

Metal Slug Attack Jump [Supplement Compatible]

Version 1.0 by Tri-Sevon

Welcome to the world of ***Metal Slug***…But this may not be the one you may be expecting. Rather, this is a version of the world where there are more than just the Regular Army and Rebel Army fighting each other…

…Such as the mysterious Ptolemaic Army, the high-tech Amadeus Syndicate, the ominous manipulations of the Martians and Invaders, and the other isolated groups and rising factions scattered across the world.

In due time, all of them will be making their impact on the world of Earth. And now, you have your chance to carve your way into that as well if you wish. Here are **1000 Slug Points**, to give you the edge you may need…

Arrival Location

Mercenary Base - Unknown Earth Region
An unknown area of the world, despite being located in the middle of what looks to be a small desert town. For some reason, a lot of military equipment and strange figures of human, creature, and alien nature will begin to flock around this area.

Perhaps you can be the one to take charge of this place, or just use this as a hub to cross in and out to the rest of the world…

Faction Association (Background)

Regular Army
The world-wide faction that pulls members from all walks of life and the technical peacekeepers of Earth against internal and external threats. Some of the most famous Heroes are among here, having fought their share of battles and war.

There are also rumors there of being subgroups in the Regular Army lineup consisting of AI controlling the various ‘Slugs’ and a top secret research group involving experimental weapons and armor.

Rebel Army
The most infamous Army the world has ever seen and the original enemy of the Regular Army. Born from the madness and grief of Donald Morden following possible corruption that played their hand in the loss of his family…

…The renegade former Regular Army soldiers and officers led by the ‘Mad General’ unleashed several campaigns over the years to bring the World Government to their knees. With some even involving alliances from those of beyond Earth (and subsequent betrayals)...

…Yet despite their losses, the Rebel Army has never truly broken apart fully and always finds a way to return again and again.

Ptolemaic Army

A rather different infamous group that had risen to prominence during the downtime of the Rebel Army going into hiding in the past. Also known for having stolen tech and design schematics from the Regular and Rebel Army to create their own hybridized tech base.

In the present, they have emerged yet again with their mysterious leader having brought together mercenaries from all across the world, putting all of their strengths and talents into an unconventional fighting force. Of course, there is also the other side of the Army, consisting of the mystical and magical users under a masked female's leadership operating as the second in command.

Space Army (Martian/Invader)
While this is a broad naming association, there are two distinct groups that hail from beyond Earth. The Martians are interested in preserving Earth from the destruction and damage the Earth is facing, while the Invaders are a 'united' group of various species being led in a warring conquest across the cosmos.

The two groups are also opposed to each other, especially in the case that a large chunk of the Invader Forces consist of 'Hive Creatures' that find Martians to be their favorite meal as well.

Yet their missions with Earth also allows Humans to get involved in their affairs, despite the dangers in association and proximity in different cases.

Independent Army (Various)
The catch-all association for various groups and individuals that don't hold any long-lasting ties to any of the above factions. While there are two notable case groups being large enough (that being the Amadeus Syndicate and Red Goblin Society), there is no true cohesion among all groups.

Yet despite no cohesion among all of these groups, each individual in of themselves are no less capable of fighting in their own unique way. And even if there is overlap with any of the other Armies, there is still their sense of uniqueness to offset such things.

As for other groups that exist, they are the following: Underground World, World Military Corp, Mirage Circus, Pirates, and Paranormal Beings (Cursed Mummies, Mystical Individuals and Vampires).

Species

Human & Derivatives [Free]
While this world of Metal Slugs and Metal Beasts has more, it is a factor that will remain constant no matter what. Humans and Humanity make up the majority of the world and all of the factions will have at least one member (or derivatives such as undead, cursed beings, or hybrids)...

Machine & AIs [100: Free to Regular Army, Ptolemaic Army, Independent]
Even if the origin is of ancient or modern means, you are not exactly what would be considered to be a 'living' being. Though despite that, you do always contain the potential to act as such…

…Just be mindful that your physical presence may be in a metal shell in the shape of a tank, platform, or perhaps something alien in origin that mixes organic and metallic parts.

Creatures & Aliens [100: Free to Martians, Invaders, and Independent Factions]
Of course, with a world full of battles and of wars past, the world itself has changed to where mutated animals and creatures are out there. And even then, some are the result of interference from ancient societies, failed projects from human and alien sources, or ones tamed by mysterious people in the underground world.

Alternatively, you could be born among the stars…Either as the small few that work with the Martians or the united forces of multiple worlds impacted by the Invaders.

Battle Roles (Battle Style)

Recruit
An entirely new and unknown person out here? Eh, don't worry about it. A lot of the Armies around here aren't too picky about where you hail from (or not), as long as you can pull your weight or so on.

Support
While not exactly someone that would be expected to be on the frontlines, being up there MAY be a good idea in case you can help turn the tide of battle or keep everyone else going if need be. Just be mindful that not a lot of supporters are very resilient to others out there.

Defender
More focused on the defensive side in the tide of battle, these individuals make sure to protect their allies and help keep the frontline going.

Offensive
The real powerhouses in close or long range. And while they may not be up in the front, it is important when they have to break the guard and defensive pushes of their opposing forces.

Skill Lists (Perks)

*You gain **1 MSP Token** as substitutions for any of your purchases here in this section. And in case you wish to go for an alternative option, not using any MSP Tokens will allow you to get a one-time stipend of **200 SP** to use for Perks only.*

Masterful Sprite Work [Free]
If anything, you deserve the chance to see the world as it was meant to be. By that, you can now place a togglable visual filter that will make the people and environments be evocative of the sprite and artwork quality of a certain famous gaming studio…

…If in the case you wish to only have this apply to yourself in terms of your visual vanity, you can do that as well.

Normal & Special Attack [Free]
A simple technique or move based on your preference that can be short range or long ranged. However, there is a Special Version that does something a bit more unique that is replicable.

Special Version [100]
A special skill that allows you to invert and change some of your stats. However, in the case of using this for Attacks, you can do something where your normal attack becomes the special attack or vice versa. Alternatively, you could change some of your capabilities to suit a different role than you would normally be used to.

The catch is, that for having this versatility, you will actually get weaker across the board and stay as such while using this ability. This can also be used for other forms you may have, but come with the same conditional catches as well.

Variation Theme [100-200]
This is a special option that allows you to change the theme of whatever you use. In the case of the first option, this acts as a visual change for say your weapons, projectiles, and attire without actually affecting the performance.

In case you want to be more prepared for special holidays (for some inane reason), some choices that come to easy examples are '*Christmas*, *Easter*, and *Valentine's Day*'. Or perhaps you want something more directly seasonal like a 'Summer' Theme, with the visual effects being water based.

If you do want to make there be some impact with your theme, you can spend an additional **100** to add some minor effects, such as changing an attribute to a different type like '*Kinetic, Explosive, Fire, or Healing*'.

SORTIE System Deployment Expert [100]
A specialized system used across this world, allowing the transport of many weapons, personnel and vehicles to the locations needed. Your speciality, however, is the ability to designate areas amidst battlefields where these can be placed.

For note, these deployment bases are not invincible and can be destroyed if not protected. And these bases do not carry natural defense systems as well…

Skill Maker [200]
Serving as the motivation, this raw talent to help others gain either new skills or means to improve their shortcomings and limits. Though keep in mind, while you can help someone or something be more evasive on the battlefield…

…Or allow a vehicle to inflict a sort of stunning effect, they need to be capable of learning the evasive or stunning skillset. Otherwise, you;ll have to rely on methods besides this raw talent.

Resistance Booster [200]
Akin to the last one, except perhaps more defensive focused overall. You can help someone or something being more resistant akin to status seen in this world such as Poison, Stunning, Silence, and the effects of being ‘Critical’ damage in weak spots/zones.

Note, you cannot make others immune with this training. Though you will be able to apply your training to handle new statuses that may arise…

Morale Core [300: Can’t Buy With MSP Token]
A lot of figures out in this world offer more than just their tactical knowledge. One such thing is even having a sort of ‘Morale’ effect by being there amongst their fellow soldiers.

In essence, you can now consider yourself able to be your own ‘Morale Core’. However, this will start off weakly and slowly develop to be stronger and actually only apply to any group you are fully associated with. Having no meaningful ties will nullify this.

In exchange, you find that you can freely switch if you and your fellow allies will have more vitality, offensive grit, or movement based-agility. There can also be new traits

to find over time, but they will also take time to train (no matter how many shortcuts you may have).

Equipment (Items)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Sandbag Wall [Free]
This is a special defensive sandbag structure that is very surprisingly durable and resilient to attacks of many kinds. And besides providing some useful cover, it also comes with a special feature that allows you to easily acquire a new one once the previous one is destroyed.

It also, for some reason, invokes a strange feeling of familiar loss in some people. As if this had impacted them in some shape or manner.

SORTIE Base & Battle Lab [Free]
Two special deployable structures, with the first acting as part of the SORTIE System. In essence, this allows you to set up a mobile base that can help bring allies and equipment to the battlefield to deploy them quickly.

This Base is not indestructible, however. And can and will get destroyed if damaged over time or by very, very strong attacks. The other is a building housing a simulation environment that allows for testing many variables…

…Such as if you could produce multiple copies of the same person in different variants of combat style, to see which is effective at what. Or test out attentive and

updated models of machines and designs. This can also be done for the enemy as well in the simulation, with room to add in new data for new threats.

POW Radar [100]
A specialized hand-held device that can help locate allies captured by the enemy, while also being able to help hide its signal and other means of rescuing others. It will also turn off and be unable to operate its functions for a bit of time after a rescue operation is over to preserve its internal energy supply.

Treasure UP Trinket [100]
An odd trinket in the shape of a blue treasure chest that increases the odds of finding useful materials or items that would be worth of value to the owner. While this would account for precious cuts of gems and gold, it also includes things like chunks of scraps, metals, and other things.

Mobile Satellite [100]
A small canister-like device that can change into a deployable floating satellite that can hover in the air above a battlefield. Besides the aerial advantage one could use by fitting it with a camera, it also comes with a tracker for sticking near allies and detecting foes to send out its small electric projectiles to deal additional damage in a battle.

Reload Cart [200]
A special mobile wheel cart full of ammunition for all kinds of weapons. By bringing this cart along and activating a special device on it, all allies aligned with you will find their weapons fully reloaded and slightly fixed in case of any wear and tear.

In the case of the latter, this can allow for very destructive or intensive attacks and moves to be done again. Doubly so if they can be seen as a ‘Special Attack’ if applicable. Though this cart will go inert and unable to activate this feature again for quite a deal of time.

Team Heal Kit [200]

A large cube-shaped medical kit that can be opened to dispense the medical items inside to provide near-immediate recovery to those who receive it. It can also alleviate any debilitating effects, but does not provide a resistance or curing for them being applied again.

This will then close and take time to recharge to allow for a refresh of its capabilities.

Charge SV-001 [200]
A small boxy device that allows the deployment of a SV-001 to perform a self-destructive charge at the enemy. The device can allow for changes in the direction and timing, but the SV-001 will only handle so much in its charge before exploding at something large or knocking out multiple smaller targets.

Part Crank Box [300]
A special inert box-like chunk of technology that takes the discarded and ruined remains of broken gear and equipment to produce special ‘crank’ like parts. These same ‘cranks’ can then be placed into the device to manually crank out entirely new items of very high quality or of schematics of various devices and technology.

Unfortunately, this device can not be tampered with to improve the ratio of parts to be given into the machine. The same applies to the ‘crank’ components, though they will not break away over time from the passage of time.

Fellow SORTIE (Companions)

Companions can purchase Perks and Items.

Import [200-300]
You can bring along 8 companions for 200 SP. They will each individually get 600 SP to spend for themselves or instead receive X MSP Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 SP to bring in as many as you want.

Recruit [100]

If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the SP you spent.

Some examples of the notable old guard figures around here are among the following: *Marco Rossi, Tarma Roving, Eri Kasamoto, Fio Germi* of the **Regular Army** and the infamous duo of *Donald Morden and Allen O'Neil* of the **Rebel Army**.

Though do be aware, there are more new faces showing up as well…

Grass Justice Rider [200]
A strange individual clad in what looks to be modern city clothing akin to other recent Regular Army recruits that arrived on a custom motorcycle. However, they also seem to be carrying a strange belt and device that allows them to equip advanced armor themed off a Grasshopper.

Carrying a strong sense of justice and a friendly demeanor, they strive to protect civilians and their allies as they fight for the freedom of everyone to live in a world of continual conflicts and war. Even if it means they'll have to go it alone with only their guise, ride, their own body, and the weapons provided from the Regular Army…

Rabbit-Eared Rebel [200]
A strange human in what looks to be a rabbit-themed getup with their attire. Some consider them to be very lucky with how skilled they are to offset their quirky nature. Though given that the person is currently stuck and associated with the Rebel Army, their 'good luck' may be questionable.

However, despite being in a notorious group, their heart is truly in the right place for making the world better for everyone. Especially so in taking down corruption that exists across the governments of the world.

If one could find a way for them to break ties with the Rebel Army and prove reliable for helping their efforts (and withstand their quirks), this person will be among the most loyal and reliable ally, comrade, or what have you that one could ever want.

Mix Unit Pilot [200]
A quiet operative and former mercenary that recently joined the Ptolemaic Army, for unknown reasons. Clad in what looks to be a personalized suit of Special Forces armor for speed and mobility, the operative's skills focused more on adaptive combat on foot.

Or well they were, before they were convinced to be a test pilot for an experimental mech dubbed the 'Mix Unit'. The Mech, taller and bigger than the biggest soldiers, proved too unwieldy at first till a bizarre accident that destroyed one of its arms, to which the operative jury-rigged a Strike Claw onto the machine using the head mechanic's tools before continuing the testing.

Their armor was then given a variation for acting as a piloting suit for the Mix Unit, to which they now exclusively work on themselves out of respect and word of mouth from the head mechanic. As for how you factor in…

…Well, perhaps the operative has their own reasons for approaching you in the first place.

Outer Space Chimera [200]
A very unique individual, due in part to being a shapeshifter. However, they do not hold any actual ties to the groups such as the Martians or Invaders, despite having forms that resemble members of those groups.

In actuality, the shapeshifter is one that finds both groups to be either misguided in their focuses (Martian) or are disgusted with their war-like focus on conquering planets. And instead seeks to bring peace no matter where they go, especially as they end up on Earth.

That said, their ideals of peace will contrast with their desire to protect those who cannot protect themselves or confront those that abuse their strength and power.

Mysterious Ant Warrior [200]

A masked human figure clad in strange glowing armor with a mysterious belt, seen wandering around multiple battlefields around the world. Carrying what looks to be a runed staff with the mandibles and antenna of an ant, they search for a rival that will push them to their limits…

…There are also rumors of a connection to a figure in attire from a bygone era of the past, roaming the world in search of an unknown family and their origin. There is also talk of the deep wisdom they share with others, in exchange of training with modern technology, though this is also unconfirmed.

Tactical Disadvantages (Drawbacks)

Loading Screen [+100]
Every now and then, you will find that you will be stuck waiting for things to happen. Thankfully, the absolute worst of this will be minor inconveniences that will never spell doom or death for you or anyone else.

It will, however, test your patience.

Strange Collection [+200]
Rather than finding useful items and supplies in post-battle scavenging, you'll instead be more likely to find a collection of items that aren't useful for your needs or are just junk.

Thankfully, if you do happen to want to build up a collection of items to recycle or collect for other purposes, you got this. So somewhat of a silver lining?

MSP-Lite Club [+300]
Now you have an entirely different source of income to manage, that being MSP. Known as Metal Slug Points, these yellow-gold cards are earned through battles in this world normally…

…But for you? You actually are given less than what would be normal. Even if you did complete a battle with grace and quick timing. You'll also find a lot of things you may have taken for granted will now cost them now, like the use of your properties.

You'll always generate a small amount somehow, even if you cannot get into a battle or participate in Ops…But it'll only be enough to get by in a basic manner.

Time Sink [+400]
Ops will be happening a lot more often now, even if it borders on events that shouldn't be happening like a rather inane Halloween or Summer season themed event. And you'll have to participate in all of these things. You'll never die from being in these things, but expect to get a lot of misfortune if you aren't keeping your head on a swivel.

Curse of Sortie [+500]
The Sortie system is such a useful thing, but now you are forced to only rely on it. And thankfully, everyone else already is at this point in this world. However, you are also cursed to rely on this 'SP' meter for delegating how much you can operate.

If you ever run out or can't perform spending the necessary 'SP', you won't be able to battle. And while you can stockpile SP gradually and do things to earn more, there is always going to be a point where you'll be having to plan and pick your battles even more wisely than normal.

Crank Lockout [+600]
No outside Perks, Items, or access to your Warehouse. You can only bring along Companions if you have any. So 'Good Luck!'



Field Report (End Choices)

At the end of it all, what do you see as your next choice?

Another Story (Continue)

While your time here is over, there is yet ‘Another Story’ waiting for you out there.

Next Ops (Stay)

While the world is settled for now, it doesn’t mean it’ll stay like that. So it would make sense if you stuck around to see if there will be a ‘New Ops’ in development.

Peace Forever? (Home)

For whatever reason, you have taken the road to head on home. No matter where that is, do make sure to work out whoever would want to join you…

Glossary/Term Index

SV-001: Means Super Vehicle 001. Otherwise known as the famous Tank that the Regular Army developed and has seen use in every game. The ‘Tank’ is famous for its weapons and its last ditch attack if the pilot needs to use it.

Slugs: The name designation for the various Regular Army vehicles that are based around or inspired by the weapon systems of the SV-001. While some are mechanical, some are also animals that are carrying the weapons as well.

Ops: Refers to Extra Ops. Events that occurred during the game’s lifespan, that introduced many units among the bosses and extended Cast. They also, on occasion, advanced some storylines not covered as heavily in the Another Story mode.

SP: Sortie Points. The ‘Energy’ for being able to play most of the modes in the game. A massive pain in the neck and a detrimental part of the game.

Change Log/Notes Section

Version 0.9
-Established Perks, Items, Companions, and Drawbacks.
-Error Check and Feedback

Version 1.0
-Official Release
-Mobile Satellite Item
-Glossary/Term Index Section

Credit:

-TheLuckyRabbit (Inspiration for Rabbit-Eared Rebel as a OC.)