

Victoria Falls

v1.0
by trebuchet111

To the shores of Maine.

Such is the prayer and battle-cry of all of Victoria's enemies. As the twenty-first century entered its second decade, the United States of America began a steep decline: a sovereign debt default, hyperinflation, plague, and political gridlock. Echoes of these events reverberate around the world, the beginnings of the Great Collapse.

But it fell to the Russian-backed, neo-fascist separatists known as the Christian Marine Corps to slide the knife home into the Old Country's back and shatter the Union. Each of America's most promising successor states - the New American Confederation, Cascadia, and the Pacific Republic - were vanquished in bloody turn.

The CMC has since become the dominant force in the nation of Victoria, which consists of what was once New England and Atlantic Canada.

Their master, the New Russian Empire, has become the world's superpower. Russia's Tsar, Alexander Romanov IV, turned an economic crisis into a global disaster, conquering everything within reach and spreading chaos at every turn. States fell like dominoes. International trade collapsed. The death toll was catastrophic.

By the start of the 2070s, Russia had finally reached its zenith… and found itself overextended and vulnerable.

The European Union is recovering its strength. China has reunified under a new Republic. Japan, one of Russia's few allies of note, is overstretched and tearing at the seams. Conquered territories wait impatiently for the day of emancipation and reprisal. Russia's attention has turned inwards, the Tsar's thoughts on his successors. Victoria must stand alone.

But America was by far the worst country hit by the Great Collapse, and only now, January 1st, 2074, has the Commonwealth of Free Cities been founded. They are America's latest viable successor state. Their intent is to overturn Victorian dominance of their continent, or die trying.

Fight for the restoration of the old order, or to uphold the new one. Fight for your birthright, for what's owed you, for freedom, or for revenge. Fight for your life, if you must.

But whatever you do, Jumper, don't let this moment pass.

Take **+1000 Choice Points** to fund your campaign.

Age and Gender

Roll your age in years using 18 + 1d20. Those who choose to be born before the Great Collapse automatically begin at or nearing their seventies.
By default your gender is whatever you were previously.
It is 50 CP each to freely choose your own age or gender.

Starting Location

Roll a 1d20 to determine where you start; otherwise pay 50 CP to choose your Starting Location.

1. Chicago (Free for American Successor)

Capital of the Commonwealth of Free Cities. Soon to be the centre of gravity for American Successors. After the Devil Brigade arrived here and cleared out Victorian observers, Ron Burns made contact with leaders in Chicago and Illinois to coordinate the founding of a new Revivalist successor state in the American Midwest. They are presently a dagger aimed at the very heart of Victorian domination, and must either defeat them or die.

2. Augusta (Free for Victorian)

Capital of Victoria, for now. Centre of gravity for Victorians. If you're a Victorian in the military, you'll likely arrive at a very particular diner. This retro-fascist state holds hegemony over eastern North America, but it is the Christian Marine Corps, through the Inquisitors and Crusaders, who hold hegemony over the Northern Confederation itself. Their preparations are underway for a war with the Commonwealth.

3. Moscow (Free for Russosphere)

Capital of the New Russian Empire, and home of the Tsar. Centre of gravity for the Russosphere, and an empire that dominates over 30% of the Earth's landmass, including Russia itself, Estonia, Latvia, Lithuania, Belarus, Ukraine, and Moldova. They are Victoria's sponsors, though their presence in North America has been scaled very far back in recent years, as Tsar Alexander addresses trouble on the homefront.

4. Tokyo (Free for Russosphere)

Capital of the New Japanese Empire, which was revived by full and focused Russian assistance during the Collapse, and carved out a territory from Korea to the Pacific Northwest. They are Russia's major partner in the Eastern hemisphere. In recent years, terror attacks from their discontented subjects, often abetted by China, have reached the Home Islands themselves, so keep your wits about you while you're here.

5. London (Free for Free World)

Capital of the United Kingdom. Many of the expats and refugees of the American Diaspora wound up here, which makes it an ideal place for American Successors to shop around for Amerispec weapons and professional expertise. In particular, USA.plc - a conglomerate of American defense manufacturers with an active desire to assist remnant states - are headquartered not far from here.

6. Brussels (Free for Free World)

Capital of Belgium. Centre of gravity for the (increasingly federalized) European Union, and the Free World more generally. The EU - Germany, the UK, France, Scandinavia, and particularly Poland - were on the frontlines when it came to actively opposing Russian expansion. Notably, Free Europe made great contributions to the Pacific Republic when it squared off against Victoria. As the traditional American ally, the EU will be eager to hear news of Revivalist success.

7. Guangzhou (Free for Free World)

Capital of the Republic of China. The *other* centre of gravity for the Free World, portraying itself as the champion of Asian democracy.. The PRC disintegrated following the shredding of its economy, unsuccessful foreign adventures, and a loss of popular support due to their own failure to respond to the bombing of Shanghai harbor. Eventually, a faction in southeastern China holding itself to be the ideological inheritor of Sun Yat-Sen managed to reunite the country. The Party was out, and the Republic was in. They presently control North Korea and North Vietnam, and have reconciled with Taiwan. The bad news is, between Russia, Japan and India, they are dealing with an overwhelming mass of pressure on all sides. They'd be happy if developments in North America took some heat off of them.

8. Lagos (Free for Free World)

Capital of the Federal Republic of Nigeria, which has finished reunifying the country after crushing local chapters of the Islamic State and Al Qaeda, Boko Haram, and other insurgent groups. The lessons learned there might come in handy for certain states in the future. Nigeria is the dominant power in sub-Saharan Africa, by far, and they are now ready to start taking steps onto the international stage.

9. Miami (Free for American Successor)

Capital of the Republic of Miami. It is presently a disorganised, piratical mess, as expected of a state run by Florida Man, but it has some foreign support from South America, and it is set on wresting control of the Caribbean from Cuba - and ultimately, the Imperial Russian Caribbean Fleet holding the Panama Canal.

10. Free City of New York (Free for American Successor and Free World)
NYC has annexed and urbanised all of Long Island to serve as its new boroughs. Population: eleven million. Presently the centre of gravity for American Successors, and the favorite charity case and propaganda darling of the Free World. It stands right on Victoria's doorstep, and has heavily fortified itself extensively. However, it sorely lacks the heavy weaponry needed to make any sort of offensive action viable.

11. Sacramento (Free for American Successor and Russosphere)
Capital of the New California Republic, formerly the Pacific Republic, the NCR holds sway over what was once California, and pieces of Arizona and Nevada. They gave the Vicks all that they could handle in the Pacific War, and thus retained their representative democracy - though not their full independence. The NCR is presently economically dominated by Russian interests, and acts as the Tsar's catspaw West of the Rockies, though they still yearn for freedom.

12. Seattle (Free for American Successor and Russosphere)
Capital of the Imperial Japanese North American Colonies. Formerly the successor state of Cascadia - consisting of what was once Washington, Oregon and British Columbia - this territory hosts a diverse collection of resistance movements trying to break free from Tokyo. They aren't presently meeting with much success, but the success of Revivalist movements out east may give them hope.

13. Whitehorse (Free for American Successor and Russosphere)
Capital of the Arctic Conservationate. This state is an odd one, something of a pet project of Tsar Alexander's heir, Princess Catherine. These Canadian remnants - what was once the Arctic Communities of the Yukon, Northwest Territories, Nunavut, and part of the Nord-du-Quebec region - became a testbed of green technologies and a base for Russian guest workers and military personnel. Alongside India, it is one of the few democratic members of the Russosphere.

14. Denver (Free for American Successor and Unaligned)
Soon to be the capital of the Rocky Mountains Federation, this city finds itself comfortably distant from both the NCR and Victoria, leaving it blessedly free from direct Russian attention. Additionally, it occupies one of the few passes in the Rocky Mountains fit for trade. A crop of ex-USAF bandits are based not far from here, in Utah.

15. Mexico City (Free for Free World and Unaligned)

Capital of the Mexican Confederation, ‘officially’ the Mexican Mutual Assistance League. Much of central Mexico has come under the control of this ‘loose’ league of city-states. They are making extremely cautious moves towards federation; if Russia continues to prove itself distracted, then the Mexican Revivalists may take a stab at full reunification of the country - and at playing kingmaker north of the Rio Grande.

16. Brasília (Free for Free World and Unaligned)
Capital of the Federative Republic of Brazil, a power player in South America, and beginning to make outreach further beyond. It is at the heart of a developing alliance between Brazil, Chile and Argentina, which is funneling money, weapons and warships up to Florida and the Gulf of Mexico. The Southern Cone bloc would love dearly to restore freedom of navigation in the Caribbean, which puts them directly at odds with Russia.

17. New Delhi (Free for Russosphere and Unaligned)
Capital of the Republic of India, which is a wildcard in international relations. India is a peripheral member of the Russosphere, because their interests align with Russia’s as far as containing China goes - but that’s about it. They maintain relations with Europe, and have even proven willing to arm American successors and resistance movements fighting against Victoria and Imperial Japan. Increasing internal dissent may see a reevaluation of their ties with Russia in the near future.

18. Canberra (Free for Unaligned)
Capital of Australia. Centre of gravity for the Pacific-Asian Cooperative Sphere (PACS), a club of Oceanian countries devoted to resisting domination by Chinese, Russian, and Japanese influences while remaining on the international stage. They’re friendly with Europe, but near-completely isolated logistically. Still, they’ve managed a successful strategy of Great Power Containment in the Southeast Pacific.

19. Nusantara (Free for Unaligned)
New Jakarta, same as the Old Jakarta, except it hasn't been swallowed by the waves and mud. Capital of the New Republic of Indonesia, reborn with heavy PACS support in the interest of a strong ally. Indonesia was extremely opportunistic about expanding its borders against the backdrop of the Collapse, having attacked and conquered basically everybody else in the archipelago. This has not remotely improved the nation's history of separatist movements, and they are currently trying very hard not to choke on their new acquisitions.

20. Free Pick
You are free to start anywhere on Earth.

Origins

Regardless of what nation you start in, you are (provided you aren't a drop-in) very likely a trusted state employee in good standing. Depending on your perks, this may mean you're a general officer, an intelligence director, or perhaps a top-ranking civil servant. You might be content with your position, or you might harbor ambitions for yet greater power…

Unaligned (Drop-In)

You hail from far off the map. Given the disrupted and chaotic state of the world, maybe literally: unincorporated land, a vestigial state where administration is undetermined or unstable, one of the minor players on the world stage, or perhaps a regional power like PACS. This can also function as a Drop-Option, in which case you arrive in this world with no background, no memories, and no documentation.

American Successor

Social order on the North American continent has been all-but obliterated outside of Russian-approved statelets, but a select few have recently met success with restoring order on a local scale. The long, hard march to the restoration of America, and the rollback of Russian influence globally, will begin here. With you.

Victorian

Russia's favored catspaws east of the Rockies. Founded by the Christian Marine Corps, still loyal to the Retroculture ideological tenets of Rumford and Kraft, the Northern Confederation of Victoria is dedicated to preventing the reorganization and rebuilding of successor states in the former United States. The Inquisitors, their secret police, shoot first and publish baffling propaganda books instead of asking questions, so watch your step here.

Russosphere

The New Russian Empire, its allies, such as Imperial Japan, and their colonies and clients, such as Japanese North America and the New California Republic. They are the global hegemons of this world, having filled a vacuum they very much created.

When the Collapse began, a warlord styling himself the heir to the Romanovs pulled Russia out of the death spiral before anyone else had even finished falling. He exploited this almost insurmountable geopolitical advantage, cruelly and brutally, to make Russia into the world's superpower, while promoting a resurgence of reactionary and monarchist politics abroad.

But now, with a hostile Republic of China in the East, a resurgent EU in the West, thousands of men tied down in the Middle East, tens of millions of conquered people to sit on internally and a disputed succession on top, the next few years will be critical to Russia's future, and determine whether or not Tsar Alexander IV has fatally overextended.

Free World

The European Union, the Republic of China, and those loyal to their banner, the Free World encompasses nations and alliances who uphold the political freedoms of their populations and who present organised resistance to Russian action. Should the New Russian Empire prove itself vulnerable, they will begin considering how to best support proxies to pressure the Russosphere. Europe, in particular, will be more than happy to back the most viable American successor, and unmake the foundation of Russian influence for an entire continent by erasing Victoria.

Perks

Each Origin gets their 100cp perk for free, and the rest are discounted to half-price.

General [Undiscounted]

Secondhand Time [Free]
It ain't easy, living in the aftermath of a collapse. Economic turbulence, unemployment, inflation, starvation, disease outbreaks, organized crime, disorganized crime, general anarchy, forced conscription… it's a pretty bleak world out there. By necessity, you've picked up the robust constitution and essential survival skills (including very basic firearms training) to muddle through most crises. Whatever comes your way, you'll prove yourself a survivor - not a statistic.

Climate Action [100 CP]
In a period of global lawlessness and constant warfare, few things are more important than… the environment? If Tsar Alexander had a single redeeming quality, it was his green thumb. It appears you share it.

You've got a firm grasp of the technologies and processes behind "green" resource extraction techniques, geoengineering, renewable power megaprojects, decarbonized energy grids, and emissions capture networks. Just don't expect such things to come cheaply.

Also like the Tsar, you'll find that you excel in garnering good PR from your environmental efforts, and in leading by example. If you put an appreciable dent in climate change, the international community might be willing to overlook the conquest of a small country or two, and cooperate with you in good faith for the sake of the planet.

Killing more people than the Black Death will overcome this, but, even as they call for your head, other countries *will* still strive to match your environmental achievements - if only to prove that you don't have the right to hold a moral high ground over them.

Troop Quality 5/5 [200 CP]
A practised veteran with advanced, specialist training, *you* are the type of soldier that legends are built around. In all likelihood, you've served in theatres around the world, seen places most couldn't imagine, and you've certainly become particularly skilled at urban and asymmetric warfare. You know how to spot something out of place, what an ambush point looks like, and how to fight around civilians.

Do you hail from the Devil Brigade, the VDV Spetsnaz, or a special forces direct action unit belonging to one of the other major powers? Regardless, you'll prove yourself an expert of your craft, equally at home serving as a crack tanker, as elite aircav, or as an ace pilot.

In addition to being an exceptional soldier and commander, you are an adept drill instructor, capable of building the recruitment pipelines, training facilities, and officer schools to impart not just discipline and combat skills to your recruits, but also the values of your chosen cause - even if that's loyalty to countries and conventions long desuetude.

Defense Exposition [400 CP]
Even as global GDP tanked throughout the Collapse, defence spending became a national survival imperative. This has resulted in the major powers of this planet having pulled a full generation ahead pre-Collapse United States, at least in military terms.

You have a very, very firm grounding in the science and technology of this world. Accordingly, the finest products of the 2070s are at your fingertips: railguns, laser point-defence weapons, fourth-generation main battle tanks with 140mm cannons, sixth-generation fighter jets with unmanned teaming, high-tech rifles, advanced information infrastructure and battlefield networking, mature drone programs, the works. You might also be interested to know that as a new Cold War has begun, so too has a new Space Race; various space agencies are competing to send a manned expedition to Mars.

Of course, you're an artisan of the Old World's technology just as much as the New. Helpful if you need to design an upgrade kit to make a contingent of last-generation platforms serviceable, or are working for a minor power who just can't afford the flash.

But what if a country has no industrial base and a pressing need to mobilise a million troops in a handful of years? Not a problem. You'll help them build the facilities and factories to produce your hardware. You've got a knack for arms industrialization: conducting technical and product demonstrations, running cost analyses, weighing the industrial inputs available, estimating for how much labor will be available locally and how much will need to be brought in as contractors, recommending specific sites, setting up production and manufacturing, and training cadres of workers on industrial equipment.

Reports of My Collapse Were Greatly Exaggerated (**Capstone Booster**) [600 CP]
You stand as a symbol of unyielding resolve and steadfast determination. You, personally, seem to walk between the rain drops. The states you serve might face defeat one after the other; you might even be forced into a decades-long retreat through the interior of a

continent with special forces headhunting you, airstrikes raining from overhead, and bloodthirsty army divisions on your heels, but somehow? You'll never quite be cornered.

So long as you don't make a stand against truly suicidal odds, or deliberatley decide to go out in a blaze of glory, you can remain alive and intact through almost any catastrophe, just so long as you choose to keep holding onto hope.

Any state or organisation you serve (and especially those you lead) seems to share in your resilience. Crises of every sort, secessionist movements, outright invasion by foreign powers, even being wiped off the map for decades? It doesn't matter. Your country might have been counted out and left for dead by the world, but it *will* piece itself back together from the ashes and return for yet another round. It will *never* give up on you, because you never gave up on it.

Once per Jump, or once every ten years - whichever is sooner - you can use this perk as a 1-up to cheat death. Either your own, or the 'death' of an institution you're a part of.

Unaligned

Balancing Act [100 CP | Discounted for Unaligned]
As long as the world is multipolar, there will be struggles between the most powerful nations to see who can be the *most* powerful. The whole of the globe is their chessboard and poker table, all lesser nations merely pawns and bargaining chips. The great game where all the world's a stage does not stop for anyone… anyone except *you*, that is!

You've raised 'not getting dragged into someone else's squabbles' into something of an art form, and both geopolitical grand strategists and high-wire champions *marvel* at your ability to walk a tightrope. You can skirt the boundaries of multiple spheres of influence, find an off-ramp from every tense standoff, and in general can balance the interests of all the Great Powers to make sure you come out on top.

By hook or crook, your neutrality and independence *will* be maintained… so long as that's to your benefit, of course.

Cave Raptors [200 CP | Discounted for Unaligned]
Not everyone can keep their unit functional while marching across the length and breadth of a country while *also* dodging airstrikes. Some of us are mortal (or perhaps just lazy). Either way, you're now every bit the equal of an **Iron Devil** when it comes to maintaining equipment without state support, although your methods tend to… *differ*.

This means identifying and 'acquiring' the needed materiel for your private stockpile, 'recruiting' the needed experts with varying amounts of coercion, finding the right trade routes to siphon from, conscripting the locals of wherever you set down roots to help build your bandit hideout, and tapping whatever black markets are available for spare parts, no matter how remote your lair. Hell, you could finagle overseas shipments to a base camp in the middle of the Utah desert!

If you're doing it right, you can keep your hardware intact for decades without having to leave home. If you keep your head down and your higher-end gear out of sight, you can even keep the whole operation relatively quiet - after all, who's expecting that random bandit king out in the middle of nowhere to have an airworthy squadron of fighter jets?

Any Port in a Storm [400 CP | Free for Unaligned]
Beggars can't be choosers, and never more so than when the world is falling apart. You tend to be the beneficiary of such desperation. If there's a political, social, or economic

disruption of any kind, then your country is the first on everyone's list of preferred places to hunker down.

All kinds of high-value assets will seek to weather the storm under your umbrella. Even if you're only stable by comparison, you can find yourself playing host to everything from foreign capital fleeing a market slump to rogue military units and whole governments-in-exile fleeing from collapsing states.

If you agree to let them in, they'll even prove surprisingly cooperative houseguests - contributing their skills and finances to your economy, cooperating with disarmament or even internment if you ask it of them, and not overstaying their welcome when their home countries stabilize.

The Not-so-Minor Powers [600 CP | Discounted for Unaligned]
"We must all hang together, or assuredly we shall all hang separately." If your neighbours and peers can't understand this logic, perhaps you can help them see the light? That would be because you've got exceptional skill at founding and leading political bodies devoted to resisting foreign domination.

So long as there is some mutual interest, or better yet a mutual threat (or two, or three), you can win over friends and find common ground with even the most trying of partners. Once you've got your league assembled, you find it's child's play to duck unwanted attention from - or resist the influence *of* - any feuding greater powers.

You can kick back, relax, and criticise the authoritarianism of one side or the questionable tactics of the other without ever having to sacrifice your cordial relations with both. In the meantime, you can freely do business with other outside parties; they'll know that your lawyers, guns and money come with no political strings attached. At least, that's the impression you tend to give - it's up to you how true it is.

- **Capstone Boosted:** Perhaps you aren't content with watching from the audience. In that case, it's time to get onstage yourself. By sharing capital, brainpower and weaponry with your allies, you can rapidly build their capacity to support you in turn. You've now got what it takes to make the jump from sponsoring a collection of small-timers to becoming your region's contributor to the international great powers lineup.

American Successor

Revivalist Spring [100 CP | Free for American Successor]
How does a patchwork of disconnected city-states, warlords, and regional governments, possessed of little in the way of economic or military strength, become a unified *nation*? In other words, how does one escape the conditions of the Collapse? Why, through the efforts of people like you. People who can play the game.

You know the methods to take control in a disaster area, even when all semblance of governance has vanished. You can suborn militants and burghers alike, oversee supply distribution, and win the loyalty of a population.

Beyond that, you've got the competence, force of will and sheer diplomatic chops to overcome political friction, forge the right alliances, and organise a proper civil government - assembling delegates, organising a constituent assembly, and establishing parliaments and presidential offices. Now, who's ready to draft a constitution?

Iron Devil [200 CP | Discounted for American Successor]
You are, without exaggeration, quite possibly one of the greatest logisticians to ever live. You're the kind who can somehow keep a company of Abrams tanks in fighting shape through several decades of cross-country wandering and not-infrequent combat actions, all while completely disconnected from state support.

It helps that you're quite the scavenger and jury-rigger; you've got an excellent eye for spare parts (or, really, anything that looks like it's been machined well), and you could root around in a destroyed enemy vehicle that's been doused in napalm, only to discover that the one intact component in its engine block is exactly what you've been looking for.

This logistical acumen will benefit your strategic endurance, power protection and expeditionary capability. An impoverished successor state could huck tens of thousands of troops hundreds of miles away from home and across the Great Lakes - and support them through winter, too. Given time, it could build up a trans-continental supply line and strike at the opposite coast. A major power, with the port infrastructure and entrenched basing that entails, could turn an ocean the size of the Pacific into its personal naval highway.

It will also help you rationalise ramshackle manufacturing - logistics, after all, is more than simply providing an adequate quantity of materiel. You could take a cottage industry of small factories and workshops, tie them into a coherent network, and expand them to create a functional arms industry.

Jay Hawker [400 CP | Discounted for American Successor]
War is about *information* - making sure you have it, and the enemy doesn't. The peculiar intelligence circumstances of a newly formed successor, a decentralised insurgency, or a collaborator state require a spymaster of a rare breed. Thankfully, you've got the skills for the job.

You've got the core prerequisites for an intelligence chief, of course. You could feasibly build a network of handlers and informants across a region the size of the American Midwest even before you got proper state backing, and establish contacts deep within Victoria itself. You can also train the analysts and support staff needed to get the best use out of these spy rings.

You, personally, are a saboteur, assassin and infiltrator par excellence, able to hinder enemy forces, organize local support, and perform wetwork in the field. You can poison, snipe, disable vehicles, craft explosives, wire structures for demolition, and would make a pretty good officer for any scratch force you put together.

But where you really shine is counterintelligence security. You could, for example, conceal a full-scale independence revolt from an occupying power right up until (and maybe even somewhat *beyond*) the moment the shooting started. You can evade arms restrictions, prevent infiltration and subversion, sabotage materiel shipments in a deniable fashion, and even hide a covert nuclear program!

It's a cold war out there. Try and keep it that way.

To the Shores of Maine [600 CP | Discounted for American Successor]
A nation builder *sans pareil*, you'll undoubtedly be prominent in history textbooks (and under your leadership, your country will certainly last long enough to write some). You are *prodigiously* talented at administration and postwar reconstruction - both physical and political - with the professional expertise of whole cabinets and committees rolled into a single person. You could certainly grow a city and its hinterlands into a middle-income regional power, even if its economic and political institutions were severely damaged or destroyed.

You've got a near-genius level of insight into economic planning - financing, budgets, investment, and trade - the politics behind defence appropriations, how to approach émigré communities, how to court foreign advisors, how to establish functioning and professionally staffed state institutions, how to educate a labour force, the industrial

development of a territory, the rebuilding of infrastructure, how to best integrate into global manufacturing chains, and how to pick which programs most deserve your funding and support.

In a raw meritocracy, you'd be sure to ascend to the top. If you're more partial to democracy, then rest assured that you're well equipped to navigate its challenges - coalition politics, negotiating with your legislature, and getting thousands or millions of voters to rally around your flag come election day. Any caucus you lead would surely cement itself as the natural governing party of your country for decades to come.

- **Capstone Boosted:** You are a legitimate genius, possessed of the brilliance and fitness to rule that Tsar Alexander only *wishes* he had. Unlike him, you don't need happenstance to do half your work for you. Nevermind being your own cabinet; you've now got the expertise of whole *departments* in your capacious head. Through skill alone, you could grow a poor and brutalised wreck of a nation into a pan-continental empire of steel and commerce. Economically, you are capable of working miracles, developing desolate regions and creating a world-beating industry from scratch. A wholly unified, upper-income nation in a mere decade? That's no longer unthinkable. This world will be what you make of it.

Victorian

Shepherd of the Resistance [100 CP | First Free for Victorian]
Where others seek to destroy Victoria from without, one group alone has the chance to see the monster slain from within: the Victorian Resistance. On the opposite coast, the Cascadian Resistance prepares a second general uprising against the Japanese Occupation. Both insurgencies demand wits and resourcefulness. Whether or not you're an active member, you've got what it takes to make a fantastic Resistance asset.

You can establish persistent and cohesive leadership, weld together ideologically diverse movements, find foreign backers, nurture domestic resentment, set up and manage cells and partisan companies, throw investigators off your scent, and cultivate assets even within the Inquisition itself. In addition to these general skills, you have internalised the lessons of one of the Victorian Resistance's patron saints and one of Cascadia's Rainbow Armies. For further details, see Notes.

Whether you wish to undermine the capability of authorities to function and convince them that an occupation is too costly to maintain, seize the state for yourself and reform it by force, or are simply looking to vassalize the country for a different master, no security service can ever rest easy so long as you're on the prowl.

Zeal [200 CP | Discounted for Victorian]
The CMC's Military branch, otherwise known as the Crusaders, are Victoria's military and social elite, and have a well-earned reputation for fanaticism. Not only do you have the fighting skills of one of these latter-day paladins, you've learned to inspire a similar degree of cultlike devotion in forces under your command.

Units you personally command will share the every-man-a-martyr doctrine of the Crusaders: if you ordered them to do so, they'd continue to fight in the face of hopeless odds, zero progress, and certain death. If they deplete their ammunition, they'd fight with bare hands, and there would be no force on Earth that could compel them to surrender without your leave.

Regime of Whispers [400 CP | Discounted for Victorian]
The CMC's Intelligence branch, the Inquisition, serves as Victoria's internal security force and ruling caste; every head of state since Kraft has been an Inquisitor. They are beholden directly to the Tsar and backed by the shadowy hand of Russian intelligence - the Okhrana.

There are several different branches of the Inquisition: the church, law enforcement, government, and military political officers attached to Victorian Army divisions. As one of the Okhrana's star pupils, you've got the skills to serve in whichever capacity you wish - an all-in-one chekist.

You can perform secret police duties, participate in or control counterterrorism and counterintelligence work, direct house searches and arrests, reward informants who come forward, spark riots against dissidents who speak up, and have a keen instinct for who's politically reliable enough to recruit, which personnel are the most ideologically risky, and how best to keep an eye on the functions of state. You've even been trained as a regular church pastor.

If you are an Inquisitor yourself, you could have a prosperous and bloody career as a trigger-puller ferreting out traitors, saboteurs, and secret cultural Marxists across Victoria. Or keep your head down as a regular clergyman - it's up to you.

White Renaissance [600 CP | Discounted for Victorian]
The first challenge faced by any would-be reformer of the Victorian state is circumventing the ultra-orthodox CMC. The second is probably the sheer immensity of the task before them. Although it has retained more in the way of infrastructure and political coherence than its rival successor states, Victoria has far more obstacles in the path of modernisation than the Commonwealth.

Helpfully, you've got something of a talent for pushing 'counter-doctrine' ideas, putting institutions through a 'factory reset,' and avoiding 'committing suicide' by multiple gunshot wounds and autodefenestration. You can identify which classes would most benefit from reform, elevate your position while discrediting obstructionist cliques, minimise social and economic disruption, and ensure that everyone gives credit where it's due - to you, and your new regime.

As an example, if it were Victoria you wished to reform: you could marginalise the hardcore ideologues, smooth over the dissonance between and the dictates of Retroculture and the embrace of technology, make the regular army more standardised and efficient (and shed its distaste for logistics and rear area duties), mechanise agriculture and labour, adopt consumer information technologies, and greatly improve the average Victorian's standard of living. Forget a mere premiership, you could probably maneuver yourself into being named President of the Confederation!

- **Capstone Boosted:** One thing Victoria will not need your help with is scaring the daylights out of everyone else on the continent. The common perception of them is of an almost supernatural, fate-defying force that destroyed the Old Country and reaped each of its remnants in bloody turn, clearing the way for Russia's ascension. You can take this degree of intimidation with you to future worlds. You must become more than just a nation in the mind of your opponent; with a little prompting, they will come to perceive you as the apex predator, one whose opinion of them is of existential importance. Soon enough they'll start to hesitate before countenancing any overt conflict. Be warned that, if you *do* get trounced in an overt conflict, this effect will be broken and need time and effort to rebuild.

Russosphere

May the Sun Never Set [100 CP | Discounted for Russosphere]
When Russia collapsed into civil strife at the very dawn of the Collapse, one of the resulting warlords managed to secure power over the country. Unsatisfied with being a mere dictator, he decided to revive the Romanov monarchy, taking the name Tsar Alexander IV. His exact lineage is questionable, but the legitimacy of his army was not.

Still, there's a large difference between an imperial title and an imperial dynasty; like the Tsar, you have what it takes to build the latter. Though he worked in a nation lukewarm to monarchist sentiment, he was able to deflect popular unrest with military adventures, win the personal loyalty of the civil service, armed forces, and intelligence agencies, bind the siloviki and oligarchs to him by elevating them to nobility, and successfully embed the idea of passing power to his children.

Once you have the power, you too can perform similar transformations. Curtailing social freedoms, reestablishing old classes, 'correcting' electoral laws in your favor? Just so long as most people eat fairly well, this can all be overlooked, and the basis of your reign will remain secure. Though you may work in deeply unsympathetic political contexts, you can find ways to drastically alter the means by which people gain and exercise authority in an institution.

Into the Chaos [200 CP | Free for Russosphere]
Let no crisis go to waste! You excel at taking advantage of other people's misfortune. The danger posed by an ongoing global economic collapse and the dissolution of the reigning superpower is - to you - merely a godsent opportunity. While everyone else is still disunified and vulnerable, you'll already be on the move.

Instability and shifting alliances provide you openings: you'll have an easier time gaining assistance and support even as your targets are left scrambling for allies, your surprise attacks are often overwhelming, catching enemies in port and on the tarmac, you're never short of collaborators ready to put a price on their loyalty, and you'll frequently capture valuable assets like shipyards and industrial facilities mostly intact.

Scant decades ago, you could've waded into the nightmare of the Collapse and carved out your own empire. Even the post-Collapse era will present you with many opportunities to expand your borders. Just take care, should you choose this path, that your reach does not exceed your grasp - failed foreign adventures rarely play well at home, and you wouldn't be the first conqueror to choke on their new acquisitions.

Agent Dmitri [400 CP | Discounted for Russosphere]
With the return of the Russian Empire came a return of the Okhrana. Assuming you aren't a member of the Russian intelligence services yourself, you have the skills to match their very best.

You are a true master of grey zone operations and proxy warfare, able to conduct drone strikes and intelligence operations to destabilize a target government and its control over its territory, arm its rivals, and provide the logistical and financial support to turn any of its existing opposition groups into genuine sectarian threats.

When more overt help is needed, you'll be ready with extensive support services organised to aid your proxies: the airlift of supplies, the sharing of realtime intelligence, deniable special forces, advisors, and more.

Speaking of proxies, you've got quite the talent for finding and acquiring assets, and much better luck than "Father" Dimitri had in ensuring that they stay on task and under control. If they aren't, you can always spin a convincing yarn for your pawns that totally won't end with them isolated and purged. Just don't let them get their hands on any nukes.

Udachi, tovarishch.

The Great Collapse [600 CP | Discounted for Russosphere]
Do you style yourself the next Alexander? You've certainly internalised his gambling, manipulative, and ruthless style of leadership. Because, when you seek to overturn an existing world order, you *will* find a way. Once per Jump, when you begin to move against the established powers, every conceivable crisis will seem to manifest all at once.

Devastating famines and plagues strike like a bevy of black swans, hyperinflation will ravage economies, vital resource trades will crash and not recover, political infighting will compromise trust in governments, and separatist movements will tear nations apart at every seam. State collapse is virtually guaranteed for all but the luckiest or hardiest countries of the world.

Doubtless your hands will be everywhere, perpetuating the chaos you've instigated, but your Great Collapse will gain ever-more unstoppable momentum the longer it drags on. Do be warned, stoking such fires comes with great risk. There's no guarantee that interests you favour will be spared from the blaze.

- **Capstone Boosted:** Scratch that last part; interests you favour are now *most definitely* insulated against whatever catastrophes you've unleashed. Your country might get buffeted by the storm, but it will pull out of the death spiral before anybody else, and its central institutions will be far, far more likely to survive. If other powers have been brought to their knees, this can constitute an almost insurmountable geopolitical advantage; from here, whether you choose to start knifing everybody within arm's reach, or turn your undivided attention to rebuilding them in your image, that's up to you.

Free World

Homeland Support [100 CP | Free for Free World]
It might be tempting to flood your loyal clients with arms, advisors, and orders to attack the enemy's wicked puppets, but some statelets - particularly those in North America - need a great deal of help even to walk on their own two feet. Proxy warfare is all fine in theory, but first you've got to keep your dependencies alive long enough to become proxies.

It helps, then, that you are God's gift to satellite nations everywhere. One glance at a given community is all it takes to separate a here-today-gone-tomorrow warlord's realm from a coalescing power worthy of your time and attention. Convince them to accept your patronage, and you can swiftly get the ball rolling to stabilize and strengthen them.

Not only are you quite brilliant at organizing foreign investment and development aid - enough that you can indulge in state-building to your heart's content - you've also got the propaganda and PR savvy to solicit media attention and public donations. To states like the FCNY, who live or die on imports, such a skill is incalculably valuable.

The Empire Long Divided Must Unite [200 CP | Discounted for Free World]
The road from state collapse to free elections can be a bumpy one - for some more than others. You've got a healthy dosage of luck for smooth and paintless national recoveries. There might be some atrophy and damage, or degradation of capabilities, but rest assured that any interregnums will be both abbreviated and restrained.

Toppled regimes will find their fragments (surviving military units, for instance, or the designated successors to fallen leaders) drawing back together almost magnetically, and will be able to keep up the essential functions of government surprisingly well. Successors, meanwhile, will enjoy a much easier time in their attempts to claim continuity and legitimacy, and with reasserting control over lost territory.

Even if your nation does shatter and fall into civil war, successor states are less likely to see high-intensity fratricidal conflict, and more likely to retain enough coherence to defend themselves from outside threats. Furthermore, strategic assets (such as WMD arsenals and HQ command-and-control facilities) will be *much* more likely to remain secure - and nothing dampens enthusiasm for a foreign intervention like failing to neutralize the nuclear deterrent.

In Varietate Concordia [400 CP | Discounted for Free World]

It's all very inspiring to pull together after a disaster, but perhaps it's more practical to pull together *during* an emergency? The institutions and organisations to which you belong, particularly the international ones, have absorbed this lesson well. Leaders and populations will put short-signed nationalism aside, keep vigilant of external dangers, ration scarce resources, and do their damndest to prop each other up.

For example, if you're partnered with a dozen or so reasonably wealthy countries, then your combined strength would be enough to stabilize each other's currencies through the greatest economic crash in world history. You'll keep firing on all cylinders even as your peers across the globe have imploded.

As a bonus, if you've survived a major catastrophe (even in a reduced form), you and your allies will be closely bonded by the experience. A mere association of states could pull together into a full-blown federation, integrating all of its member nations' diplomatic, economic and military power.

For Our Freedom and Yours [600 CP | Discounted for Free World]
Having rebuilt from or withstood the Collapse, it's the task of the Free World to take the fight back to the Russosphere, and that'll mean doing a lot more than just keeping FCNY on life-support. It'll mean breaking out of geopolitical isolation and aggressively confronting their adversaries on the world stage.

It'd take someone like you to lead that fight. You've got a great amount of skill in *rollback* - that is, pushing back against someone else's hegemony, and containing them within their own borders. Step by step, you'll choke them off from global resources and markets, limit their economic growth, and isolate *them* from potential allies.

And should the war go hot, there will be no shortage of volunteers. When you fight for the liberty of yourself and others, patriots will line up around the block to enlist, and significant forces of foreign supporters will offer to serve as international brigades. With you at the helm, the terrible tragedy that has befallen the world may still be reversed, and the free nations of the world might yet survive and triumph in the protracted struggle.

- **Capstone Boosted:** Among all the countries in the Free World, or even the *entire* world, one stands out. Just one single nation survived the Collapse, maintained governmental continuity, and *actively opposed* Russia's expansion. For fifty years, they were the sole organised resistance to Russian action. Poland's sacrifice will never be forgotten. Now, like them, if you fight against a great threat for the fate of the world, then not only will you accomplish more than most others believe possible

- and those you fight for will use the time you buy incredibly well - but they'll then be willing to offer you their unconditional support and protection if you've exhausted yourself on their behalf. Now, which color in your flag symbolizes 'reliable allies?'

Items

All origins get their 100cp perks for free, and all other purchases for that origin discounted by 50%.

Items may be imported into similar purchases - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your Warehouse after the jump is complete; they can then be imported into future jumps as desired.

Consumables, such as fuel and ammunition, will resupply monthly if expended. Except for the Nuke, which resupplies yearly.

See **Notes** for unique item combinations.

General [Undiscounted]

Chicago Pizza [Free]
When the last of the millennials came together to found the successor state that might one day reclaim the glory of the United States, a topic of great importance was brought up for discussion: how to bring pizza back to Chicago, because it's a damned tragedy not to have it available!

For you, at least, there is a solution: you can now summon any mundane pizza ever made in Chicago to your hand, already packaged up in a neat little pizza box. Deep dish, thin crust, any combination of toppings - and anybody who sees you summon a box will be convinced it was sleight of hand, and they'll probably think the real magic was you having access to a pizza in the first place!

Basic Drone [50 CP]
Beneficiaries of the drone revolution, drone programs in this world are very mature - and their products are ubiquitous. You can find some fulfilling every role, at every level, for just about any army you'd care to name: reconnaissance, strike, squad-level, division-level, so it goes. They're a handy way of getting expendable firepower into infrastructure-poor environments, and a sudden barrage of kamikaze drones from the night can be a terrifying thing to witness.

You've come into possession of an infrared-sensing quadcopter drone all your own, fully charged and rigged to detonate on your command. It comes packaged with a drone operator's standard kit.

Satellite Phone [100 CP]
You can't always depend on cell coverage, but you can depend on this rugged device to communicate securely with anyone in the world who'll take your call, up to and including the Tsar himself (if you have his number). It'll work on any satellite network available and comes with a small and concealable solar charger.

East of the Rocky Mountains, the ability to reliably contact other continents is news of Victorian concern, and successor governments will be eager to snatch up working samples for their own outreach efforts. Best maintain discretion - unless you are a member of the CMC yourself, in which case enjoy this product of modernity, you hypocrite you.

Green Energy [200 CP]
Modern power generation infrastructure and an emissions capture network, both courtesy of the Climate Action Foundation. This is a windfall to any developing economy looking to shore up their electrical capacity - or to any developed economy looking to go green. These wind and solar plants, alongside carbon/methane/etc. fixing technologies, will allow you to achieve an emissions-zero power process.

The attendant power grid is set up for future expansion and development. At a baseline, this should provide enough power to meet the daily needs of millions - and the industrial needs of heavy machinery - all without a single barrel of oil, gas or coal. If you insist on recommissioning your old hydrocarbon-burning power plants, this will at least slow the rate at which your coastlines sink.

Nuke [400 CP]
What you have in your possession is a functional B-83 nuclear warhead, the largest nuclear weapon in the United States' arsenal, with a maximum yield of 1.2 megatonnes. Don't worry about the maintenance; it's been taken care of. Do note that this purchase only gets you the *warhead*, strapped to a semi-truck. You'll have to look elsewhere for a means to deliver it.

Unaligned

Warbird [100 CP | Free for Unaligned]
Did you find and refurbish some ex-military museum piece kicking around, or just upgun a civilian aircraft? Either way, this armed propeller plane would fit in just fine with many a post-Collapse airforce or anti-piracy patrol. Make and model varies across such non-uniform formations - accordingly, you may have a militarized Cessna used for reconnaissance, or perhaps pulled a Mustang, Skyraider or Corsair out of retirement, or maybe you got your hands on an armed trainer craft like a Wolverine?

Whatever you choose to fly, it'll be carrying an eclectic mix of bombs, rockets, and gun pods, plus a couple of knock-off Sidewinder missiles. Finally, while it can come in any color scheme, if you aren't flying for Victoria you might want to do yourself a favour and pick a paint job that isn't matte white. Just a suggestion.

Bandit Hideout [200 CP | Discounted for Unaligned]
Or maybe it's more of a supervillain lair? This fortress of steel is protected by defensive positions and machine gun nests, and includes: a compound of barracks and garages, independent power generation, a long concrete runway and collection of helipads, and an elevator leading to an underground bunker facility hosting more than a dozen climate-controlled (though presently empty) hangars.

There is already a collection of small helicopters, prop planes, and Talon trainer jets stashed away here, along with a simulator for training new pilots. If you have any, these facilities are sufficient to keep fifth-generation aircraft in good working order. Move in and make yourself at home!

You can insert this into new worlds at any semi-isolated location.

Smuggled Arsenal [400 CP | Discounted for Unaligned]
You've come into possession of quite the weapons shipment. These shipping containers are filled to the brim with several tonnes of surplus PRC and Indian military gear, including many examples of the rugged Tiwari Standard Infantry Rifle. There's enough equipment here to arm a general uprising; if you wanted to supply a colonial revolt, you now have the means. You'll also find that these containers can get illicit cargo past border checkpoints, cordons and searches with remarkable ease.

Hired Guns to Game Changers [600 CP | Discounted for Unaligned]

With so many experienced personnel and military stockpiles spalling away from dying states in the Collapse, it's no surprise that some went looking for safe harbor and new sponsors to maintain their operations - nor that the rash of conflicts since has given them many opportunities to further hone their skills.

You're now the CEO of one of the world's first-rate PMCs - an outfit on par with Streltsy Group, Talab, NLI Response, Kawaguchi Global or Trident Tactical - which has given you the next best thing to a private army. It's equipped with a staggeringly broad collection of personnel, equipment and services, including some with special operations experience. They can act as advisors, provide aggressor training to other forces, or conduct independent operations ranging from counter-terrorism to bodyguard duties to anti-piracy ship protection to nuclear facility seizure and security.

In addition to their logisticial services, they have enough combat arms elements to field a company-sized force of truly modern mechanised infantry backed by a limited artillery stockpile, or a whole tactical wing of attack helicopters. Just keep in mind that their mission profile is not pitched battle; they can do point defence for a single location or act as a deniable tool of your foreign policy, but for anything larger you'd be better off relying on a national military.

American Successor

Looted Howitzer [100 CP | Free for American Successor]
It's amazing what you can find in an abandoned armory nowadays, even after the Victorians did their best to demolish and demilitarize everything. This National Guard vintage 105mm cannon is easy to aim and hard to break, and comes with a full combat load of shells.

Warlord Standard [200 CP | Discounted for American Successor]
Homebrew infantry mortars, a fleet of machine-gun-mounted technicals, and enough original-model ArmaLites to equip a few thousand of your best minions. Everything a militia needs to make the armed brigandage of their community slightly more trouble than it's worth.

Can be purchased a second time (undiscounted) to put you closer to the level of North America's few organised states: a robust artillery park of of pieces up to 155mm in size, scores of mortars, up-armoured technicals mounting light autocannons, and enough small arms to equip around three divisions worth of troops. This alone isn't enough to challenge the Victorian Army in full muster, but it would prove a tough nut for them to crack.

Revivalist Legislature [400 CP | Discounted for American Successor]
A place for your representatives to gather and do their dark legislating. Even the few successor states with genuine national governments often make do with converted municipal offices and repurposed city halls, but you've gone a step beyond that. This is a *proper* Congress, for proper Congresspeople.

It won't be hard to find some, as when you reach out in good faith to prospective allies, inviting them to come and join you here in council, they will prove highly receptive to the call. Furthermore, whatever debates and discussions take place inside these walls, the results are sure to be impressive, as all attending will strive to overcome even deep and entrenched political struggles for the good of the nation and its citizens.

You could have a Constitutional Congress, political federation with nearby powers, public elections for a proper civil government, and a united front against outside threats in truly record time, just so long as the People's House is the beating heart of your efforts.

Old World Soldiers [600 CP | Discounted for American Successor]
You've secured enough pre-Collapse hardware - and won the loyalty of enough veteran personnel - to outfit one of the following: an Armoured Brigade Combat Team, a Combat Aviation Brigade, a squadron of twelve fifth-generation aircraft, an overlooked pair of

stealth strategic bombers, two Arleigh Burke-class destroyers, or a quartet of Legend-class cutters. Any additional purchases cost a mere 50 CP (although these won't be discounted).

Victorian

Soviet Relic [100 CP | Free for Victorian]
Not actually shipped in from Russia, nor sourced from the NCR like the vast majority of the Victorian materiel lines, this is a domestically produced T-34/85m tank intended for the Victorian Army's Savior Division. Russia did provide the designs for the obsolete *Tridtsatchetverka*, but the industrial equipment to build it was simple enough that even a Retroculturist state could manufacture some.

It's pretty useless against anything like a peer opponent, but it has great utility in destroying machine-gun technicals and trampling nascent statelets lacking foreign support. Just don't bring it up against anyone with more than rudimentary anti-tank gear (and don't even get me started on river crossings!).

Victory Falcons [200 CP | Discounted for Victorian]
A full squadron - twenty-four in all - of the Victorian Army Air Force's F-16V Falcons, done up in their customary anti-flash white and manned by pilots obsessively trained for air superiority. These NCR-built fighters are trimmed down and technologically 'simplified' variants of the F-16 designed to be logistically lightweight (at the cost of their weapons compatibility, avionics, and radar). If you tinker around with their software package, you can probably undo that, which will bring them up to F-16E standards. Regardless, as fourth-generation fighters they will dominate any number of warbirds in a furball.

Both the airframes and their missiles come certified as free from sabotage by Sister Cali.

Crusading Host [400 CP | Discounted for Victorian]
Now answering to you is an entire division of mechanised infantry, with training and élan of a higher level than almost any other force of such size you're likely to find on the North American continent. The combat troops come equipped with mid-Cold-War-style armoured fighting vehicles, including amphibious APCs and tank spearheads, backed by the rear-echelon forces needed to support them.

Their positional and fire superiority is combined with an unbreakable esprit de corps - to a man, these are die-for-any-order outright ideological fanatics, devoted to your chosen ideology and selected for the maximal possible levels of morale and aggression. They'll make for a potent asset in the wars to come.

Can be purchased up to three times, with the second and third purchases costing a mere 50 CP each (although these won't be discounted).

Bay of Fundy "Dam" [600 CP | Discounted for Victorian]
Neither a true dam nor cold fusion reactors, this is actually a network of tidal power stations and a grid of refurbished nuclear power plants (along with the infrastructure required for electric power transmission). It's capable of powering a nation of twenty million without breaking a sweat, and can generate enormous profits if you ever wish to lease its surplus electricity. The construction and engineering expertise of the corporations who built and maintain this megaproject will also be at your disposal.

The "dam" will be attached to a nation of your choice at Jump start, just waiting for you to turn the power on (possibly to the surprise of your countrymen, as the case may be).

Russosphere

Royal Chambers [100 CP | Free for Russosphere]
This suite of rooms is somewhere you can wow ambassadors with the continued strength of your realm, or a good backdrop for a private chat with your unruly heir. Perfectly color coordinated with your nation's flags and symbols, decorated with only the finest examples of its culture, appointed with luxuries and comforts so opulent it's downright sinful, and kept spotless by daily cleaning sweeps and furniture rotation (don't ask after the housekeepers) this is a suite fit for the ruler of the world's foremost empire.

You can attach it to an existing property, or keep it in your warehouse when it's not in use.

Spetsnaz Fixers [200 CP | Discounted for Russosphere]
A fortune has no doubt been invested to produce, equip, and maintain these individuals. In terms of money, they are, by far, more expensive than even the **Royal Chambers** item above.

What you have here is a twelve-person team of special forces personnel, lavishly equipped with gear that would be the envy of any military in this world. Such operators are each a match in terms of skill for the veterans of the Devil Brigade, and have been given additional training and indoctrination to excel in their service to you.

These fixers stand ready to address any issues you may face that require hardened killers, but which are too delicate for a full division. They are especially well-versed in the art of training and supplying opposition groups within foreign polities, directing their operations, and then assassinating their leadership ruthlessly when they cease to be useful.

Slush Fund [400 CP | Discounted for Russosphere]
With the Collapse of America came the collapse of the almighty dollar, and the ascension of the almighty ruble - and Euro, and renminbi, and peso, et cetera. There is no default world currency anymore (although the Russosphere keeps the ruble as its common reserve currency), to the despair of economic planners who long for easy international trade, necessitating every country keep an ever-shifting stockpile of foreign exchange.

As for printing and issuing your own bills? Well, fiat currency is a reflection of the popular perception of how likely your country is to survive the next decade, and for some nations that's actually pretty dicey. In such cases, it's better to back one's currency with something more tangible.

Your personal rainy day fund now takes the form of substantial foreign currency reserves combined with a massive gold reserve. We're talking enough to move needles here - somewhere in the neighbourhood of forty-billion modern-day dollars. Some of it may or may not bear US Mint markings; what happened to the contents of Fort Knox in the chaos of the Collapse? 'Anybody with a bag handy' happened to it.

When applicable, in future worlds this will update to give you an equivalent sum, through the same mixture of local currencies and bullion.

Major Fleet Base [600 CP | Discounted for Russosphere]
Dominance of the waves is, at present, an undecided contest. But if you want to huck an intervention force halfway across the world, send airstrikes to assist a proxy on a different continent, or maintain a chokehold on a critical canal, you're definitely going to need some serious support along the way.

Take the Imperial Russian Navy, for instance: multiple seas and oceans to cover, many enemies to potentially blockade, and power projection from their existing ports throws up a whole host of geostrategic and logistical challenges. To get around this, Russia maintains large fleet bases in San Diego and Panama City, as well as leasing Pearl Harbor from Japan - which needs to hold down significant overseas colonies of its own.

As for you? You use *this*: an enormous fortified military port, large enough to host supercarriers and configured to support squadrons worth of aircraft. While it is fully staffed and well-provisioned, its docks and hangars are currently empty… but are just waiting to be filled.

You can insert this into new worlds anywhere ~~wood~~ steel can float.

Free World

Pocket Dictionary [100 CP | Free for Free World]
There are so many governments, identities, cultures, and *languages* across the Free World - how does anyone have a clue what they're saying to each other?

The EU, for one, had the choice of successfully federalizing or successfully learning to speak Russian. North America may be faced with a similar choice: be too small and insecure to face the world at large, or to reunify everything from Alaska to Quebec to the Yucatan in a single state - at the cost of a tripled administrative workload and the dire need for a large mass of translators.

To help ease your path, this little book can automatically translate whatever you're hearing into your native language so long as you keep it on your person. Furthermore, if it's nearby while you're drafting documents, you'll find it will automatically duplicate them to other official languages on your behalf - cutting down significantly on your paperwork.

Central Park Arcology [200 CP | Discounted for Free World]
The Free City of New York may, from certain vantages, look like someone transplanted a slice of Coruscant onto Long island. Every inch of space is fully exploited and densely urbanised, and the skyscrapers grow higher still with each passing day. Not even Central Park was spared - but in a way, its legacy lives on.

The buildings replacing it - Central Park Housing Complex, a complex you now own - have joined roofs absolutely covered in greenery and drainage, maintaining the park thirty stories above ground level. The complex itself holds a swathe of FCNY's population in a massive block of residential and commercial sub-zones, effectively making it a small and wealthy arcology.

You'll carry it with you to future worlds, either attached to your Warehouse or as a standalone construct nestling into new cities.

Satellite Constellation [400 CP | Discounted for Free World]
It's time to go to the one place that hasn't been corrupted by retroculture - space! You have at your command a network of orbiting observation, communication and navigation satellites, ready to give you a god's-eye-view of the world. They'll provide you with internet, GPS, reconnaissance imaging, weather forecasting, and signals tracking functionality.

Such a capability is crucial for intelligence agencies trying to monitor situations in the infrastructure-sparse interior of America, never mind forces trying to operate on the ground. Without satellite-based networking equipment, even making a phone call or web search is difficult, and an armoured column can be thrown off track by something as simple as saboteurs switching around road signs. With a constellation of your own, you'll never get cut off again - not in this world, and not in any of the worlds to come.

JUMP.plc [600 CP | Discounted for Free World]
You are now the proud owner of a consortium of defence contractors, though you may take a hands-off role on directly managing things; the board of directors that acts as the coordinating body are unusually scrupulous as far as arms dealers go, and almost certainly won't sell a mountain of hardware one customer has spent decades paying for to someone else.

In addition to manufacturing platforms at a scale sufficient to equip an army corps, this conglomerate offers world-class training and support services: technical contracting, maintenance, upgrade packages, you name it. They'll even help customers build their own defence manufacturing facilities, if you authorise them to. You've got a potent tool of defence outreach here, Jumper.

Companions

Companions can purchase more companions.

Companion Import [50-200]
The weight of the world isn't so heavy when others can carry it with you. You may import a single companion into any origin for 50cp each, or eight for 200cp.

Specific Canon Companion [100]
So, you want to take an existing character from this world? Well then this option is for you. Note that, barring a specific scenario reward listed below, Ron "Hellfire" Burns is not available for selection as a Companion.

Scenarios

Scenario 1A [Into the Hellfire]

Exclusive to American Successor

You are no longer starting this Jumpchain in 2074. Instead, you'll be starting decades earlier, during the last days of the Pacific Republic, when Hellfire Burns first made a deal with several of his compatriots: to spread out, keep up the fight, and find a successor state to rally behind, in the hopes of becoming the seed around which a new Country could grow… and someday stand against Victoria.

You are now one of the officers he made this promise with.

You will be hunted by both Victoria and the Russian military, who want you, your command staff and your unit *very* dead. To win this Scenario, you must either find a Reviavalist successor state to offer your services to - and ensure they last until 2074 - or survive as an independent force until Burns calls you and any other survivors out of hiding to join him in Chicago.

You will start with the average level of skill expected from a field officer in your position, and access to **Old World Soldiers** suitable to your military branch (equivalent to half of an actual purchase - or one additional full purchase, if you already bought it), but this alone will not be enough to ensure your survival.

Reward: **General Ron "Hellfire" Burns** (Companion)
Hellfire himself is now firmly on your side. Whether you brought him any real military power or just showed back up as a friend in his hour of greatest need, he's ready to back all your future military endeavors to the hilt (so long as they don't involve acting like Rumford). He comes with the perks **Troop Quality 5/5**, **Iron Devil**, and **Reports of My Collapse Were Greatly Exaggerated**.

Scenario 1B [March to the Sea]

Exclusive to American Successor, requires the completion of Scenario 1A

In the normal turn of events, the military remnants who escaped the fall of the Pacific Republic, along with other Revivalist splinters, largely failed in their self-appointed mission of finding a new home to serve. They went out in blazes of glory, fled overseas, or abandoned the objective in pursuit of carving out their own slice of the pie. Only one man, Ronald Burns - and his unit, the Devil Brigade - truly kept up the old standards, retained

enough kit and personnel to fight, and were *there* to be counted when the Commonwealth needed them most.

But what if he *wasn't* the only one?

In this timeline, many other units succeeded in dispersing - either alongside Burns, or for other reasons. They've spent the last few decades on the run - scrounging, recruiting, and evading both Russia and its Victorian hunting dog. Now is their chance to come out of the shadows and start reforming. Various unit commanders have received the coded signal, and are presently moving their forces towards Chicago to link up.

They've scraped the international arms market bloody stacking up equipment in preparation: approximately *all* the leftover American military equipment not already in a successor state's possession, including dozens of stealth fighters, is presently in their hands. Together, they form a mechanised division torn, essentially, straight from a US military deployment circa 2016 - many times stronger than the lone brigade that would have otherwise survived.

That is where the good news ends. These massive troop movements were impossible to fully conceal, and three Victorian Army divisions reached your staging point first and burned it to the ground. Chicago is in bloody ruins; the Commonwealth of Free Cities will never come to be. Now, the only chance the Big Red One has left to serve an heir of the United States is to fight through everything in their way and reach the Free City of New York.

A successful run will leave little room for error. You and your comrades will need to punch out of the razed site formerly known as Chicago and leg it for the eastern seaboard, crossing hundreds of miles of territory, including the Appalachian mountains, to reach the fortified borders of Manhattan.

Within forty-eight hours of beginning this anabasis, the Tsar will dispatch reaction forces - including the Imperial Russian Caribbean Fleet - wielding cutting-edge equipment. The Imperial Russian Air Force will be running missions against your columns, alongside every field division and aircraft Victoria can muster. They will all be fighting ruthlessly to keep you from your goal.

Moving under the cover of clouds and night, camouflaged by chaff and decoys, hiding from the Russian satellite observation above, sprinting through flat land and dragging tanks over mountains, routing around dynamited roads and bridges, refueling when able, knowing

that every delay adds risk and that entrapment means certain death, you'd best stop for nothing until you touch down in New York.

Koste es, was es wolle. Your death ride concludes when the last of your forces cross the Bronx Line.

Reward: **America's Last Army** (Item)
By your efforts, the world shall know that America is *back*. All surviving **Old World Soldiers** will join you as loyal followers, and bring their equipment with them.

Scenario 2 [Victor's Crown]

Exclusive to Victorian

In this timetrack, Victoria - and through them, Russian domination of North America - is confronted by an assortment of adversaries absolutely determined to trample them to ashes and revive the Old Country. It's as though someone took all the diplomatic maluses at once!

First up is the Commonwealth of Free Cities centred on Chicago, although its leader and government may not be what you expect. Perhaps it will still be Burns and his Devil Brigade, primed to chew up the Victorian Army? Or perhaps it's Audrey Jameson's city of spies, specialised in infiltration, espionage and coalition-building, spinning a web across the Midwest? Or maybe it's Richard Daley's mercantile city-state, preparing an urban guerilla goose chase across the breadth of Michigan? You'll know soon enough.

Second is the Free City of New York: no longer cowed and pacified, the city that never sleeps is rearmed and hostile, menacing Victoria's southern border with its enormous population, wealth, and international backing. They'll be launching an offensive into Victorian territory the moment they sense weakness.

Third is the New(er) American Confederation: rising again in the southeastern United States across a stretch of territory running from Tennessee to Florida. They've (correctly) fingered Victoria as having had a role to play in the nuclear destruction of Atlanta and the civil war that followed, and the Southern Revivalists are stamping down on reactionary elements, including Retroculturalism.

Last but not least is the New California Republic: they are nuclear-armed, have already won their independence - which, incidentally, will deprive the Victorian military of most of its high tech equipment - and presently dominate the former United States west of the Rocky Mountains. They're still nursing a grudge over the Pacific War, and are building themselves up for the rematch.

Finally, bubbling away in the background is the Victorian Resistance: they've established secure lines of contact running to foreign capitals, and come up from the underground ready for an encore to the Bloody Sixties. Victoria will experience major domestic unrest even as every foreign theatre demands its undivided attention. Though facing long, *long* odds against the Inquisition, they alone can threaten to end Victoria at a stroke in a decapitation strike.

Russian support will surge to start with, but ebb over time. As Victoria's newly-'elected' Premier, you now find yourself in a race against the clock. You will need to provide Victoria with a second dark miracle to survive against and overcome such manifold defiance. The scenario concludes only when there is no relevant, organized opposition to Victoria left to contest the bombed-out husk of what was once the United States of America.

Reward: **Forever Shattered** (Perk)
Having destroyed America for the second time, you have acquired an ability dangerously close to memeticide. It's been said that an empire toppled by its enemies can rise again. Not where you're involved. When you take action to destroy a cause, a flag, an idea… it's *dead*, forevermore. Attempts at stabilization, expansion and reorganisation seem destined to fail, as if an otherworldly and malevolent force were dragging them down. There will be no remnant states, no recovery, and certainly no revival. The only legacy you leave behind are the nameless graves in your wake.

Scenario 3 [Heir to the Throne]

Exclusive to Russosphere

Why did Alexander take the title of 'Tsar' and not 'President'? Aside from the grandiosity, it was to normalise the idea of passing power onto his descendants. The Imperial Family is large, but only two of his offspring are legitimate; his cherished Katerina, the heir apparent, and "The Boy" Nikolai, whom he holds in some contempt.

No man is larger than life, no matter how many holograms they commission to overawe the Victorians, and Alexander IV will not be an exception to this rule. Ancient and ailing, the time has come for him (and you) to secure Russia's future for the next generation.

Under this scenario, you are a magnate within the Imperial Russian government, and a trusted ally and advisor to one of the two Imperial Heirs. Your mission is to ensure that your candidate succeeds both in taking the throne and in remaking Russia to their own design.

If you back the Princess, your prospective allies are the navy, the civil service, and the current Emperor of All the Russias. Your contender *is*, after all, her father's favorite. Beyond the high chance of getting killed in a coup by your patron's rival, the greatest obstacle is your advisee's own lack of enthusiasm for the paranoid, stressful world of authoritarian politics.

After you wrangle your reluctant Tsarina into a coronation, your next challenge will be to execute her vision for Russia: a grand diplomatic pivot to stabilise the *Pax Russica*, and the completion of her and Alexander's plan for global climate restoration.

For the first objective, you'll need to put an end to the ongoing set of proxy wars with the Free World, and pacify the American Successors by replacing *actually insane* iron fists like Victoria with velvet gloves like the Arctic Conservationate. The second objective - a greener future for all - will be aided by Katerina's pet project, the Climate Action Foundation. It will mostly require funding, time and attention at a point when you'll be carefully rationing all three.

If you instead back the Prince, you'll have a rougher path to power. You will have to engineer an outright coup d'état and probably assassinate the rival claimant. Your allies will be in the business class and the army… and really, every ambitious sycophant in the Russian political mafia who wants to ride an easily-influenced nepotism hire to the throne.

After you secure him a crown to which you can be the power behind (having eliminated the multitudes of competition), your next trial will be to enact Nicholas' will for Russia: an aggressive foreign policy of renewed great power competition, while somehow avoiding the crippling deficits and military quagmires that would otherwise surely result.

Russia may be a superpower, but its interests are threatened by the rising Republic of China in the East, the resurgent EU in the West, conquered territories expressing their desire for independence, and its few allies abroad being picked off by inches. To reassert itself on the world stage, it will need to decisively demonstrate strength to its peers, settle its internal issues, and recommit itself to intelligence operations and support for its Russosphere proxies. That will also include ensuring that Victoria kills any upstart American Successors.

In either case, victory in this scenario will be achieved once Russian hegemony is solidified and the Empire is no longer at risk of collapse within a generation.

Reward: **Kingmaker** (Perk)
Your dynasty shall never again be troubled by succession crises. Whether it's nominating a protégé to your party as your term limit approaches, or handing down the rules of primogeniture to your bloodline, your choices will be virtually uncontested and your legal strictures will be treated as holy writ. No longer shall a disputed succession descend into a bloody civil war to destroy all that you have built!

Scenario 4 [The New Colossus]

Exclusive to Free World

For too long has the New Russian Empire and its cohorts terrorised the civilized nations of the world. It's time to settle the score.

To succeed in this scenario, whatever country or federation you rule (and *rule* you will, whether it be as Prime Minister in England, Chancellor in Germany, President in China, or what have you) must eclipse Russia as the world's foremost superpower, rally the Free World behind it, and bring the Russosphere crashing down.

Nothing less than total victory will do: Russia, Japan and Victoria must all undergo regime change and decolonise, client states like the NCR must regain their independence, PACS must be welded firmly to the cause of the Free World, the Republic of China must escape its encirclement, the European Union must reincorporate its lost members, and a Revivalist American Successor must gain international recognition as the *rightful* successor to the United States.

"Give me your tired, your poor, Your huddled masses yearning to breathe free, The wretched refuse of your teeming shore. Send these, the homeless, tempest-tost to me, I lift my lamp beside the golden door!"

Please note that while military solutions are expected and permitted, any *Fallout*-scale nuclear exchanges will invalidate this scenario (though if it comes down to that, you'll likely have bigger problems).

Reward: **One Nation, Indivisible** (Item)
For the incredible feat of having led the global liberation, your country and its people will continue to follow you into future Jumps, picking up new techniques and technologies along the way. They will have an inordinately easy time inserting themselves into 'good' alliances, and are damn-near divinely inspired when it comes to opposing evil empires. They shall go on to the end, fighting on the seas and oceans, in the air, in the fields and in the streets, and in stranger climes and places still, for you have taught them that freedom is a thing worth dying for - and assuredly, worth living for.

Drawbacks

Early Start Toggle [+0 CP]
Do you wish to prevent the Collapse, smother Victoria in the cradle, or replace the rise of Tsar Alexander with your own ascent? You may start as early as 2021, when America begins its decline.

Continuity Toggle [+0 CP]
Perhaps you've already been to 'this' setting before? If you've been to the *Victoria: A Novel of 4th Generation War* Jump, and taken the drawback *Lies and Violence* to make it setting-compatible, then you may use this document as a supplement to that one, with distinct CP pools.

The War After Next [+50 CP]
Still have some unfinished business, or plans that will take more than a decade to complete? For each purchase of this, your time here is extended 10 years. Can be taken no more than three times.

Population Boom [+100 CP]
Well the good news is that your starting faction is certainly popular; the bad news is that they're just not prepared for this level of popularity. Refugees have swamped your polity; how are you going to feed all these people, much less house them? Without a lot of effort there will be deaths, and if you take this with **Just One Die Short** then you're virtually guaranteed to see a Malthusian catastrophe.

One Step Shy of Sedition [+200/+300 CP]
No matter where you go or who you meet, there will always be some who harbor an ideological agenda radically opposed to yours. You can root them out but, in time, more will replace them. It will also be damnably hard to prove that they are the enemy sympathisers you know them to be. For an additional 100 CP, whichever enemy they sympathise with seems to reciprocate their sentiment, and will be eager to foster them into a threat against you.

The Greatest Sin [+200 CP]
You might want to start sleeping with a claymore mine pointed at your bedroom door. There's a very skilled assassin on the loose, they're actively stalking members of your government, and nobody seems capable of catching them without your help. They aren't

focused on you to begin with, but they certainly have a list and you're on it - along with a number of your faction's key military and political figures. Get to work, detective.

Leaking Like A Sieve [+200 CP]
Your intelligence apparatus may or may not be reporting to an enemy's intelligence apparatus, because nothing you want kept confidential seems to stay that way for long. Really, at the rate you're hemorrhaging secrets, you might even start suspecting your own spy chief of selling you out! Regardless of the source of the leaks, one thing is clear: somebody came calling, and somebody talked. Get to work on vetting your people, or get used to your enemies knowing just about your every move.

Empty Quiver [+200 CP]
It seems Trident missed a spot (or several). There was already one functioning B-83 nuclear warhead (maximum yield, 1.2 megatons), *somewhere* out in the ruins of Post-Collapse America. Now there's at least one more.

As with the first, there is no delivery system attached, it's just a warhead strapped to a semi-truck. You do not know where it is, nor who - if anyone - has it. You should *hope* it doesn't fall into the hands of your enemies (or even allies, if you're a Vick yourself - remember the fate of Atlanta)… but you cannot guarantee that.

This drawback can be taken up to five times, each time causing another warhead to survive the Collapse. Should you take all five, then in addition to loose nukes there is *certain* to be at least one surviving delivery system, too. Surely those warheads won't be mounted to a MIRV someone put on ice. Surely that MIRV won't end up in Victorian hands. Surely…

I hope you know what you're doing.

Just One Die Short [+300 CP]
You always seem to have more to do than time and resources to do it with. Cost overruns, supply shortages and deficits of all sorts will plague you. Perhaps your planners and accountants simply overestimate you where it counts? Keep a *very* close eye on your budget, and you might eventually get this under control.

They Weren't Kidding?! [+300 CP]
One of your enemies has invented and mastered practical fusion power, along with wireless power transmission. Expect the productivity of their military industry to skyrocket. I guess it *wasn't* all propaganda?

Doctrinal Incompetence [+300 CP]
In the finest tradition of the Victorian armed forces, you have developed some very dangerous (to you) ideas of how warfare works. This will probably include a neglect for proper training, an obsession with light infantry, and a disregard for close air, naval and artillery support (and combined arms in general).

Rumford's Revenge [+300 CP]
It appears that some of your recently repatriated POWs were carrying uninvited guests. Someone has deliberately infected them with bioweapons - either plague or a particularly lethal influenza strain. Effective quarantine and prompt inoculation drives will be enough to halt the spread, but if you're already dealing with other crises, then this can easily exacerbate them.

Hostile Neighborhood [+300/+600 CP]
Either due to some skeletons in your closet or enemy disinformation, people will generally have a worse starting opinion of you than they should. Going to war will be a dicey prospect without any firm allies - to say nothing of the difficulties of trying to grow an economy when all your prospective trade partners are embargoing you. This isn't impossible to change diplomatically, but you'll be fighting to overcome a reputation in the red.

At the second tier of this purchase, you'll be struggling to surmount the same diplomatic malus that affects groups like prospective Texan governments. For reference, two generations have grown up dead certain that Texas Rangers were responsible for the deliberate nuclear destruction of an American city; the state has tried to reunify a few times in the decades since, and oftentimes it's not even Victoria that steps in to prevent that.

It'll take heroic effort on both the intelligence and propaganda fronts to clear your name of whatever wrongdoing you and yours are accused of. In the meantime, expect to be deserted by any foreign backers - and for your domestic legitimacy to crater.

Fanaticism Mode [+300/+600 CP]
In faith there is light enough to see, but darkness enough to blind. Now, like Strudel_Savant's negaverse players, you might be falling into the same trap. At the first tier, your subordinates will develop a simplistic and propaganda-influenced view of the world, with any report making it to you having an ideological lean that you will have to correct for, lest you wind up throwing light infantry en-masse at entrenched machine gun positions because your scouts *assured* you the (female/black/communist/etc.) enemy were weak and near their breaking point.

Of course, for an extra 300 CP, you could instead become as fully delusional as John Rumford himself. Regardless of the reports made, or what your advisors try to tell you, you *will* see everything through the lens of an extreme form of your particular ideology.

DOPE SNIFFER [+200/400 CP]
Like a certain hapless individual in the Shawnee Kingdom, you've got an inconvenient connection to illegal drugs. For 200 CP, that's an addiction to fentanyl, and a certainty that you've been misusing some official connection or another to illicitly acquire it. For 400 CP, however, not only has whatever nation you find yourself in made doing so a capital crime, but an enemy nation's intelligence services have caught you in the act and will attempt to blackmail you into becoming a mole for them. Given the nature of the kompromat, they will undoubtedly saddle you with a humiliating code name.

Stabbed-in-the-Back [+400 CP]
No, not the legend to explain the loss, this is the real thing. From Rumford being murdered by his Russian handlers to the Victorian Air Force being seized on the ground by Toledo Joe, 'allies' are all too often a temporary condition, waiting until you show weakness or that you're no longer needed, then revealing their true colors. At some point during this Jump, an ally you trust will betray you, quite probably at the moment you needed them most. You will not suspect their loyalty or see their betrayal coming, regardless of your Perks or abilities. You and your Companions will forget you have taken this drawback. As a small mercy, the betrayer is at least guaranteed not to be one of your Companions.

Logistical Ineptitude [+400 CP]
You have developed a baffling disregard for the realities of warfare. This extends first and foremost to a neglect of non-kinetic aspects of fighting, such as equipment standardisation, maintenance, procurement, distribution, along with a seething contempt for logistics in general, and dedicated support personnel in particular. The effect this will have on your strategic endurance and power projection are easy to imagine, but hard to overstate.

Retroculture Purist [+500 CP]
You've got a real prejudice against computers, automation, technical literacy, and innovation. This is going to do some terrible things to your educational and industrial base, in addition to sharply limiting your military options. Technology found in common use in the 1960s is the absolute furthest you'll go in terms of what you're willing to use.

Grounded Setting [+600 CP]

The fantastical and supernatural have little place in the setting of Victoria Falls. To better fit in, you have no Out Of Context items, powers, or Warehouse access. Make it work with what you have.

Fall From Grace [+600 CP]
You have gotten a particular kind of luck. You will, for the first half of your time in this Jump, get everything you claim to want. For a time, you *will* succeed. If what you want is to make your nation respected and feared? Then, rest assured, you will carry that nation to the very summit. Once you've reached that point, however, when you're enjoying the greatest heights of your success, this plot armour will switch off.

What once seemed unassailable will be perilously exposed, all of your interests will be threatened, all of your allies will find themselves under attack, and the ones at the helm - even and especially the ones you've groomed for command - will just not be equal to the challenge.

Consequences *will* assert themselves. Your ambitions will burn all the more brightly, because you'll be shielded from reality until the moment it can hurt you the worst.

Decisions

Seems you've reached the end of your tour. From here, you have three choices …

1. Continue onto the next Jump.
2. Stay here and enjoy your current life.
3. End your journey and go back home.

Notes

If you purchase **JUMP.plc** alongside **Hired Guns to Game Changers**, they will combine and expand into an empire of arms fairs and mercenary outfits - enough trained and well equipped soldiers and pilots that you could field entire armies and air wings out of your personal resources. If you should further purchase **Major Fleet Base**, then your dockyards will come filled with ships and the sailors to crew them - a truly dizzying array of carrier battle groups, attack submarines and expeditionary strike groups, along with all their attendant support vessels.Purchase the **Nuke** on top of all that, and your forces will include ballistic missile submarines. You will then be the sole proprietor of the world's newest major power, with all that entails.

Shepherds of the Resistance:

- Shepherd Bowman: how to organize in secret, and how to deflect suspicion without throwing one's fellows under the bus.
- Shepherd Chloe: how to withstand interrogation and torture without giving up information.
- Shepherd Emily: how to survive and conduct guerrilla operations in adverse environmental conditions (particularly winter).
- Shepherd Brown: how to use direct violence, how to take apart the institutions oppressors need to function, how to organize cell structures, how to go around bad authorities, and how to maintain weapons and equipment.
- Shepherd Reed: how to gain and maintain positive outside media attention, and how to get away with thumbing your nose at authority.
- Shepherd Damien: how to join and sabotage operations from within through social manipulation techniques.
- Shepherd Yate: how to contact an underground railroad, how to comport oneself as a refugee, how to help others sabotage secret police operations, and how to make small stores of food last as long as possible while still being palatable.
- Shepherd Mary: how to disguise yourself, and how to pass on information covertly. You'll also be blessed with Maria Mercedes' sixth sense for telling genuine resistance operatives and foreign intelligence agents from secret police plants.
- Shepherd Moses: how to create and handle explosives, and how to organise revolution and revolt.
- Shepherd Thomas: how to track, hunt, and survive in the wilderness, and how to escape custody.
- Shepherd Peña: how to maintain hope when fighting for a hopeless cause, best practices for urban guerilla warfare, and how to encourage solidarity between ethnic groups and religious denominations.
- Shepherd Tanya: how to expose the atrocities of a closed regime to the outside world, and make them act on it.
- Shepherd Dara: how to fish, sail, and smuggle via the sea.
- Shepherd Abraham: how to achieve freedom from oppression via political action, and purge reactionary influences.
- Shepherd Barrack: how to provide medical treatment and care with limited resources.

Rainbow Armies:

- Red Army: how to survive captivity and forced labor, as well as stage prison breaks.
- Green Army: how to infiltrate a political apparatus, feign collaboration, and hold the inside track.
- Blue Army: how to build ties with the business community, and sway military personnel to your side.
- Black and Red Army: how to best acquire and leverage local knowledge of terrain and conditions.
- White Army: how to hide arms caches and training camps from enemy surveillance and patrols.

Change Log

v0.1
Initial skeleton draft
v0.2
Changed page formatting.
Added Perk and Item names. Added some Perks.
Incorporated a number of helpful suggestions from the Victoria Falls Discord server.
v.03
Tampered with nuclear descriptions.
Filled in some perks.
Renamed and reshuffled existing perks.
Reworked pricing for general perks, to match the standard 100, 200, 400, 600 progression.
Added continuity toggle.
Clarified rules for items.
Added additional item names.
Modified Companions section.
Clarified Origins. Expanded Origin descriptions.
Expanded location descriptions.
v.04
Various wording tweaks.
Added and changed item, perk and scenario names.
Slightly tweaked Iron Devil. Expanded Revivalist Spring.
Added Spetsnaz Fixers.
Added Smuggled Arsenal.
Added To the Shores of Maine.
v.05
Editing sweep.
Moved Age and Gender.
Included page breaks.
Changed pricing and positions of some perks.
Modified Iron Devil and Troop Quality 5/5.
Expanded Defense Exposition.
Added Chicago Pizza.
Added Looted Howitzer.
Added Warlord Standard.
Worked on Scenario 1A.
Added Any Port in a Storm.
Added Cave Raptors.

Added Balancing Act.
Tweaked Decisions.
Added The Not-so-Minor Powers.
Added Shepherd of the Resistance.
Added Paladin.
Added Regime of Whispers.
Added White Renaissance (formerly Christian Marine).
Added Into the Chaos.
Added May the Sun Never Set.
Added The Great Collapse.
Added Homeland Support.
Added The Empire Long Divided Must Unite.
Added In Varietate Concordia.
Added For Our Freedom and Yours.
v.06
General editing sweep.
Edited Secondhand Time to include 1/5 Training.
Nerfed The Great Collapse.
Tweaked Empty Quiver.
Tweaked Old World Soldiers (formerly Old World Equipment), adding a platform capable of delivering the Nuke.
Added a second tier to Hostile Neighbourhood.
Added Basic Drone.
Added Satellite Phone.
Added Green Energy (formerly Wind and Solar).
Added Revivalist Legislature.
Added Warbird.
Added Bandit Hideout.
Added Hired Guns to Game Changers
Expanded on item synergies in Notes.
Added Soviet Relic.
Added Victory Falcons.
Renamed Zeal (formerly Paladin).
Added Crusading Host (formerly Tools of the Crusade).
Added Bay of Fundy “Dam”.
Added Royal Chambers.
Added Slush Fund.
Added Pocket Dictionary.
Nerfed the points given by the stay-extender, as there was no 50cp drawback.

Added Central Park Arcology.
Added Satellite Constellation.
Added Major Fleet Base.
Added Scenario 1B.
Added Scenario 2.
Added Scenario 3.
Added Scenario 4.
v.10
N/A.

Acknowledgements

Based on PoptartProdigy's *Victoria Falls: A Post-Collapse American Nation Quest*, hosted on the Sufficient Velocity forum, inspired by *Victoria: A Novel of 4th Generation War* by William S. Lind.

Thanks owed to Negative-Tangerine's Jump Doc Template.
Thanks also to ProbablyaMimic, among others, for suggestions.
Thanks to the Jumpchain reddit community, for all their input.

