

Show by ABC, Jump by Aehriman

In 1940, the North Africa Campaign began with the Italians declaring war and attempting to invade Libya. The next three years would see intensive combat across Egypt, Tunisia and more.

Among the heroes of that conflict, were four soldiers in the special forces, who roved far and wide in their jeeps on a mission to sabotage, thwart and bedevil Rommel's North Afrika Korps.

Have **1,000 choice points (cp)** to get yourself started, and drink water often.

ORIGIN

AXIS - Why... would you ever take this? Okay, you're a German or Italian, during a really rough time for these nations.

ALLY - You're probably American, given the show, but could be from any number of nations opposed to the Axis Powers.

NEUTRAL - Not everyone has a stake in the war, you're uninvolved, until you aren't.

AGE, RACE, SEX, ETC.

Choose whatever makes you happy, though a Black woman Nazi would certainly raise some eyebrows.



FRIENDS

Have some friends. No charge.

Sgt. Troy - the leader of the group. We don't get a ton on his backstory, but he's incredibly determined and resourceful.

Sgt. Marfat - the SAS liaison. Son of a prominent archaeologist, he grew up in North Africa and has all kinds of useful knowledge.

Cpl. "Hitch" Hitchcock - The unit ladies' man. Dropped out of college to enlist after Pearl Harbor.

PFC. "Tully" Pettigrew - A former moonshiner turned Army driver. Quiet and professional.

New Friends - WWII isn't the best time to socialize, but should you make any friends you want to show the multiverse to, we won't begrudge you.

Auld Acquaintances - Import any Companions, Followers or friends from previous Jumps with 700 cp of their own to spend, and tokens. Companions cannot take drawbacks for more points.

PERKS

Each perk is -100 cp unless otherwise specified. You gain four tokens which may be traded in for any 100 cp perk or item. Or two tokens for a more expensive option.

Clean Living (free all) - This was a time when pretty much everyone smoked, all the time. And it was before unleaded gas so in urban areas there's usually an invisible patina of lead dust all over everything. You won't be harmed by such incidental environmental hazards, though.

Special Forces Ready (free all) - You are physically and mentally fit, in the upper 5th percentile, any disabilities dealt with. You have the memories and experiences of passing commando training. You never hesitate or freeze up in combat.

Blind Man's Bluff - You have a fantastic mental map, remembering how many steps to get somewhere, how far and what direction to the windows, and where everyone is standing. Terribly convenient when somebody suddenly kills the lights, or drops a flash bomb, or you suffer an eye injury.

Bounce Back - You have an action hero's ability to function through pain and injury, like the many times one of the Rats is beaten or tortured only to be a very active and helpful participant in their own rescue.

Clear-Eyed - You are never tricked by mirages or illusions.

Desert Rat - You are well adapted to the desert heat, and can retain water better than any man alive. True, if you get stranded in the deep desert that might be the difference of dying in weeks instead of days, but where there's life, there's hope. You are also skilled at finding water and stellar navigation, as if you grew up in the Sahara.

Gauntlet - You can push your body to extremes in heat, dehydration, and exhaustion. March through the night, go days without water, or endure sunstroke-level temperatures with sheer grit and training. Nothing precisely supernatural, but bordering on it.

Ghost - You need stealth in this kind of unit. You pass as silently as a shadow, blending in with your surroundings with ease. You'd have to be really unfortunate, or the enemy supremely skilled, for them to spot you when you don't want to be seen.

Hit and Fade - You can almost always make a clean getaway, easily finding escape routes and vanishing into the desert like a fading memory. It is almost impossible to pursue or track you.

Instinct - You just *know* when something's wrong. A convoy moving too clean, a path too quiet, a German column pausing in a strange formation. Your sixth sense for danger and deception borders on supernatural, but always just grounded enough to feel like intuition.

Life Against Death - Sometimes you or a comrade is wounded, that happens in war. As long as you don't dally, you will always be able to reach medical attention in time.

Make It Work - Sometimes your jeep breaks down in the middle of a desert, or your radio gets shot up. No matter, you're an expert in jury-rigged repairs. With even basic parts, you'll get everything up and running in a jiffy.

Marksman - You are an exceptional shot, in an army that does not lack for sharpshooters. Even more impressive, you can fire from the hip as accurately as if you carefully lined up the shot.

Offscreen Logistics - Your vehicles are more reliable, never needing repairs or maintenance. Your gear is always in impeccable condition without effort from you, and despite the desert sands. Your vehicles also make a lot less noise and never leave usable tracks unless it'd be convenient for you.

Polyglot - In the show, only the sergeants are fluent in German, and Marfat in Arabic. Not to worry, you are fluent in every language you are likely to encounter, in this and all future worlds.

Psy-Ops - You know how to craft your operations to make the maximum impacts on enemy morale, sow doubt and confusion, induce paranoia or hasty ill-considered responses.

Rock and Roll - It's no small thing to fire accurately from the back of a moving jeep, especially while that jeep is bounding over dunes and evading fire. Fortunately, the unsteadiness or motion of your firing platform never negatively affects your aim.

Sapper - Anyone can figure out that a bomb in a munitions dump will make a bigger boom. You, though, have a talent for maximizing destruction and sabotage, whether jamming a wrench into just the right spot, or glancing over a building exterior to figure out where to place charges to collapse it.

Scavenger - Sometimes you can't wait on a quartermaster to requisition what you need. You are a master of creatively acquiring fuel, ammunition, and supplies, even really niche stuff for an infiltration. Preferably from the enemy, you seem to have a special knack for tripping over their caches or finding a goon who has your exact uniform size.

Wheelman - Tully is said to be the best driver in the Army, something he attributes to moonshining out West. You are at least his equal as a driver, able to ramp dunes at speed and knowing how to juke to avoid incoming fire.

Winging It - No plan survive contact with the enemy. When things go wrong, you're great at thinking on your feet and improvising, coming up with workable plans while other people are still struggling to understand the universe not working out precisely how they wanted.

Last Harbor (-200 cp) You can read enemy behavior and predict their decisions with frightening precision. More than that you, grasp, instinctively, how to win men over,

bolster their morale and form bonds of brotherhood. In a few days you could start a revolt.

Rat-Hole (-200 cp) Like a proper rat, no matter how tight the trap is, you can find a way out. Possibly a way through. Enemy patrols, collapsing caves, burning tanks, a hundred miles of desert, you have a sixth sense for finding the one escape route everyone else missed.

Stirling's Silver (-200 cp) Intelligence wins wars, and you seem destined to trip over it. Strange broadcasts, some letters in the ruins of half-track you destroyed, a conversation overheard at just the right moment during an unrelated mission. In future worlds, you will also find yourself stumbling over valuable information and 'plot hooks' at an astonishing rate.

Legend of the Desert (-400 cp) They always say, don't worry about the bullet with your name on it, worry about the artillery shell addressed 'to whom it may concern.' Not for you, though. You will not be killed by accident, chance, or unaimed attacks or even common soldiers. Only a person of significance can kill you, letting you reap a bloody harvest among your enemies.

ITEMS

100 cp apiece unless otherwise specified. Tokens may be spent here.

Dog Tags (Free!) Tags with your name, serial number and blood type. To ease medical treatment, or identification of your body.

Hat (Free!) The original idea for the series was that everyone would be from a different country, symbolized by their headgear. The concept was later abandoned, but each of the Rats has a signature hat. Now, so can you.

Canteen - Water is life. Good thing this bottle of water refills every fifteen minutes and can't be lost or stolen. Drink often.

Compass - If you get lost, this saves a lot of time in finding your way around.

Complete Series - If you want a better idea what's happening. In future Jumps, this includes whatever media you're in.

Gun - A sidearm, always handy, never jams or runs out of ammo.

Jerrycan - Gasoline, refills each day at sunrise, noon and sunset.

Jeep - The signature vehicle of the Rat Patrol, you own a pair of jeep technicals, with mounted machine gun. All maintenance and repair takes care of itself, but it still needs fuel.

Half-Track - Bigger than a Jeep, but slower. An open backed transport that would probably be called an IFV today.

Map - A map of the Sahara, shows several paths, wells and a couple oases that never seem to make the official maps both sides are using for the region. Updates to local areas in future Jumps.

Radio - Can't be stolen, interfered with, tracked, jammed or, oddly, eavesdropped on.

Serum - A cure for all manner of bacterial or viral infections. You get a crate, one dose is effective, and it refills weekly.

Tank (-200 cp) Not very comfortable, but a lot more armor and firepower than the Rats usually have at their disposal.

DRAWBACKS

Each is worth +200 cp unless otherwise specified.

The Desert Rats (+0 cp) The show was actually originally based on a 1953 film about the 242-day siege of Tobruk. If you want to visit the movie instead, or incorporate it, feel free.

V-Day (+0 cp) You can leave after the war ends, barring other drawbacks.

Long Campaign - Spend an extra ten years in this world. This may be taken up to four times.

Combined Arms? - You get no air support, no artillery calls, no help from the people making the big booms.

Terriers - The enemy has deployed an elite special forces unit of their own to hunt you down.

Power Lockout - No perks or powers from previous Jumps. You can keep knowledge or skills though.

Warehouse Lockout - No items, and no convenient Warehouse to duck into for supplies or safety.

Companion Lockout - Your friends are benched for this one.

Touch-and-Go - At some point, the other side will impersonate you and wreak great havoc on your side. You'll have to talk fast to convince your superiors you aren't a traitor. You will forget this drawback.

END

What now? Go home, settle down, move on?