

Advance Wars: Days of Ruin

A Jumpchain CYOA
Version 1.1

Our world is destroyed.
Fire rained from the sky.

The land burned…
The earth shook…
The oceans raged…

The devastation was total.

Dust covered the earth,
blotting out all traces
of the sun.

It seems impossible that
anything could survive.

Welcome to the post-apocalyptic world that is Advance Wars: Days of Ruin, or Dark Conflict if you're a dirty European. Unlike previous installments in the Wars series this game shed the less-serious plot and odd discrepancy of 'friendly warfare' for something more serious in tone and in how it treats commanding troops on a battlefield. Like in previous entries, you take the place of a Commanding Officer, or CO, leading your army against foes through turn-based strategy maps, your units being much more generic and faceless than the more recognizable sister series, Fire Emblem.

As you might be able to tell from the opening, the unnamed world has recently been ravaged by numerous meteor strikes in quick succession, eliminating a large majority of the population and throwing clouds of dust in the air, blocking sunlight and killing most plants. Technology before the meteors fell could best be described as 'Near-Future' as several advancements had been made in automated systems such as factories that could produce their own goods with minimal oversight or advanced weapons systems, though naturally most of this is currently wrecked.

Most of the history of the world is unknown, the story taking place on an unnamed continent split in half by a fairly large channel of water. The southern half is the country of Rubinelle, which extends southwards into what seems to be a desert, and has had most of its government destroyed. To the north of the channel is Lazuria, a land that extends into icy mountains and cliffs that drop into the sea at its northernmost points.

These two nations have a tumultuous history with each other, being in a constant state of warfare with each other for the past hundred years, occasionally interrupted by a short-lived armistice. Both spend significant amounts of their budget on weaponry, research, and defense. This combination has resulted in a large number of very lucrative jobs in the military, and many children including war orphans sign up to join their respective militaries, and science that involves warfare is profitable indeed, especially for the world's largest weapons development company slash private military contractor, Intelligent Defense Systems (Or IDS) which has secretly been supplying both sides of the conflict.

But even the meteors couldn't stop the history of conflict in this land, as a young man crawls his way out of the shattered remnants of his academy a bandit hunts for loot, remnants of the former militaries gather still holding old grudges, a virus spreads killing whatever children still remain, and the mysterious leader of IDS Dr. Caulder seems to lurk in the shadows. Good luck, Jumper.

+1000 Choice Points

Location:

Roll a 1d6 to determine where you start out in this world, or pay 50CP to choose.

1 - Rubinelle Military Academy

The ruins of the Rubinelle Military Academy, a place where young soldiers were trained to become officers. Unfortunately the entire place collapsed and was buried underneath a pile of rubble when the meteors struck. Within a day a single survivor will dig themselves out of the wreckage, and on the surface an insane raider prowls. Be very careful.

2 - 12th Battalion Camp

You seem to be outside of a military camp that seems to be breaking to move out, this is the 12th Battalion, also known as Brenner's Wolves. They travel the wastelands hunting for survivors and will soon be near the remnants of the Military Academy. They will probably be willing to take you along for quite some time, especially if you pull your weight. Just…don't be too suspicious near their second-in-command, she's paranoid.

3 - Freehaven

You awaken on a cot in a somewhat intact communal building, a few of your fellow survivors up and about already. This is the community of Freehaven, led by a somewhat greasy man that everyone calls Mayor, as that's his job. The community dislikes outsiders, but lucky you that you've been here for some time. You likely have an odd job trying to keep things together, especially now that most of the other nearby villages have been ransacked by The Beast. In a few days there will be quite the scuffle with the 12th Battalion when they roll through.

4 - New Wolfington

Another village in Rubinelle, this one is more intact than Freehaven and is more open to others than it is. You have a room in an apartment building to call your own and are expected to work somewhere for the good of the community, though the specifics are up to you and what you are good at. New Wolfington is led by Dr. Morris, a former doctor who loves making absolutely terrible jokes but is damn good at what he does. Unfortunately food supplies are pretty low, Dr. Morris might have an idea on how to fix things though you are in need of much greater numbers to do it. Luckily the 12th Battalion will be moving through in a week or two.

5 - Lazurian Shoreline
A beachfront with extremely heavy military buildup, this is one of the most contested points between Rubinelle and Lazuria as the easiest way into the other country. Many battles have taken place here, the most famous is the one from twenty years ago called the Siege of Lazuria, where General Forsythe held off the Rubinelle army in brutal combat for over 100 days until the Rubinelle attackers surrendered. The fighting was so intense that a temporary truce had to be called just for each side to collect their dead. A short distance to the north, past an intact meteor with blue energy swirling around it, that very same General is currently gathering the Lazurian Army to rebuild the broken country.

6 - Free Choice!
Good news, you get to choose where you start!

Origins:

Gender is the same as the previous jump, age is 16+2d8. 50CP to change.

Civilian

Sure, your family probably fought in the Great War but you personally had no interest in it, or maybe you just weren't the right fit for the military lifestyle. Maybe you used your skills to contribute to the effort in other ways, or maybe you just didn't think it was all that important and preferred a life that wasn't focused on conflict. You lost much when the meteors fell, and now you are ill-equipped to deal with the aftermath as the society you relied on broke apart. Will you help rebuild it into the way it was, or make something new from the ashes?

CO

A Commanding Officer, or CO as they are called, is a person who was in the Officer track of their respective countries' militaries, or even an enlistee at a military academy to eventually become on. You likely have experience in leading troops and fighting in battles which will serve you well in this new world, but leading civilians may come harder to you and old grudges run deep. Most, if not all, of those under your command are dead and what is left will only stick by you as long as basic needs are met. There are pockets of humanity left, will you be the shield that stands tall against what would threaten them or the leader of a new Empire that subjugates.

Scientist

A well-educated sort, you turned your talents not to direct warfare but to developing the next generation of warfare. Of course, not every scientist is in that field. Perhaps you dedicated your life to medicine and keeping the war's heavy body count from climbing any higher, maybe you worked on the variety of automated factories that boosted production and set a new standard of living. Whatever you did before, you are a valuable part of this new world for your deep well of knowledge and the potential you can bring, though it will take some time for society to actually advance to the point you can research anything.

Raider

Who were you before the meteors fell? That doesn't matter anymore. Perhaps you saw their devastation first-hand instead of blacking out and it burned away your mind, or maybe society kept you on a tight leash before but now you can go all out. Regardless, this new world is a paradise for you and your kind. Take what you want, kill what you want, burn what you want. This is the new truth and you plan to live it large however long you have left.

Perks:

All Origins receive discounts on their perk lines, with their 100CP purchases being free.

We Will Prevail [50 CP] - Days of Ruin, and to an extent the entire Advance Wars franchise, was known for its great music. In particular every CO or character of importance had their own theme music that played when they were in control or otherwise heavily involved with the plot. Now you have your own theme that is guaranteed to pump you up, it will play whenever you are doing something noticeable heroic or challenging. Optionally you can have it play out loud and no one will really notice anything off.

Civilian

Little Bit of Humor [100 CP] - In this ruined world, people need a way to lighten up before they fall into despair. Whether it's grandiose speeches or downright awful jokes, you got what it takes to keep spirits high. You don't even need to be particularly good at it either, even if your jokes were terrible you could still bring happiness to people. And in this world, happiness is desperately needed.

Tradeskill [200 CP] - Not just any kind of civilian before the war, you were involved in a 'skilled trade', a type of job that required much more focused education for a specific skill set than the generalized one offered by colleges. Naturally, in a post-apocalyptic world, these skills are the best resume. Everyone will want you, and you can always find a place to stay in exchange for some work. Not to mention you are pretty damn good at whatever skill you select. This covers jobs such as welding, masonry, carpentry, electrician, etc. Civilians can take this multiple times at a discount to cover someone with multiple disciplines.

Wheel and Deal [400 CP] - Were you a politician before? Because you are damn good at making backroom deals, getting people to agree to relatively unfavorable terms, and otherwise dealing with other people in regards to trading services. You could probably make a deal that favored you against the devil himself. Hell, you're clever and charming enough you can weasel your way out of these agreements with some clever wording on your part if you don't want to bother with your side of the deal, just be careful not to do this too often.

Mayor [600 CP] - Now we're getting somewhere, your charisma extends not just to deals but to basically everything you do. Even if it's obvious you're a slimy toad you can still manage to wield major power and even win elections if such a thing exists where you are. Not only that, you seem to exude an aura of authority that will cause others to follow your commands almost instinctively and defer to what you say even if it might not be in their best interest even if you aren't their direct leader. Those who naturally aren't inclined to lead will tend to group under in a faction supporting you or otherwise follow you.

CO

Knowledge of War [100 CP] - You were trained in the art of warfare, at least somewhat before the meteors fell. You have a basic grasp of small unit tactics, logistics, strategy, military vehicles of both your own nation and any it is at war with, handling firearms, and other similar topics. In addition, you may select a specific type of unit that you are more 'in-tune' with than others, granting those units a boost to their attack or defense. This scales based on how specific it is. A general boost to offense would be weak but affect everything, while one that only targets in-direct units would be stronger but would offer nothing to direct-fire units. Only benefits you unless you take Leading the Charge.

Leading the Charge [200 CP] - When there's a fight going on, you see no problem in helping to deal with the threat yourself. A common tactic even before the meteors fell and numbers weren't a problem, this behavior persists afterwards. You may now 'attach' yourself to any one unit in order to lead them directly in combat, providing an immediate boost in their attack and defense, but also puts them under the power you gained from Knowledge of War. In addition, that power now spreads out in a 'zone' around you that boosts all units of the affected type, which grows with the amount of damage done (both to you and the enemy) within that area. This zone is capped at a specific distance around you based on how strong your specialty is.

Tactical Overview [400 CP] - While in battle you can close your eyes and have your perception 'zoom out' to give you an overview of the battlefield, though areas you don't have intel on will be darkened and whatever is inside will be hidden from you. During this time you can see your own units and whatever enemy units you have intel on, and can pull up pertinent information like fuel and ammo counts with just a thought as well as general information about the enemy if you know of them or have a way to discern it. In addition, you can command your troops from this overhead view and they will do exactly as you order, allowing you to keep control over the battlefield even while you might be on the frontlines yourself. Others observing you giving these orders will see you as using a radio or other appropriate device to send them, but you will not actually need one.

As Long As There's Life, There's Hope [600 CP] - The mantra of Captain Brenner and, in the future, Will. Now it is your's. Those words and the idea behind them are burned into your soul, for as long as life exists your willpower will be near infinite and you will never give up when faced with adversity in any situation. This wellspring of hope can be used to inspire others to overcome their own troubles, and perhaps even give them the same level of willpower as yourself. Finally, this makes it so that once your 'Zone' is at its max distance you can sacrifice its max charge (resetting it to its default size) in order to buff all of your troops/companions/allies with the effects of your specialty as well as an additional effect. This can be anything from a quick heal to a movement boost or even just a further statistical increase.

Scientist

Pre-Apocalyptic Education [100 CP] - You were quite the scholar before the meteors hit, weren't you? Enough to earn a doctorate in your chosen field, and recognition from your peers. You aren't half bad at it in practice either, while you aren't the absolute top of your field you are pretty high on up. Each purchase of this will give you the knowledge and credentials of a high-ranking scientist/researcher in a field of your choosing from medicine to weapons development to volcanology. In future jumps people will seem to recognize that you know what you are talking about even if you lack local accreditation, though you should be aware that different worlds might have different underlying mechanisms. Can be taken multiple times, each purchase past the first for Scientist only costs 50CP.

Live Tests [200 CP] - You are...remarkably adept at getting people to field test your inventions, gathering you valuable data. It doesn't matter if they all die horribly, you'll still get good data. What form this data takes is obviously related to how they test it out, giving people medicine that they use in response to radiation obviously won't give you anything related to its viability on something like gunshot wounds. This will always be in an easily readable format that you can understand and offer several methods of improvement.

Miracles of Science [400 CP] - A gargantuan spinning cannon? An airship large enough to have pitched tank battles atop of? Such things are borderline impossible in the world you originally come from, Jumper, but with this perk your inventions tend to 'bend' the laws of reality slightly in order to make the impossible possible. This allows the creation of things like powered armor or small-scale mechs to work correctly with modern day materials, with increasing levels of technology allowing you to go just a bit further beyond what they are capable of. So while current day technology wouldn't let you build a 60-ft mech even with this, a world that could build 40ft tall mechs already would allow for it.

I Thought He Was a Doctor? [600 CP] - The actual applications of your knowledge are…broad, no matter how specialized your education was. Essentially as long as something could conceivably fall under the umbrella of your scientific expertise then it will be as if you were an expert on that topic as well. For example, a doctor would be able to claim expertise in warfare, as battlefield medicine would fall under his primary specialty. This stacks with existing knowledge, a scientist specialized in medicine and warfare would find their abilities far beyond one only specialized in one. In addition, the more areas you can connect to one topic the higher your knowledge of it increases. Theoretically, with enough intersecting topics, you could become a supergenius capable of throwing the world centuries forward.

Raider

Rob & Kill [100 CP] - The wasteland doesn't tolerate the weak. A harsh lesson, but one you readily accept. From attacking convoys, to robbing the helpless, and extorting the weak, all of these are now your forte, you seem to easily intimidate others and raiding them for supplies goes better than it should. You also have a sixth sense for finding places and people to steal from, which is further boosted by excessive cruelty. Who cares that you just murdered all the people capable of working the farms in this town? Now you're guaranteed to find another with nearly the same output. The wasteland is your playground.

Leader of the Mad [200 CP] - Your voice is like sweet honey to those who have been exposed to the madness of this world and been broken by it. The crazy and broken are much more likely to listen to your words and follow your leadership no matter what you ask of them, even calling them to certain death would just result in their eager compliance. In addition, their actual insanity doesn't seem to impair them when they are following your orders. You could leave a homicidal rapist in charge of guarding a group of female civilians and they'd all be just as you left them when you return. Of course, this doesn't actually make them any more competent, so a band of thieves and whores won't magically be able to run a functioning society or build a tank.

Head for Home [400 CP] - It's an unfortunate truth that some hero-type will inevitably intervene and try to rain on your parade. Even if you kill 49 the 50th one might actually have the right mix of luck and skill to actually stop your rampage. Thankfully you have a knack for knowing when the situation is getting beyond your ability to handle, and have an exit strategy prepared. Even if they account for any obvious retreat plans you have, you seem to have a knack for finding odd chances to escape or hide long enough to get away even if it's waiting underneath a pile of corpses.. There's always more raiders to recruit as long as you survive the day, after all.

Beast's Law [600 CP] - The only law in the wasteland is that laid down by the strong. While the Beast believes in no prisoners and no mercy, your own law can be whatever you want it to be. Your followers will fanatically follow these ideas and living your life according to them will make you stronger over time, as well as improving the skill of your followers. Even groups you subjugate beneath your heel will follow this set of ideals once you've applied enough pressure to them, with enough time and bullets you could enforce your laws upon the entire world.

Items:

All Origins receive discounts on their items, with their 100CP purchases being free. Instead of having an item line, Raiders instead get a discount from one item of each price tier to represent what they've stolen.

Civilian

Canned Bread [100 CP] - Err, right. Apparently this is a thing. You are now the proud owner of a large supply of canned bread, a thick rye tasting bread that predictably comes in a can and lasts for quite some time. While quite useful in the wasteland, it's also really bland and could use something to spice it up a little. As it is literally just rye bread it doesn't contain all the nutrients a person needs to keep living, but at least it is filling for an empty stomach and can keep you going for some time. It's enough to feed 10 people for about a week, with you guaranteed to find another stash after the previous one is used up.

Tools of the Trade [200 CP] - A set of near-future tools for any kind of trade skill from the Pre-War World, these will allow you to continue to continue to ply your trade well after the world has ended. For some reason creating something with these tools will come out better than it would with other, equal tools. A table would be more sturdy, bullets will hit harder, guns will need less maintenance, etc. You have some level of control over this, granted by what you desire to use it for. Any tools will not require maintenance or upkeep, and if destroyed or lost they will reappear within your warehouse or home in a week's time. If not taken with Tradeskill it is assumed you purchased this for a hobby you never had time for.

Automated Crop Factory [400 CP] - A factory with an environmental system suited for cyclic harvesting of genetically modified crops. In plain speak, a factory that, if powered, will grow crops automatically. This variant can grow enough crops to feed around 10,000 people a varied diet of vegetables, and can even be reconfigured to grow trees or even assist in the raising of animals, though this will result in less total people being fed due to inefficiencies of raising feed for livestock. Thanks to purchasing it with CP it has a near infinite power source so that you aren't at risk of ever losing these crops

Government Bunker [600 CP] - A doomsday bunker made for the senior members of your government, and by some strange algorithm it seems you are the recognized highest ranked civilian left and are thus able to open it. Ten levels deep, with the first few levels dedicated to housing around 1,000 people and community spaces for them, storage spaces below that, and the final two levels taken up by a water reclamation system and a lesser automated crop factory that can feed 1,000, albeit with an extremely bland diet. Will never run out of power and only needs minimal maintenance.

CO

The Rig [100] - An armored personnel carrier completely enclosed in metal, with two hatches, one in the back for mass deployment and one on the top for spotting if needed. Self-driving via external cameras, this comes in two variants. It can be a personal luxury vehicle, featuring all the comforts of home in a small package, or it could be for combat use in which it has extra armor layering and computers that display the current battlefield. Both forms come with automated factory technology that will resupply fuel and ammunition for vehicles or units deployed near it. Includes material and the ability to construct a temporary Seaport or Airport, a type of Auto-Factory that cannot produce units itself but can resupply them much like the Rig, the material restocks monthly. Doesn't run out of fuel itself.

Personal Vehicle [200] - One of the vehicles from the game, suited for your personal use. Thanks to automated technology it can be fully operated by a single person no matter if it is a War Tank or even a Battleship. An Aircraft Carrier purchased with this will feature fully automated Seaplanes, and will have the materials to build more restocked monthly or per battle (whichever comes first). The fuel and ammunition it contains is resupplied to full at the end of the day. Each purchase of this will give you 4000 to spend on your Personal Vehicle meaning the larger vehicles will require multiple purchases (see Notes for a list of prices). Repeated purchases by CO's remain discounted.

Auto-Factory [400] - One of the automatic factories that were entering production before the meteors hit. Pretty simple to use, as long as it is fed the proper materials it will automatically produce the equivalent of a unit from Days of Ruin. Infantry/Mechanised Soldiers will not actually produce soldiers, you will merely get the equipment to outfit them. Vehicle production will either be in automated units not requiring people to man them but are unable to travel far from the Auto-Factory that made it, or as manned vehicles that do require people but can travel anywhere. In future jumps you can upload the blueprints to the Auto-Factory for it to automatically produce whatever you add to it.

Jumper's Battalion [600] - A full battalion of loyal troops that will follow you, numbering roughly 1,000 soldiers total. These people are more disciplined than the average person, and far more skilled in combat. They are willing to fight for your cause and will follow you just about anywhere you will go. While default trained as Infantry they can easily be retrained to utilize any kind of vehicle, and their numbers will replenish rapidly if you are in an active war. Comes with their own banner that you can design if you wish.

Scientist

Laboratory [100] - Your very own laboratory perfectly suited for your specialty, or for general use if you don't have one. If you possess multiple scientific specialties it is split into multiple subdivisions. This lab in particular is located partially underground and is hardened, allowing it to survive the apocalypse as well as future attacks much more easily. Has its own personal power and water source that never runs out, but everything else will need to be supplied. You could technically stay here if you really needed to, but it's not really designed for that. Contains cells to keep plenty of test subjects inside.

Creeping Derengea [200] - A vial containing a copy of the virus endoflorescence terribilis, otherwise known as The Creeper. A horrid disease that causes plants to grow inside of a person slowly killing them, eventually bursting from the skin and 'flowering' which ultimately becomes fatal as more and more flowers sprout from a person. Even after death a person will continue to sprout flowers until they eventually become a fiel of flowers. While most contagious during the flowering phase it can be passed to others at any point. Infects both children and adults, and is weak to sunlight. You know how to produce more of the virus. Perhaps you could come up with a cure, or modify it to be even more devastating?

Talon Gun [400] - A prototype weapon that was canceled for cost overruns, apparently you managed to recreate it. Essentially a huge armored tower with 8 cannons sticking out of it. When activated, the cannons begin to spin and fire multiple salvos hitting everything within its considerable range that isn't tagged as friendly on its IFF for considerable damage. The only real weakness is a port near its base that would require getting in its range to damage for most if not all units. You can optionally put your laboratory under it if you have one in order to defend it. Never runs out of ammo. In future jumps you can put this near one of your properties or import it in a location that is 'friendly' to you.

The Great Owl [600] - The Great Bomber itself, a massive beast of a plane that dwarfs normal jets. The armor plating and massive size means that normal planes can barely scratch its surface, and even anti-air missiles do nearly nothing to it. It's so large a full scale battle can take place atop it or inside of its hangar. You are free to decide what most of the interior is dedicated to, from your Lab to maybe even an Auto-Factory (if you buy one). Its sole weapon is a massive bomb that devastates the land beneath it, scarring it and dealing massive damage to any people or vehicles in its considerable range. Comes with completely loyal pilots, and never runs out of fuel or maintenance. Bombs restock once daily, but can be stored up to a maximum of 100. If you wish to land this monstrosity you will likely need to build a custom airport strip to handle its massive size.

Companions:

Import [50 CP, 300 CP for 8]- You can bring others with you into this blasted hellscape, for whatever reason. They can take any of the origins and receive the relevant free perks and discount as well as 600 CP to be spent on anything else. If you want, these may be entirely new people that you stumble upon here with appearances and personality as you desire, who happen to have the perks/items you selected.

Canon [50 CP] - With each purchase of this you may select a character from the Days of Ruin game who you will inevitably meet under good circumstances and can quickly become friends, even with the most bitter of enemies. Assuming both of you survive, at Jump's end you will be able to offer to take them with you as a new companion.

Drawbacks:

Campaign Mode [0] - Replace Will as the main character, might wanna grab the CO tree.

Beast's Sight [+100] - The Beast will find you, and for some reason he will be fixated with hunting you down. While not exactly competent he's certainly annoying and tenacious, attempting to kill him before his 'time' will result in him somehow surviving.

Trapped Inside [+100] - By some twist of fate you start the jump buried underneath a pile of rubble, it'll take serious effort to dig yourself out, any perks that would ease this are 'offline' until you dig yourself free. You're guaranteed not to be crushed, but water and food are a concern. Hope you like tainted groundwater dripping through the cracks and crushed raw rats.

Mr. Bear [+100] - Something is...off with you. You seem to speak to an inanimate doll and feel a strong urge to do whatever it tells you to do. This is usually mayhem or violence, but it may sometimes actually offer good advice like staying with the obviously stable group of survivors over your genocidal father.

Boot Stew [+100] - You are absolutely hopeless at cooking, but you won't notice it. You will unironically make boot stew, and while by some cosmic mistake it will be nutritious, it will taste like absolute ass. Circumstances will always seem to put you in charge of cooking.

Backstab [+200] - Helping people is its own reward, at least that will be the case if you take this. Attempting to help people might result in short-term gratitude but attempting to get anything substantial from them afterwards would result in them immediately abandoning you to your fate. Hell, they might just sell you out for canned bread afterwards.

Dust Storms [+200] - The weather doesn't seem to like you very much anymore. It seems that fierce winds pick up whenever you're trying to have a battle with someone else, causing near constant sandstorm conditions thanks to all the ash and dust in the world. Get used to your troops moving slowly and having difficulty finding enemies.

Cloned [+200] - You are a clone of Caulder, you share a hive mind with your 'siblings' to some extent and he is very interested in getting you back.

No Respect [+200] - For some reason you're the group butt monkey. No one will really care about your opinions or give you any respect for what you've done. Not exactly crippling but it can be annoying, especially if people keep making dumb decisions because they won't take you seriously.

Flight of the Coward [+300] - Regardless of any history you may have in this world, even if you were a brave hero before, combat now sends you into a panic that becomes increasingly worse the more your side is losing. If bad enough, you might even attempt a retreat even if you mentally know it's a bad idea. This might keep you alive longer in some circumstances, but people aren't eager to follow a person who abandons their soldiers in battle. Might be mitigated by therapy, but you will always have some level of the 'combat shakes'.

Creeper [+300/+600] - you have a persistent form of creeper that can't be cured, but won't kill you. You just have to live with it constantly crawling underneath your skin and during intense emotional experiences it seems to writhe and crawl more than usual. For +300 extra it can kill you but you can cure it, if you find a cure that is

Before the Fall [+300] - You start a few hours before the meteors strike. Nothing you can do can stop them, attempting to use out of context powers on them will fail. You aren't guaranteed to survive the impacts, but your chances are higher than most people.

Scenario:
Opening Salvo

It turns out the meteors were just a first strike from an enemy no one ever expected, an army from beyond the stars. Six years into your stay in this world this army will land on the planet and will begin a war against all who remain. While their technology seems to largely be what is available here (with the exception of space travel), their units seem to be better than what is available locally. Those who are unsatisfied with the current world will flock to the banner of the man behind this army, including a few COs of note. The meteors will turn out to be some kind of supply depot for this army and will work as a Rig for a large location around them, making them into miniature strongholds. They are dedicated to killing everyone who won't join them, and no matter what they will not accept you.

Fighting your way through this army and the COs who have joined up with it, you will eventually go against the leader who is known only as Sturm. Clad in metal, he is a fearsome commander of men and who can summon even more meteors from space to strike at his enemies during battle, causing more destruction. It will take the combined effort of several COs working in tandem to bring an end to him.

Reward:

At the end of the campaign to defeat this alien threat and those who joined them, you will find yourself with a powerful reward depending on what origin you had taken. If you are not satisfied with your reward you can change it at the cost of **200 CP**.

- **Civilians** will gain the knowledge of **Black Hole Manufacturing**, allowing them to make use of the metallic alloys that allowed the vehicles of the Black Hole army to surpass those of the terrestrial world. This results in an increase of about 20% in operational efficiency.
- **COs** will obtain a **Super CO Power**. Building off of their capstone perk they will be able to store more battlefield energy than you could before, boosting your zone of ability and allowing you to sacrifice this larger pool of energy for an even greater effect that can be different from your regular power, as long as it follows the same general theme. If you lack the capstone perk, you instead gain it.

- **Scientists** understand and gain the **Black Hole Serum**, the biological counterpart to their manufacturing capability. By injecting this into any biological being they will find their capabilities increasing by 20% with only a minor increase in caloric need. You will know how to easily craft this serum from local materials no matter where you go.
- **Raiders** obtain the fearsome **Meteor Strike**, the mighty ability of Sturm himself. As you fight against others you will gather energy from the violence similar to the **COs** zone, but without any of the benefits. When this charge reaches a certain level you can call down a meteor from above to crash into your enemies, or against anything really if you just really hate a building. Perhaps with enough violence you can store enough to call down a storm of meteors similar to what happened here.

The Sun Emerges:

The clouds part, and the sun finally shines on Earth for the first time in a decade. It seems like your time here is over, Jumper.

Go Back

Got them Old World Blues, huh? Fair enough. Time to head back home with all you've gathered so far.

Stay

Huh, really? It's a wasteland that is just now barely recovering from the meteors, but you wanna take your chances? Maybe mold society in the direction you want it to go? Fair enough, take an extra **+1000 CP** for good luck.

Continue

Time to leave behind the ash and dust, may the sun shine on your next adventure.

Notes

-*CO Powers?*
The secondary portions of the 100, 200, and 600 CP CO perks are supposed to represent unit specialties, CO Zones, and CO Powers respectively.

-*Can I have a different mantra than Brenner's?*
Yes, but it has to be something inspiring to you specifically.

Changelog
-1.1
Expanded item descriptions
Replaced Scientist 200 CP item
Removed Raider items, replacing with floating discounts
Turned **Opening Salvo** into a Scenario
Minor formatting changes

Units (Cost)

Recon (4000) - A cheap tire-based vehicle with a machine gun mount. Effective against infantry, but not much armor and the tires don't do well off-road.

Flare (5000) - Another cheap vehicle, this one is on treads and has the ability to fire a flare to light up a nearby area. Its machine gun is stronger than a Recon and it's oddly good against other Anti-Infantry vehicles. Slower than a recon, but the treads aren't as affected by terrain much.

Anti-Air (7000) - A light tank variant equipped with 'Vulcan Cannons', the quintessential anti-infantry weapon. In addition, as the name suggests, it's also very effective against most air units aside from bombers unless they get the first strike. Similar movement to a Tank.

Tank (7000) - The backbone of most armies, the tank is essentially a maneuverable and easy to produce light tank model equipped with a machine gun for infantry engagements and a cannon for more armored foes. A great all-rounder, but it does struggle with stronger tanks and indirects.

Medium Tank (12000) - The older brother of the regular Tank, the Medium Tank is a much more armored and well-equipped model with higher production costs. Its Heavy Tank Cannon can deal hefty damage to many other vehicles, and its machine gun can easily wipe out infantry. It's also armored enough to withstand a barrage of lesser tanks or artillery, though not that much. Its main drawback is the slow speed, while the treads give it off-road potential it moves slowly.

War Tank (16000) - A lesson in excess, the War Tank is quite possibly the dream of a madman. Even slower than the Medium Tank, this hulking brute features a full five cannons dubbed the 'Mega Gun' that will basically destroy any other ground-based unit in its firing range, as well as a Machine Gun to hunt infantry. The heavy armor also means that it won't be taking much damage from much else but another War Tank, Bomber, or Anti-Tank. Unfortunately thanks to its slow speed it is vulnerable to indirect fire.

Artillery (6000) - The basic unit of the 'indirects', this is a long-range artillery piece that can easily fire over mountains and forests. While its range is somewhat limited compared to others, usually requiring an escort acting as a guard, it does decent damage to most vehicles with only Med. Tanks and War Tanks withstanding two attacks. Unfortunately it's about as maneuverable as a Med. Tank and can't fire immediately after moving, and its lack of armor means even an Anti-Air can deal significant damage to it. Also cannot attack units directly 'beside it', further necessitating a guard unit.

Anti-Tank (11000) - As the name suggests, this curious unit is specialized in destroying tanks. Heavily armored for resisting tank fire, even the vaunted War Tank requires three full salvos to destroy it. As a trade-off, its armor is weaker than normal against infantry fire and indirect attacks. Capable of both direct fire and indirect fire at the same range of an Artillery, it's capable of destroying any other ground unit in two hits. Has similar mobility problems to a War Tank, and its wheels perform worse in forests. Finally, its cannon is also surprisingly effective against Battle Copters.

Rockets (15000) - The ultimate in ground-based ground-attacking indirects, the Rocket can fire twice as far as the Artillery with even more strength, able to take out nearly every ground unit in a salvo or two. Unfortunately, this comes with several downsides. Its minimum distance is also doubled as well as its armor being even weaker than before, requiring a dedicated escort or risking destruction. Unlike the superior tires of the Anti-Tank, the Rockets tires are similar to the Recon and struggle with anything that isn't a road.

Missiles (12000) - A unit extremely similar to the Rocket, it too suffers from mobility problems, a large minimum range, and poor armor. What it does, however, is absolutely tear apart Air units. Missiles are the dedicated ground-based Anti-Air Indirect, with a slightly higher range than rockets, and their damage is nothing to scoff at, almost always destroying any plane or copter in a single salvo. While still needing a dedicated guard due to many air units having a movement range further than its range, a properly placed Missile can completely shut down an enemy's air force.

Battle Copter (9000) - The basic 'copter' unit, its relative ease of production allows one to produce an air force on the cheap but with a significant drawback. While Battle Copters can deal pretty significant damage to many ground-based units they have the unfortunate drawback of flying low enough that enemy machine guns can return fire and damage the Copter, slowly allowing damage to build up. Due to the low flight ceiling they also can't damage Plane units. Naturally they are extremely vulnerable to Missiles and Anti-Air.

Duster (13000) - The poor man's plane unit, the Duster is unique in that it can attack both land and air units and survive a volley of Anti-Air fire. In return, it's offensive power is pretty pathetic, doing only the most minimal of damage on anything more heavily armored than a Flare. Where they shine is harassing massed infantry attempting to capture your territory and attacking enemy Battle Copters, doing significant damage to them while they cannot return fire. Of interest is that their high range allows them to safely do significant damage to Rockets and Missiles deep behind enemy lines, thanks to their weaker armor.

Fighter (20000) - The premier air killer, the Fighter is a plane equipped with anti-air missiles and blistering agility, crossing battlefields in minutes when it'd take other units hours. Just about any opposing air unit will be annihilated by a Fighter's salvo, even cracking apart the thick hull of a Bomber. This intense specialization does come with drawbacks, however. Fighters are only equipped with anti-air missiles, meaning that they can only attack enemy air forces, and to achieve their speeds they must sacrifice quite a bit of armor making them vulnerable to Anti-Air units (including other Fighters, naturally).

Bomber (20000) - The vision of the unmistakable bulk of the Bomber is the terror of any ground or sea engagement. A plane unit that lacks the mobility of Fighters or Dusters, it makes up for this by having heavier armor and a much more threatening presence. Able to attack all land and sea based units, the Bomber hits just as hard as a War Tank's five gun volley, but without the drawback of its slow movement and being hindered by terrain. Unfortunately it lacks any defense against air units, and while it can sometimes gain the upper hand vs. Anti-Air, Missiles and Cruisers are still very much a threat.

Cruiser (16000) - The mainstay of most naval engagements, the Cruiser is a surprisingly resilient boat with impressive mobility. While it does carry Anti-Ship Missiles these are surprisingly weak against everything but Submarines. More importantly it is armed with an Anti-Air Gun that wrecks havoc on any air units it can reach, even threatening Bombers if the Cruiser strikes first. A minor bonus is their ability to have two helicopters land atop them and resupply.

Submarine (20000) - The silent killer of the sea, the Submarine is a fast and deadly direct damage unit that can easily destroy or cripple any other sea unit. Even the mighty Battleship will fall under two strikes of the Submarine's torpedoes. Unfortunately this does come with a downside of being lightly armored, vulnerable to Cruisers, Bombers, and indirect fire units of all kinds. However the Submarine has a 'defense' against such things in the form of simply going underwater, increasing fuel consumption at the cost of being unable to be attacked unless an enemy unit is nearby to spot it.

Battleship (25000) - The king of the seas, the Battleship combines the ease of sea travel with the long-ranged attack of the Rocket Launcher. Able to easily reduce any non-air unit to ruin in a volley or two, as well as survive at least one attack from its main counters in Bombers and Submarines, the Battleship is well worth its cost if you can protect it. Unique among indirect units is its ability to adjust its aim while it moves instead of needing to stop for a brief period of time to readjust.

Carrier (28000) - The final sea unit as well as the most expensive, the Carrier on paper looks somewhat weak. While it has respectable armor, its only weapon is a weak Anti-Air gun that is only good for scratch damage and the ability to load and supply two air units that land on its deck. What makes the Carrier worth the price is its ability to use money and Material to produce Seaplanes, speedy plane units that are capable of attacking anything and doing respectable damage, though rarely killing in a single volley. Their lack of ammo and small gas supplies does limit their operational range, making them the perfect complement to a Carrier.