



SupCom 2 Jumpdoc v1.3 - Jumpchain-compatible CYOA

By Itmauve

For a thousand years, humanity was divided by the Infinite War. Then that ended with the use of Black Sun. Shortly after that, they were threatened by extinction by the Seraphim. For the past 25 years, humanity has been at peace. But now something has changed. The evil Commander Gauge has set his sights on Shiva Prime, a weapon of unknown power, and has begun a campaign to gain control over it. He very nearly restarts the Infinite war. Millions will die, and many more will be put at risk by his plans.

It's a dangerous place. Take these **1000 Command Points**, to survive the next ten years.

Starting Conditions

You may start at any time from May 6, 3862 to May 2, 3872. The reason it's slightly less than ten years is because your Jump duration will include the entirety of the Shiva Incident in 3872. (A.K.A. the game's campaign.) This Jump lasts for 10 years.

You may start in any location any random person could reasonably be, or pay 50 CP to start in a secure or remote location like the Coalition Center of Quantum Science and Technology, or Dr. Brackman's research outpost on Seraphim VII. If one party member pays to start at a secure or remote location, other party members may start at the same location for free.

Choose an age between 18 and 40, and a gender to be for this Jump.

Origins

All Origins are free. Any Origin can be made into a Drop-In for free, giving no memories of living in this universe and no real background in-universe. You don't have to be an official member of a faction's military even if you aren't a Drop-In.

UEF

The United Earth Federation is the dominant polity in the Coalition, having the most population. They are the most similar to modern Earth in culture. They are orderly and authoritarian, which is not surprising, considering they are essentially a very successful coup by the Earth Empire's military after the Empire started collapsing.

Cybran

The Cybran Nation started off as a resistance to being enslaved by the Earth Empire. Cybrans are symbionts, bonded with an AI in their head. They are the most individualist of the factions.

Illuminate

The Illuminate used to be known as the Aeon. Following the Seraphim War, the Illuminate has become much more secular, and only a minority still follow The Way, a religion taught to them by the Seraphim.

Perks

Perks under an Origin are discounted by half for people who took that Origin, with 100 CP perks being free.

Instruction Manual (Free)

You receive training in how to use and operate everything you purchase in this Jump. This is approximately to the level of military training.

Faction Aesthetics (Free)

In this and future Jumps, you may create a new "Faction Aesthetic" at the start of the Jump. This is a unified, themed appearance that is similar to an Alt-form for Items. The range of Aesthetics you can create at the start of a Jump is dependent on the aesthetics of the other factions in that Jump. For example, in a modern-day setting, the aesthetic would mainly be limited to how many greebles your war machines have, and the colors you paint them. In StarCraft, given the wide range of existing aesthetics, you have a good deal of freedom.

When crafting something, you may choose to build it with any given Aesthetic you have created so far, or you can just build it how it should look. This will have no actual effect on the crafted item. Changes to weapons are entirely cosmetic, and have no actual effect on what bonuses affect what weapon types.

Hello Fellow ACU pilots (free for Drop-Ins) (100)

You aren't a foreigner, even when you are (which you always are.) This gives you cultural context for your situation. You know commonly known facts that everyone else knows (though be sure to check if they're actually true,) you speak the same way, swear the same way, greet people the same way, talk about the same topics as everyone else, and so on. You won't fool someone into thinking that you're from exactly the same spot as everyone else, but you can avoid being considered a crazy foreigner by everyone.

UEF

Head In The Game (100 CP)

You can keep your head in stressful situations, even with stakes you are highly invested in. In addition, your ability to multitask is improved to three times as much as it would be.

One Good Apple (200 CP)

Are your bosses or coworkers evil? Find out with this one neat perk.

This grants you the ability to accurately judge people for evilness, incompetence, and corruption, if they are part of the same organization, creed, religion, movement, or similar as you.

If you find that any of your superiors are any of those, or there's an endemic problem within the group, this will ensure your ability to slip away from them without losing anything permanently.

Tactic Ballet (400 CP)

When faced with a large number of options, humans experience something called “choice paralysis” and freeze up. This especially bad in combat when things go pear-shaped.

In the time most commanders evaluate how well their current forces will fare against an unexpected threat, you've done the same - and simultaneously, you've also evaluated all the other options that you could have come up, all the options you were trained to take, and any common tactics you used in the past. Your mind handles this bit of parallel work without complaint from the strain that dumping dozens or hundreds of evaluations into your noggin would normally produce.

While other commanders are sticking with tactics they are know are bad because they just can't figure out what to transition into, you dance between tactics and compositions with a grace that belies your boxy units and frustrates your enemies.

Cybran

Words In The Head (100 CP)

You have perfect, unlimited memory, applied retroactively. This applies to all long-term memory - episodic, semantic, procedural, and priming. Your short-term memory is perfect, but does not expand from this.

But I Ejected (200 CP)

When you would have otherwise died, it turns out that you actually survived by the skin of your teeth, and were rescued by an ally. You will awaken a week later, recovering from your injuries. This can only happen once per Jump or 10 years, whichever comes sooner.

For an additional undiscounted 100 CP each, you may increase the number of times this may trigger before recharging by one.

I Can't Think Of Anything I'd Rather Do Over The Next 67 Hours (400 CP)

You are immune to boredom from tasks that are productive and intellectual in nature, but rather monotonous or mind-numbing. This includes programming and debugging, scouring databases for useful research, writing up results, and design work. Take a seat at your desk and settle in.

In addition, as you continue to focus, you speed up in effectiveness. If you spent 67 hours debugging maintenance code for an outpost's mainframe, you would do your equivalent of 4,489 hours of debugging (as that is 67^2 .) Each hour is worth two more hours than the previous one, meaning that after N hours of using this you have completed work equivalent to N^2 hours without this.

Entering this state suppresses your need to take breaks, sleep, eat, drink, or go to the bathroom. The moment you take a break, you lose the streak and the next hour of work will only be worth one hour.

Illuminate

Game In The Head (100 CP)

You have a knack for getting inside the head of your opponent. You can figure out what your opponent is thinking, and you never make the mistake of assuming they would make the optimal choice, instead being able to figure out what their choice is by watching even part of

what they do. You learn more about them from every emotional reaction than other people could. You're faster and more accurate at this than most people.

Butterfly Net (200 CP)

As you travel throughout different universes, you disrupt them, causing imperceptible changes that lead to major divergences to the course of fate or history. This allows you to lock down those disruptions, keeping a sequence of events intact.

If you have not yet disrupted the course of fate, then this provides protection against minor accidents and incidental disruptions. If you try to do something that will absolutely affect the course of fate, then you get a warning about it.

If you have disrupted the course of history, then this provides guidance, that if followed, prevents any further disruptions from happening. While this advice is followed, any additional disruptions will be minor at worst.

Butterfly Tracking (400 CP)

So let's say you've "heard this story before" and don't like how it ends. If you want to make a change to history and change the ending, this gives you the ability to check your work. When planning a primary action, you'll know the secondary effects of it, and whether the tertiary effects are something you'd approve of as a whole. This does not cover fourth-order and beyond effects.

This also lets you track changes. If you run into someone affected by your butterflies after a change you made, you can tell what different actions they took because of your actions.

Items

You may import similar classes of items into these items. If not specified, these will respawn in the Warehouse 24 hours after being lost or destroyed.

An ACU (Free)

You get an ACU! And an army. And some Experimentals. See the sections below for what exactly you get, including the notes section. But basically, when words fail this is how people here resolve disputes. You could choose not to take this, but then you'd have to rely on someone else's.

Civilian Infrastructure (Free)

You receive blueprints for a variety of civilian structures capable of keeping their inhabitants safe, fed, and comfortable. Even when it's raining methane outside, the lava flows are acting up again, or the lack of an atmosphere means it's hailing baseball-sized rocks.

This also includes the fixtures for those structures, like beds, chairs, or other furniture. It's not fancy but it'll get the job done.

ACU License (100 CP/Free for Non-Drop-Ins)

Actually, this isn't just for your ACU. This covers your ability to own any military hardware. It's accepted by every source of law as valid. It doesn't say why you're allowed to have all the military hardware, just that you do. Note that this isn't a license to actually use the military part. You could drive a tank down the road, but the moment you fire that cannon you're no longer covered by this. Actually, you're still covered by this if you would be legally allowed to fire any other lethal weapon.

Gateway Map (200 CP)

This is a map in some form - phone app, tablet, paper, whatever - that shows you the connections between different worlds, including their on-planet location, and codes needed to

make them work. In future Jumps, this provides information on similar transportation networks, like fairy paths, stargates, keyholes, jump gates, etc. If moving through these networks requires a key of some kind, this map - or the device it is implemented on - will act as that key.

Automated Factory (200 CP)

Whenever you fight a battle, if you look around you'll find an old abandoned factory. Activating it causes it to continually build a single type of unit. This unit is a random minor Experimental. It will be suitable for fighting in the terrain you find, at least.

However, these units aren't really under your control. You can give only two commands, to all of them at once: Stop and Go. If you tell them Stop, they'll all pile up around the factory, and if you tell them Go, they'll all charge at your enemy and try to kill as much as possible, as fast as possible. Which means their route will be predictable, and they'll trickle one at a time in if you don't manage them.

Additional copies of this increase the maximum number of factories findable by one per, and cost 100 CP. In future Jumps, the unit produced will be appropriate to the type of combat usually found there, instead of being an Experimental.

Research Institute (300 CP)

This is a well-funded research and development center. It's located somewhere relatively safe, and isn't an obvious target. Thanks to the technology of this world, it is perfectly self-sufficient. The staff is loyal to you and capable of working with many different fields of science and engineering. They are capable of working with any of your technology, and will work to improve random aspects of it if no task is given to them. But if you do give them a task, they'll jump on it right away.

If purchased, this is a free starting spot this Jump. After this Jump, it will attach itself to your Warehouse and stay there, unless Imported. If destroyed, a new one will be built somewhere else in two weeks. If the staff is killed, replacements will be hired over up to two weeks, depending on how many were killed.

One Ecosynthesizer, Slightly Used (600 CP)

This is Shiva Prime. I grabbed this version from after the Shiva Incident, while Ivan was blowing it up, so no one will notice the original missing. It's a massive construct normally used to terraform planets. It takes an hour to start up, and the first few stages of the terraforming render the planet uninhabitable. To terraform a planet the size of Earth would take a couple weeks. During operation, it stays in orbit, though it is capable of landing in deep-enough water. While it can enter orbit using gravity manipulation, in order to travel between planets it must teleport.



This version has some dings and scratches from nukes on its main platform, but a little polish will take those right out. It's also missing the HAX system, since Ivan had to destroy those to destroy Gauge. But, on the other hand, I'll give you a user's guide, and the drone defenses, power and mass distribution, and defense barriers are all under your control. Not to mention the teleporting between star systems every five minutes still works, when you want to do that.

Companions



Only the Jumper may make purchases here.

Canon characters can be taken for free provided that the Jumper gives enough information for them to make a truly informed decision, and does not rely on supernatural charisma, mind control or similar effects. The Jumpchain is not to be taken lightly.

Classmates (50CP each, up to 200 CP for 8)

Import or create up to 8 Companions. They get an Origin and 800 CP to spend as they please.

If they choose to purchase an ACU they get the stipends and may make purchases in the Army, Experimentals, and ACU sections. Alternately, they may forfeit both the Army and Experimental stipends, as well as the ability to make purchases in those sections, to share the same army and Experimentals as the Jumper.

If the Jumper is Drop-In, all Companions must be as well.

Strays (free)

Import as many additional Companions as desired. They get an Origin, but no CP, and no ACU stipend. They may not make purchases in the Army or Experimental sections, and use the same army and Experimentals as the Jumper if they choose to purchase an ACU.

Daemons (100 CP)

You get four AI programs. Each one can be uploaded to any computer system you own or control, and they will help you as best they can. If loaded onto a Research Server, they can control an army. They will remain loyal to you unless you abuse that loyalty. (Just don't try to break them.) If Imported as a Companion they can share a single slot. They can still be Imported like Items. If imported in a slot, some Perks have slightly less strength, and Items must be shared.

You can choose how much growth they are capable of, and how sapient they are.

Army

You don't start with any specific army. You start with a full complement of all standard units and structures, though. This includes a full complement of naval units. You may customize them slightly, like giving your aircraft carrier AA instead of deck guns. These purchases do not increase the construction costs of your units, unless explicitly stated in the description.

Your army consists of anything automated that you can control from your ACU.



See the Notes section for what units you start with. These units are designs that you start with, that have these upgrades here by default. You may apply these upgrades to any new designs you add without additional build costs, or much additional design time. (I should note that these designs are rather complex.) Upgrades that do not add features do not require any design time to add.

You also get to name them, but if you give them names like the Illuminate, I'll take that as a Stay Here decision. I do not want those kinds of mangled puns being spread elsewhere.

You get a stipend of 2000 Army Points to spend in this section only. CP converts to AP at a 1→2 ratio (but AP cannot be converted to CP.) 100 AP items discount to 50 AP.

General upgrades:

Infinite Storage (Free)

Your ACU and factories have storage cores capable of holding an infinite amount of generic stuff. I mean like an infinite amount of each element, not just off-brand items. It also acts like an infinite capacitor. There is the matter that when you use a quantum gate (the only form of FTL around here) only a finite amount will remain in storage. The rest will be lost, or stored with a factory remaining at the old location.

Anything that uses or creates a resource has a small storage for it, though this will only be relevant if you lose your ACU's body and all your factories at the same time.

Elite Army (300 AP)

Let's just take your whole army and make it stronger, faster, and tougher. Twice the health and twice the damage. Everything fires 25% faster, as well. Forty percent more range, and fifty percent more speed. And yes, doubled shield health and regeneration as well. And you'll want doubled vision and radar ranges, too. For everything in your army.

Manual-compliant Army (No)

The manual for the game version of this states that the technology and firepower is far superior to Infinite War and Seraphim war armies. This is absolutely not the case. Case in point: the Monkeylord. Even with nerfed weapons, it is still the most powerful unit on the battlefield, when it used to be the cheapest of the Experimentals.

You aren't getting that kind of power from here.

Eco Whore (300 AP)

Look, there's having better units and then there's having more units. This triples your army's incomes, and doubles the build power of all factories and engineers, which means you build things in half the time. Oh, and your economic structures cost half as much and take half as long to build .

Smart Flak (100 AP)

Gunship flocks can be annoying to deal with. This changes all your anti-air weapons into versions which pack an area of effect. And "smart" means it won't shred your aircraft in the same area. Turn "We will block out the sun" into "target-rich environment."



Shield Optimization (50 AP)

The shields here aren't the best. Cybran and Illuminate shields leak 15% of incoming damage through, and UEF shields handle damage that hits multiple of them poorly. These shields don't have that problem, and are a bit stronger as well.

Personal Shields (100 AP)

Let's face it: getting shot sucks. All your mobile units have conformal shields capable of taking as much punishment as their armor. Units that generate bubble shields also have this, and the personal shields are independent of the bubble shields.

Synchronized Construction (50 AP)

Synchronizing multiple protocrafters in a hotswap manner isn't a trivial problem, but by the turn of the millennia it was a solved problem. You can now have multiple engineers working on the same construction with no loss of efficiency. This is unlike everyone else, who are stuck with only having one engineer construct a building, and facing diminishing returns on assisting factories.



Turreted Air Weapons (100 AP)

Do you hate it when you're in an air fight and the enemy gets behind you with a good turn? Then stop worrying about it, and just have fighters capable of shooting at enemy aircraft from any direction. This also lets your gunships shoot in any direction as well, meaning they can retreat and shoot at the same time.

And bombs now home on their target, too, making them much harder to dodge.

Secondary Weapons (100 AP, discount [UEF](#))

Mount a gun and AA on your engineers! Put AA on a tank! Heck, put AA on a submarine! Put a riot cannon on your mobile AA! Add torpedo tubes to a hovertank!

All your mobile units have secondary weapons that can help defend against attackers they normally couldn't. Though these secondary weapons are only about a fifth the strength of the weapons on the dedicated units.

Power Detonate (100 AP, discount [Cybran](#))

You know what the best method of screwing over someone charging into your base? Making the whole thing go up in a giant fireball, taking their army with it. And if your attack is

going to end poorly, just self-destruct the units loudly. It might be able to actually take out the target of the attack. Plus it denies reclaim.

They also have a lesser setting, for self-destructing when being captured, that can be set up to automatically trigger.

Teleport (100 AP, discount [Illuminate](#))

All your units are granted a small, kilometer-scale teleport option. Your units can disappear from one point, and reappear elsewhere. This costs a small amount of energy, and has a long cooldown.

Jump Jets (100 AP, discount [UEF](#))

Who doesn't love bouncing around in the air? This gives all land-capable units jump jets capable of sending them flying up and down cliffs, or just horizontally at great speed. In fact, given the cooldown on teleportation this is actually faster over long distances, since it has a two-second cooldown, and uses much less energy to boot.

This version allows weapons to keep firing while in the air.

Ship Legs (100 AP, discount [Cybran](#))

Folded into the hulls of all of your ships are massive legs that let them walk across land, acting just like a land unit. This is how you storm beaches properly. In addition, torpedo tubes can fire non-homing missiles at ground targets once out of the water.



Hover (100 AP, discount [Illuminate](#))

All your land units (including your legged units and ACU) get the ability to hover just above land and water, expanding your mobility in combat around water.

Afterburners (100 AP, discount [UEF](#))

All your air units have afterburners, that you can activate to make them go faster and turn faster, making interceptions and attacks go just that bit better.

Stealth (100 AP, discount [Cybran](#))

All your air units have stealth capabilities, letting them avoid notice by your opponent's radar. Are you sneaking bombers into the back to snipe their ACU? Well, they need to get craft into visual range to tell. Are your forces in perfect



position to intercept their attack? They'll find out when you sweep into them and start killing units.

Holo-flares (100 AP, discount [Illuminate](#))

During a fight, your air units all have holographic decoy flares that make it hard for enemies to properly target them, making most shots miss and greatly reducing the risk from single-target AA weapons.

Shield Recharge (200 AP, discount [UEF](#))

You can supercharge your shields to fully recharge them. Simply spend energy proportional to the missing shield strength, and it will be done. You can configure this to be automatically cast based on certain conditions, like energy surplus, shield health, and status of nearby bubble shields.

Shield Transfer (200 AP, discount [Cybran](#))

Your conformal shields can transfer their charge to other shields nearby and with line-of-sight. Your area and conduit shields also act as connectors for shield charge, allowing for a network to form from shielded units, where any depletion is recharged by all shields in the network. This comes with management tools to allow you to focus the energies of a network on specific units or groups.

Shield Conversion (200 AP, discount [Illuminate](#))

Incoming damage to any shield is converted into energy in your storage. It'll still hurt the shield, but now you get to benefit from that energy.

Buildings:

Auto-upgrading Factories (150 AP)

Your factories and gantries can already support useful add-ons that increase their use. Shields, weapons, radar. Now your factories automatically build these, without needing to stop building units or to take mass or energy from your coffers.

Though this will take longer the more add-ons you develop for them to build.

Hydrostatic Pressure Management (50 AP)

This upgrade allows you to construct buildings on the surface of water, or on the seafloor, at no additional cost. Though I would not recommend putting an AA tower on the bottom of the ocean, since it won't be able to actually shoot anything.

Engineering Stations (100 AP, discount [UEF](#))

Your mass extractors, energy generators, research servers, and shield generators have engineering suites that allow them to repair damaged units or buildings, or assist with nearby building tasks. They cannot start building on their own.

Combined Defenses (100 AP, discount [Cybran](#))

This lets you build more defenses on the same structure, as long as it's a different kind. Build an anti-air tower on top of your point defense, then build a shield around the base, and cap it off with a tactical missile defense. Each additional defense comes with more armor on the tower. These additional defenses do require mass, and must be started by an engineer.



Transportable Buildings (100 AP, discount [Illuminate](#))

You can use an air transport to pick up and move any building in your army, to relocate it to any place you could have built it in the first place.

Armed Buildings (200 AP, discount [UEF](#))

All your buildings have weapons included - direct-fire, AA, and torpedo if possible. Except for your factories, since those already have their own method of installing weapons, and the basic point defense and AA towers, since those are already weapons. While they're only half as powerful as dedicated emplacements, across your entire base it'd certainly add up.

Conversion Generators (200 AP, discount [Cybran](#))

Standalone mass converters are kinda flimsy. Like popcorn. This integrates them into your energy generators, so they're protected by the generators' armors and you always have conversion available. This also makes their conversion twice as efficient.

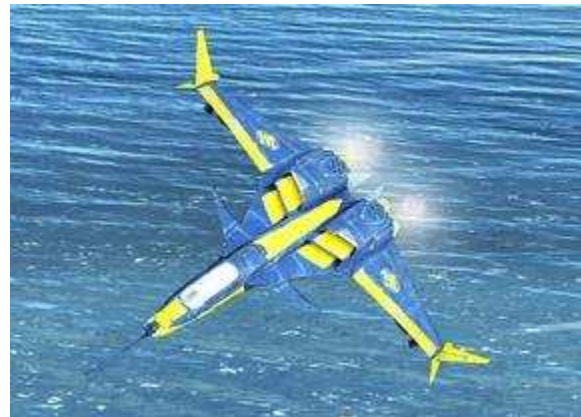
Shielded Buildings (200 AP, discount [Illuminate](#))

All your buildings have shields, doubling their durability. Buildings that generate bubble shields also have this, and the personal shields are independent of the bubble shields.

Units:

Dedicated bomber (100 AP, discount [UEF](#))

While a multirole fighter-bomber does have its advantages, they can't bring the pain to the ground-pounders like this bird does. Especially because it's cheaper than even a pure interceptor. And it's more versatile than a multirole when it comes to bringing the rain, being able to build all different sorts of bombs from its bay, and drop them on targets that will hopefully be dead soon. Torpedoes? It can do that. Napalm to deal with mobs of units? Not a problem. High-yield quark bombs for commander snipes? Well, you aren't getting a second pass with how long it'll take that to load, but go ahead.



Normally taking this means you have a dedicated interceptor and a dedicated bomber, both of which are cheaper and thus more economical, but if you really want a fighter-bomber (with a fixed-payload bay) I'll let you keep it in exchange for the interceptor.

Combined defense unit (100 AP, discount [Cybran](#))

Missile defense units are one-trick ponies that most commanders just don't bother building, or even decrypting the blueprints to if they can avoid it. The Cybrans decided to stick a zapper on their AA unit, then integrated that with their mobile shield. The result is a lot of increased survivability for units nearby. Your own army copies this idea, resulting in a slightly smaller - and more universally useful - roster.

Conduit Shield (100 AP, discount [Illuminate](#))

Rather than project a big bubble that might let gunships inside, or not cover a large unit fully, the Conduit Shield changes your mobile shield(s) to instead cover all nearby allied units and buildings with conformal protection. These separate shields all draw from the same pool of integrity. These can layer multiple conformal shields on a single target when working together. This shield boosts the effect of self-repair, even while the shield is rebuilding. When multiple protectees of one conduit shield are hit by the splash of the same attack, the integrity pool does not take full damage for each target hit.

Lockable Artillery (100 AP, discount [UEF](#))

This gives your mobile artillery the ability to lock down, letting it fire faster and further. Useful for outranging defenses. Just be sure to defend them, or unlock and move them when they get attacked.

Combined Tank/Bot (100 AP, discount [Cybran](#))

This eliminates the tank from your roster, and gives your assault bots an armored mode that lets them armor up, giving them survivability equal to the tank, and increases the range of their weapon to tank ranges. However, this reduces their speed to tank levels.

This mode can be exited at any time, but cannot be reentered until five seconds have passed since deactivating it.

You can apply this to any pair of direct-fire ground units that are as similar as the tank and assault bot from here, exchanging range and armor for speed but otherwise getting the best of both units.

Chrono Cannon (100 AP, discount [Illuminate](#))

This gives your assault bot cannons, that in addition to doing a normal amount of damage, also slow the target that got hit slightly. This effect stacks, but caps out at about halving the speed. This doesn't just affect movement, but also weapon reload, ability cooldown, and regeneration.

Hyper Armor Exchange System (300 AP)

The HAX system, as it's abbreviated, allows you to link a HAX power coil to any other unit except another HAX power coil. Doing so makes that unit indestructible, as long as the HAX power coil is active. Destroying the power coil simply makes the linked unit vulnerable. It takes twelve seconds for a HAX power coil to start working again after switching to a new unit.

Also, I should mention that a HAX power coil is rather large, being about as big as a Colossus... in diameter. It's about five times as tall as one, as well. Also, it doesn't work over interplanetary ranges, or in the Warehouse.



Research Server Programs:

We see in the game that these large server banks can be used to clean up corruption on an ACU's hard drive, which is unfortunately needed for anyone who got an ACU from Quantum Visionworks. (Don't worry, I'm providing your team's ACUs. No software bugs on 'em.) But aside from making created blueprints available, they don't actually do anything. These are a few programs that can run on the servers that you might find useful.

ICECAP (100 AP/free)

The Intrusion and Corruption Examiner and Counterprogramming Automatic Protector lets your servers develop countermeasures to any method of hacking, capturing, controlling, or otherwise subverting of your army or its units.

Each unit-minute* of exposure to attempts to capture or otherwise subvert your army will allow your research servers to create a counterprogram capable of slowing the effect by a rate of ten for your entire army.

Each unit-minute of being captured increases the progress towards being able to reverse the effect. At one unit-minute of exposure, reversing is possible, and each additional unit-minute halves the time needed to complete reversal from that method of capture or subversion. You may choose to wait on reversing the capture.

These programs must be created in a research server on the battlefield, but can be run from just your ACU's mainframe. The number of research servers you have constructed acts as a multiplier for exposure times.

This is free if another option from this subsection is purchased.

*It's like a man-hour.

A:ASP (200 AP)

The Armor: Adaptation and Specialization Package allows you to create new armors and shields that have increased effectiveness against certain mechanisms of damage (bullets, plasma, lasers, various flavors of quantum effects) through being shot with the weapon.

A research server must be constructed to record data from impacts. This effect scales by the square root of shots taken, so to double the effectiveness of this boost requires being shot four times as much, in total. This does not reset between battles - as long as the data is not deleted you can maintain and improve the boost.

Hybrid protection is possible, though effectiveness must be shared. If you have bullets at 30% additional protection and lasers at 10%, you could make armors and shields that protected an additional 24% with bullets and 2% with lasers. (80% of the bullets, 20% of the armor)

Hybrid protection can be created or adjusted using the ACU's mainframe.

WEAPON (200 AP)

The Weapon Empirical Armor Penetration Optimization Network program doesn't just make your weapons better against armor, it can also make them better against shields. Each type of armor and shield will need to be optimized against. In this Jump, you'd have UEF armor, UEF shields, Cybran armor, Cybran shields, Illuminate armor, and Illuminate shields. Your own armor and shields would be their own types, as well, but I don't think you'd want to optimize against them.

A research server must be constructed to record data from hitting shots. This effect scales by the square root of shots hit, so to double the effectiveness of this boost requires hitting four times as much, in total. This does not reset between battles - as long as the data is not deleted you can maintain and improve the boost.

Hybrid optimization is possible, though effectiveness must be shared. If you have Cybran shields at 30% additional damage and Cybran armor at 10%, you could make weapons that deal an additional 6% damage against shields and 8% against armor. (20% of the shields, 80% of the armor)

Hybrid optimization can be created or adjusted using the ACU's mainframe.

HAIASAL (300 AP)

The Hardware-Agnostic, Instruction-Agnostic, Software-Agnostic Library is a collection of hacking tools that can be adapted to attack any program, on any operating system, on any processor architecture, with any other hardware included.

This isn't instant, and will require lots and lots of attempts. Sophisticated countermeasures will slow you down greatly, taking days of connected time to get into a system. But as long as you can keep sending bits into the system, you can eventually crack any sort of computer system, and make it do what you want. Losing the connection doesn't reset your progress, but if elements of the target system change that will set you back.

Commonality in elements to previous targets makes current ones much faster. Having more research servers multiplies the speed of the attack.

Field Refit (100 AP)

Requires A:ASP or WEAPON

This is actually more of a general upgrade. It allows your units and buildings to upgrade themselves with new armors, shields, and/or weapons from A:ASP or WEAPON instantly, without requiring engineers to do the refit. However, this can only be done once every thirty seconds.

It also applies to similar abilities, that do not grant new capabilities or alter the design of the unit or building.

Experimentals

Now it's time for the big toys. The Experimentals. Each Experimental is a unique type of unit, and while tanks are tanks no matter which faction you belong to, Experimentals can be a whole different kettle of fish, with each faction fielding different Experimentals that don't correspond to each other.

Your first four Experimentals have an allocated budget of 100 EP. You also have a stipend of 800 EP to spend on any of them. You may create additional Experimentals with your EP, but the minimum cost of an Experimental is 50 EP and they don't get any budget. You may convert CP to EP at a 1:1 ratio (but EP cannot be converted to CP.)

The construction cost and time of each one is roughly dependent on the EP cost of each one. (With exceptions for game-enders.) At 100 EP and under, you've got a minor Experimental. Between 100 and 300 are major Experimentals. 300 and up are relic Experimentals, the "I have become Monkeylord, destroyer of worlds" type of deal.

Some of these upgrades act as modifiers for other abilities. If you want to have them on multiple abilities, then they must be purchased multiple times. (A weapons system counts as an ability.) Your Experimentals can benefit from upgrades in the Army section. Aside from that, it is intended that they be comparable to the canon Experimentals.

Canon Experimentals, as well as custom Experimentals designed for this system, and Experimental-equivalents from other games are in the Notes.



Fast (25 EP)

This Experimental is faster than normal. On the ground, this means moving faster than a tank. On the water, this means moving faster than a submarine. And in the air, this means moving as fast as a fighter.

Multihit (25 EP)

Ability Modifier

This doesn't mean a bit of splash damage. It means regularly being able to hit a dozen or so targets at once. Whether that's through a huge area of effect or multitargeting, it works. While this can allow for a greater effect on a single target, that cannot exceed the tier of the ability purchased.

Basic Range (25 EP)

Ability Modifier

Without this, your range is limited to that of the Megalith II's. With this, your range can increase around twice the Fatboy II's range, providing excellent coverage over an area of the battlefield around the experimental.

>Extreme Range (50 EP)

Ability Modifier, requires Basic Range

If you want to reach out and touch someone, then you'll need this. This lets the Experimental use this ability across the map.

>Ability Speed (25/50 EP)

Ability Modifier, requires Basic Range

The problem with doing something at long range is that it's possible to dodge. This means that the ability hits instantly, with little or no delay. If you want something that does this, you have to pay for it.

If the ability has Extreme Range, you have to pay 50 EP.

Guns (25 EP)

Can be purchased multiple times

This is the entry you were looking for, right? You want destructive firepower? Then buy this. Each purchase increases the firepower on your Experimental. The weapons can come in any form - cannons, lasers, lightning guns, drones, whatever you want. Landmines? Sure. Giant energy boomerangs? Go ahead. Just keep in mind some weapon types may require purchasing Multihit.

The more firepower you want, the more you need to buy. Game ends - the kind that would work in the original Supreme Commander - are about ten purchases of this.

Instakill weapon (75 EP)

Can be purchased twice.

This will put any normal unit out of its misery immediately, killing one every couple of seconds regardless of how much armor or shielding protects it. Whether that's tidal forces tearing it apart, or tossing the target outside of reality, or something else, it ignores durability.

This is a separate weapon from "Guns" and does not require it.

If you purchase this twice, it can kill anything that can be killed by physical means, including ACUs.

Armor (25 EP)

Can be purchased multiple times

One of the greatest things to see is your opponent's face dropping as your giant robot marches out of a nuclear fireball, armor pristine. Taking this increases the Experimental's

survivability in the “don’t be penetrated” area, by whatever means. (You’d need five purchases to get to “almost immune to nukes.”)

Aerial (50 EP)

Cliffs. Who needs to worry about them? This makes the Experimental a flying unit about the same speed as a gunship. These types of Experimentals have to worry about being fired upon by gunships.

Submariney (25 EP)

Sonar isn’t as common a sensor type as it used to be. And hiding underwater protects from a lot of different kinds of weapons. This grants submersible ability - whether that’s floating underwater, or walking on the seafloor.

Unit Deployment (25/50 EP)

The ability to move units about quickly is important. Transports, or other means, can throw the balance of a battle. This gives the Experimental the ability to load and move other units. How exactly depends on the specific unit. The Atlantis stores aircraft underwater, safe from most weapons. The Noah Unit Cannon fires the units it produces to a destination. The Space Temple teleports units both to and from a marker.

This costs 25 EP normally, and 50 EP if the Experimental can deploy to anywhere besides its immediate vicinity.

Super Factory (50 EP)

Mobile production allows you to produce an army right at the front lines, or off in a random direction that your enemy wasn’t expecting. This gives your experimental a fast, resource-guzzling factory that can pump out units quickly.

Support Gear (25 EP)

Can be purchased multiple times

This is anything that affects your own forces positively. Repair beams? Support Gear. Area shield? Support gear. Damage-boosting aura? Support gear. More powerful abilities will require more purchases of this. (For example, the Aegis would require two of them, even though this means you can’t make the canon Aegis.) Intel abilities also fall under this.

Debuff Gear (25 EP)

Can be purchased multiple times

This is anything that makes things harder on your enemies - aside from killing them, that is. Counter-intel that makes reacting to you harder. Gravity systems that drag in enemies, shove them away, or pin them in place. Powerful EMP weapons to stun them. Automatically capturing them (though the Loyalty Gun’s system would require five purchases.)

If you’re having trouble deciding whether an ability is this, or a support ability, the support ability would still be useful even if the enemy isn’t in range.

+Building (+50 EP)

Cannot take with Aerial, Fast

This Experimental is a building, fixed in place and unable to move about the battlefield or dodge. On the other hand, it is a bit cheaper.

ACU

Armored Command Units are giant robots, about 20 meters tall. Each one is equipped with a cannon on the right arm for killing, a protocrafter on the left for building, and a generator that produces a lot of energy, and useful mass. There's also a mainframe, a network connection, storage, and other ancillary systems. This is your only manned unit on the battlefield. You'll probably be spending a lot of time stuck in a very cramped cockpit. Your ACU is immune to any sort of capture, control, or subversion that you don't want.



ACUs are amphibious, and can travel on the seafloor. They are also highly resistant to stunning effects, and are decently armored.

You gain 600 CP to spend in this section only. This does stack with the upgrades from the army section.

Escape pod (free)

In an emergency, you can pop the cockpit off your ACU and fly it to safety. Assuming you're not surrounded by enemy AA, of course. You'll have to rebuild the body, including the resource core, weapons, and pretty much everything except the slot you're shoved in (seriously, ACU cockpits are cramped,) the mainframe, and the network connection. Fortunately there's a tiny protocrafter at the bottom to get you started.

Hunker (free)

When being attacked, your ACU can hunker, preventing it from moving or firing, but making it much more resistant to attack.

Core Dump (free)

ACUs are powered by highly energetic, highly volatile generators. This is a modification to the ACU's generator that allows it to fizzle, instead of going up in a big boom and taking out everything around it.

If you want to, you can turn it off.

Import (free)

Do you already have a giant robot? Or a medium robot? Then add it to this one. If it's inferior in any way to one of the existing ACUs, I'll give it a quick tune-up to match. Also, during this Jump I'm going to shrink it down to the size of the other ACUs, about 20 meters tall.

Field Refit (free)

Your ACU possesses similar capability to Field Refit in the Army section, even if you don't take A:ASP or WEAPON. Like the army-wide version this can only be activated once every thirty seconds.

Next-Gen ACU (200 CP)

Your ACU is stronger, faster, and tougher. Quadrupled armor and doubled speed. Doubled damage, doubled rate of fire, and twice the range. Not to mention the tripled sensor range, to boot. It's a powerful combatant now. This stacks multiplicatively with Elite Army.

Support Commander (200 CP)

Your ACU's generator produces twice the resources, and it builds three times as fast, with a much longer build range. These upgrades make it ideal for supporting from the back. This stacks multiplicatively with Eco Whore.

Personal Shield (50 CP)

This gives your ACU a conformal shield that can take as much punishment as your armor. Or if you've purchased the Army Personal Shields, the ACU's shield is now three times as strong as its armor, while recharging in slightly less time.

Lockdown (50 CP)

Requires Hunker

An upgrade to Hunker, this lets your ACU continue firing its weapons while Hunkered, now only losing the use of its legs while still gaining additional protection.

Overcharge (100 CP)

This ability lets you temporarily boost the damage or rate of fire of your ACU's weapons by a factor of five for a short period. Activating this requires some energy, and there is a short cooldown before it can be used again.

Stealth (100 CP)

Not showing up on radar means your ACU can move about the battlefield with much less risk of being tracked. In fact, unless your enemy flies a scout practically right over you, you can't be found.

Weapon Racks (50/100 CP)

These attachment points allow you to build four more weapons right on your ACU, depending on the situation. Want to have four tactical missile launchers when you attack a base? Sure. Artillery or cannons for land combat? Go ahead. SAMs for an air attack? Sounds fine. For 100 CP, you have 10 mounting points.

The downside is that you have to ditch the old weapons, and then build the new weapons when you want them. (It's not like you have to stand still to build them, though.)

ADV Gear (100 CP)

This gives your ACU a more powerful version of your mobile shield, an anti-missile system, and powerful AA weapons.

Nano-Corroder Payload (100 CP)

This module creates corrosive nanites that can be applied to the ACU's weapons, which create a corrosive cloud around the point of impact or detonation. This cloud will only harm enemy units. Stronger weapons can carry more nanites, giving a more potent cloud.

Nano-pod (100 CP)

Your ACU has a system that lets it create stable pods of nanites. You can create pods that can either heal your units, or those that damage enemy units. While you can have dozens of these following you, they are vulnerable, especially to artillery or other explosions.

Teleport (50 CP)

Your ACU has an instant, kilometer-scale teleport. It costs a small amount of energy and has a long cooldown. If you purchased Army Teleport, the ACU teleport has a much shorter cooldown, and costs much less power.

Jump Jets (50 CP)

Send your ACU flying about the battlefield. This works just like Army Jump Jets, but if you purchased that your ACU essentially turns into a gunship for a minute, being able to change its path instead jumping straight from point A to point B.

Drawbacks

You may take at most 1000 CP in Drawbacks. The first three Drawbacks listed below do not contribute their points towards the drawback limit.

Companions may not take Drawbacks, but get 75 CP for every 100 CP the Jumper gets.

Mod Checksum (+300 CP)

Cannot take with Vanilla Only

You lose access to any power that doesn't make sense for someone who commands a robot army from the cockpit of a giant robot. What, you think you can just jump out of your cockpit and Kamehameha the enemy army away? Because you can't.

This also affects Companions

Vanilla Only (+500 CP)

Cannot take with Mod Checksum

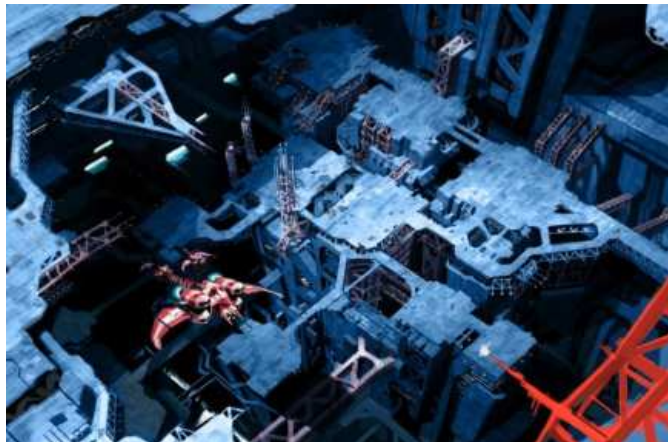
You lose all powers and perks from outside this Jump. You're brought down to human levels. Let's hope you're brought down to badass.

This also affects Companions

Embargo (+300 CP)

You lose access to all your items and your Warehouse. Imports are delayed until this wears off. You may still send items to the Warehouse, but you can't take anything out.

This also affects Companions.



Unit Limit Reached (+100 CP)

You are limited to a maximum of 100 units under your control during battle. This also includes any buildings. Once a unit is under your control in battle, you can only lose control of if you leave the battlefield completely, or the unit is destroyed. Your ACU does not count towards this limit.

Taking this also grants you 600 CP that can only be spent in the ACU section. These CP do not count towards the Drawback limit.

Limited Experimental Data (+100 CP)

While you may purchase as many Experimentals as you want, you must select three of them now. Only those three will be provided for you for the next ten years. And while I'll let you go back and redesign those if you want, just bear in mind that a 400 EP Experimental will be very, very expensive.

Taking this also grants you 1000 AP to spend in the Army section.

Poetic License (+100 CP)

You have a habit of talking in the most eloquent, flowery, and artistic manner whenever possible. At least after ten years you'll be rather good at it, I suppose?

Wanted: ACU Exploded or Unexploded (+200 CP)

Cannot be taken with Toy Story

It seems you're wanted for something, Jumper. One of the factions has a warrant out for your arrest. And for a serious crime like terrorism, not something like jaywalking. While you were framed, it will be a struggle to prove that, becoming next to impossible if caught. When Drawbacks expire you'll be found to be innocent, and released if captured.

Warrior (+200 CP)

During the Shiva Incident, there were dozens of secondary problems.

The Royal Guardians are a bunch of terrorists who claim to be working on behalf of the late Aeon Princess Rihanna Burke, but actually have even less in common with her philosophy than the early 3rd-millennia ISIS had with Islam. They're selfish, greedy terrorists who would happily hold millions hostage for money.

In addition, when out of contact with Coalition Command, several UEF commanders decided that they would invade planets and become warlords.

Now you have to deal with one of these yahoos during the Shiva Incident. I'll give the location of the nearest one of these bastards, and you have to stop them from committing whatever atrocity they're about to commit. And if you don't you have to deal with guilt for the next ten years over your failure - even if that means the guilt extends into the next Jump.

If taken with Toy Story, you're instead stuck with dealing with organized crime that's interfering with tournaments. You won't be able to win at the global level until you take care of it.

Worst Part Is The Name (+200 CP)

Cannot be taken with There Is A Reason Five-Year-Olds Are Not Allowed To Name Things or Toy Story

Must be taken with Proper Names

People have fun playing Supreme Commander 2, so by that measure it has succeeded as a game. However, it's so different than most don't consider it the same series. So that's what this does.

It completely rewrites the setting, changing everything except the technology and engineering. Plot, locations, people, factions, all that is different and you won't know what's going on. Good luck.

I mean, at least the dates will be the same.



Klepto Engies (+200 CP)

You claimed that mass extractor, right? And you had a radar over there, true? Wait, where'd you put down your apple that you were eating?

It seems you've gotten the interest of a bunch of kleptomaniac rogue engineers. Once a month they will attempt to steal something of yours. They'll only give up after you've killed at least 200 of them, or 50 of them if they manage to steal something. They are capable of bypassing any sort of "can't be stolen" protection you have, so get the point defense. (They will not attempt to capture your ACU, at least. Instinctive fear, you see.)

Bounty Board (+200/500 CP)

Cannot be taken with Toy Story

If you're worried about going stir-crazy with nothing to do, there are a lot of people allowed to pilot ACUs who probably shouldn't. Morally, speaking of course. As far as the actual combat bit goes, they're rather good.

Every other month, I'm going to send you the dossier of a commander who needs their one-hundred kiloton seat cushion set off, and you're going to have eight weeks to hunt them down and kill them. If you don't, they get an upgrade to let them go toe-to-toe with you, and then they attack you sometime in the next eight weeks.

They're not going to die unless you or another party member does something about them, by the way. No hoping they trip down the stairs.

You can purchase this up to five times, requiring an extra kill every other month for each purchase. If you take a 500-tier bounty, you can only take this twice, because of the drawback cap.

For 500 CP, I'll be giving you a Seraphim or Order of the Illuminate Commander who's been in hiding since the end of the Seraphim war. You know, the guys packing Infinite War tech? The tech paradigm where your army fits in Tech 1, and the Universal Colossus loses to a Monkeylord? Where they have things like Omni sensors? An economic paradigm that outstrips the current one? ACUs almost the size of King Kriptor or Universal Colossus? That stuff ringing a bell? Good. Because you're going to need to overcome that difference. Also, they've been hiding from every intelligence agency here for over two decades, so good luck finding them.

There Is A Reason Five-Year-Olds Are Not Allowed To Name Things (+300 CP)

Cannot be taken with Worst Part Is The Name or Proper Names

You don't want to take this, and I don't want to implement this.

You know how all of the Illuminate names sound like they were made up by a particularly dumb five-year-old child while they were chewing gum? Well, now all the factions have named their units like that. And your own unit names have been defaced. And no one will recognize any other designation besides those dumb names now.

When smart people open their mouths and say these dumb words, you will recognize that it's your fault. Everyone has been made dumber for having to hear those stupid names all the time. And while I wish I could just give you zero points and may god have mercy on your soul, I'll just say that you get 300 points, and may no one else ever find out you made them say such dumb names.

Mercy Explosion (+300 CP)

Power detonate is supposed to be a technique some Cybran commanders implement in their units, right? The Illuminate doesn't do it, and neither does the UEF, right? So why do half of your opponents, including Illuminate and UEF commanders, seem to have stuffed their units and buildings with C4? And the fighters blowing up to act as flak, or suicide bombers, it's just a mess.

Camp-pain (+400 CP)

Cannot be taken with Toy Story

Congratulations! You're now a video game protagonist in a campaign! This means that all (including this Jump's) your powers, abilities, items, units, and so on, start locked away, except for the most simple and weak powers. Then, over time, you slowly gain access to those powers, usually just after they would have been extremely useful. Like, say you're trying to defend a city against a crazy UEF commander with nukes, but you won't get access to nuke defense until after that battle is over. This campaign will last for five years.

Toy Story (+400 CP)

Cannot be taken with Camp-pain, Quirky Attacking Industries, Worst Part Is The Name, Bounty Board, Wanted: ACU Exploded or Unexploded, or Load Game

What's the difference between Gundam and Gundam Build Fighters? In one you have actual combat, and in another you have simulated combat through sufficiently advanced magic.

Now this Jump takes place in the 2010s, and instead of full scale warfare across the stars, it's a game called Micro Commander. The incredibly advanced technology used to simulate this is both inferior to 4th millennium technology and only used for this specific purpose.

You enter the Jump at 8 years old, and within 10 years you must win the (annual) world championship of Micro Commander and be declared the Supreme Commander. (Your age won't be a problem.) Expect many unique and powerful armies and Experimentals to block your way to the top. (Just watch Gundam Build Fighters if you want an idea of what you're getting into here re:your opponents' bullshit.)

If you don't, you forfeit the Jump and anything purchased here, and must Go Home or Move On at the end of ten years. You don't get any of your Items until the end of the Jump, though you do get an Micro-Commander-version of your ACU, army, and Experimentals to use while playing the game. And you can keep those. Heck, if you pass I'll even give you a play table that can be used to practice your combat skills and test new designs.

Quirky Attacking Industries (+600 CP)

Cannot take with Toy Story

QAI survived the events of Forged Alliance, and is attempting to enact his revenge on humanity.

Six months before you enter the Jump, QAI was alerted to your arrival, and has constructed technology to defend himself from you. While his offensive technology is not up to snuff, he is currently resistant to your powers and items, enough that it would take serious effort to kill him.

During the ten years of the Jump, QAI's offensive technology will advance to the point where he can match your defenses. Unless you've killed him by that point, there will be a final battle, and the Jump will not end until one of you has reduced the other to zero percent alive.

Toggles

Load Game

Cannot take with Toy Story or Worst Part Is The Name

Have you been to this world before?

In which case, the Shiva Incident - and your starting times - will be pushed back to at least 25 years from when you left. Your starting time is adjusted so that the ten-year duration of this Jump includes it. During this peacetime, military technology will reduce in usability and scale. Social progress may not follow the canon route if you set changes in motion.

Proper Names

Cannot take with There Is A Reason Five-Year-Olds Are Not Allowed To Name Things

You know how dumb the Illuminate names are? Well now I get to erase those names from existence itself, and replace those names with something sensible.

Extended Stay

Once the Jump is over, you can hang out here for a while. All Drawbacks fall off, and you can no longer chain-fail. Instead you'll just have to Move On or Go Home if you die.

Conclusion

So you made it. All Drawbacks fall off at this point, and everyone chooses what to do next.

Next Mission: Move On to the next Jump

Continue Playing: Stay Here and live out your life here. If you chose Illuminate-like names for your army, this was your choice.

Exit Game: Go Home, and resume your life where you started

Acknowledgements

Thanks to Songless, Ovid, and other members of the SB Jumpchain community

Most of the images that aren't screenshots inside the game engine are from Kevin Pun's concept art.

The image at the start of the Army section is a screenshot based on the Revamp and Expansion mod (RvE).

Notes

Adaptation from a game

So SupCom 2 doesn't even give any dates for when things happen. We know the year, which is why I made sure to hammer down the dates.

- Missions 1-3 of the UEF branch happen on May 5, 3872. Mission 3 takes place overnight.
- Missions 4-6 of the UEF branch happen on May 6, 3872
- Missions 1-3 of the Illuminate branch happens during their own days, from May 2, 3872, to May 4, 3872.
- Missions 4 and 5 of the Illuminate branch happen on May 5, 3872.
- Mission 6 of the Illuminate branch happens May 6, 3872.

- Missions 1 and 2 of the Cybran branch happens on May 3, 3872.
- Mission 3 happens May 5, 3872
- Missions 4-6 happen on May 6, 3872.

The relative order of events doesn't matter until May 5, where we get the following events in order: UEF missions 4, 5, and 6. Then Illuminate mission 6. Then Cybran 4, 5, and 6.

This does produce an error with the dialogue between Thalia and Gauge in Illuminate mission 4, with him referencing things that happen the next day, but I figure changing the dialogue makes more sense than either of the alternatives: Thalia committing four acts of terrorism and one act of war on five different planets in one day, or Maddox holding that gate for multiple days on his own. (And before you say that you did that while playing, you didn't actually have to research and plan the attack. And they aren't gating directly to the targets, they're flying there at probably Mach 0.8, so that means more time.)

We're not doing the "reduced build cost" that happens for veteran units, or as research upgrades. That either involves lack of conservation of mass - that at the build site is why I nixed it, mind you - or that non-veteran protocrafters are super inefficient.

You can assume the ACU interfaces are more powerful than the game versions. If you've seen a useful functionality in an RTS you can use it - and I advise you to look up a game called Zero-K, because it does have a very good interface.

Army

Just assume you get a streaming economy, since a non-streaming economy with the technology shown here is just incredibly dumb software.

You get the following units to start with:

- Engineer (Can be built from any factory)
- Tank, Assault Bot, Mobile Missile Launcher, Mobile Artillery, Mobile Shield, Mobile Anti-Air, Mobile Anti-Missile
- Fighter-bomber, Gunship, Transport, Scout
- Submarine, Destroyer, Cruiser, Battleship, Carrier

And the following buildings:

- Point defense, anti-air, shield generator, torpedo turret, tactical missile defense, tactical missile launcher, light artillery, long-range artillery, nuclear/tactical missile defense, nuclear missile launcher
- Land, air, and naval factories, as well as land, air, and naval gantries
- Mass Extractor, Energy Generator, Mass Converter, Research Server, Radar/Sonar stations
- Quantum gate - this is used for transit between worlds, and by SupCom2 standards is very expensive. You can lock it so no one without the codes can use it, and if you have a lot of power stored up, you can travel to an area without a receiving gate.

Shields, stealth, and many other abilities do not have upkeep, unlike in Supreme Commander 1

Factories have five times the build power of engineers here.

You can build Experimentals without a Gantry, but mass production is simple and doesn't require any of your attention. In addition, Gantries have ten times the build power of an engineer, which makes them more mass-efficient in terms of getting build power on constructing experiments, if you have the space. (This means that it will take a single engineer ten times as long as long to construct an experimental as the Gantry.)

I'm aware that William Gauge used the HAX to protect an area instead of a single unit. Yours is a bit more offensively useful, instead of defensively frustrating.

Experimentals

This is intended to give guidelines for creating your own Experimentals, or for copying canon experiments. Some Experimentals may be too cheap to copy with the creation rules, so make them better.

UEF Experimentals:

Fatboy II: Guns x2 + Basic Range = 75
Star King: Aerial + Unit Deployment = 75
AC-1000: Aerial + Guns = 75
Atlantis II: Unit Deployment + Super Factory + Guns + Submariney = 125
King Kripton: Guns x4 + Armor x3 = 175
Air Fortress: Aerial + Super Factory + Guns = 100
Noah: Super Factory + Unit Deployment + Basic Range + Extreme Range - Building = 125
Disruptor Station: Guns x2 + Basic Range + Extreme Range + Debuff Gear - Building = 100
Super Triton: Guns x3 + Armor + Basic Range = 125
Aegis: Support Gear x2 - Building = 0
Jackhammer: Guns x2 + Basic Range = 75

Cybran Experimentals:

Megalith II: Guns x2 + Armor = 75
Giant Transport: Aerial + Unit Deployment = 75
Bomb Bouncer: Support Gear x2 + Multihit = 75
Cicada: Debuff Gear x3 = 75
Cybranasaurus Rex: Guns x4 + Armor x3 = 175
Soul Ripper II: Aerial + Guns (one air)x3 + Armor = 150
Kraken: Guns x2 + Armor + Submariney = 100
Proto-brain: Aerial + Support Gear + Armor (respawning base) = 100
Monkeylord: Guns x4 + Armor x5 + Submariney = 250
Magnetron: Multihit + Debuff Gear + Instakill Weapon - Building = 75
Boomerang: Debuff Gear x4 - Building = 50

Illuminate Experimentals:

Urchinow: Guns x2 + Armor = 75
Airnomo: Guns + Guns (air)x2 = 75
Wilfindja: Guns (drones)x2 + Fast = 75
Universal Colossus: Guns x2 + Instakill weapon + Armor x3 = 200
Darkenoid: Aerial + Guns x3 = 125
Sooprizer: Aerial + Guns x2 + Amor x2 = 150
Space Temple: Basic Range + Extreme Range + Ability Speed Upgrade + Unit Deployment - Building = 125
Loyalty Gun: Debuff Gear x5 + Basic Range - Building = 100
Buhbledow: Debuff Gear x2 + Basic Range + Extreme Range - Building = 75
Pullinsmash: Instakill weapon + Multihit + Debuff gear = 125
Illuminator: Basic Range + Extreme Range - Building = 25

Supreme Commander Experimentals:

Ahwassa : Aerial + Fast + Multihit + Guns x3 + Armor x5 = 300
Atlantis: Submariney + Super Factory + Armor x4 + Guns x2 = 225
CZAR: Aerial + Super Factory + Guns x3 + Armor x5 = 300
Fatboy: Guns x5 + Armor x3 + Basic Range + Super Factory + Support (shield) + Submariney = 325
Galactic Colossus: Guns x4 + Instakill weapon + Armor x10 = 425

Mavor: Basic Range + Extreme Range + Guns x10 - building = 275
 Megalith: Gun x4 + Armor x10 + Basic Range + Super Factory + Submariney = 400
 Monkeylord: Guns x5 + Armor x5 + Submariney + Debuff (stealth) = 300
 Novax Center: Support x10 (Keystone indestructibility with fixed, paired unit) + Aerial + Gun x2 = 350
 Paragon: Support x16 (ALL THE ECO) - building = 350
 Salvation: Basic Range + Extreme Range + Guns x10 - building = 275
 Scathis: Basic Range + Extreme Range + Guns x8 = 275
 Soul Ripper: Aerial + Guns x5 + Armor x8 = 375
 Tempest: Basic Range + Extreme Range + Submariney + Armor x5 + Guns x5 + Super factory = 400
 Yolona Oss: Basic Range + Extreme Range + Multihit + Guns x 10 - building = 300
 Ythotha: Submariney + Guns x6 + Armor x8 = 375

Custom Experimentals:

Prism: Aerial + Unit Deployment + Basic Range + Ability Speed + Armor = 175
 This is intended to allow StarCraft 2 Warp Prism micro, where you pick up a unit and put it down immediately somewhere else. It's pretty much a free, zero-cooldown teleport while it's in the area.

Pylon: Unit Deployment + Basic Range + Ability Speed - Building = 50
 This can work as a static copy of the Prism above. It can also teleport units to Prisms or other Pylons instead of putting them down in its own area of affect.

Gateway: Super Factory + Unit Deployment - Building = 50
 This is meant to work in conjunction with the Prism and Pylon listed above. While it can produce any sort of unit, including Experimentals (depending on where it deploys to) its Unit Deployment is either deploying its just-constructed units to another Gateway, or deploying them to a Prism or Pylon in the field for instant reinforcements. It can store up to 10 units, but cannot load them.

Thor: Basic Range + Debuff x3 (Disarming & anti-missile lightning) + Armor + Multihit = 150
 This uses long-range lightning to disarm the weapons on enemy units. More durable units take more lightning to disarm, while damaged units take less lightning to disarm. The lightning will chain to a nearby enemy unit when hitting a unit already disarmed, though a small amount will be used to maintain the disabling effect. The disarm lasts for 12 seconds after the last hit, and resets reload cycles. The lightning also disarms tactical missiles in flight near its path.

Cutpurse: Basic Range + Debuff + Support (Shield redistribution) + Ability Speed = 100
 This unit uses a long-range anti-shield beam to drain enemy shields and use the energy to recharge friendly shields nearby.

Caine: Support x3 (Redirection) = 75
 This redirects attacks coming towards it, or nearby friendly units, reversing the attacks in the general direction they came from.

Svalinn: Support x2 (Shield) + Support x2 (Overdrive) + Multihit - Building = 75
 This is intended as a legal version of the Aegis. Not only does it have the big shield, anything covered by it benefits from an overdrive effect. Units move and shoot faster, construction takes less time, and Mass Extractors and Power Generators produce more. Research Servers even work faster under here. The overdrive effect is only about 10% though, and does not stack.

Non-SupCom Super Units:

Sea-Wing/Sky-Wing (Red Alert 3): Submariney + Aerial + Guns = 100

Athena (Zero-K): Support x2 (resurrection nano) + Aerial + Debuff x2 (Cloak + Area stealth) = 150

Detriment (Zero-K): Guns x5 + Support (Terraforming rockets) + Armor x5 + Submariney = 300

Paladin (Zero-K): Basic Range + Guns x3 + Debuff (EMP missiles) + Armor x2 = 175

Ultimatum (Zero-K): Debuff (Cloak) + Gun x3 + Submariney = 125

Changelog

1.3

- Changed Big Chest to Tactic Ballet, removed "all" exploit
- Butterfly Tracker now geared more towards long-term decisions.
- Butterfly Net now has an alternate mode for after disruptions
- Nice For A Cop changed to One Good Apple, now can trigger off more types of people
- Unit Limit Reached decreased to 100 units max.

1.2

- Fixed typos
- Added page numbers
- Conclusion allows for Companions to choose.

1.1

- Fixed CP→AP ratio
- Additional notes in Army section.
- Modified Klepto Engies
- Changed some language
- Added War-rrior and Poetic License drawbacks.
- Changed Big Chest, buffed Butterfly Tracking
- Changed Sacrifice Buildings to Transportable Buildings
- Shield Transfer buffed
- Allowed Combined Tank/Bot to apply to other things other than the provided pair.