defenses. This particular unit was modified to allow a single non-modified pilot to control it, as well as having an AI. One per purchase.

Wolverine Mk1 (100ap, discount GDI): Armored powered exoskeleton armed with twin miniguns. Ten per purchase.

Amphibious APC (100ap, discount GDI): Unarmed but decently well armored battle taxi, seats 10. Five per purchase.

Titan mk1 (200ap, discount GDI): Battle walker, replacing traditional tanks, Armed with a 120mm canon. Five per purchase.

Hover MLRS (200ap, discount GDI): Floating mobile missile platform. Five per purchase.

Disrupter (200ap, discount GDI): Uses a heavily damaging sonic wave. Beware friendly fire and overpenetration. Three per purchase.

GDI Mobile EMP (100ap, discount GDI): Realizing the effectiveness of the EMP cannon, GDI developed a mobile version mounted on a durable yet swift armored chassis. While it is unarmed otherwise, its EMP has a rather lengthy recharging time and smaller area of effect, the blast, centered on the vehicle itself, can disable enemy vehicles, structures and cyborgs. Four per purchase.

Juggernaut (200ap, discount GDI): Modified titan used as an artillery battery. Three per

purchase.

Mammoth Mk 2 (400ap, discount GDI): Same as the item section. Two per purchase.

Attack Buggy (100ap, discount Nod): Very lightly armed and armored but speedy. Ten per purchase.

Attack Cycle (100ap, discount Nod): practically unarmored but equipped with a pair of missile launchers. Ten per purchase

Mobile Repair Vehicle (100ap, discount Nod): AI driven repair vehicle, a godsend for nod attack forces. Four per purchase.

Tick Tank (200ap, discount Nod): Traditional tank with a twist, it can bury itself in the ground to increase its defenses, becoming an immobile but deadly turret. Six per purchase.

Subterranean APC (200ap, Discount Nod): Same as item entry. Five per purchase.

Mobile Artillery (200ap, discount Nod): Continuation of the Tiberium War 1 Nod artillery, this lightly armored and slow vehicle is equipped with a rapid fire 155mm HE spewing cannon. Three per purchase.

Devil's Tongue ( 200ap, discount Nod): Evolution of the famed Nod flame tank, equipped with twin napalm spewing flamethrowers, can dig through the ground and pop up for surprise attacks. Four per purchase

Mobile Stealth Generator (200ap, discount Nod): Recent developments by nod allow the stealth generator to be moved, though it must be deployed (and thus immobile) to generate the stealth field. Unarmed and lightly armored. Works best in pairs. Self Powered. Two per purchase.

Stealth Tank (200ap, discount Nod): Optically and radar camouflaged missile tank. Four per purchase.

X-66 Mammoth Tank (200ap, discount Forgotten): See item description. Three per purchase.

Flame Tank (100ap, discount Forgotten) Decommissioned Nod 1st Tiberium War tank. Equipped with two napalm flamethrowers. Four per purchase.

Aircraft:
Lightly armored, expensive but highly mobile and hard to target without anti aircraft weaponry. Requires Helipad.

Orca Fighter (100ap, discount GDI): VTOL anti armored strike aircraft. Four per purchase.

Orca Bomber (100ap, discount GDI): Carpet Bombing version of the Orca. Two per purchase.

Orca Transport: (100ap, discount GDI): Infantry transport, able to carry an entire platoon of 20 infantry.  Unarmed and very vulnerable to missiles and ion storms.  Four per purchase.

Orca Carry-All (100ap, discount GDI): Transport Orca that can carry vehicles, including the mighty Mammoth Mk 2.  Four per purchase.

Harpy (100ap, discount Nod): Anti infantry helicopter, equipped with a chaingun. Six per purchase.

Banshee (200ap, discount Nod): Nod's next generation fighter-bomber using alien technology derived from the Tacitus. Two per purchase.

## Drawbacks:

Red Zone (+200bp): Your base is in the middle of a redzone, an area heavily infested with tiberium, while this allows you to harvest many resources, there's a large amount of hostile tiberium lifeforms, including Veinholes nearby. Expect sieges monthly until you eliminate them or move.

Dust and Echoes (+400bp): Instead of a pristine new base, yours is a leftover from the first tiberium war, left to rot. Decades of disuse have rendered most of the equipment inoperable and it will require extensive repairs.

Raw Recruits (+400ap): 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.

War Economy (+100cp): Tiberium is the prime source of money here, all out of jump forms of currency are worthless beyond their makeup (gold still being valuable).

Mutant Magnet (+200cp): Something about your nature draws tiberium fauna to you, they will always be hostile. And even human mutants like The Forgotten will be annoyed with you at minimum.

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).

Early Arrival (+600cp): The Scrin attack much earlier, 5 years after the start of the jump. Earth is even more unprepared for their assault. Humanity is unlikely to survive and the planet will be mined out and left a lifeless husk not long after.

## Scenarios:

**The Sun Rises**: You will take the place of Commander McNeil (GDI) or General Anton Slavik (Nod) during the second tiberium war. You must lead your side to victory. The Forgotten may choose either.

As a reward for completing this scenario, you will receive a GDI Orca Command Vehicle (GDI), or Montauk (Nod), as described in the item section, along with a EVA/Cabal unit, as described in the companion section, depending on your faction, as well as 200bp and 200ap, and the ability to purchase the other side's unique options in the base and army builders. If you don't want the Command vehicle or Montauk, you may instead receive 200cp to spend freely on anything in the jump.

This scenario may be taken twice, once as GDI and once as Nod. Any forces or structures you own from the other faction will be overlooked as war spoils.

**Firestorm**: You now take the place of the respective commander during the Firestorm Crysis. GDI claims victory in the second tiberium war, Kane has been declared dead (again), Nod is scattered and broken.

GDI: All communication with the Philadelphia and GDI Global Command has ceased due to a massive Ion Storm, GDI Southern Cross has taken command until comms can be reestablished. Your objective is the recovery and decryption of Tacitus, and the defeat of CABAL's rebellion.

Nod: With Kanes apparent death, Anton Slavik, leader of the Black Hand, has assumed control over Nod's remaining forces. As his direct subordinate he's tasked you with recovering CABAL's mainframe, the assassination of Tratos the Forgotten's leader, and then defeating the traitorous AI when he turns against humanity.

The Forgotten: You may choose either faction's scenario (minus killing Tratos).

Rewards: **The Tacitus**, a database with all the Scrin technology and tiberium knowledge. **Huey the cyborg**: poor fella was scheduled for decommissioning after being instrumental in destroying CABAL's cybernetic conversion camps but now he's in your care. Comes with all the Soldier and Civilian perks.

Completing a scenario allows you to leave the jump early if you wish. For The Sun Rises GDI this is when Kane's temple is destroyed along with his world altering missile. For Nod this is the moment the missile detonates. For Firestorm this is when Cabal's mainframe is destroyed for both factions.

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: The M16 mk2 is damn near a clone of the pulse rifle from Aliens. In one of the cutscenes it's actually one of the props from the movie.

2: Yes the Amphiboius apc in game could only carry 5 but its so fucking huge in comparison I gave it a logical boost.

3: The Orca Dropship is known to be able to carry a Mammoth mk II.

4: The Disruptors (and shatterer's) sound waves can and will travel through targets, allowing you to hit additional targets with full strength. Use caution with this weapon.

5: The railguns also have a tendency to over penetrate.

6: You Can't kill the messiah is based on Kane's unexplained ability to always turn up alive and (mostly) unscathed, even after having a temple collapsed on him (or blasted with the TW1 Ion Cannon), Stabbed through the chest with a tiberium spike, or blasted into smithereens along with most of eastern europe by an ion cannon strike that set off a liquid tiberium bomb whos blast could be detected from the outer solar system. Granted he might have secretly escaped during that last one but the other's he would definitely be dead.

7: The power plant upgrade doubles the power for both Nod and GDI, ingame terms its two extra turbines for gdi.

8: The Base comes with a small security force of followers but they're only there to defend and will not leave the base.

9: Forgotten get so many discounts because unlike GDI or Nod they don't have a strong support network and are generally targets for both factions.

10: Base defense upgrades go from a couple turrets of each type at each entrance and at standard intervals to doubling at the second level, at the third level this includes defense turrets around each structure which synergises with level 2 walls very well. Advanced base defenses are two at each entrance, situated inside the perimeter but still able to strike well beyond the basic defenses. The laser walls and firestorm defenses ring each entrance and critical structures like the construction yard and power plants. At the higher level there's 4 defenses at each entrance, as well as a secondary defense line, with the laser walls/firestorm defenses surrounding every structure.

11: Any units/vehicles you bought (either in the items, companions or army building sections) come with the schematics to build more. War factories can produce vehicles from either faction.

12: Nothing is stopping you from building more vehicles, you only have to crew them.

13: The tiberium field from the refinery may be attached to your warehouse or placed with your base. It's up to you if you want it to spread like normal tiberium or only stay/grow in that one spot. Try not to be careless with it.

14: 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).

15: Each base is assumed to have at least two entrances, one primary and one secondary leading to the tiberium field.

16: A single power plant can power your entire base, and your base defenses (both regular and advanced) continue to operate even without power. The extra power plant options are for powering new defenses or power intensive facilities.

17: The EVA/CABAL reward from The Sun Rises may also be converted to 100cp if you don't want it.

18: The world changing missile should not be used on a planet you like. All carbon life would be turned into some form of mutant, humans most likely devolved into viscriods.

19: The Philadelphia's capabilities are unknown, other than its the central command of all GDI

operations and can send down drop pods. In tiberium wars it's also the core of the Ion Cannon Network and hosts the annual Energy Summit.

20: The Mutant hijacker's ability to steal and crew anything isnt explained at all and I've no idea how it would work in reality.

21: For actually reading the notes, you gain a Tiberium Sun Christmas set:  a traditional tree with GDI and Nod ornaments and lights, along with a large glowing (but otherwise completely inert) tiberium crystal star.  Also comes with several gifts in the form of toy versions of GDI and Nod vehicles, and a Kane action figure with voice clips and a kung fu grip.

## Version History:

1.0: Initial release.

1.01: updated several perks to actually have powers.

1.10: fixed spacing, decreased price for most base structures by half, discounts now apply to vehicle upgrades, changed descriptions for tiberium fiend, tech center, repair pad, helipad and Dropship bay.
1.20: Army Builder Time! Allowing existing companions to be imported into other companion options, updated ghost stalker weapon description.
1.21:  Added tiberium sample and option to clean unwanted tiberium from hitching a ride.
1.22:  Minor fixes, mostly spots where spacing went wonky.  Added Tiberium field option and upgrade to refinery, Added automatic repairs for construction yard. Changed Mammoth tank mk 1 to match the item entry name. Army replacements are set to one week instead of a year.
1.23:  Minor fixes, reduced text size, Army Builder rebalanced to be even over all my tiberium jumps.
1.30:  Huge amount of changes, in fact I forgot most of them.
1.31:  Lowered companion cp, gave companions origin and faction, specified that bases can be split into multiple bases, added memorabilia to game items, reduced price of titan personal vehicle.
1.40:  Added The Sun Rises Scenario, fixed minor spelling and grammar mistakes, added Limpet drones, Core Defender, Mobile EMP, Elite Cadre, and Obelisk of Darkness/Lightning Obelisk to army and base sections, Elite Cadre option in companions, and GDI Philadelphia and World Altering Missile to items section.
1.41:  Clarified a lot of descriptions and minor spelling mistakes.
1.5: Text size changes, minor resizing of main picture, redid origin perks section to be in line with other tiberium verse documents
1.6:  Added the Mutant Hijacker, Chameleon Spy, and Orca Transport. Upped both side's apc capacity to 20 infantry.