Ground Control II

V1.0 by Songless

Over two centuries have passed since the collapse of Earth's old power blocs, the once-mighty megacorporations fallen to infighting and chaos. Many of the colonies that were settled by humanity were left to fend for themselves, and without leadership decided to forge their own path into the future.

From the wild frontiers emerged the Northern Star Alliance, advocating a life of practicality, freedom and resilience. But from the ashes of the old power systems has risen a new and terrifying dominion – and the ascendant Terran Empire has declared that all of mankind shall bow to it in unity and obedience to Emperor Marcus Augustus. All those who refuse will be annihilated… and so the fires of war once again rage across the stars.

Since initial hostilities broke out, the war has not gone well for the Northern Star Alliance. Slowly but surely, they have been pushed back to their last stronghold of Morningstar Prime, and even there the NSA is slowly but surely losing ground. The capital city of New Darwin remains in their hands, but while a network of powerful shield generators keep the city mostly safe from the constant imperial orbital bombardments, they are useless against ground forces.
Now, the NSA is fighting a bitter battle of attrition on the ground. Few still expect to be victorious, though they'll give their all before the bitter end… but the future still has some surprises in store.

It begins with the crash landing of an unidentified craft in the outskirts of New Darwin. As events spiral out of control, the alien Virons are forced into the fray as slaves of the Terran Empire - and yet, this very act may be a great mistake on Imperator Vlaana's part. Battles of unmatched ferocity will rage across not only Morningstar Prime, but the rest of the sector as well, and as allegiances are pushed to the limit the future of not just the NSA or the Imperium, but the very fates of humanity and Virons alike hang in the balance.

Territory means power, and whoever controls the most ground will have the most assets to bolster their battlefield tactics. You'll take command in this war-torn future, directing battles and quite possibly changing the course of history with your actions. But don't expect things to be easy - as soldiers march and tanks push the battle lines forward, you'll face the most bitter and deadly times mankind has ever faced.

You start with **1000 Control Points** to establish your initial military presence.

BACKGROUNDS

The fight for Morningstar Prime is far from over, and while the ongoing conflict might see men and women die by the hundreds and loyalties stretched to the breaking point, before you seek out battle you'll need to decide on which side of the battlefield you arrive.
There are two major sides to this conflict, but that's not exactly a comprehensive explanation. None of the factions are wholly united anymore, and more than a few have traitors ready to turn against their would-be allies - be it out of selfish ambitions or just self-preservation. As such, none of the three Backgrounds tie you to a specific side of the conflict… but you'll find it much, much harder to gain any trust if you decide to become a defector to your (former) masters . Beyond that, you may choose your gender as you wish, and pick your age from any suited for an ordinary adult. You may likewise choose to be a Drop-In or gain a full 'reincarnation' style insertion into this setting complete with a history, personal ties, and so on.

Your first choice is to join the **NSA**. Morningstar Prime is the Northern Star Alliance's last stand, and it's no big secret that they are slowly losing ground. But through cunning, determination and a keen eye for opportunities, the NSA has bled the Imperial armies for every inch of territory – and though their backs are against the wall, their fortunes are about to change for the better.

Your second choice is to become an **Imperial** military commander in the Terran Empire. You serve the great Emperor Marcus Augustus, and have been brought to this region of space to reclaim these worlds for the empire. Superior firepower, numbers and a ruthless drive for success will see you through… but do be careful. Although your victory appears imminent, the war isn't over yet – and your victory might cost humanity far more than you initially expect.

Finally, you may choose to become one of the **Virons**, the alien allies – or slaves – the empire will soon reveal to break the last resistance against their dominion. Many of your people long for freedom and ready themselves to rise up against their would-be masters, but more than a few have gained great personal power and glory out of their allegiance to the empire. Whichever side you choose, you might find yourself having as great an impact on the course of the war as any human.

For both the NSA and Terran Empire Backgrounds, you may choose your age from any suitable for an adult, and may likewise pick your gender as you wish. It is unclear if Virons have genders at all, and their biotechnological traditions and ability to Meld individuals together (and split them apart again) means that your 'age' could likewise be anything from mere minutes to older than any human. Regardless, these choices will not meaningfully impact your overall standing or power – none of the three factions have any major discrimination against genders or age; so long as you're competent, you will be granted the respect you deserve.

Finally, whichever Background and other details you've decided for yourself, you may opt to arrive in this world in one of two ways. First, you may get the full 'reincarnation' style background complete with a history and lived life in this setting, and all the memories, friends, enemies and other such connections one would expect from such a situation. Alternatively, you may come here as a 'Drop-In' with no history or associated memories, arriving solely as you are and granting you the basics you need for your position (such as a rank, posting, personal I.D. and a suitable alt-form if applicable) but nothing else.

PERKS

- Elite (100CP)

The fight for Morningstar's future is fought by thousands of soldiers, tanks and aircraft. Do you really expect *one* person to make a difference? Well, perhaps you should, because some of the people on the front lines are pretty damn dangerous. This Perk grants you a level of combat skill sufficient to make you one of the most lethal men or women on the battlefield, complete with equipment or a vehicle as you desire. Whether you choose to be a master sniper like Sergeant Rho, you use a one-of-a-kind tank like a Conqueror Hoverdyne or the advanced Hellfires used by the Viron Vicaths, or something else entirely is up to you. You might be just one person… but your foes likely learn to fear your name regardless.

- Stellar Command (200CP)

Leading an army isn't easy - there's far more involved in the job than merely telling soldiers where to go and who to shoot. You can do that just fine, of course, but you're also a veteran at most other aspects of command. From battlefield positioning and tactical maneuvers to speeches or working with other commanders and their eccentricities, you live and breathe the ideal of a gifted leader. Get yourself a decent number of troops, and you'll go far.

- Cyber Expert (200CP)

Although most warfare takes place on the battlefield, machine guns and plasma artillery are only some of the tools involved in this conflict. Digital communications remain as important as ever, meaning that talents at hacking and other such digital subterfuge can be a subtle but major advantage. Whether it's breaking in to encrypted databases and comm traffic or using your skills to evade detection when you get in touch with someone you *really* shouldn't be seen contacting, you're one of the best hackers in the system. Use your skills well, and you could be a force multiplier like few others for your allies… or an untraceable spy ready to tear it all down from within.

NSA

- Mobile Defense (100CP, free for NSA)

Maintaining tactical superiority while outnumbered is only possible by putting every tank, vehicle, and soldier where they can do the most good. You epitomize the NSA's skill at

maintaining rapid response options and mobility for your forces; few can hope to match you when it comes to getting men and women in position without any wasted time. Most commanders relish the use of tanks or artillery, but you can work wonders with just the humble APC.

- Guerilla (200CP, discounted for NSA)

The Terran Empire might have their vast armies, but sometimes a small group of covert specialists can win where a dozen tanks don't stand a chance. You and your subordinates are skilled at battlefield stealth and ambushes, knowing just how to stay undetected until you're ready to strike. You'll likewise be that much better at things like sabotage to disrupt enemy communications, and if you're very lucky you could literally get your men in and out before the bodies are found.

- Morningstar's Hope (400CP)

The NSA is outnumbered and outgunned, but they're not going to just give up - and the odds are *not* as bad as they could be. You have a particular talent for tactics that might keep your men alive to fight another day, and morale is better because your subordinates know you're doing all you can to keep them alive. More than that, when you *do* have to give orders you know will get your men killed, the knowledge it's necessary means they'll fight with exceptional bravery and determination. Each life lost is a tragedy, but you'll make sure such sacrifices are *not* meaningless.

- Pinnacle Of War (600CP, discounted for NSA)

The Imperial war machine is vast, powerful, and relentless… but their size just as easily works against them. You and your forces are savants at exploiting any vulnerabilities your enemies leave insufficiently covered - be it on the battlefield itself or on a more strategic level. Hammering a Centurion Hoverdyne's lightly armored rear with anti-tank ambushers, hitting entrenched ground forces low on missiles with an air strike, or simply severing enemy supply lines so your foes' supposedly superior numbers are simply unable to make it to the fight in time… every enemy mistake is one your forces can make use of, and they'll make sure it'll cost the invaders dearly.

IMPERIAL

- Instilled Duty (100CP, free for Imperials)

War accepts no weakness, and your forces will show none. Your command instills greater discipline and courage, inspiring your subordinates to stand fast no matter the odds. Under your leadership, your forces will march against enemies even if outnumbered without complaint, and it will take extremely harsh enemy fire for them to break rank or seek cover when not ordered to do so.

- Tactical Cunning (200CP, discounted for Imperials)

The Empire might prefer the simple solutions, but that doesnt make them *stupid*. Traps and betrayals are as much tools to be used as a Destroyer Hoverdyne, and you use them well. You're a master at setting up (covert) kill zones to ambush unwary trespassers, using everything from armor columns to air support. As a side effect, this also makes you pretty good at guarding facilities by spotting possible avenues of attack - which is arguably just as valuable, given the NSA's habit of striking lightly defended sites without any prior warning.

- No Mercy (400CP, discounted for Imperials)

War is a brutal profession - the song of plasma artillery and missile volleys will rarely lull those who hear it to sleep. But nothing inspires you like massed fire upon an enemy's position, and you have an amazing talent to achieve just that. You can ensure withering suppressive fire with remarkable ease, and annihilate everything in a target area with only a bit more effort. In short, so long as it involves concentrating available firepower for a single, devastating strike, you'll be able to achieve greater results than anyone.

- Imperator's Will (600CP, discounted for Imperials)

Superior firepower will give you an edge in any battle, but even then casualties are to be expected. Fortunately, even severe losses need not be a deterrent to success, because you can always bring in more soldiers, vehicles and other assets. You find it vastly easier to secure reinforcements and otherwise bolster your numbers, even after crippling defeats. Indeed, your losses no longer seem to reduce your troops' morale, making them more vicious instead. Sure, a severe setback might take time to overcome, but once you're prepared to move your new forces are *more* than ready to enact bloody vengeance on those who foolishly thought to have beaten you.

VIRON

- Merit First (100CP, free for Virons)

Survival has been the first priority for the Virons for years, in significant part due to the actions of the Empire. As a result, Viron society puts a strong focus on honor and competence: whoever is best at the job *will* get it, regardless of who or even what they are. You have internalized these principles well, and are immensely capable at evaluating individuals for any tasks or roles, or do the same for troop types, vehicles, and other military assets. You're likewise unburdened by any biases in making such judgements. As an example, much like Drakh'Mar you would see no issues with putting a Cai'Vi outsider - a human - in charge of Viron troops if that's how you can achieve victory.

- Hardened (200CP, discounted for Virons)

The Virons use biomachinery primarily due to the harsh environments of the Ragnarok Nebula, where conventional technologies are likely to burn out even with heavy shielding. Yet while these organic 'machines' are largely immune, the Virons *are* nonetheless highly experienced when it comes to surviving in hazardous and uncompromising environments. Now, you too are such a master of enduring, and can easily figure out how to plan or compensate for everything

from supply rationing and resource scavenging to handling vast electrical storms surpassing military E.M.P.s in power and marshlands that swallow tanks whole.

- More Than The Sum (400CP, discounted for Virons)

The battlefield is unpredictable, and tactical situations tend to change suddenly and without warning. A capable commander needs to be adaptable and dynamic, adjusting to situations with a keen insight into the tools at their disposal and how to best (re)apply them.
To you, seeing not just the potential of the whole but also of component troops and tactical options is trivial, and you can effortlessly modify your plans on the fly to take advantage of new opportunities or face new threats. You're practically *made* to use the tactical options provided by the Virons' Melding techniques, though even with less 'mutable' forces you'll be able to push any existing adaptability to the limit.

- Biological Mastery (600CP, discounted for Virons)

Representing the essence of Viron culture and science, this Perk grants you the skills and insight needed to develop the semi-organic systems the Viron Clans now rely on. Living railguns, organic hover tanks, cloning vats and even the great space faring vessels of the Clans are yours to build… or grow. Furthermore, this talent also extends towards other scientific fields you've mastered; with time and effort you might be able to take designs used by the NSA, the Terran Empire, or even stranger groups out there, and use them to create partially or even wholly 'living' alternatives instead.

LOGISTICAL SUPPORT

Unless stated otherwise, all items and other purchases available in this section slowly repair to full functionality over roughly a day, and are replaced after a week if they are ever permanently lost or destroyed. You may import similar items you already possess at no additional cost, to grant it additional benefits as appropriate. For example, you could import a large spaceship from a previous jump into the Viron Clan Ship to create a hybrid ship, with the benefits of both in a single frame.

- A Really Big Knife (Free for all)

You'd be surprised how often it comes in useful, and if nothing else Sergeant Rho will approve of your style. It's big, it's sharp, and you seem to always be able to pull it out of your boot or wherever else you'd normally sheathe it. If lost or destroyed, it'll just re-appear the next time you need it, be it for intimidation purposes or more *practical* applications.

- Fortifications (50CP)

Though not especially useful for offensive operations, static defenses can be highly efficient options for protecting locations such as landing zones or critical infrastructure. These defenses tend to be notably more powerful and resilient than their mobile counterparts, and they outrange most conventional military forces as well. With each purchase, you acquire a number of easily

assembled and disassembled turrets to entrench yourself. You may ‘mix and match’ options if you wish, such as gaining three SAM launchers and one Pulverizer, rather than taking only one type of defense. Each purchase can be used to acquire the following:

First, you can acquire up to twenty ‘portable’ gun turrets, such as the Virons’ *Prime Sentry Guns*. Though not as powerful as the later options, these small-scale fortifications can be carried across the battlefield by troop transports, giving them a measure of mobility other turrets lack.

Second, you can gain up to sixteen light turrets, such as the Imperial *Flamethrower Turret*. These fortifications fare poorly against heavy armor, but are devastating against infantry and light vehicles thanks to a high rate of fire.

Third, you may opt for up to twelve heavy guns, such as the anti-tank *Cannon Turret* or the anti-air *SAM launcher*. These more specialized turrets deal heavy damage, and are ideal for blunting armored assaults. However, they are largely useless outside of their primary targets.

Finally, you may choose to establish up to four *Pulverizer* cannons. The most lethal conventional fortification seen, the weapon on these heavily armored bunkers is devastating against all ground targets, be they infantry or vehicles.

- Support Powers (100CP, variable discount)

Though not as persistently valuable as a Terradyne or a group of Clanguard, sometimes you need some immediate tactical support rather than the long-term benefit of reinforcements. This purchase grants you several 'support powers' you can deploy anywhere on the battlefield near-instantly. More powerful assets take longer to recover, with a minor boon like the Smoke Screen taking one minute before they can be used again and the devastating Graser Strike taking five minutes. You don't need line of sight (personally or through your subordinates) to deploy these, merely accurate coordinates of your target's location, though ‘firing blind’ still has all the obvious risks when it comes to missing your targets entirely. Each support power is prepared and deployed independently; whether a certain power is ready for use has no influence on your other combat powers, including duplicate purchases if applicable.

The first set of tactical assets is discounted to the NSA, and allows you to deploy Smoke Screens to break enemy sight lines and hide your forces, air-drop a Battle Scanner radar system to provide long-ranged intel from a stationary position, and to deploy Airstrikes over an area loaded with either fragmentation bombs for light targets or more powerful anti-armor payloads.

The second set of support powers is discounted to Imperials, and includes a powerful signal jammer to disrupt enemy communications, a wide-area barrage of orbital plasma artillery, and an accurate, high-damage orbital beam strike designed to eliminate a single target even through shields or other defenses.

The third and final set of support options is discounted to Virons. This set includes an air-dropped spore cloud that deals continual damage to any forces remaining in the cloud before it disperses, an orbital strike with highly damaging but somewhat inaccurate 'Graser' beams, and calling down five Drop Pods with Viron Assault Clanguard infantry.

- The First Step (200CP)

The greatest advantages can come in surprisingly small packages, especially for those who aren't afraid to gamble everything on slim odds. With this purchase, you may guarantee a single unlikely encounter, a recovered piece of history, a crucial piece of leaked intel or other such seemingly minor event to occur once per jump… and whatever is contained within can potentially be leveraged into a major advantage - or outright game changer - for you and your allies. Fortunately, unlike the beacon containing the Astrid's activation key, at least this particular lucky break doesn't have to reach you at terminal velocity.
Recovering whatever your clue guides you towards likely won't be a trivial matter, potentially necessitating substantial investigation, facing good amounts of danger, and other such challenges… but much like the Astrid and its unsurpassed FTL drive, success could very well offer you a solution to otherwise insurmountable difficulties.

- Zethane Core Drills (200CP)

A trace gas found in many planets from this setting, Zethane's main use in human societies is as a resource in various advanced industrial processes. However, it is of *vital* importance to the Virons; the original Viron homeworld had an atmosphere with large amounts of Zethane, and this alien race is reliant on it for both their survival and the creation of their exotic technologies. These massive drilling machines allow you to create a reliable Zethane supply on any planet (including in other settings), and the rigs themselves are mobile; if desired, you can pack up the drills and deploy them in a different location. Whether you use them to safeguard your clan's survival, as a card at the negotiating table, or just to maintain access to a rare but useful industrial resource is up to you.

- A Monument To History (200CP)

Found on many of the planets in and around the Ragnarok Nebula, the monoliths referred to as 'Xenofacts' have never been truly understood – in part because the Virons have always felt that leaving them be is a wiser course of action than studying, and potentially damaging or activating, these mysterious structures. They are ancient beyond compare, built by the Elder Race before they abandoned known space.
With this purchase, you gain a single such monolith, which stands nearly two hundred meters tall but extends much further underground into the planet's crust. Studying this magnificent pillar might lead you to all manner of technological insights – notably, the one purpose these structures are thought to have is as some manner of interstellar communications system, capable of relaying information across unfathomably vast distances when triggered by some signal, event, or other occurrence they detect.

This particular Xenofact is unique in that it appears to be entirely passive, and will neither respond to the activation of the Astrid's FTL drive nor in any way transmit without active attempts to do so on the owner's part. As such, you won't need to worry about any accidental activation, although intentional ones are still 'on the table'.
That said, do remember that while the Xenofacts are immensely resilient, they are not indestructible… and half a dozen Xenofacts grouped together within several square miles had the potential to crack a tectonic plate in half if destabilized by heavy weapons or similar damage. A single pillar won't be quite as dangerous, but still: be careful when you seek to uncover the secrets of the ancients, because missteps could cost you dearly.

- Morningstar Doctrines (300CP, discounted for NSA)

Without the sheer numbers of the Imperial forces, the NSA has had to depend on guerilla tactics that allow them to strike hard without taking serious retaliatory fire.
This collection of schematics, tactical and training adjustments and battlefield 'tweaks' represent the most finely honed improvements Morningstar's defenders could develop. Applied for free to all your Ground Control II subordinates and easily incorporated into any other forces under your command, these modifications noticeably increase the effective sight range, accuracy, and maximum engagement distance of your forces. They won't help much during bogged-down 'slugfests', but use this tactical edge right and you could whittle down even a superior enemy without ever being struck in return… or possibly even being spotted in the first place.

- Indomitable Might (300CP, discounted for Imperials)

The Empire is more than willing to sacrifice the lives of its soldiers to achieve victory, but that doesn't mean such sacrifices are made *frivolously*. With this purchase, you gain the *other* reason the Imperial forces can weather such immense opposition and still come out on top. Comprising tactical adjustments and extensive armor and engineering designs from reinforced body armor up to impact-resistant Hoverdyne internals, this database of upgrades will substantially boost the resilience of all your forces. Though most effective if applied in such a way they maximize defenses only against attacks from one direction (such as frontal assaults or top-down attacks from aircraft and artillery), even weaker parts of your army, such as infantry armor joints and vehicle exhaust ports, can find benefit. Few things are as terrifying to an insurgency as a band of insurgents hitting your Hoverdyne with armor piercing rockets or cannon rounds… only for the projectiles to simply bounce off its mighty armor.
These enhancements can be freely applied to all your Ground Control II subordinates and are easily incorporated into any other forces or designs you might make use of.

- Adaptability (300CP, discounted for Virons)

If there's one thing that defines the Viron forces, aside from their biological nature, it's their ability to completely alter their army composition 'on the fly' without any additional problems in terms of logistics or manpower. Whether you use the Virons' living weapons or rely on more conventional assets, this database carries everything you need to establish similar flexibility in your forces. Incorporating a high degree of modularity in your systems greatly reduces the need for specialized replacement parts, making it far easier to field a wide variety of units without

similarly increasing the complexity of your logistical chain. It likewise becomes far easier to do field maintenance and repairs, or even modify vehicles and equipment using spare weapons and other assets so your forces are always ready for the challenges ahead.
You can freely apply these enhancements to all your Ground Control II subordinates, and they are easily incorporated into any other forces or designs you might make use of.

COMPANIONS, FOLLOWERS AND SUBORDINATES

- Comrades In Arms (variable cost)

With this purchase you may import an existing Companion or create a new one according to your wishes, at a cost of 50CP per individual or 200CP for eight Companions at once. Each such Companion receives a background of their choice, 300CP to spend on purchases. Companions receive half the CP you do from any Drawbacks you take, but are fully affected by them as well.
You may also choose to leave one or more slots 'open' to recruit someone from this setting (such as Captain Angelus). Should anyone reject such an invitation, you may still ask any number of people until you've filled all open positions. Once made into a Companion, such individuals receive the same benefits (including CP) that newly created or imported Companions do. They may make their purchases immediately, but gain no benefit or penalty from Drawbacks**.**

- Dropship (Free or 200CP)

Larger than even the heaviest vehicles on the battlefield, these gigantic transports are the cornerstone of logistical support in the current conflict. With enough cargo capacity to carry an entire task force at once, Dropships can haul reinforcements to the front lines even through heavy anti-air and across vast distances. With time to prepare, Dropships can even be readied for orbital insertion or evacuation, though in the vast majority of cases their cargo is ferried over from secure facilities some distance behind the front lines.
With sufficient resources, these massive aircraft can even be upgraded into heavily armed and supremely fast and resilient gunships - though putting them in a combat role is often risky. While Dropships are exceptionally resilient and can be made powerful enough to engage multiple hostile targets with ease, losing even a single of these transports is a severe blow to a commander and can cause them to be stuck without access to reinforcements for some time. Due to their rarity and sheer size, Dropships are far more time-consuming to prepare for combat duty than ordinary troops or vehicles. Consequently, replacement Dropships can take substantial time to arrive - time that can be the difference between victory and defeat in some battles. Your personal Dropship is replaced after a week if destroyed - until then you'll have to make do with whatever your faction can spare.

You receive a basic model of Dropship for free (though you can still upgrade it), but will only keep its service during your time here in this setting. Alternatively, you may instead gain a model that has been fully upgraded and that comes with you on your chain for 200CP.

- Reinforcements (50CP, variable discount)

A commander can't win a battle on his own; no matter how skilled you are, you'll need an *army* to get anywhere. Although your superiors will doubtlessly arrange for troops to handle whatever missions you're assigned, why not ensure you've got the men and the guns you need? With each purchase, you receive a total of 24 'cargo slots' worth of military units, enough to fill an upgraded Dropship's cargo hold. All these forces come with a considerable level of experience, and are replaced after a day if lost or destroyed. You are normally limited to only units from your chosen faction, but may gain access to unit types of other factions (representing spies, traitors, salvaged or stolen equipment, and so on) for an additional 50CP.
A list of available military units and their space requirements can be found in the Notes at the end of this jump.

- Deadly Skies (300CP)

The final word in anti-orbital firepower, this gigantic cannon is designed to engage even the largest spaceships with the certainty that it will *hurt*. A lucky shot could cripple even a Viron Clanship if caught unawares, but it will annihilate even targets on high alert with a bit more time. That said, while it has a powerful shield to protect against orbital bombardment, it is useless against ground forces or atmospheric aircraft and must be protected by more conventional troops.
Alternatively, you may instead opt for a mobile anti-orbital weapon system, which lacks the built-in defenses but can be easily relocated when not deployed for active service.

- Stellar Myth (800CP, discounted for NSA)

Although it's built to be tough as nails (and then some), this sister ship to the CSS Astrid is similarly old - and hence three centuries obsolete and outclassed by most contemporary capital ships in terms of combat power. However, its antiquated design has been upgraded with a number of jury-rigged alien systems, chief among them a similar Singularity Drive as the Astrid's. Unlike its counterpart, this drive is safe to use even near a planet with Xenofacts, and this exceptional FTL system completely outclasses any drives available to the Terrain Empire or any other modern starfaring civilization. Though its size suggests a slow, ponderous gait, this massive vessel is far faster than one would expect - and effectively impossible to catch once it gets moving.
In addition to its unique technologies, this vessel also grants you two purchases of the NSA 'Support Powers' option for free. If destroyed, this ship will be replaced after one year.

- Terran Flagship (800CP, discounted for Imperials)

The pinnacle of the Terran Empire's fleet power, these enormous vessels are unmatched in direct combat and can spearhead entire planetary invasions if the need arises. Even a single flagship can deliver punishing orbital bombardment that can reduce unshielded cities to rubble

in minutes, but it's not built just for firepower. Each flagship carries enough communications systems, strategic facilities, logistical coordination centers and other supporting measures that a commander could direct dozens of planetside battles at a time - though you'll likely have to rely on some competent staff to manage the minutiae. An Imperator is mostly concerned with the big picture, after all…
In addition to its firepower and coordination aspects, this vessel also grants you two purchases of the Imperial 'Support Powers' option for free. If destroyed, this ship will be replaced after one year.

- A Clan's Heart (800CP, discounted for Virons)

With this purchase you gain one of the largest and most treasured spaceships used by the Virons: each 'Clan Ship' serves as a nearly self sufficient city, factory, and ark for the clan that calls it home. They are fairly well-armed and armored, though they won't hold up well against purely military ships of comparable size.
Instead, ships such as these focus on versatility and utilitarian benefits, and can build (or grow) entire Viron settlements and combat groups, from vehicles and structures all the way down to individual soldiers if needed. In short, even a single Clan Ship could potentially (re)create an entirely independent Viron colony world provided the environment meets some very forgiving requirements… and its safety can be guaranteed.
In addition to its biological and bioengineering production capacity, this vessel also grants you two purchases of the Viron 'Support Powers' option for free. If destroyed, this ship will be replaced after one year.

SCENARIOS

This galaxy is dangerous enough as it is, but you may choose to take one or more Scenarios to really get a front row seat to the action. You may choose to do a Scenario, several, have one or more Companions take them instead or some combination thereof. However, each Scenario may only be attempted once.
Because the events necessary for these Scenarios are partially or wholly incompatible – especially when considering possible changes brought about by your own actions – taking an additional Scenario functions as taking this jump a second (or third) time. Doing so does not provide you (or your Companions, if applicable) with additional starting CP, though you may still take Drawbacks to pay for additional purchases if you desire.
You may take different Backgrounds for each Scenario, but discounts do not carry over between visits. You may keep some of your CP unspent to save up for larger purchases using the Scenario reward CP, but any CP left unspent at the end of your time in this jump will be lost.

- **A Glimmer Of Hope**

Sometimes, all it takes is a mere scrap of information to revitalize an entire war. You'll learn this well, because with this Scenario you will take the place of Captain Angelus, and will get to experience the story of Ground Control II from up close. What starts with investigating the crash

of an unknown probe on the outskirts of New Darwin rapidly escalates to a vicious campaign involving alien slaves, treachery, and a long-lost battleship that might just promise salvation to the remnants of the Northern Star Alliance. Whether you choose to become Angelus himself or merely take up his position and responsibility, you will now face the challenge of overcoming the Imperial war machine and securing a future for your allies.
This Scenario is completed once you have freed the majority of Virons from Imperial control, and have evacuated or otherwise ensured the safety of the Northern Star Alliance on Morningstar. Completing this Scenario grants you an additional 300CP, which may be spent on any combination of purchases from the NSA and Viron Backgrounds.

- **Defiant To The Last**

The war between the Imperium and the NSA has dragged on for years, but its conclusion is just as long off. Even the battles leading up to the Astrid's recovery did nothing to decide the conclusion, merely postponing the final confrontation. And before that final confrontation takes place, Morningstar will remain defended by the Virons, who chose to weather the siege by the Imperials until such a time the NSA can bring relief. With this Scenario, you will remain on Morningstar between the departure and return of the Astrid. Your goal is simple: ensure the Terran Empire cannot hold all of Morningstar and claim victory. Though you need not eliminate the Imperials entirely, you must ensure the Viron resistance remains in control of part of the planet and that they can fight back regardless of what the Terran Empire brings to bear against them.
You will achieve victory when the Astrid returns to Morningstar Prime. Completing this Scenario grants you an additional 300CP, which may be spent on any combination of purchases from the Imperial and Viron Backgrounds.

- **The Final Victory**

The war consuming this particular part of the galaxy is brutal and unforgiving… but it's not going to end any time soon. At least, not without your efforts. With this Scenario, your goal is at once both straightforward and challenging: you will lead your side to a decisive victory from which there will be no recovery. You will achieve victory when you ensure one of two options. First, you may enact the lasting defeat of the NSA at the hands of the Imperials, ensuring the dominance of the Terran Empire with no chance for a resurgent NSA to return, be it with the Astrid or some other means. Alternatively, aid the Northern Star Alliance and ensure their freedom by beating back the Terran forces to the point they permanently abandon their attempted conquest of Morningstar. Completing this Scenario grants you an additional 300CP, which may be spent on any combination of purchases from the NSA and Imperial Backgrounds.

DRAWBACKS

This war is one of grueling battles and insidious schemes - but if you insist, you can make things more challenging in return for additional CP to spend.

- Targeted (+100CP)

Being a leader might not be quite as dangerous as being a soldier on the frontlines… but the difference is not as great as many might like. You'll find yourself in the unenviable position of being a priority target for your enemies, and they won't just go after you on the battlefield. Instead, you'll need to contend with at least a few assassination attempts. Be it a sniper, poisoned meals, or a knife in the dark while you're sleeping, few places are entirely safe… much like LaCroix would find out in time. A healthy dose of paranoia would be a good start to stay alive, but just as important is knowing who to trust – and who to watch.

- We'll Give 'Em All Root Canals (+100CP)

Just because a lot of vehicles nowadays hover a few feet above the ground doesn't mean they might not end up ploughing through corpses as they move. With this Drawback, the number of infantry you'll have to deal with is vastly increased. Guards, scouts, soldiers just lounging around… sure, most are just the regular, boring standard grunts, but there's still a lot of them. While you might normally want to bring the biggest, heaviest guns around… well, this time around you might want to make sure you've got a lot of lighter stuff as well. A Ravager's double cannon might be great at eliminating a foot soldier if it *hits*, but a simple machine gun is probably more practical overall.

- Abundant Cover (+100CP)

Enemies get better cover benefits (forests, buildings, blocked sight lines, etc).
Modern weapons of war have plenty of firepower, but even they still need to actually get a hit in to do the job. Unfortunately for you, it seems your enemies are blessed by a vast amount of fortune when it comes to finding cover. Buildings, forests, even just a half-destroyed wall between 'here' and 'there' can work for a little while to keep their forces safe from your fire. It's nothing a few incendiaries or artillery can't flush them out of, but if you're coming in with just some regular machine guns don't be surprised if dislodging them takes a while.
And no, you somehow never get any benefits from all this extra cover.

- Stretched Thin (+200CP)

Well, Jumper, you're in for an uphill battle now. It's not quite that you've joined the losing side (though you might well have), but you'll find yourself with far greater difficulty in acquiring the troops you need to accomplish your goals. Though the rest of your allies remain largely unaffected, you'll have to make do with only about half the number of troops, vehicles, and other supplies you might have otherwise had access to. Reinforcements are going to cost you dearly in both time and effort, and you'd best make sure that your forces survive the threats they face – or watch your army slowly whittled away due to attrition.

- The Tireless Shield (+200CP)

Going on the offensive is easy, at least comparatively speaking. Go wherever you need to go, destroy whatever needs destroying, and at most be careful not to get caught doing so. Defense, meanwhile, is a lot trickier – and you'll have to play protector far more often than before. You'll frequently be forced to keep structures, resources, vehicles or other targets of interest alive or

face dire consequences – city shields being the only thing keeping you safe from orbital bombardment, ancient alien monoliths being the only thing keeping the local continent in one piece, and so on. Though there's little left in this sector of space that isn't built to take a beating one way or another, you'll still be stuck having to babysit unarmed assets knowing that even fairly small mistakes or tactical changes can result in rapidly escalating risks – not to mention the fact that you'll have to constantly weigh the pros and cons of sending some of your forces out to engage the enemy or keep more of your troops back on 'bodyguard duty'.

- Need To Know (+200CP)

From carefully orchestrated military plans to secret allegiances, oftentimes the only way to achieve success is to ensure that as few people as possible know certain facts. Unfortunately, it seems you're often not one of these individuals, and your allies and superiors will often withhold important or outright crucial information from you. They won't necessarily hide they're not giving you the whole story, but you'll find yourself with no alternative but to trust them on their word (or not), as you'll be unable to determine the truth in any way before events have already come to pass and the time you might have changed your decisions has come and gone.

- Eyes On Target (+300CP)

Know Thy Enemy. Wise words to live by, but while you might struggle to achieve such lofty insights yourself, your enemies are blessed with effectively perfect tactical intelligence. No amount of cover, be it woodland concealment or simply having a chunk of high terrain between you and your enemies, will let your forces conceal themselves, and even the cloaking employed by certain specialized units won't help much. You could probably manage to keep a handful of soldiers hidden, with great care and patience, but anything beyond half a dozen operatives is going to be tagged and tracked before long. After that… well, the Empire has plentiful artillery, the NSA likes to use snipers and airstrikes, and the Virons might simply drop a cloud of spores on you so corrosive they liquefy your armor column. Subtlety has a place in war, but you're not someone who wields it well – if at all - and you'll find your opponents are all too ready to bring down the hammer

- Flippin' Mad (+300CP)

How hard could it be to just follow orders? Well, with this Drawback you'll find out the hard way that discipline is a core military skill for a reason. Your subordinates and allies will constantly run off to do other things, and while their detours and opportunistic endeavours are (usually) not actually very bad ideas… yeah, you can still kiss your plans and strategies goodbye. It's a bit like herding cats, if every said cat carried a plasma cannon, rocket launcher, or biological railgun.

- When It Rains, It Pours Artillery Shells (+300CP)

The problem with planetary warfare is that you're not so much fighting a local garrison so much as them *plus* everyone the local combatants can bring in as reinforcements. And in your case, that latter category is pretty much endless. Whatever battles you get involved in will see opposing forces bring in a nearly constant stream of additional soldiers, vehicles, and whatever

else they might normally field. The only way to stem the tide is to take out their Dropships or other such transports, but even that is only going to slow them down. And given that such supply lines commonly reach the battlefield from the most secure direction, good luck achieving even that much… or just accept your fate and consign yourself to fighting a frankly unreasonable number of hostile forces.

- Old Fashioned Soldiering (+300CP)

Morningstar's bitter conflict is paid for in blood, by men and women (and more than a few aliens) who give their all for the war. Stand by their side and stand proud, for with this Drawback you and your Companions will do so without any Perks, Items or other advantages you might have brought with you from other jumps. For all intents and purposes you are reduced to nothing but your Body Mod… and from such adversity, heroes might be made.

- An Ironic Debt (+600CP)

Once, Cezarus would warn the NSA - if grudgingly - about the potentially devastating interaction between the Xenofacts and the Astrid's Singularity Drive, that two signals need to be sent before the end comes. The first was already sent on Krig 7B three hundred years ago, the second… well, the second wouldn't have happened thanks to his warning.
With this Drawback, this is no longer the case - and even if you personally make that warning or seek to prevent the second trigger, it still won't matter. The second signal *will* be sent, intentionally or otherwise, by the Astrid or some other means. As a result, the Elder Race will return - and they'll do so at most three years into your time here. The mere *possibility* of their arrival terrified a complete fanatic like Cezarus to abandon his masters and inform the NSA, because he believed that not merely the subjugation force but the *entire empire* wouldn't be able to stand against the Elder Race.
Against such odds… do you think you can do better?

- Sudden Death (Variable Bonus)

You can have it all planned out. Your men are prepared, your positioning on point, your goals clear… and then it all goes to hell. You weren't expecting your enemies to just sit and wait for you to defeat them, were you?
With this Drawback, you'll run into far more surprise attacks, with hostile forces appearing or strikes impacting without any kind of advance warning.
For 100CP, you'll face a larger number of fairly minor ambushes, including such troubles as enemy infantry emerging from nearby forests so they can flank your vehicle column, or your opponents have managed to conceal a handful of mobile artillery ready to shell your position at the worst possible moment.
For 200CP, you'll face more severe surprise attacks, like having several volleys of Viron Drop Pods land behind your lines to strike critical targets or divide your forces. It's still manageable, but you'll need to keep your eyes open for trouble and your forces ready to respond on a moment's notice… or pay the price.
Finally, for 300CP your opponents will occasionally hit you in ways that will seriously threaten the success of your mission. Orbital artillery strikes that punch right through your defenses to

strike vital assets, encircling actions with armor and aircraft, and other such tactical surprises that will leave you scrambling to salvage your chance of victory.

ENDING

Your time in this war-torn sector has come to an end, and now it's time to make a choice - one you're likely already familiar with. All Drawbacks cease to affect you as usual.

The first option is to **return home**. Maybe this war gave you a newfound appreciation for what you left behind, or you're just tired of seeing the misery out there in the cosmos. Whatever the case may be, you end your chain by returning to your reality of origin. You retain whatever Perks and other things you've collected during your travels, but you'll never jump again.
This is the only option available to you if your time in this jump resulted in your death.

The second option is to **stay here**. Morningstar's story is far from over, and maybe you'd like to write the next chapter in person? You abandon your chain and will spend the remainder of your existence in this setting, with all the glory, horrors and mysteries yet to come.

And finally, there is of course the possibility to **move on**. You continue onwards towards your next jump using whatever process your chain uses. And who knows? The experiences you've acquired here could come in useful elsewhere - there's warfare and desperation in plenty of other places, and you might just make the difference once more.

NOTES

All Virons (including your own alt-form, if applicable) will lose their reliance on Zethane when the jump ends.

When in doubt, fanwank responsibly and have fun.

FORCES AVAILABLE IN GROUND CONTROL II:

NSA

- Light Assault Infantry (1 space): the main frontline infantry forces of the NSA use light machine guns to deal with enemy infantry and other light targets. They also carry a missile launcher to engage heavier vehicles and air threats, but must deploy this weapon and cannot move while utilizing it.
- Sniper (1 space): specialized anti-infantry marksmen, these units are exceedingly hard to detect but need to set up before they can fire. Though immobile, a deployed sniper

can deliver lethal anti-infantry attacks at extreme range. That said, their weapons lack the penetrative power to handle more heavily armored targets.

- Siege Soldier (2 spaces): a veteran equipped with a heavy suit of power armor and a lethal minigun, the Siege Soldier deals devastating damage-per-second, especially if they employ their ‘full auto’ mode. Heavily armored, they are slow for infantry, and are even more sluggish when maximizing their rate of fire.
- Recon Terradyne (2 spaces): perhaps the greatest example of the NSA’s combat philosophy, the Recon Terradyne is a fast, lightly armored vehicle that relies on a powerful and accurate anti-tank cannon to serve as a fast skirmisher that can deal heavy damage at long range before evading retaliation. For more covert strategies or escaping pursuit, this vehicle can also engage a cloaking field at the cost of a reduction in its top speed and an inability to attack.
- Light APC (2 spaces): fast and moderately armored, the Light APC can carry eight infantry across the battlefield, and carries a machine gun turret for combat support. They can also switch to smoke grenades, cutting off enemy sight lines to keep their cargo - and any other friendly forces - safe from hostile fire.
- Combat Engineer (2 spaces): unarmed and lightly armored, the Combat Engineer is vital to extended engagements. It can rapidly heal injuries or repair damage to vehicles one 'patient' at a time, or deploy to provide slower restoration to all nearby allies. The vehicle also has space to transport a few soldiers, though its lack of resilience makes them unsuited for APC duties.
- Rocket Terradyne (2 spaces): lightly armored but quite powerful, the Rocket Terradyne has the longest range of the three factions’ anti-air vehicles. Capable of firing a continuous stream of missiles against vehicles and aircraft, it is incapable of targeting infantry. A secondary mode disables and immobilizers the launcher, but allows it to deploy a defensive shield that attempts to intercept incoming missiles and artillery, though this system can be overwhelmed by sufficient incoming fire.
- Transport Helidyne (2 spaces): this air transport sees frequent use in long-distance covert ops, and is often paired with APCs to create a fast, versatile strike group. Decently fast but unarmed, the Transport Helidyne can shunt its power to defensive systems and an anti-missile field for greater protection, but at the cost of a noticeably reduced top speed.
- Assault APC (3 spaces): more heavily armored than its lighter counterpart, this vehicle can deploy infantry into the most dangerous frays, and its flamethrower and incendiary grenades make it a potent anti-infantry vehicle as well.
- Liberator Terradyne (3 spaces): the mainstay tank of the NSA forces, the Liberator is the weakest in terms of anti-armor duties compared to the Destroyer or Penetrator. However, while its main rivals severely struggle against infantry, the Liberator also carries a lethal, high-precision machine gun that can mow down entire squads of hostile infantry in record time.
- Mobile Artillery (3 spaces): lightly armored and unfit for direct combat, the NSA artillery is unique in that it can deploy, immobilizing itself to bring its full power to bear. Though initially lacking the range and firepower of the other factions' artillery while on the move,

a deployed 'Hailstorm' instead offers the best range and a *vastly* superior rate of fire compared to its counterparts, literally blanketing a target area with endless volleys of high explosives.
- Light Helidyne (3 spaces): serving as close air support to NSA ground forces, the Light Helidyne is a nimble aircraft armed with armor-piercing missiles. It can disable its weapons for a boost in top speed, allowing it to rapidly cross terrain to reach prize targets or allies in need of urgent fire support.
- Ravager Terradyne (4 spaces): sporting a dual heavy cannon and heavier armor than even the Vanquisher, this enormous tank's one weakness is its low speed and lack of anti-air firepower. Used for defensive operations, the Ravager can deploy its side armor forwards to create an even tougher, immobile barrier that protects infantry and even vehicles sheltering behind it. A deployed Ravager can withstand even punishing frontal fire, while keeping more lightly armed allies such as missile launchers or an engineer safe… unless it gets flanked.

TERRAN EMPIRE

- Legionnaire (0.5 space): the basic foot soldier of the Terran Empire carries an automatic rifle for anti-infantry duty and basic combat armor, but it falls short of the performance of their NSA and Viron counterparts in both resilience and versatility. Imperial commanders often treat them as wholly expendable, but this lack of support also gives these soldiers an unusually small logistical footprint, meaning they can be deployed in greater numbers than any other type of soldier.
- Dragon Legionnaire (1 space): specialized anti-infantry soldiers of the empire, the Dragon Legionnaire carries a flamethrower that is lethal against infantry but less effective against vehicles. Though its weapon has only a short maximum range, even a handful of these troops can decimate hostile infantry with ease.
- A4 Combat Strider (2 spaces): the main battle mech of the Terran Empire, this bipedal war machine uses its height to gain a great overview of the battlefield, while a side-mounted heavy gatling gun can rip light targets apart in a hail of fire.
- A3 Missile Strider (2 spaces): this Imperial anti-air unit is a more robust launcher than the fragile Rocket Terradyne, though it's also slightly less powerful. Like the Combat Strider it has excellent sight range due to its height, but its bipedal mech design also makes it somewhat slower than other vehicles. Like many other missile units, it cannot target infantry.
- Light Hoverdyne (2 spaces): the Hoverdyne counterpart to the Combat Strider, this vehicle is less heavily armed and armored, but is also one of the fastest units on the battlefield. It often serves as a scout to Imperial commanders, and like all Hoverdynes, it can cross water with ease.
- APC Hoverdyne (2 spaces): more mobile than the NSA light APC but lacking its counterpart's smoke grenades, this Terran transport relies on getting its passengers to their destination fast, and getting out of harm’s way immediately after. It's moderately

armored and armed with a light automatic weapon. Like all Hoverdynes, it can cross water with ease.

- Centurion Hoverdyne (2 spaces): though somewhat similar to the APC hoverdyne in terms of overall performance, this vehicle is designed not to transport ordinary infantry, but rather to house Imperial officers. As a result it can't be used as a transport unit, but these vehicles' presence serves to bolster the fighting spirit and tactical responsiveness of nearby troops, thereby improving their battlefield performance. Like all Hoverdynes, it can cross water with ease.
- Engineer Hoverdyne (2 spaces): a somewhat surprising departure from the Empire's typical focus on single-purpose troops, the Engineer Hoverdyne fulfills multiple roles. It is not only capable of providing field repairs and medical aid, but is also armed with a light gun and can serve as a troop transport. However, these features result in a bulky vehicle that is unusually slow for a Hoverdyne, and its performance is somewhat lacking compared to dedicated engineers, transports and combat vehicles. Like all Hoverdynes, it can cross water with ease.
- Attack Helidyne (2 spaces): focused more on offense than mobility like its NSA counterpart, the Imperial Attack Helidyne has better range and firepower but a lower top speed. It also isn't as well armored, making this unit best when used against enemies caught without adequate anti-air defenses.
- Destroyer Hoverdyne (3 spaces): the main Imperial combat tank, Destroyers sacrifice versatility for raw power. Like most Imperial vehicles, it carries heavy frontal armor. Furthermore, it has a tougher frame than its peers - the Liberator Terradyne and Penetrator Centruroid - and a powerful cannon that allows it to reliably beat its peers. It lacks any secondary combat modes, but like all Hoverdynes, it can cross water with ease.
- Artillery Hoverdyne (3 spaces): a well-rounded artillery vehicle, the 'Imperial Fist' is a middle ground between the NSA and Viron designs. It out-ranges the Viron artillery but has a lower firing rate, and outperforms a mobile NSA artillery in most ways while being surpassed in turn by a deployed one. Like all Hoverdynes, it can cross water with ease.
- Vanquisher Hoverdyne (4 spaces): the heaviest conventional tank in the Terran Empire's armed forces, the Vanquisher is the Destroyer's bigger brother. Though slow for a Hoverdyne, it is immensely heavily armored - especially against frontal assaults. Sporting a cannon powerful enough it out-guns even the Ravager Terradyne and a frame resilient enough to endure punishing damage, the Vanquisher truly exemplifies the Terran Empire’s single-minded focus on victory through overwhelming power. Like all Hoverdynes, it can cross water with ease.

VIRON

- Assault Clanguard (1 space): the main Viron infantry doesn't use an anti-infantry weapon like its NSA and Imperial counterparts. Instead, this soldier carries an organic anti-armor rifle similar to a railgun. Though its firing rate is rather low, it deals substantial damage. The Assault Clanguard also has the ability to rapidly recover from injuries even without

support such as an Engineer Centruroid, though it can't make use of its weapon in this state. Two Assault Clanguards can meld into an Infector Clanguard.

- Infector Clanguard (Melded, 2 spaces): equipped with a lethal spore launcher, the Infector's attack has limited range but can eliminate entire groups of hostile infantry in seconds. Alternatively, it can surround itself with a cloud of the same bio-weapon, harming all nearby enemies over time. Each Infector Clanguard can un-meld into two Assault Clanguards.
- Missile Clanguard (1 space): dedicated anti-air and anti-vehicle troopers, the Missile Clanguard fires homing, semi-organic warheads. It can also employ so-called 'Torment Missiles' that sacrifice striking power to instead coat targets with a volatile and corrosive liquid, temporarily weakening armor and causing its victims to take more damage from other attacks. Missile Clanguards can't target infantry. Two of these units can Meld into a single Mortar Clanguard. Two Missile Clanguards can meld into a Mortar Clanguard.
- Mortar Clanguard (Melded, 2 spaces): an unusual soldier to say the least, the Mortar Clanguard carries a back-mounted artillery launcher that spits either explosive ‘seeds’ that shower a target area in razor-sharp needles or a volatile compound that temporarily blocks sight lines and radar - serving as a temporary smoke screen to deter enemy fire. Though it lacks the power and range of vehicle-based artillery, these units can stay mobile while pelting targets at ranges beyond any other infantry short of the NSA sniper. Each Mortar Clanguard can un-meld into two Missile Clanguards.
- Gun Centruroid (2 spaces): armed with a light cannon, the Gun Centruroid is effective against lightly armored targets like infantry. Though it lacks the firepower to seriously damage heavy vehicles, it can immobilize itself and move its side armor forward, creating a stationary gun emplacement that is so heavily armored it becomes nearly impervious to frontal assault. Like all Centruroids, it can cross water with ease. Two Gun Centruroids can meld into one Missile Centruroid.
- Missile Centruroid (Melded, 4 spaces): the fastest and most heavily armored of the three factions’ anti-air units, the Missile Centruroid fires a continuous barrage of organic missiles at any vehicle or aircraft. It has a secondary mode where it deploys an anti-missile and anti-artillery energy shield similar to that used by the Rocket Terradyne. Like all Centruroids, it can cross water with ease. Each Missile Centruroid can un-meld into two Gun Centruroids.
- Engineer Centruroid (2 spaces): this lightly armored hover vehicle can serve as a transport, and is armed with a light spore launcher that is effective against infantry. It can also disable its weapon to instead activate its repair systems, allowing it to rapidly restore nearby allied units (but not itself) to peak condition. Like all Centruroids, it can cross water with ease. Two Engineer Centruroids can meld into one Mortar Centruroid.
- Mortar Centruroid (Melded, 4 spaces): the Viron design for mobile artillery serves a similar role to its NSA and Imperial counterparts, but has several key differences. It has below average damage and range, but makes up for this with a much higher attack rate. Furthermore, it can either launch charges of volatile, armor-piercing needles or switch to a much less damaging acidic variant that temporarily weakens the armor of any unit

struck by the blast. Like all Centruroids, it can cross water with ease. Each Mortar Centruroid can un-meld into two Engineer Centruroids.

- Surveillance Helidyne (2 spaces): this fairly resilient aircraft is armed with a light cannon, but is not suited for direct combat. Rather, it is used as a mobile scanner, and when deployed in a stationary position it can provide detailed intelligence of a wide area around it. Two Surveillance Helidyines can meld into one Contaminator Helidyne.
- Contaminator Helidyne (Melded, 4 spaces): these tough aircraft fire lethal anti-infantry gas clouds, and have sufficient bulk to transport up to eight infantry as well. They can disable their weapon and slow their movement to substantially bolster their resilience, allowing them to drop any carried troops even when faced with heavy enemy fire. Each Contaminator Helidyne can un-meld into two Surveillance Helidynes.
- Corruptor (3 spaces): this powerful anti-infantry vehicle serves as a resilient transport, and uses a spore launcher as its main armament. Dealing terrifying damage to infantry and light vehicles alike, the Corruptor's weapon unfortunately only operates over relatively short distances. It can also release a lethal cloud of viral spores around it, damaging anyone and anything - even itself - caught in the area of effect. Like all Centruroids, it can cross water with ease. Two Corruptor Centruroids can meld into one Thumper Centruroid.
- Thumper Centruroid (Melded, 6 spaces): a bizarre but highly effective support vehicle, the Thumper releases a shockwave of sorts that strikes all targets in a straight line. Typically serving as a combined assault tank/artillery hybrid, the Thumper can also disable its primary weapon to instead strengthen the armor of any nearby allies. Like all Centruroids, it can cross water with ease. Each Thumper Centruroid can un-meld into two Corruptor Centruroids.
- Penetrator Centruroid (3 spaces): the main Viron battle tank utilizes a powerful cannon to fire hardened spikes at extreme speeds. In its main configuration it performs very similarly to its Liberator and Destroyer counterparts, but it can also deploy itself as an immobile gun emplacement, somewhat slowing its rate of fire but effectively doubling its maximum attack range. Like all Centruroids, it can cross water with ease. Two Penetrator Centruroids can meld into one Hellfire Centruroid.
- Hellfire Centruroid (Melded, 6 spaces): the largest tank on the battlefield, the Hellfire Centruroid out-masses even the NSA and Imperial super-heavy tanks. Though not as well-armored as a Vanquisher or a deployed Ravager, it has a longer maximum range - and the endless stream of hard-hitting missiles it sends at any hostile vehicles means that no other tank can match it in raw offensive power. Unfortunately, it cannot target infantry or air units. Its secondary mode disables the weapon systems to boost its engines, allowing this monstrous tank to move across the battlefield at surprisingly high top speeds when the need arises. Like all Centruroids, it can cross water with ease. Each Hellfire Centruroid can un-meld into two Penetrator Centruroids.
- Fighter Helidyne (3 spaces): serving as an air-superiority fighter for the Virons, these aircraft are very fast and can decimate hostile air forces with homing missiles. It can also disable its weapon systems to rapidly repair itself, making them excellent at hit-and-run

operations. Its one major weakness is that it can't attack ground targets. Two Fighter Helidynes can meld into one Screamer Helidyne.

- Screamer Helidyne (Melded, 6 spaces): though not especially powerful given its costly deployment, the Screamer can serve as a priceless support unit. Armed with a sonic cannon by default, this aircraft can generate a massive field of energy that weakens any foe within, making them much more vulnerable to any other weapon. Each Screamer Helidyne can un-meld into two Fighter Helidynes.