# COMMAND AND CONQUER: *GLOBAL CONQUEST*

V1.0 by Songless

The year is 2047.

Since its original arrival in 1995, the extraterrestrial compound known as Tiberium has decimated Earth's biosphere. A mere fifth of the planet remains untouched, but the remainder contains the majority of human existence in a struggle for survival in toxic but still barely habitable regions… and the deadly, Tiberium-infested wastelands known as the 'Red Zones' that are barely even recognizable as 'Earth' anymore.

The Global Defense Initiative, originally created by the United Nations as a peacekeeping force, has fought to safeguard humanity from both Tiberium and much more *human* dangers for fifty years, and has effectively become the sole remaining world government… for the 'Blue Zones', those regions left relatively unscathed by Tiberium. Their greatest rival and arch-enemy, the Brotherhood Of Nod, is the power in most 'Yellow Zones', where mankind tries to survive the Tiberium without GDI's protection. Believing Tiberium is the catalyst to humanity's future, the Brotherhood actively spreads Tiberium across the globe, seeking to use its extraordinary properties to usher in a new age for mankind under the guidance of its seemingly-immortal leader known as Kane.

The third major war between these two factions is about to erupt, but GDI and Nod are not the only contenders for world domination… for a massive force of Scrin, the alien architects of the Tiberium cataclysm, stands poised to invade, annihilate all of mankind and harvest the crystalline material for their own needs.

Yet this is *not* the Third Tiberium War you might have been familiar with before… far from it.

This is the *Global Conquest*, a grueling war for Earth's future where battles rage across the planet, the three factions clashing over and over until one emerges victorious. Forget the stories you've heard of this place, of schemes involving secret Liquid Tiberium Bombs, unexpected alien vulnerabilities or the Foreman's desperate bid for self-preservation - events might go wholly differently this time around, and you'll be there to see it all unfold.

You will stay on this war-torn planet until a decisive victory for your side has been achieved or until ten years have passed, whichever occurs first. You'd better make sure your forces are ready for the battles to come, though, for the Third Tiberium War is about to begin.

To that end, you start with **1000 Command Points**. Use them well.

# BACKGROUND

Though the exact details leading up to the state of the world as it is when you arrive are uncertain, one thing remains clear. Each of the three factions is locked in a desperate struggle for ultimate survival and, though that, victory. You arrive here on the morning the Scrin mining fleet arrives on Earth, an event which causes the entire current order on Earth to be thrown into anarchy.

Your allegiance must be sworn to one of these three sides. Whichever flag you fight for, each side has two ways to achieve dominance: one option is the elimination of all major hostile assets, the other depends on your chosen faction.

First, the Global Defense Initiative, or **GDI**, is the military arm of the United Nations turned into the last remaining world government. Constituent nations have largely ceased to exist beyond historical concerns, and GDI was up until recently focused mainly on fighting back the devastating spread of Tiberium. Sabotage by the Brotherhood of Nod, alien bombardment and catastrophic collateral damage from the raging battles mean that your military infrastructure is far from operating at full capacity. However, GDI has one major advantage over the other two factions: thanks to its superior logistics and industrial capacity, GDI can make far better use of natural resources and terrain than either the Brotherhood or the Scrin invaders. Though enduring support of large cities remains vital as ever, asserting your dominance over sufficient terrestrial terrain could see your heavily automated military-industrial infrastructure out-produce all others - maintain your hold over a third of all terrain and natural resources,Tiberium or otherwise, and your victory is assured.

Your second choice is to be a faithful follower of Kane in the Brotherhood of **Nod**. An ancient cult that has risen to become the only rival to GDI's would-be authority, the Brotherhood is the only real 'power' in many of the world's more inhospitable regions. The Scrin invasion may have been part of your enigmatic leader's long-term goals, but in the here and now their arrival and a number of devastating strikes from GDI have left the Brotherhood reeling. Your faction's influence and power must be rebuilt, and none are as effective as the Brotherhood at turning the downtrodden and abandoned into a fighting force capable of going toe to toe with superpowers. Unite the people under your banner, and the manpower will be enough to emerge victorious, such that with forty or more percent of the global population providing direct aid to your forces will ensure your victory no matter how GDI or the Scrin might attempt to thwart you.

Finally, you can choose to become one of the alien **Scrin**. An otherworldly species that requires Tiberium to the point of addiction, the Scrin are responsible for the crystalline disaster's presence on Earth, intending to utilize it as a means to 'cultivate' the material for their later use. The invasion fleet set to decimate Earth is, ironically, not a military expedition but a mining fleet. Your arrival did not go as planned, and the fact the native population is both alive and capable of substantial resistance has caused severe problems. Though your technology is the most advanced, your initial arrival has resulted in substantial damage to your forces - leaving some of your most sophisticated weapons out of reach until you can establish a more permanent

presence and expand your industrial support on the surface. You could try to eliminate the organizations attacking your harvesting operations… or, if you can build and maintain nine 'Threshold Towers', you can open a gateway to the larger Scrin military and call in enough reinforcements to near-instantly overwhelm Earth's battered defenders.

Regardless of your chosen allegiance, you have only a limited amount of resources available, and only a handful of major military installations for your side are still intact. Each of the three sides start on roughly equal footing, but you'll have to decide whether to focus your available resources and manpower on expansion, fortifying your current territories and restoring more advanced infrastructure, or taking the battle to your enemies to eliminate threats. Overextend, and you might never recover from your losses. Be too cautious, and your rivals might grow beyond your power to contain and eliminate.

As for who you are personally… aside from the fact you are one of your faction's highest-ranking military figures, little else is set in stone. You could be a decorated war hero, a custom-made artificial intelligence built to lead your forces to victory, or something stranger besides. You may choose to be a 'Drop-In' or get the full reincarnation package as you desire, and your age and gender (if applicable) may likewise be chosen freely from any that seem appropriate for your chosen identity. Your goal is to lead your side to victory; all other concerns are secondary.

# PERKS

## GDI

- Advanced Infrastructure (100CP, free for GDI)

GDI is the only side in this conflict that relies heavily on centralized command, unlike the terrorist cells of the Brotherhood or the semi-independent cults and automated legions of the Scrin. However, decades of conflict have ensured that this centralized command is far more robust than one might expect; even decapitation strikes against key leadership or vital infrastructure will barely slow down GDI's command structure, owing in part to their ability to connect to their entire global force on a moment's notice. Whether it's high-fidelity communications systems, orbital satellite coverage and supporting software derived from the E.V.A. command programs or simply a very thorough training of the soldiers involved, you'll find it's remarkably easy to take direct command over your forces. Orders are followed near-instantly, vital tactical updates such as enemy targets are provided without getting bogged down along the chain of command, and the overall level of coordination is nothing short of exemplary. It's not quite 'playing a video game', but you're unlikely to get closer on the chaos of the modern battlefield.

- Guardian (200CP, discounted for GDI)

The Third Tiberium War might well be the bloodiest conflict seen in human history, in part due to the terrible harm inflicted on civilian populations. Your responsibility to the people under your

protection has made you a savant when it comes to handling the kind of civilian concerns you'd expect in regions torn apart by war, societal collapse and a borderline inhospitable environment. Few know how to organize evacuations as well as you, handle food rationing or medicine deliveries without accusations of 'favoritism', or have the ability to keep people calm but determined - or even hopeful - in these trying times. It's not all altruism either: a safe population is far more useful than one struggling to survive when it comes to industrial capacity or simply giving your soldiers 'something to fight for'.

- Superior Training (400CP, discounted for GDI)

The Brotherhood Of Nod might enhance its brainwashed pawns with all manner of cybernetics and Tiberium-based mad science, but GDI has not forgotten what it means to be human… or just what humanity is *capable of* with grit and determination. Your faction doesn't need monstrous enhancements or esoteric powers - with the right training, your forces simply don't *need* them to match the Brotherhood or Scrin on the field. All your allies and subordinates have internalized this lesson well, and their drive and attention ensures that even just the standard level of training still guarantees a level of skill and experience you'd otherwise only find in combat veterans after they've already gone through several battles.

- Enduring Defense (600CP, discounted for GDI)

Tasked with the protection of the free world, GDI will neither abandon its responsibilities in the face of adversity nor sacrifice its people for questionable gain. It stands proud, relying on the heaviest armor and the biggest, meanest weapons ever built by human hands. You and your forces exemplify this ideal. Under your leadership, your soldiers, tanks and other military assets can endure enemy attacks for longer than before, trusting in superior armor and construction to keep them safe before retaliating against those who would see them fall… and retaliate they will, because even badly damaged or injured forces are far easier to restore to combat-ready status, meaning that the longer a battle continues, the more likely you are to possess an overwhelming advantage in firepower and numbers. Weather the storm, and when your enemy has exhausted themselves your Mammoth Tanks, Juggernauts and M.A.R.V. will pave the way back to the light no matter how many shattered foes they need to crush beneath their passing.

## NOD

- Rebellious Wrath (100CP, free for Nod)

The Brotherhood's elite forces are more advanced than anything GDI can hope to field, but one must never forget that the power of Nod does not come from technology: it comes from faith, and it comes from *people*. The downtrodden, the mistreated, the abandoned - those who suffer day after day in the Yellow Zones, seeking only a ray of hope to give their life meaning again. You can *give* them that ray, and like some of the greatest leaders the Brotherhood has had you excel at motivating the masses, inspiring them to greatness and purpose even if merely by rioting in the streets against the oppressors that proclaim themselves their 'protectors'. An entire rebellion can start with a single word, a single spark to set off the powder keg… and you know just how to light that spark - or add the powder if there isn't enough unrest to make use of.

- Leave No Footprints (200CP, discounted for Nod)

If there's one thing the Brotherhood Of Nod is known for, it's their use of subterfuge, ambush tactics and advanced stealth technologies. Oftentimes, Nod's activities remain hidden until well after it's too late to stop them - and this is doubly true for you. You're a master at using more subtle strategies, and the forces under your command are more gifted in the arts of stealth and ambush tactics, regardless of whether you've deigned to equip them with cloaking technologies or not. Stay out of sight, stay silent, and when you reveal yourself you'll leave your foes scrambling for the proper response.

- The Path To Ascension (400CP, discounted for Nod)

The Brotherhood Of Nod promises a better world for the downtrodden and the abandoned, and you're quite serious about using Tiberium - or anything else - to let your people achieve what they never thought possible. You and your followers are masters at 'enhancing' individuals, with incredible talent at using Tiberium-based mutagenic infusions, advanced cybernetics, the best indoctrination and training regimes, and other such methods to augment otherwise useless individuals into something *great*. Under your leadership, a group of starving rebels could see themselves transformed into mighty heroes fighting for the cause, matching the worst that GDI or the forces of the alien 'Visitors' might bring against them.

- One Vision, One Purpose (600CP, discounted for Nod)

Let GDI and the Scrin put their trust in blatant displays of power and violence - the Brotherhood doesn't need to prove itself, nor will it seek the constant affirmation of its would-be rivals. You have *faith*. With patience and cunning, you and your subordinates have mastered the art of being underestimated, of always being a lower priority in the eyes of those who would oppose them. You skulk in the shadows, not quite ignored but certainly not thought of as much as more *obvious* threats… and therein lies their defeat. For like the prophet Kane himself, your guidance ensures that once the veil of secrecy is pulled away and you reveal yourself in that one single, grand gesture, it is all the more devastating. A hundred skirmishes might fail to offer any progress at all, but a single unpredicted strike into a vital target's back can send their entire faction into a death spiral - and you are determined to see it *done*.

# SCRIN

- Living Assets (100CP, free for Scrin)

When your army is composed in equal parts of advanced machinery, bizarre Tiberium variants and living tissue, the concept of *resources* becomes considerably more flexible. Not only are you and your subordinates more capable when it comes to biological alterations, you are a *master* at making use of indigenous populations or other lifeforms, be that for the creation of horrifically mutated aberrations or simply by *eliminating* them and whatever support they might offer your rivals. Of course, whether you decide to create new forms of life like the Cultists or Prodigies used by the Traveler-59 sect, or simply revel in the fact that genocide and biological weapons have never come as easy to you as they do now remains up to you.

- Battlefield Mobility (200CP, discounted for Scrin)

Though humanity tries their best, a species that still thinks in two dimensions can only ever be limited in how they move about the battlefield… and how to make use of it. You are a master of moving your forces into (or out of) combat positions, and can employ these means to devastating effect. Any mobility advantage you have over the enemy is one you'll be able to exploit, be it for striking poorly defended areas, establishing new fortifications where your foes wouldn't (yet) expect you to be, or simply to avoid your troops being caught mid-transport. Get your forces some Blink Packs, the aid of a Mastermind, or some well-timed wormhole support and you could outmaneuver an entire city garrison without being caught.

- Ichor Savant (400CP, discounted for Scrin)

Tiberium is the lifeblood of the Scrin, and it lies at the heart of the conflicts that have raged across Earth for the past fifty years. You and your servants have mastered the use of dangerous substances like Tiberium, and know the intricacies of this bizarre material in and out on a level that surpasses even the technological prowess of the Brotherhood Of Nod. Spreading or containing the exotic compound is a trivial matter, and you can likewise easily weaponize Tiberium in all its variant forms. Further, any time you make direct use of Tiberium the effects will be much more effective, to the point that existing Tiberium-enhanced forces like the Ravagers, Devourer tank or Reaper Tripod will *pale* in comparison to what your servants can field with some time and effort.

- Global Advance (600CP, discounted for Scrin)

The Scrin may have arrived on Earth with a mere *mining* fleet, but their combat forces are still more than a match for mankind's scattered response. Indeed, it seems the destruction caused by the invasion is *far* more widespread than it should be… and you might be the explanation why.

As exemplified in the Scrin's Tripods and heavy ships, your forces are much more effective while engaging multiple targets at once, be it by splitting their attention or just causing more widespread damage, and can now attack over greater distances than before.

More than one city has been effectively razed to the ground while barely slowing a powerful Scrin force. The Scrin can pummel battle lines with energy beams and plasma artillery long before surviving enemies lay their eyes on their adversary's eerie advance… and your servants can become a nightmare worse than even these terrors.

# MILITARY ASSETS

- Support Powers (Variable Cost)

Using the options provided below, you can gain access to a number of emergency powers you can use to affect the battlefield and the global progress of the Third Tiberium War. All Support Powers can be activated once per month by default, unless stated otherwise, but may be designed for more frequent use at the cost of equivalently lower power - a Support Power that is only half as effective can be used twice as often.

A high degree of customization is allowed for these powers; feel free to create and implement your own battlefield strategies.The Third Tiberium War is a nightmarish and complex conflict,

and the right idea can make the difference between defeat and victory.  Examples of Support Powers seen in the default Global Conquest game mode are provided in the Notes section of this jump; these are merely for inspiration, and are in no way to be seen as limitations on what is available.
Support powers can have minor side-effects, though these will never be on the scale of the power's 'main' purpose; as an example, a Scrin could use a 'Territory Control' to spread Tiberium across a substantial region, causing civilian casualties as a side effect despite not including 'Population Management'. You can also combine multiple purchases of the same or even multiple different Support Powers to enhance or combine the effects, alter their deployment times, or otherwise improve them. For example, a GDI commander could combine 'Rapid Deployment' and 'Strategic Strike Capabilities' to hammer a hostile base with E.M.P. artillery or an orbital strike moments before a sizable force, perhaps multiple drop pods of Zone Troopers, lands to eliminate any survivors.
Once created, Support Powers remain the same; if you decide to invest in an orbital bombardment power you cannot later change it to a different application like an airstrike, for example.

- S.P.: Rapid Deployment (200CP, variable discount)

This Support Power allows you to make use of a single '*Military Task Force'*, as if purchased in the Subordinates section of this jump, except this Strike Force can be deployed anywhere on the globe rather than having it start at their own base of operations as normal. They will reach their destination anywhere from a day (for areas firmly under your control) to at most a week (for rally points deep in enemy territory) after they're given the order to mobilize, avoiding enemy contact until then through whatever means your faction might have available to safeguard transportation (such as the Scrin's wormhole technologies). They are an excellent option for when military intelligence suggests an imminent attack on one of your critical facilities, as a means to launch unexpected assaults against poorly-defended enemy bases, or otherwise put a lot of firepower where it's urgently needed.
This Support Power can be used again one month after the created Military Task Force has been retired, killed, or is otherwise (permanently) taken off the field. Replacement Military Task Forces have the same composition as the original, though each purchase may have its own force composition. This power does not itself require any 'Military Task Force' purchases; this option is already included by default. It may incorporate hostile units at the cost of an additional 100CP much like the standard option, this additional cost is never discounted.
*This purchase is discounted with 'The Path To Ascension' when used to deploy a Strike Force that uses 50% or more of its logistical slots on Nod infantry.*

- S.P.: Strategic Strike Capabilities (200CP, variable discount)

Although major battles can be waged with tanks and support units numbering in the hundreds, sometimes a direct confrontation is simply not a feasible option. Oftentimes, opposing forces or fortified positions need to be weakened to give the attacking force a chance, and this Support Power enables you to do just that. Once per month, you can attack a single target anywhere on the planet with some type of rapid attack that leaves no chance for a counterattack. Be it a heavy air strike to eliminate key assets in an enemy armor column before your forces move in, a

handful of saboteurs or a Commando dropped behind enemy lines to disable key structures or disrupt enemy communications before you attack a base, or simply blasting the entire area with artillery or orbital support, this power primarily serves to disable or destroy hostile forces.
*This purchase is discounted with 'Superior Training' when used for large, highly coordinated attacks such as air strikes and artillery bombardments, or with 'Leave No Footprints' when used for covert operations such as disrupting enemy communications or assassinating key personnel.*

- S.P.: Strategic Theater Support (200CP, variable discount)

Firepower wins battles, but a solid plan wins the war. Getting the right forces in the right place at the right time can be a far greater challenge than actually engaging the enemy, and making sure they know what to do from there (and are still in fighting shape) is no less difficult. From scouting to logistical support and emergency defenses to rapid transportation, this Support Power allows you to provide aid to your forces in the field, getting them the supplies and tactical advantages they need to start their battles with the best possible footing. Keeping your forces in fighting shape might not be as glamorous as dropping artillery rounds on some hostiles, but with the right mindset the proper support measures can pay themselves back tenfold.
*This purchase is discounted with 'Advanced Infrastructure' when used for communications, intelligence gathering, or otherwise enhancing the cohesion of your fighting forces. It is discounted with 'Battlefield Mobility' if used to (re)position allied forces or prevent enemies from effectively engaging your assets.*

- S.P.: Territory Control (200CP, variable discount)

One might say 'the terrain makes the battle', but if anything that's an understatement. With the right choices and a good bit of effort, the right territories - and changes to such - can quite literally win the war. With this Support Power, you can push through substantial (emergency) improvements to terrain-based aspects like roads and power infrastructure, military cover and camouflage, industrial capacity, Tiberium levels and more up to once per month. Though these boons won't be quite as immediately useful as, say, gutting an enemy armor column with airstrikes, a well-managed region can provide slow but steady benefits throughout the war, granting it considerably better 'staying power'.
*This purchase is discounted with 'Ichor Savant' when involving the dispersal or manipulation of toxic or hazardous materials such as Tiberium.*

- S.P.: Population Management (200CP, variable discount)

Though each of the three factions has their own view on the uses for (and issues with) major population centers, it is undeniable that the faction governing or controlling a greater portion of the planet's population is likely the one with the greatest power and the best long-term growth potential. Suitable measures for interacting with the local population are therefore key to such endeavors, and this Support Power grants you the means to do just that. Including measures such as emergency food handouts and crisis management, P.R. strategies and recruitment drives, or even the deployment of pacification troops or outright biological weapons, utilizing civilian populations well is key to maximizing one's chances for victory.

*This purchase is discounted with 'Guardian' when used to pacify or provide aid to civilian populations, 'Rouse Insurrection' when used to recruit locals for military action or incite them to violence and unrest, or 'Living Assets' when used to weaken or eradicate populations entirely.*

- S.P.: Superweapon (600CP, variable discount)

The pinnacle of warfare and the last thing many soldiers ever see, these weapons are mighty enough they can turn the tide of entire battles in mere moments. Though the Third Tiberium War has left each faction scrambling to get their strongest weapons of mass destruction (back) online, with this purchase you can circumvent this arduous process and skip straight to the end result. With this Support Power, you now have the authority to call down strikes from these weapons of mass destruction, and can more easily expand your forces' access to these tremendous assets even without requiring your direct intervention. The exact details vary based on the superweapon you choose, though each is roughly equivalent in terms of overall destructive power. In addition to your faction's renewed access to your chosen weapon(s) of mass destruction, each purchase also allows you to personally direct a superweapon strike once per month against any location on the globe regardless of your strategic arsenal's readiness (or lack thereof) in-setting.

The Global Defense Initiative utilizes the *Ion Cannon*, an orbital weapons satellite that heavily ionizes the air at the target zone with several smaller ion beams, before unleashing a powerful ion blast that detonates the energized air with all the force of a nuclear weapon.
The Brotherhood Of Nod's superweapon is a *Nuclear Missile Strike* launched by the Temple Of Nod, which reach their target in a manner of seconds and annihilate everything within the target area in a maelstrom of nuclear fire.
Finally, the Scrin use a so-called *Rift*, a temporary wormhole leading from the target zone into deep space. The vortex quite literally pulls infantry, vehicles, and even entire structures to pieces as the vacuum tears away anything near the rift, pulling them through the portal never to be seen again.

*Each faction's superweapon is discounted if you have that faction's 600CP Perk, both technology assets for your faction (for example, 'Fire And Faith' and 'Eternal Loyalty' for the Brotherhood Of Nod's nuclear missile), or this faction's superweapon-related upgrade for 'Strategic Operations'.*

- Doctrinal Enhancement (Variable Cost)

Though it may seem at times like the three major powers currently locked in a battle for the fate of the Earth are homogenous, unified blocs of power, that is *not* wholly true… splinter groups, specialized departments, infighting and power plays all still occur even in the bloodiest conflict of the twenty-first century. Though nominally focused on the same long-term goal, subfactions within the three sides often take wildly different approaches, and uniting them into a cohesive fighting force can be a logistical, ideological, and procedural nightmare. Until now.
With each purchase of the upgrade options offered below, you vastly reduce the complexity of your chosen subfaction's logistical footprint and grant your whole side easier access to their expertise. Furthermore, any upgrades bought this way are guaranteed to be easily implemented

into any other designs and military assets you might possess or develop in the future, whether they originate in this world or not.
As example, the ‘Zone Support’ upgrade would make the advanced sonic weapons and Tiberium defenses fielded by Zone Operations Command available to all other GDI assets (including the Steel Talons) under your command if you are a GDI commander, without the need for a dedicated ZOCOM supply chain. A Nod commander with this upgrade might have instead stolen some of ZOCOM’s most advanced schematics, and can now likewise easily modify their forces to incorporate the pilfered upgrades, like creating Vertigo Bombers with powerful sonic bombs or allowing their Avatar warmechs to deploy a heavy ‘Shatterer’ cannon for area of effect damage.

- D.E.: Indomitable Steel (200CP, discounted for GDI)

The technological and doctrinal legacy of the Steel Talons was developed from the lessons learned after the Second Tiberium War. Focusing on the heavy use of bipedal mechs rather than switching back to tracked designs like most of GDI, the Steel Talons have pushed their heavy armor farther than any other group on the planet. With this upgrade, your forces gain access to a lethal mixture of the most advanced mech designs, sophisticated ‘adaptive armor’ systems, prototype railguns designed to be pushed past their safe limits in times of crisis, and a vast amount of engineering know-how for fixing vehicles even while under fire. Backed up by Mobile Repair Transports or Rigs, a Steel Talons force of armored vehicles can consistently outgun and outlast their rivals only to be put back into near-pristine condition mere minutes after the battles are over… and with this purchase, you’ll be able to apply the same combat philosophy to many other vehicles under your command.

- D.E.: Zone Support (200CP, discounted for GDI)

Zone Operations Command was established for the development of next-generation technologies and anti-Tiberium operations, and they delivered all that and more. Operating in the harshest environments of Earth, ZOCOM tackles the greatest Tiberium infestations with unrelenting sonic disruption, while at the same time being more than ready to face any hostility from the Brotherhood, Scrin, or any other dangers to the elimination of Tiberium in their operational area. Though born from the same initiative that resulted in the creation of the titanic M.A.R.V., ZOCOM’s focus moved away from GDI’s traditional vehicle doctrines to instead create some of the most resilient and reliable infantry and air units on the planet. Furthermore, their mastery of sonic weapons allows them to punch *well* above their weight class and with substantial ‘area of effect’, to the point that even a massed enemy force barely survives longer than individual targets. With this purchase, the same mobile, hard-hitting tactics now become available to you and all military forces under your command, ensuring that you’ll be ready to face the threats of the Yellow and Red Zones no matter what dangers they might hold.

- D.E.: Fire And Faith (200CP, discounted for Nod)

Originating as the religious and doctrinal enforcers of the Brotherhood, the Black Hand have grown to a powerful military organization in their own right. With a focus on physical and spiritual excellence, their fanaticism makes them peerless in close quarters combat. With this purchase, you can now drive your subordinates to similar heights of devotion using the same

psychological techniques pioneered by the Black Hand. Advanced training and indoctrination techniques, subliminal messaging systems, and the most gifted and charismatic squad leaders on the planet could see your forces face overwhelming opposition with their spirits high and heads unbowed. Additionally, the Black Hand's devastating incendiary weapons might well see them emerge victorious, and can easily make your forces the deadliest urban combatants ever seen.

- D.E.: Eternal Loyalty (200CP, discounted for Nod)

Despite CABAL's disastrous uprising, the Brotherhood - and Kane himself - has not abandoned their development of A.I. and cybernetics. The end result, the 'Marked Of Kane', are the most advanced cyborgs on the planet, and whether you were part of this program or not, you now have access to all the advanced technologies created for this program. Though this most obviously includes cybernetics capable of turning crippled or even recently slain servants into superhumanly powerful and unfailingly loyal war machines, the Marked Of Kane also possess potent Artificial Intelligences and access to the most cutting edge Tiberium-based systems, including advanced particle beams, more effective cloaking generators and even man-portable Liquid Tiberium armaments.

- D.E.: Toxic Hunger (200CP, discounted for Scrin)

Few things are as terrifying as the horrors of the Reaper-17 cult. Violent and Tiberium-addicted even by the standards of other Scrin military forces, these butchers forego more strategic air forces and trickery to instead cut down any opposition with heavy vehicles. With this purchase, you will be able to resort to similar means of brutish power, with vastly increased access to enhancing mutations to strengthen your forces, forcefields that allow lighter vehicles to enter the fray alongside their heavier brethren, and more Tiberium-based weaponry than any other subfaction on the planet. No other force on the planet can match the way you can spread and consume Tiberium for raw power, and if you will find victory only by stepping over fields of crystal-studded corpses… well, all the better.

- D.E.: For The Journey (200CP, discounted for Scrin)

Part scouting force, part cult, and part covert intelligence agency for the alien invaders, the Scrin sect known as Traveler-59 specializes in disrupting hostile forces from within. Utilizing some of the most bizarre assets seen among the Scrin, Traveler forces prioritize mobility and trickery, making them a deadly opponent to anyone unable to seal any gaps in their defenses. Now, this purchase grants your forces the same insidious talents as well. Comprising some of the best spaceship designs in the Scrin fleet with unmatched speed and maneuverability, multiple different teleportation and wormhole systems, as well as extensive mind control and manipulation options, these enhancements could see your forces truly reach new heights. Aside from dealing with targets directly, you might also evade any foe too strong to tackle head-on, slowly chipping away at them by exploiting any available weakness without ever offering a ‘fair fight’ until you’re ready to annihilate them entirely… or better yet, turn them towards your own purposes.

- Military Infrastructure (100CP, variable upgrade cost)

By default, each side of this conflict has a roughly equivalent amount of military infrastructure. But with this option, that's about to change. You may purchase additional military outposts, each of which will be located at a moderately but not exceptionally useful location (such as near a major city or large Tiberium deposit) by default.
Your purchased base may be your main faction or run by a sub-faction such as the Black Hand. You can change its sub-faction (if any), though retooling and redirecting supply lines and personnel means this process takes several weeks to complete. You cannot change a base to a hostile faction, nor buy military facilities from hostile factions.

The initial purchase grants you a small military outpost with full 'basic' functionality, including the ability to build additional structures and vehicles, train and house standard infantry. It comes with a Refinery and a Tiberium vein that will not spread beyond the nearby area (unless you actively spread it yourself). These facilities are mainly used as support centers and forward operating bases, providing some resources and some options for scouting and patrols, but lacking much of the more advanced tools needed to build or maintain heavier forces.
The base will slowly repair or rebuild over time if not wholly destroyed. If not given any direct orders, it will slowly expand its operations using locally gathered resources and TIberium. It can eventually build all upgrades available below over a period of roughly one year, but these self-built improvements will not follow you on your chain like the main facility does (though it can rebuild them in future worlds if desired).
All further upgrades require at least one purchase of 'Military Infrastructure'. Each purchased base is upgraded individually and may only be granted each upgrade once, but repeat purchases for multiple bases are discounted to half price after the first (including 'one free' upgrades).

- M.I.: Support Asset Expansion (100CP)

Representing a considerable improvement in infrastructure and local assets, this upgrade turns your military facility into a permanent, long-term base of operations. Including access to more powerful vehicles and specialist infantry, perhaps the greatest boon of this upgrade is that your base now has substantially better command centralisation and aircraft support. This ensures a much better integration with the rest of your assets, for example by coordinating airlifts for allied troops into or out of the surrounding territories, much farther scouting range and air support, and similar benefits to the overall cohesion of your forces in the area.
This upgrade grants one of the 50CP upgrade options available below for free.

- M.I.: Advanced Tech Integration (100CP, requires 'Support Asset Expansion')

Representing the pinnacle of mass-deployed military tech and assets, this upgrade expands your base with access to the most advanced weapons and technologies commonly fielded in battle. It also expands your harvesting operations and construction space, making these bases vital for the creation and support of heavy tanks, artillery, and high-end infrastructure.
This upgrade grants one of the 50CP upgrade options available below for free, stacking with the one from 'Support Asset Expansion' above.

- M.I.: Strategic Operations (100CP, requires Advanced Tech Integration)

Representing the pinnacle of strategic organization, this upgrade adds one of several options to your base, each of which can have impact on continental or even global scale.

The first option is to build an 'Epic Factory' structure, namely the Reclamator Hub, Redeemer Engineering Facility or Warp Chasm depending on your faction. Serving not just as a standard factory for production and repairs, these facilities can build and maintain the enormous GDI *M.A.R.V.*, Nod *Redeemer*, and Scrin *Eradicator* units. You'll be able to field these massive weapons with greater ease, and may discount up to two 'Military Task Force' purchases that include these units.
Your second option is to install a superweapon control structure, granting your base access to GDI's Ion Cannon, Nod's nuclear missiles, or the Scrin's Rift weapon to engage hostile forces or bases in their operational area. This upgrade also discounts one purchase of your faction's 'Superweapon' Support Power.
Finally, your last option is to make your base the headquarters or central point of operations for a specialized global division, such as an InOps and espionage division like GDI's *Intelligence Center*, a field support and logistics facility similar to the Brotherhood's *Tiberium Forge* or a strategic asset like one of the space-warping Threshold Towers used by the Scrin. The dedicated aid of this facility allows you to discount any two ‘Support Powers’ purchases except ‘Superweapon’.

- M.I.: Resilient Defenses (50CP, one free for GDI)

Though each military base is, by necessity, a resourcing and logistics center first and a combat fortress second, a base without appropriate defenses can be destroyed by a cunning attacker well before it can deploy sufficient units to fight off the initial hostiles. With this upgrade, your base gains a number of defensive structures to defend it against all attackers. These defenses will include anti-infantry structures such as the Scrin’s *Buzzer Hive*, dedicated anti-vehicle defenses such as the Brotherhood Of Nod’s self-rebuilding *Laser Turret* networks, as well as anti-air systems such as the Scrin *Plasma Missile Battery*. More advanced defenses are also included, such as the *Sonic Emitter* or *Disruption Tower*, regardless of the technology access of the base in question.

- M.I.: Base Garrison (50CP, one free for Nod)

Few military installations are left without any form of mobile force ready to move out at a moment’s notice, and with this upgrade your military base gains a substantial military presence to do just that. Though they lack the logistical support to operate far from their main base of operations, this sizable collection of infantry, vehicles, and other assorted military assets can be vital to maintaining actionable intel on the surrounding regions, responding to nearby crises, or adding its firepower to whatever defenses are necessary in case of attack. The exact make-up of this force will vary from one base to the next, but will typically be designed such that they make good use of available resources and base structures. A smaller base might have mostly light forces such as Pitbulls for scouting or Assimilators to work on infrastructure, for example, while a larger one might invest more in heavy air forces like Vertigo bombers to more effectively project firepower at long range.

- M.I.: Expanded Operations (50CP, one free for Scrin)

The ability to project military power is vital, but ultimately doing so requires a staggering amount of resources; much of the most critical infrastructure is there simply to guarantee a steady influx of Tiberium for a reliable production of arms, vehicles, aerial assets or whatever else the war effort requires. With this upgrade, your military base is expanded with additional Tiberium harvesting capacity, allowing it to much more effectively gather resources for use, be it locally or at other, more specialized facilities. These refineries come with their own Tiberium veins; both the conventional 'green' type as well as the more resource-rich blue Tiberium. Furthermore, this upgrade also grants your base additional power generation, which enables it to provide the surplus generator capacity to the local region or - if need be - to more easily power additional base defenses or other structures.

- M.I.: E.M.P. Weaponry (50CP)

Originally built to provide early protection against possible Nod aggression, few E.M.P. Control Centers are still in use during the Third Tiberium War. With this purchase, your facility is equipped with one of these weapon stations, and the experienced staff at this facility can consult with the rest of your forces as well, allowing you to build similar structures with greater ease elsewhere on the globe. Though the long charge time requires a certain degree of planning to make the most of it, each E.M.P. Control Center can generate a wide-area electromagnetic pulse at great distances. This blast temporarily disables most structures, vehicles, or other machinery hit by the effect. It is particularly effective against aircraft, as these usually can't survive the resulting crash landing, though certain defenses such as Scrin forcefields and the Adaptive Armor developed by the Steel Talons can protect units from the effect. Nonetheless, these systems can greatly shift the odds of battle in the favor of the commander using it, and a well-placed E.M.P. blast can result in the complete annihilation of an enemy force with negligible casualties among friendly units.

- Command Headquarters (600CP)

Arguably the greatest assets for the three factions fighting over Earth, these command centers are each capable of simultaneously connecting to and commanding forces at dozens or even hundreds of battlefields across the globe. Each faction has their own headquarters with its own benefits and limitations; the asset aligned with your chosen faction is discounted.

If you work for GDI, your headquarters is the *Philadelphia*: a large space station that directs its groundside forces across the globe. The Philadelphia is protected by a powerful A-SAT defense system, leaving it invulnerable until all your terrestrial bases have been eliminated. The Philadelphia does not produce any military forces itself, but can use orbital drop pods to deploy infantry anywhere on the planet in moments, for example to reinforce an ongoing battle. You receive a free purchase of the 'S.P.: Rapid Deployment' power, with the restriction that only infantry forces may be included in the drop pod's forces. Most GDI commanders prefer to use advanced, hard-hitting troops with this technique, such as Zone Troopers or Commandos, though regular infantrymen can also make use of orbital insertion. Any infantry you train in the field can, assuming they're not already on or near the frontlines in the first place, be brought up

to the Philadelphia for later deployment, greatly increasing your ability to reinforce critical areas at a moment's notice.

If your allegiance lies with the Brotherhood Of Nod, your headquarters is none other than the rebuilt *Temple Prime*. One of the most important sites to Nod doctrines, Temple Prime has unmatched defenses and epitomizes the Brotherhood's capacity to survive against all odds. It acts as a 'Military Infrastructure' base upgraded with both 'Support Asset Expansion' and 'Advanced Tech Integration'. The fanaticism of the stationed defenders make sabotage and infiltration largely impossible, and thanks to several advanced defensive systems it has the added benefit of being immune to any hostile superweapons (and similar attacks), thereby forcing any hostiles to fight it 'the old fashioned way' despite Nod's home-field advantage.

Finally, as a Scrin you receive your very own *Mothership*. Immensely heavily armored and capable of independent space-flight and teleportation to previously prepared beacons like the 'Signal Transmitter' structure, this vessel is a very slow but terrifyingly dangerous vessel. Capable of directing an immensely powerful energy blast down from the 'catalyst cannon' in its central hub, a single attack from this ship is strong enough to raze a small city to the bedrock. The energy blast somehow causes buildings and units alike to explode in a cataclysmic chain reaction, each new victim propagating the weapon's destructive power a little further.
As a result, the Mothership is essentially a mobile superweapon with destructive power greater than even nuclear warheads and which can be used much more frequently, but at the cost of potentially exposing it to enemy attack; although the catalyst cannon is equally effective against all targets, be they ground-bound or airborne, it lacks any conventional weapons.

- A Fragment Of The Future (800CP)

One of the most important artifacts on the planet, the Tacitus is an alien database of sorts that was brought to Earth at an unknown point in the past. After its recovery in the early twenty-first century, both GDI and the Brotherhood Of Nod have used the vast store of knowledge contained within to greatly accelerate their technological advancement, and it has remained a highly-contested object for decades, switching owners whenever either faction managed to locate and steal it from their opponent. It even contains technology related to the Scrin and how to interact with or counter their technologies… though it is not, itself, a Scrin creation.
With this purchase, you receive your very own Tacitus - either a perfect copy, or possibly the artifact itself. What secrets it contains are unknown to all except possibly Kane, though it's a guarantee that it can still provide substantially more advanced knowledge than any currently possessed by GDI, the Brotherhood Of Nod, or even the Scrin. You'll have to put in the effort to decipher its data, making it of limited short-term use, but if you ever wanted to *truly* master Tiberium there is no substitute for this enigmatic repository of knowledge.

# SUBORDINATES

- Allied Commanders (variable cost)

Though you might be one of the highest ranked commanders for your faction, responsible for the global strategies your side requires to achieve victory, that doesn't mean it all has to rest on

your shoulders alone. You may import existing Companions or create new ones of your own choosing, guaranteeing you trustworthy allies who can handle (part of) the responsibilities of the immense conflict. You may pay 100CP per Companion, or spend 500CP to get eight Companions at once.
Purchased Companions receive their choice of either a military base as described in 'Military Infrastructure' above, or a Strike Force as described in the 'Military Task Force' option below, representing whatever forces they are (initially) put in charge of. Companions do not receive further CP for additional purchases and may not take Drawbacks, but you may freely share CP with your Companions if you wish.

- Competent Aides (50CP)

Being (one of) the highest ranking commander(s) on the planet is a job with a great deal of power and responsibility, but you can't win a war without delegating some of the work. With each purchase, you gain the services of a single, highly competent assistant of some form, similar to how Lieutenants Telfair and James provided support to GDI's main commander, or how Killian Qatar and Ajay helped run the Nod military campaigns in the original timeline. You can also use one or more purchases to leave a position unfilled, allowing you to recruit existing characters from this setting as new Companions. You'll need to convince them first - which may be difficult depending on their current allegiance - but you can ask any number of candidates until you've filled all your 'vacancies'.

- Transcendent Code (100CP)

A step above a merely human subordinate, this purchase represents the acquisition of a powerful A.I. to assist you. Unfailingly loyal, extremely intelligent and capable of multitasking and interfacing with almost your entire military network at once, this system can be one of the greatest force multipliers you might wish for. You could base this system on existing A.I.s like EVA, Cabal, Legion, or the Scrin Mothership, but may also opt for a custom-made system not seen before. This A.I. can be made a Companion if you desire, and you may choose to import an existing Companion into this form to grant it all the appropriate skills and abilities at no extra cost.

- Military Task Force (100CP)

Though military forces can be deployed as everything from escorts to garrisons to covert infiltration teams, the standardized unit of measurement is that of a 'Military Task Force' - a coherent group of military assets with a unified tactical approach and a streamlined logistics chain that ensures they can operate in the field nearly indefinitely. You gain the support of one such group, which stands ready to obey your commands in the field and can (initially) be deployed from any nearby military facility under your control. In future jumps, they'll be located somewhere near your starting location or at one of your military bases, with whatever basic support they need in the field (like prefab landing pads for aircraft). Each purchase grants you a Military Task Force composed of up to fifty 'slots' worth of logistical footprint; the slots required for each type of unit are provided in the Notes section of this document.

All members of your Military Task Force are veterans with considerable combat experience, and are already equipped with whatever upgrades and modifications are available to them (such as Railguns for GDI's Predator Tanks).
Any losses taken by the Military Task Force are replaced over time, with the time varying depending on how severe losses are: a Military Task Force that is nearly wholly destroyed is slowly restored over at most one month, starting with the 'cheapest' units (such as most infantry) and ending with the most expensive ones (such as the Redeemer). Military Task Forces will likewise restore any injured or damaged assets to full performance over time, and are replaced in one month if it is destroyed or otherwise permanently removed from service.

Each Military Task Force must be composed of a single sub-faction, with no 'mix and match' of units due to incompatible technologies, though you can access both your main faction and both subfactions by default should you wish to buy multiple Military Task Forces; these do not need to all have the same sub-faction, if any. You can add sub-faction technologies to Military Task Forces they are not normally found in if you have the appropriate Doctrinal Integration upgrades, but you cannot add units from hostile factions or sub-factions by default (i.e. Scrin units in a GDI Military Task Force). Incorporating reverse-engineered military assets into a Strike Force *is* possible, but the vastly more difficult logistics and support involved in keeping these units operational increases the price of this purchase by an additional 100CP.

# ALTERNATIVE BATTLEFIELDS

By default, this jump takes place during the time of the Third Tiberium War, as depicted in Command & Conquer 3: Tiberium Wars and its expansion Kane's Wrath. However, that is not to say that this is the *only* war you might want to get involved in…

You may instead choose to place this jump at a different time point in the 'Tiberium' timeline of the Command & Conquer series. In addition to the Third Tiberium War, you may also choose from the First Tiberium War (Command & Conquer / C&C Tiberian Dawn) starting in 1997, the Second Tiberium War and the Firestorm Conflict (C&C Tiberian Sun, C&C Firestorm) occurring from 2030 onwards, or the Fourth Tiberium War (C&C Tiberium Twilight) fought in 2077.

Regardless of the time span or conflict you choose, the basic rules of the jump remain the same: rather than canon events, you will instead find yourself in a similar but noticeably different situation, with the war having escalated to the same degree of global-scale all-out conflict seen in the Global Conquest mode. The Scrin, which are normally absent during all conflicts other than the Third Tiberium War, may either arrive or not as you decide, but if no Scrin are present during a particular conflict you may not choose the Scrin background and may not purchase Scrin military forces or other purchases directly reliant on their invasion. All purchases you make for different eras that would normally relate to Third Tiberium War assets (such as units, technology upgrades, or military structures) are adjusted to be in line with those of whatever era you use this jump for. You won't be completely outmatched with out-dated forces if you join a Global Conquest during the time of Tiberium Twilight, nor will your military be decades more

advanced than those found in-setting if you buy them while (re)visiting the events of the original GDI-Nod conflict in Tiberian Dawn.

You may use this jump multiple times, but you may only use it once per conflict per side (i.e. you can fight the Second Tiberium War as GDI *and* as NOD, but may not redo it as GDI a second time). Any time you use this jump after the first, you don't receive the base allotment of CP *unless* you also take the 'Blood, Steel, And Tiberium' Drawback. Otherwise, any further purchases will require you to take Drawbacks for additional points during the visit(s) in question.

# DRAWBACKS

The battles ahead will be difficult enough as it is, but let it never be said you need to shy away from a challenge. You may make the coming war more difficult in return for additional points if you insist, with no maximum on the amount of Drawbacks you may take.

- To Victory And Beyond (+0CP)

Ordinarily, your time in this jump will only last until the war ends in your favor or you've spent ten years here… but why not see what else awaits Earth in the future? This Drawback allows you to extend your stay indefinitely, without the need to decide 'ahead of time' how long you'll remain here. You can choose to leave any time you'd otherwise be able to, but do be careful: this Drawback doesn't grant any additional protection from the dangers of old age, Tiberium exposure, or whatever else you might run into during your extended stay.

- Head Start (+100CP)

Well, now, it seems you've waited a bit too long to get started… or perhaps your faction has simply fallen a bit farther than the other two in the opening catastrophe of this conflict. Your two rivals already have greater access to territory and resources than before, increasing their military presence across the globe by about a fourth. You'll have to catch up if you're going to emerge victorious, so get those MCVs or Drone Platforms going before it's too late.

- Entrenched (+100CP)

Forget taking advantage of poorly-defended outposts that have only just come online; your foes aren't going to sit around and wait for you to eliminate them. All enemy military sites are automatically upgraded with additional defenses, making them tougher nuts to crack by conventional assault as well as increasing their resilience against indirect attacks such as orbital strikes or superweapons.

- Harsh Logistics (+100CP)

Keeping an entire military supplied, paid and with enough manpower to achieve their objectives is not an easy task - especially for your faction. Though it's no harder to keep existing assets operating smoothly, any attempt to train, build or enhance your military forces are much more costly until the required logistical support has had a chance to 'settle'. Expect to spend about twice the normal price in both resources and man hours to create new forces.

- Restless (+100CP)

Putting the local population to use is vital to achieving a robust military industrial complex, whether that's by securing their willing aid, obedience through intimidation, or even just by rendering down to useful raw materials. Unfortunately, it seems the world's population isn't very keen on aiding you - it will take much more time and effort to turn major population centers to your side or otherwise make them 'useful'. At the same time, your enemies will find it much easier to disrupt your control, so expect a lot more opposition, hostile P.R. or outright rebellions if you don't keep a close eye on the locals.

- Ambush Tactics (+200CP)

It's said that 'no plan survives contact with the enemy', and rarely has this been more true than now. Your forces will face far more surprise attacks, acts of sabotage, and other such methods to delay or disable them. Although they're not necessarily all that dangerous in terms of losses or damage, it'll make it far more difficult to plan complex strategies for attacks. Even a relatively small group of ambushers can stall an offensive with the right tactics, and whether it's a squad of GDI's Firehawk jets, groups of Nod militants or a Mastermind pitting your forces against one another, you'll have to have a good 'plan B' for just about every large-scale operation. Keep things flexible, and you might still succeed. Be too rigid, and your forces will be whittled down through a thousand smaller skirmishes with no end in sight.

- Luddite (+200CP)

Rebuilding your military infrastructure could see you reach lofty heights of firepower… but don't set your sights too high. Your faction is no longer able to deploy its mightiest weapons - the M.A.R.V., Redeemer and Eradicator - and will lose any access to its superweapons or any similar kind of heavy weaponry. Given how necessary these tools are to break stalemates or weaken heavily fortified enemy installations, it's going to be *quite* the challenge to uproot your foes when they've had a chance to 'dig in'.

- Sightseeing (+200CP)

The planet has weathered some pretty disastrous changes, and you'll not find many intact roads outside the Blue Zones. That's just the first of your problems, though; between sinkholes and Tiberium chasms, collapsed buildings and severe Ion Storms forcing your troops to take shelter, you'll be hard pressed to get your troops anywhere in a hurry. All your forces travel at only half their former speed over longer stretches of terrain, meaning that although your allies' tactical mobility remains largely unchanged, hostile forces will have more than enough time to see you coming before an assault.

- Tiberium Rush (+200CP)

Expand or die; you'll need the resources, the territory, the population. Your enemies certainly aren't going to wait, and in fact this Drawback ensures all hostile forces will find it *much* easier to establish new forward operating bases and lay claim to surrounding regions. Sure, they'll still need time to improve their defenses or deploy military forces… but how much help will that be if your enemies seem to be *everywhere*?

- Priority Target (+300CP)

Normally, each of the three sides in this conflict would oppose all others, engaging whoever and whatever stood in their path. As a result, both hostile groups would fight each other as much as they fought your forces… but with this Drawback, you can't rely on this anymore. Both hostile factions now consider you the biggest threat to their eventual victory, and will focus all their efforts against you. They might still fight one another if they get in each other's way, but they'll otherwise be content to mostly ignore each other until they've wiped your faction off the map.

- Armageddon (+300CP)

Don't bother investing in W.M.D. alarms, because they'll be ringing all the time. Your enemies will find their superweapons *vastly* easier to field than before, and they're not afraid to use them. You'll have to find a way to achieve victory in a world where Ion Cannons, nuclear ICBMs and alien wormhole vacuums can - and likely will - be used with wild abandon.

- Disorganized (+300CP)

Just because you're all pursuing the same goal doesn't mean you're doing so *together*. GDI has had its fair share of internal strife, the Brotherhood Of Nod has experienced more than one schism and outright civil war between its various sects, and insubordination is hardly unknown in the Scrin's chain of command - just see Foreman 371's actions in the original timeline. Now, this problem has become more endemic within your faction, and a full half of the assets on your side are, possibly openly, defying your authority and ignoring your commands. You're not quite fighting each other, but while the wayward splinter groups seek their own ways to eliminate those seeking to eradicate them and conquer the planet, any kind of coordination or cooperation is borderline impossible. You could seek to return them into the fold through more overt means… but those same efforts might leave you unable to oppose your enemies at the same time, so your renewed 'unification' may leave you struggling to catch up. You could also simply ignore them, taking whatever benefits the actions your sort-of allies might grant as unplanned windfalls, but this does mean you'll have to do so from a substantially weaker starting position.

- A Strong Foundation (+300CP, can't be taken by GDI)

A mighty beast has woken from its slumber, with railguns for teeth and hexagonal armor for scales. With this Drawback, GDI starts this great conflict with a full quarter of the world under its dominion, the gathered industrial power and resources fueling its massive military production. They have not yet reached the point where they can overwhelm all others with endless columns of Mammoth Tanks and heavy ordinance… but they're pretty damn close, and they know it. If you're to have any chance of claiming Earth for your own faction, you'll have to stop their expansion, and stop it *fast*.

- World In Anarchy (+300CP, can't be taken by Nod)

A mankind divided is one that's ready to fall, and the Brotherhood has taken more than sufficient precautions to avoid this outcome. With this Drawback, Nod now has the support of almost a third of the planet's population, putting them dangerously close to achieving a numerical superiority none of the other factions can match. If you're going to stop them from drowning you in endless masses of Tiberium-enhanced rebels, you'll have to get in there and take away the

support the people of Earth have begun to offer Kane's forces. Of course, the Brotherhood knows they're close to achieving dominance, and will not make it easy for anyone to subvert their control, even as they seek to expand even further.

- The Call Of The Stars (+300CP, can't be taken by Scrin)

The initial Scrin invasion caused widespread devastation, but it would have been poorly prepared for a major counter-offensive by humanity… except with this Drawback, they've come considerably better prepared. Vast, alien strongholds have been erected, and the Scrin have just completed their seventh Threshold Tower. They can't open a gate to bring in Scrin reinforcements *yet*, but it won't be long - if you're going to prevent them from bringing a vast armada to cleanse Earth of all life, you'll have to prevent them from building the last two Threshold Towers they need, and ideally take the existing ones down as soon as possible.

- Blood, Steel, And Tiberium (+300CP)

This world has more than enough advanced weapons and unnatural abominations prowling it; no need to add to the list. With this Drawback, you (and any Companions) lose access to all Perks, Items, or other advantages you might have brought with you from elsewhere on your chain, including previous visits to this jump or any other from the Command And Conquer setting where applicable. You also lose access to your Warehouse. For all intents and purposes, you are reduced to nothing but your Body Mod and whatever purchases you've made for this jump.

# ENDING

Hopefully, you've managed to conquer the planet and brought Earth into the future as your chosen faction decrees. If not, perhaps a decade of grueling warfare will have left an impression, not to mention some valuable lessons for how to handle such crises in the future. But regardless of your victories, or lack thereof, it's now time to make a choice. Whatever you decide, all Drawbacks cease to affect you as normal.

If all this bloodshed has permanently drained your will to journey, you may choose to **go home**. You cease your jumping, and return to your original reality with whatever you've acquired during your chain. Perhaps your original home is in need of a decent military takeover?
This is the only option available to you if you died during your stay here.

Your second option is to see what the future brings in this Tiberium-tainted place, by choosing to **stay here**. You'll relinquish your ability to jump to new worlds, and will instead stay in this reality for the rest of your days. Who knows what kind of greatness you'll build on Earth with your biggest enemies eliminated?

And finally, there is of course the option to **move on**. You'll leave this world behind, moving on to whatever jump awaits you with everything you've acquired here.

# NOTES

This jump is, if it wasn't obvious, based on the Global Conquest challenge of C&C: Kane's Wrath. As such, the original campaigns and story of both Tiberium Wars and Kane's Wrath don't

occur, though individuals and locations seen in the games may still exist, if possibly in a slightly different manner. The game mode itself is an abstraction; feel free to use it as inspiration for your build, but don't forget that the world doesn't move in 'turns' or otherwise obeys game logic.

To those unfamiliar with arguably the core of the ‘Tiberium’ timeline of Command And Conquer, Tiberium is a form of exotic matter whose default appearance is that of a brilliant green, crystalline compound. Tiberium will, given time, expand and contaminate almost any other materials it is in contact with. Many Tiberium ‘fields’ are merely the surface evidence of much larger root-like networks of expanding Tiberium beneath the surface. At least one type of Tiberium emits exotic radiation that can quite literally convert other matter into Tiberium, and even the smallest intact crystal can grow back into a Tiberium field of arbitrary size, if given time to do so.
The growth of Tiberium also causes it to effectively leech numerous minerals out of the nearby soil, making Tiberium crystals an immensely rich and easily acquired source of all manner of industrial resources - provided the hazardous Tiberium itself is removed.
Unfortunately, Tiberium is highly toxic and extremely mutagenic, and worse, many lifeforms that survive Tiberium contamination are seemingly transformed in a manner that aids the spread of Tiberium. Some of the earliest evidence of this process were so-called ‘Blossom Trees’, mutated trees that continually release tiny Tiberium fragments into the air as a form of spores; these fragments will then create new Tiberium fields when settling on the ground. This behaviour has resulted in widespread Tiberium contamination across the globe, along with severe ecological collapse.
Tiberium will also transform at a rapid rate, and numerous different variants of the material have been seen in the decades since it first arrived, including the rich but volatile blue Tiberium and the liquid Tiberium form harnessed by the Brotherhood Of Nod.
All Tiberium that comes from purchased options in this document comes with built-in containment, ensuring that they will never work their way into the Earth’s crust like the original Tiberium impact in Italy did back in 1995; Tiberium veins and similar deposits will only ever remain within the local region without automatically spreading. That said, accidentally or deliberately spreading Tiberium beyond these ‘guaranteed safe’ areas may still result in further spread, with all the consequences thereof, and any Tiberium you acquire in-setting and take with you (for example in your Warehouse) are likewise not protected this way. *Handle it with care.*

Any Perks or other advantages that apply to your side obviously also apply to you personally.

Discounts don’t stack; an option that receives a discount from two different sources stays at 50% of the normal price, not 25%.

Technologies seen in this setting continue to work in other jumps (barring active intervention there by hostile deities and the like), regardless of what purchases you make here. That said, you may want to get a reliable source of Tiberium for at least some of them. Support Powers you’ve bought continue to work in future jumps, even without the military infrastructure present in this world - buying the Ion Cannon still allows you to call down strikes without an Ion Cannon

Satellite being present, for example, and purchased military assets such as tanks won't suddenly run out of fuel in a medieval society.

Getting either type of MCV or a Drone Ship through one of the subordinate purchases allows you to deploy it and build bases as normal, including in other jumps, though any such structures are not themselves fiat-backed like the 'Military Infrastructure' ones are. You'll also have to provide suitable resources for it to perform such duties, most likely a reliable source of Tiberium.

All else fails, fanwank responsibly and have fun.

# SUPPORT POWER EXAMPLES

Details of the 'canon' Support Powers can be found here:
https://cnc.fandom.com/wiki/GDI_support_powers_(Global_Conquest)
https://cnc.fandom.com/wiki/Nod_support_powers_(Global_Conquest)
https://cnc.fandom.com/wiki/Scrin_support_powers_(Global_Conquest)
Creating (variants of) these Support Powers as seen in the game's strategic map can be done as follows:

- *Rapid Deployment* can duplicate Special Forces, Raise Marked Of Kane, Rouse Militants, Rouse The Black Hand and Alien Dropship.
- *Strategic Strike Capabilities* can duplicate Orca Strike, Zocom Infiltration, Commando Strike, Vertigo Strike, Create Ion Superstorm and Orbital Bombardment.
- *Strategic Theater Support* can recreate Sky Sentry, Guerilla Repairs, Phase Field and Wormhole Generator.
- *Territory Control* can duplicate Emergency Cleanup, Stealth Field, Ichor Injection and Growth Accelerator.
- *Population Management* can grant Refugee Aid, Media Blitz, Rouse Insurrection, Fury Of Nod, Spread Alien Plague and Eradicate Population.

# C&C3 UNIT LIST

This list is provided mainly as a summary of what forces are available for the appropriate purchases in the Companion section. If you want more details on specific units, the wiki at https://cnc.fandom.com/wiki/Portal:Tiberium_Wars has more information available, and you can always play the game - it's really quite good :)

## GDI

- 1 slot
    - Rifleman Squad: a six-man team of GDI's standard infantry, Riflemen are well-armed and armored, and excel at anti-infantry combat. With a small amount of additional supplies, these squads can rapidly dig and fortify 'foxhole' bunkers for added protection. They can be upgraded with armor-piercing weapons and composite armor or, while serving in ZOCOM, armored anti-tiberium suits.

- Missile Squad: armed with powerful anti-armor missiles, the two soldiers in this squad are effective against vehicles and aircraft alike. They can be upgraded with composite armor armored anti-tiberium suits similar to Riflemen.
- Engineer: these unarmed technical specialists are used to perform various supporting roles on the battlefield. They can rewire or hack neutral and hostile structures to serve their commander's forces, can repair and redeploy the 'husks' of destroyed walker units like the Juggernaut and Avatar, and repair various structures in the field. The Steel Talons equip their engineers with sidearms and more protective body armor, though they are still best kept away from heavy combat.
- Grenadier Squad: these anti-infantry specialists come in teams of four, and rely on explosive grenades to clear out massed infantry and eliminate the occupants of garrisoned buildings with ease. Steel Talon grenadiers are rarely upgraded, but other operations often see them improved with EMP grenades and either composite armor or ZOCOM's enhanced Tiberium-resistant armors.
- Sniper Team: this spotter-marksman pair is lethal against infantry from long distances. They are difficult to detect without specialized scanning equipment, and can support GDI artillery like the Juggernaut by providing accurate targeting data far beyond an artillery piece's normal maximum range. They are rarely seen in the ranks of the Steel Talons.
- Zone Trooper: equipped with bulky, environmentally sealed power armor, a four-man Zone Trooper squad can operate in Tiberium-infested regions for extended periods of time. Their railguns deal immense damage against even heavy targets, though the somewhat low rate of fire means they are less effective against massed infantry. They can't attack air forces, but do have access to jetpacks that let them fly over obstacles or quickly enter (or exit) combat. Zone Troopers can be upgraded with limited self-repair as well as more advanced scanner systems so they can track and engage targets (even cloaked enemies such as Nod's Stealth Tanks) at greater range. They are rarely seen among the Steel Talons.
- Zone Raider: the ZOCOM replacement for the Zone Trooper, these troops share many of the Zone Trooper's strengths and upgrades. However, these predominantly female elite forces use a more advanced suit of armor, which carries shoulder-mounted missile launchers that allow them to engage air forces. Instead of a railgun, they use an advanced sonic grenade launcher that deals greater damage over a considerable area-of-effect, though without the sheer projectile speed of the Zone Troopers' railguns, they may struggle against fast-moving targets like Raider Buggies.
- Commando: the deadliest soldier among GDI's forces, a single Commando can outfight entire squads of lesser infantry. Equipped with state-of-the-art armor and a prototype rapid-fire assault railgun, these elite soldiers can mow down enemy soldiers with frightening speed, though their weapons aren't designed to handle heavier armor like that on vehicles. Carrying a sizable number of det-packs, Commandos can destroy entire military buildings in seconds, and instantly

disable hostile walkers like the Avatar or Annihilator using these same explosives. They have a jetpack that allows them to pass obstacles or defenses, which likewise allows them to ‘jump’ onto enemy walkers to more easily disable them. These soldiers are rarely seen among the Steel Talons.

- 2 slots
    - Pitbull: this lightly armored scout vehicle carries a missile launcher that is effective against ground and air targets. However, it is too fragile to withstand the frontlines for long, and is usually used as a support unit with its advanced scanner systems or, if upgraded, for its long-range mortar.
    - Armored Personnel Carrier: decently armored and equipped with a light machine gun, the APC is effective against infantry and air units. Its sizable transport capacity allows it to move a single infantry unit across the battlefield, while numerous gun ports allow the carried forces to engage enemies while safely kept within the vehicle. They can also be used to deploy minefields, and are often upgraded with armor-piercing ammunition.
    - Mobile Repair Transport: rather than using the conventional APC, the vehicle-focused Steel Talons instead use the MRT. Similar to the APC in most respects, its main difference is that this vehicle lacks a weapon and instead serves to repair nearby friendly vehicles.
    - Wolverine: the dedicated anti-infantry walker of the Steel Talons, this light mech is only modestly armored but moves with surprising speed and agility. Equipped with a pair of light machine guns, it is lethal against infantry and still moderately useful against heavier targets - especially if it is upgraded with armor-piercing ammunition.
    - Predator: GDI’s main battle tank, the Predator is a tough tracked tank equipped with a cannon that can be upgraded to an even stronger railgun. It lacks any anti-infantry weapons, however, and ZOCOM normally lacks the railguns to enhance its firepower. Despite this, it is a capable front-line armor unit that can ‘slug it out’ with most other vehicles.
    - Titan: rather than fielding the Predator, the Steel Talons subfaction instead deploys an upgraded variant of the Titan mech that was commonly seen during the Second Tiberium War. Though more expensive to field, the Titan’s elevated height allows it to engage targets from farther and over certain obstacles like walls, and the machine boasts increased armor plating as well as the potential for upgrading with adaptive armor and the standard railgun installation. Its bipedal frame allows it to crush light vehicles, but also makes it vulnerable to demolition charges such as those used by commando units.
    - Slingshot: this light hovercraft is unable to engage ground targets, but its four rapid-fire cannons can shred any air units caught within its crosshairs. It’s quite fast, and if upgraded with tungsten anti-air rounds, its considerable firepower can be increased even further.
    - Surveyor: this lightly armored vehicle is designed to unpack into a permanent, stationary facility that acts as a logistics and control center for any nearby structures. As a result, Surveyors can allow commanders to expand to areas of

interest, such as rich Tiberium deposits or military choke points, with far greater ease than having to deploy a Mobile Construction Vehicle. However, the Surveyor lacks any fabrication facilities itself, and can only direct components shipped in from elsewhere.
    - Harvester: the primary method for harvesting Tiberium is through the use of these large machines. Designed to collect and store large volumes of crystalline Tiberium from any available Tiberium fields, these vehicles are vital for acquiring the resources needed for on-site manufacturing of military hardware. Many Harvesters are equipped with light machine guns for self-defense, though the Steel Talons prefer a reinforced Harvester with an-built infantry bunker and ZOCOM instead equips its Harvesters with a rocket launcher.
    - Rig: this support vehicle has no effective function while mobile, but can deploy into a so-called ‘Battle Base’, creating a multi-role military emplacement. Though only modestly armored, each Battle Base is equipped with two anti-tank cannons, an anti-air missile launcher, and repair drones it can use to restore nearby allied vehicles to full functionality. This deployed form also detects stealthed units nearby, and its cannons can be upgraded with railguns for additional firepower - though ZOCOM normally lacks access to this functionality.
- 3 slots
    - Shatterer: a modestly armored hover vehicle, the Shatterer carries a potent sonic cannon. Originally designed to counter Tiberium spread, the Shatterer’s sonic shockwaves can tear apart infantry and vehicles alike in a straight line, the sound blast continuing on over a considerable distance regardless of how many targets are struck. ZOCOM has further altered the design to allow for an ‘overcharged’ blast of even greater destructive power, at the cost of temporarily disabling the vehicle.
    - Orca: a VTOL aircraft serving as an ‘attack helicopter’ style air unit, the Orca can pelt ground targets with an array of rocket launchers or, in the case of ZOCOM-fielded Orcas, barrages of sonic grenades before returning to an airfield to re-arm. It is mainly used as a tank hunter, but it can also be used for tracking stealthed units with its built-in ‘pulse scanner’ and access to an upgrade that allows it to deploy a sensor pod onto the ground or even specific vehicles for more long-term detection. Many Orcas can also be upgraded with additional rocket attachment hardpoints, though ZOCOM’s Orcas are incompatible with these upgrades - a ZOCOM commander can instead invest in more advanced aircraft armor for added resilience.
    - Hammerhead: this heavy transport and assault helicopter is tough but only moderately armed, using a pair of heavy machine guns to engage ground targets. Carrying enough fuel and ammunition to operate for extended periods of time without returning to an airfield, it is also capable of ferrying an entire infantry squad within its hold. Like the APC, transported infantry can fire out of the craft at any appropriate targets. Many Hammerheads are upgraded with armor-piercing rounds, and ZOCOM also frequently enhances their armor for additional survivability.

        - Firehawk: one of the fastest aircraft on the modern battlefield, the Firehawk jet can be loaded with either anti-ground bombs or anti-air missiles, allowing it to change role depending on the needs of their commander. Thanks to decent armor and great speed, Firehawks can often release their payloads and escape before taking significant damage, especially when fighting in groups. A ‘stratofighter’ mode allows it to reach almost any point on the battlefield by briefly traveling at extreme altitudes, though this system currently requires an upgrade and is not ‘standard’. Further upgrades includes greater missile and bomb capacities or, for ZOCOM-fielded Firehawks, enhanced armor paneling for greater durability.
- 4 slots
    - MCV: the Mobile Construction Vehicle is a somewhat slow, largely unarmored industrial vehicle that can deploy into a Construction Yard - the centerpiece of most GDI military outposts. A Construction Yard is capable of building most other military structures, making MCVs almost a ‘mobile base’ so long as sufficient supplies and time are provided. Using mostly locally-gathered resources (typically isolated from harvested Tiberium), these structures require only minimal supply lines to establish basic outpost functionality, though more advanced structures may need more specialized support. A deployed Construction Yard can ‘pack up’ into its MCV form on a moment’s notice, making modern-day GDI deployment remarkably mobile even when establishing more permanent military facilities.
    - Mammoth: the largest and heaviest conventional tank in the GDI arsenal, the Mammoth can endure punishing amounts of damage and remain combat-ready. Armed with two heavy cannons and a pair of guided missile launchers, it can engage both armored opponents and air targets, though it struggles with infantry. Aside from ZOCOM Mammoths these mighty tanks can be further enhanced with railguns to improve their already potent firepower, and the Steel Talons can also upgrade them with adaptive armor. Its one biggest downside is that although immensely tough yet efficient, the Mammoth is very slow.
    - Juggernaut: one of the last remaining mechs after GDI ended the mechanized walker programs from the Second Tiberium War, the Juggernaut is a towering, bipedal ‘chicken walker’ frame carrying three enormous artillery cannons. Though forced to deploy for additional stability before it can fire, the Juggernaut can deal immense damage to targets at extreme range, leveling structures in moments and turning hostile armor to scrap. The machine is big and heavy enough it can literally crush hostile vehicles ‘underfoot’, though its light armor makes this an emergency maneuver at best. The Juggernaut can also use targeting data provided by field scouts such as Sniper Teams to engage far outside its conventional targeting range, although the Steel Talon variant known as the ‘Behemoth’ foregoes this functionality to instead sport an infantry bunker that can be garrisoned by troops to provide the artillery piece with some additional protection.
- 20 slots

- M.A.R.V.: the largest vehicle on the battlefield by a considerable margin, the *Mammoth Armored Reclamation Vehicle* is an enormous tank-refinery hybrid that can literally drive over Tiberium and process it without the need to return to refineries. Heavily armored to the point even the Mammoth pales in comparison, this vehicle is also equipped with an immensely potent sonic cannon as well as four modular hardpoints. These hardpoints allow the M.A.R.V. to permanently integrate weapon systems from infantry stationed within the vehicle, allowing a GDI commander to, for example, grant this vehicle a railgun turret by sacrificing a group of Zone Troopers or self-repair systems with the garrisoning of an engineer. These modifications are irreversible (without substantial time in a factory bay) and, as a result, prevent the garrisoned infantry from functioning normally. Nonetheless, with the right support the M.A.R.V. is a remarkably flexible and devastatingly powerful battlefield asset.

**NOD**

- 1 slot
    - Militant Squad: recruited from the poor and desperate inhabitants of the world's Yellow Zones, these poorly-trained and equipped soldiers rely on sheer numbers rather than individual prowess - and are often treated as expendable distractions by Nod commanders. Their light rifles are effective against infantry, but they have little impact against more armored targets. Some of the Brotherhood's leaders enhance Militants with a Tiberium-based serum, and their effectiveness can be further increased with the addition of a well-trained Confessor. Neither the Black Hand nor the Marked Of Kane use these troops, with both having their own variants of standard infantry.
    - Confessor Cabal: these religious zealots are the primary infantry forces of the Black Hand. Better trained and equipped than ordinary Militants, they serve as both front-line infantry as well as morale officers, bolstering the fighting spirit of nearby troops. Black Hand commanders also often invest in these soldiers by adding a flamethrower-armed Disciple to each squad, or by replacing their rifles with particle beam weaponry.
    - Awakened: developed as a means to turn slain soldiers into the embodiment of Kane's will, the Awakened are the primary infantry forces of the Marked Of Kane. Each of these emotionless super-soldiers is a heavily augmented cyborg, equipped with machine guns and an E.M.P. generator that can briefly disable vehicles and structures. They are costly to produce and their numbers are vastly more limited than that of Militants, yet their resilience and superior firepower makes them one of the most dangerous soldiers on the battlefield.
    - Militant Rocket Squad: equipped with heavier weapons than conventional Militants, this pair of soldiers carries powerful rocket launchers that are effective against air targets and vehicles. They lack any meaningful anti-infantry attacks, however. Some Nod commanders invest in these squads by granting them the support of either a religious Confessor or one of the Black Hand's disciples, and

these squads can benefit from the same Tiberium infusions as their more numerous Militant brothers.

- Saboteur: trained in the arts of infiltration, sabotage, and hacking, Saboteurs are the Brotherhood's counterpart to GDI's engineers, and these ominous individuals largely serve the same purposes. They can also deploy booby traps on structures or downed mech husks, and the cybernetic expertise of the Marked Of Kane often sees them 'upgrade' their Saboteurs by replacing their legs with superior cybernetic prosthetics.
- Fanatics: religious zealots who are committed to Kane's path to the bitter end, these suicide troops are loaded down with explosives. Dealing heavy damage to anyone they can reach, these suicide bombers are not to be underestimated - and they are frequently made even more dangerous by Commanders granting them the same Tiberium-based serums they might use to bolster Militant Squads and Militant Rocket Squads.
- Shadow Team: these elite covert operatives are used for assassination and sabotage tactics. Each team of four is capable of remaining undetected while moving, and has access to compact, foldable gliders that allow them to fly under minimal power. They are lethal to infantry thanks to their powerful machine pistols, and can use demolition charges to deal considerable damage to structures. However, they lack the means to handle vehicles without support. Shadow Teams can also deploy targeting beacons to aid Nod artillery forces such as the Specter.
- Black Hand: these elite forces are easily recognized by their flowing capes, and are clad in advanced power armor that makes them exceptionally hard to eliminate. Armed with potent flamethrowers, these soldiers are nightmarishly effective in urban combat. Those who serve directly under a Black Hand commander are frequently upgraded with the 'Purifying Flame', a Tiberium-enhanced fuel that makes their fiery attacks even more lethal.
- Tiberium Trooper: fielded exclusively by the Marked Of Kane, these heavily armored cyborgs use a liquid sprayer to douse targets in weaponized Tiberium. These attacks are lethal to infantry and can deal substantial damage to vehicles, especially given the fact their attacks will temporarily slow vehicles down. Like many other forces in the Marked Of Kane, they can be upgraded with cybernetic leg enhancements that allow them to move considerably faster than before.
- Enlightened: armed with heavier particle beam cannons than their Awakened brethren, the Enlightened are heavy assault infantry that are more man than machine. Fielded exclusively by the Marked Of Kane, these cyborg soldiers are excellent at cutting apart vehicles, and possess a more potent E.M.P. weapon they can use to disable targets. They can be upgraded with more potent charged particle beams, as well as cybernetic leg augmentations similar to many other soldiers among the Marked Of Kane.
- Commando: these predominantly female elite operatives are the most dangerous soldiers in the Brotherhood. Each is equipped with a powerful, rapidly firing laser pistol and a collection of demolition charges, making them the only equal to GDI's

commando on the battlefield. The main difference between the two is that instead of the GDI commando's jetpack, these lethal women instead prefer a cloaking device that hides them while stationary and allows for devastating sneak attacks. The Black Hand typically has the most experienced commandos among their ranks and fields them in greater numbers, but their philosophy rejects the use of cloaking devices.

- 2 points
    - Attack Bike: fast but largely unarmored and consequently fragile, the Attack Bike relies on powerful side-mounted rocket launchers to carry out hard-hitting hit and run attacks. They are effective against both armored vehicles and aircraft, and serve as excellent scouts thanks to their speed and a built-in scanner system to detect cloaked enemies. Some Nod commanders choose to upgrade these bikes with more potent Tiberium-based rocket payloads.
    - Raider Buggy: this fast, lightly armored vehicle is equipped with a machine gun. Mainly used for scouting and support roles, it is effective against infantry and air targets, but lacks any means to combat heavier vehicles directly. However, it can be upgraded with a more potent laser weapon as well as E.M.P. coils that enable it to temporarily disable nearby enemy vehicles and structures.
    - Scorpion Tank: the main tank of the Brotherhood Of Nod, the Scorpion places most of its armor in front, leaving a tertiary rear tank tread exposed. Though this makes the tank somewhat vulnerable to attacks from behind, it results in a highly mobile vehicle perfect for Nod's focus on speed. Its main cannon is useful against vehicles, and the Scorpion can be further upgraded with a laser cannon for greater firepower, as well as frontal dozer blades to clear mines and even crush heavy infantry like Zone Troopers.
    - Flame Tank: heavily armored yet still quite mobile, the Flame Tank is capable of incinerating groups of infantry with ease, set whole bases ablaze if not stopped swiftly, and is deadly in urban combat where garrisoned structures abound. The Black Hand can upgrade it with the even more lethal 'Purifying Flame' fuel, while the Marked Of Kane rarely deploy these vehicles.
    - Venom: this lightly armored VTOL aircraft is equipped with light machine guns, and is an excellent scout and anti-infantry aircraft. They also serve as Nod's anti-air fighters, and are capable of engaging other air units to great effect. Venoms can also be upgraded further with signature generators that allow them to spoof enemy radar with false contacts, as well as with laser weaponry or, if used by the Marked Of Kane, particle beams to enhance its firepower. The Black Hand foregoes the use of most aircraft, and rarely ever deploys Venoms.
    - Emissary: this deployable command center is used by Nod Commanders to quickly establish control over regions without the need for an MCV. Other than aesthetics, it is largely identical to the Surveyor and serves the same role as its counterpart.
    - Harvester: similar in most respects to its GDI counterpart, Nod Harvesters lack any form of weaponry. These vehicles instead include a stealth generator that

hides them from enemy sight, though the Black Hand refuses such ‘dishonorable’ tactics.

- 3 slots
    - Reckoner: an unusual form of armored transport, the Reckoner can carry two infantry units into battle, but it has no weapons and no options for its passengers to engage targets until it deploys. When ordered to deploy (which happens automatically if the vehicle is sufficiently damaged), the Reckoner permanently transforms into a tough, immobile bunker with greater garrisoning space that now allows any infantry within to engage nearby targets while staying safe from enemy fire. It can be upgraded with dozer blades similar to those of the Scorpion Tank.
    - Beam Cannon: an unusual form of artillery, the Beam Cannon is a lightly armored vehicle with surprising speed. Its main armament is a particle beam that slowly fries its target from long range. Though lacking in initial damage, multiple Beam Cannons can merge their attacks together to create increasingly potent energy beams powerful enough to ‘cook’ even heavily armored targets in seconds. Beam cannons can also reflect their beams off stationary Venoms to strike more distant enemies, and their weapon can be channeled into Nod’s Obelisk Of Light base defenses to bolster the firepower and range of these already mighty structures.
    - Specter: serving as heavy artillery for the Brotherhood, the Specter boasts impressive range and firepower, but a low rate of fire and a need to deploy before engaging targets. Except for Black Hand Specters, these vehicles are equipped with stealth systems that allow them to evade detection before firing, making them a hard-hitting surprise weapon. They can use targeting beacons from field operatives like Shadow Teams to engage well beyond their ordinary ‘maximum range’.
    - Stealth Tank: one of the Brotherhood’s most iconic weapons, this fast, lightly armored tank traces its roots all the way back to the First Tiberium War. Permanently stealthed when not attacking, these vehicles can be nigh impossible to track or spot before they unleash a volley of powerful rockets - be it against ground or air targets. They are the ultimate ‘hit and run’ vehicle in Nod’s arsenal, though recent breakthroughs allow Nod commanders to upgrade these vehicles with even greater firepower using Tiberium-based warheads.
    - Mantis: shunning the use of stealth, these robotic anti-air units are used by the Black Hand in place of the Stealth Tank. Fast, economical, and equipped with a sensor suite that detects any hidden targets nearby, the Mantis’s main advantage is a punishingly powerful anti-air missiles, which can be further upgraded with Tiberium-based payloads for even deadlier firepower. However, the Mantis cannot attack ground targets.
    - Vertigo Bomber: moderately armored and loaded with a single, high-powered bomb, the most terrifying aspect of this heavy bomber is its built-in stealth generator. Oftentimes, a Vertigo group can appear out of nowhere, drop their payloads to wreak havoc, and leave before defenders can even return fire. It also carries tail-mounted anti-air guns, though its relatively slow speed makes it

ill-suited for true air engagements where more specialized anti-aircraft can outgun it.

- 4 slots
    - MCV: aside from the aesthetical difference of its almost beetle-like appearance, this large, four-legged machine serves the same purposes as its GDI counterpart.
- 5 slots
    - Avatar: the pinnacle of Nod's military development, this heavy bipedal mech is incredibly resilient and armed with a long-ranged laser cannon. Though already a formidable foe in its default form, the Avatar can also take weapons and other systems from other Nod vehicles (be they friend and foe) and permanently integrate them into its frame while destroying the 'donating' vehicle. For example, it can take the stealth generator of a Stealth Tank to grant itself a similar degree of invisibility, or attach a Beam Cannon's weapon to enhance its firepower. An alternate variant of the Avatar known as the 'Purifier' is instead used by the Black Hand. Though lacking the Avatar's ability to upgrade itself, it already comes with a subliminal messaging system to inspire nearby troops to greater fervor, and has a built-in flamethrower turret that is devastating against all ground targets even before being upgraded with Tiberium-based fuel. Both types of mech are large and heavy enough they can crush smaller vehicles.
- 20 slots
    - Redeemer: a gargantuan quadrupedal mech originally designed as a counter to GDI's M.A.R.V., the Redeemer towers over all other forces on the battlefield. Equipped with a triple laser cannon based on the Obelisk Of Light, arguably its most terrifying weapon is a 'rage generator' to briefly cause all nearby enemies to go mad with bloodlust, turning on their own allies rather than focusing on the Redeemer itself. Furthermore, the Redeemer has two shoulder-mounted modular hardpoints similar to those of the M.A.R.V., allowing infantry forces to permanently garrison inside the mech to grant it enhanced functionality. For example, a squadron of Black Hand troopers would enhance the Redeemer with a lethal flamethrower turret.

**SCRIN**

- 1 slots
    - Buzzers: not so much a group of infantry as a moving cloud of small, knife-like creatures, Buzzer swarms engage enemies in melee by quite literally enveloping them and slicing them to pieces. They are exceedingly dangerous in urban environments, where they can pour into buildings through windows or other gaps and shred room occupants in moments. However, they lack any effective means of engaging armored targets such as vehicles. Buzzer swarms can be attached to most Scrin vehicles, enjoying greater protection while serving as 'bodyguards' to protect these more vital forces.
    - Disintegrators: the basic anti-vehicle infantry of the Scrin, these biomechanical quadrupeds almost resemble gun turrets with legs. They are deployed in greater numbers than their GDI and Nod counterparts, but in comparison they are short-ranged and lack any means to engage air targets. They are highly effective

against armored targets, and any Disintegrators that are crushed by enemy vehicles will explode as an improvised mine, dealing further damage to the vehicle in question. Disintegrators fielded by the Traveler-59 sect are often upgraded with more advanced limbs to bolster their top speed.

- Assimilator: the Scrin counterpart to the GDI Engineer and Nod Saboteur, these eerie creatures serve many of the same purposes. They are somewhat slow and fragile, but have the benefit of a stealth field that renders them invisible while they remain stationary. The Traveler-59 sect can upgrade their movement speed with more advanced articulators.
- Shock Troopers: an insect-like construct with a bulbous upper body, Shock Troopers serve as the Scrin's heavy infantry. They initially carry an energy weapon that is highly effective against vehicles and structures, but cannot target air forces. They can be upgraded with Plasma Disk launchers to enhance their firepower and allow them to engage air targets, as well as Blink Packs that let them perform short-distance teleports. Traveler-59 commanders also frequently upgrade their legs for greater movement speed.
- Ravagers: these high-tech 'infantry' fight by launching shards of Tiberium at targets, and are highly effective against hostile infantry. Their most dangerous ability, however, is the way they can agitate Tiberium in a target to create a powerful chain reaction - any enemy utilizing or carrying Tiberium, such as Harvesters or Refineries, can be crippled or outright destroyed by this power if they are not careful. Traveler-59 leaders often upgrade their already respectable speed with more advanced limb designs, while the Reaper-17 sect can upgrade them with Blue Tiberium weapons for greater firepower.
- Cultists: exclusively fielded by the Traveler-59 sect, these abominations are made from human victims implanted with a Prodigy parasite. The alien creature fuses with the human host until it resembles a large, living 'backpack' of sorts, and the resulting hybrid gains potent telepathic powers. Lacking any conventional armaments, they instead mind control hostile forces to turn them against their former allies. They can only control one target at a time, and this control lasts only as long as the Cultists survive, but range is not an issue. Like most other Traveler-59 infantry, they can have their legs replaced with upgraded limbs for better mobility.
- Mastermind: one of the only solitary infantry units in the Scrin forces, Masterminds are elite combat units relying on a 'manipulator device' to take control of hostile forces in a manner similar to that of the Cultists described above. However, Masterminds can even control entire structures at once, letting them turn human technology against their former masters in ways that aren't available to Cultists. They also possess the power to teleport small groups of units across the battlefield, making them a more strategically-focused asset compared to the commandos fielded by GDI and Nod. Most Masterminds are otherwise unarmed. The Traveler-59 sect fields a heavily mutated Mastermind variant known as the 'Prodigy'; this type is capable of temporarily influencing the minds of a much greater number of targets. It also possesses a personal Blink

Pack similar to those of the Shock Troopers, making it even more mobile, and it can be further upgraded with enhanced articulators much like other Traveler-59 infantry.

- 2 slots
    - Gun Walker: looking almost like a vehicle-sized insect, this tough, six-legged walker tank is equipped with an accurate plasma weapon that is highly effective against both infantry and air forces. It lacks the punch needed to handle heavier armor, but Scrin commanders outside of the Traveler-59 sect often upgrade these ‘vehicles’ with light force fields to better handle incoming fire. Reaper-17 forces instead rely on a mutated variant known as a ‘Shard Walker’, which attacks by launching high-speed Tiberium fragments, and many Reaper-17 leaders further upgrade these machines with Blue Tiberium weaponry.
    - Seeker: these light hover vehicles are faster than the main tanks of the other two factions, yet are also much lighter armored. Their plasma weapon packs a considerable punch, however, and built-in stealth detection systems turn the Seeker into a hybrid anti-armor, anti-air and scout vehicle. Their weapons can be upgraded to fire Tiberium shards for increased damage, and except for those in the Traveler-59 sect, many Seekers are upgraded with light force fields as well to supplement their light armor.
    - Devourer: designed as a heavier anti-armor tank for the Scrin army, the Devourer hovertank has superior range and firepower compared to the Seeker, as well as tougher armor. They can absorb Tiberium from natural deposits or allied storage to ‘supercharge’ their weapon for greater potency, and Devourers fielded by Reaper-17 are often upgraded for greater Tiberium storage capacity, meaning these tanks can operate at beyond-standard power for even longer. Traveler-59 rarely deploys these tanks, favoring faster or more subtle tactics overall.
    - Explorer: this unarmed support unit serves the same role as the GDI Surveyor and Nod Emissary, and is likewise comparable in most technical aspects and common uses.
    - Harvester: the Scrin Harvester is comparable to its GDI and Nod counterparts in most respects. Though the most common models lack any defenses or armaments, Reaper-17 Harvesters are built with integrated shield emitters to bolster their survivability on the battlefield.
- 3 slots
    - Corrupter: easily recognized by the large, bulbous reservoir of Tiberium-based liquids at the rear of this seemingly living vehicle, Corrupters serve as an insidious anti-infantry tank for the Scrin invasion. They spray a Tiberium-laced compound that is lethal to infantry and can deal immense damage to structures, yet that can also restore damage by spraying allied Scrin forces. Their ability to clear out garrisoned infantry with mere moments of spitting the liquid through open windows or other gaps makes them exceedingly deadly in urban terrain, and any soldiers slain by the chemical spray have a chance to transform into hideously mutated ‘visceroids’.
- 4 slots

    - Mechapede: resembling a gigantic, biomechanical centipede at full size, the Mechapede initially starts as little more than the ‘head’, and is armed with a beam weapon similar to that of the Disintegrator infantry. The Mechapede can then expand its size by adding up to eight additional segments, each of which can have a different weapon system - chosen from a Tiberium shard launcher similar to that of the Gun Walker, plasma disc cannons similar to those of Shock Troopers, a Tiberium sprayer similar to the Corrupter, or additional Disintegrator segments. Any lost segments must be rebuilt individually (though not necessarily as the same type), but the Mechapede can survive indefinitely provided the head segment remains intact.
    - Drone Ship: the centerpiece of most Scrin assault groups, this unarmed vessel serves the same purpose as the GDI and Nod MCVs. However, unlike its Earthly counterparts, the Drone Ship is capable of flight, allowing it to ignore many terrain obstacles when moving to a new location.
- 5 slots
    - Annihilator Tripod: the heaviest conventional Scrin land unit, the Annihilator is a large, three-legged mech that engages targets at long range with three energy cannons on tentacles sprouting from the top of the machine. Though it can only bring at most two of these weapons to bear against any single target, they deal heavy damage against armored foes and can engage enemy forces independently. Annihilators can also temporarily disable vehicles and structures if engaged at close range thanks to an E.M.P.-like effect. Many Annihilators are upgraded with force fields, though those used by Traveler-59 are rarely modified in such a way; Reaper-17 instead fields a more heavily mutated variant of this already intimidating machine, known as the ‘Reaper’ Tripod. The modified tripods can absorb Tiberium in a similar manner as the Devourer tank, temporarily turning their already dangerous weapons into a truly nightmarish armament that can cut through any ground forces with ease.
    - Devastator Warship: this slow, powerful siege ship is equipped with a long-ranged plasma artillery that can raze entire city blocks to the ground in minutes. It is highly effective against clustered infantry and vehicles, and can cripple vehicles with a good hit. However, the speed of its projectiles makes it somewhat vulnerable to fast, maneuverable anti-air units, and it lacks any form of anti-air attack itself. Like all Scrin aircraft, it becomes more powerful and slowly heals while in the presence of Ion Storms. Many Scrin upgrade these ships with force fields for greater resilience, although Traveler-59 Devastators are typically upgraded with stronger engines instead. Reaper-17 rarely uses these ships, preferring ground assaults instead.
    - Planetary Assault Carrier: the largest and deadliest aircraft in the Third Tiberium War aside from the Scrin Mothership, each Planetary Assault Carrier builds and maintains up to eight strike craft it sends against both ground and air targets. They carry enough firepower to eliminate even heavily armored targets with ease, and hiding is no solution, as these vessels can also detect stealthed targets. Furthermore, they have the ability to generate artificial Ion Storms,

striking nearby foes with deadly lightning while at the same time enhancing and restoring the health of nearby Scrin air units. Many Scrin upgrade Planetary Assault Carriers with force fields for greater resilience, although Traveler-59 carriers are typically upgraded with stronger engines instead. Like the Devastator, Reaper-17 rarely uses these ships.

- 20 slots
    - Eradicator Hexapod: likely the greatest nightmare unleashed on Earth by the Scrin invaders, the Eradicator is an enormous, six-legged machine designed to overwhelm any resistance. Equipped with a powerful plasma launcher similar to those on the Scrin's Devastator warship, it can deal substantial area-of-effect damage at considerable range. Furthermore, the Eradicator possesses a unique recycling system that can convert salvaged weapons, armor and organic tissues into usable resources; any military assets killed by the Eradicator or any other nearby Scrin forces will provide a modest sum of raw materials for the Eradicator's commander to further bolster their army. In addition, the Eradicator can use this same recycling system to absorb up to three Scrin infantry units to install enhanced versions of their weapons. For example, an Eradicator that has absorbed a Shock Trooper squad gains two potent plasma disc launchers with which it can engage ground and air targets.