Ring of Red JumpChain
By Yorokonde (Credit: Muyo for Mecha Building System)

You find yourself sitting in a small movie theater. The chair in uncomfortable under you and the floor is sticky with some unknown fluid. You try to rise, only to find a hand pressing you back down into your seat. A small paper bag of popcorn is waved under your nose. The Jump Coordinator is plopping down into the seat next to you, wearing neon pink clothes absolutely covered in flowers and beads. The faint smell of something noxious and musky emanates from them.

The lights dim around you and the screen flickers to life. A black and white newsreel begins to play. The projector rattles loudly somewhere behind you but the sound coming from speakers in the walls manages to edge it out.

Dateline: March 13th, 1938. Austria is incorporated into Germany while the rest of the world stands idly by. September 30th, The Munich Agreement signed by France, the U.K. and Italy agrees to allow Germany to annex the Czechoslovak Sudetenland area in exchange for a cessation of his aggressive actions.

August 30th, 1939. Hitler delivers an ultimatum to Poland demanding the Polish Corridor and the Free City of Danzig to be surrendered to Germany. France and the U.K. refuse to intervene. The next day, he orders the invasion of Poland, starting World War 2.

Sent into combat alongside Germany's troop are a brand new weapon, developed in near secret by Hitler in the years leading up to the war. These Advanced Fighting Walkers, or AFWs, are instrumental in the early years of World War 2 for their shock value and maneuverability compared to traditional tanks. Their firepower and armor outclass most other armor units that Europe can field at the time. Wrecked units are immediately stolen and sent to various countries in a desperate attempt to counter the German aggression.

Air support, the flat terrain of the European Theater, and rapid reverse engineering on all sides combine to thwart Hitler's ambitions in the later stages of the war, leading to Germany's retreat back across Europe and Russia and its eventual surrender on May 7th, 1945.

Meanwhile, in the Pacific Theater, things did not prove to be so easily finished. The United States attempt to build the atomic bomb were thwarted when it was discovered that the plans were stolen by the USSR. Fearing an exchange of atomic missiles that would destroy much of the world, the Americans were forced to invade Japan instead of dropping the pair of atomic bombs like planned.

The ensuing battles were bloody, devastating, and made all the worse when Russia also landed in Japan to try to claim the land for itself. The war dragged on until 1946, when Japan was split into three parts. The Communist North Japan backed by the Soviets, the Democratic South Japan with American support, and the island of Hokkaido was ceded to the Soviet Union entirely.

Four years later, AFWs played a vital role in the Japanese War, when North and South Japan skirmished along their shared border until 1954. By then, AFW was fully introduced to Japan thanks to Soviet and American influences. Japan's rough terrain, normally unsuited for traditional armored units, proved to be no problem

for the diesel powered war machines.

Dateline: September 23, 1954, a treaty called RACINE was signed by both Japans, the USA, the USSR, and other countries to establish a no fly zone over all of Japan to prevent the dropping of any nuclear weapons on their soil. This only fuels AFW innovation in the coming years.

The film comes to an end and the lights flick on with a suddenness that has you blinking. When you can see again, you realize that the Jump Coordinator has taken the stage, now dressed in green army fatigues. They seem almost overjoyed to inform you that you will spend the next ten years reeking of diesel fuel and murdering people for your country. They don't seem particularly interested in which one you fight for, so they're letting you choose.

You are given 1000 CP to pick from the following options.

Background

You may keep the gender of your previous jump or change it for free.
Roll 2d8 + 16 for your age.

1. Drop-In (0 CP): You wake up in the remnants of a small town still smoldering from the battle that raged through it. The slice on your forehead is bleeding and you can't remember anything about who you were. But that's okay, you've got the rest of your memories to fall back on. You have no connections, no family, and no friends other than the Companions you brought with you.

2. Soldier (100 CP): It matters little if you are a professional soldier in the military, an armed rebel, or a simple mercenary for hire, you have had some kind of basic training in surviving a war. You know how to handle a wide variety of firearms from pistols to larger machine guns nests. You have connections to a force of armed men and women who will be glad to have you in the fight beside them.

3. Mechanic (100 CP): The smell of burning diesel and oil is such a constant companion you have long since gone nose blind. Grease has semi-permanently coated the underside of your nails and you can never seem to get all of it off your face. Whether you belong to an organized military, one of the AFW development companies, or you are a talent recruited by some resistance group, you know your way around the walking war machines. You are not much for actual combat, but you can at least fire a pistol without smacking yourself in the face with it.

4. Commander (100 CP): There are two kinds of Commanders: those who lead from the rear or those who lead from the front lines. Whichever you are, you are quite effective at leading troops. Your voice is rough and hardened from shouting commands and dressing down those who step out of line. Men and women place their lives in your hands, trusting you to make the decisions that will, eventually, create the kind of world they are envisioning. Or, if not that, they trust that you to keep most of them alive while the higher powers finish slugging it out.

5. AFW Pilot (300 CP): If you want to be a Pilot there's only one route, the military. They are the only ones have access to the raw resources needed to design and field the walking tanks during most of the war. Should you find yourself placed in the later years, you have the alternative of being a test pilot for one of the AFW research companies. Expect to be drafted the moment the situation starts to go south. Now get out there, you've got a war to win and a dozen tons of walking steel to do it with.

Locations

Roll a 1d8 to determine your location or pay 50 CP to choose one.

1. Japan, August 6, 1945, 8:16 am – Operation Downfall

After the plan to drop atomic weapons on Japan was dismissed, the United States was forced to fall back on an alternate plan. The combined forces of the United States, the United Kingdom, Australia, Canada, New Zealand, and France would land at several location in Japan in an invasion that would prove bloody for all sides. The Soviet Union would also invade Japan during this chaos and only add to the death and destruction. It will last for a year, at which point Japan will be split into the three parts as above. AFWs play a small role, but prove to be wildly more effective than tanks.

2. Japan, June 25 1950– The Japanese War

The four years since Japan has been split apart have not been quiet. Border skirmishes between North and South Japan occur on a regular basis. On this date, North Japan, backed by the Soviet Union and China, invade South Japan. With support from the United States and many other Allied countries, South Japan manages to hold North Japan's invasion force. The conflict drags on for four more years, until finally the threat of the Cold War boiling over forces the signing of the RACINE treaty. The following years will be tense and punctuated by minor incidents stemming from North Japan, but no major military action takes place. AFWs play a much larger role during this time, having almost completely replaced tanks on Japanese soil.

3. France, June 6, 1944 – Operation Overlord

More commonly known as the Battle of Normandy, this was the major turning point of the war in the European Theater of World War 2. American, British, and Canadian forces stormed the beaches and provided a foothold in Germany-occupied western Europe that allowed more than two million allied troops to land in France by the end of August 1944. Most AFWs at this point in the war belong to Germany, though early copycats made by the U.K. and the United States take to the field after the initial invasion force lands.

4. Japan, September 23, 1964 – Fiji Military Academy, South Japan

Ten years after the end of the Japanese War. Things have been slowly quieting down, but North and South Japan remain decidedly cool towards each other. This is where the story line of the video game begins. The Fiji Military Academy exists to improve and test AFWs made around the world in the harsh landscape of Japan. Today they have four new units hitting the field, instead of three. The third will shortly be stolen, sabotage ensuring the other three AFWs remain unable to do little but watch. It will be tracked to Northern Japan, a secret task force being sent after it behind enemy lines. The ensuing conflict may ignite the Japanese War all over again if a certain terrorist has his way.

5. Cuba, April 17, 1961 – Bay of Pigs Invasion

Fidel Castro, increasingly backed by the Soviet Union, has proved to be a force that cannot be ignored. The United States is forced not to merely supply the Democratic Revolutionary Front, but join in its invasion of Cuba as well. AFWs are landed alongside American troops at the Bay of Pigs with the intention of removing Fidel Castro and seizing Cuba. This was hoped to deliver a message to the Soviet Union. The resulting conflict lasted for years, with no clear winners. Perhaps you can change that.

6. Russia, September 8, 1941 – Siege of Leningrad

For more than two years Lenningrad will find itself under siege from German and Finnish forces. Both will come to encircle the city by the end of September. Leningrad will find itself cut off from food and supplies except by what can make it across Lake Ladoga. The Russian forces will endure constant shelling, extreme starvation, and be witnesses to one of the most lethal sieges in world history. It will continue until January 18, 1943 when Soviet troop will manage to open a 10 km wide land corridor to the south of the town. Even still, the siege will not end entirely for another year. AFWs are not a significant participant in this area of the war.

7. Poland, September 1, 1939 – Germany's Invasion of Poland

Germany invades Poland from the north, south, and east simultaneously the morning after a group of Nazi's pretending to be Polish military briefly take over the Gleiwitz Radio Tower. Hitler uses this incident along side other similarly staged events, as a pretext for invading Poland. The assault is so vicious, unexpected, and overwhelming that it only takes a little over a month for Poland to fall under German rule. AFWs provide the brunt of Hitler's invading armor division, creating shock and awe around the globe when footage of them in released.

8. Free Pick!

You lucky dog. You get to pick any one of the above locations for free.

Perks and Abilities

Drop-In 100 – Scrub a Dub Dub: Between the horrors of war, weeks in the trenches, face fulls of diesel smoke, and more explosions than some actions movies, you'd expect this world to be a pretty filthy affair. Well, you'd be wrong and now the same applies to you. Your body now sheets dirt and filth right off. You never have to worry about body odor and your hair will always look freshly styled. If you want, you can even choose a mild scent to surround yourself with.

Drop-In 200 – Passport: You are going to need some kind of identification to get around in this world. After all, war is an almost constant fact of life for the globe as a whole and borders aren't just going to let you waltz across them. This power allows you to, upon reaching into your pocket, to pull out whatever appropriate documentation you need to get through any kind of checkpoint, be it military or civilian. This won't grant you key cards to highly restricted areas, but identification as a Health and Safety Officer and a load of bull can get you rather far.

Drop-In 400 – Contacts: As a relative unknown, you're going to have a hard time getting anything major done during this time of war and chaos. Thankfully you discovered this little black notebook in your pocket after you landed. It contains lists of people ranging from bureaucratic cogs in governments around the world to smugglers and even a few spies. It tells you generally where they can be found as well as a few dirty little secrets useful for getting their attention. Exactly what you can do with this information is up to your own inventiveness. The little black book does not update where people are automatically, so it might take a little detective work on your part to track them down. It will alter itself to become useful in each Jump you go to after this one, generating new contacts for you in each new world.

Drop-In 600 – Rebel Without a Cause: You don't pick sides, even when you do. Nobody will ever connect you to any of your actions in any way. Blow up a hospital in front of a hundred witnesses? Each and every one of them will swear a blind, drunk, deaf, bearded midget with red, brown, blonde hair and five, no four, no six fingers on his right hand was the culprit. Walk up and shoot Hitler in the face? A photo will later prove someone else entirely did it. While you might not get any credit for your heroic actions, you also won't catch any flak for your despicable ones. You may find yourself detained for a little while if you happen to be brazen about your actions, but some piece of evidence will always come to light that some mysterious other person was the one responsible. If you're creative, you can even bend this power to pin the blame/credit of certain people, within reason.

Soldier 100 – Specialization: All Soldiers will find themselves sorted into one of five categories based on their talents and personal preferences. Each has their own unique 100 CP perk and weapon.

+ Infantry – Armed with a Springfield M14 rifles, these troops specialize not in taking down the AFWs themselves, but the troops that support them. They are most effective at short to medium range combats. Skill: Rapid Fire – Your gun might be a semi-automatic, but your opponents would never guess it. You learn how to squeeze round after round off, draining a ten round clip in the time it takes most people to fire two.

+ Shooter – While the name might not be original few doubt those who carry such a title. These soldiers are equipped with specially crafted Anti-AFW Bazookas and are trained to deal maximum damage with them. Skill: Charge Shot – While most people would consider it suicide to run directly at an AFW, it's just another Tuesday to you. You have learned how to deal far more damage than normal to enemies much larger than yourself.

+ Sweeper – Masters of spotting, disarming, and even laying all the nasty little surprises that get scattered across any battlefield. Everything from landmines to trip lines launched from their modified Springfield M14 rifles it their domain. Skill: Cleanup – Even the best Sweepers can miss a trap or two on any given day. Not you. You can always discern where enemies might lay traps to trip up your troops. Of course, this gives you a decided edge when it comes to hiding your own traps.

+ Medic – While not normally a front line unit, you'd be surprised what a basic knowledge of chemistry in wartime can accomplish. These soldiers do their best work between battles patching up your other units. They come armed with a Mauser M712 Maxi pistol, a Gas Mask, a massive Medic Kit, and a small variety of specialty flares. Skill: Hyper Moral – Most Medics use a variety of dangerous chemicals in a handy pill form to boost the performance of the soldiers around them. Not you! Your mere presence on the field allows those around you to fight harder and continue to struggle despite taking a gunshot or two. Expect a roughly 25% increase in your fellow soldier's combat abilities.

+ Recon – Part sniper, part scout, still surprisingly effective on the front line. These troops are armed with Arisaka Type 99 rifles and can be deadly to enemy troops at any range. Skill: Crack Shot – While the crew of enemy AFWs are usually quite safe behind plates of armor, you gain a knack for taking them out anyways. You have an instinct, a moment when time slows and you know precisely when you can ensure a hit. Whether this is skill or luck...you may never know.

Soldier 200: Emergency Triage – It's war and there are going to be a lot of people with a lot of holes in them. Thankfully you were trained to keep people alive until the Medic can jump in. With what you know, you can add hours of life to even the most critical of cases. This won't help against truly catastrophic damage, but you can keep a gunshot wound to the neck from bleeding out for at least an hour. Should be already be a Medic, you'll find your ability to save lives becomes something others will tell stories about. You can easily reattach limbs in a bunker with debris flying everywhere and have your patient survive, regain full use of the limb, and be infection free.

Soldier 400: Reinforcements – You find yourself pinned down, the rest of your unit bleeding out around you. You're desperately trying to hold Johnson's chest together and for a moment you feel that cold trickle of dread down your spine. But the waterlogged radio next to you suddenly crackles to life and a war cry announces your salvation. Called or not, you will always find reinforcements are just over the next hill whenever you need them most. They might not even be allies, proving to be some new enemy that came along just in time to take the focus off yourself. Sometimes you find friends you didn't even know you had.

Soldier 600: Tough as Leo Majors – You are a one man Platoon. So long as you're doing something wildly dangerous and totally badass, the universe seems to play favorites for a while. Try to liberate a town all by yourself? You'll be the one tossing grenades into enemy encampments until they think an entire army is behind you. Gunfire will rain down around you and explosions may knock you off your feet, but you can always keep going. In fact, should you actually suffer some sort of mortal wound in the process of being legendary, you will be able to ignore it until the job is done. Missing half your face? Only the brownness of your enemy's pants will spare them shame as you continue to tear though their ranks. Expect long recovery times, or even death, from stunts like this unless you've got some special tricks up your sleeve.

AFW Pilot 100: So Many Levers – Driving a AFW is no easy task. There's a steering wheel, knobs by the dozen, and gear shifts aplenty. You have had extensive training on how to operate one class of these walking tanks and can do it without much effort. This doesn't have to match which class of AFW you choose to build later, but if it doesn't you'll have to learn how to drive all over again.

AFW Pilot 200: Lone Wolf – Wars are won by the army, but battles by the individuals. When backed into a corner, alone except for your AFW and the few crew on your chassis, you show what you're really made of. Your reaction speed increases noticeably along with your hand-eye coordination in such situations as you harness the mixture of adrenaline and raw emotion. With a little practice you might be able to make this work outside your AFW.

AFW Pilot 400: Counteroffensive – Just when you seem to be out of the fight, you pull a few levels and give the gas petal a kick to launch one last attempt to turn the tide of battle. While this won't fix a completely blown out cannon or crippled legs you will always have one trick left up your sleeve. This could be anything from setting your own ammo stores on fire and using your crippled AFW as a huge land mine to using your ruined cannon for a punching arm. You will always have an ace up your sleeve, even if you don't think you do.

AFW Pilot 600: Wild One – Bobby probably wasn't singing about you, but he should have been. Piloting becomes nearly instinctual to you and this carries over into any class AFW you choose to drive. Because of this you not only know exactly how far you can push any war machine without breaking it, but you can focus your attention of aiming and dodging incoming shots. Your accuracy with any large cannon or machine gun nest jumps dramatically and your ability to dodge incoming fire gains a similar boost, even outside of an AFW.

Commander 100: Tactics 101 – You gain a basic understanding of military tactics and are able to lead with the ease of long practice. While you are not capable of leading an entire army on your own, you can handle two companies without major mistakes. If you are recruited into an organized military you qualify for the rank of Lieutenant Colonel.

Commander 200: Cooperation – The mere knowledge that a soldier is being commanded by you is enough to give their spirits a lift. Your tactics might not be any better, but those under your command believe in you and will give your plans 110%. This will not prevent objections against clearly suicidal plans.

Commander 400: Fresh Recruits – The army around you is bound to take losses, no matter how brilliant or cautious your tactics are. Getting reinforcements is sometimes impossible when you're pressing deep into enemy territory. But you don't let that stop you. With your mere presence in a liberated town and a few well chosen words, you'll find enough converts, traitors, and rebels to fill in your ranks. The number you find in any given area is dependent on the local population, but more often than not you'll discover that a rural farming community is hiding a few grizzled men who know how to fight and are willing to do it for you.

Commander 600: Rodriguez's Protege – You are a tactical mastermind, plain and simple. You can glance at a map festooned with data and make decisions about the correct course of action in moments. Everything from squads all the way up to an entire nation's military are safe in your hands. While you are still capable of being surprised and outwitted, your plans will succeed far more often than they would otherwise because of your knowledge. Should you be recruited into an organized military you will quickly find yourself running their entire military should you not actively try to sabotage their goals.

Mechanic 100: Consummate Knowledge – You know everything there is to know about repairing, maintaining, and fueling AFWs. This includes a working knowledge of diesel engines, pneumatic systems, ranged and melee weapon systems, among others.

Mechanic 200: Emergency Repair – Sometimes in the heat of battle all you can do is spray down some fire suppressant foam and give it a quick kick. You can repair AFW arms and legs somewhat with only a few moments worth of effort. You won't get it back to 100% without a couple of hours, but at least they can keep firing and walking. You can occasionally get the same effect on similar, diesel-based technology.

Mechanic 400: Quick Reload – Most crews atop an AFW can manage to reload them once every thirty seconds. Truly top-notch Mechanics can do it in twenty-five. With you at the helm, you can get it done in fifteen. It is a truly heroic effort and AFW Pilots everywhere will recognize it. Your fast fingers also come in handy when it comes to reloading smaller munitions, especially in the heat of battle.

Mechanic 600: Swiss Army Engineer – Most AFWs are designed by whole teams of engineers spending months, if not years, getting all the complicated systems to work together just right. But you can do it all on your own. You know how to built all AFW types from the ground up and don't have to worry about all the tedious fine-tuning most do. With further research and some time, you're confident that you can incorporate weaponry from other Jumps, albeit in a grungy, era-appropriate way.

AFW (Free for Pilot, 600 CP for everyone else)
AFWs get 600 CP to spend on upgrades chosen from the following list.

0 CP – Basic Model: AFWs come in one of four basic models. Choose one now, unless you pick the Truly Experimental Model upgrade below.

+ Light AFW: These war machines are exactly what their name describes them to be. They are based off the Panzer I light tank, armed with high-powered machine guns that give great stopping power against infantry, but suffer against other AFWs. They are lightly armored but markedly more maneuverable than any other AFW class. As such, Light AFWs were designed for short range conflicts. They stand anywhere from 10 to 15 feet tall and have stations for three crew members and a pilot. Light AFWs are sometimes referred to as “Chicken Walkers” due to their appearance. They lack arms and often looks like tanks strapped atop a pair of legs.

+ Medium AFW: By far the most common war machine one will find on the battlefield. So much so that AFW has become synonymous with this model. They are based around the Panzer IV or Panther medium tanks, though other countries quickly began adapting their own versions based around their tank technology at the time. They generally follow the humanoid form in appearance, though most exchange one “arm” for a medium tank cannon. Medium AFWs are primarily intended to engage other AFWs in medium range conflicts and fare poorly against simple infantry. However, their remaining arm allows them to engage AFWs in close combat as well. They commonly stand about 14 to 16 feet tall and have stations for two crew members plus a pilot.

+ Anti-AFW: This classification of war machines saw little to no action in the European theater, but were well received in Japan. They mix the maneuverability of Light AFWs with the armor of Mediums, but only make a passing attempt at ranged combat. They were initially distant cousins to the Type 3 Chi-Nu tank in that both were designed to counter foreign armored units and share some design choices. Most Anti-AFWs are armed with a short, light tank gun similar to the Type 97, 75 mm. Their true power revolves around the huge engines and massive punching arms they are equipped with. They are made to specifically close in on enemy AFWs by powering through incoming fire and then pummel them into submission with both arms. Most Anti-AFWs stand about 12 to 15 feet and have crew stations for two and a pilot. Riding crew for this class of war is about as dangerous as it sounds.

+ Four-Legged AFW: While their names are uninspired, the sheer power these war machines bring to the battlefield ensure your enemies won't be laughing for long. They resemble the 21 cm Kanone 12 (E) railroad gun, except in this reality those were never built. Instead, the Germans set the same cannon on a broad, flat platform and gave it four legs for basic maneuvering. They are the heaviest class of AFWs in terms of both armor and weaponry. However, this makes them the absolute slowest as well. This is compensated for with the extreme range their weaponry favors. They generally stand squat to the ground, no more than 8 feet high with most models driving only a few feet above the ground. This makes them hard to hit at the ranges they prefer, but only adds to their maneuverability issues. They have crew stations for six, but most can operate on two if they have to, and a pilot.

100 CP – Warehouse Space: This is a warehouse upgrade that allows you to store, repair, refuel, and refit an AFW in your dimensional space. This combination workshop and hanger is attached as an annex to a wall of your Warehouse. It also comes with a door large enough to get the AFW in and out.

100 CP – Well Armored Pilot Compartment: While AFWs put plenty of armor between their pilot and the outside world, pilots don't make it out of wrecked units for obvious reasons. Your model is outfitted with additional plates of armor as well as padding on all the hard surfaces. Provided you don't take a direct cannon blast through the view port, you'll survive even if your AFW doesn't.

100 CP (Light AFW Only) – Armament Upgrade: Unlike most Light AFWs your model is equipped with a light tank cannon instead of heavy machine guns. While you might lose effectiveness against infantry, you are able to be a serious threat to other AFWs.

100 CP (Medium AFW Only) – Shielded Arm: Someone strapped several extra plates of tank armor to the arm of your AFW, enabling you to bring it up to defend against incoming fire. While it will fall off once it takes too much damage you will be able to block at least a pair of shots from a medium tank cannon or a half dozen RPGs.

100 CP (Anti AFW Only) – Suppressing Fire: The designer of your model decided that everybody else needed more lead in their diet. Your model comes with an extra crew seat and a light machine gun nest for them to sit in. This station is no more heavily armored than any other crew seat, so drive carefully.

100 CP (Four-Legged AFW Only) – Resilient Mechanisms: A direct hit to an AFW's legs or cannon is usually enough to knock it out of a fight unless a skilled Mechanic is on hand. Your AFW was built with durable parts and given a few extra plates of armor in key areas. While a direct hit to your legs will still slow you down and one to the cannon will impair your ability to aim, it will take more than that to knock your war machine from the fight.

200 CP – Armed Crew: The crews of AFWs are commonly Mechanics with only limited combat experience. But you decided to try someone new. Pick a Soldier Specialization from above. Your entire crew now consists of that kind of Soldier, skilled at their own job as well as keeping an AFW up and running. Just don't let anything happen to them. Replacing such skilled individuals will be difficult.

200 CP (Four-Legged AFW Excluded) – Dodge Action: The mechanisms of AFWs are still pretty crude and far from what they could be, but with a little practice you've managed to learn how to push them to their extremes. You're no ballerina, but you can manage to keep your AFW out of the line of fire more often than not. Because of the stress this maneuver places on the AFW legs, it is advisable not to rely too heavily on this tactic. Pilots who do may find their war machine on the ground with several snapped joints.

200 CP (Four-Legged AFW Only) – Bombardment: Most Four-Legged AFWs have to limit their rate of fire dramatically from what it could be just to keep their barrels from melting under the heat. But a few metallurgical advances have yielded some fruit. Your model has been outfitted with a barrel that rapidly sheds the left over heat from firing, giving you the ability to fire in three shot bursts. Just don't try it too often or the barrel will explode under the stress.

300 CP – Crippling Fire: Rapid advancements in aiming systems have gifted your AFW is the ability to target specific systems on your AFW targets. While most other war machines have to simply leave this kind of shot to luck, you can target where you want your shot to impact. These shots cause less overall damage to an AFW, but few argue that an AFW without working legs or cannon is little more than a paperweight.

300 CP – Creep Fire: Most AFWs suffer from dramatically reduced accuracy if they try to walk and fire at the same time. Often this makes hitting your intended target all but impossible while moving. Advanced stabilizers and recoil compensation have turned your model into something truly dangerous. Your AFW can fire while continuing to advance or retreat from the enemy with no drop in accuracy. This also affects any machine gun nests your AFW may be hosting.

300 CP (Light AFW Only) – Nesting Instinct: Someone told the designer of your AFW that more was always better and it seems they took this to heart. Your war machine now only requires one crew to continue firing at its normal pace. The other two crew positions have been converted to heavy machine gun nests, each situated on one side of your AFW and capable of a wide arc of fire. Infantry and other Light AFWs will learn to fear the sheer amount of hot lead you can sling at them.

300 CP (Medium AFW Only) – True Workhorse: On the face of it, this “upgrade” makes your AFW noticeably more run down looking. It clearly has armor plates from at least three different AFWs and that one spot there appears to be more weld than actual metal. Even the cannon and arm look as if they've come from two different AFWs. But you know that lurking beneath all the scavenged parts and recycled gears your war machine is one that can handle anything the world can throw at her. It is not only tougher than it looks, but the systems beneath the armor can continue running even under the most extreme conditions. Direct hits to the legs, sandstorms, part of the engine falling out, any one of these would cripple if not kill any lesser AFW, but not yours. As an added bonus, parts are suddenly much easier to find for your war machine if you don't care about paint colors matching.

300 CP (Anti-AFW Only) – Rapid Punch: The mechanics behind your model have tweaked and retweaked every inch of your war machine to your exacting specifications. Driving it almost feels like an extension of yourself. With this upgrade, you become one of the few AFWs able to sprint short distances and maintain more than a casual human walk without completely shaking to pieces. This increased speed also extends to your melee ability, ensuring your AFW will throw the first punch in any fight.

300 CP (Four-Legged AFW Only) – Double Trouble: A wild new design that will either represent the next generation for this class of war machines or a mere footnote in the histories. Your AFW comes equipped with a second, full-sized tank cannon as well as a seat for a second pilot. Your model is also slightly larger than most and has room for two additional crew stations, which will allow your crew to keep up with reloading both barrels. Should you have also purchased Bombardment above you will find that both barrels benefit from the upgrade.

600 CP – Truly Experimental Model: Your AFW is something so special that no one has seen its like before. The mere presence of this machine on the field will give other pilots pause even before they see it fight. Instead of fitting into one of the four classes of AFW, your model stands alone as unique. It fights like an Anti-AFW, shoots like a Medium AFW, and moves like a Light AFW. It has two arms for close quarters combat and two medium tank cannons that snap into place when the arms are raised for ranged combat. It even comes with a light machine gun nest and room for four crew and the pilot. This is a one of a kind machine and if you blow it up, you don't get a new one. Only one Truly Experimental Model can be purchased per Jump, meaning if you buy it, none of your Companions can. If one of your Companions buys it, you can't.

Items and Munitions

0 CP (Limit 3 per Person) – Uniform: While the exact uniform you are given is highly dependent on the background and location you pick, everybody is given a set of period specific clothes. If you find yourself in a military, expect tough, durable uniforms made for spending weeks in the mud. Mechanics of all stripes can count on heavy coveralls covered in pockets. Those who just Drop-In will have to take what they can find laying around. There are plenty of dead bodies to choose from. One of them is sure to share your shoe size.

50 CP – HEAT Shell: These tank cannon shells are packed with a special powder that causes a blast of flame to erupt when they strike their target. This do well against infantry nests as well as causes additional damage to AFWs at close to short range. Buying this grants you a few of these shells with each resupply you get as well as the blueprints to craft them yourself.

50 CP – Shrapnel Shell: These tank cannon shells are made specifically for anti-infantry attacks. Packs with hundreds of ball bearings, the shells are primed to explode with a timing fuse rather than on impact. If dialed in correctly, entire squads will find themselves being peppered with steels balls traveling at flesh ripping speeds. Buying this grants you a few of these shells with each resupply you get as well as the blueprints to craft them yourself.

50 CP – Illumination Shell: These tank cannon shells are made for those who find themselves fighting in the dark. As the name suggests, they are meant to be fired above a battlefield to provide light to see by. A well aimed shell will make your enemies visible without revealing your position. Buying this grants you a few of these shells with each resupply you get as well as the blueprints to craft them yourself.

50 CP – Smoke Grenades: This small bundle of six grenades are made for those who need a tactical retreat under cover, but you can probably come up with more creative uses for them. They emit enough smoke to temporarily shroud an AFW from sight and last for several minutes unless a moderate wind sweeps it away. This bandoleer of grenades replenishes itself every four days.

50 CP – Flash Grenades: This small bundle of six grenades are made for those who need a moment of surprise to launch their assault. They explode in a blinding flash of light that disorients any who happen to be looking at it. In the right situations this can work on AFW pilots as well. This bandoleer of grenades replenishes itself every four days.

100 CP – AFW Parts Cache: You receive a few large crates filled with enough replacement parts to keep an AFW running for the foreseeable future. During the Jump, these boxes do not refill and contain only enough parts to refit an AFW model of your choice once. After the Jump, these boxes will refill themselves given a week and contain any part you should happen to need to fix any AFWs you brought with you. For some mysterious reason, you cannot seem to assemble a brand new AFW from the parts in these boxes.

100 CP – Ammunition Cache: This rather beat up looking green army duffle bag comes jam packed with various kinds of ammunition. While it doesn't have any extra tank cannon shells, it has more than enough small arms ammo to start a revolution. It replenishes itself once every 1d8 weeks (roll each time you empty it), but it is quite a bit bigger on the inside than it should be.

150 CP – Chain Mines: A crate of what appears to be rather ordinary landmines, except for a small dial on the bottom that has the numbers 0 through 10 etched in the metal. The crate contains enough landmines to create a football field sized minefield and replenishes itself once a week. When triggered, a short radio burst is sent out just before the mine explodes, triggering all other nearby landmine with the same frequency number. When laid out right, these mines can cause devastating damage to infantry and AFW legs alike. These mines are no harder or easier to detect than traditional land mines.

Companions

Companions are given a normal, if fit, Human body for their import. They may use an appearance they already have, assuming it fits the criteria and is unmodified by magic or advanced science.

0 CP: You may import up to eight companions with the Soldier background. They may pick a Specialization. They will each be given a squad of six men and/or women with the same Specialization as their own. The squad does not count as a Companion and do not carry forward into further Jumps.

100 CP: You may recruit someone new from this world. While only those who land in 1964 will have an opportunity to talk to any of the canon characters, taking this Companion perk ensures you will meet someone who fits your basic expectations. They will be eager to follow you and will do so as long as you don't shoot them in the shoulder or act like a complete douche.

100 CP: You may import up to two of your companions as Commanders. They will each receive the Tactics 101 perk, as well as a specialist to aid in their tactical decisions. Choose one: Communication Specialist, Information Specialists, Tactical Specialist, and Logistics Specialist. These Specialists do not count as Companions and do not follow you into further Jumps.

100 CP: You may import up to two of your companions as Mechanics. They will receive the Consummate Knowledge and Emergency Repair perks. They will each be given a crew of two men and/or women who are consummate professionals at keeping an AWF fueled, loaded, and battle ready. This crew does not count as a Companion and do not carry forward into further Jumps.

200 CP: You may import up to two of your companions as a Pilot. They are given an AFW, complete with customization points and the So Many Levers perk.

400 CP: You may import up to four of your companions as a Pilot. As above, they are given an AFW, complete with customization points and the So Many Levers perk. Additionally, you may import up to four *more* of your companions as any other background you wish. Each will gain the benefits noted above, plus everybody you import will be given 400 CP to spend as they please. They may *not* take Complications or Companions.

Complications

You may take as many as you like, but you may only gain 600 CP from Complications.

Call me 'Wei' (+100 CP) – Nobody can seem to get your name right. It doesn't matter how simple it is, people will get it horribly wrong in whatever way will irritate you the most. Even your Companions will screw it up. They won't even be consistent about it. The entire affair tends to make you overreact, lashing out angrily at pretty much everyone.

Industrial Military Complex Collapse (+100 CP) – There's a major shortage of ammo for you, your companions, and any organization you join. Entire batches of ammunition will have to be thrown out as duds and crates of cannon shells become worthless except as paperweights. You even have a habit of accidentally blowing up enemy ammo caches before you can secure them. I hope you don't mind battling Nazis with a sword.

90 Second Limit (+200 CP) – You seemed to be plagued with fuel issues all through the Jump. Expect any standard vehicle you travel in to suddenly burn fuel like a Hummer with a leaky tank. AFWs, who already have rather significant diesel needs, always seem to run out of fuel just when you need to get moving the most. Trying to make a quick get away after your heroic plan? You'd be better off on foot. Your enemies don't seem to have this problem, but your Companions sure do.

Mien Field (+200 CP) – This drawback starts out slow. Your enemy has taken a fancy to mines and started throwing up fields of them along pretty much any major route. No problem, that's what we have Sweepers for, you exclaim. Except as the weeks and months drag on your Sweepers will start suffering more and more accidents in the line of duty. Mines will go off in their faces, ambushes seem to target them specifically, damaged AFWs shed parts directly onto their heads, and the more you try to prevent anything from happening to them, the harder the universe will try to get at them. Hiding them in a secure bunker will only guarantee a freak earthquake will collapse it. By the end of the first year, there won't be a Sweeper left on your entire side of the confrontation. I hope you didn't make any Companions a Sweeper. Not in the military, you say? Expect to find yourself plagued by explosions of all kinds anyways. I wouldn't stand near diesel tankers if I were you.

A Fool Such as I (+300 CP) – You have absolutely no idea what you're doing. Ever. Any plans you make are doomed to failure one way or another, usually because you failed to consider blindingly obvious facts. Not the kind to make plans? Your instincts are also wrong most of the time. You dodge left when you should go right, dive into enemy bunkers by mistake, even misplace your gun half the time. Driving an AFW is just asking for trouble at this point.

The True Cold War (+400 CP) – Doing this the hard way, huh? Your powers from other Jumps are completely locked out for the duration of this one. You still have any knowledge or skills you may have picked up, but forget about your space-time bending powers or that giant dragon body you have. Access to your Cosmic Warehouse is cut off and anything that does not fit with this world's technology level is stripped from you and dumped there for safekeeping. You are NOT given your Body-Mod body, but instead a standard Human form, fit and healthy but otherwise unremarkable.

Aleister Crowley (+600 CP) – While in the real world, Mr. Crowley and Hitler never met, taking this drawback now only ensures that they do but that the two become the best of friends. So what?, you might say. Aleister was just a loony occultist. He was also, if the changes to this history are any indication, in possession of something far more dangerous than people thought. Things go from alternate history to Warhammer 40K surprisingly fast. Within months, Hitler's troops are superhuman, faster, stronger, able to push through a dozen gunshots without blinking. That's right, demonic Nazi's. Even worse, the occult starts getting applied to Hitler's AFWs, creating unholy monstrosities of steel and dark magic. AFWs hit the field that can sprint like gazelle, fire shells of raw energy, and are literally crewed by the damned. If you take this drawback, you cannot belong to any German Military unless you are willing to sell your soul. Which is an auto-lose situation. Expect everything you know about history to be thrown out the window if you invoke this drawback and good luck keeping Hitler from winning World War 2. Oh, and just to make sure you don't miss any of the fun, your location is changed to number 7, Poland, September 1, 1939.

What Next?
All Drawbacks that you choose to dismiss are gone forever. You keep all the Powers, Companions, and Items you have bought, as well as anything you've managed to heist along the way.

Time to Fly Like the Aerocar – You have had enough. The fighting and killing have taken that last bit of inner strength you had left. You just want to go home. You pick up your Companions, Powers, and everything else you've collected and head back to the moment you were picked up.

The War Continues – Maybe something about this world calls to you. You've made friends and received honors from the multitude of battles you've been in. Or maybe you've just found something here that you couldn't in all the Jumping you've done. Whatever the reason, you plan to settle down here permanently. I wouldn't expect things to get anymore peaceful though.

Can't Believe You Wanna Leave – You decide you're not done yet and head off to your next great adventure in the multiverse. You give this world a wave, or a middle finger, as you step through into wherever you find yourself next.

Notes:

+ The Aleister Crowley Drawback is based off a man who actually existed, was in reality an occultist who created his own religion, and believed that the world should embrace the practice of magick. He even, no kidding, wrote to the British Naval Intelligence Office to offer his services in the paranormal and occult to aid the war effort. While there is no documented evidence, many theories also place him trying to offer his services to Hitler when the British rejected him. So now you know.

https://en.wikipedia.org/wiki/Aleister_Crowley

+ Crews and Squads do not carry forward into further Jumps. That said, AFWs driven outside of this Jump will always act as if they are crewed. Simply put AFWs do not need crews to function normally after you leave this Jump. Should you decide to crew them anyways, they will receive no special perks or bonuses.