TinyHammer

Jumpchain v1.1
AKA Toy Hammer, Mini Hammer.

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It's just another day in the modern world like any other. The sun is shining, the birds are singing, and your miniatures are crawling off the shelves and out of their containers.

The normal world has made way for the madness of TinyHammer. In this world, Your Dudes have come to life and gained minds of their own. Pewter, plastic or whatever they were made of before, all of their clothes and accessories now function as the real thing. If you've got model vehicles then those are up and flying around as well. Mind the artillery.

Where you fit into the plans of these tiny warriors and how they will view you and their new situation is yet to be determined. For the next ten years, you'll wake up each morning to the sounds of tiny warfare. Assuming you don't die, of course.

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You begin with **1000cp**. Your age and sex is of no concern, and you may define either for free. You'll begin in a middle-class home that you own.

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Background

Mini (Drop-in)
How strange. Instead of waking up in your room, you awake in a box. Perhaps you and those with you are neatly slotted into foam, or tangled together in a messy pile of bodies. This tiny body will become an alt-form post-jump.

Painter
You're a normal-sized human who prefers the act of painting and building models to using them in combat. You have great artistic skills, and a solid rapport with your creations.

Commander
While you may not quite grasp the concept of thinning paints, you are a seasoned grognard, a veteran of wargaming, and a terror on the battlefield. As long as the battlefield is a painted table.

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Perks

<u>Mini</u>

100cp – Just an ordinary mini
You're quite good at hiding and knowing where to place yourself to avoid questing limbs and brooms. You can also hold a pose for a long time without twitching a muscle, which will be handy if you need to pretend to be an ordinary miniature.

200cp – Minicommander

Getting unintelligent minions to act the way you want is pretty much impossible for anyone that isn't you. Even a reflexive order like 'move!' could be taken any number of ways in any number of situations and end in hilarity or disaster, but you never have to worry about that. Orders will always be interpreted as you intended, regardless of the intelligence of your subordinates. This only goes so far, so don't think you can direct a complex operation just by yelling 'attack!'

400cp – Giant slayer

You are very, very good at killing things much bigger than you by working around the normal advantages that come from being huge. You know where to aim so that your attacks aren't absorbed by sheer bulk, you're quick to exploit blind spots, and you know how to exploit anatomy to slip through huge grasping hands and duck behind cover provided by your opponent's own body if the difference is great enough. You also have some good ideas on how some common traps and snares can be up-scaled to work on much larger prey.

600cp – Named character

Unlike the nameless rank-and-file, you stand out. While not invincible by any stretch, rule of drama seems to stretch things in your favor. Go to war without a helmet? You won't get a random bullet in the head or mud in your eyes. Do a crazy stunt in your car that couldn't possibly work, and you just might pull it off. Call it luck, call it plot armor, but doing something stupid but cool looking is now much less likely to result in disaster, and may actually make success more likely.

<u>Painter</u>

100cp – Model maker

You know how to handle all kinds of paintbrushes, the ins and outs of painting different materials, and have excellent fine dexterity. You've probably already won a few of the FLGS' painting competitions, and with a little more work could become a skilled artist in similar fields.

200cp – Small details

Little things don't easily escape your notice, like when a model seems to be in a slightly different pose than when you last looked at it. You can also interact with small things with ease, hearing tiny voices, never deafening tiny ears, and somehow handling very tiny things with no issues at all.

400cp – Gentle giant

Normally, something a hundred times your size would be intimidating. You're the exception. When you are much larger than something else, you can instead instill confidence and feelings of trust and security to those in your shadow. Models do not fear being picked up by you, and were you to personally join them in combat against a foe their morale would be massively boosted. You may choose to exclude individuals or groups from this effect.

600cp – Indian cupboard

You can bring the inanimate to life. An amateur could hack away at a tree for an hour to get a crude golem capable of following the very basic commands. The greater your skills, the more intelligent your creations can be. Giving life this way is a very personal process that cannot be automated, but any kind of craft can be used so long as your talent is great enough. Reproducing Galatea, turning a block of marble into a woman the equal of any human, would require that you be at least the equal of the great masters of the renaissance and may take months of effort. When completed, you may choose for your creations to become living beings or remain the material they were created with. You cannot imbue creations with supernatural powers with this perk alone. Intelligent creations begin loyal to you, but they have free will and this may change based on your treatment of them.

Commander

100cp – Always booted, all the time

Your feet and legs up to and including your knees are now as tough as a good pair of insulated, steel-lined workboots. You can step on pointy pewter models and crush them without injuring yourself, and never worry about doing the 'banged your shin on a sharp corner dance' ever again.

200cp – This is your story

It has been said that 40k is not about the setting, it is about Your Dudes. This seems to be at least partially true, as your army of minis (and other followers) fly under the radar. When their activities don't involve any sort of conflict they're pretty much invisible. Wandering minis aren't noticed, and people never find or recognize evidence of their activities. This isn't a very powerful effect. If your minis cause a big enough disruption or cross paths with someone particularly attentive they can be discovered, but most people will never have the slightest inkling they exist.

400cp – Giant general

While hardly a professional soldier, you're got a decent grasp of real military strategy. You're got basic tactics down, you know what kind of troops are best for a particular situation and can find a place in your plans for specialist or highly unusual forces. You're good enough with math that if you're working within a purely numerical system like a wargame or RPG you can min-max the hell out of it. You're also an excellence judge of distance. But planning out how to bring down human-sized target(s) with an army of inch-high troops? That's going to be tough...but it's not impossible.

600cp – Strategic view

At will, you can overlay your senses with something straight out of an RTS game. Everyone you can see is clearly marked as friend, foe or 'other,' making tiny sizes and mundane camouflage all but useless as ways to hide from you. You can also see many other things at a glance, like the range of your mini's guns, the status and integrity of your traps, fortifications and vehicles, and if you have any kind of logistics network in place, you'll be warned if it's damaged or interrupted.

While you don't have x-ray vision, you have the next best thing. The fog of war parts wherever your minis walk. You can see and hear whatever they can, even if they're on the other side of an opaque barrier or clear across town. This might be disorienting at first, but you'll soon learn to seamlessly integrate your own senses with the little islands of extended perception your minis offer. Post-jump, you can share the senses of any of your followers.

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Army builder

Here you will design your army. By default, no matter what shape your miniatures take or what sound they make when tapped they remain solid plastic. Their powers cannot be shared, their skills taught, or their equipment reverse-engineered. Any skills they are implied to possess, such as being a mechanic or doctor, are only effective when applied to other models. Distinct objects like guns that are a parts of the model work as intended, but implied equipment like internal radios do not function. Supernatural powers are massively reduced in potency when used on humans.

You have a stipend of **+600cp** to spend within the Army Builder. Points gained from negative army traits can only be spent on options within the Army Builder.

Army Origin

Your first choice is what setting provided your miniatures.

Free – Warhammer 40k
What the TinyHammer setting was originally written with. You may choose any 40k army that an official codex exists for Your Dudes to be a part of. Where appropriate, you may choose to have mixed groups such as having an inquisitor and his retinue leading a group of guardsmen. Your army is not required to follow any standard army-building rules such as required detachments.

Free – Import
If you've purchased something in another jump that granted you a stock of miniatures, you may animate them as your army in this jump. Alternately, a large enough group of followers can be shrunk down and used instead. They can be improved with perks from this section and retain their miniature versions as an alt-form, but this will not make them into companions.

100cp – Fan Codex
You may create an army from scratch based on another setting. Want a System's Alliance army from Mass Effect with hero units drawn from the crew of the Normandy? Or cultists and Lovecraft-Mythos monsters, or Doctor Wily leading robot masters and squads of Sniper Joes and Mets? Each choice will operate at the same general level of power.

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Army size

Quantity is a quality all its own. How many miniatures do you have? The more heroes, vehicles, or individually powerful units there are, the less models you'll have on average. You'll probably only scrape the upper range if you field mostly swarms of weaker creatures.

Free – Thousand-point game
Your army is somewhere in the 25 to 50 model range.

100cp – Epic scale
You have between 150 and 250 miniatures.

400cp – Mini-apocalypse
The number of models in your army is anywhere from 500 to 1000. What have you been doing with your life?

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Army scale

So how big are Your Dudes? This is a very important question, as it determines how likely you are to step on them, how easily they can hide from you, and how dangerous they are.

Free – Mostly to scale

One and a bit inches. Two at most. 28 to 50 mm in metric. It's very difficult for models of this size to harm human-sized targets without aid, but you still might wake up one morning to find a Necron Flayed One wearing your foreskin as a hoodie.

100cp – Action figures

Six inches, 154-ish mm. A tripping hazard. At this size, vehicle-mounted weapons and the larger creatures can be dangerous to humans and they may start using non-plastic objects as weapons.

200cp – Fully articulated

A full foot in height. 300-ish in mm. At this point, even an 'average' unit can be a threat to a human while vehicles and monstrous creatures can potentially inflict lethal injuries.

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Army loyalty

A serious question that must be answered. How does your army view you? Strong feelings are hard to change, but it's possible for their view of you to shift later depending on how things go.

+300cp – Come the apocalypse

Your Dudes are now Your Enemies. They actively dislike you and will makes plans and spare resources to neutralize, subvert, or eliminate you. Changing how they view you would take extreme effort on your part.

+100cp – Desperate allies

Your Dudes aren't Your Dudes anymore. They won't like you or trust you, and consider you less of a person and more of a natural hazard. They also won't initiate hostilities without good reason, but for anyone from 40k having a 'good reason' to kill something can vary wildly.

Free – A strange giant

To Your Dudes, you're a powerful but neutral figure that must be negotiated with or at worst avoided. Getting minis to listen to you will require diplomacy and performing actions on their behalf to grind reputation. You can be useful, even valuable to them, but they will never obey you.

100cp – Allies of convenience

You will be recognized as an ally to (insert faction choice here) of power and influence. While independent, your minis will give your words due consideration and avoid pointlessly antagonizing you. They may come to view you with suspicion depending on your words and deeds.

300cp – Battle brothers

Imperial armies from 40k will likely view you as a saint or direct agent of the God-Emperor, and take your words as gospel. They are all but completely obedient, and will come up with their own rationalizations for any orders save that which run utterly contrary to their most deeply-held beliefs.

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Hero units

The endless ranks of mass-produced grunts cast from identical moulds have little in the way of personality or initiative. These special units have levels of self-awareness, competency and motivation that approach that of a human, and they even seem to have a little bit of plot armor.

Free – Nameless rank-and-file

You have no hero units. If you want Your Dudes to get anything meaningful done, you'll need to be around to give them orders. Note that 'meaningful' only applies to things that don't involve other miniatures or killing you.

100cp – Squad leader

You have one likely very busy commander who keeps the rest of your army in line. Your other models will mostly run on autopilot, spouting canned dialogue in response and carrying out his orders with all the brains of undirected RTS units when the commander isn't around to lead them.

200cp – Captain

Your commander now has a support staff. These mid-ranking Heroes aren't quite as good as the commander, but can increase the competency of the units they lead in his name.

300cp – Warmaster

At this point, every fireteam has a squad leader, who answers to sub-commanders, who answers to the supreme leader. The skills of your now-large support staff are quite varied, and while the personalities of lower-ranked heroes are slightly limited, your army acts like a well-oiled machine.

600cp – Eternal companions

You have no nameless soldiers. Every. Single. Model in your army is a fully-developed individual with desires and drives and quirks of their own. Since you're spending the points on this, you may now import your entire army into future jumps as a group that shares a single companion slot, with the effects of purchased perks divided between them. Have fun writing that up.

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Vehicles and creatures

This option allows your army in include APCs, tanks, dragons, ogres, etc. The listed options are stand-alone, so you do not gain the benefits of 'Workhorse' if you purchase 'Tanks a lot.' All vehicles are scaled to accommodate your models, making them potentially very large and very dangerous. Each purchase represents a group of additions, so no buying a single Space Marine Strike Cruiser to carry your entire army at once, you filthy powerwanker.

For an extra 100cp, the options you purchase are capable of flight.

0cp – None

Yours is an army of footsloggers, likely a very slow one depending on their size. If you want them to see more than one room of your house, you'll probably have to carry them. If you pay the extra 100cp, all units in your army can fly (Float? Levitate?) at their walking speed.

100cp – Workhorse

You have enough simple vehicles to carry all of Your Dudes at a good (for their size) pace. These can be actual horses, APCs, etc. While these models can be armed, the weapons will be strictly secondary to their purpose and they'll perform poorly in combat compared to the other options.

200cp – Heavy elite

A portion of your army (10%-ish) is made up of powerful combat units that that do not require a rider/pilot. Dragons, war beasts, combat drones, etc. They are two to three times the size of your other models on average, and are able to dish out and take much more damage.

200cp – Tanks a lot

Your army includes many large vehicles that require a crew of models to operate. This purchase does not include pilots, but any model may operate the vehicle competently. The exact type of vehicle is up to you, anything from tanks and artillery to gundams and gunships.

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Powers and skills

By default, your models will have no knowledge, special abilities or skills beyond the bare minimum to play their part. Like the Vehicle section, you must purchase each option individually.

For an additional **100cp** to the cost of each choice, Your Dudes have real knowledge that they can apply to your benefit. Techpriests could repair and upgrade your computer, medics could patch up your injuries, and mages could teach you cantrips. But like your models, these talents are much reduced and caps out at around a decade or two beyond the capabilities of modern-day Earth. Even if you've got an army of cultivators, you could at most learn to break bricks with your fists or summon tiny flames with what training they could provide for you during your time here.

100cp – Combat skills

Your Dudes are highly skilled warriors. The non-hero units act with greater skill and intelligence in combat situations, and can pick up and use weapons that weren't included in their default state. Hero units gain an additional specialization on top of that. They could be skilled generals, infiltrators, ace pilots, or any other suitable skill found among the military. Squads directly led by hero units with combat skills will temporarily become almost as skilled in combat.

100cp – Technical/medical skills

Your technicians can quickly repair model vehicles and bring their fallen fellows back to fighting shape. Depending on their skillset, they can repair human-sized machines and electronics, build tiny fortifications from giant materials, and potenially get into a lot of trouble if you provide them with chemicals. If you are injured, models can treat minor problems and at least provide first aid for more serious injuries.

100cp – Magical and super-powers

Whether psykers, wizards, superheroes, whatever, some of Your Dudes have superhuman powers. Tiny models with super-strength could push open a normal-sized door while tiny wizards can cast tiny spells, though humans can easily shrug off tiny enchantments. Now, the powers of X-men or asari biotics can't normally be 'taught' so if you pay the increased cost you'll instead get a very weak version of one of your mini's powers. It can be trained up somewhat, but will cap out at what that setting would consider a novitiate in that ability.

Please slap yourself if you try to gain the powers of Azathoth or company this way.

100cp – Domestic and artistic skills

Well...not every model is built for combat. This is the catch-all option for anything that doesn't involve magic, science, or hitting things. With these skills, your models will be very tidy and will help out around the house in ways that won't result in disaster. Hero units are especially talented, and will prove to be very capable teachers if you upgrade them.

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Model material

By default, your army is made of rather cheap plastic. They don't need to eat, sleep, breathe, etc, but they may choose to do so. So long as you can gather all of the bits if one of them gets broken they can be 'revived' but being melted or ground into a hundred pieces will kill them. While not required, you can upgrade them to be of a better base material.

+200cp – Plushie

Soft. Adorable. Pretty much useless in a fight. Your Dudes are now possibly fuzzy and filled with stuffing or beans. Falls are no problem for them, but don't expect them to hit very hard. Ever.

100cp – Pewter

Heavier and somewhat slower but much more sturdy, your models stand a much better chance of surviving falls and unwanted clumsy grasping. Despite being a soft metal, you'll find that the claws and blades of your pewter models can be surprisingly sharp.

200cp – Japanese resin

Folded one-thousand times with ancient otaku techniques, these models are tough enough that you might think they were made of steel. Your models will be light, stronger than you'd expect from anything their size, and both heat and chemical resistant. Whatever the scale, their weapons will be more damaging due to their superior construction.

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Items

Free – House

It wouldn't be much of a tinyhammer story if you didn't have a mundane home for tiny armies to invade. You begin owning a decent two-story house, nothing special but roomy and comfortable.

100cp – Modelling supplies

This handy carry-case contains everything you need to work with models. An array of paints in small bottles that never run dry, tiny knives that never dull, glue that sets perfectly, sandpaper, and all kinds of bits and bobs. Everything in here works equally well on any plastic or metal commonly used for making models. Supplies replenish the next time you open it.

100cp – Bitz box

A large box filled with a truly ridiculous variety of limbs, decorations, weapons, clothes, and tons of other completely random junk that somehow fit perfectly on whatever you want to modify. The box's contents are effectively infinite, but parts not used for modelling disappear shortly after being taken out for easy clean-up. While good for mundane model work, this box's contents alone will fuse perfectly with your minis and can be used to quickly repair and rearm them. Plastic capes given to models will start acting like real cloth, replacement limbs will shift to take on the shape of the old one, and weapons will become functional in the hands of your minis. However, without the 'Indian cupboard' perk, you cannot simply kitbash new models and expect them to come to life, or bash together a few vehicles that will become functional just by giving them to your minis. The box's contents update with new bitz from future jumps for greater variety.

100cp – Fire extinguisher

A small red household fire extinguisher. It will never need maintenance or run empty, and if a fire starts it will somehow be hanging close enough to be reached in seconds. It will never leave your house or warehouse properties. If you're attacked while in your home, it will also be conveniently nearby and makes a decent bludgeon. Spraying your attackers with the extinguisher is guaranteed to disorient and distract them for at least a few seconds, no matter who or what they are, or what power or protections they bear. However, this will only ever work once per foe.

200cp – Smart mold

This self-cleaning, absolutely non-stick block will resize and reshape itself on demand to create a suitable hollow ready to be filled with anything you can pour in. Plastic, molten metal, liquid souls, whatever. There will never be any bubbles, inclusions, and any multi-part compounds will always mix perfectly inside the mold. If you want to copy something specific, just touch it to the mold and it will be ready to create a perfect copy of the intended object or person at any scale you desire.

200cp – Backpack

Nothing short of this backpack's total destruction will allow any outside forces to damage what is inside. You can fill it with eggs and have it run over by a car and nothing will get broken. Any sounds emanating from the backpack will be muffled and indistinct for anyone but you.

200cp – Dollhouse

This arbitrarily large dollhouse is surprisingly durable. It's tough enough to be bulletproof and feels like it weighs a ton if someone hostile tries to upend it. Despite looking quite normal, it is somehow a cunningly disguised fortress that is a nightmare to besiege. The internals are quite comfy for tiny people to inhabit, and may even be much larger on the inside. Any army that inhabits it finds that it quickly changes in appearance to match their faction's aesthetic.

300cp – Riding mower

This comfy riding mower need no fuel, and is very, very good at killing tiny things. In fact, if it's an inch high or smaller and not as least as durable as a steel bar, it'll be reduced to a fine smear when you drive over it. This mobile murder-blender is very selective in what it kills, so when you're not killing tiny enemies you could go for a drive over your garden. Every unwanted bug and weed would be wiped out, and every plant you want to keep would be totally unharmed.

300cp – Devotional merchandise

You own a piece of clothing, which could be a hat, a shirt, even a cape or tabard that's emblazoned with the symbology of a faction. For better or worse, anyone who gazes upon you while wearing this will strongly associate your actions with that of the chosen faction. Save someone's life, and some of that gratitude will extend to the faction you represent. Perform a quest for your faction, and you'll be seen as someone deeply dedicated to the cause. You could even choose 'yourself' as a faction if you wish, which will cause people to have much stronger opinions about your actions. You may change what the clothing represents at the start of this and each future jump, and you may import another item to gain these qualities.

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Companions

0cp/200cp – Companion import
For 0cp, you may import any number of companions as ordinary human family members. They receive no cp to spend. If you are a mini, you may choose for one of them to be considered the 'owner' of you and the house. For 200cp, you may import them as minis. Again, they will not gain any cp, but they will gain their mini-form as an alt-form and benefit from any army perks that apply.

100cp – Body pillow
Besides models, a body pillow you own has come to life. It could be an original character, a straight copy of a canon character or customized however you please. They are completely devoted to you. They don't have any unusual abilities or skills, and are otherwise no stronger than a normal human. If you are a mini, this can be the owner of the house you awaken in.

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Warehouse Attachments

Free – Display Case
So long as you survive the jump, this infinite-capacity case will be added to your warehouse. It's a very nice display for showing off models, and Your Dudes can be stored here in stasis until you call for them. As an added bonus, any followers you have can be shrunken down and displayed here the same way, unbothered by the passage of time until you require them.

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Drawbacks

You may take a maximum of +600cp from drawbacks.

+100cp – I thought you were My Dudes
Some of the models in your army are secretly against you. They will sabotage any attempts at diplomacy between you and Your Dudes, and generally try to drive a wedge between the two of you. Their motivation for doing so will vary, but they will not risk the health of their fellow models in the process of breaking your hold over them. You cannot buy this is your starting Army Loyalty is worse off than 'A strange giant.'

+100cp – Tiny lovers
Agalmatophilia (from the Greek agalma 'statue', and -philia φιλία = love) is a paraphilia involving sexual attraction to a statue, doll, mannequin or other similar figurative object. You now have this fetish. Expect awkwardness. Yes, you still get points for it even if you imported your unhealthily large collection of ero-figurines to use as an army.

If you are a mini, you instead have macrophilia.

+100cp – The agony of defeet
You're constantly stepping on things, stubbing your toes, or banging your shins on things. Or maybe you reach for something, get distracted, and grab something pointy. You'll never prick your finger on a poisoned sewing needle or jam a fork into an electrical socket or anything else of that nature, but somehow you will be in for a lot of tiny pains to go with your tiny army.

+100cp – Oh Emperor, they're in the walls

You've got a tiny little bug problem. Well, little to you, but not so little to minis. For your time here, you'll have to deal with insects that are constantly ramming, biting, and webbing up Your Dudes. They are otherwise normal insects, if strangely aggressive and larger than normal.

+200cp – Vermintide

Skip the bugs, you've got rats. Nasty, dangerous, downright psychotic rats have moved into your neighbourhood, and they seem to have it out for Your Dudes. They range in size and ferocity from 'hungry country mouse' to the occasional 'New York subway elite rat force.'

+200cp – What's a 40k?

You will have none or some erroneous metaknowledge of the settings that any models you meet are drawn from. Nothing prevents you from simply asking for information, but what you get will likely be biased and incomplete. This may not prove to be an issue, or you could wake up one morning with a giant robotic cuttlefish wrapped around your face after someone told you they didn't exist.

+200cp – You are not My Dudes

There is an army of models out there that desires your death. They are the same scale and size as your army, have 'Squad leader' and 400cp extra to spend. They will not respawn if destroyed, begin in an unknown location and have no human support. You may buy this drawback up to three times.

+200cp – Shenanigans

Your army is constantly getting itself, and you by extension, into trouble. Techpriests will hack offending websites through your computer, wizards will cause mysterious disturbances that will draw the loonies in, khornates will carve up the local pets and use the corpses for arts and crafts...

+300cp – Small sieges

Many small forces of models have awakened around the world, and they all desire your death. They know your vague location, and once they've made the trip over they'll begin searching for you exact location. Some of these groups will work with other armies, some are hostile to each other. Some are berserkers, some will make careful plans. It's rather random. As long as there are no team-ups, no individual force by itself will be even half as strong as your army in a straight-up fight. At worst, you can expect a new force arriving in town once every other week.

+300cp – Our Dudes Must Fight

Another human's army has awakened to mobility, and like a deranged pokemon trainer they are now obsessed with proving whose army is stronger. They won't personally get involved (at least not where you can see) if you don't (as long as word of your actions does not get back to them.) If your army is completely wiped out, you lose. Defeating their minis only earns a temporary reprieve, as they quickly buy and animate a new army roughly equal to yours. You can kill them, but that's murder and the police will get involved. And a new opponent will take their place anyways. If you don't try to kill or seriously harm them, they'll leave the fighting to their minis. But they are stupid, reckless, and very much That Guy, so your personal safety is not guaranteed.

+300cp – Commander anon in his tent

You have no out-of-jump powers, the cosmic warehouse is sealed, and you'll find any skills beyond that appropriate to 20th century Earth to be reduced to a more believable level. Strangely, your attacks are now much less effective on minis the same way that a mini has a hard time harming a full-sized human. Go over an army with a lawnmover, and they'll only get scratched up and tossed around. You'll be depending on Your Dudes to do the fighting here.

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Scenario

What do you mean, 'Realistic Consequences?'

Ordinarily, the way Tinyhammer stories go when the models come to life is that they don't really leave a lasting mark on the world. They might leave a mark on individuals, but the Earth doesn't become infested with Orks or have swarms of daemons pouring into reality unopposed despite the presence of chaos forces. Small models mean small problems. Mostly.

Taking this scenario removes that safety feature. Not only will horrible things start happening on a broad scale when Chaos or Tyranids get involved, but the seeming obliviousness of normal humans disappears. Sooner or later, the world will become aware that model armies are now coming to life. And many of those armies will cause mayhem, even if you did not take certain drawbacks.

Now if this is your first jump then it would be terribly unfair to drop a world-ending threat on you with no warning. Even if you are an experienced jumper, sooner or later a model representing a brutally efficient self-replicating mechanism of war would awake in an isolated location, and then everyone would just be fucked.

While the situation will escalate with more and more dangerous models coming to life over time, the world will always have a fighting chance. Enemies will not reproduce geometrically, a biosphere-destroying plague won't sweep the world in a day, monsters created through magic can still be beaten with the application of enough gun, and similar no-win scenarios won't happen. This doesn't mean there won't be death, destruction or that the entire world can't be destroyed if things go badly enough, just that the world can potentially survive without a Jumper's help.

Should you take this scenario and manage to survive, your reward will be that at the end of each future jump, you may gain a new model for your army based on a person from that setting. They will be considered a hero unit, have all the applicable perks that you purchased in the Army builder, and gain 100cp to spend in 'Powers and Skills.'

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THE END

Will you **stay here**, **go home**, or **move on**?

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CHANGELOG

v1.1
Added stipend to army builder
complete rework of 'strategic view' perk
assorted minor wording fixes
minor boost to what minis could do with skills