Command & Conquer: Red Alert 2

V1.1 Jumpchain by Songless

When Albert Einstein traveled back in time to eliminate Hitler before the Nazis rose to power, the professor's hope was that this change would prevent the horrors of the Nazi regime. He succeeded, but in its place came a different, equally devastating conflict. Joseph Stalin, without Hitler's power to stand in the way, sought to lay claim to all of Europe in a rather *different* Second World War. He lost, but the course of history was changed forever.

Years have passed since the Second World War ended with the Soviet war machine brought to ruin and a new premier, Alexander Romanov, installed as a leader more amenable to the Allies. But even now, events are in motion that the victors of the last war will be ill-prepared to tackle.

The year is 1972, and you find yourself in a world filled with bizarre science, psychic powers, mighty armies and far too much time travel for anyone's comfort. You have one week before the start of the *Third* World War.

The opening act will see the rebuilt Soviet Union invade the United States of America, their imposing military backed by a cabal of sinister psychic commandos led by one of Stalin's former advisors - a man known only as 'Yuri'. It will be a brutal conflict, with battles fought from New York to Germany's Black Forest and from Pearl Harbor to Moscow itself. And behind it all, an even more sinister plot is brewing...

New weapons and tactics will be devised almost daily, and what once seemed impossible will quickly become commonplace. Tesla weaponry, teleportation, city-wide mind control towers and time travel… military leaders will need to know how to handle some pretty bizarre challenges in the time to come, and you'll be one of them.

It's a crazy place. Do you think you can handle it?

Well, whether you are here as a man seeking to ensure the victory of Communism once and for all, you fight to protect the free world from Soviet aggression, or you have ulterior motives neither side currently thinks to expect, this world will be your home for the next ten years. War is coming, and you're going to be in the thick of it.

You have **1000CP** to get started.

Good luck, Commander.

Backgrounds

You may freely choose your gender and pick any age suitable for an adult, regardless of the Background you choose. All Backgrounds may be taken as a Drop-In or the more traditional 'reincarnation' style identity. You have three options to choose from.

The Allies

Standing on the side of freedom, justice, and capitalist excess, the Allies are formed from the winners of the Second World War - most importantly the United States Of America and the nations of Western Europe. As a commander in charge of (part of) your country's military, you are expected to keep the peace and protect your country's national interests in various regions of unrest around the globe. That said, conflict may soon come knocking far closer to home…
As a Drop-In, you'll simply be a new officer fresh from the academy, your lack of background attributed to a tragic fire at an administration office wherein your records and personal information were (presumably) lost.

The Soviets

The Soviet Union may have lost the Second World War, but there are rumors that the Motherland will soon reclaim its former glory. The Soviet military is mobilizing at an unprecedented rate, and as one of its many generals you will be in charge of a small part of this mighty army. You fight for Communism, the Glorious Soviet Revolution, and your beloved premier Romanov.
As a Drop-In, you're simply in the exact same kind of position, having been re-assigned to replace a former general removed for… disloyal leanings. Nobody's going to question your history (or lack thereof) either way.

Yuri's Conspiracy

And then, of course, there's the faction serving the man who orchestrated the coming war - the followers of the psychic mastermind Yuri himself. But even Yuri cannot do everything on his own - even a mind as great as his sometimes needs independent thinkers to provide support, rather than merely more brainwashed servants and mind-controlled saboteurs. You are one of these, expected to operate in the shadows to lay the foundations of Yuri's plans while the two world powers are distracted with their war. You need not be one of his many clones and do not look like the psychic himself, though you may share some of his powers thanks to various experiments or your inherent psychic potential.
As a Drop-In, you are instead a discarded clone or experiment - a test case put to use with little attention paid to your suddenly existing identity and personality. There will be plenty of ways to prove yourself and become Yuri's right hand man. Or perhaps… you could learn from the best, and seek to usurp Yuri's power just as he himself seeks to betray his supposed Soviet allies?

Perks

A Man Could Blow A Fuse… (100CP, free for Allies)

...getting his mind around this time travel stuff. Fortunately, you are blissfully fuse-free, and can easily handle whatever crazy, nonsensical surprises might get thrown at you without getting confused or struggling to adapt. Time travel, artificial lightning storms, psychic squid… to you it's all good.

Spycraft (200CP, discounted for Allies)

Although the Soviets tend to rely on brute force, the Allies' military doctrine instead favors surgical strikes, tactical superiority and covert ops. As a Commander you can often be expected to direct such operations, and you're particularly gifted at getting your forces into (and out of) hostile territories before the enemy realizes what's going on. Infiltrating and disabling an entire Soviet nuclear missile facility with three spies and one elite commando is just another day at the job for you, and once you've got some Navy S.E.A.L.s or a *Chronosphere* to work with… well, before long the Soviets will be using your name to scare unruly children.

Counter Offensive (400CP, discounted for Allies)

The Soviet invasion may seem insurmountable, their numbers vast and their ability to rampage through the U.S. nearly unchecked. But even a war machine as mighty as theirs has its weak points - a fact that would become glaringly obvious during the battles to come. You are a master of identifying the vulnerabilities of anyone attacking you, be that which supply routes to sever, which bases to eliminate, or how to outmaneuver your foes to strike at the heart of their operations. And once you find out which target to engage, there's a good chance you can make it the first domino to fall with countless more to follow. With enough information and a bit of time to plan, you could halt entire enemy offensives with one or two victories, turning the tide of a war until the aggressor finds itself besieged in turn.

Inventive (600CP, discounted for Allies)

The laws of physics in this world seem slightly more… permissive, than they are in more serious realities, but that just means you have even more opportunities to push the boundaries of science! Much like Albert Einstein yourself, you are a technological genius, capable of inventing technologies beyond any imagined by common men - or even exploring into entirely unknown fields of science like it's a trivial matter. From weapons firing beams of concentrated light or heat rays to counter-intelligence and hologram generators... even machines capable of controlling the weather to form devastating thunderstorms! Your technological insights are vast indeed... but if there is one thing you are truly a master of, it's *time*. With enough dedication and resources, you could develop time machines, weaponized timestream rifles, Chronosphere-style teleporters, and many other kinds of temporal technologies - though nothing says you are required to follow in the good professor's footsteps. If nothing else, the catastrophic

consequences of his first journey through time, back to pre-World War II Germany, should be a lesson to take to heart.

For Glory Of Soviet People! (100CP, free for Soviets)

Speeches! Dramatic entrances! Grand gestures and a complete lack of indoor volume control! You've got it all and more, possessing a gift of charisma perfect for making you a larger-than-life figure that's beloved by the masses. You'll need to back your oratory skills up with some actual competence if you really want to get far, but simply being more well-liked by those you meet is already a decent start.

As a free bonus, we'll throw in the ability to speak in the greatest Fake Russian Accent *ever*.

Superior Soviet Engineering (200CP, discounted for Soviets)

Blatant disregard for sophistication, safety regulations, and common sense can lead to some pretty spectacular results. The Soviets are well known for their propensity towards overwhelming power, and their engineering philosophy is no exception. Much like these rugged men and women, you are a master of devising or just jury rigging together technologies that somehow end up working far better than they have any reason to.

Whether it's supercharging the Eiffel Tower with Tesla energy or accidentally pushing an Allied time machine beyond anything its creators dreamt was possible, in your hands you can push machinery well beyond its normal limits… well, so long as you don't mind the occasional loss of fine control or a nuclear meltdown or two, but you can't achieve a Communist utopia without breaking a few reactors, eh Comrade?

Even if you decide to employ a bit more restraint, simply attaching more weapons onto a vehicle without breaking it can't hurt - just look at the Apocalypse Tank and Siege Chopper!

We Will Bury Them (400CP, discounted for Soviets)

Let the Allies have their tricks and their technology, you have something *better*. The raw, uncompromising power of brute force military operations forms the cornerstone of Soviet military doctrine, and you exemplify this idea like few others. Any battle wherein you have a numbers or firepower advantage becomes increasingly demoralizing to your enemies, and you excel at causing wide-spread devastation with your forces. Heavy explosives, artillery, nuclear weapons… odds are good that when you take to the field, you'll destroy *much* more than just your enemies' tanks and infantry. You'll destroy their infrastructure, their homes, and their hope of victory. Sure, some might call you a spiteful bastard for fighting in residential zones with weapons like the radioactive contaminants of Desolators and Demolition trucks, but their effectiveness cannot be denied and you know *just* where to put them to maximize their destructive potential.

Might Of The Motherland (600CP, discounted for Soviets)

When it comes to military matters, the Soviet approach to handling problems can be summed up with one word: *more*. More infantry, more tanks, more weapons, more power… more everything. It takes a very specific kind of person to handle the sheer scale of Soviet operations, but you've got it all and more. You're someone who inspires those under their command to be

the best they can be, to strive for that ideal future, who proclaims that the dream of a Communist utopia is not only worth striving for - it's *achievable*. Under your leadership, you will find that your military gains vastly more new recruits, and factories and other supply chains step up their efforts through hope, determination and the sheer will to succeed. The Soviet people will rise from the darkness of the Second World War and regain their glory - and with this kind of morale, you could easily see your forces grow two or even three times as quickly as they could before. Where once you might have had to make do with a dozen tanks, now you'll have twenty; and they'll have some V3 and anti-air support as well. Military bases that would be exceedingly difficult to capture with merely a few hundred men will now quiver in fear as the ground shakes with the footsteps of your armies. The Soviet people rise, and they rise thanks to you.

Initiate (100CP, free for Yuri)

The first and most common abilities bestowed upon those in Yuri's armies, to be an Initiate is to have learned that the mind is greater than the supposed 'laws' of reality. You are not a true psychic, and while you are more attuned to *receiving* telepathic commands this power does not grant you any way to reach out to other minds yourself. Instead, this psychic potential manifests as the ability to directly manipulate the world around you. Most importantly, Initiates have the power to direct their psychic power into blasts of energy that cause severe heat spikes in whatever they target, and in combat this ability alone is enough to make an Initiate universally more dangerous than a well-trained soldier with automatic weaponry. That said, while the total amount of power you can put into your psychic abilities starts out fairly low, you do have a decent talent at finding better uses for them. In time, you might be able to develop more varied powers like weak telekinesis or personal shields to complement your pyrokinetic strikes. As your power grows, you might even learn how to release devastating psychic shockwaves that hit all nearby enemies with enough mental energy to melt the brains right out of their skulls.

Psi Tech Adept (200CP, discounted for Yuri)

Your mind might be great… but in the end, there is only one of you. Fortunately, this problem is easily solved with some suitably disjointed inventiveness. You are a talented scientist when it comes to inducing, replicating, amplifying and otherwise altering a person's mental and psychic attributes. Though the focus of your scientific skills is exceedingly narrow, the prerequisite fields of study are remarkably broad. Cybernetics are useful as these can be designed to stimulate certain parts of the brain, allowing talented individuals to boost their innate psychic potential to the point they can outright dominate a target's mind. Awakening or amplify a person's psychic potential through various means is useful for obvious reasons as well. Genetics and cloning technologies could be used to replicate the talents of certain individuals (chief among them Yuri himself), or even create gene-based 'programming' for both allies and enemies. The processes needed to mimic brainwaves and psychic signals using technologies built from ordinary steel and polymer may be more complex, but with some study you'll probably be able to achieve those as well. They're all meant for similar purposes, but you have plenty of options now. Certainly, people might have concerns that most of these applications seem predominantly meant to bend others to your will, but you're sure that if you could just explain in person or perhaps provide a demonstration, it should be trivial to... change their minds.

It Has Only Just Begun (400CP, discounted for Yuri)

It takes a cunning and sneaky kind of man to suborn the government of one of the most powerful nations on the planet, bending them to his will to orchestrate a new World War. It takes an entirely different kind of man to do not just that, but to simultaneously build an entire army with facilities hidden across the globe - all without anyone noticing.

Much like Yuri, you are now capable of such feats of subterfuge, building up your own support in the shadow of a faction you ostensibly work for. You'll still need to be patient, of course, and overextending or revealing your hand before every piece is in place might send it all crashing down, but even so… play your cards right, and nobody will see the missing supplies, re-directed troop movements or tropical island base before you're ready to spring the trap. With this kind of skill, it doesn't take much to become the ultimate spymaster *and* traitor.

Prime (600CP, discounted for Yuri)

The power to see into the minds of others, to uncover their deepest secrets and motivations, to twist and manipulate in ways both overt and subtle… those powers are yours now, a match for all the psychic talents that Yuri himself ever possessed.

Your telepathic powers allow you to suborn the minds of lesser individuals with trivial ease, their obedience assured with little more than a thought. Where Yuri's lesser clones would struggle to maintain control over one target at a time, you can maintain your control over dozens of minds without taxing yourself. Dominating the minds of dozens or even hundreds of men is not beyond you, although doing so all at the same time will require you to rely on 'brute force' methods rather than more subtle manipulation. Likewise, though simply dominating minds to place them under your control may happen at even several miles away, more sophisticated techniques might need you to be relatively close to your target… or find a way to extend your reach.

However, if you *do* take the time for that 'personal touch', gaining insight into a target's skills, memories and personality is as easy as reading a book to you - a book you can *rewrite* if the need arises.

You likewise gain unparalleled insight into how the minds of your victims (and people in general) work, and how to best make such changes to better suit your purposes. A hundred scientists could study psychology, neurochemistry, or cognition and not learn what you can glean from a handful of brains in a manner of minutes.

Finally, though most of your powers revolve around telepathic talents, you also gain a limited amount of psychokinesis, enabling you to lift yourself up with nothing but the power of your mind. It's not enough for outright flight, but hovering a foot or two above the ground is easily doable, be it on land or sea.

The Sound Of Conquest (Free or 50CP)

Anyone who's played Red Alert 2 probably knows the Hell March, and no doubt some of you will have their own favorite songs from the game as well. Or perhaps you'd like some other music to provide a suitably epic backdrop to your battles? Look no further. With this Perk comes the ability to generate 'background music' that's guaranteed to be both enjoyable and appropriate for whatever situation you find yourself in. Lift your spirits with some uplifting tunes, get your

blood pumping with drum beats and electric guitar solos… whatever you need, it'll play for you without needing even the slightest effort on your part. Of course, it wouldn't be a good idea to have music blaring in your ears when you need to pay attention to any spies sneaking around nearby, so we'll add an on/off switch for free, as well as the guarantee that even if you've got your music, it'll never distract you or prevent you from hearing other things.
For an extra 50CP, you can even share this music with nearby friends and enemies - you know, in case you want to give your followers a morale boost or intimidate your foes by heralding your approach with the Soviet Union's National Anthem.

Conquer The Heart (100CP)

The battlefields of the Third World War are both terrifying and exciting… but the same can be said of the people involved in them, in more ways than one. You will likely come across a wide variety of intelligent, capable, or otherwise extraordinary women (and men) during the war, and should you prove yourself… well, it seems that your success is *more* than enough to catch their eyes and make their hearts beat just that little bit faster.
Thawing Moscow's coldest ice queens as you spread Communism across the globe, inspiring the most fearless and intimidating soldiers to try on a dress just to entice you at a White House victory party… heck, play your cards right, and those who couldn't catch your attention might look for a time machine so they can get that second chance to win your heart! Suffice to say, you'll not be lacking in romance or company while you're here.

Heroic (200CP)

The armies of the Allies and Soviets are formed of many men… but some are simply *greater* than others. You gain everything you'd need to stand as an equal to some of the one-man-armies (or one-woman-armies) in this world. Perhaps you've received the kind of elite training to make you a peer to the legendary Tanya, you are a champion of the Motherland like the fabled Boris or the legendary cyborg Volkov, or perhaps you're simply mean and tough enough to stand head and shoulders above all other soldiers in some other way. You could even be a Hollywood movie star with some surprisingly applicable action movie skills! Flint Westwood, Arnie Frankenfurter and Sammie Stallion certainly know how to hold their own…
As a rough baseline, assume you're capable of mowing down scores of men in seconds with barely any risk to your own health, and you have some way to (easily) deal with vehicles as well - up to heavy tanks if needed. That said, any other details are largely left up to you.

Willpower (300CP)

Ordinary men and women might be vulnerable to the telepathic manipulations of Soviet psychic commandos (or similar troops trained using stolen research), but your mind is made of sterner stuff. You are immune to all forms of mind control and psychic manipulation, and unlike the training given to specialists such as Tanya or Boris, this protection is both absolute and applicable to any other form of mental control you might encounter in the future. As an added bonus, your iron-clad will makes you effectively immune to PTSD, and trying to break you under torture is likewise a pointless endeavor.

Temporal Merge Point (300CP)

They say time changes all… but sometimes, things don't change as much as they should. General Carville can attest to the fact that sometimes the future ain't what it used to be - and he should know, since he will (or was. Or will have been. Or will have used to be. It gets confusing.) be alive despite history knowing him to be very much dead. Something about unstable paradoxes and timelines merging and whatnot, I'm sure it's all very confusing. Maybe ask Einstein if you're curious about the details, I'm sure he'd love to discuss his theories.

The point is, sometimes time works a bit strangely, and you happen to be something of a focal point for these things - a nexus of constantly splitting and re-merging timeline branches, each timeline fork existing for no more than a few Planck seconds. Now, you usually won't notice any of this, given the way space and time work in everyday life… until something (or someone) interferes with your normal timeline.

Should that happen, any hazardous effects are instantly and automatically reverted, one of your semi-alternate selves popping back into the normal timestream as if nothing had happened. You'll be aware of what's going on to some extent, though you have no special ability to determine why whatever (would have) happened to you actually happened.

Among other things, this makes you immune to such interesting scientific theories like Grandfather Paradoxes, suddenly having been killed in the past, being erased from time more directly (such as by a Chrono Legionairre's weapon), as well as any kind of involuntary time travel, Chronosphere transitions, temporal stasis and probably a whole science conference's worth of other such time-related phenomena.

Given that you're likely to see at least *several* attempts at time travel to change history while you're here (some of them successful), it's a remarkably useful 'insurance' of sorts.

Items

All Items may be purchased multiple times if you wish. Freebies become discounted for repeat purchases. You may freely combine similar items you already possess with those you buy here, such as merging The Restaurant with a hotel you acquired in an earlier jump.

Command Center (100CP, free for Allies)

A Commander might be skilled, but if they're stuck working with outdated gear and little more than dial-up from, say, the middle of nowhere in Canada, their exploits won't be quite as epic as they normally might have been. But fear not! You receive a state-of-the-art, futuristic command center complete with meeting rooms for video conferences, comfortable seats to *survive* said conferences, and more screens showing global military info than any ordinary man could hope to understand. It's a bit understaffed at the moment, but I'm sure your superiors (or even you yourself) can easily find some support staff to help you out - or at least an intern or two to keep your coffee topped up.

Nullifier Tech (200CP, discounted for Allies)

Though rather niche in terms of how many different things you could use this technology for, one cannot deny the fact that in *this* world at least, having access to portable anti-psychic generators is well worth the price. Based on Einstein's impromptu anti-Yuri measures, the basic technology this stack of slightly disorganized papers and half-assembled prototypes provides is most useful to create personal protections. As in, a set of large, retro-futuristic earmuffs that keep a user's brainwaves safe and negate any psychic, telepathic, quantum entangling, neuro-disrupting, or other, similar kinds of mind control and influencing on whoever wears them. That said, while the initial designs are pretty basic and short-ranged, there's a lot of (somewhat rambling) theories scribbled in the sidelines on possible ways to scale it up or direct the field at anyone who's already fallen prey to the psychic powers of madmen such as Yuri.

Corporate Support (400CP, discounted for Allies)

Well, now, *someone* walks in some rich circles of life… perhaps you've helped out someone with wealth and power, like Massivesoft's CEO Bing? Funds, technological support for your forces, even a bit of R&D on the side if you don't mind using stuff that's normally meant for more civilian applications, you've got it and more. There are limits to how far you can push your newest buddies' gratitude, of course, but so long as you're decent at the smooth-talking game you could leverage this into a pretty solid amount of support for your military endeavors. Or you could just use it to become rich - you still like money, after all, not like those dirty Reds from across the ocean.

The Office (100CP, free for Soviets)

Ah, to be a leader of the people means others should recognize your status, yes? You cannot just hide in a concrete bunker like some conscript, you must stand tall! So, to show the people's appreciation, we have prepared this office for you. Built from old, strong oak and decorated with the finest red fabrics and most polished golden ornaments, it has everything a leader could need to inspire their people. A glorious desk to rule from! Bookcases to show your intelligence even if you do not read them! Phones to contact your subordinates and perhaps even other leaders of the world! A globe to stroke as you ponder your ambitions! It is the perfect place to accept guests and advisors, and no matter how cold the winter outside may be, it will always be comfortable. Furthermore, no matter how gaudy it might seem to be, it never quite gets to the point it becomes a hindrance to your reputation - even if only minor, it only ever provides advantages to your magnanimous TV broadcasts or inspired military orders.

Restaurant (200CP, discounted for Soviets)

Good food, excellent drinks, lovely music, and even lovelier company. What more could a Premier wish for? This Moroccan-styled restaurant is fairly successful and quite enjoyable, but otherwise fairly unexceptional... aside from one little detail. It is a magnet for people of wealth, power and influence, and it seems characters of importance all but drop out of the sky, walking through the front door as if it's the most normal thing in the world! Possibly literally, as Premier Romanov can attest.

You own the establishment, making a small bit of profit thanks to the competent staff running the restaurant in your absence. If you ever need to take a break from furthering the glorious Soviet revolution, you can always come by and see who's come to visit - there'll probably be someone new and interesting no matter when you drop by. No reservation required, just grab a table and they'll take your order.

Nikola's Ingenuity (400CP, discounted for Soviets)

The Soviet war machine might favor sturdy, well-tested designs, but that doesn't mean they're afraid of innovation. Indeed, if there's one field where the Soviets are notably ahead of the Allies it is in the field of Tesla technology. Self-sustaining lightning reactors, Tesla Coils releasing blasts powerful enough to gut tanks with one or two blasts, even miniaturized Tesla devices potent enough to support power armor and gauntlets launching blasts of lightning. Now, you've got a collection of papers chronicling Tesla's deepest, most advanced insights into this electrifying power - enough to convert just about anything to run on or otherwise use Tesla energy!

How much things improve will vary based on the original purpose of the design, but you could replace the cannons on a tank with Tesla Coils, the fission chamber of a nuclear power plant with a swirling mass of lightning, or the air cushion of an amphibious hovercraft with a static repulsion field with at most a bit of time and effort. Whatever you upgrade with these lightning-charged technologies will always keep its original effectiveness or improve a bit (or a lot); they will never become less effective at their original purpose.

Psi-Corps Communicator (100CP, free for Yuri)

This heavily modified phone was designed specifically to complement the psychic abilities of the Soviet Psi-Corps, and serves as not only a mobile cellphone, but also a method to turn your psychic powers into a signal that can propagate through the phone's connection. In much the same way Yuri himself used it (or will use it) to cripple the U.S. nuclear arsenal prior to the Soviet invasion, it allows you to use any of your psychic powers, such as telepathy or mind control, on the other end of the connection.

There is no guarantee the other side will actually pick up, but once they do… they might as well be standing right next to you as far as powers are concerned. Provided you've acquired a sufficient number of useful phone numbers beforehand, a few quick calls could quite literally change the course of history.

Brainwave Productions (200CP, discounted for Yuri)

This Hollywood B-movie company isn't particularly successful at the moment, seemingly being concerned with simply making dinosaur movie after dinosaur movie. The staff and actors involved are moderately competent and the company makes a small profit, but the lackluster quality of their works means they 're not going to stand out from awards or expand their business any time soon. That said, they are highly useful for deploying memetic agents and subliminal messages, with their every product being exceptionally easy to modify to, say, incorporate hidden commands into their works that will make anyone who sees these movies slowly begin to appreciate dinosaurs and retro sci-fi movies like you do.

...what? Even villainous masterminds need a hobby sometimes.

The Collection (400CP, discounted for Yuri)

This collection of brains in jars is a somewhat grisly but exceedingly useful psychic force multiplier. Created using either 'blank' brains made using cloning facilities or the more… ah, *direct* approach, each brain in this facility is optimized for establishing and maintaining telepathic connections to provide assistance to one or more psychics. In essence, you can form a mental connection to these brains and use them to offload and store memories, to create a pseudo-hive mind to support your own intelligence through a biological variant of 'multi-threading', or you could simply give them a suitable amount of information and/or personalities and set them to work solving whatever problem vexes you. You don't normally get this literal with creating a 'think tank', but the results can be quite spectacular.

You start with ten 'blank' brains, along with the instructions on how to prepare additional brains (though you'll have to... *acquire* them yourself).

Uncle Sam (Free)

It's a turtle! It's cute, has a tendency to duck and hide whenever a big, scary Soviet Premier uses him for exposition, and overall is simply a rather funny little pet. Aside from being guaranteed to survive just about anything (perhaps it gets replaced by a copy from an alternate timeline when you're not looking?) it doesn't really do anything special, but hey - it's a conversation starter at least. Comes with a nice, warm terrarium and unlimited supply of treats like Soviet strawberries.

Military Monument (400CP)

It may seem counterintuitive to build the largest military installations right next to famous civilian landmarks, but I'm sure it has an important reason! It's probably something like troop morale, public support, or just the 'rule of cool', but a surprisingly large portion of military bases in this setting are found at sites such as next to the Great Pyramids of Giza, around the Eiffel Tower, on Alcatraz Island, and so on. Now, you're in charge of one of these, and you even managed to (somehow) wrangle ownership, or at least custodianship, of the landmark itself out of the deal!

You gain authority over some famous landmark of your choice (within reason), complete with a moderately sized military base ready to take your orders.

Aside from the monument or landmark itself, this base comes with a free 200CP worth of 'Infrastructure' purchases from the section below. You can, of course, expand it with additional purchases if you wish.

You'll receive ownership, custodianship or similar kinds of control (depending on the overall value/importance/role of the landmark you choose) over a new landmark every time you move to a new setting, with your base integrated into its surroundings much like it was in this world. See the 'Notes' section for examples of this type of base that were seen in the setting.

Secret Base (600CP)

...what do you *mean*, people build secret military installations on Alcatraz Island? That makes no sense, and no-one sane would ever think to look for them there!

Well, insane or not, you've got just such a hidden base now, perfect as a staging point for any covert operations and/or villainous schemes. It's remote enough to make it hard to find but not so far from the action that using it as a base of operations becomes a hindrance. This base has probably taken quite a bit of effort to get up and running without anyone realizing your plans, but it also has about 300CP worth of facilities from the 'Infrastructure' section below. Like the earlier option, you can of course expand this by buying additional facilities yourself.
It isn't normally built around or beneath someplace famous, but this *is* an option - simply combine it with 'Military Monument' available for purchase above, and you too could command a secret underground fortress beneath old Transylvanian castles, government offices like the Pentagon, or whatever other place you think you can get away with. Might want to be careful with the neighbors though - I hear Alcatraz Island's already got a certain mastermind calling the shots. The CP stipends you receive stack, so these combined options would give you 500CP to spend on one, big, secretive superbase at a famous location.
Alternatively, you may instead finance the single-most futuristic Secret Base ever, reducing the value of the free facilities you'd normally get with this Item to only 100CP and preventing you from combining this purchase with 'Military Monument'. But in return, you get to know the glory of having your Secret Base… *on the Moon!*
You'll get a similar hidden facility with all your purchased structures in each future world you visit. As for settings where there is no Moon to put your Moon Base on… well, I'm sure you can figure out some equally awesome/bizarre place to put your top-secret fortress.
See the 'Notes' section for examples of this type of base that were seen in the setting.

Time Machine (600CP)

Professor Einstein's magnum opus, this powerful device is capable of sending a small army back months in time with sufficient power… or much further than that if you ignore the safety warnings on the power supply. It is the culmination of years of scientific exploration on temporal mechanics, time travel and a host of other physics-related fields, and it has been (or rather, it will be) instrumental in saving the world from inevitable doom. Although the exact method by which this particular form of time travel works is… somewhat lacking in clear explanations, it apparently 'splits off' a new timeline branch at the destination point, which then continues on indefinitely with the Time Machine and its occupants present in that second reality. There does seem to be a chance of separate timelines 'merging' once the new timeline approaches the point of departure in the 'old' timeline, but this particular design of the Time Machine comes with a handy switch that allows you to select how your temporal journey manifests: you can choose to either split off a new, independent timeline, 'overwrite' the original timeline entirely, or guarantee a merger of the two branches back into a single whole.
Aside from a guarantee you personally won't die from it, no guarantees are made regarding what will or will not happen during a timeline merging event - physics here is bizarre enough already without trying to figure out *that* can of temporal worms.

Infrastructure

All Infrastructure purchased with CP will repair to pristine condition over approximately one day, and is automatically replaced after a week if it is destroyed entirely. All options may be purchased multiple times as you wish, with repeat purchases reduced to half price unless otherwise indicated, including any appropriate discounts.
Any infrastructure bought here is provided as the option normally associated with your own faction. For example, a Jumper with the Allies background would receive an Allied Barracks if they bought the Barracks available below. The same principle applies to any other multi-faction structures available for purchase. You may purchase variants used by hostile factions instead (in this example, a Soviet or Yuri Barracks) by paying an additional 50CP per purchase. This CP is in addition to the normal price, and is not discounted on repeat purchases (so a repeat purchase of a Barracks would cost 100CP if it is a variant from a hostile faction, or 50CP if it's from your current faction).
Should you purchase variants of any structure from multiple factions, you may combine all of these options however you wish, including creating 'hybridized' forms that combine the functionality of both (or all three) options. Buying both an Allied and a Yuri War Factory would allow each to build a mix of Allied and Yuri vehicles, for example. Likewise, buying a set of Bio-reactors would let you replace some or all of your existing Tesla Reactor facilities to this new design as well if you wish; you are not restricted to keeping one specific variant once you have access to other factions' designs. You may also combine Infrastructure purchases with similar properties you already own before arriving in this jump. If you're already in charge of a large harbor facility, for example, you could easily combine it with a Naval Yard or the Secret Base option (assuming you don't want people to know where it is, in the latter case).

Structures which have no 'counterparts' and are only seen in one specific faction, such as the various superweapons and the Soviets' Industrial Plant, will simply remain as they were and do not adjust for your (current) Background. You may, however, adjust their aesthetics to fit in with your current faction, if you so desire. A Soviet Weather Machine might incorporate some Tesla technology but otherwise function identically to its Allied counterpart, for example.
People will probably assume any unusual additions to your arsenal were captured or reverse-engineered from stolen designs. They won't bother trying to figure out any inconvenient details, perhaps by dismissing it as being 'above their pay grade'.

Any Infrastructure you buy comes with the designs for both the standard and improved versions on offer here, but any further such structures you yourself build will not have 'fiat-backing' themselves. For example, building copies of the improved Barracks will let you use the improved training facilities in each copy, but these Barracks will not get restored when damaged or destroyed, do not follow you to future jumps, etcetera.

The Infrastructure stipend from the Military Monument and Secret Base options are tied to those locations - anything purchased with this stipend will always be located at the monument or hideout, as appropriate. Any purchases you do not put in these locations will automatically get inserted into your current setting somewhere reasonably safe or suited to your plans and interests. The CP stipends stack - making a secret base at a famous landmark would give you the bonus CP from both Military Monument and Secret Base, for 500CP total.

Construction Yard (100CP)

The beating heart of every military base in use by the three factions of this setting, the Construction Yard is essentially a large, semi-automated factory capable of rapidly building other structures when provided with suitable supplies and construction materials. Though useless on its own, it can build almost any military structure, including many options found in the list below. However, any structures built this way do not have the specific advantages provided by their CP-bought variants.

The Construction Yard can 'pack up' to form a Mobile Construction Vehicle, allowing it to move to a new location before transforming back into its factory form (provided sufficient space is available). This means a single Construction Yard or MCV can theoretically build multiple bases single-handedly.

This particular variant of the Construction Yard comes with a highly modular upgrade system which allows it to construct not only standard Red Alert 2 buildings, but also enables it to easily adjust to building any other structures and facilities you might wish.

Power Plant (50CP)

Using a variety of different energy sources ranging from conventional combustibles to Tesla power and even bio-electricity in Yuri's Bio-Reactors, power plants are critical components of any military installation. They provide a dependable source of energy that cannot easily be disrupted by enemies and is independent of the local energy network or, more likely in battlefield conditions, the lack thereof. With each purchase, you receive four standard Power Plants, six Tesla Reactors, or four Bio-Reactors, each of which will provide its full energy capacity regardless of how damaged they may get during nearby fighting.

Furthermore, these facilities will never require refueling, maintenance, or any other form of support, and their energy output cannot be drained or redirected without your approval - making them effectively immune to Spies, Floating Disks, and other such methods to interfere with your power supply.

Nuclear Reactor (200CP, discounted for Soviets, requires Power Plant)

The most potent energy source on the battlefield by a substantial margin, the Nuclear Reactor showcases the Soviets' willingness to use overwhelming power in a rather more literal manner than usual. Providing almost fifteen times more energy than a standard power plant, even one of these installations can easily keep the lights on for an entire civilian city… or use its massive output to keep a number of extremely high-power systems online. You start with three such reactors, upgraded from their original Soviet design to ensure they will not cause an explosive meltdown when critically damaged… at least, unless you disable the safeties. Furthermore,

these reactors can easily shunt additional power to any power-hungry facilities you might have connected to them, briefly overcharging these systems for additional effectiveness. Tesla Coils release even more devastating bolts of electricity or might target enemies at greater range, automated assembly lines might accelerate a tank's production to complete it in less time, and even superweapons such as the Iron Curtain could be charged more quickly if they need to be activated urgently. Do be careful, however, as pushing too much energy into a system that wasn't built to handle it will often cause it to be damaged by internal power surges or short-circuits.

Refinery (50CP)

The necessities of modern combat zones often force commanders to operate without reliable supply lines. Additional resources, ranging from production materials to machined tools to fuel and ammunition, can be difficult to acquire when operating at the frontlines (or even deep within enemy territory). The solution comes in the form of the Refinery: an on-site processing plant capable of converting local resources (most commonly the so-called 'Ore' from various automated mines) into materials suitable for manufacture. Consequently, an operational Refinery allows for the construction of considerable military forces in an army's operating theatre, without the need for external supply lines. It comes complete with the miner(s) appropriate for your faction - a Chrono Miner, War Miner, or group of slaves. Each of these miner variants benefits from the same guarantee as the Refinery itself, and is automatically replaced after a week in case they are killed or destroyed.

This particular Refinery is fully under your control, and not only is it updated with more modern security to avoid losses due to enemy Spies or Floating Disks, the Ore Drill that is located near the Refinery itself will never run out, providing an endless supply of raw materials for your war effort. These materials aren't particularly useful during peacetime, when larger-scale and more efficient mining operations will likely prove more cost-effective, but you do receive a contract with whatever friendly local authorities exist to offload your harvested material in case you don't need it yourself.

Gem Drill (50CP, requires Refinery)

Though much more rare than the more common Ore Drills, certain locales allow commanders to harvest much more valuable materials such as precious gems and other such exotic minerals. Crystalline minerals can be repurposed for the crafting of specialized lenses for high-tech Allied weaponry, trace elements are suitable for high-power electronics such as those in the Soviet's Tesla technology, and Yuri can likewise find a good use for all manner of such rare components. These compounds not only provide a much higher 'yield' per volume of material, increasing the amount of materiel your Refinery can support to easily double the previous value, this upgrade also makes your Refinery a vastly more attractive facility during peacetime. After all, while ready-made military resources are most valuable on the rapidly changing fronts of a war, precious gems and materials for the semiconductor industry are *always* valuable, regardless of location. You receive one extra Gem Drill per purchase, which acts as a second (or third, etc.) harvesting point for your Refinery - it is an addition to, not a replacement for, the original Ore Drill. It never seems to run out much like the Refinery's initial Ore Drill, but it does not come with

its own Refinery - you'll have to decide where to mine or put in some efforts to expand your operations so you can make use of both simultaneously.

Ore Purifier (400CP, discounted for Allies, requires Refinery)

Though critical to maintaining an offensive under hostile conditions, the process used by Refineries is, by necessity, more concerned with immediate results than efficiency. Consequently, a lot of potentially useful materials are lost at various points in the process. The Ore Purifier serves as a secondary processing plant, using much more advanced methods and equipment to extract even the most elusive resources in collected Ore. As a result, all such raw materials provide roughly 25% more yield, offering a significant boon to any military commander holding this type of facility. This particular Ore Purifier has been modified to be compatible with a wide range of different materials and manufacturing requirements, allowing it to increase the productivity of any similar industrial process by a comparable amount. Only one Purifier can operate on any particular process.

Oil Derrick (50CP)

A popular alternative to the Refinery, Oil Derricks are found in numerous battlefields, though they are not typically built by military commanders like Refineries are. These automated pumping systems provide a continuous supply of oil, making them highly valuable targets for any commander seeking to support their forces. The oil can be used for immediate local production (typically of vehicle fuel or a variety of plastics), or be used to provide a dependable source of income through sale of the facility's unprocessed oil. Compared to a Refinery harvesting ordinary Ore, Oil Derricks provide notably less materials that are immediately suitable for battlefield purposes (approximately one third as much). On the other hand, they are much more profitable than a Refinery when configured for long-term sales by supplying the open market (being three times as cost-effective as the Refinery in this situation). You gain ownership of one Oil Derrick initially, which is robust enough to never require maintenance unless damaged, is guaranteed to never 'run dry', and comes with a delivery contract similar to the Refinery above. Oil Derricks are, predictably, built in oil-rich regions to maximize their profit, and are rarely found in isolation: each additional purchase doubles the total number of derricks you gain rather than stacking linearly, but this option is not discounted on repeat purchases.

Barracks (100CP)

The most common and often the first military facility built for bases on the frontlines, a Barracks is used for the training and support of all infantry in a faction's army. From the countless Conscripts in the Soviet forces to the most elite Chrono Legionnaires serving the Allies, almost every soldier on the battlefield starts their tour in one of these facilities. This Barracks is especially useful, as it incorporates the latest in instruction and combat readiness doctrines - ensuring that it can turn even untrained civilians into capable soldiers within at most a handful of days.

Airfield (50CP, requires Barracks)

Though the Allies have their own dedicated airfield in the form of the Airforce Command Headquarters, neither the Soviets nor Yuri's forces have dedicated air power facilities. Nonetheless, civilian airfields are often valuable targets during skirmishes, providing support and materiel for a variety of airborne supply routes and troop insertions. This small but capable airfield comes complete with its own fleet of aircraft in various sizes, and provides paratrooper training to any forces under your command free of charge. You'll be able to deploy nearly any type of infantry by plane if you need to, though planes which are shot down will need some time to be replaced. You can also use the facilities here to provide private transportation for you during peacetime, or rent the aircraft here out for a small but reliable source of income.

Hospital (50CP, requires Barracks)

Repurposed hospitals and medical centers can be critical in keeping your forces alive - the difference between a soldier who survives with minor health issues and one who dies on the frontlines is often little more than getting their injuries treated A.S.A.P. During wartime, hospitals such as these often have only a small population to tend to due to the many civilians who flee the region when fighting breaks out. Without the need to provide for civilians, spare supplies and medical training for your troops ensure that combat medics are plentiful, and even the most basic grunt under your command will likely have some emergency first aid skills by the time they get into combat. Consequently, as long as you can keep hospitals such as these operational, your forces will find that they can easily patch themselves up, keeping both their overall health and their fighting spirit intact for far longer than troops without such support.

Cloning Vats (400CP, discounted for Yuri, requires Barracks)

Originally fielded by the Soviet army before Yuri revealed his treasonous plans, the Cloning Vats are a sophisticated system of bio-engineering and psychic imprinting technologies. Capable of growing entire adults in a matter of minutes while simultaneously 'downloading' a personality into the new clone, this structure can essentially churn out an unlimited supply of ready-made troops without the need for new recruits. You'll need to provide equipment such as weapons and armor through some other method, but the Cloning Vats otherwise only need to be supplied with power and sufficient organic material to create the clones. Though ordinarily these facilities would only copy the mind of one existing soldier at a time, this particular variant of the Cloning Vats is improved with a (currently blank) database of psychic imprints and genetic coding. Consequently, while the standard type of vats will only provide a single 'extra' soldier at a time, this facility can instead be used to mass-produce an arbitrary number of copies of anyone you've cloned at least once. You can even mix and match, like putting the copied mind of a trusted servant (or even yourself) into the body of someone with much greater physical talents to create a 'best of both worlds' situation. It's everything a scheming mastermind might need to build himself a loyal, expendable army, with individual clones ready to be decanted within a manner of minutes after starting the cloning process. In case you're short on biological supplies, the Cloning Vats provide a small amount of suitable materials on their own - sufficient to create roughly one person per day. Fortunately, they're also capable of breaking down most organic materials to create the components necessary for the cloning process. You could grind up some

cows into raw materials, sure, but there might also be some, ah, ‘volunteers’ to help the process along?

War Factory (100CP)

Much like the Barracks is the starting point for infantry, the War Factory is where vehicles are brought into service on the battlefields of the modern world. From the armored columns of the Soviets to the Allies’ high-tech arsenal to Yuri’s bizarre contraptions, the War Factory is capable of rapidly assembling almost any vehicle (and some aircraft) seen in this setting from nothing but a suitable supply of raw materials. This particular facility comes with a small annex for prospective drivers and pilots, which operates similarly to the Barracks described above (though focused on vehicle use rather than infantry combat). This ensures that you not only have the means to build your tanks and artillery, but that you have a ready supply of trained crews to man these machines of war.

Industrial Plant (400CP, discounted for Soviets, requires War Factory)

Massive factory complexes capable of churning out a wide variety of components for the Soviet war machine, even a single Industrial Plant allows a Soviet commander to expand their forces with blazing speed. Although it is incapable of assembling larger pieces such as tanks (unlike War Factories, for example), the Industrial Plant is a vastly more time- and cost-effective source of military hardware than other production facilities. Furthermore, it not only reduces overall construction time and cost by about a fourth, it also shows a versatility rarely seen among Soviet factories. Capable of assisting with almost any production from the humble Flak Track to the mighty Dreadnought, this particular design of the Industrial Plant can be slotted into nearly any manufacturing process, providing similar improvements to efficiency and speed as it did for the Soviets’ frontline factories. Multiple Industrial Plants do not ‘stack’ when applied to a single manufacturing process.

Radar (100CP)

Serving as battlefield surveillance and communication centers, the radar installations used by the various factions are primarily used to track allied and enemy forces as well as direct any friendly aircraft in the battlespace. Modern-day radars are capable of cutting through even severe interference and jamming, and they come complete with a staff of expertly trained technicians and logisticians to direct whatever forces you may possess - though only the Allies use their Radar facilities to house and support aircraft.

This particular radar is especially notable, as it is effectively immune to disruption and jamming even across dozens of miles of open terrain. Furthermore, it is only partially blocked by obstacles such as cloud cover, buildings, or even mountains in between the radar installation and the detection limit - allowing you to keep track of just about every vehicle and aircraft within a sizable distance of the tower’s location. Furthermore, this radar has the ability to focus the detection equipment on a single area even across extreme ranges, allowing for a very brief but sophisticated scan of a target area. Though it only lasts a few seconds, this scan is usually enough to identify even the most well-hidden enemies - including those employing stealth like Mirage Tanks or those remaining submerged like Yuri’s Boomer submarines.

Each faction's radar has its own distinct advantages: the Allied Airforce Command can build and maintain a number of Allied aircraft, most commonly Harriers, and provides training facilities for pilots and ground crews similar to those offered to infantry by the Barracks. The Soviets, in their typical focus on raw power, have the strongest radar signal and can make the best use of the ranged scan ability in the rare cases they don't direct spy planes for reconnaissance. Finally, Yuri's forces incorporate psychic detection to uncover the orders of nearby enemies, making it nearly impossible for infiltrators such as spies, Mirage Tanks, and other such covert operatives to sneak into the area around the Psychic Radar without being detected.

Spy Satellite (300CP, discounted for Allies, requires Radar)

Perhaps the single-most advanced example of the Allies' focus on tactical awareness and their propensity for taking advantage of enemy weaknesses, the Spy Satellite grants commanders an unparalleled overview of hostile troop movements and fortifications. Images taken from orbit allow these technological marvels to provide battlefield coverage over countless square miles at once, aided by ground-bound analysis teams and processing software.

You now have a dedicated spy satellite assigned to your command, ensuring that you will have the intel advantage in any operation you participate in. Fast enough to reposition anywhere on the planet in a matter of minutes, this system can cut through a wide variety of interference, including obstacles such as cloud cover or snowstorms.

Perhaps most amazingly, the satellite connection itself is effectively impossible to hack or trace, and the satellite comes equipped with a defensive suite not unlike the one used by the Mirage Tank - making the satellite a ghost that's borderline undetectable unless you already know where to look.

- **Rocket Launch Facility (300CP, discounted for Yuri, requires Radar)**

Built mainly underground, this compact but remarkably effective structure can be used to load and launch a large rocket, using a pre-programmed flight route rather than needing any kind of pilots or other manual input once in flight. The rocket carries sufficient fuel for a two-way trip to the Moon, but it can also be directed to more terrestrial destinations - just input the appropriate coordinates and the vessel will do the rest. It has no real combat value, but its cargo capacity is large enough it can ferry a sizable number of troops and resources at once, allowing a suitably cunning commander to deploy - for example - an MCV with enough staff and materials to establish a small army after landing.

The facility can only prepare one rocket at a time, and unless you return a previously used one it needs at least a week to build and ready a new rocket. However, despite the size of the rocket itself it's remarkably easy to overlook and launches might be ignored unless you draw attention to yourself… though you may still wish to ensure any other space agencies aren't looking your way. I'm sure you can find a way to *change their minds*, yes?

Naval Yard (100CP)

Though naval combat is not as common as land battlefields, Naval Yards nonetheless provide critical options to many commanders. Capable of constructing and repairing any naval forces available to your faction, shipyards such as these are more than sufficient to maintain entire

fleets away from home. More advanced than the ‘standard’ version found in this setting, this Naval Yard does not need any raw materials or other supplies to repair seabound vessels and can be easily modified to mend ships from other settings. It also includes the same kind of training facilities as the Barracks and War Factory, except optimized for the instruction of ship-based personnel.

Repair Pad (50CP)

Though many vehicles are simply lost outright to the harsh realities of battle, sometimes it’s possible to take damaged tanks and other military forces back to base without the unit being a ‘total loss’. Repair Pads are dedicated servicing facilities that are capable of patching up battle damage ranging from scratched paint and bloodied tracks to the gaping holes left by anti-tank weaponry. Fast enough to restore a nearly destroyed tank to pristine condition in under a minute, this facility has been further enhanced such that it needs no raw materials or other supplies to make its repairs. It can also be easily modified to repair vehicles from other settings with similar effectiveness.

Machine Shop (300CP, discounted for Soviets, requires Repair Pad)

The Allies would have you think the Soviet armies are universally big, tough, and utterly lacking in sophistication. Well, two out of three ain’t bad, but the proud Soviet people are anything but ignorant savages! Well-accustomed to keeping their forces operational in environments that would leave other armies battered and broken (not to mention frozen to the core), it doesn’t take much for a Soviet armor battalion to stay in the fight. Robust Soviet ingenuity is not to be underestimated, and a tank that can handle Vodka in the fuel tank has little to fear from Allied shells so long as Ivan still has a wrench to hold.

Machine Shops such as this can be used to provide the necessary tools and supplies to carry out repairs in the field, but this particular facility has been made even more effective. Through a combination of supply provisions, training courses, and the development of small repair bots similar to (if much more benevolent than) the Terror Drone, this compound can enable almost any vehicle under your command to self-repair from even the most crippling damage.

Grinder (200CP, discounted for Yuri)

A wicked but ruthlessly effective structure, the Grinder showcases Yuri’s total disregard for the lives of anyone other than his own with horrifying clarity. A sharp contrast from the standard Repair Pad, the Grinder is instead designed to dismantle entire vehicles in seconds, rendering any such sacrificed forces into recycled materials suitable for use in War Factories and other such industrial applications. Even more gruesome, the Grinder will do the same to individuals, including any crew remaining inside sacrificed vehicles. A base with a Grinder will frequently be the scene of brainwashed soldiers - or even entire civilian populations - marching into the machine to be rendered down into a slurry of organic materials that can then be fed to Yuri’s cloning vats and other biological machinery.

Most of the time, those who find themselves fed to a Grinder are victims mind-controlled by the psychic powers of Yuri’s forces, but in desperate times Yuri might send even his own into these wicked machines.

You receive a Grinder not unlike the more common variant seen in this setting, but this particular design is especially effective. Where ordinary Grinders can only recover about half the total resources needed to build a new unit (or 'grow' one, for organic materials), this deadly machine can recycle almost anything, not just tanks and infantry, with an efficiency of nearly a hundred percent. Recovered materials can be transferred directly to a War Factory or other such structure, or stored in meticulously labeled containers for later use. A is for Aluminum, B is for Brain Matter...

Battle Lab (150CP)

Housing analysts, researchers and managers for modern-day militaries, Battle Labs are responsible for directing the most advanced and powerful technologies available to the three powers. Many of the most potent weapons of war cannot be built or serviced without the highly classified data contained in these battlefield command centers, and the deployment of a Battle Lab signifies not only an escalation of a local conflict, but also a level of determination on its commander's part - those who use a Battle Lab are either confident enough that victory is nearly assured, or desperate enough that any option is on the table.

The Battle Lab provides access to the designs of every unit and structure in the applicable faction, though you may still need various other facilities to actually construct or train them. These designs do not possess any 'extra' advantages found in their CP-purchased counterparts, however.

Furthermore, a Battle Lab will continually analyze the battlefield, providing tactical and strategic feedback on the current military objective. They also provide long-term scientific advancement, with a dedicated R&D team to develop counters to newly encountered hostile forces or whatever other challenges you might be facing.

Basic Defenses (50CP)

Military facilities tend to be high-value targets during a war, especially those constructed on the frontlines with, at times, sub-par resources. Consequently, many bases are protected by a variety of defenses, which you will receive with this option. Including both fortified walls and your faction's specific defensive structures, it provides a capable and cost-effective defensive perimeter for your structures. In addition to the walls, Allies will receive 'Pillbox' machine gun bunkers, Soviets will receive a combination of automated Sentry Guns and (unfilled) Battle Bunkers to be garrisoned by their vast legions of infantry, while Yuri's forces are protected using Tank Bunkers that protect a single vehicle garrisoned within while simultaneously enhancing said vehicle with greater firepower, firing speed and attack ranges. The total number of defenses increases with the facilities you wish to protect, depending on how many other Infrastructure purchases you've made in this section (though you can also opt to establish these defenses elsewhere, as usual). For something on the scale of a 'standard' Red Alert 2 military base, you will receive four basic defensive structures.

Advanced Defenses (50CP, requires Basic Defenses)

Of course, the 'Basic Defenses' option is just that - basic. While quite effective at stopping infantry and lightly armored attackers, they are nonetheless unsuited for heavier fighting. With this option, your defensive facilities are substantially upgraded with both anti-air and heavy

anti-ground defenses. Allies will receive Patriot Missile launchers for anti-air defense and the 'chaining' Prism Towers to melt through enemy armor, Soviets will gain Flak Cannons and the electrifying Tesla Coil towers, while Yuri's bases will be kept safe with rapid-fire Gatling Towers and the insidious mind control of Psychic Towers. These improvements provide you with far greater defensive power against vehicles and air power, and as an extra bonus these defenses use effectively zero power - ensuring they remain online even if your energy supply is interrupted or destroyed. They otherwise function identically to the Basic Defenses option, and are provided in comparable numbers.

Superior Defenses (200CP, discounted for Allies, requires Basic Defenses)

Finally, this type of defense provides some of the most powerful and advanced protection available in the world today - though these are best used supporting other, existing fortifications, since they are rather specialized systems.

The Grand Cannons were designed by the French as a heavy, ultra-long range bombardment platform, and are capable of striking even most dedicated siege units with immense firepower. Though slow-firing, they are one of the heaviest deterrents to attackers available.

Your second improvement is the Gap Generator. This advanced tower does not provide any combat value directly, but instead focuses on counter-intelligence services. Disrupting a wide variety of optical, electromagnetic and infrared sensors as well as radio waves, this tower wreaks havoc on any foes attempting to scout or otherwise identify targets within its operational area. Even the classic 'Mark One Eyeball' isn't always of use, as the Gap Generator also hides those under its protection with a mirage-like optical illusion.

Much like the lower tiers of defenses, these upgrades may be used to defend other facilities you own and do not require power to remain functional.

Superweapon (600CP, variable discount, requires Battle Lab)

The mightiest weapons in the arsenals of the three factions, 'superweapons' are frequently powerful enough to turn the tide of a battle all on their own.

The Allies have their Chronosphere, allowing for instant teleportation of forces across vast distances, as well as their Weather Control Device - a machine of Einstein's design that is capable of causing devastating lightning storms over a target area.

The Soviets use their Iron Curtain generators, allowing them to turn a group of vehicles effectively invulnerable for a short time. Plus, when ordinary forces prove insufficient they can break an enemy's will with the terrifyingly firepower of the Nuclear Missile Silo.

Finally, Yuri's forces employ the Genetic Mutator, which turns any exposed individuals in a wide area into hulking Brutes under the control of the Mutator's owner. They also have the insidious Psychic Dominator, which is capable of instantly brainwashing a group of targets while releasing a wave of psychic energy to rend apart static fortifications.

With each purchase, you gain one copy of any of these weapons, which is provided to you in-setting similar to all other Infrastructure purchases. In addition, you may personally direct these weapons once per hour, even if these would not normally be able to reach your designated target (such as if the distance is too great). Simply designate your target with GPS

coordinates, a location on a map, or even just pointing at your target, and the superweapon will activate.

All superweapons used by your own faction are discounted for you. Furthermore, if you have already purchased a superweapon from a specific faction, all further purchases of that faction's superweapons have their price reduced by half again. This applies regardless of whether you purchase the second superweapon type, such as a Weather Control Device if you already bought a Chronosphere, or simply a second purchase of the superweapon you already possess.

Alternatively, you may also pay 1200CP to receive one purchase of each of the six superweapons, with additional purchases of the 'full set' priced at 600CP afterwards and any further 'single' purchases using the price rules outlined above.

Companions And Followers

If you choose to do multiple Scenarios you could run into specific individuals multiple times - each from their own version of the Red Alert 2 timeline. As such, while you can only recruit specific individuals once per visit, you *are* allowed to recruit, say, four different Premier Romanovs provided you acquire each during a different Scenario. You… might want to get some earplugs if you do, however. Our beloved Soviet leader has more enthusiasm than volume control.
Other than this restriction, all other options may be purchased multiple times if you wish.

Comrades In Arms (Variable Cost)

Sure, you can fight on your own, but that doesn't mean you can't rely on some trusted aides to support you. With this option, you may create or import one Companion for 50CP each, or eight at once for 200CP. Each has the same Background as you.
Companions each receive 300CP to spend on any purchase other than additional Companions, and may choose when exactly to gain this allotment similar to how you yourself must choose when to receive the jump's base CP, should you take any Scenarios. They may 'bank' CP between Scenarios the same way you yourself can choose to do, and the same rules and restrictions apply.
Your Companions are affected by Drawbacks just as you are, and receive an amount of bonus CP equal to half the amount you do from any Drawbacks you take.

Reinforcements (50CP)

With each purchase, you gain the loyal support of $2000 worth of units (going by in-game prices) from any of the three factions. Units from your own faction are discounted to half their price, but you can mix-and-match however you wish. Multiple purchases can be 'pooled': for example, purchasing Reinforcements twice means you could buy any combination of units for $4000 total, you would not be restricted to two (groups of) units worth $2000 each.

Each unit comes with a crew and supplies (where appropriate and/or necessary), ensuring they are always combat-ready. Any casualties they take are replaced by new recruits, vehicles, and so on after one week. These forces keep any modifications you make to them while they serve you, but any replacements for forces that are killed in battle or otherwise lost do not start with such changes. They do not take up any Companion slots, and replacements are not the same individuals as their original counterparts. That said, specific individuals may be made into Companions if you wish, at which point a new recruit will take their (now vacant) place.
Each faction's hero unit, such as Tanya or Yuri, are unavailable with this option, but they are available with one of the options above. See the Notes section for a list of available units.

The Professor (50CP, free for Allies)

If it can be said that one man made more of a difference than any other for the Allied war effort, professor Albert Einstein stands a good chance of being that man. His brilliance saw the Allies gain the advantage through the use of powerful and advanced technologies, and though the current conflict is in some ways his own fault, he nonetheless does what he can to prevent further disaster from befalling humanity. Of course, his curiosity and scientific drive make him quite interested in this 'jump chain' you mentioned, and he'd love to come along for a little while to see what it's all about. Albert Einstein has both 'A Man Could Blow A Fuse…' and 'Inventive'.

The Premier (50CP, free for Soviets)

Premier Romanov, beloved leader of the Soviet Union and Large Ham Extraordinaire, is a man like few others. Certainly, he's been manipulated by the vile Yuri, but do not assume that all of Soviet plans come from that filthy traitor. Behind the image of a charming buffoon lies a man who is perhaps not especially brilliant, but Romanov is more cunning than most and he is easily capable of inspiring entire nations to greatness through his lovable yet determined demeanor. The chance to spread the wonders of Communism to worlds beyond are a great dream of his (even if he ordinarily dreamt of spaceflight, not alternate realities), and he'd be more than happy to tag along on any of your adventures. Premier Romanov comes with both 'For Glory Of Soviet People!' and 'Might Of The Motherland'.

The Psychic (100CP, free for Yuri)

Yuri, mastermind of the current conflict and the greatest psychic alive today, is not a man who would easily submit to another's commands. But the opportunity to travel to new worlds, to claim the knowledge and the very minds of far-off people… well, that may just be enough to convince him. Either way, it might be good to invest in some mental protections - a mind like yours is so very, very tempting after all, and Yuri is more accustomed to giving orders than receiving them. Yuri comes with all Perks discounted for his own faction for free.

The Commando (50CP)

Some men and women are simply a cut above the rest, each individual enough to almost literally turn the tide of a battle single-handedly. You've made friends with one such hero from this setting, and they'll happily come along on your travels as a Companion - be it out of gratitude for your services here, a chance for more fighting, or even just simple curiosity.

This option allows you to recruit Tanya, Boris, or a or simply a newly created individual of similar badassitude and a personality of your choosing. The Commando comes with a variant of the 'Heroic' Perk, as well as the 'Willpower' Perk.

The Secretary (50CP)

Every great Commander is supported by a skilled secretary (not to mention the rest of their support staff). With this purchase, you gain such a uniquely qualified individual, and while they do not have any Perks per se, they are guaranteed to be extraordinarily competent at providing the necessary support for your future endeavors. Even if the task is too great for them alone, they'll easily find the necessary staff to get the job done. This option may be a follower, in which case you'll simply find a new secretary in every jump you visit. Alternatively, it also allows you to offer a Companion slot to Lieutenants Eva or Zofia, or a similar person with a personality of your choosing.

The… Monster? (50CP)

Well, this is awkward. It seems all that time traveling has taken you, or at least your newest buddy here, a *little* bit farther than usual. Indeed, you are now the proud owner of the biggest family pet ever: a Tyrannosaurus Rex! Maybe it's bonded to you because you smell nice, or it responded to your latent psychic powers with a sudden bout of friendliness. Whatever the case may be, though… it's a dinosaur, and it (mostly) follows your orders provided it can figure out what you mean. It doesn't count as a Companion and doesn't need feeding (perhaps it simply keeps eating hostile soldiers when you're not paying attention), but otherwise it's everything you might expect from a giant lizard with teeth the size of a man's arm and hide thick enough to be pretty bullet-resistant.

Scenarios

If you want to make your stay in this world a bit more interesting, exciting, or rewarding, you may get involved in the plots and schemes and military operations in a more… *hands on* approach by taking one or more Scenarios and getting a front-row seat to the events of the campaign storylines.

You may take these Scenarios either in addition to or as a replacement for your standard ten-year stay in this setting, and you may take them anytime before or after your 'normal' stay (if you have one), in any order you like.

You may only try each Scenario once, but you may do multiple Scenarios one after the other. Since, for example, a lack of trust means you'll not be put into command over the Allied forces when you're a Soviet by background, each Scenario is restricted to a specific Background.

Each Scenario has its own victory condition, after which you may end your time in that Scenario early. Otherwise, the Allied and Soviet Scenarios lasts for up to ten years - if you have not won by then you lose the Scenario. Yuri's Scenario has no end time barring your personal demise.

Yes, this means you could end up seeing the events about to unfold in this world no less than six different times. Chalk it up to time travel - it's certainly not the strangest thing that's happened (or will happen) in this place.

Participating in Scenarios for multiple factions requires you to take this Jump multiple times, with a different Background as appropriate. You will only receive the jump's base +1000CP once (and never during 'One Mind, One World'), but you may choose when this is - be it during your 'normal' stay or during a specific Scenario. This does not need to be your first visit.
In any additional Scenarios you participate in, you will have to earn any additional CP by taking Drawbacks and do not start with any further CP. Drawbacks do not 'carry over' between Scenarios, but you also will not receive bonus CP from any Drawback you have taken before. You may take different levels of multi-tier Drawbacks (such as 'Brainy' and 'Arms Race'), but you will only receive the CP difference between your current tier and the one you've used before (if your current tier is higher), not the full CP allotment.

Each Scenario grants you an extra **300CP** upon your victory. This 'bonus' CP may be spent on any option that is discounted for your current Background (such as discounted Perks or faction-specific structures like the Ore Purifier for the Allies), as well as non-discounted options (such as the 'Heroic' Perk or a Battle Lab). It may not be used to purchase options that are explicitly discounted for *other* Backgrounds, such as Perks from a different Background or units from the two hostile factions in the 'Reinforcements' option, nor may it be used to buy Infrastructure from hostile factions. Evidently, the rewards from a Soviet victory should make you a better Soviet, not corrupt your Socialist greatness with purchases from the pathetic Allies or the wicked Yuri.

If you intend to buy any option you cannot afford with just the Scenario reward itself (such as a Time Machine or Secret Base), you may leave some of your CP (such as that of your initial allotment or additional CP you've gained from Drawbacks) unspent until you've claimed victory. For example, you could keep 100CP 'in reserve' by spending only 900CP of your initial allotment, and would then be able to spend a total of 400CP once you emerge victorious after completing your first Scenario.
CP may be kept in reserve multiple times, but the restrictions on their use and applicable discounts do not change. For example, if you keep your reward from 'Standing Tall' in reserve until the end of 'Comrade-General!', you could use this *Allied* CP to buy 'Spycraft' at its discounted price, while a War Factory you purchase with such CP would be an *Allied* War Factory despite the fact you are currently a Soviet.
You may combine CP from multiple rewards, but combining rewards belonging to multiple factions means this CP can only be used on purchases that are not tied to *any* of the involved Backgrounds, such as the 'Heroic' Perk, a Time Machine, or an Infrastructure purchase that would have identical costs for both or all factions (such as an additional Refinery if you already possess three different types).

Once you end your time in this jump, any CP left unspent is lost. The same rules for spending or reserving CP that apply to you also govern your Companions, where appropriate.

The following Scenarios are available in this jump:

Standing Tall (Allies only)

The fate of the free world hangs in the balance, as the Soviet Union has launched a surprise invasion of the United States of America. With many of the country's defenses sabotaged by Yuri's psychic forces and many high-ranking U.S. military officers dead, you are now the last remaining Commander in place to stop the Soviet invasion. From New York to Central America to the Kremlin itself, you will be at the forefront of the conflict, taking the place of the nameless Allied protagonist during the Red Alert 2 campaign. Your victory condition is the surrender of the Soviet Union. Good luck.

In The Nick Of Time (Allies only)

With the Allies victorious over the Soviet aggressors, it seemed the worst was over - but that proved to be a mistake. Yuri has been working in secret to prepare a world-wide network of Psychic Dominators and stands poised to mind control the entire world! Through quick thinking and a lot of luck, San Francisco managed to briefly avoid this grisly fate, and in the city stands one of Einstein's prototype time machines. You will find yourself in San Francisco, and must embark on a journey back to the past - stopping not only the Soviet invasion but also Yuri's diabolical plans before they have a chance to begin. You take the place of the Allied protagonist of the Yuri's Revenge campaign, and your victory condition is the defeat of Yuri and his forces, with or without the beaten Soviets' help.

Comrade-General! (Soviets only)

You stand ready for war, and now the Soviet preparations are complete! It is time to show the world the folly of Capitalism, and the first step is the defeat of the vile United States. Soviet boots will march on American soil by the thousands, led by your orders and guided by the vision of premier Romanov. His 'trusted advisor' Yuri gives you the creeps, though - better keep an eye on him. You take the place of the nameless Soviet protagonist from the Red Alert 2 campaign, with your victory being complete once the Allies have surrendered and the Soviet Union is in safe hands - be it yours or someone else's.

An End To Traitors (Soviets only)

The wretched Yuri has really done it now - he seeks to enslave the entire world with these 'Psychic Dominators' of his! But there is a way out… in San Francisco, the Allies seek to travel back in time and change the course of history. Claim their time machine, travel back in their place to warn the Soviet people of the traitor's plans, and destroy Yuri once and for all! From the time of the dinosaurs to the cold vacuum of the Moon, you will lead your people to victory for the glory of all Soviets!

You may take this Scenario following 'Comrade-General!', which means there will be minor differences to account for a Soviet victory instead of their canonical defeat, but otherwise the principle remains the same. Regardless of your original timeline (if any), you take the place of the Soviet protagonist from Yuri's Revenge, and your victory condition is the subjugation of the Allies and the elimination of the traitor Yuri.

One Mind, One World (Yuri only)

How does one become the greatest Villain of several timelines? How does one embrace the need for power, the desire to bend the minds of those around them to their will? How does one become… *Yuri?* Well, now you'll find out.

You take the place of the psychic mastermind early on in his life, when he was still a merely exceptional psychic commando in service of Stalin. From there, you may do as you wish, be it following the original's footsteps or making your own path in life. Your goal? To enforce a single idea upon the entirety of humanity, down to the last man, woman and child. This idea need not be the mindless servitude to Yuri's commands as he himself originally desired, but it must be something of comparable magnitude. Perhaps you'll remain loyal to the Soviets and instill a world-wide desire for a Communist utopia, even in the most die-hard capitalists? Or maybe you'll go for an even stranger idea, like the notion that the Multiverse is real and some individuals move from world to world, acquiring power as they go in return for 'Choice Points'...

This Scenario takes place as a Gauntlet. Your death is not the end of your chain, merely the failure of this Scenario. You have no CP to spend short of what you acquire through Drawbacks, you have no advantages from other jumps or previous Scenarios, and you lose access to your Warehouse.

In essence, you (and any Companions you might create or import) lose access to everything from other jumps except for the Body Mod. But in return… you are *Yuri*, or at least someone in his position with every talent the man himself possessed. Though you'll have to work for your eventual success, manoeuvring around the Soviet political establishment or whatever other path you choose to achieve victory, you begin with every Perk discounted for the Yuri background for free.

Do you have what it takes to succeed where Yuri himself failed? Can you unite a world behind one singular purpose? Can you make everyone, everywhere, truly share *one mind?*

Drawbacks

The Future Ain't What It Used To Be (+100CP)

With all these time travel shenanigans and merging timelines and whatnot, it seems you've arrived in this jump at the wrong point in time. Or rather, the wrong *timeline*. Everything's a bit… off, and while the broad strokes of major events across the globe may still be roughly the same, the actual people, events and locations will likely be completely different. The Soviets might still launch their invasion, but do so in a different way. Einstein might not even exist, and the Allies instead have to rely on a Greek super-genius with a penchant for teleportation technologies. Yuri could have built a deep-sea hideout instead of a Moon Base, nobody really knows. It's all similar, but just different enough that you'll have to throw out just about every bit of knowledge you've got about how the 'plot' of this setting would (or should) have gone.

Safe And Secure (+100CP)

I hope you like cows, Commander. Because rather than leading your forces from the Pentagon or some battlefield command center, you're going to be stuck in the middle of nowhere where those cows are going to be your biggest source of company. Canada, perhaps. Or Siberia, if you like your uniform red instead of blue. Yuri might even park you on the Moon (where you won't even have the cows). Whatever the case may be, you're going to be stuck somewhere far from the action, having to make do with improvised command gear while living with a near-total lack of civilization.

Leading The Charge (+100CP)

General Vladimir could take out these Allied swine with nothing but a rubber duck! Of course, he was all too keen to withdraw when that prediction was proven overly optimistic, and so too will your allies and followers be… less than courageous. When things start going wrong, expect your allied commanders to bail out, your forces to flee to safety, and everything everywhere to just try to get away from whoever happens to be winning against you.

Incomprehensible (+100CP or +200CP)

What the hell *is* that accent? Do people actually talk like that? For real? Well, they do now! Everyone has the most atrocious accents ever, and don't think it's limited to fake Russians this time around, either. Expect a plethora of Southern drawls and Philly slang whenever you're Stateside, French and Germans who might not even be speaking English anymore despite their insistent declarations otherwise, and Yuri's accent is probably some horrifying monstrosity of Eastern European… stuff, that resembles an actual language about as well as Premier Romanov resembles *Tanya*.

And, yes, when we say people talk like that, we mean *all of them*. And while you'll be able to understand them just as well as you normally could, it's always going to feel disjointed - like you're in a cheap(er) video game comedy or something. Expect a lot of eye twitching on your part whenever people open their mouths.

For an additional +100CP, this problem becomes much more profound - not only will everyone be talking with incomprehensible accents, they'll be talking in *incomprehensible* accents. As in, you'll now have to spend an unreasonable amount of time and effort just to figure out what the hell anyone is saying. Alternatively, this second tier may instead make it so that *you* are nearly impossible to understand, with all the potential consequences that implies for effective leadership, social acumen, and so on.

Carville'd (+200CP)

It's just another day at work, having recently re-taken your office from those Commie bastards. You're giving a briefing to one of your subordinates while you're preparing to head out, and the moment you open the door… boom! Crazy Ivan! As General Carville can attest (or not, depending on when and/or *when* you ask), it's not easy being targeted for elimination.

Now, you too are on more than a few 'Most Wanted' lists. Maybe it's an Allied spy sabotaging your elevator. Or there's a Virus sniper nearby. Heck, you might end up finding a Terror Drone in your armored limousine, too! Well, if you're not careful, anyway.

While this Drawback won't have enemy killers spring up from behind your couch with no explanation, your enemies *do* get a seemingly endless stream of of assassins, saboteurs and other such ne'er-do-wells to send against you (though only a handful at a time). Keep an eye on your surroundings or invest in some extra security (some decent body armor wouldn't be a bad idea either) and you might be able to stop most or even all of them before they can actually do you any serious harm. But they never stop coming so long as the war rages on, and do you *really* want to keep at it until you accidentally miss that one suicide bomber…?

Cloning Blues (+200CP)

Well, it seems it's not just Yuri who's got endless supplies of expendable meat puppets… or perhaps he's got a lot more of them now than before. Either way, it seems the enemies you face have gotten themselves a rather severe increase in the level of manpower they can throw at any given problem (such as your forces). Expect to see at least four times as many infantry, along with multiple copies of 'hero' units such as Tanya. Even their bases and armor battalions benefit from this Drawback, though not to the same extent. Your allies, whoever they may be, are obviously unaffected and will have to make do with what forces they could scrounge up before.

Subverted (+300CP)

Why is it that no-one under your command seems able to actually stay on your side for any length of time? Well, it seems that way at least.

Individuals critical to the war effort will keep getting themselves kidnapped, and you'll have to deal with more instances of your forces getting mind controlled or otherwise turned against you. Expect a lot more Engineers as well, because nothing's a wake-up call like having the enemy infiltrate your forward base and turning it against you.

These problems aren't unsolvable - mind controlled forces are usually released when you kill the psychic controlling them, for example - but every time you solve your last issue it's only a matter of time before a new one pops up again. Today it's rescuing Einstein, next week it's taking back a base that's fallen under the effects of a Psychic Beacon, and you might have former allies betray you because they feel you're following a traitor by the end of the month. The work never ceases. Perhaps it'd be a good idea to make sure your forces are equipped to handle your own faction's weapons and tactics as well?

Insidious (+300CP)

Sure, you may have conquered a city, or two, or ten… but it seems that the enemy has a lot more than just the obvious installations and military forces. Much like Yuri did during the storylines in Yuri's Revenge, all your enemies are absolutely *loaded* with secret bases and hidden facilities in a wide variety of (outlandish) locations. Of course, if you're opposing Yuri, that just means he has *even more*. Each is more than happy to support any other bases you might attack, so before you've found them all and captured, demolished, or mind-controlled them all it's going to cause you no end of problems. Expect to need at least twice as much time, effort, and military power to track them all down and claim victory over your foes, and that's if you can actually focus on tracking them all down instead of dealing with whatever problems those additional facilities are sending at you. Are you ready for the long haul?

Overload (+300CP)

Perhaps your Soviet brethren went a little overboard, or the numerous timeline changes included the elimination of proper engineering principles as a side effect (more so than before, anyway), but whatever the case may be, the problem is the same. All infrastructure you or your followers use now seems to be highly unstable, explosive, or both. Ordinarily it's only things like Nuclear Reactors and Demolition Trucks that make a 'boom!' when destroyed, but now… now it's everything from tanks and Battle Labs all the way down to the stapler on your desk. Each will have their own, flashy way of going critical when destroyed, thematically appropriate in appearance and power for the object in question. But no matter how pretty the fireworks may be… you and your forces had better stay at a safe distance. You wouldn't want your entire tank line to be taken out by a chain reaction, would you?

Your enemies seem to be unaffected by this issue - their forces will be as dependable as before, and they will remain almost entirely unharmed from anything on your side that experiences a meltdown.

Commander And Conqueror (+300CP)

You've got tanks, you've got crazy technologies, and you've got a world to conquer, or protect, or bend to your will. You might even have a lovely assistant to help you with the job, so who needs more? You don't, that's for sure. You lose access to all out-of-jump advantages you might have, including access to your Warehouse and anything in it. You are, for all intents and purposes, reduced to nothing but your Body Mod plus whatever purchases you've bought in this jump.

This Drawback may not be taken during the 'One Mind, One World' scenario, as this Scenario already eliminates your access to out-of-jump abilities.

Brainy (+200CP to +400CP)

Ohhhhh, you're a smart one, aren't you? Indeed, you'd think you're nothing *but* smarts - literally, as the case may be.

For +200CP, you are limited to the form of a *Mastermind* during your stay here: a massive, psychic brain carried around in a heavily armored tank-like platform. Yuri's forces use them as elite combat forces, but if you're a member of the Allies or Soviets you might simply be a life-extension experiment gone horribly right, some cloning prototype, or the result of some other bizarrely unlikely series of circumstances. Whatever the case may be, you're still capable of being a fully functional member of society… ish.

Now, being a giant brain in an admittedly awesome jar, this process obviously has some downsides as well. A reduced capacity to enjoy ballroom dancing, difficulties with (public) speaking, and other such 'meaningfully interact with other people' activities are likely to be… challenging. Have you ever seen a brain play a game of golf? No, didn't think so.

You'll have to make do with telepathy for just about any kind of communication, but you'll get a very weak, short-range telepathy during this jump to make sure you can actually still talk to people, in case you didn't have the capacity for telepathy or mind control before. And if you *do*

have the power for it, nothing's stopping you from enthusiastically living through mind-controlled meat puppets. The regular Masterminds probably do, so why not follow their example?
For an additional +200CP (+400CP total), you're just a brain in a jar, like those in Yuri's collection. You lose out on the awesome brainmobile that the lesser variant of this Drawback gave you to keep you mobile, and as regular brains aren't built for mass mind control, you likewise don't get any telepathic powers to keep you at least somewhat capable of interacting with others. Indeed, all similar abilities you might have had are sealed away for the duration of your stay here as well. Instead, you get… well, a couple of electrodes in your brain and a speaker system so you can talk to people nearby. Maybe they can put you in front of a TV screen and you can give orders that way?
You cannot in any way modify your 'Brainy' form (say, using shapeshifting powers) for either level of this Drawback, though you might be able to convince others to upgrade your tank (be it the armored, tracked kind or the fishbowl kind). Just be careful - that's also where the life support and cybernetics are kept, and you wouldn't want to break those.
Do you have what it takes to be the Biggest, Baddest Brain In A Jar Ever?

Arms Race (+300CP to +600CP)

It's a hostile world out there, and the mightiest weapons in the world today can bring death and destruction with but a moment's notice. From the sudden tactical opportunities of the Chronosphere or Iron Curtain to the terrifying power of the Nuclear Missile Silo and Psychic Dominator, superweapons tend to be powerful enough to shift the lines of battle all on their own. Given how these weapons appeal to men of great ambitions and even greater egos, is it any surprise they are so commonplace?
Now, your foes are guaranteed to have a lot more of these mighty weapons to bring to bear against you. For +300CP, each hostile faction receives enough such mighty weapons to equip every major military installation with one extra copy of their own faction's superweapons. For example, the Allies might expand their military power with a Weather Control Device or Chronosphere. These additions will be split evenly between their faction's designs (such as Iron Curtains and Nuclear Missile Silos for the Soviets).
This means that not only will your side face *significantly* higher risk whenever engaging the enemy, it also means that most enemy commanders are no longer limited to 'only' one such weapon of each type, and thanks to better superweapon support from their superiors they might be authorized to field two (or potentially even more) such weapons simultaneously.
For each additional +100CP, up to a maximum of +600CP total, you double the number of free superweapons built in every major military installation held by hostile forces. Do be careful - these are *god's toys*, Commander, and what good is conquering the world if there's nothing left but smoldering ruins to plant your flag on?

Ending

Ten years (or more) have passed, and you've probably more than your fair share of war, psychic powers and communism… at least for a little while. There's a decent chance those ten years

have included some overlapping time spans, too, not to mention a brief stint in a prehistoric era somewhere. But whatever the case may be, now comes the time to make a choice.

If you're ready to give up or you've died, you can choose to **go home**. You leave behind your jumping days, returning home with whatever powers, items and other such things you've collected during your travels.

Alternatively, maybe you've come to like this world and want to **stay**. Perhaps you've conquered the world with military power or psychic abilities and don't want to give it up, or a certain badass soldier or secretary has convinced you to stick around. Either way, you spend the rest of your existence in this setting with whatever you've brought along from your earlier jumps.

Of course, there's the option to **continue** jumping, seeing interesting sights and new worlds, and possibly spreading the tenets of Communism to all the corners of the multiverse.

...and perhaps, it's time for a **desperate plan**. The time travel opportunities in this world are hardly over, after all, and certain Soviets may still have some schemes to try... You will move on, finding yourself in the timeline and jump of Red Alert 3.

Notes

Credit to Ovid for helping out a ton with the early brainstorming and the subsequent refining of the jump. Thanks, bud. When the world is united in the glorious Soviet revolution, I'll build a statue for you.

You may assume you're not at risk of suddenly chain-failing because your timeline vanished (due to someone else's time traveling) while in this setting. Red Alert 2 time travel appears to split timelines rather than 'overwriting' them entirely (unless you go through a timeline merger), so at least during your stay here you don't need Temporal Merge Point to avoid having your entire timeline popped like a soap bubble. That said, dangers like being erased by a Chrono Legionnaire or taking an unprotected trip through a Chronosphere can still kill you without it, so don't be too quick to relax either.

All technologies, powers, and so on from this setting will continue to function in future worlds, regardless of whether you bought any for CP or not.

Psychic powers from this setting (i.e. the mind control from Yuri's forces or the 'Prime' perk) usually have a limited range at which they can be applied. However, once a psychic link between a telepath and a target/victim is in place, this link can be maintained regardless of distance. They are normally ineffective against non-human targets (such as dogs or dolphins), but this is more likely a matter of 'translation' issues and lack of training than any absolute limit. If you have the 'Prime' perk, you do not need to worry about having to re-learn telepathy for human(oid) targets in case you move to a different setting - any humanoid victims such as Elves or Klingons may be considered sufficiently similar to be automatically compatible for your powers.

Taking Yuri Perks does not make you evil or more likely to uncaringly mind control other people - if you become a horrifying, mind-slaving sociopath because of it, that's all your own choice. The same goes for any other purchases - nobody's forcing you to fit a particular mold, even if certain options are evidently much more useful for specific types of Jumpers.

Temporal Merge Point protects you from just about any kind of temporal shenanigans, be it slowing magics, involuntary time travel, or whatever else you might run into out there. It does nothing to stop non-time related issues, like being shot in the head by a Virus sniper or getting run over by a Grizzly tank.

The Ore Purifier and Industrial Plant will never provide more than the 25% improvement to whatever end result you're trying to build. As an example, if you were to try and build a spaceship out of raw materials, the Ore Purifier could improve the amount of plastic you manufacture from crude oil by 25%, but it could not then purify the plastic to further expand your

supply of materials. The same principle applies to any other resources you use (iron ore, etc.), but the Ore Purifier could theoretically be used for multiple processes to improve the entire resourcing phase of the construction.
An Industrial Plant could then be used to speed up the process used to manufacture the ship from the plastic, steel, etc. that you create, for example by rapidly assembling specific parts of the ship. However, the total speed of manufacturing for any particular part you're using will not be sped up beyond 25% - setting multiple Industrial Plants to help build your spaceship simply means they would each only be able to work at partial effectiveness, keeping the total improvement to 25% total.

Participating in a certain Scenario means having the appropriate Background - this means that, among other things, you may take any 'freebies' from the Perks and Items sections for free as appropriate for that Background. Since each Scenario is effectively its own jump, any previously purchased or imported Companions do not 'carry over' unless you import them again. If you don't wish to do so, use the default rules for non-imported or inactive Companions, or whatever house-rules or other arrangements you feel are applicable for your chain.

Taking the 'Commander And Conqueror' Drawback does not eliminate purchases made during earlier Scenarios.

When in doubt, fanwank responsibly but have fun.

A List Of Existing Military Monuments And Secret Bases

Provided here are a list of the various military bases built around important monuments, structures, or other such landmarks. You are obviously not limited to these options when buying 'Military Monument', but it might give you some inspiration for what kind of places are suitable for the purchase. In Red Alert 2 and Yuri's Revenge, military bases are found at or near the following sites:

- The Statue Of Liberty in New York
- The Pentagon in Washington D.C.
- The White House in Washington D.C.
- The Pearl Harbor memorial in Pearl Harbor
- The Gateway Arch in St. Louis
- The World Trade Center in New York
- The Alamo in San Antonio
- The Eiffel Tower in Paris
- The Sydney Opera House in Sydney
- The Kremlin in Moscow

Likewise, here is a list of the various hidden military installations seen during Red Alert 2 and Yuri's Revenge. Secret Bases have been built at, around or nearby the following locations in this setting:

- Alcatraz Island in San Francisco

- Hollywood in Los Angeles
- Downtown Seattle
- The Great Pyramid of Giza near Cairo
- Downtown London
- An ancient castle in Transylvania, Romania
- Antarctica
- The Moon

A List Of Red Alert 2 Units

Note: Mobile Construction Vehicles are covered under the ‘Construction Yard’ option in the Infrastructure section. Slave Miners and their slaves are likewise covered under the ‘Refinery’ option. Tanya, Boris and Yuri Prime are covered under their respective Companion options.

Allied Units:

- G.I. ($200): well trained and decently armored, these soldiers fight with submachine guns during regular battles but can also create fortified positions with sandbags and a deployed M60 light machine gun.
- Attack Dog ($200): these German Shepards are trained to eliminate enemy infantry, and while somewhat fragile they can eliminate even the toughest soldier in the blink of an eye. They can also sniff out even the most well-disguised spies.
- Guardian G.I. ($400): carrying the same M60 as the ‘standard’ GI, these soldiers are more heavily armed. Creating fortifications out of collapsible metal plating, a deployed Guardian G.I. can engage ground and air targets with a powerful missile launcher.
- Engineer ($500): unarmed specialists, these troops are used to either repair friendly structures or infrastructure such as bridges, or more commonly as a way to capture enemy structures so their commander can use them against their former owners.
- Rocketeer ($600): equipped with a jetpack, these airborne soldiers can stay high above the battlefield almost indefinitely, yet engage ground and air targets with a surprising amount of firepower. They are not well-armored, however, making them vulnerable to most anti-air weapons.
- Sniper ($600): slow to fire but with extreme range and accuracy, snipers are anti-infantry specialists tasked with eliminating priority targets from afar. Unfortunately, they are largely useless against vehicles or other forms of armor.
- Navy S.E.A.L. ($1000): some of the most lethal soldiers on the battlefield, S.E.A.L.s can decimate enemy infantry with their powerful guns, demolish buildings with C4 charges, and their swimming skills mean that even ships aren’t safe. Their one weakness is a lack of options against enemy armor.
- Spy ($1000): unarmed masters of disguise, spies are often tasked to infiltrate hostile bases to steal information, commit acts of sabotage, or otherwise give their superiors an edge against an entrenched opponent. Just don’t send them too close to dogs that might smell them, or psychics that might detect their true allegiances.

- Psi Commando ($1000): capable of controlling the minds of its enemies much like the Yuri Clones they once were, these ‘re-programmed’ psychic soldiers are also trained in the use of C4 charges, allowing them to raze buildings with ease while their puppets distract any troublesome defenders.
- Chrono Legionnaire ($1500): a terrifying if somewhat bizarre soldier, the Chrono Legionnaire has literally weaponized time. Their weapon pushes targets out of time itself, causing the victim to briefly become invulnerable in a form of stasis… until they are wholly ‘erased’, never to be seen again. If the Chrono Legionnaire is killed or forced to escape, the process fails and the target is freed once more. These soldiers can teleport over vast distances, but are left vulnerable and unable to act as they re-enter linear time at their destination, a time span that increases with the length of the jump.
- Chrono Ivan ($1750): combining the explosives of the Crazy Ivan with the Chrono Legionnaire’s teleporter, this soldier can rapidly blink across a battlefield, ‘tagging’ vehicles and structures with powerful demolition charges. However, like the Chrono Legionnaire, they are vulnerable and unable to act after their ‘jumps’.
- Chrono Commando ($2000): take the combat prowess of a S.E.A.L. and add the teleportation systems of a Chrono Legionnaire. Though the weight of their equipment leaves them unable to swim, a well-guided Chrono Commando can literally jump behind enemy lines and leave a path of destruction in their wake before teleporting back out. Like the Chrono Legionnaire and Chrono Ivan, they are most vulnerable immediately after teleporting to a new position.
- Robot Tank ($600): lightly armored but highly mobile, this fast hovertank was developed to counter Yuri’s mind control technology. Lacking a human driver, this tank cannot be dominated by Yuri’s psychic forces, though these tanks will enter a stand-by mode if their control signal is disrupted (due to a loss of power to or destruction of the control node).
- Infantry Fighting Vehicle ($600): the most versatile vehicle on the modern battlefield, the lightly armored I.F.V. is equipped with a modular hardpoint that defaults to a light rocket launcher. However, this weapon system can be modified by any infantry unit occupying the turret, allowing the I.F.V. to change its turret to anything from heavy machine guns to repair systems or even temporal weaponry, depending on which infantry are transported inside.
- Grizzly Battle Tank ($700): moderately armored and armed with a powerful cannon, the Grizzly can outmaneuver any Soviet tank on the battlefield. However, they are not as resilient in a straight fight, and lack any effective means of dealing with infantry.
- Tank Destroyer ($900): this German anti-armor vehicle is only moderately armored, but deals grievous damage to any tanks or light vehicles facing its heavy cannon. However, its specialized weapon is largely ineffective against all other targets.
- Mirage Tank ($1000): firing a heat ray rather than conventional shells, this modestly armored tank can deal heavy damage to all types of ground targets. Its most prominent feature, however, is the fact that it can hide itself as an unassuming terrain feature (usually a tree) with the Mirage emitters installed onto its turret. Though the illusion briefly flickers when the tank fires, this nonetheless makes the Mirage Tank into the perfect ambush tank, especially in densely forested areas.

- Prism Tank ($1200): though fragile, the Prism Tank is a powerful artillery unit that strikes targets from long range with a powerful blast of light. Though the beams damage struggles somewhat with heavy armor, this unit's range allows them to engage targets well before they can retaliate. The beam radiates out from the initial target as well, making it quite effective at engaging closely grouped enemy forces. Unlike more conventional artillery such as the Soviet V3 Launcher, the Prism Tank needs direct line of sight to its target, preventing it from firing over cliffs.
- Chrono Miner ($1400): this unique ore harvester is used to collect raw materials from nearby ore drills. Though its cargo hold is not as large as that of its Soviet counterpart, the Chrono Miner can instantly teleport back to special beacons prepared at the Allies' refineries, eliminating half their travel time and allowing these miners to more easily escape enemy attacks.
- Battle Fortress ($2000): essentially a mobile bunker, the enormous Battle Fortress is large enough to crush enemy vehicles by driving over them, but is otherwise only equipped with a basic machine gun. However, it can carry up to five infantry troops inside, which can engage nearby targets using its many gun ports. With the right passengers, a Battle Fortress can outgun any other tank on the battlefield.
- Nighthawk Transport ($1000): this helicopter is used to swiftly transport infantry behind enemy lines, and remains invisible to enemy radar systems. It is equipped with an anti-infantry gun, but its light armor renders it vulnerable to most anti-air weapons.
- Harrier / Black Eagle ($1200): the mainstay of the Allied air forces, Harriers are fast anti-armor and anti-structure aircraft commonly deployed from an Allied Airforce Command. Their light armor leaves them vulnerable to anti-air weapons, however. The Korean Black Eagle is an elite Harrier upgrade with heavier armor and increased firepower.
- Dolphin ($500): these specially trained marine animals are used by the Allies to fight hostile submarines and squid. Fast but somewhat fragile, they are equipped with sonic amplifiers that turn their sonar into a lethal wave of sound. They are near-invisible to sonar, allowing groups of dolphins to ambush unwary targets with ease.
- Amphibious Transport ($900): decently armored but somewhat slow, the Amphibious Transport is a hover vehicle used to carry soldiers, tanks and other ground forces across open water. Each has enough space for anywhere between a dozen soldiers to a pair of M.C.V.s.
- Destroyer ($1000): the main anti-surface ship of the Allied fleets, the Destroyer is well-armored and carries a powerful cannon to attack surface units both on land and sea. Each Destroyer carries an 'Osprey' VTOL aircraft capable of launching depth charges to engage submarines and other submerged targets.
- Aegis Cruiser ($1200): a dedicated anti-air ship, the Aegis Cruiser carries several missile batteries it can use to engage air targets with a great rate of fire. This vessel can also shoot down incoming projectiles, making it vital for protecting fleets against bombardment by Dreadnaughts or the Boomer's ballistic missiles. However, it is incapable of attacking ground units, and must be escorted by other naval forces such as Destroyers.

- Aircraft Carrier ($2000): the largest Allied naval asset, these ships launch small ‘Hornet’ bombers to engage targets at extreme range. The bombers are fragile, but pack considerable firepower, and the carrier itself will slowly build replacements for any bombers lost during attack runs. That said, the Aircraft Carrier lacks any options for engaging air targets or submerged units.

Soviet Units:

- Conscript ($100): given basic training and weapons, what the dirt-cheap Soviet Conscript lacks in firepower or resilience it makes up for in sheer numbers. Few Soviet commanders will deploy these soldiers in anything less than large groups.
- Attack Dog ($200): these Siberian Huskies function the same as their Allied counterparts.
- Terrorist ($200): fanatical suicide soldiers most commonly recruited from Soviet Cuba, terrorists carry loads of explosives into battle. When killed, be it by pulling the trigger or due to the ‘dead man’s switch’ they carry, the explosives instantly detonate, causing heavy damage to anything caught in the blast.
- Flak Trooper ($300): though somewhat slower due to the weight of the portable flak cannon these soldiers carry, they are highly effective against air targets and can even assist with shooting down incoming missiles. They can engage ground forces as well, but their weapons lack the power to meaningfully damage heavier armor.
- Engineer ($500): these soldiers function the same as their Allied counterparts.
- Tesla Trooper ($500): equipped with a heavy suit that prevents them from being crushed by enemy tanks, these anti-armor soldiers attack with a short-ranged but devastating blast of electricity. They can also be used to provide additional power to Tesla Coils and - in sufficient numbers - can keep these defenses operational even during a complete power failure.
- Crazy Ivan ($600): the Soviet demolitions specialists known as ‘Crazy Ivans’ can attach bundles of TNT to a variety of targets - both friend and foe. Callous battlefield commanders can use them to turn expendable troops into improvised suicide bombers, while more tactically capable ones might guide them to leave explosive gifts on enemy vehicles or structures. Do keep in mind that these explosives do take a short time to detonate, and retaliatory fire may be an issue.
- Desolator ($600): wielding a lethal radiation weapon, the Iraqi-developed Desolators can instantly eliminate infantry at considerable range, quite literally ‘melting’ them on a direct hit. They can also deploy their weapons to irradiate their location, rendering them immobile but causing a wide area surrounding the Desolator to be irradiated with enough potency to cripple even light vehicles. Their suits render them immune to the radiation they employ.
- Cosmonaut ($600): specialized space troopers, the Cosmonauts are unsuited for use on Earth. In space, their jetpacks allow them to quickly move around the battlefield, while their laser weapons are effective against infantry, vehicles and spacecraft alike.
- Psi Commando ($1000): this unit functions similarly to its Allied counterpart.

- Psi-Corps Trooper ($1200): these psychic infantry were provided to the Soviet military by Yuri, and are capable of dominating the mind of a single target at considerable range. They can also generate a lethal psychic shockwave to rip apart the minds and bodies of anyone in a substantial area around them.
- Chrono Ivan ($1750): this unit functions similarly to its Allied counterpart.
- Flak Track ($500): this fast, lightly armored infantry transport is equipped with a flak cannon that is highly effective against air targets. It can also engage ground forces, but lacks the firepower to handle heavy armor.
- Terror Drone ($500): these robotic sabotage units are lightly armored but quite fast. They bore into enemy vehicles and slowly tear them apart; once ‘infected’, a vehicle can only be saved from certain doom by a Repair Pad or similar source of maintenance. Terror Drones can also use their armor-cutting tools to eliminate hostile infantry in the blink of an eye.
- V3 Rocket Launcher ($800): slow and fragile, these siege units launch devastating V3 rockets. They outrange all other land forces and defensive structures, but their rockets can be shot down by certain anti-air systems.
- Rhino Tank ($900): the most common Soviet tank on the battlefield, the Rhino is more heavily armored and armed than its direct counterparts among the Allies or Yuri’s forces, but suffers from a lower top speed.
- Tesla Tank ($1200): the Russian-built Tesla Tank is equipped with a pair of powerful Tesla Coils as its armament. Though short ranged, this attack is lethal against infantry and tanks alike.
- War Miner ($1400): heavily armored and equipped with a machine gun for self-defense, the Soviet War Miner is used to collect ore from nearby ore drills in the harshest conditions.
- Demolition Truck ($1500): the Libyan Demolition Truck is a suicide vehicle loaded with a small tactical nuke. On reaching their target, the warhead is activated to deal immense damage to anything caught within the blast zone while irradiating the terrain at the impact site. A dead man’s switch likewise automatically activates the nuclear bomb if the vehicle takes too much damage.
- Apocalypse Tank ($1750): the toughest and most terrifying tank in the Soviet arsenal, the Apocalypse tank can survive punishing firepower while gutting enemy tanks with its double cannons. Against air forces, the Apocalypse can deploy a pair of anti-air missile launchers. An on-board repair system allows the Apocalypse to slowly restore itself to full functionality while outside of combat, without the need for dedicated repair facilities. This tank’s one main disadvantage is its slow speed.
- Siege Chopper ($1100): equipped with a machine gun while in flight, the Siege Chopper’s main armament is a powerful howitzer it can deploy when landed. Boasting impressive range and power, this artillery cannon allows the Siege Chopper to function as a highly mobile siege unit.
- Kirov Airship ($2000): the vast, iconic Kirov zeppelins are slow but immensely resilient air units equipped with vast stores of heavy bombs. Even a single Kirov can annihilate most ground units and even buildings in a mere handful of hits, though their low speed

means they are best used against stationary targets. Kirovs are capable of self-repair without dedicated repair facilities or the need to land.
- Sea Scorpion ($600): this light attack ship is equipped with a flak cannon, and serves as the main anti-air asset for the Soviet navy. Like most flak units, its weapon does little damage against heavy armor.
- Amphibious Transport ($900): this unit functions similarly to its Allied and Yuri counterparts.
- Typhoon Attack Sub ($1000): nearly undetectable while submerged, the Typhoon is a stealthy ship-killer that is effective against most naval targets.
- Giant Squid ($1000): these specially trained and telepathically controlled beasts can quite literally grab hold of enemy ships, immobilizing them and slowly pulling their targets apart. They cannot be attacked without the use of anti-submarine weapons, though they are especially vulnerable to Allied Dolphins.
- Dreadnought ($2000): the largest and heaviest of the Soviets' naval assets, Dreadnaughts can demolish their targets from long range with a pair of powerful rocket launchers. Serving as a siege unit, they are not commonly found in the thick of navy battles, instead bombarding targets from afar with a constant stream of ballistic rockets. Though dealing heavy damage, their attacks can be intercepted by many anti-air defenses.

Yuri Units:
- Initiate ($200): seemingly unarmed, these infantry instead use their psychic powers to generate intense heat in their targets. Though somewhat short-ranged, the Initiate has the highest firepower out of any of the three factions' basic infantry, though their intellectual pursuits also make them somewhat less resilient than their Allied and Soviet counterparts.
- Engineer ($500): this unit functions similarly to its Allied and Soviet counterparts.
- Brute ($500): a genetically engineered giant, the Brute is strong enough to pull tank plating apart with its bare hands and tough enough to survive small arms fire with relative ease. They are used as melee tank hunters, and can even be created from enemy infantry through the use of the Genetic Mutator superweapon.
- Cosmonaut ($600): this unit functions similarly to its Soviet counterpart.
- Virus ($700): these long-range markswomen cannot engage targets from as far as the Allied Sniper, but make up for it with the lethality of their weapon. Delivering a lethal viral toxin, any victim killed by the Virus will explode into a toxic cloud of virus particles, further injuring nearby infantry and potentially resulting in a chain reaction as these victims, in turn, might explode to create more virus if killed.
- Yuri Clone ($800): clones created of the great Yuri himself, these masters of the psyche function similarly to the Soviet Psi-Corps Trooper.
- Psi Commando ($1000): this unit functions similarly to its Allied and Soviet counterparts.
- Gattling Tank ($600): fast but only lightly armored, this vehicle's twin gattling cannons are lethal against infantry and air forces alike. These weapons increase their immense

firing rate even further the longer they continue to fire, allowing them to even engage hardier targets in this state.

- Lasher Tank ($700): these sleek tanks are the main armored forces used by Yuri's faction, and have similar functionality as the Allied 'Grizzly'.
- Chaos Drone ($1000): this fast, lightly armored vehicle can release clouds of mind-altering gas that drives any nearby forces into a berserker rage. While affected, targets will engage their own allies with unnatural ferocity, though the effect only lasts a limited amount of time.
- Magnetron ($1000): an unconventional siege unit, the Magnetron generates a powerful magnetic beam over long distances, which can literally pull structures to pieces. When used against vehicles, the Magnetron will lift them into the air and pull their target towards itself, and careful use can result in enemy vehicles being dropped onto one another, left to sink in rivers or other bodies of water, or simply 'reeled in' to be mind controlled by nearby allied Yuri Clones, Masterminds, or similar methods. However, they lack any means of engaging infantry, air units, or naval forces.
- Mastermind ($1750): essentially a gigantic brain in a large tank chassis, the Mastermind automatically takes control of nearby enemy forces with its psychic powers. It can maintain control over three targets safely, but cannot stop the mind control process - if the Mastermind dominates more than three victims at once, it will suffer an overload, slowly tearing itself apart until it is destroyed unless (some of) its victims are killed beforehand. When not tasked over capacity, the Mastermind can slowly repair itself to full functionality without the need for dedicated repair facilities.
- Floating Disk ($1750): moderately armored, this aerial unit engages ground and air targets with a laser beam. Furthermore, a special draining beam generated from the central 'hub' of the disk can be used to disable a base's entire power grid while hovering over a hostile power plant, to leech resources to Yuri's forces while holding position over a hostile refinery, or to disable a single defensive structure by training the beam onto it.
- Amphibious Transport ($900): this unit functions similarly to its Allied and Soviet counterparts.
- Boomer Submarine ($2000): this heavily armored, multi-role submarine is equipped with a pair of torpedo launchers to engage naval foes, and uses two ballistic missile tubes to assault targets on dry land. While powerful against all surface targets, it lacks any anti-air capabilities and cannot utilize both of its weapon systems simultaneously.

Change Log

V0.1 - 0.3

- Continuous improvements based on feedback

V1.0

- Infrastructure is now discounted on repeat purchases unless stated otherwise, and is always bought as your current faction unless you pay extra.
- Changed a few Infrastructure prices and descriptions to account for the change and balance things a bit better.

- Grinder is now separate from the Repair Pad and no longer has it as a prerequisite. Grind away!
- Scenarios now have a modified process for ‘banking’ CP between Scenarios.
- Drawbacks slightly rewritten to account for Ovid’s initial Drawback analysis and feedback.
- Overall text tweaks for better clarification/balance.
- First ‘finished’ version, put on the SB drive.

V1.1

- Some text changes and clarifications, minor changes to the Grinder, Time Machine and Superweapons, some layout improvements.
- Yuri infrastructure has been reworked. The *Psychic Amplification Focus* radar upgrade has been removed and the Grinder has been made the new 200CP option instead. The newly created *Rocket Launch Facility* now fills Yuri’s 300CP slot.
- The unit list in the notes now has brief descriptions of all available units. Allies also didn’t have Chrono Ivans in their unit list for some reason.
- Imaged version now available!