



On the eleventh hour of the eleventh day of the eleventh month in the year of our lord 1918 the guns fell silent. The war to end all wars was over and the only task now was to win the peace. When the French field marshal Ferdinand Foch saw the resulting peace of Versailles he declared, “This is not peace. It is an armistice for 20 years”. It is now the 1st of January 1936 and Foch’s remark is already looking particularly perceptive.

You will enter into this fray, Jumper, from the year of 1936 to the year 1946. These may be some of the most tumultuous years you see, and you will be on the front lines as a military commander (**you have the freedom to abandon your duties and explore this world freely**). You may choose freely from the roles of a Land, Naval, or Air commander. You may freely choose to serve any nation that matches your allegiance, (it must have historically fought on that side- non participatory nations or neutral nations fall under Unaligned), **or pay 300 CP to change the allegiance of any nation other than Germany, the USSR, and Great Britain. If you take the “Import save game” drawback, you must serve the last nation you served throughout the Victoria 2 jump. Your choice of allegiance will decide what ideology it has for this jump.**

Allegiances:

Nonaligned: Your nation has long held a position in the world order. Perhaps it is major, perhaps it is minor, or perhaps it is in-between. Regardless, you see no need to jeopardize it by plunging into this fool’s gambit of a war. You shall stay neutral, caring first and foremost about your own nation and its own prosperity. Unless, of course, you find something to gain from intervening...

Allies-50 CP: Everywhere in the world today, nations and continents are sinking back into barbarism, and rejecting the light of democracy. They return to oppress each other, and fail to value the gift of liberty that they have enjoyed for so long. Millions may die if this condition is allowed to continue, and as such, you shall not allow it to do so. You go forth, fighting in the name of freedom and self-determination for all peoples in all places!

Commintern-50 CP: The past decades have been beyond fortunate for you. The old systems of imperialism have fallen apart, as any capitalistic system must, and you now stand as part of an alliance that includes the largest single nation on earth. New parties, akin to the one that won Russia, rise up

every day, and with the capitalist nations fighting among each other, it shall soon be time to realize the dream of a total, worldwide revolution!

Axis-50 CP: The failed systems of capitalism and communism, both linked inexorably to class warfare inside a people, have infested this earth far too long, at the expense of the neglect and suffering of countless innocents. Now that you have taken up the fight against them, and the international cliques that sponsor them, there are many who call you villain – but you know what you really are. You are the representative of your unified people, determined to once and for all erase these failed systems from the face of the earth, replacing them with honor, glory, and triumph!

Optimal victory condition: Your nation must both survive and win the Second World War – no matter what route it takes, at least one of the opposing alliances must be totally wiped off of the earth.

Reward: Wherever you go, the vast majority of people will see you as a military figure of great renown. Your dedication to your alliance will earn you great credit in the minds of those with similar views to it.

Location: Roll 1d8 for location, or pay 50 CP to choose.

1-Washington: You've arrived in the capital city of the world's most reluctant superpower, Jumper. While the USA was instrumental in the creation of the League of Nations, they have decided to withdraw from world affairs into a more isolated state. This has only been exacerbated by their stock exchange crash, which has left millions in poverty. They have begun to recover, however, and if this sleeping giant awakens, it will likely be a force to be reckoned with.

2-London: 50 years ago, this city was considered the greatest in the world, head of a mighty army and lead by a great people. But the past 50 years have not been kind to this city, and it has fallen far, Jumper. But that does not make this city's greatness a thing of the past. She stands at the head of the head of the world's greatest fleets, and controls the world's largest empire. While the light may flicker, this nation will never cease in being a light for hope and freedom around the world!

3-Berlin: Not very long ago, this city was the shame of its nation, which was the shame of its people. And now? Now this great city, with its festering wounds cauterized, stands at the head of a unified people and a resurgent nation! From here, a new movement seeks to liberate the whole world from the old – the evils of international finance and communism. In time, it is indubitable that this will be a force to be reckoned with.

4-Moscow: This has long been an old city, its sons content to labor and die. Tsars have come and gone here, each bringing with them their own versions of absolute rule. Things have changed, however, and this nation now stands ready to spread a new form of liberty around the world – total freedom and equality for all. This is a radical proposition, and it has been opposed by many of the reactionary old order, their eyes set on maintaining the centuries-old oppression that has plagued this place in all corners of the earth. But so long as this city stands free, the revolution will never die!

5-Madrid: Ah, Madrid. A city of countless tragedies, this city has gone from being one of the world's most prosperous to being one of its most undertrodden in the course of a few short centuries. After all that it has been through, it now stands in a very delicate balance between several factions, all of which would sooner see war than cede control to any of the others. The future of the next war may well be determined in this city, Jumper.

6-Helsinki: Old city in a new nation, this city stands as the capitol of a people determined to maintain that delicate freedom which they have so recently won. This stance will lead them to more than one bitter war in this time, and their strategically important location will lead them to be approached by more than one nation seeking an ally in the next Great War. If this nation is to survive, it will take much effort on the part of its leaders.

7-Tokyo: Many nations, especially those in Europe, are in decline due to the events of the past few years. They fall, their empires beginning to collapse around them. This is not at all the case in the land of the rising sun- this city is capitol of an empire ascendant, determined to carve itself a place in the world as a great power. To that end, it will make an alliance with whoever might possibly begin to aid them in gaining their righteous place in the world, propelled by a divine wind.

8-Free choice: Not much more to say, is there? You get to choose from any location in the world.

Perks: All discounts are 50% off. 100 CP items and perks for origin of choice are free.

Discounted Unaligned:

The enemy of my enemy... -100 CP: Turmoil always abounds in war time. Your nation has known great wars, and thus, great turmoil. Indeed, the greatest enemy is always the enemy within, which has been known to cause such calamities as civil war during the midst of an invasion, a stab to the back that has felled several nations throughout history. But by your will, it shall not fell yours. During periods of national war that coincide with those of protracted rebellion, you shall become very effective at uniting warring factions within your nation and making them focus on the national struggle.

Home field advantage -200 CP: The arrogant great powers of this time may seek to roll over you, with the same tactics and weaponry that has lead them to such success in the past. You will not allow this to happen, however. For you possess a significant boost to your tactical capabilities while fighting your enemies in your own land, and can easily engage in asymmetric warfare to undermine their capabilities. Counteroffensives and invasions will likely not work as well.

Soldiers of legend-400 CP: Some soldiers are acceptable, others are elite, and a select few take their art to the next level. Your nation happens to have an abnormal number of the last variety – individuals who can perform at a legendary level within their specialty. Be they a sniper that can kill hundreds of enemy soldiers, or a fighter ace that can down hundreds of enemy planes, they will be extremely capable and resilient. Of course, there is only so much that these soldiers can do on their own, and their greatest role may end up being the boosting of your troops' morale. Post-jump, you will have an abnormally high quantity of such individuals in whatever armies you should command.

Allied support-600 CP: Your nation is of some importance, jumper. Whether it comes to a question of resources, strategic location, or just pride, leaders of all three alliances desperately want you on their side. To that end, they are very willing to provide support and assistance in your own endeavors. Your nation will receive much support in the form of supplies, licenses, and expeditionary forces whenever it should begin to align itself with any of the alliances even partially. Do be aware, however, that they shall likely desire your loyalty in return. Post-jump, this will not only apply to the nation you serve, you shall become exceedingly skilled at leading great powers on and getting their support.

Their finest hour -800 CP: Your nation has, and shall, endure dark times, jumper. Some of your opponents in the war to come will have armies that outclass yours by orders of magnitude, and you will nearly always be outclassed. Where others may bend or break, however, you and your armies are totally determined to stand firm. Indeed, as the odds get tougher and your opponents grow more and more triumphant, you and your men shall only become stronger and stronger. While this effect will never be enough to put you on an even footing with your opponents alone, the new strength it gives you will most definitely surprise your opponents, and they will be required to endure untold losses to see the end of you.

Discounted Allies:

All men and their talents-100 CP: Other alliances and nations today consistently shoot themselves in the damn foot by letting their ideologies get in the way of reality. And when you look at the results, you often wonder why they let themselves do that to begin with. For their ideas constantly keep them from utilizing some of their greatest assets – the Nazis can't use the talents of their Jews, and the commies can't use the talents of their former rich men. You, however, can. Your nation, and indeed, you as an individual, have a knack for bringing out unseen talent from the underestimated.

True teamwork-200 CP: When you look around the world today, and see the other alliances, you can't help but pity them. They squabble so often over who has authority on the front, who has authority over certain land, and who should control the direction of their movement. Sometimes, they even go to war – with each other – in the middle of all this other fighting, no less! You, thankfully, are more fortunate than that – you work with a set of partners that you truly value, and that you respect and trust. You have become something of an expert in making teamwork work, and you can easily coordinate troops of several different nationalities into one cohesive whole.

Wartime IC-400 CP: There is one significant downside to a democracy: You and yours are never fully appreciated. Whether the alternative is public works or lower taxes, people will always question whether a strong military is truly worth the money. But naturally, wartime changes things. From here on, whenever war strikes, you can count on an extreme boost to the amount of industry, money, and overall resources your armies will receive from the government. This will enable a significant expansion or strengthening of your forces, if you should so desire.

A day of infamy -600 CP: You remember where you were – and so does the entire nation. Your nation never wanted to be part of this war, but was thrust into it by wanton aggression and unexpected attacks. These attacks, however, have only strengthened you and your nation's resolve. From now on, after every tragedy that strikes your nation or faction, the will and desire to win of your people shall be strengthened significantly, becoming an effort that encompasses and inspires all levels of society. Nearly every single person within your nation will be totally fanatic and dedicated to the cause, which will produce excellent recruits for your army. Note that this will wear off over time

The great crusade-800 CP: This shall be a war of unmatched scope and size, and thus, it shall require extremely complex and detailed plans. The problem, for most generals, is that as complexity increases in a plan, so too do point of failure. Emphasis on "most generals" – as you are now excluded from that number. For when you conduct the planning process for great operations and singular endeavors, these plans will become more effective as they grow more all-encompassing and complex. If you were to create a plan for the invasion of Europe, only a master tactician could truly hope to unmake your plans. Note that this does not diminish the effort needed to create these war plans, it only increases their effectiveness.

Discounted Commintern:

The liberation of all lands-100 CP: Your nation is always finding itself needing to set up new governments, and taking the liberation of the people into its hands. Not that this is entirely abnormal – you are, after all, introducing them to an entirely new system of life, that of total freedom. Some may name your actions those of a puppet master that denies democracy – but you know the truth. Your actions serve only to deliver them true freedom and equality. To that end, every client state that is set up in the wake of you and your armies will consistently find capable leaders shortly after being set up, and will very quickly be able to volunteer armies of their own to assist you. Note that over time, the leaders of your client states will require more and more attention to keep them at their maximum level of effectiveness.

Supply raider-200 CP: Your enemies have long laughed at you and your country due to its underdeveloped state. Lack of infrastructure and large open expanses have made your country quite difficult to govern – but even more difficult to invade. You are a master of the art of stretching your enemy too thin, forcing them to inefficiently use their supplies, and depriving them of those supplies. Whoever the enemy may be, you quite often find a way to engage them under conditions that they are woefully unequipped for. Furthermore, if you should happen to link up with partisan networks or other hidden agents behind enemy lines, they shall be quite effective in destroying and disabling enemy supplies.

Second wind -400 CP: You shall see dark days in your time here, jumper. It is without question that your enemies, warmongers that they are, have prepared for this war far more than your own leaders, and now outclass you by several means of measurement. Indeed, it is more than likely that the beginning of this war will see you on the back foot – but this should scarcely matter by the end of it. For you, Jumper, are a master of the art of the comeback – the second assault. Whether it should come from reallocating previously misused resources, or the invention of a new weapon, you are an expert on turning the tables, changing the tides, and bringing death to your enemies.

We will drown them in bodies-600 CP: You and yours may be on the back foot in terms of weaponry, it is true. And you may not have as capable a general staff. And your doctrine might be somewhat shabbier. But your enemies will find this to scarcely matter when your armies outnumber theirs ten to one! For you certainly outclass them in terms of men to be thrown into the fray. Whatever their experience level, whatever their equipment – from this day forth, you are a master of the art of utilizing superior numbers in a fight, and can counter nearly all other advantages with this one.

The great patriotic war-800 CP: In times as dark as these, you and your nation can scarcely afford any division. You require a nation that is totally unified around your war and the soldiers who will carry it. And of course, there is no one better suited to tell the great masses of people what is needed than their protectors in the military. As such, during war time you and your men may operate with near-total impunity, trusting that the civilians you run into will be totally submissive and subservient, genuinely believing that the righteousness of your cause and the treachery of your opponents are precisely as you have said they are.

Discounted Axis:

Suppression-100 CP: The conquests and wars you will engage in in the name of your nation will leave you in command of vast swaths of enemy territory. Obviously, this has value – in terms of resources, strength, and labor. However, it is not without its risk – namely, the possibility that the prior occupants may seek to continue their lost, futile war in hopes to oust you. This will most likely fail, but it will take up valuable time and resources which could be spent far better in destroying the enemy. Fortunately, you shall only have to devote a small amount of resources to this, as you have become something of an expert in suppressing revolts, and you will only very rarely be plagued by them during wartime. Whether you choose to accomplish this through cruelty or other means, it shall get the results you desire.

Military tradition-200 CP: Some nations have devoted themselves to the arts through history. Others, to cuisine, or the theater, or even philosophy. Your nation, though, has devoted itself to the strict and uncompromising science of war – to its strategies, tactics, and execution. This has served you well through history and it serves you well today – for both you and the vast majority of your military subordinates, from this day forth, shall be of a greater military aptitude than your peers in the world. These men shall be of a far stricter and sterner nature than the vast majority of those from the lazy, degenerate nations you now find yourself at war with.

Unexpected Offensives-400 CP: There was no telegram given to Warsaw, formally declaring war before it began. Neither was any warning given to the French in advance of the operation that took Paris, nor was any advance notice delivered to the Americans ahead of the assault at Pearl Harbor. No, these military operations consisted of a simple act, without warning or apology, which made them all the more deadly. And you, too, have mastered this art – for now, whenever you begin a military assault, its effectiveness will be dramatically heightened if you should ever manage to catch your enemies off guard. Do mind that the effectiveness of this will taper off over time, and a quick war is always a good war.

Volkstuurm-600 CP: There will be times of desperation in this war, when all hope seems lost and gone. Indeed, though your soldiers may be worth hundreds of the enemy's, they will sometimes bring thousands, just to compensate. As such, you may find yourself in a very uncomfortable position should you begin to run low on soldiers and bodies to replace them. Nonetheless, you shall never cease to fight, and neither shall your people. If you should be in sufficiently dire straits, you will find that the old and untrained civilians of your country may make a sufficient substitute for soldiers – and if the situation should be truly desperate, you will find that these men will perform on the exact same level as trained soldiers and men. For they are given strength by your Volk's immutable will to be forever free!

Revolutionary doctrine-800 CP: In this war, just as the established political order has been called into question, so too shall the established means of conducting warfare. New forms of doctrine shall be created for every field of warfare in existence – the blitzkrieg, aircraft carrier warfare, and aircraft bombing. An equal number of doctrines shall be discarded by history – such as that of the defensive tank. You, and your comrades by extension, have an extreme ability to discover and implement completely new and earth-shatteringly effective new doctrines, to the point where the first usage of any such doctrine may be enough to gain the submission of a major power.

Undiscounted

Promotion-100 CP: A promotion for all types of commanders. Land commanders go from commanding one division to four, air commanders go from commanding 100 planes to 1000, and naval commanders go from commanding one small flotilla of a few destroyers to controlling a larger one, with a capital ship. In future jumps, you'll find yourself climbing the ranks far more easily.

Discounted land commander:

Enlisted Enabler -100 CP: Your men are always the ones closest to the action. It makes sense for you to be on good terms with them. From now on, you'll get on a lot better with men under your command, and motivating them to risk their lives on your orders will go a lot more smoothly.

Tactical redeployment-200 CP: Transporting ten thousand men is no easy task – for most men. You have a great aptitude for transporting armies from place to place quickly – so long as it is within friendly land.

Optimal utilization-400 CP: Ever heard of the triumph of the Maginot Line? Yeah, me neither. Part of that is due to the bright idea to use tanks defensively – you know better, of course, as you have a talent for figuring out how best to use your assets on the ground in the interwoven tapestry that is your army.

Through the feints-600 CP: The best tacticians hide their plans behind ambiguity and feints. If only that worked on you. You can see through nearly any bluff and tell what it is your enemies are trying to do. Stopping that, of course, will be its own matter.

Discounted air commander:

Political connections -100 CP: The air force is one of the newest branches of the military, and in order to get where you are, your connections to the political structure of your country served you well. They'll continue to do so in your military service, and in future jumps, when you need just a few more supplies or have a few ideas about which direction the campaign should take.

Quick trainer-200 CP: It's far from easy to make a pilot these days, and the loss of one of the best, one of the fighter aces, is hard to undo with replacement. That is why pilots and others under your command can very quickly be trained up to at least an acceptable level.

Capable coordinator-400 CP: As an air commander, you will be asked to coordinate with the other branches often – paratrooping and kamikaze strikes, for example. To suit this end, you have become very capable when it comes to coordinating and cooperating with those with different specialties.

Strategic Destruction-600 CP: If it can be destroyed by air, you know how to do it. Pinpointing the enemy's critical facilities and using the exact tonnage of bombs needed to destroy them is child's play for you, though their air defenses might still be a challenge.

Discounted naval commander:

Cultured -100 CP: No naval commander would be complete without an aristocratic, genteel demeanour that endeared him to his fellow officers. As s

Adept raider-200 CP: The main reason for the existence of navies is the protection and destruction of supply vessels, and you have become exceedingly effective at the latter – finding supply ships is easy for you, and avoiding your blockades is all but impossible. Of course, smashing them isn't...

Out of reach -400 CP: Many times, a ship or fleet will be lost during its efforts to retreat – either the enemy catches up, or it simply never left the range of their attack planes. Not likely with you – as long as you can get out of the enemy's line of sight, you're extremely unlikely to encounter them again.

Something brews- 600 CP: When naval battles are lost, it is usually due to a lack of knowledge of the enemy's position or strength. A few surprises are all it takes to destroy even the strongest fleets. But you're a hard man to surprise – whenever danger lurks in the unknown areas around you, you can usually sense that something, though you'll never know what, is off. Dealing with the unknown threat, of course, is up to you.

Items:

Discounted Unaligned:

Licenses to produce-100 CP: In this time, your nation will need to stand alone in nearly all aspects. It will have to provide its own soldiers, its own industry, and its own generals if it hopes to survive the coming war. However, there is one very important factor that your nation has acquired from some other nation – be it by legal means such as purchase, or by more underhanded ones, such as espionage – and that is the right to produce all the technology and equipment designed by one of the great powers. Of course, this would require you to make the factories required, but it is an important step in the right direction.

Endless fortifications-200 CP: Your nation has watched the goings-on outside it with growing concern for some time now, and has decided to prepare accordingly. You now stand in a nation that is fully ready to let war come at a moment, for nearly every bridge, road, and city is fortified as much as physically possible. Your soldiers shall easily be able to use these fortifications to defend their homes, and any enemy that seeks to destroy you will have to prepare for an extremely long and arduous battle. Post-jump, this will apply to any location you seek to defend – it will be heavily fortified by WW2 standards.

Oil supply - 400 CP: Ah, Oil. Black gold, they call it. In this age, it is absolutely essential to the conduction of warfare, as all the great war machines that may decide the fate of millions in this decade require a constant supply of the liquid to perform their tasks. Nations have gone to war, and many have died over this substance alone. How fortunate you are, then, that you need not worry – for your nation has a constant supply of this material and can nearly universally manufacture enough to suit your needs! Be warned that this is a double-edged sword, as you shall now become a target for “diplomacy” by all of the major powers. Post-jump, any nation you serve shall have an adequate supply of whatever is considered the standard fuel of that setting.

Guarantee -600 CP: Many nations have been simply cast into the cold in this age, simply seen as playthings for the greater powers to attack and annex as they will. Yours, however, has made a powerful friend indeed – in the form of a guarantee of your nation’s independence on the part of one of the major powers of this time. If your nation should happen to come under attack, your benefactor will spare no expense in its defense, and shall be fully willing to start a world war to defend you. This can only be honored once per jump, and there may be many nations that are simply apathetic to your benefactor. Post-jump, you may choose to have such a guarantee apply to you or to whatever nation you happen to be serving. Be warned that this is not a blank check, and you can most definitely lose this protection.

Supreme commander -800 CP: Competent commanders in nations that have no allegiance in this upcoming war are rare, and those that happen to exist are valued all the more for it. You happen to have a level of competence far beyond your peers in the general staff, and have thusly been named the supreme commander of your nation’s armed forces. If you happen to be in an alliance, you will be named the supreme commander of your alliance’s efforts. This shall only last for so long as you happen to be at war, if that state should wear off, your command will be removed.

Discounted Allies:

Personal Radio-100 CP: Often times, you will feel the need to connect with your men via some sort of speech. It may be a need to inspire them to gain a victory, or congratulate them after one has been obtained. For that purpose, you now have this standard-issue personal radio, which can broadcast your voice to any and all devices designed to receive a signal in the possession of your soldiers. Any and all speeches made through it shall be highly convincing and persuasive.

Forward operating bases-200 CP: How do you conduct a war on the other side of an ocean? That was the question faced by American generals during the planning of operation Overlord, though they quickly found that it was a question with a trick answer – you don't. What you do is to conduct a war from a much closer distance, moving your entire command and supply structure with your troops to the other side of the world. These Forward Operating Bases are just that – a home away from home for all of your military needs. Situated in a set of crates, they can be set up in a week to provide a base sufficient for the needs of 100,000 troops.

Jeep convoy-400 CP: General Patton once said of the Soviet supply system that *"Their (the Soviet) supply system is inadequate to maintain them in a serious action such as I could put to them. They have chickens in the coop and cattle on the hoof -- that's their supply system."* While his cries to thus attack the soviets went unheeded, his note is correct in that the allied supply system is superior to all in this war – no doubt due to the strength of industry that free markets and free property rights have unleashed. This jeep convoy is the epitome of that – wherever you are in the world, it can deliver you any WW2-era weaponry in 48 hours. It can fulfill orders of many sizes, though the tonnage allowed maxes out at 10,000.

Fake army-600 CP: You would be surprised at how easy your enemies are to fool – perhaps it's because their rigid ideologies prevent them from trying to put themselves in your point of view. With a set of inflated tanks, empty barracks, and more, you have created a fake army. While you will still need men to keep up the appearance, this set of equipment will manage to give off the impression of a force of your faction 16 times its size. With proper usage, it will be all but guaranteed to keep up the appearance of a real army until the enemy makes its first serious attempt to engage it.

The Manhattan project-800 CP: Your nation, due to its inclusivity, has found a way to bring together the world's greatest intellectuals – men of profound mental strength, the whole world over. The fruit of that investment has been the Manhattan project, a group of intellectuals that have managed to develop some of the world's most groundbreaking physics – and weapons. To put it into perspective, these men were able to develop a weapon of mass destruction within less than a decade, using practically untested science. In future jumps, these men can be found within a set of labs attached to your warehouse, where they will work on whatever science you give them. With enough material and funding, they will be virtually guaranteed to find a new, revolutionary, and devastating way to apply the technology to weaponry in a way that the settings you jump never thought to do.

Discounted Commintern:

Commissar hat-100 CP: In this war, you will be sent soldiers that really don't want to be at the front. Some of them won't want to be there out of fear, others due to a previous comfort, yet others due to ideological disease that will eventually have to be purged. Regardless, you will now have to make all these men swallow their fear and go to the front, where they will most likely die. The only way to do this, of course, is to make them fear your wrath more than that of the enemy, and that shall be where this hat comes into play. For while wearing it at the front, your soldiers are far more hesitant to retreat, knowing that your wrath awaits them if they should attempt to turn and run.

Organized OOB -200 CP: Your nation commands a grand, massive military. It is indubitable, in fact, that your alliance stands over (or will soon stand over) the majority of the people of the earth, and has the largest total military in terms of manpower. This, while it is grand, comes with one significant downside – organization. You will find it very difficult to figure out who is and should be in command of what troops in what regions. With this, however, all that is changed, for you now have access to a small tree-like diagram, showing the command structure of your nation. It is incredibly clear and clearly organized, making the process of military action very efficient within your nation.

Gasoline -400 CP: Sadly, you will not be likely able to keep all your territory from falling into the hands of the enemy. Indeed, they may seek to utilize your resources that you are forced to leave behind. But such a thing is beyond your ability to allow, for whenever you retreat, you shall do as the 19th century Russians did before you – and burn it all. This gasoline will be instrumental in that regard, for it will quickly burn any and all supplies, seeking firstly to target any items that might actually be of practical use. For non-flammable materials, it will render them inoperable, leaving your enemies stranded and defenseless, prime targets for your righteous revenge.

Winter whistle -600 CP: There will be times you are on the back foot, Jumper. Times when it seems all hope is lost, and the enemy stands at the gates of your capitol. Thankfully, that doesn't have to be the end of you and your fight, as luck would have it, your fates can be changed by a force of nature – winter. If you merely blow on this whistle, nature will respond, and the winter that year will be unusually powerful and fierce. Your enemy's protection shall be very likely to fail entirely, and your own forces will most likely be extremely unaffected by the season. May only be used once per jump.

300 IC-800 CP: The great strength of your society is in the total control of the people, through the state, of all industry. The greatness of the revolution is clearly expressed in how it was able to turn an agricultural backwater like the Russian empire into an industrial superpower on the same level as the well-established United States. And here is the fruit of that investment – a massive industry, founded on the willingness of each individual worker to sacrifice his own life in the name of the revolution and productivity. The industrial might of your nation has been pushed onto the level of a great power, and then some. You shall never want for tanks! Post-jump, any entity you serve will receive a similar boost.

Discounted Axis:

Video cameras-100 CP: Your people are used to the sight of their brave, proud soldiers marching in their streets, a living monument to the strength of your people and their cause. As they saw your soldiers marching for glory then, they shall see them march to victory now – as these video cameras shall come with a team of dedicated videographers, capable of turning the footage of your troops at the front into montages of victory after victory, to further enamor the populace with you. In all hands, however, they do come alive, leading their operator to shoot the best possible shots and get the best possible angles. They shoot in high quality color film.

Field training course-200 CP: The source of the strength of an army has always been a matter up for debate, though this war will resolve it. Shall it be the soldiers? No, for they are nothing without direction. Shall it then be the generals? No, for they cannot deliver orders to each individual soldier. The answer, then, must lie in the middle management – the commissioned officers. For them, this training course will suffice as adequate training to perform as a commander of men in the field, so long as they have had some form of military training previously. Comes in a set of crates that can be disassembled.

Enigma machine-400 CP: You and yours require secrecy to perform your operations adequately. The fact is that if those bumbling idiots could continuously fail to breach your communications, they might possibly pose a danger, as unlikely as it seems, to your actions. As such, your nation in its infinite wisdom has produced this device – the enigma machine, a cryptographic device capable of encrypting and decrypting your communications beyond the ability of the vast majority of men to decipher. To be able to do so would require a herculean effort, the kind of which would be remembered for decades. Post-jump, cracking your codes is an Endeavour guaranteed to be that difficult for each new adversary you face.

Castle -600 CP: Your national leader has... eccentric tastes, it is true. Seeking to return to the classical spirit of your nation, he has commissioned this place – a castle in the medieval European style – to serve as your center of command. It shall be abnormally hard to damage – for a building of its type, anyway – and it shall amplify the command ability of all within. It shall contain all the utilities that you could possibly need for it to serve as your command center, and it shall have the bunting of your nation and movement upon it. Post-jump, you may designate its desired location at the start of said jump, though modifications and items stored do not carry over between jumps.

Ratte-800 CP: There may have been those who dismissed items such as these as “impractical” and “inefficient”. These fools, you now realize, are not worthy of your consideration and never were – for you now possess under your authority a fully functioning set of 20 P 1000 “Ratte” tanks, although perhaps with this weight they can no longer be called Tanks. Each of these vehicles is equipped with guns normally mounted on battleships, and a large set of normal tank cannons. Their armor can take scores of hits from “normal” tanks. They do not require more maintenance than one would expect from a standard tank, and they have an uncanny way to find paths around natural obstacles. Getting a crew for these monsters is up to you, of course.

Discounted land commander:

Personal radios-100 CP: Your men will always need a way to keep in touch. Obviously, yelling out and such will only lead the enemy to find you quicker, and thus, you have this set of 1000 personal radios for your field officers, which can be operated by nearly anyone and cannot be jammed. Range of 3 miles.

Tank blueprints -200 CP: Your nation will face many questions over the course of this war. Light tanks, medium tanks, heavy tanks – the options are endless. That is why you have this set of blueprints, with the design of every tank produced by a great power in this time, that you may choose between them.

The map-400 CP: This map is, by default, situated on a table in your warehouse. It is holographic, and contains the status of each one of your and your allies' divisions in extreme detail – down to the individual number of personnel and equipment. Using it, you can order your soldiers as you please, and your orders will be more effectively interpreted when doing so.

Personal division-600CP: Ordinarily you would leave this world without the command you held in it. With this, you will have a division that follows you to all subsequent worlds. See the Personal division section.

Discounted air commander:

Kamikaze planes-100 CP: There will be times when you have no other choice but to sacrifice your own to save others. These 5 planes will be extremely deadly when ramming ships and hardened ground targets. Replenishes in warehouse a week after their destruction.

Jet fighters-200 CP: Welcome to being ahead of the curve, Jumper. These ten fighters will maneuver quicker and go faster than any propeller aircraft, and you get the blueprints, though reproducing them may be difficult.

Fat man-400 CP: The final word on total destruction. This is a nuclear device with a yield of 22 kilotons – low by some standards, but not by those of this age. One-use, does not come with designs.

Personal Air Wing-600 CP: Ordinarily you would leave this world without the command you held in it. With this, you will have an air wing that follows you to all subsequent worlds. See the Personal air wing section.

Discounted naval commander:

Floatplanes-100 CP: A small fleet of floatplanes, designed to accompany warships and act as scouts. Possess a high ability to find enemy warships.

Convoys galore-200 CP: It seems that your chief role in this fight may be to get troops and equipment around the world. For that, you have these – a set of one hundred cargo ships, with a total capacity of 10,000,000 tons. Possesses NPC crew. As this will be larger than any warehouse, you will have the ability to summon it once per jump into any friendly waters.

Mines-400 CP: A set of one thousand WW2-era mines, delivered to your warehouse. Replenishes once per jump.

Personal flotilla -600 CP: Ordinarily you would leave this world without the command you held in it. With this, you will have a flotilla that follows you to all subsequent worlds. See the Personal flotilla section.

Personal Division

By taking the Personal Division item, you shall have your own division to follow you through future jumps. At the beginning of each jump, you may designate one location for it to spawn in, where it will have a full base. All members of it will be 100% loyal NPCs. Any losses will be replenished at the beginning of each jump. You have 500 DP to customize your division. Your division may have 25 battalions at maximum. Any technological upgrades will be undone at the beginning of each jump. Your Division will have provisions for one month of sustained operations and repairs, and these supplies will replenish monthly. Personnel will not be replaced until the beginning of each jump, and neither will whole tanks or APCs. As a general rule – if a WW2 army would have considered it unrecoverable, it won't be replaced. Furthermore, you and your crews must do the maintenance yourselves, don't expect magical healing – unless you bring the magic.

Tech boost – 25 DP: By default, your soldiers will be equipped with early-war technology, such as bolt action rifles and early tanks. With this option, they will gain late-war technology, and proficiency in using it.

Experience – 25 DP: By default, your soldiers have had basic training, but haven't seen combat. With this choice, they will be battle-hardened veterans of your campaigns in this jump. Alternatively, for **+25 DP** they will be greenhorns who have been rushed through training and will start out quite incompetent.

Infantry battalion – 10 DP: 1000 frontline infantrymen with 300 support staff. Will have rifles, machine guns, and RPGs, but will not have trucks and will have to march between destinations. For an extra **5 DP**, they will be provided trucks for higher speed, although they will have little protection and higher oil requirements. For another **5 DP**, they will have APCs, capable of moving quickly over rough terrain and being quite armored.

Artillery battalion – 15 DP: 36 artillery guns and their crews, ready to bring death from afar. These guns will be horse-transported. For **5 DP**, they will obtain transport trucks.

Light Tank battalion – 20 DP: 60 light tanks. Lightly armed and armored, these vehicles focus on speed and maneuverability to overcome infantry positions and outmaneuver their heavier counterparts.

Medium Tank battalion – 30 DP: 50 medium tanks. These vehicles will occupy the goldilocks zone, having speed and firepower.

Heavy Tank battalion – 40 DP: 40 heavy tanks. These vehicles can go toe to toe with any other in firepower and armor, but their speed is lower and their maintenance is higher. Even bringing them to the frontline will be a pain.

Marine Battalion – 15 DP: 1000 marines and 300 support staff – these troops are specialized in taking beachheads, but don't expect them to do too well once the enemy's heavy reinforcements arrive.

Mountaineer Battalion – 15 DP: 1000 mountaineers and 300 support staff – these troops are specialized in taking and holding mountains, some of the worst terrain to ever fight for.

Paratrooper Battalion – 20 DP: 1000 paratroopers and 300 support staff – these men are capable of skydiving straight into enemy territory and holding it, but don't expect too much if you're dropping them right on top of the enemy. Comes with the planes needed to drop them.

Recon Company – 20 DP: 500 scouts with trucks, capable of ascertaining the strength of most enemy forces and relaying that information home.

Field Hospital – 20 DP: 500 doctors, nurses, and support staff, capable of keeping your casualties low whenever the fighting is thick.

Maintenance Company – 20 DP: A company of 500 specialized mechanics, capable of keeping your fighting machines in good working order.

Engineer Company – 20 DP: A company of engineers, capable of overcoming all sorts of challenges with their WW2 technology, from fortifications to bridging rivers and more.

Personal Air Wing

By taking the Personal Air Wing item, you shall have your own Air Wing to follow you through future jumps. At the beginning of each jump, you may designate one location for it to spawn in. All members of it will be 100% loyal NPCs. Any losses will be replenished at the beginning of each jump. You have 500 AP to customize your Air Wing. Any technological upgrades will be undone at the beginning of each jump. Your Air wing will have provisions for one month of sustained operations and repairs, and these supplies will replenish monthly. Personnel will not be replaced until the beginning of each jump, and neither will whole planes. As a general rule – if a WW2 army would have considered it unrecoverable, it won't be replaced. Furthermore, you and your crews must do the maintenance yourselves, don't expect magical healing – unless you bring the magic. Your air wing may have at most ten squadrons.

Tech boost – 25 AP: By default, your pilots will be equipped with early-war planes. With this option, they will gain early jet planes, and proficiency in using them.

Experience – 25 AP: By default, your pilots have had basic training, but haven't seen combat. With this choice, they will be battle-hardened veterans of your campaigns in this jump. Alternatively, for **+25 AP** they will be greenhorns who have been rushed through training and will start out quite incompetent.

Variants – 10 AP: By default, your planes are brand new, fresh off the production line. That's no good at all! With this perk, your planes will be variants, with their engines, armament, and structure all designed around pilot feedback, tailored beautifully to their role.

Scout planes – 15 AP: 10 scout planes and pilots for obtaining intel on enemy positions, along with 390 support staff.

Fighter squadron – 20 AP: 10 fighter planes and pilots for taking control of the sky, along with 190 support staff.

CAS squadron – 20 AP: 10 dive-bomber planes and pilots for supporting your ground troops, along with 190 support staff.

Naval Bomber Squadron – 30 AP: 10 naval bombers and pilots for targeting enemy ships from the air, along with 190 support staff.

Tactical Bomber Squadron – 40 AP: 10 tactical bombers and their crews for supporting your troops and targeting enemy cities from the air. Total manpower: 400.

Strategic Bomber Squadron – 50 AP: 10 heavy strategic bombers and their crews for attacking enemy resources and cities. Total manpower: 800.

Personal Flotilla

By taking the Personal Flotilla item, you shall have your own Flotilla to follow you through future jumps. At the beginning of each jump, you may designate one location for it to spawn in, with a naval base and maintenance crews. All of its crew will be 100% loyal NPCs. Any losses will be replenished at the beginning of each jump. You have 500 FP to customize your Flotilla. Any technological upgrades will be undone at the beginning of each jump. Your Flotilla will have provisions for one month of sustained operations and repairs, and these supplies will replenish monthly. Personnel will not be replaced until the beginning of each jump, and neither will whole ships. As a general rule – if a WW2 army would have considered it unrecoverable, it won't be replaced. Furthermore, you and your crews must do the maintenance yourselves, don't expect magical healing – unless you bring the magic. Your Flotilla may have at most twenty ships.

Tech boost – 25 FP: By default, your crew will be equipped with early-war ships. With this option, they will gain late-war ships, and proficiency in using them.

Experience – 25 FP: By default, your crew have had basic training, but haven't seen combat. With this choice, they will be battle-hardened veterans of your campaigns in this jump. Alternatively, for **+25 AP** they will be greenhorns who have been rushed through training and will start out quite incompetent.

Destroyer squadron –20 FP: Five Destroyers. These are the shield of the fleet, with light cannons, Anti-Submarine weapons, and Anti-Aircraft-Artillery they hold back threats to the big guns.

Submarine squadron –20 FP: Five Submarines. Alone they can challenge only shipping and transport vessels, but in a fleet they can attack capital ships while they're focused on the surface.

Cruiser – 25 FP: A jack of all trades, as far as capital ships go. It provides screening for larger capital ships, as well as offensive capacity against enemy capital ships, and some shore bombardment.

Battleship – 40 FP: The backbone of a traditional fleet. Well-armored and well-armed, this ship can take it and dish it out. Of course, that makes it the enemy's first target.

SuperHeavy Battleship – 50 FP: Only three of these were ever built, and only one was ever sunk in a way it deserved. Weighing in the tens of thousands of tons, and coming with the largest guns ever seen, this monster is truly the god of the open ocean. There are no vessels on the sea that could match her in single combat. Just be careful when it comes to planes.

Aircraft Carrier – 60 FP: Why have guns that can fire dozens of miles away, when you can have planes that can attack hundreds of miles away? This ship is nearly unarmed, making it a juicy target for hostile guns and submarines. But when properly protected, it can be the flagship of the future. Comes with 20 fighters and 20 naval bombers if no tech upgrade is purchased, and 40 each if one is.

Companions

Companion import-50 CP: Companions get 400 CP, you may import up to 8 of them.

Head of state-200 CP: Your loyalty goes beyond just what you've done on the field of battle. You may take any one head of state with you, that their work here may be finished across the multiverse. Discounted if they are of the same alliance as you.

Loyal Lieutenant -200 CP: Truly loyal to the ideology your alliance is organized around, and capable of managing your forces from this jump just as well as you, this lieutenant is a promising upstart. Familiar with every aspect of 20th century warfare, though he's yet to accrue much practical experience. Learns fast, though!

Spy-200 CP: This woman is capable of passing herself off as a diplomat, a businesswoman, a performer and more. More importantly, she's capable of getting almost any information that one can get. Familiar with all 20th century means of infiltration and technology.

Commando-200 CP: This soldier has been there and done that more times than he can count. He doesn't have that much time for ideology, but he can get the job done. Can be a mountaineer, marine, paratrooper, or fighter pilot. If a fighter pilot, comes with a cutting-edge jet plane.

Drawbacks: 600 CP limit

Import save game-0 CP: This may be the hardest thing the world you've gone through all this with has ever endured, Jumper. This imports the world you created with your actions in the Victoria 2 jump. If the three ideologies mentioned above have not each risen to prominence, history is retroactively altered to the minimum necessary extent so that they do. **(In order to take this, you must have taken the import savegame drawback in the Victoria 2 jump, and the nation you served there must have lasted into this time.)**

Green men-100 CP: Being a general for as long as you have been, you know the difference between boys and men. You also know the difference between a veteran, and some idiot greenhorn that's never held a gun before in their life. Many of your fellow generals get to command some of the most battle-hardened soldiers that one could possibly imagine – which makes it all the more humiliating that you are continuously and deliberately stuck by your superiors in working with the greenest possible recruits.

Curse of Mussolini-100 CP: When you witness the other alliances of your age, you are often awestruck at how they work together like a well-oiled machine, each nation supporting the other. You are also often envious, as your allies in this war will scarcely be worth their independence, and their troops will not perform to any standard at all unless you should take direct control of them.

Reliability-0%-200 CP: Who the hell makes your equipment? Whether due to incompetence, malice, or both, your troops will be equipped with weapons and vehicles that have an astoundingly high failure rate, and always seem to break down when you need them. This won't be a guarantee that things will always fail, but your patience will be tested time and time again.

Minor power-200 CP: During this world, the greatest nations of the earth shall often meet and discuss events, planning out strategy. Each and every single one of them will be seen as equals, meriting equal respect. Unfortunately, you will not number among them. For the purposes of this jump, you may not pledge your allegiance to **Great Britain, the United States, Germany, Japan, Italy, the Soviet Union, France, or China**. If you should elevate your nation to their level of strength, your nation's opinions will still be seen as lower, and you will be made to fall in line with your allies.

Disloyal subjects-300 CP: There are nations in this world that cry out for one people, and there are others that name this a great patriotic war. They are totally united in their loyalty to their nation and ideals, and are determined to see the war to the end. Your nation, however, is nowhere near as unified – and will constantly face troubles from insurrection and partisans. When the war comes, you will have to deal with those that prefer submission to your enemies over loyalty to you...

Profound difficulties in timing-300 CP: Within the military realm, timing is everything. An invasion requires thousands of moving parts to always coordinate in exactly the correct manner, else, the war may as well be lost. Unfortunate, then, that fate always seems to throw a wrench in your plans. Whether it is logistical difficulty, an allied invasion gone wrong, or something else entirely, you will very often have to set back your plans due to unexpected delay, leading to profound consequences.

Depowered – 300 CP: In this time, victories are made of steel, wit, and blood. Extradimensional warehouses and other such fanciful fictions have nothing to do with it. You lose any and all abilities and items from outside this series of jumps – now quit crying and get back to the front!

“Fearless Fuhrer”-400 CP: Any army is only as good as its generals, and any general staff is only as good as their head of state. Which makes it an extreme pity that you stand under a damned fool of a leader. Whoever he is, he will lose all sense for tactics, while thinking his stupidity to be the highest genius. He shall consistently insist on being involved in every plan made, much to their detriment. Further, he shall not respond kindly to attempts to remove him by force, and neither shall the populace, in whose hearts he holds a dear place.

Outgunned, outmanned-400 CP: It is often said in this time that the meek shall inherit the earth. Nowhere can this be further from the truth than in war, where all depends on force, strength, and numbers. Your nation, though, will consistently come up short in all three measures, as your enemies shall have more numbers and equipment than you in almost all the battles you face. To overcome this hurdle, you will have to be a general of legend.

Gone hot, fast-500 CP: This war would normally have ended with the deployment of Nuclear weapons in Japan. Now, the detonation of a nuclear device within the city of Warsaw marks the beginning of the war. All alliances have been given one hundred nuclear weapons and the tech and skills needed to make more, if need be. This shall be a great war of ash and fire.

Sent through time-500 CP: It seems that you’re somewhere you shouldn’t be, jumper. Immediately after the beginning of this Jump, you and your nation are sent through time to the year 1964, in a future where your alliance was extinguished by a team-up of the other two alliances, who now stand in a cold war. They remember the millions dead that were needed to extinguish your nation, and are more than eager to snuff you out once again, this time with weapons beyond your understanding. You must survive until 1974 – a survival that will inherently require the destruction of at least one of the remaining 2 alliances and the reestablishment of your own.

Post-jump:

~quit: You've seen enough. Millions dead, cities burned – who wouldn't want an out? You get to leave this war behind you, Jumper, where many others didn't. You get to go home. And if you ever need to talk, feel free to give me a call.

~set_end_date: Dec31_99999: But perhaps this world still has need for you? The world probably isn't done with war just yet, and you'll probably be needed, old dog. You get to stay here, ever the faithful soldier. Alternatively, you may change things so that World War 2 never ends.

~reboot: But there are wars in a lot of places. This one's done, so you can't linger – others will need you. Only the dead have seen the end of war, and you ain't dead yet – on to the next battle!

~export: Or perhaps you should see things progress? You progress to the East Vs. West Jump, and watch history unfold further.