Turnip28 Jump

Game and art by Max Fitzgerald, jump by u/Sundarapandiyan1

(This is a free fan made cyoa for the enjoyment of fans and jumpchain community)

A thousand years after the defeat of Napoleon in the battle of Austerlitz, the world is a dreary place. Centuries of forever war has stagnated technology and turned the beautiful countryside into a wasteland of mud where nothing grows except for a disgusting tuber that prevents the growth of any other plant and poisons the water.

Humanity survives by harvesting this tuber but it twists the bodies and minds of those who consume it and shows them visions of divine vegetables.

Humanity has lost whatever grand cause they used to wage wars but now they justify the war in the name of vegetables only they can see in their dreams.

Now take these 1000 Turnip points and wage war in the holy name of the glorious Turnip, lifegiver and the most divine.

Perks:

- Rule zero(Free): The most important rule is to have fun. So, you can freely toggle on or off any and all perks, powers or items you have and you can even selectively off or on parts of them. (If you're worrying about this perk being meta, you can ignore the part that lets you ignore the parts of the wording of perks, powers or items).

- Digest this (free): Eat anything or see anything without losing your dinner or sanity.

- Dangerous terrains (200 CP): You (and your mount if you have one) don't stumble or fall in dangerous terrains. These days most of Europe is a knee to waist high swamp filled with all kinds of beasts and roots so this would be a root-sent gift to you.

Toff:

Toffs are the leaders of a regiment.

- Great leader (100 CP): Your leadership capabilities are half as better than what they were previously. Don't worry if you're a person with zero social skills, these days, you'd be a master orator and leader.

- Let's start an army (100 CP): You keep stumbling into fodder who want to join your army. And these guys are slightly better than the usual rabble so you can field more of them.

And convincing simpleminded people to join your cause is easier as long as your cause needs them to fight something (a thing or idea) or someone, no matter how asinine the cause is. (Be careful though, people with common sense won't join you in attacking the tree because it didn't answer your question).

- Fight me and die(200 CP): You're pretty good at one on one combat. You're 50% better than the best combatant in this world. This perk also gives you a saber and pistol to use. The saber is rusted but doesn't seem to break and the pistol jams once in a while.

- Toff-off (400 CP): Once you spot the toff (general, commanding officer) of the opposite army, you can challenge them to a Toff-off and they're honorbound to have a one on one fight with you. You can set conditions for the loser to follow before having the toff-off and the losers would follow the conditions most of (read as half) the times unless the other party is too evil or dumb to follow the rules of toff-off.

Toadies:

- Ambition(100 CP): Toadies are the chief subordinates of the toff, these guys are the ones who command the army in a fight. Most toadies reached this position by sucking up to the toff and being ambitious. You have the latter in spades. As long as you're ambitious, you keep finding opportunities to advance, no matter how small or bad the opportunity is, like scratching the smelly back of the toff or finding out information you can use against someone else.

- Snivelling sycophant (100 CP): Another key characteristic of a toadie is sucking up to their superiors. You've made sucking up and flattering an art form. Your bosses are more inclined to give you promotions the more you suck up to them. Everyone can see that you're sucking up to the boss.

- Tactics Joker (200 CP): You're at least twice as better than the best tactician in this world. And you can set up objectives for your troops to follow, making it easier for your dumb fodder to accomplish.

- No retreat (400 CP): Your troops are less likely to panic as long as you're leading them. On average they're at least half as less likely to panic and flee the battle. (Usually fodder panic and leave most of the time so this perk cuts it down to say, 25% of the time).

Infantry perks:

You're one of the infantry. Infantry is broadly divided into three categories, Fodder, Brutes and Chaff. Fodder are the basic infantry, brutes are bigger and better armed and armoured when compared to fodder while Chaff are the scouts, skirmishers, snipers, etc;

All three categories have a discount for infantry perks.

- Shooting range(100 CP): The infantry usually has shitty accuracy but you've trained them enough to make your infantry hit a target half the time with ranged attacks.

- I have food (100 CP): These days most people are content with their lot in life, mostly because there isn't much to hope for. You can stay content with what you have, not reaching for more and bringing down consequences on yourself. This acts like a sixth sense, informing you if your actions have negative consequences.

- Dodge (200 CP): You've trained your infantry to dodge or survive attacks half as better when compared to a normal infantry.

- Lumpy Jumpy(400 CP): It seems you've been left in the fog ridden swamps for a year or two, because when you left them, you were horribly mutated into a hulking monstrosity. A lump of muscle and root, you're tougher, larger and slightly slower. But you're damn near impossible to be hurt by any melee or ranged attacks as long as you don't panic. Cannons still destroy you though.

Fodder perks:

- Play dead (100 CP/Fodder): Fodder are called that because they have terrible attrition rates. Fortunately you can convincingly play dead to fool almost anyone, but be careful because people have a habit of eating dead people in these parts of Europe.

- Jack of all trades (200 CP/fodder): Fodder are the core of the regiment and you've internalised this. You aren't necessarily better at anything but average at all things you're meant to do.

Brutes perks:

- Brutal combat (100 CP/Brutes): Brutes ads bigger and better than fodder. You're always better than the average person of your race or species in all aspects.

- The strong rule (200 CP/Brutes): Brutes are prone to bullying the fodder. Now you have an instinctive sense on who to bully and when. Useful if you want to bully that mysterious new guy and end up dying because he's a punch wizard from overseas.

Chaff perks:

- Your mama smells (100 CP/Chaff): Of elderberries. You're really good at insulting and harassing your enemies and keeping them distracted from noticing your real goals.

- Disengage (200 CP/ Chaff):

Most of the chaff are terrible at melee and shooting their opponents so they die horribly. This perk doesn't make you better but it gives you improved skill in disengaging and escaping your opponents.

Cavalry perks:

Cavalry is divided into two groups. Whelps and Bastards. Whelps are the light cavalry while Bastards are the heavy cavalry.

- The elite (200 CP): You're an elite combatant and it shows itself in future too, expect to have a job in an army in future settings.

- Horse and man as one (200 CP): You've been riding your horse since you were a wee lad and it shows. You're an expert horse rider and you can heal yourself as long as you're on your root horse.

Whelp perks:

- Hold the fort(100 CP/whelps): Whelps are mostly used to capture and hold objectives and it shows. You're really good at holding a location once you capture it, using whatever you've on hand to protect the location you're meant to protect.

- Look ma, see how fast I'm (200 CP/whelps): The less armour you wear, the faster you're, both on horse or on foot. Your speed increases the less protective clothing and armour you wear. At peak, you'd be twice as fast as a normal person.

Bastard perks:

- Bastard bonds (100 CP): You may be a real bastard born out of wedlock but your parents love you. They'd share whatever wealth and wisdom they have with you and people don't look down on you even if you're part of an ostracized group.

- Charge the gates of hell (200 CP): Seeing you ride towards them makes anyone lose their courage. You're the demon from hell, come to drag them there. (Basically this perk makes any mundane person you're charging panic and run away, making it easier for you to run them down, stronger willed people can resist your charge).

Cult perks:

Cults are philosophies or groups you follow when you're making your armies (basically playstyles). Select one or two cults and gain their related perks. Your army is a mixture of both or one of those cult related groups. You can use your cult perks on any armies under your command. If any perk gives you soldiers or beings to use, they get resurrected if they die. You can buy additional cult perks at a rate of 200 per perk.

- Stranglin' Harry's Wretched Recruits (free/200 CP): By undergoing fierce training under veteran drill sergeant Harry, your troops panic less. On average, they tend to panic half as much as before. And he also brought these half dozen rootlings to save your hide. Rootlings are mutated vegetable creatures that act as infantry. Any time they die, they revive themselves after some time.

- Tod’s folly (Free/200 CP): By fighting alongside Tod the frog, you've gained a unique ability. Just like how the troops under his command win if they lose a fight and vice versa, you can turn a defeat into a victory but you need to turn a victory into a defeat every time you use this ability. Both your victory and defeat should be of similar magnitude.

- The Slug's Lament(Free/200 CP): Instead of fielding melee brutes, you field veteran gunners who are quite grumpy and stubborn. These old men are some of the best gunners in cyst (which is not much when compared to other worlds). And you also get an extra unit of even more old and more grumpy grogs who are even better shooters but are a moment away from leaving the battle because they got tired or bored. Additionally all your commanding officers and yourself should have a moustache (it's mandatory, moustaches are known to give confidence to the fodder).

- The Fungivorous Herd(Free/200 CP): A cult formed around animals. Their philosophy is to field an entire unit of animals in their army. Wherever your army passes, if there are animals, a bunch of them would join your group. Once you reach a sufficient amount of animals you can just urge them to cause a stampede and kill the other side. An additional benefit is that your unit wouldn't panic when passing through dangerous terrain and take the help of the animals to pass them.

- The Grand Bombard(Free/200 CP): The biggest cannon on offer, it can launch balls big enough to plow through a dozen brutes but it has pretty pure accuracy. You need to establish forward spotters to improve its accuracy. In a pinch, you can use people as ammunition if you're out of cannonballs.

- Band of the Wurm(Free/200 CP): After Johann’s untimely death, you seem to have inherited his bifurcation of the last True Worm (which suspiciously looks like his leg) but whoever carries this thing receives a 50% boost to their moving and attacking speed. Additionally you can replace your fodder with 3 units of 16 mercenary pikemen who always attack first even when they're being charged. If you give the bifurcation to a unit of your army, all of them would receive a boost to movement and attack speed. You also get

access to chaff you can recruit for your armies.

- March of the Proboscis(Free/200 CP): You somehow got your hands on a mutated root elephant to be used in your army. This tough beast causes panic in all the people (people with supernatural willpower or are beyond mundane humans can resist it) it

charges at and its trumpet causes panic in all your enemies who hear it. The beast is handled by the Knight Boletus who has the ability to make any one of your units appear frightening to your enemies and your army's power increases the more scared the other side is.

- The Brotherhood of Greed (Free/200 CP): A band of cannibals following mutated snobs (snobs can pick any one of the mutations described below). Snobs can share a part of their flesh with their soldiers to give them their mutation for some time (6 minutes) but there's a chance that the fodder might eat the snob completely. At any time, you can order your soldiers to eat each other to boost the number of attacks they can make at once by four, leading to incidents like having a single soldier left standing, who makes 45 attacks in an instant and kills the opposite army.

- The Red Ribbon Society (Free/200 CP): An army that follows a group of gardeners. Your gardeners can grow crops almost instantly and tend to them. Once the crops grow to a sufficient size, your troops can eat them to gain permanent stat improvements. But make sure the gardens aren't attacked by the opposing army.

- The Procession of Woe (Free/200 CP): By making a massive tuber your holy relic and interring it in a rootshrine (attach wheels to the tuber and make it your toff), all your soldiers become zealots instead of being snivelling cowards and get filled with vigour to attack the other army. Their panic and fear would instead give them the energy to fight more. If they're filled with too much energy they might become fearless for a short time and do suicidal attacks.

- The Feast of Charybdis (Free/200 CP):
  You have two giant crabs you can field along your army. These crabs burrow underground and burst out in front of your enemies to eat them. These crabs also make sure the other side won't retreat until they die and can recharge their strength and heal their injuries by eating the slain enemies.

- Knights of Shellwood(Free/200 CP): These snail mounted knights are pretty slow usually but they can use a special manoeuvre that involves snail mucus to move incredibly fast for short durations (it takes time to build up the mucus so it can be only used once every minute). But when they stay motionless, they become incredibly hard and defensible walls. You have four fiat backed snail knights.

- Lopers of the Maudlin Marsh
  (Free/200 CP): You have recruited three units of stilt walkers who walk around the battlefield and accidentally kill your opposition with their steel capped stilts and they always seem to retreat towards the opposite army instead of away from them. But there's a downside too, their appearance makes your army more visible and both sides can easily target each other from longer distances.

- Lady Illiana's Guttersnipes (Free/200 CP): The finest sniper in cyst, lady Illiana and her snipers lurk on rooftops or behind camouflaged shields and snipe your opponents by coordinating with each other with the help of winged messenger spuds. Lady Illiana has a massive jezzail gun with a large range and she has around 12 snipers who help her pick people off the map. The snipers can teleport around with the help of their messenger spuds and use their help to improve their accuracy.

- The Wigmaker's Legacy(Free/200 CP): This army is commanded by Syphillus the Magnificent, the richest and most famous rootling in Cyst. Due to his obsession with powdered wigs, syphillus can make black powder smoke appear around any units he faces, making them lose visibility and die in the swamps that litter cyst. He also brought his fellow rootlings, around two dozen of them who use guns instead of their usual melee weapons and some of them operate his personal gatling gun ‘Pompadour’ which repairs itself if destroyed.

- Aunts Ascendant(Free/200 CP): A pair of old ladies known for their travel guides have joined you with their hot air balloon. They are really high up so they can't be hit by the opposition and hit the opposition army with the bricks they have on the balloon. You can use their travel guides to lead your opposition towards dangerous terrain and lead your own army towards defensible locations.

- The Leech Lovers (Free/200 CP): Replace your toff with a pair of nobles in love (or you could be the toff along with a companion you love), who are very much like vampires in that they heal by bleeding out others. They do this with via magical parasites they attach to both their army and the opposition army. The parasites steadily do harm to those they are attached to and do more harm if someone tries to remove them but the parasites heal your army by the same amount they hurt the opposition. Every time your followers heal themselves you can add more parasites to the opposition army. And the lovers can heal themselves constantly in small but steady amounts.

- The Temple of Swellings (Free/200 CP): An invasive and malevolent tuber kept inside a reliquary that can be shot at your opposition, once the reliquary breaks ok contact with the ground, the tuber slowly but steadily spreads across the ground and causes panic in your opposition and makes them trip up more and more. You also have access to a dozen or two of rootlings who are immune to the dangerous terrain.

- Uprising of the Louse(Free/200 CP): A unique cult where followers have revolted against the nobles. These people field the tall man, a moving wickerman/execution platform like giant object which causes people to be unnerved by it and commit blunders in fights. Your units can sacrifice nobles to it to gain freakish strength and charge the other side and attack until either of them die.

- Saint Alamei's Rocket Batteries (Free/200 CP): Followers of the pyrotechnician Alamei who arose to sainthood on a pillar of flame, these guys field rocket batteries instead of

stump guns. These rockets cause heavy damage and panic in your opponents but they have a habit of blowing up before being launched, due to their shitty and ramshackle construction, causing heavy damage to your soldiers. If your soldiers are being charged or routed, they can throw these rockets to create panic and divert your enemies.

- Wondering Morris' Pubcrawlers (Free/200 CP): A pet focused cult, you start with five pets you can assign to give objectives on the map. Once your army captures those objectives, you can assign the pets to your units so that they can use the special abilities of the pets. Additionally your units are highly mobile as a consequence of chasing the pets for years now. And your toff seems to have inherited some amount of Morris' weirdness, making the opponents ignore him until he directly attacks them.

- Alice and Mol (Free/200 CP): The amateur archaeologist Alice and her bodyguard Mol have decided to follow you to find all the weird and experimental weaponry they can. They arm their followers with experimental weaponry that can shoot more or farther but have a large enough chance of spontaneously exploding in the hands of their users. Alice and Mol are strong and experienced enough to defeat an entire unit of brutes by themselves and can even teach your followers some special techniques they gleaned from the armies they've defeated.

Generic units:

You have 1000 AP to build your army.

- Fodder (100 AP): 12 people per 100 AP.
- Chaff (100 AP): 4 people per 100 AP.
- Brutes (100 AP): 6 people per 100 AP.
- Whelps (100 AP): 4 people per 100 AP.
- Bastards (100 AP): 3 people per 100 AP.

Items:

- Models(Free): Around a 100 kitbashed models, lovingly painted and tastefully made (or tastefully painted and lovingly made). Your friends might complain that these are too good for the game but just ignore them.

- Garden (free): A garden that grows all kinds of fruits and vegetables. It can't be breached by the roots so you don't need to worry about them being infected.

- Armour (Free for Brutes, Toadies and Toffs): Rusted steel and rotted leather armour.

- Guns (Free): Rotted and mostly useless guns. You get 12 of these for free.

- Swords (free): Rusted and broken swords. You get 12 of these for free.

- Root horse (free/100 CP): Mutated horse like beast. Has a habit of eating people if not fed properly. You can buy more at a price of 100 CP per 2 horses.

Companions:

Do you really want to bring your companions to this dreary place? You might annoy your companions with this stunt but they say it's nice to share suffering around. Bring in 8 companions for free. They get 800 CP to spend on stuff. If you take the ‘chill Anon, it's just a game’ drawback, they too can take it for 0 CP.

- Todd(Free): Todd used to be a dashing and popular cavalryman but after a drunken bet to lick a toad shaped tuber he ended up mutating into a short toad man. He's probably the most charismatic and least competent toff in cyst. He’s charismatic enough to make his troops follow all his orders but he's absolutely horrible in a fight. But he's always lucky enough to win one on one fights if he's fighting the other army's leader.

Extras section:

Mutations(100 CP): Brotherhood of Greed toffs get one free mutation. You can pick one for 100 CP or roll to get one for free.

- Bulbous: Body becomes huge and bloated, protecting their vitals from attacks.

- Wings: Have flight capable wings.

- Toothlessness: You lost all your teeth.

- Appalling Stagnation: You're really smelly, people find it hard to approach you without puking. You're safe from melee attacks at least.

- Shrivelled: Your limbs are shrivelled, so you have to crawl to your destination or get on a horse but it might be impossible with your bulk.

- Crown of Toes: You're covered in wriggling toes, making your enemies panic or get intimidated when you charge towards them.

- Root Sight: Rooty tendrils spread from your eye sockets, granting you sight beyond sight and making it completely easy to traverse dangerous terrain.

- Sprouted: Little clones sprout from your skin, like pimples. In case you die, you can take the place of a clone and escape death.

- Delicious Infestation: You're too tasty to ignore, any enemy near you targets you first.

- Trumpet-Snouted: You grow a big root trumpet from your face. This amplifies your voice, increasing your command range.

- Vegetable Bloom: You sprout foliage all over your body, granting you cover from attacks.

Pets:

Wondering Morris' Pubcrawlers can pick 5 pets for free. Anyone can buy a pet for 50 CP.

- Bacillus: A flying pork pie that hovers out of reach and frustrates your unit to attack all the enemy units near them, not just the closest unit as they usually do.

- Musk: A powerful root ox that can be hitched to your stump guns, letting you move the cannon from place to place.

- Ergot: A dancing loaf of bread that gets the whole unit dancing along, greatly increasing their movement and attack speed.

- Molar: A huge grinning tooth who causes plaque to form around the feet of his unit, reducing their movement speed.

- The Drones: Three root bees that can be assigned all to one unit or split up among three different units. Each bee moderately increases the attack power of that unit.

- Hermitage: A friendly hermit crab that will dig escape tunnels for the unit, allowing (or forcing) it to teleport to a piece of dangerous terrain when retreating.

- Muttons: A lamb-shaped cloud of powder smoke that grants 2 extra attacks to the unit.

- Lambton: A huge bloated eel that slithers through the mud, swallowing enemies whole. Once every 6 minutes, it can swallow any one member of the enemy army, regardless of their size.

- Porbeagle: Porbeagle is a telekinetic dog that can explode heads with not but a glance. He gives his unit two chances to make unblockable attacks on any enemy they want once every ten minutes.

- Buckler: A shield with legs and a face. Buckler soaks 1 hit whenever his unit gets attacked in shooting or melee.He's really useful if you want to block a big hit like one from a grand bombard.

Drawbacks:

- Chill Anon, it's just a game(-1000 CP): Now it's just a game. You're in the modern world, playing T28 with your pals for 10 years.

- Misplaced confidence(+200 CP): Whenever you're winning, your troops panic and attempt to flee and whenever you're losing, your troops gain a bout of confidence and kill themselves by running into attacks.

- Rhyming words(+200 CP): From now on, you can only speak in rhyming sentences. If you can't find something that rhymes, you slowly get irritated until you freak out in front of everyone.

- It's a straight line (+300 CP): You always travel in a straight line, trying to break the things in front of you to travel in a straight line.

- Crippled (+200 CP): You don't have an eye or a hand or a leg, can be taken multiple times for a maximum of 6.

- Cannibalistic urges (+300 CP): You want to eat people and have to eat at least one every month.

- Root hunger (+300 CP): You're addicted to eating the root and whatever protection you have gained won't protect you from its madness.

- A hollow shell (+ 200 CP): You don't have your powers or items (warehouse) or companions. Can be taken a maximum of three times.

Notes:

You play as delusional officers and their fawning sycophants, leading groups of starving, cowardly and incompetent root-mutants into battles across a world ravaged by war and a colossal world-tuber that sucks the life from the land.
Pursuing hallucinatory visions of extinct root vegetables and getting into fights with other warbands for no good reason.

It would be soul crushing if it wasn't so patently absurd as to make one laugh.

Turnip28 is a miniature wargame where you make your own army from whatever miniatures you have (or use whatever junk you have available if you don't want to end up like a warhammer player) and make your army fight the other army for whatever reason you feel deserves a fight. It's meant to be a fun time with your buddies so make your soldiers, have them beat up each other and have fun. So, pick up some miniatures or kitbash something out of things you have or you can even use other toys you've in place of miniatures.

The rules and the lore magazine are available for free here:

https://drive.google.com/file/d/1NoZlWL1c0GoP0niz1-5n6zy7WfBzVcTi/view?usp=drivesdk

https://drive.google.com/file/d/1q7HGSOgDndLM9Z7MrVBrGyH-nZX6MYji/view?usp=drivesdk

There's also a discord server and a subreddit for Turnip28. If you want to see how it's played, Bruva Alfabusa has two play videos on YouTube.