


**Subtitle: Generic Military Medical Adventure**
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**Version 1.1**

On June 25, 1950, North Korea invaded South Korea, beginning a conflict that, while legally a police action, was actually a war, in many ways even a world war. You do have a bit of good luck, because this world is not quite ours. It is the world of the M*A*S*H television show.

The titular 4077th Mobile Army Surgical Hospital consisted of four general surgeons and one neurosurgeon, around 10 nurses, and 50–70 enlisted men. In an average 24-hour period, they could go through 300 wounded soldiers. By comparison, the very real 8076th Mobile Army Surgical Hospital had 10 medical officers, 12 nursing officers, and 89 enlisted soldiers of assorted medical and non-medical specialties. On one occasion, the unit handled over 600 casualties in a 24-hour period.

This Jump begins on July 4th, 1950. You are here until July 27, 1953, when the Korean War unofficially ended. You have 1000 Choice Points (cp) to spend. Just remember, war is hell, no matter how many jokes you make about it.

# PERSONAL DETAILS

You can select your age, gender, ethnicity, and other personal details as you wish, provided they fit with your Origin and perks.

# SOME 38th PARALLELS

Your starting location is determined by your Origin, but don't worry. You will end up in the 4077 M*A*S*H* soon enough.

# MAD DOGS & SERVICEMEN

*Pick only one Origin. Any Origin can be a Drop In, with basic legal documentation.*

## Civilian

A Warzone isn't exactly the best place to be… for most people. For some reason, you're in one. Maybe you're a local. Maybe you're a communist. Maybe you're an embedded journalist. Maybe you're a spy. Whatever your reason is, you're going to be here a while. You are either in your home or at your workplace, but circumstances will soon conspire for you to travel to the 4077.

## Regular Army

While a MASH unit might be a hospital, the majority of the staff are actually regular army. Sure, most of them do the unglamorous tasks of motorpool, quartermaster, clerks, and support staff, but some of them do double duty as orderlies when the shit hits the fan… as it often does. Regardless, you begin the jump on an army truck arriving at what will be the site of the 4077 Mobile Army Surgical Hospital, seven days before Hawkeye arrives there. You start as a Corporal.

## Medical Support

Surgeons can't work on their own. There are numerous people supporting them, nurses especially, but also anesthesiologists, dentists, eye doctors, psychologists, chaplains and even Doctors that are not surgical specialists. You are now one of these individuals. You might not be assigned directly to the 4077, but if not, you will be visiting there frequently, along with the other M*A*S*H* units. Your time begins on a U.S. base in Japan. You start as a Lieutenant.

## Surgeon

## [100]

You are a Doctor, a surgeon in fact. I hope you are a good one, because you are going to be busy. This is not anything fancy, just straight-up meatball surgery, patching up kids that have had their bodies violated in horrific ways. You are with Hawkeye, getting ready to transfer to your unit next week. You start as a Captain.



# PERKS

*Perks are discounted for their Origin, with discounted 100cp perks being free.*

## General Perks

**DEAR DAD**

**[Free For All]**

There is a certain art in writing letters. It takes a combination of wit, willingness to open up, and a desire to connect with the reader. You're now skilled at conveying information and personal experiences in such a way that it gives the reader a sense of what you felt at the time you wrote the letter, while also maintaining a sense of humor about the events you've suffered through. You find it extremely easy to put your thoughts on paper in a clear and concise manner, and have excellent penmanship / typing skills. You can easily find time each day to write up to three full length letters no matter how busy your day otherwise might be. Even if you worked 36 hours of meatball surgery, you'll find a way to get those letters written without sacrificing anything else.

**OFFICER OF THE DAY**

**[100]**

"Somebody said we could have this."

You are an expert thief, with the skills and knowledge that that implies, such as knowing how to be unnoticed or how to conceal stolen items on your body. You are also an expert at knowing what something is worth and have phenomenal luck in finding a way to dispose of your ill-gotten goods. This does not come with any skill at defeating security systems however.

**THE M*A*S*H OLYMPICS**

**[100]**

You have a talent for tomfoolery, a skill for silliness, a gift for goofing. You always know how to bring a bit of levity to any situation, no matter how terrible. Your antics allow you and those around you to more easily deal with the horrors of war, greatly relieving trauma and battle fatigue. You also know how to turn tedious tasks into more enjoyable ones that will somehow have the same results, such as exchanging boring morning calisthenics for a wacky sports competition that somehow still helps a certain portly individual make his weight requirements to stay in the army. These fun tasks never take less time or effort, they are just more enjoyable.

**FOLLIES OF THE LIVING, CONCERNS OF THE DEAD**

**[200]**

By shifting yourself into a delirious state, complete with high fever, you can speak to the spirits of the recently dead. You can enter this state at will, and will remember everything when your delirium ends. This delirium has no negative side effects, other than the fact that you are likely to be quite vulnerable while experiencing it. You also have a real gift for common sense, like seeing that a person with a high fever needs to get that fever down.

**THE LIFE YOU SAVE**

*Free for the Duration*

**[300 to Keep]**

When things get tight, as they often do in war, when the bombs are bursting all around and there's heavy gunfire and you're trying to do a dozen things at once, there is an unfortunate tendency to fight, freeze, flee, or otherwise lock up mentally. Each of these has their own advantages, to be certain, but they also can be disastrous. From now on, you'll never develop tunnel vision, situational blindness or deafness, and never unwillingly react with Fight, Flight, or Freeze. No matter how much information overload your system might be experiencing, if something is clear / loud enough to register on your senses, you'll become conscious of it. Now, if someone's whispering amid explosions, no, you're not going to hear that, but if someone yells "INCOMING" while you're working on a patient, you'll have the chance to actually respond. For whatever good it does. Explosions seldom care who they blow up.

Of course, it's not very entertaining if you die in a random shelling, so you're guaranteed not to die in some random way. No bombs will land on you unless someone is aiming for you. No random sniper will take you out. Your plane will not be shot down over the Sea of Japan.

**BUG OUT**
**[400]**
The M stands for Mobile. That means that the entire base can be packed up and moving in less than a day. You can do something similar. As long as you own the building, have legal authority over it, or have permission from someone that meets either of those criteria, you can order a building to move from its current location to another location that you own, control or have permission to use. This move takes 24 hours. Any infrastructure, such as electrical lines or sewers, will be connected just like in the original location, provided that such utilities are available in the new location.

## Civilian Perks

**A SMATTERING OF INTELLIGENCE**
**[100]**
You are a TRUE PATRIOT, just like Colonel Flagg. Oh, you might not be loyal to the United States. But whatever or whoever you are loyal to, you are dedicated well beyond reason or logic. Nothing can make you betray those loyalties, no matter how powerful or insidious it might be. This also provides a massive willpower boost when acting in support of whatever you believe in. How much? You could shatter your own arm without blinking just to maintain a cover. That's how much.



**YANKEE DOODLE DOCTOR**
**[100]**
Just like Hawkeye, you were destined for Movie Stardom. You are greatly talented at any form of performing art. You are especially good at comedy, but you can also get serious about things, and the dichotomy of the two increases the impact of both. You are also quite good looking, even in unflattering clothing or horrible conditions. Like a war.

**WAR CO-RESPONDENT**
**[200]**
You are an excellent journalist, with the ability to write articles that are entertaining and interesting to read while also being highly informative. You have a gift for helping your readers feel what it was like to be where you were, to see what you saw. This extends beyond print to any form of journalistic media. You also have a minor form of plot-armor, in that you will not be deliberately targeted as long as you remain no more than an observer of events.



**THE KIDS**

**[200]**

You are excellent at caring for children. They will instinctively trust and like you, as long as you legitimately mean them no harm. You are an excellent storyteller and can comfort any child with ease. If you are assisting with a childbirth, both the mother and the child will have a very easy delivery and both will quickly recover, both from the experience of childbirth and from any other medical issues they might have, such as a bullet wound.

You can also somewhat circumvent the process of befriending someone. If you would have become friends with them in the future, they will instantly feel a connection with you. They will not find anything wrong or odd about this, and neither will anyone else.

**FOR THE GOOD OF THE OUTFIT**

**[300]**

You possess a wide array of skills that are usually enough to ensure some level of employment. These are basic skills that allow you to function as a servant or assistant, general life skills included, but nothing technical or overly complex. One of your primary talents is ingratiating yourself with your employers and superiors. They will quickly come to think of you as a friend and may well go to great extents to help you. You are also an excellent student, allowing you to learn and develop new skills at a rate five times what you otherwise would. Maybe you should go to medical school?

**A NIGHT AT ROSIE'S**

**[300]**

Everybody needs somewhere to relax a bit, and luckily, the 4077 has Rosie's. Just like Rosie, you are an expert bartender, and are extremely good at acquiring supplies that might be scarce for some reason. When you are running the bar, or are otherwise in charge of a recreational event, people always have fun and are less likely to cause trouble. Finally, you have the ability to alter your appearance, as long as no one is observing you at the time. Close friends and acquaintances will still recognize you and will not make the changes an issue.

Wherever you go, you'll find it rather simple to acquire whatever you need to set up a bar, be that liquor license or grape nehi in the middle of a war-zone. Of course, that's assuming anyone can get those things; you're a bartender, not a miracle worker.



**PATIENT 4077**
**[400]**
You are a highly talented tinkerer and machinist. You have the skill to successfully build or repair anything, as long as you understand the technology behind it or have complete blueprints. Your creations always look good as well, without any additional effort put in by you. In addition, you are an experienced merchant, quite skilled at making bargains and selling virtually anything. You're good… but maybe you should hire a proofreader for any inscriptions you make.

**THE SNIPER**
**[400]**
M*A*S*H* 4077 is a hospital. It does not shut down just because someone is shooting at it. The doctors, nurses and other personnel may take precautions, but they continue treating wounded and saving lives. You share this courage and poise under fire. Fear will never stop you from doing what must be done. You will be able to continue to function, no matter how scared you get.
In addition, you are both resilient and lucky in matters of survival. If you got hit by several shots from a submachine gun, you would certainly be injured, but you would be very likely to survive until help comes. Finally, any wardrobe malfunctions you might suffer are easily missed and quickly repaired or concealed.



## Regular Army Perks

**SOLDIER OF THE MONTH**
**[100]**
You are an excellent soldier, at least as far as knowing regulations and keeping a neat uniform goes. You are just top-notch at the whole spit-and-polish part of soldiering and can quote any regulation that would be relevant to your current situation. You also have a Doctorate level of knowledge of the history of the United States of America. In addition, you are a talented contortionist, as flexible as a human being can be, which may be handy if you want to cheat on a test by writing answers all over your body.

**OPERATION FRIENDSHIP**

**[100]**

You are certainly no Captain America, no poster board, but you are one of the few that keep the Army going. You have a wide range of skills, working as an orderly, a guard, a kitchen assistant and other duties, but you truly excel as a scrounger and deal maker, able to acquire goods that the Quartermasters would swear did not exist anywhere in-country. You always know how to contact the local black market and you always know what something is worth in trade and what a customer or supplier might be wanting. You are also an excellent seamstress.

**TOO MANY COOKS**

**[200]**

You are an extremely talented cook. The food you produce is always extraordinary. Just, not always extraordinarily good. You can choose to make extremely good or extremely bad food, never anything in between. You can work with limited tools and low-quality ingredients and still produce gourmet cooking. Or, you know, ruin food so badly that it could cause a riot. Even when you make terrible food, it'll still be nutritious, but might leave your eaters a bit bound up inside.

**THE YALU BRICK ROAD**

**[200]**

Growing up, your daddy taught you two things - fixing engines and how to get everything you have coming to you. You are an excellent mechanic, able to diagnose and repair any vehicle you encounter, and are also incredibly skilled at being a corrupt, money-grubbing criminal. No matter what job you are doing, you can figure out how to supplement your income in less than legal ways, and do so with minimal chance of being caught. You are also immune to any form of food poisoning or ingested toxins.

If you were a Corporal, this bumps you to Sergeant.



**THE BEST OF ENEMIES**

**[300]**

Let's face it, nobody likes you. You are so damn irritating that it somehow works in your favor. Enemies might refuse to take you hostage but will not bother killing you either. You might get transferred to a better unit, just so your CO does not have to deal with you. Quite often, your incredible lack of social skills will somehow end up improving your situation. You also tend to luck into undeserved promotions or commendation, for some reason. Oh, and you are really good at all forms of card games… or at least you're quite lucky at them.

Now, it should be pointed out that the unlikable part of this is togglable… or at least you can choose not to be an obnoxious tool. It's just that, when you want to be, or when you don't exert yourself not to be, you'll drive all but your closest friends round the bend.

**THE GENERAL FLIPPED AT DAWN**

**[300]**

If the Army truly excels at anything, it is bureaucracy and obstructionism. If you do not know how the system is played, you don't have a prayer. You are an expert at manipulating and maneuvering the bureaucracy in any organization to achieve whatever your goals are. You know when you need to go along to get along, who to exchange favors with, and how to cover your ass. This does not help you actually do your job, but you are an expert at keeping your job, feathering your own nest, and, of course, arranging promotions whether you deserve them or not. You are also a talented singer, and people will excuse minor examples of odd behavior.

This comes with one purchase of "CAPTAINS OUTRAGEOUS" for Free every jump from now on.

**RADAR'S REPORT**

**[400]**

You are a brilliant clerk, always being well-organized, immune to procrastination, and you never make an error when filling out forms or reports, as long as you know what the correct entries would be. You can instantly understand, operate and maintain any form of communications equipment. Animals treat you as a friend and will not attack you unless attacked first or under some form of outside control. You are also slightly precognitive, with the ability to detect both danger to yourself and when a major event might be about to occur, such as the arrival of wounded needing treatment… or just that your boss is going to need some form typed up in the next ten minutes.



**THE RED/WHITE BLUES**

**[400]**

You have been around, seen and done more than most ever will. No matter what the situation is, you will find that some previous experience has given you a bit of insight on what to do or possibly the basics of a skill that can be applied to the situation. Whatever your primary occupation might be (choose one), you are highly skilled with the equivalent of decades of experience. Any time you attempt to learn how to do something purely as a hobby, you will rapidly master the basics. You never suffer negative side-effects of anything you ingest or any medical procedure you willingly subjected yourself to.

If you are a Surgeon, you are promoted to Lt. Colonel. If enlisted, Master Sergeant.

## Medical Support Perks

**GERM WARFARE**

**[100]**

You know, nurses spend a surprising amount of time around sick people. Obviously, this puts them at risk of being infected themselves. But not you! You are completely immune to any form of infection, virus or disease. You can decide for yourself, on a case for case basis, if this means you have antibodies to everything in your blood. Also, you are a universal donor, any blood/organ donated will perfectly match the recipient as if it were their own.

**THERE IS NOTHING LIKE A NURSE**

**[100]**

Nothing at all. Sometimes the presence of a nurse, paying attention to a patient, is as effective as all the medicine. They are angels to the wounded. And while you might not be a nurse, you definitely look like an angel. You are beautiful, in whatever manner is appropriate for you. No matter what you wear or what happens to you, you will always look gorgeous. You also possess a professional level of skill and talent at singing and songwriting.



**HEY, LOOK ME OVER.**

**[200]**

People don't tend to notice you, even when you are pretty damn amazing. As long as you are doing your job, people will ignore you and anything unusual that you do, unless you specifically try to attract their attention. This is not invisibility, just a lack of interest allowing you to blend into the crowd/background. Also, your property, both items and real estate, will always be inspection ready, needing neither cleaning nor maintenance, unless directly attacked.

**DIVIDED WE STAND**

**[200]**

Prejudice is an ugly thing, and it rears its head even in war, when we should all be working as one. But, not to worry, because you have a way to fight back. You can, with a touch, start a process that over 24 hours will change a person's race or biological sex to whatever you want it to be. This works on yourself as well. If the recipient does not like their new form, they will revert after 24 hours. If they choose to keep the new form, they can start the reversion process at any time in the future.

You also have the ability to know who people are, instantly knowing the real name, common nicknames, and a short blurb of personal information on anyone you see. This will not distract you from what is happening around you.

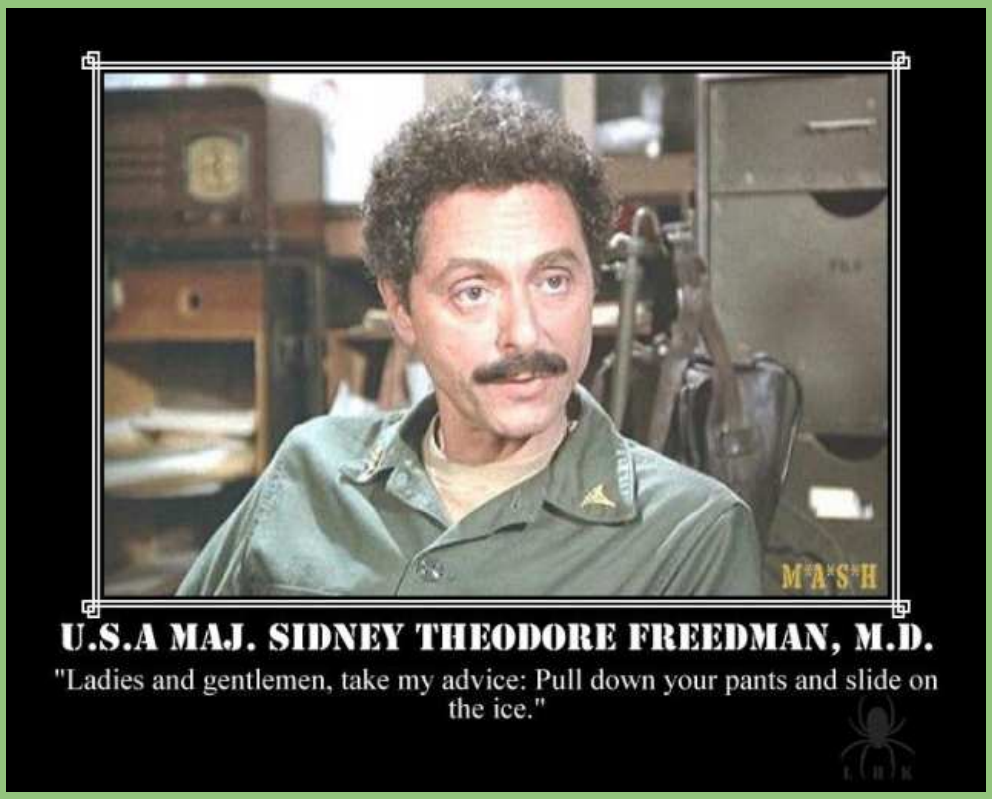
**DEAR SIGMUND**

**[300]**

You are a brillant, and fully licensed, psychologist and psychiatrist. You have an amazing bedside manner, able to calm even the most irrational patient and get them to open up to you. You can remain outwardly calm in any situation, so that nothing ever seems to get to you. Your patients will make amazing progress under your care, easily five times normal.

You are also a true prodigy in the art of practical jokes and pranks, and can even work them into your therapy techniques.

You are promoted to Captain.



**SUICIDE IS PAINLESS**

**[300]**

You are a master of anesthesia, instantly able to tell how much is needed to knock out a patient without harming them, and you never accidentally give too much or too little. You can easily develop new anesthetics and painkillers from new ingredients or to treat non-human patients. You also have the ability to reduce a patient's sensitivity to pain with just a touch, which helps when there are no drugs available to use on them. This ability works on yourself, even to the point of removing all pain sensation, but that might be a little dangerous so be careful. Unless refreshed, the sensitivity can be set to no later than forty-eight hours after administered.

You can also play the M*A*S*H theme song, entitled "Suicide Is Painless", on any musical instrument, or just hum or whistle it, with amazing skill, even if you are not otherwise capable of playing music.

You are promoted to Captain.

**HOT LIPS IS BACK IN TOWN**

**[400]**

When it comes to nursing, providing care, and assisting physicians, you have few if any equals. You are fast and efficient, and are always aware of your patient's condition. Your knowledge of the medical and treatment process is good enough that you could easily devise new protocols and procedures that could vastly improve the functioning of any medical unit. Those you work with will find themselves becoming better at their jobs. You are also one hell of a kisser.

Your most important skill, however, is Triage. You can, with a glance, tell if someone is dead or beyond hope (Code Black), requires immediate medical attention to survive (Code Red), not in immediate danger but requiring medical attention as soon as possible (Code Yellow / Observation), or wounded in such a way that the wounds are not completely disabling (Code Green / Walking Wounded). This is 100% accurate as long as there is any visible sign of injury or illness, no matter how minor.

If you're not a Doctor, you're promoted to Major.



**TEA AND EMPATHY**

**[400]**

The doctors may get the glory, saving life and limb, but the heart and the soul need healing just as much sometimes. That is where the chaplain, and you, come in. You have a deep reserve of genuine compassion and mercy, the ability to care for people while still recognizing their flaws and even acknowledging the necessity of fighting them. You have a gift for bringing comfort and hope, and for reminding soldiers that they are people as well.

You also have a real talent for wielding guilt as a weapon to manipulate both friends and foes, as long as it is in a good cause. Furthermore, you are a talented, though not professionally trained, general athlete and boxer.

You may choose to be Ordained Clergy, and thus a Lieutenant in the Chaplan's Corps.

# Surgeon Perks

**HEAL THYSELF**

**[200]**

*Free for Surgeons*

You are an excellent doctor and surgeon, more than skilled and knowledgeable enough to serve in a M*A*S*H* unit. Not only are you naturally antiseptic even without washing your hands, you also have the ability to medically clean and sterilize any surgical tools or operating theater with just a touch. Your medical knowledge and skill are updated in each new jump, without ever losing previous knowledge, and your medical license is always valid.

**PREVENTATIVE MEDICINE**

**[100]**

You are a man of principles and deep-held loyalties. Nothing can force you to betray an oath or act against what you feel is right. Your willpower is unbreakable, and no temptation will cause you to slip. Your bonds to your loved ones can never be damaged against your will; absence truly will make the heart grow fonder. Also, you will never suffer from appendicitis and you are immune to harmful effects of voodoo or similar practices, but note that this doesn't cover direct damage, merely spiritual control / corruption.

**CHECK-UP**

**[200]**

With a few exceptions, nobody really wants to be in a war. Well, this is your ticket home. Anytime you are forced by your superiors, your bosses, or your government, basically anyone with the legitimate authority to order you around, to be somewhere dangerous or where you do not want to be, circumstances will quickly make it so you can leave or go home. In addition, you will not be harmed while in that situation, provided you do not attempt to profit from it in any way. Just put your head down and do your job until your transfer orders come through.

Additionally, you know pretty much everything there is to know to run a general practice and have customers lining up around the block.



**REQUIEM FOR A LIGHTWEIGHT**

**[200]**

You are a genuinely likable and friendly individual who tends to get along with all but the most uptight and self-righteous of assholes. You are also an excellent father figure, even to those that are not technically your child. You are immune to any and all negative side-effects of drinking any kind alcohol, other than becoming inebriated.

**CHIEF SURGEON WHO?**

*Requires Heal Thyself or other Surgical knowledge*

**[300]**

You are the best damned surgeon around. Hands down. Your hands are rock steady, your attention to detail second to none, and you have that special quality that all the best surgeons have… arrogance. It takes extreme self-confidence to cut into a person's flesh and say "Not today." to Death, and you've got it in spades. When it comes to surgery, your confidence is unshakable, even when the bombs are falling all around you and Frank Burns is being Frank Burns. Even when you're performing meatball surgery, your work rivals what can be done in a top notch operating suite and you pick up new techniques flawlessly after having seen them performed only once. You find it easy to design new procedures or surgical tools when the need arises. Additionally, whenever you run into someone whose medical knowledge or technique includes anything you currently don't know, you're good enough to recognize the lesson and take it to heart.

**DEAL ME OUT**

**[300]**

War costs money, and where there is money, there are con men and criminals. Thankfully, you are ready for them. You not only know all the cons and schemes that could be pulled, you also know all about the local criminals, the who's who of the local underworld. You know their names, what they look like, their favorite crimes, how to contact them, and maybe even where they hang out. You are a professional level poker player and have the stamina and endurance to play all night long.

**MAJOR EGO**

**[400]**

All sentiment aside, not all men are born equal. Some, like you, are just better. You are an individual of wealth, position and breeding. You have an impeccable sense of formal courtesy and the refined tastes of someone born at the very peak of society. In future jumps, your background is part of this social elite, if it is possible for it to be so. If you are an officer, you are promoted to Major. If, to your eternal horror, you are an enlisted man, you have achieved the rank of Master Sergeant. You have also learned the secret to success at any endeavor. You do one thing, you do it very well, and then you move on. What this means is that as long as you are NOT multitasking or rushing a task, you will perform at a level at least twice what would otherwise be your peak.

**WHERE THERE'S A WILL, THERE'S A WAR**

*Requires Heal Thyself or other Surgical knowledge*

**[400]**

You are not just a doctor, not just a surgeon. You are a neurosurgeon, an expert at one of the most difficult surgical specialties. You can diagnose any form of neurological disorder or brain injury in mere moments and your knowledge of neurology is always at the bleeding edge of state of the art. In addition, you know how to teach people to be independent, how to break the mental and social bonds that trap them. You can always figure out a thoughtful gift that will really mean something to the recipient. You have one last final gift, the ability to erase yourself from history when you choose to do so. Though eye witnesses will still remember you, no records or reports made will include you, with your actions being attributed to others. Just be careful, once you have erased your historical presence from an event, it can take a lot of time and work to be restored.

# SOUVENIRS

*All Issued Souvenirs are half price to members of that Origin.*
*50 CP Souvenirs become free if half price.*
*All Souvenirs can be imported into similar items for free.*

## General Issue

**DER TAG**

**[Free for All / 50 to Upgrade]**

An indestructible set of dog tags to commemorate your time here. Oddly, despite their indestructibility the chain still has a breakaway snap that will function when necessary to keep your head from being pulled off by the chain. And if you ever lose them don't worry, just check your pocket for them and they'll be there. After this jump, the ID information on the tag can be discreetly altered to match your current or any prior jump-identity.

If you pay 50 CP, it also comes with a toe-tag that says

"Emotionally exhausted and morally bankrupt"

If you tie this tag to someone's foot while they're sleeping, they'll stay asleep for 18 hours, waking up completely rested no matter how drunk or tired they might have been the night before. They'll be effectively impossible to wake unless injured. You get one tag every month.



**AS YOU WERE**

**[50]**

You have a nice supply of items not issued by the Army. Instead, these are items used for relaxation or recreation. From gorilla costumes to bathrobes to golf clubs to sports equipment, you have what you need to break the tension, relax and have a little fun. Nothing in this collection is worth more than about 20 dollars, and it's not going to be even very good quality, but it's essentially three footlockers that contain a random assortment of goofball kind of stuff, though no reading material or food. Does have 6 rolls of toilet paper a week though.

**CAPTAINS OUTRAGEOUS**

**[50]**

You get a promotion.

You may purchase this again in future Jumps, and save it for whenever you need to use it. Once used, it is gone.

**SNAP JUDGEMENT**

**[50]**

A vintage 1953 Polaroid Land Camera. It never runs out of film or breaks. Its pictures are always crisp and clear, and if stolen it will be returned the next day.

**SNAPPIER JUDGEMENT**

**[150]**

The same camera from SNAP JUDGEMENT, except this one is always ready to use the moment you think of using it and will appear in your hand at that moment, with time slowing down the moment you think of taking a picture so that you'll almost always have time to get the shot. Once a month, you may say "I shoulda taken a picture!" of something that's just happened and a polaroid shot of what just happened, from your POV, will appear in your hand.

**THE MOOSE**

**[100]**

A young Korean woman becomes your bond servant. She will do all manner of household chores for you. Or, you know, the laundry, since there really isn't much more to do in the middle of an army camp. She doesn't complain about any menial task you give her and is unfailingly loyal. She is not a companion. Also, you're a horrible person for buying this.



# Civilian Issue

### AS TIME GOES BY

**[50]**

You have two time capsules. One is empty, and you can put anything you want in it. The contents will be held in perfect stasis while it is closed. You can always open it, but you can also set it so that others can only open the capsule after a set period of time. Even if it's buried or deliberately lost, it will be rediscovered a few weeks before the designated opening date.

The second time capsule is one you could have made in the past. Whenever you open it, it will be filled with a collection of largely monetarily worthless and harmless items that will make you feel nostalgic and sentimental. This may not resolve any issues you are suffering through, but they will lift your spirits a bit and help you cope.

### THE LIGHT THAT FAILED

**[50]**

You've been signed up for a mystery book of the month club. Once a month, you'll get a brown paper package delivered to you that contains a single paperback mystery novel. Each mystery will be compelling, hard to solve, and well written. Each will also be guaranteed not to have any missing pages even if ripped into chapter sized chunks. In fact, each book can easily be separated into chapters and rejoined into a well thumbed book without much effort.

While this can't be purchased multiple times by one person, Companions can purchase their own. Each subscription provides different books and there will never be overlaps.

### FALLEN IDOL

**[50]**

This is an unlimited supply of Grape Nehi. What is Nehi? Well, pronounced Knee Hi, it started out as a line of fruit-flavored sodas produced by Chero-Cola / Union Bottle Works. The line was introduced in 1924 and Chero was so popular that the company rebranded itself as "The Nehi Corporation" just four years later… though they would go on to change their name to "The Royal Crown Company" in 1955 after the success of RC Cola. In 2008, they were acquired by Dr Pepper Snapple (now Keurig Dr Pepper). Regardless, Nehi comes in Orange, Grape, Root Beer, and Peach… yes, apparently Root Beer is a "fruit" according to the Nehi Corporation.

You get an unlimited supply of slightly dust covered but otherwise completely fine 12 oz glass bottles (pop-top) of Grape Nehi. They are deposit bottles, so you'll have to pay a nickel, but you'll get your nickel back if you turn the bottle back over.

### DEATH TAKES A HOLIDAY

**[100]**

You have a box of gourmet hand-crafted chocolate confections. If you eat them, the box will refill in a week, but if you give it away to someone less fortunate for yourself, not only will there be enough for everyone, not only will the box refill in just a day, but those who receive the candy will also be given enough basic staple food to give them good, healthy meals for a full month.

**CEMENTING RELATIONSHIPS**

**[100]**

You have all the materials and instructions needed to pour custom cement floors. You might need some friends to help out, but you will be able to get it done in excellent time. Rooms that have one of your cement floors are always sterile. The cement will never fail to set or set wrong.

**THE EXORCISM**

**[200]**

You can call up a group of Korean priests who will show up and drive away bad spirits, lift curses, and generally rid any location of bad juju. It takes them a day to arrive and the ceremony may take a couple of hours, but it is always effective against basic evil spirits and ghosts. Particularly malevolent spirits and curses will only be driven away for a while, say a year and a day.

**THAT'S SHOWBIZ**

**[200]**

With just 24 hours notice, you can have a USO troop of various performers and celebrities, appropriate to the setting, put on an extravagant show. All details will be handled, such as licenses, a venue, concessions, and so on. This can only be used once per year, unless all profits go to some form of charity, then it can be used again in one month.

**TO MARKET, TO MARKET**

**[300]**

The local blackmarket always has a supply of any drugs that are in high demand, and you know how to get in contact with them. If you're willing to pay the price (or have something to trade), they'll get their hands on it. The price will always be whatever the market can bear.

**TONY PACKO'S**

**[300]**

The place where man bites dog.

Tony Packo's Cafe is a restaurant that started in the Hungarian neighborhood of Birmingham, on the eastside of Toledo, Ohio, in 1932. The restaurant is noted for its signature sandwich, the 'Hungarian Hot Dog', a "sausage-and-sauce sandwich" on rye that was first made when Tony decided to add a spicy chili sauce to his sandwiches to provide more flavor. Despite the name, the sandwich is not authentically Hungarian, though the sausage is a Hungarian sausage called kolbász, similar to the Polish kielbasa, and is about twice the diameter and mass of a conventional hot dog.

They'll deliver all the fixings to you no matter where you might be, and in a large enough shipment to feed an entire MASH unit for a meal. You can call upon them once a month.

After the jump ends, you get your own, world famous, Hungarian Hotdog shop that runs itself and attracts celebrities. It won't supply you with any money, but once the War is over, you can eat there as often as you like for free. It will be in your starting city, but will deliver to your warehouse if you like.

## Regular Army Issue

**I HATE A MYSTERY**

**[50]**

All military personnel are (in theory) vetted to make certain they are where they should be. Given that this is the 1950s, there's a certain laxness to this process, thanks to the utter lack of computer databases. This made it exceptionally easy for us to fabricate an entire legal identity for you, complete with documentation and an unremarkable backstory. In each future jump, this set of documents, a Full-Red Tape Jacket if you will (jacket being a personnel folder in military parlance) will update to whatever background information you want it to contain, but it will only do so once.

**THE GUN**

**[50]**

A vintage Colt .45 New Service Revolver. It is chrome with bone grips, from 1884 despite the fact that the New Service wasn't made until 1898. It will never jam or misfire.
Feel free to make this any other military issue handgun or rifle from 1951 or before.

**STARS AND STRIPES**

**[50]**

You have a subscription to whatever military newspaper or newspapers that exist in your nation of origin. Each new issue will be delivered as soon as it is printed.

**A HOLY MESS**

**[100]**

You have a small model of a Army mess tent. If set in an open space of sufficient size and commanded to activate, it will turn into a full size mess tent, complete with a kitchen, all equipment, and workers (mindless constructs, not actual people). This tent will be able to provide meals to as many people as can cycle through it each day. This food will be healthy and nutritious, but the flavor and presentation of the food will scale with your own cooking skill.

**COWBOY**

**[100]**

You have a Sioux Bell H-13 Military EVAC Chopper. This helicopter never needs to be refueled or maintained and will repair any damage within an hour. Sitting in the pilot seat allows you to fly a helicopter at an expert level for the duration of the flight. This has no harmful side-effects. Any injured person strapped to one of the two EVAC pallets on the sides of this chopper is guaranteed not to worsen in health for the duration of the flight.



**THE COLONEL'S HORSE**

**[200]**

You have an excellent horse (mare) of a breed and lineage of your choice, the Captain America of equines. This horse is wonderfully trained and incredibly intelligent. She will never get sick nor age past its prime. If injured, your horse will heal completely within the hour. If killed, she will respawn the next day. If bred, this mare will have a safe and easy pregnancy and birth, and the offspring will be just as good and just as intelligent, though without the immortality or respawning.

**OFFICERS ONLY**

**[200]**

You have a small but successful club that serves drinks and snacks and has a nice jukebox with a wide selection of music, as well as a very nice piano that never needs to be tuned. The club will run itself without you unless you want to be involved, and will make you a reasonable profit. The club will always have its needed supplies. If you so desire, you can designate a clientele for your club, such as officers, and only those individuals and their guests will come in.

**5 O'CLOCK CHARLIE**

**[300]**

Twice per day, at 5 o'clock, you can summon a delivery of up to 500 lbs of ammunition for any weapon or weapons possessed by you or those working with you. If you are outdoors, this ammunition will be dropped from planes, if indoors, it will just appear when no one is looking. You also have a fully automated anti-aircraft gun, a Bofors 40mm L/70, that will target any hostile fliers within range. You can summon or banish this weapon at will, it does not need an operator or to be reloaded or maintained. If destroyed, you cannot summon it again until 5 o'clock, when it will be fully repaired.

**PAYDAY**

**[300]**

Money enough to pay an entire camp full of officers and enlisted men every 28 days. For the duration of this jump, this will be in US Military Script (a monopoly money version of US Currency that is randomly changed to limit counterfeiting and black marketeering) but after the jump it'll be in local currency instead. How much is this? Hard to say, but let's call it 15,000 USD in 1952 money… or about 150,000 dollars in 2020 money.

Now, this whole case of cash is for the entire MASH unit, not just for you. You get $3,010 for yourself simply for acting as the Paymaster ($30,100 in 2020 Money) every month… and no, the Army won't be asking for it back.

Once the jump is over, you'll get a monthly case of cash with monthly pay for all your companions and followers. Companions will be paid as Officers, while Followers will be paid as enlisted personnel, but their pay will also be influenced by the number of jumps they've been in your "employ"... yes, it is completely possible for a long service enlisted person to make more than a short service (very low ranked) officer.

# Medical Support Issue




**THE CONSULTANT**

**[50]**

You have an old army telephone (the kind that has to be cranked to power it). With it, you can summon a doctor with specialist knowledge in some field or specialty. That person will show up at your camp within twelve hours, stay for a few days, then depart. They'll always be interesting and complex people. This can be done once a month per phone.

**THE BUS**

**[50]**

You have your choice of a Ford B series bus or a Dodge WC54 ambulance, both with US Army paint jobs. This vehicle does not need to be refueled or maintained, and any damage (even total destruction) will be fixed within 24 hours. You can take this a second time to get the other choice, but the second purchase is not discounted or free for anyone.

**DEPRESSING NEWS**

**[50]**

Official news sources are all well and good (It's true, we did a poll), they often lack immediacy. Your MASH unit now has its own camp newspaper, with articles and interviews of relevance to your campmates. Once the jump ends, the camp newspaper (maybe you can call it MASHnotes) evolves to a "warehouse" newspaper. It will publish articles, interviews, and op-ed pieces of relevance to your companions and followers. Either way, it will come out once a week and be circulated to everyone in camp / in your warehouse or similar.

Furthermore, this also comes with 500,000 tongue depressors and twenty feet of Primacord. These bonus items will be replaced once every twenty-six weeks (that's how long syndication takes to replay every episode of M*A*S*H, give or take).

**OUR FINEST HOUR**

**[100]**

Would you like a retrospective of your adventures? A combination of actual film clips and interviews with relevant individuals? Would you like it to be in vintage black and white and delivered on actual film reels? Excellent news! Once a month (if possible), you'll receive a new reel (55 minutes or so) covering some interesting or important aspect or episode of your experiences or the experiences of your companions. Each additional purchase across your group provides a new reel each month and while the reels might cover the same events (depending on just how long you've been jumping) they focus on different elements and key actors and have a different narrator / interviewer.

**BULLETIN BOARD**

**[100]**

You have a large bulletin board that you can place in any public place you like. People will post items for sale, items they want, services sought or offered, and general questions and complaints on it. Think of it like Craigslist, but less sleazy.

No one will remove or deliberately damage the bulletin board.



**MAIL CALL**

**[200]**

You can send and receive letters from people you have met, even those met in previous jumps or in your original homeworld. These letters will always be delivered by the next day, no matter where they are, but only letters can be sent by you, no other packages. Your correspondents can, if they want, send you small care packages that contain small mundane items such as food, music, books, clothing, or photographs.

**AID STATION**

**[200]**

You have a forward aid station that, while bombs can fall near it, will never actually be hit directly… not even by large shrapnel or debris. It always moves to stay just behind the lines or otherwise near the action and the evac route to it is always clear. Serving in it is guaranteed to be stressful, but mostly secure, and it is guaranteed that once a patient is stabilized here they will remain stable all the way back to the field hospital.

Having an actual surgeon at the Aid Station makes it ten times as likely that any allied soldier who is not killed instantly will survive long enough to make it to the aid station.

The Aid Station never needs to be set up… it's always just… there if there's a battle going on.

**THE PRICE OF TOMATO JUICE**

**[300]**

Ever wanted a refreshing can of tomato juice but it was just too much trouble to wheel and deal all the requisition forms? Then this item is for you. Sure, you might be thinking "300 CP for Tomato Juice? Is she Mad!?" Well, yes, but also this is unlimited tomato juice… or really any fruit juice that comes in a can. But even that wouldn't be worth the price. No. This permanently cures any food allergy or intolerance that the drinker might have, even if it's not to the type of juice they're drinking. In fact, it cures all allergies the drinker might have, period.

Each can is a hot commodity in a war zone… or anywhere that fresh fruits or vegetables are hard to get one's hands on.

**POST-OP**

**[300]**

You can set up this tent anywhere, just by setting it on the ground and ordering it to activate. It contains a medical post-op area that drastically speeds up recovery and all but eliminates any chance of infection or post-surgical complications. It is always fully supplied, sterile, and as comfortable for your patients as a field hospital tent can be. You can also apply these attributes to an existing recovery area, such as in a hospital, at which point it will become as comfortable as that hospital normally could be.

In its collapsed state, this tent fills a massive crate that would need a truck to transport normally. It can be returned to its collapsed state once empty. It takes about an hour to pack up or unpack.



## Surgical Issue

**OLD SOLDIERS**

**[50]**

You have a bottle of French Cognac of absolutely amazing vintage. It is always perfectly preserved in its best condition. The bottle will refill once a jump, and the bottle itself is indestructible. It will also refill any time one of your friends dies so you can toast them with it. If lost or stolen, you will find it back where it belongs next time you look for it.

**THE SWAMP**
**[50]**
You have a tent set up as living quarters for up to four people. Despite looking rundown and uncomfortable, it is actually a nice place to live, comfortable and even secure from break-ins. This does not contain kitchen or bathroom facilities.
It can be packed away in a large shipping crate (about the size of two footlockers) in about 10 minutes or set up in 20.

**ABYSSINIA HENRY**
**[50]**
Fishing Hat that has an unlimited supply of fly-fishing lures customized for local fish. Comes with a fishing pole that never breaks, though the line might. You can wear this in place of any hat, and people will ignore the substitution.

**BOTTOMS UP**
**[100]**
The Still of the Night that makes booze that's horrible but never causes health damage. No matter how drunk you get off this booze, you will instantly sober up if you are needed to provide medical care to someone. It always has at least a liter of booze in it and can hold up to five liters. This still can be fed any starchy biomass to produce more liquor and can be fixed with random junk if broken.

**THE LONG-JOHN FLAP**
**[100]**
These comfortable Long Johns / woolen underwear will fit under any outfit unnoticeably and keep you nice and warm no matter how cold it is outside. They are always clean and rip free.



**ADAM'S RIBS**
**[200]**
You have enough barbecue ribs and sauce to feed an entire M*A*S*H* unit. These are the absolute best ribs you have ever eaten, because if you taste some better, these Adam's Ribs will improve beyond them. But, sorry, this doesn't come with coleslaw.
They can be pork, beef, lamb, horse, or camel… or really any mundane domesticated animal, but nothing magical or rare. Wild Boar is fine.
These Ribs are a special occasion kind of meal, so you can have them once a year while you're in this jump. After the jump ends you can have them once a month.

**THE WINCHESTER TAPES**

**[200]**

A series of reel-to-reel tapes and a tape player that contain a narration of everything that happens to you, told in a humorous tone. They are narrated by Charles Odgen Nash. This will include events that affected you, even if you were not present for them, such as someone planning a prank on you.

New tapes will be delivered a week after the events that inspired them took place, though if nothing fascinating happened that week, events from further back will be narrated instead. You start with twenty-six tapes recounting the highlights of all your previous adventures (each tape being a 7 inch diameter reel with 1200 feet of tape recorded at 3.75 inches per second… giving each a play time of 64 minutes.). The tape will not snap, degrade, or be otherwise damaged by wear or neglect. If they do get damaged they'll be replaced in the next shipment. The tape recorder is self-repairing and needs no external power supply. Miraculously, it's stereo sound even though there's no way it should be.

**O.R.**

**[300]**

You have a full operating theater, state of the art for the setting and for your own level of skill and technology. This is fully supplied and can be set up anywhere there is open space for it. It can also be used to temporarily replace an existing medical facility. This comes complete with NPC medical professionals to fill any job you do not want to fill yourself, with skills almost equal to your own if you're a surgeon, and if not, then probably considerably better than your own. Any surgery performed here will be done to the very limits of those skills, with no mistakes or mishaps, in half the time it would normally take.

**WHITE GOLD**

**[300]**

You have an unlimited supply of Penicillin that never goes bad, can treat any infection, and never causes negative reactions or penicillin resistant superbugs. This Penicillin is ten times as effective as it would normally be. It comes in every form of penicillin available, from injections to drinkable liquids to pills.



# THE MOST UNFORGETTABLE CHARACTERS

*Because nothing builds bonds like shared suffering.*
*All new and imported companions get DER TAG and DEAR DAD.*

**COMRADES IN ARMS**
**[Free if You Want It]**

This is the general companion import option. You may bring as many companions as you like into this world. Each of them gets any two perks for free and may take personal drawbacks to buy further perks or items as long as they agree to remain in Korea for the duration of the jump. If they agree to remain in Korea, each of them also gets ½ the value of any non-personal drawbacks that you took, since they'll have to suffer through them too.

**FRIENDS AND ENEMIES**
**[Free or 50]**

You can recruit any canon characters to join you when you leave. You just need to convince them and make sure they are alive at the end of the jump. If you pay 50cp, you will have a chance to talk them into it at the end of the jump, even if they have died or left years ago.

**L.I.P.**
**[50]**

Military Speak for Local Indigenous Personnel. Feel free to create someone native to this world. They'll be generally well inclined towards you, but cannot replace anyone historic to the time period (so you can't create a replacement for Kim Il-Sung or Mao Zedong). They gain any two perks and one appropriate freebie item.

**PRIVATE CHARLES LAMB**
**[50]**

He's a lamb, and thus very cute and harmless. He will never grow any older.
If you eat him, he'll respawn the next day. Also, his meat tastes like military issue spam. His wool, on the other hand, is beautiful and soft as a cloud.

**BIG MAC**
**[100]**

A common nickname for General of the Army, Douglas MacArthur, Commander in Chief United Nations Command (Korea), Supreme Commander for the Allied Powers (SCAP), and Commander-in-Chief of Far East Command (FECOM). He was / will be removed from command by President Harry S Truman on 11 April 1951… but maybe you'd like him as a friend? Alternatively, you can be friends with "Old Iron Tits" (aka General Matthew Bunker Ridgway, Supreme Allied Commander Europe and MacArthur's second in command and eventual replacement. They do not become your Companion until after the Jump ends, since they are kind of busy running the "Police Action".

**TUTTLE**
**[200]**

Your imaginary military buddy! He has a full jacket, has the same MOS as you do, and will happily take shifts for you doing boring work you'd rather not do. Can't do anything if lives are on the line, however. He has a full military salary, and always seems to have just left whenever anyone is looking for him, but other people remember speaking to him. It is impossible to prove Tuttle doesn't exist, but also impossible to meet him. He does not take a companion slot, but you can import him and give him perks. Since he's your friend, he'll be more than happy to let you use any of his stuff.

# SUPPLEMENT MODE

Each war has a need for medical personnel. It's a simple fact.
To that end, you may change the Korean War to any war in human history or fiction.
All technology in this jump updates (or downgrades) to that war's closest equivalent, as long as that is mundane tech for the era (no superweapons), and remains updated after this is finished.
Any downgrades are reverted back to Korean War levels once this jump ends.
No matter how clean and hands off that war should have been, it's now as gritty and close up as the Korean War was, and guaranteed to last at least three years and two days… possibly much longer.
If you use this mode to combine this jump with another jump, you must keep all CP from the two jumps separate and use either the 3 year / 11 seasons duration of this jump or that jump's duration, whichever is longer.
You'll use this jump's starting locations, modified for that jump's particular setting.
All Drawbacks you take from either jump are in full effect for the duration.



# DRAWBACKS

You may take any amount of drawbacks you like if you take the Welcome to Korea Toggle.
If you don't, you may not take any drawbacks or scenarios.
Personal Drawbacks are marked =[ ]=

**WELCOME TO KOREA**
**=[Toggle]=**

There is a world outside of Korea in MASH. We even get to see some of it from time to time. Thus, you're perfectly within your rights to hop on your broomstick or magic carpet and fly off into the sunrise, never looking back. Or you could just bring in your army to conquer the entire peninsula in the blink of any eye.

But that's not particularly interesting, and definitely outside the theme of the jump.

Taking this toggle has two effects: First, you're only allowed to leave the area of the Front (the fifty miles or so on either side of the actual fighting, for a week at a time, and then only with formal permission of the Military and Civilian Authorities. Second, you're not allowed to actively interfere with the progress of the war beyond the personal level. No deploying troops. No sending your companions to assassinate enemy generals. No super charismaficating the troops.

The trade off is that you get to take other Drawbacks from this document.




**AfterMASH**
**[+50]**

What's that? You want to stay here longer? Well, if you say so. Each purchase of this drawback doubles your stay in this world, though you're only bound by the WELCOME TO KOREA drawback above until the war ends. Under no circumstances may you take this more than four times.

**YOUR RETENTION PLEASE**

**[+50]**

Now, as any fan of MASH knows, while the Korean War was only three years long (Jun 25, 1950 – Jul 27, 1953) the show lasted for eleven seasons (September 17, 1972 - February 28, 1983). In honor of that, your time in this jump is either three years or eleven seasons, your choice… unless you take a drawback that changes that (like this one!). By taking this, each year here will have 1339 days instead of 365 to account for the temporal weirdness of a show that lasted 3.67 times as long as the war it was about. The war will, guaranteed, last at least three "years".

**FERRET FACE**

**=[+50]=**

You have a really unfortunate and degrading nickname. Also a face people want to punch. Even people that do not know you will refer to you by your nickname, it just fits you so well.

**THE MERCHANT OF KOREA**

**=[+50]=**

No Gambling. Well, not no gambling. You're free to gamble all you like. You just don't know how to do so wisely any more and you forgot you took this. So, maybe, you'd be wiser not to gamble… but, really, what's the harm? Just a spot of fun, right?

**MR. AND MRS. WHO?**

**=[+50]=**

At some point during this jump you'll accidentally end up married to someone you hadn't planned on getting married to, and probably aren't actually in a relationship with. It might even be someone you dislike, though it will be someone you're actually attracted to.
This (probably) won't have any lasting ramifications but it will be deeply embarrassing to you and humorous to your friends and colleagues. You won't remember having taken this.

**U.N., THE NIGHT, AND THE MUSIC**

**=[+50]=**

Rather than being American, you're from one of the other countries involved in the UN Peacekeeping efforts in Korea.
Why is this worth points? Because the Americans are very clearly in charge here.



**THE KOREAN DOCTOR**

**=[+100]=**

You're now a South Korean. Really.

Why is this worth points, especially since it is your country? Because it is your country and the North Koreans weren't exactly nice to the South Koreans who fought against them.

**RAINBOW BRIDGE**

**=[+100]=**

You're now North Korean or Communist Chinese.

This doesn't mean you're ideologically Communist, but it does mean that if you want to fight on the side of freedom you're going to have to defect and convince generally untrusting Southern Koreans and or Allied Military Intelligence to trust you, somehow. This won't be easy.

If you do stay loyal to the Communist Cause, be aware that this guarantees your side cannot win… not that anyone won the Korean War.

**TELL IT TO THE MARINES**

*Cannot be taken if not American*

**[+100]**

You begin anywhere in the United States, on April 1st, having just completed your in-processing at the induction center for the service branch and MOS of your choice. You have a government-issue travel voucher for your bus/plane ticket to basic training, a date and time to report in, $50 in cash, one duffel bag full of basic clothes and sundries, and one last weekend of freedom before its time to go meet your destiny. Regardless of your origin, you will be serving in the US Military for the next 11 years or until you get your Honorable Discharge certificate, whichever comes first. If you deliberately use underhanded means to get that discharge, you commit to the full eleven years. In this time, you will see combat. Guaranteed.

No perks or items will boost your rank artificially. If you want to make PFC, let alone Sargeant, you'll have to work for it. Doctors & Nurses will end up assigned to Battalion Aid Stations for at least the first year of their deployment.






**DEAR PEGGY**

**=[+100]=**

You have a loving spouse back home that you miss terribly. Usually, you are alright with the separation, but occasionally something will happen that will make you worry about them or make your homesickness even more unbearable. This will make you depressed and irritable. The loving spouse may or may not actually exist, but if they do they can be a companion imported into the role and not allowed to come to Korea… or they can be someone new that you can invite along with you once the war is over.

**BOTTLE FATIGUE**

**=[+100]=**

You will not be able to use alcohol or any other form of intoxicant for the duration of your stay here. The only exception to this is anesthetic for surgery and painkillers prescribed for actual legitimate physical pain. Might want to avoid taking this with ALCOHOLICS UNANIMOUS.

**LOVE STORY**

**=[+100]=**

You are hungry, pretty much all the time. You NEED to eat. And, unfortunately, the only food you are going to get is mess tent swill. Not the real food from a mess tent, which is bad, but the memetically bad mess tent food. The only exceptions are on holidays, when you'll get to share whatever special meal your unit gets.

**IDENTITY CRISIS**

**=[+100]=**

What was your name again? No one knows, and to be honest, no one cares. No matter what you do, no one will recognize your achievements. No one will miss you unless you don't do your job, then they'll get royally pissed at you just long enough to read you the riot act. You are going to drift through this jump as essentially a non-entity. Have fun being essentially alone for the duration.

**FOR WANT OF A BOOT**

**=[+100]=**

Your shoes/boots keep wearing out. Constantly. Unless you go out of your way to get a new pair every week, which the Army will not supply that often, you will discover they are worn to the point of uselessness when you truly need them, like when you find you need to walk a few miles to an aid station. And you will be walking almost everywhere. No flying or other movement powers for you and most of the motor vehicles you ride in will break down unless carrying patients or taking you to an emergency.

**ALCOHOLICS UNANIMOUS**

**=[+100 or +200]=**

You've got a serious alcohol problem. For +100cp, this is at the level of Hawkeye or Trapper. You will get irritable or even aggressive if you can't get a drink, but you can control yourself and your work will be unhindered. For +200cp, you are okay most of the time, but high stress will push you to drink yourself non-functional. Resisting will take a strong will and probably some good friends to help you. Good thing that your life here is going to be so calm.

**NO LAUGHING MATTER**

**[+200]**

Oh… was this supposed to be a comedy? No longer. While M*A*S*H* did try to show the dark truth of war, it also tried to be a bit lighthearted and funny. But you are not that lucky. You are dealing with the realities of war with no filter to make things easier.

**C*A*V*E**

**=[+200]=**

You suffer from Claustrophobia, a debilitating fear of small or enclosed places. This will become a major issue at least once, possibly putting your life in danger.

**THE BILLFOLD SYNDROME**

**=[+200]=**

While technically you haven't forgotten anything that's happened to you, thanks to traumatic events you can no longer recognize your former self (i.e. the you from before this jump began) nor bring yourself to recall any events prior to the start of this jump.

**NONE LIKE IT HOT**

**[+200]**

The weather keeps shifting to killer heatwaves and you find the extreme heat innervating. With Baby It's Cold Outside, the days will be scorching and the nights freezing.

**BABY IT'S COLD OUTSIDE**

**[+200]**

The weather keeps shifting to blizzards and intense cold snaps. You find it very hard to deal with the cold and the snow. Expect fuel shortages. With None Like It Hot, the days will be scorching and the nights freezing.

**THEY CALL THE WIND KOREA**

**[+200]**

Gale Force Winds will plague you throughout your stay here. Not everyday, but often enough that you will remember the calm days.

With None Like it Hot these will be intensely dry hot winds. With Baby It's Cold Outside these will be arctic chill winds. With both, expect extreme storms to show up on a semi-regular basis.

**THE JOKER IS WILD**

**=[+200]=**

You find you have little restraint when it comes to playing pranks on other people. Well, you won't do anything actively malicious, or likely to cause legitimate harm, but that's about it. You just can't stop yourself from pranking others.

**LETTERS**

**[+200]**

Hawkeye once got a huge package from a schoolteacher friend of his from Crabapple Cove. Inside the package were letters from her young students, which Hawkeye distributed to everyone to answer to help chase away the boredom. Now, someone in the War Department has a bit of a problem in their letter diversion. Every month during your jump you will receive a box of letters from schoolchildren asking for you to tell them something. There's only one problem, you can't have them horrified by the stories of war, so funny anecdotes and stories may have to do. No matter where you are every month, the letters will find you and you, (and any comrades) will have to answer Every. Single. One.

**OUT OF SIGHT, OUT OF MIND**

**=[+200]=**

At least once during your time here, but possibly more than once, you will be rendered blind by some event. While this blindness will not be permanent, it will be frightening and traumatic to experience. You will not remember that you took this drawback until after the jump ends, so being struck blind will be a shock to you.

Alternatively, you might go deaf for a day or two. You never can tell. This won't affect your sense of smell or taste, that would be a bonus, not a Drawback.

**TEMPORARY DUTY**

**[+200]**

You are going to have to make some new friends in this Jump, because none of your old ones are joining you. Your Companions are elsewhere, living a good life and having fun for the duration of this jump, and you will not be able to find them or communicate with them. They can still be imported, but they are not going to be any help to you.

If they take WELCOME TO KOREA, they will be stationed at an entirely different MASH unit. You will still not be able to communicate with them.

**MAJOR FRED C. DOBBS**

**=[+200]=**

You're consumed with greed, specifically for gold, and you are convinced that you can find some nearby. You will put considerable time and effort into panning or mining to acquire it. As an additional prize for this, you get a solid gold jeep when you finish the jump. Yes, all metal in the jeep is pure gold and the rest is covered in metallic paint containing gold, but it still runs somehow. The mileage is shit, though.

**THE RINGBANGER**

**=[+200]=**

You have seen and done too much and are suffering a severe case of battle fatigue. Some universal symptoms are exhaustion, decrease in responsiveness, hesitancy and uncertainty, feeling like you are disconnected from reality, and inability to focus. The real problem is that the Army will not believe you. You are going to have to find a way to function despite all this, with only the help of those in your unit.

**BOMBED**

**[+200 or +300]**

On a regular basis, at least once a week, the area your unit is in will experience heavy shelling from artillery. Your base will be shook up with at least some minor damage, possibly loss of power or damage to infrastructure but actual casualties will mostly not be from your unit.
For an additional +100cp, +300cp total, you are no longer that lucky and your base has a decent chance of being hit directly. Also, even odds it is your own side doing the shelling.



**THE GRIM REAPER**

**=[+300]=**

You will be assigned to the front, likely at a battalion aid station, for the entirety to the war. You are not getting reassigned and the only chance you get for R&R is if you get injured yourself. But it is right back to the front after you heal up.

**MORALE VICTORY**

**[+300]**

You and your companions, pets, and followers are all reduced to human levels of skill and power for the duration of the jump. Not Peak Human… fairly regular human.
This is worth so much because, well, this is a war zone.

**STICKY-WICKET**

**[+300]**

You cannot use any items or technology from previous jumps that would not fit into this setting. Early 1950's technology with an occasional late 50's anachronism is what you have to work with.

**BANANAS, CRACKERS, AND NUTS**

*Requires Morale Victory & Sticky Wicket*

**[+300 or +400]**

You must be bucking for a Section Eight. You think you're a super human dimension traveling entity from the future… all evidence to the contrary notwithstanding. You are reduced to your body-mod and all out-of-jump items are sealed away. Any knowledge of advanced technological engineering or design is removed, but you can still remember all the devices (just not how to actually make any of them). The fact that you took this drawback willingly has been erased and you believe that Jumpchan is punishing you. The terms of the punishment are that you find it very difficult not to tell people all about your past / future and that if you are kicked out of the military (or committed to a psychiatric hospital for civilians) you will fail this jump and be sent home without anything from the chain at all. In actuality, you won't unless you took this at the higher price point, but even then, your Benefactor will contact you in a year's time and tell you that your chain was so popular that it's been renewed for AfterJump, so you can come back.

**A WAR FOR ALL SEASONS**

**[+300]**

Colonel Lacy has been promoted to the position of Allied Commander in Chief Korea. A man who thinks 20% casualties are reasonable is now heading the war effort. This is a man who'd send recon-teams to heavily fortified enemy positions just so the rest of the army would have to mobilize to rescue them. As a general, you'll never see him as a patient which means you'll need to be very clever and quick as the bodies of soldiers (along with civilians more often than not) keep piling up in triage. Killing Lacy or illegally getting him removed from his position counts as a failure point.



**THE INCUBATOR**

**[+300]**

Your M*A*S*H unit will always have problems with the army chain of supply. It will be tracked to one man, a War Profiteer named Colonel Lambert who would rather sell all the medical equipment that should go to the front line stateside. Unless you can outright buy it yourself, there will always be something whose shipping goes awry. Always.

It could be an incubator, or a new batch of surgical scalpels. Even if you manage to gain enough evidence to implicate him, the law will not be able to arrest him or remove him from his position until a month before you leave.

**SOMETIMES YOU HEAR THE BULLET**

**=[+300]=**

There's a bullet out there with your name on it. You'll hear it a split second before it hits you. Whether or not it kills you is going to depend on how popular or essential you are to the members of your unit. If you are the equivalent of Hawkeye, you might end up in a coma for a few days but will be fine. If you are Sergeant Glassberg, it is probably going to be fatal.

**HAWK'S NIGHTMARE**

**=[+300 or +400]=**

Something terrible is going to happen. Big surprise, right, something terrible happening in a war? But this terrible thing is going to happen right in front of you, and it is going to be devastating. Sometime towards the end of your jump, something is going to happen that will be horrifically traumatic to you, no matter what protections you might have against mental issues. You are going to need some serious help to recover from this. Check this webpage for an example of what I am talking about:

https://mash.fandom.com/wiki/Goodbye,_Farewell,_and_Amen_(TV_series_episode)

You won't remember taking this drawback… ever.

For an additional +100cp, +400cp total, you are going to be directly involved in the traumatic event. Involved as in the phrase "stabbed the chicken yourself".

May God have mercy on your soul.



# GIVE & TAKE

*These are the prequels and sequels… the scenarios. You may take one of each if you like. Failing a scenario does not fail the Jump or your chain.*

## THE YOUNG AND THE RESTLESS

**[Prequel]**

You start this jump as a young man (or woman pretending to be a man), enlisting in the US army for WWI. Your goal is to survive WW1, become a surgeon and an officer, serve in and survive WW2, and then make Full Colonel and get assigned to be head of one of Korea's MASH units.... And survive that too to retire after the war ends. You begin the jump in 1914 at the age of 15+1d4 And complete the jump in 1954 at the age of 56+1d4. To make this a little more sporting, you cannot use any powers that are overtly superhuman. No mind control, no magic, no mind reading, no psychic powers, no superpowers… and no tech that didn't exist in whatever year the jump is set in. Skills and stat boosts are fine, though superhuman strength, toughness, and healing will be limited to the limits of peak human ability.

If you survive, you will have your very own M*A*S*H* unit to call on in future jumps. It will be staffed by followers that are experts in their fields and will have all the items that you have purchased here that such a unit would want, such as the O.R. or A Holy Mess. The technology and skills of this unit will upgrade to match more advanced Jump settings but will never downgrade in less developed settings.

## QUO VADIS, CAPTAIN CHANDLER?

**[Prequel]**

No matter what your origin here, you're not part of the M*A*S*H unit. No, you're a patient. All the bad things you've done in all the jumps have caught up with you, karmically speaking and you feel crushed by the guilt of it all. How guilty? So guilty that you're now convinced that you're the messiah, come to save the world from darkness… but you must do so only through good deeds and simple human kindness. You may not use any of your powers to benefit yourself or evil people, you will never admit to your own name, and you will constantly be plagued by nightmares and PTSD flashes of all the horrible things you've done or that you've let happen.

If you're not a long term jumper, or have actually never done anything all that evil, then you have the memory of a bombardier who has flown 57 combat missions and killed hundreds or thousands of innocent people.

You'll not be sent home or to a mental hospital, but will just… be at the M*A*S*H.

At the end of your jump, you'll have to decide if you're worthy to continue your chain. You'll be allowed to make this choice with no outside influences of any kind, though you may speak to anyone from the M*A*S*H unit or any of your companions or even your Benefactor if you so desire. You'll get a teddy bear in addition to gaining true insight into your own nature as a person. You will also receive true forgiveness and absolution for your sins if you actually truly repent and pledge to do better in the future.

## TRAPPER JOHN, MD

**[Sequel]**

Even when your time in Korea has ended, your Jump has not. You are going to have to go home and start some form of medical practice or work in a medical-related field. You have to work in this practice and be at least moderately successful until you reach a reasonable retirement age, at least 65 years old. You can stay even longer, but after that age, you can choose to end your Jump at any time and dying will no longer end your chain or even fail this jump.

Taking this scenario means you will age like a normal human. In all future jumps, you can choose to extend your time in a similar way, and can choose to have your medical practice follow you, upgrading to match more advanced settings, with an NPC clone of you from this jump taking your place if you want.

## W*A*L*T*E*R

**[Sequel]**

After what would have been your time in this Jump ends, you will not get to make your final choices. Instead, you will be sent to a U.S. city of your choice. In that city, you will be offered a job as a police officer, and you must survive and keep that job for at least one additional year. If you manage that, you will always be considered a member of law enforcement in any future jumps, if you want to be. This will include perks like being allowed to carry weapons almost anywhere, having the authority to arrest people and the general respect police officers usually show each other.

For each additional year you stay past the first one, you get +100cp to spend in this document just before you leave.

# GOODBYE, FAREWELL, AND AMEN

You survived. Physically at least, your sanity might be MIA. Regardless, it is time to make the choice your Draft office denied you.

Do you want to **Stay**, **Go Home**, or **Move On**?



# NOTES

**The Wiki**

Check out mash.fandom.com/wiki
It was extremely useful in making this jump.

**Beginning Ranks**

Feel free to adjust to match your age/backstory as appropriate.

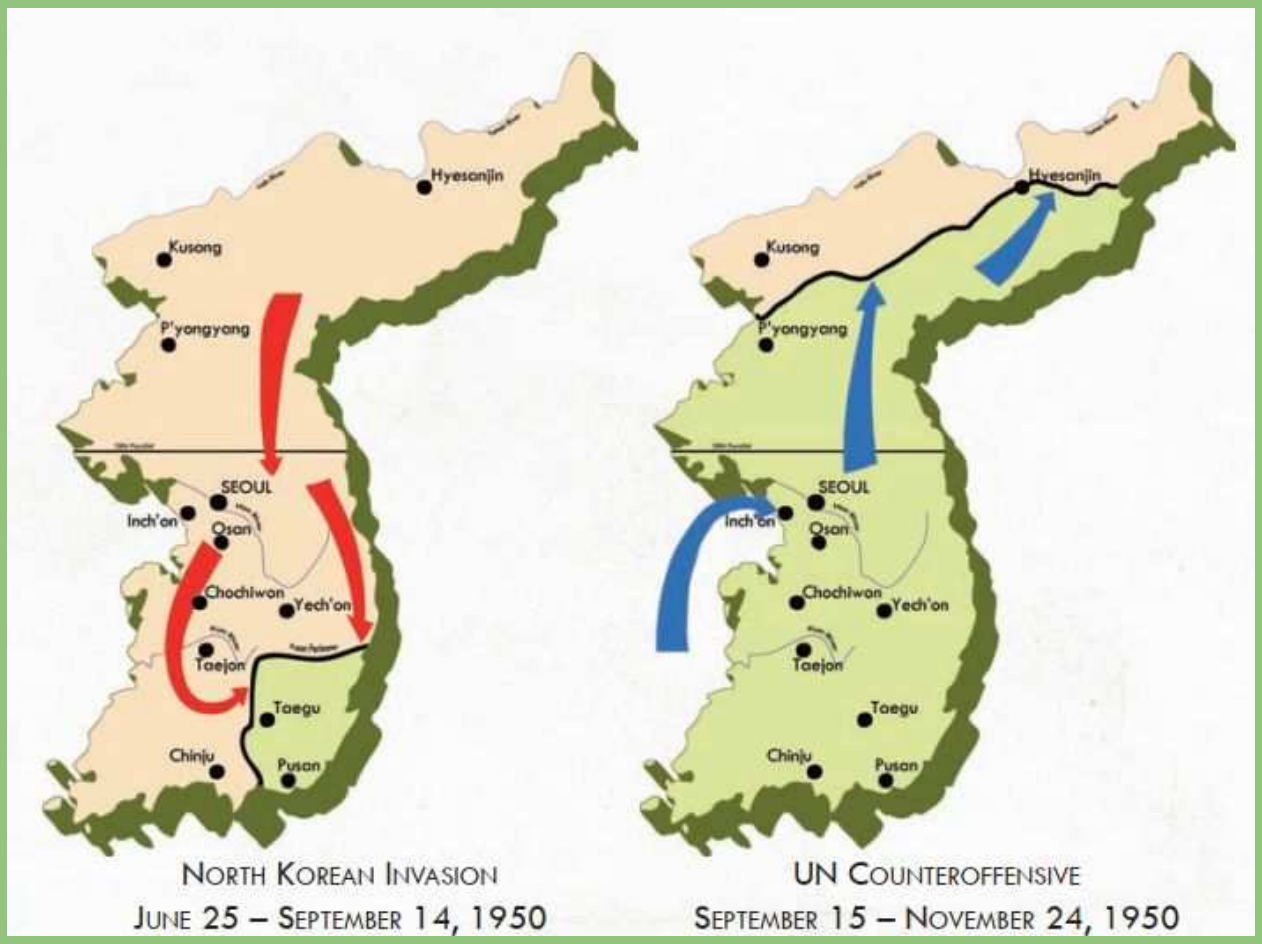
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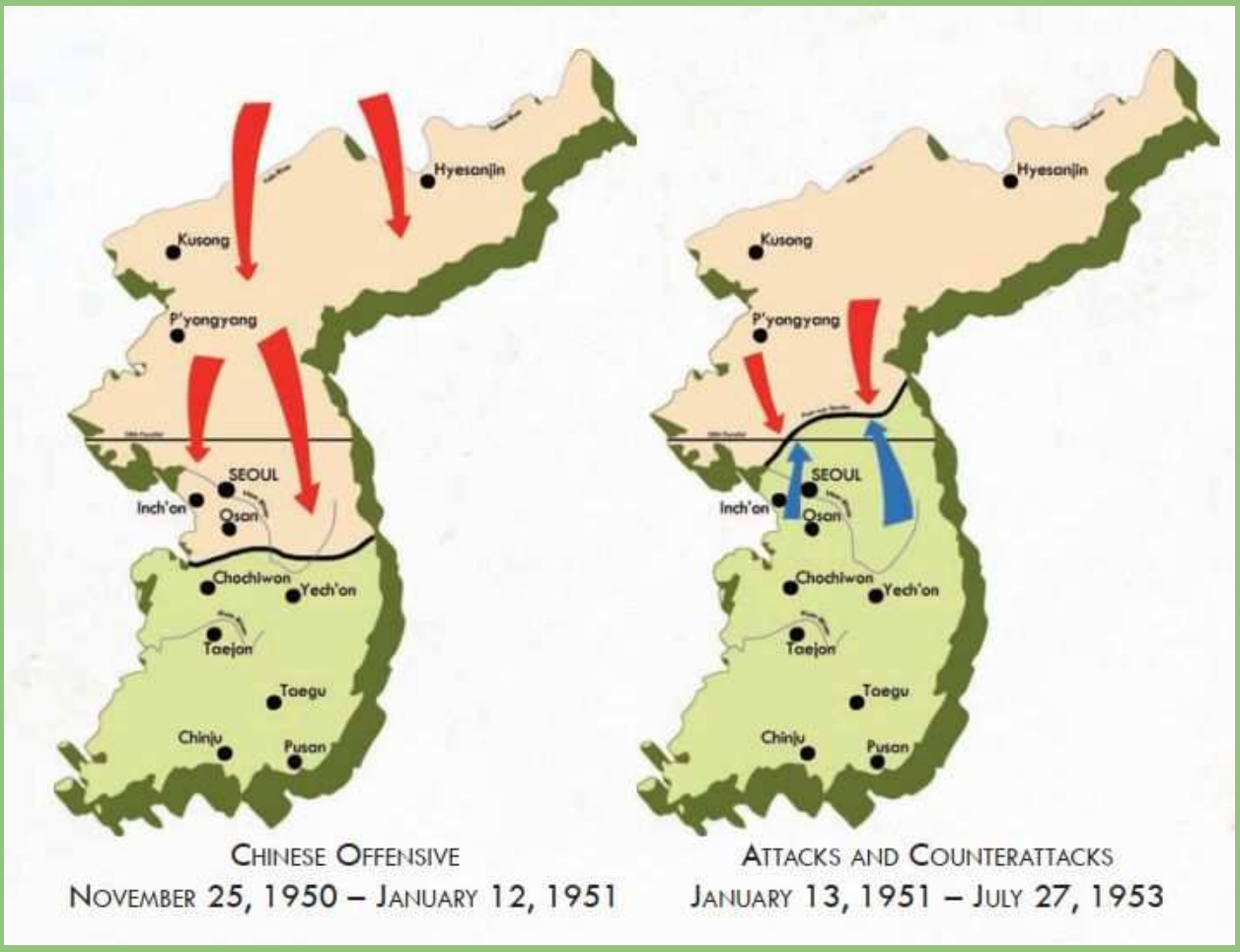
**Version 1.0**

Created the document.

**Version 1.1**

Lots of tiny clarifications.






CHINESE OFFENSIVE
NOVEMBER 25, 1950 – JANUARY 12, 1951

ATTACKS AND COUNTERATTACKS
JANUARY 13, 1951 – JULY 27, 1953