# Age of Empires II (Gauntlet)

Greetings, Jumper. Welcome to your new domain. It consists of a grand total of 3 Villagers, a Town Center, a Castle and a Scout Cavalry. Also, there's three other, equal and hostile civilizations around. This world is a circular area of land, 20 km across, filled with various resources.
Seeing as you could normally clobber them all with your pinkie, you have been reduced to your Body Mod.
Survive, build up your kingdom, and bring it to victory. You start with 0 CP.

## Origins

Villager (free) – You are now an ordinary Villager, capable of doing everything an ordinary Villager can, albeit better based on your Body Mod. Victory will require you to completely destroy all enemy infrastructure.

King (free) – You are a King, capable of running at speeds equal to an ordinary horse. All other civilizations will also have Kings of their own. The death of a King means that particular civilization loses. As a King, you can only give out orders, you have no role outside of that. You can't work like the Villagers or fight like a military Unit, however you are far better at surviving than a Villager.

Hero (-300, free with Campaign Drawback) – You are now a Hero Unit (you cannot choose Furious the Monkey Boy, the Cobra Car or equivalent, overpowered joke units). You will gain strength proportional to the Hero unit's strength compared to equivalent ordinary units as well as a significant healing factor, enough to become perfectly healthy after 24h, no matter how badly you were injured. If the Hero unit is a cavalry or naval unit, you may summon your horse/ship into existence if is possible. Ships will require water and horses will require dry land. Victory will require you to completely destroy all enemy infrastructure.

## Perks

Video Game Logic (free, mutually exclusive with Real World Logic) – This world is … weird, to put it succinctly. The only available resources are wood, stone, gold and food. Somehow, this is all you need, especially considering upkeep costs aren't a thing here. Furthermore, Buildings will function as they do in-game, allowing you to deposit resources in them, in exchange for them summoning the requested units or upgrading existing Units/Buildings.
You may freely choose whether your Units are merely automatons or real people you can actually interact with. If you choose the latter, morale won't actually become a problem and units can be revived back at the appropriate production building after death for their original cost.
Castles and Watchtowers will now also automatically shoot arrows at any enemy in range.

Generic Tech Tree (free) – You gain access to a generic Tech Tree that contains a significant amount of technology across all areas, but lacks access to the various capstones (Paladin, Champion, Siege Onager, etc.), Unique Units and Civilization Bonuses. You will automatically

know everything you can build or research while your Villagers will have the ability to build anything on it without needing blueprints.

Map Control (free or -100/-300) – You may choose the theme of the area you find yourself in freely, either basing it on a real-world area or by defining general themes such as everybody having their own island, the map being divided by rivers, there being an unusually large amount of certain resource and the like. Standard conditions will see to it that everyone has a significant amount of resources near their starting locations.
General changes will affect everyone equally.
For 100 CP, you have 20% more resources at your starting location, while your opponents have 10% less.
For 300 CP, you have 30% greater starting resources in addition to 30% greater resources at your starting location, while all opponents have 20% less.

Team Sight (-100) – You share a line of sight with every single Unit on your team and have a photographic memory of the area explored.

Telepathic Orders (-100) – Now you no longer need to be where the fighting takes place, now you may command the battle from anywhere in the world, even from your bed with a bowl of popcorn and a bottle of beer, if you so wish.

Civilization (-100) – You gain a Civilization of your choice, including its Tech Tree, Civilization bonuses and Unique Units. You will automatically know everything you can build or research while your Villagers will have the ability to build anything on it without needing blueprints.

Open Tech Tree (-200) – You now gain access to an open Tech Tree, as well as a Unique Unit and Technology of your choice, allowing you to build anything. This won't give you any Civilization bonuses though.

Castle Drop (-200) – One per Jump or Scenario, you may create a Castle out of thin air. It needs to be within your Unit's line of sight and there mustn't be any enemies within its range when it appears. You don't need to be in the Castle Age to do this, though.

Rapid Resource Collection (-300) – Your villagers collect resources 15% faster. This will include any additional resources you may need due to the Real World Logic drawback.

Rapid Advancement (-300) – All Research, Unit creation and building happens 50% faster. This does not affect resource collection.

Instant Elites (-300) – Immediately upon advancing in Age, you may either instantly complete three Unit or Blacksmith upgrades for free.

Advanced Age (-200/-300/-400) - For every price tier, your civilization advances one Age right at the start of the Jump. Your technology will be upgraded to the peak of the previous Age.

## Drawbacks

Real World Logic (+100, mutually exclusive with Video Game Logic) – The world now functions pretty much like the real world. You will need all of the various resources you would need to build an actual medieval settlement, disease and morale actually affect things, and so on and so forth. Increasing your population will need to be done the old-fashioned way, however, to make this ever so slightly more bearable, your starting population is increased tenfold, while the time for gestation/maturation is decreased by the same factor.
Researching Technologies allows you to use them in your kingdom while advancing through the Ages gives an overall boost to your tech level.

Tactical Network (+100) – All Enemies gain the advantages of Team Sight and Telepathic Orders.

War never ends (+100/+200/+300) – After winning against your first set of opponents, you will be transported to a new area, start over and win once more. You may take this Drawback three times for a total of 300 CO.
If you took the Campaign Drawback, you instead pick another Campaign to complete for 200 CP, or two additional Campaigns for a total of 300 CP.

Enemy Civilizations (+100) – All of your enemies gain a random Civilization, including its Tech Tree, Civilization bonuses and Unique Units. They will know how to use it to its greatest effectiveness.

Cramped Map (+100) – The area's size is decreased by 50%. Have fun accidentally running into your enemies every five minutes.

Campaign (+200, optional free Hero Unit) – Instead of a Standard Game on a Map of your choice, you will now be playing a Campaign. This Campaign will be the one belonging to the Hero Unit you chose, and you will have to fight your way through every single Scenario, beginning each Scenario with its starting Units instead of the standard three villagers and a Scout Cavalry. If your chosen Hero doesn't have Campaign of your own, belongs to a single Scenario "Campaign" like the Battles of the Conquerors or is William Wallace (aka the tutorial Campaign) you need to either choose a different Campaign or complete 6 random Battles of the Conquerors Scenarios.

What is up with these f***ing animals? (+200) – Simply put, the animal kingdom has gone nuts. Boars will attack your villagers on sight, wolves will travel in packs and hunt down villagers and deer will run all the way across the map once one of their number is killed.
Meanwhile, tamable animals like sheep and turkey will run away whenever possible and need to be restrained.

Enemy Advanced Age (+100/+200/+300) – For every 100 CP gained, your enemies advance one Age right at the start. Their technology will be upgraded to the peak of the previous Age.

More Enemies (+200) – 4 more Enemies join you. The area's size is increased by 50% unless you took the Cramped Map drawback.

Enemy Alliance (+200) – Half of your Enemies are allied right from the start of Jump. They will be able to gain an immense amount of resources through trade and effectively work together right from the get-go.

Enemy Heroes (+300) – Every enemy now starts with a random, powerful Hero Unit of their own. If you are playing a Campaign, a thematically appropriate Hero Unit will be added.

Grand Strategists (+200, requires Enemy Heroes) – Your enemies don't just have heroes, they have legends. The enemy Heroes are now great strategists like Genghis Khan or Admiral Yi Sun Shin, and they will now be in charge of their kingdoms. Expect to get your ass kicked without some seriously powerful perks.

## Rewards

Choose two:

-Once a week, you may summon your army at its largest as spectral entities, remaining for 24h or until death.

-The area you fought in is attached to your Warehouse. If you fought in a Campaign or multiple matches, you may pick one of the Scenario's area or take this reward twice and take them all.

You may choose whether you get the map in its original state or as it is at the end of the Jump. You may also choose to get it without any human inhabitants.

-You may take any number of Heroes you have met in this Jump as Companions. Even if you don't import them into a Jump or they are far away from you, you may ask them for advice on tactics and strategy.

Where do you go from here?

My people need me! – You stay here and the barriers surrounding the area drop away while you stop aging (if you want to, at least), leaving you an infinite world to explore and conquer, meeting new and interesting people and civilizations.

I have grown weary of War – You return home, with all you have gained.

What else is there for me to find? – You leave this war-torn world behind, continuing your Jumpchain.

## Notes

This is a Jump based on a Video Game, so it's based mostly on game logic. In places where I haven't clearly specified how things are supposed to work, use your imagination.

This Jump was built with fans of the game in mind. While I could have created a bunch of civilizations with individual perks and discounts, I choose to instead create an open Jumpdoc as there's dozens of Civilizations in the game.

Update Notes

Fixed King description.