
MODERN WAR GEAR
SOLID
BEAT DOWN BOOGIE PRESENTS
A MICAH MOORE FILM "MODERN WAR GEAR SOLID"
MATTHEW SUMNER BRIAN LEE ALENA KOCH CHRIS ROGUS JAROD KEARNEY MICAH MOORE ANDREW COMSTOCK AND BOX AS "BOX"
PRODUCED BY MICAH MOORE RICK BURNETT MATTHEW SUMNER BLAKE FAUCETTE
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Modern War Gear Solid Jumpchain Version 1.0

By Atma-Stand in the style of TroubleX27/Pgx27

It was supposed to be an ordinary mission. Get in and get out. However, Task Force 141 was betrayed by their superiors, leaving one vengeful survivor. Their parent company, ActivistSun would soon be declared a terrorist organization after acquiring the infamous PMC, Outer Haven. Because of this, two men would infiltrate the headquarters of ActivistSun for the purposes of revenge and the destruction of ***Modern Gear***.

You will receive a budget from your parent PMC of **+1,000 Character Points** to acquire Perks, Items, and Companions that would assist in your various missions for the next 10 years.

Origins

- **Philanthropy (FREE) –** You are a recent or perhaps, extremely recent, member of Philanthropy. Philanthropy is an organization dedicated to destruction of Metal Gears and preserving world peace.

- **ActivistSun (FREE) –** Now considered a terrorist organization by the United Nations, ActivistSun is publicly led by Russian Ultra-Nationalist, Makarov. Recently, they have partnered with another infamous PMC, called Outer Heaven.

Locations

- Outside ActivistSun Headquarters (Available for both Origins)

- Philanthropy Headquarters (Available for Philanthropy)

- ActivistSun Inner Offices (Available for ActivistSun)

General Perks

- **Basic PMC Training (FREE) –** You have been given the standard training of any SOP related PMC that could exist in this universe. This includes knowledge on how to handle standard rifles and pistols, as well basic squad tactics for clearing buildings and carrying out patrols.

- **Co-op Play (-100 CP) –** You may not like working with people you have just met. However, should the two of you be working towards a common goal, you will build an unconscious level of trust and teamwork with them, thus becoming a well-oiled killing duo.

- **Let's Go For A Walk (-200 CP) –** Human shields are the rage in fiction, however, they don't really. Well, that was before. Now, when you use an individual as a human shield you will be completely protected from ranged fire as long as you remain behind them. This effect can even stand against sustained fire from a mini gun.

- **Wild Wars (-200 CP) –** Modern Warfare is a rather grounded series. Metal Gear is not. Throwing the two into a blender may lead to some weirdness to say the least. Despite that, you never seem to let that strangeness get to you and can easily adapt to encountering such oddities, like psychic powers, mechs, weird habits of your support staff. The only exception is what good ol' Saint Nick gets up to on the battlefield. That'll leave you shaken.

Philanthropy Perks

- **CQB (-100 CP, FREE for Philanthropy) –** Standing for Close Quarters Battle, this was a style developed by Solid Snake with the intent of taking down enemy held buildings on a room-by-room basis. It focuses on a combination of powerful fist and leg strikes, as well as some elements of CQC to quickly disable enemy combatants.

- **Task Force 141 (-100 CP, FREE for Philanthropy) –** Before the 'Restructuring' of ActivistSun, there were multiple teams of PMC operatives who were a threat to Bobby Kotickovitch's design. You happened to be part of one of the newer teams. Due to this, you are well versed in urban and conventional warfare, being able to take on multiple armed foes with some degree of ease.

- **'Boxer' (-200 CP, Discount for Philanthropy) –** Boxes are a sneaking mission specialist's best friend. You understand the box, maintain the box, and treat it as a dear friend. Your experiences on the battlefield have allowed you to use cardboard boxes as a means of sneaking around enemy positions without being identified. Unless they see you move, they'll just think you're an ordinary cardboard box.

- **Footballer!? (-200 CP, Discount for Philanthropy) –** In your past, you played a great deal of football. No, not American Football. Real Football. Because of this, you are an excellent football player, and your skull is much thicker than the average person's, making it an excellent means of attacking in close situations. And if anyone tries to headbutt you, well, you'll be winning that exchange ten times out of ten.

- **Cardboard Craft (-400 CP, Discount for Philanthropy) –** The Box is love, The Box is life. Over the years you have truly honed your craft in utilizing a simple material like cardboard to succeed in your missions. With nothing but a bottle of glue (please, don't sniff it), a pair of scissors, a hand drier, and duct tape, you can use cardboard to craft surprisingly effective weapons and armor.

- **Infinity War (-400 CP, Discount for Philanthropy) –** Infinity War was the next generation of elite PMC forces before their forced dissolution in ActivistSun's acquisition of Outer Heaven. The members of this PMC underwent a unique form of gene therapy that was meant to incite regeneration. You have undergone the same therapy and can regenerate from wounds by resting for several seconds. However, enough gunfire over a short period of time can still bring you down.

- **Otaku-Fan (-600 CP, Discount for Philanthropy) –** It seems that you were not a soldier before all of this. Instead, it seems that you were a technical engineer attached to the Metal Warfare project alongside Hal 'Otacon' Emmerich. As such, you have comparable skills to him and are able to design highly advanced fighting machines akin to Metal Warfare and Metal Gear. You also have an extensive knowledge of Otaku Culture… probably helps inspire your recent creations.

- **Nano-Moses (-600 CP, Discount for Philanthropy) –** Joining up with Philanthropy, your expertise in the field of medicine drew the interest of one Dr. Naomi Hunter. During the course of your employment, you studied under her and learned how to create and manipulate nanomachines for the purposes of inducing beneficial effects in those you treat. Of course, you could easily turn those talents to harmful means, should you choose.

ActivistSun Perks

- **Fire Them All (-100 CP, FREE for ActivistSun) –** Running a PMC let alone one as cutthroat as ActivistSun can be a bit of a hassle. Well, sometimes your employees screw up, and you have to fire them. You can now give simple orders to fire general staff members and never have to worry about providing severance packages!

- **CQC (-100 CP, FREE for ActivistSun) –** Outer Heaven was a PMC group associated with Big Boss. Similar to the current leader of Outer Heaven, Liquid Ocelot, you have received training in CQC. This was a style of combat which allows for rapid switching between armed and unarmed combat and utilization of various strikes, grapples, and throws to quickly disarm and disable opponents.

- **Right Behind You (-200 CP, Discount for ActivistSun) –** You know, in this business, there's a fair chance someone will hold a gun to the back of your head. While in this position, you may be able to reference an item or person that they are looking for, claiming that it is right behind them, and they will always look. This provides you ample time to either disarm them or move yourself into a more favorable position.

- **Makaroni Po-Flotski Western (-200 CP, Discount for ActivistSun) –** One of Liquid Ocelot's oddities is his profound love of Spaghetti Westerns. You too have developed an appreciation of these timeless classics and have studied the operation and handling of old western firearms extensively, making you both a crack shot with revolvers and providing you the experience and knowledge of ricochetting shots to hit enemies hiding behind cover.

- **Sending A Message (-400 CP, Discount for ActivistSun) –** In warfare, a message is just as important as a bullet. Through your years working under Makarov, you have learned this lesson very well. With the right application of force, violence, and the evidence, you can easily convince two sides to enter into conflict with each other for a limited time.

- **Show Me What You Got! (-400 CP, Discount for ActivistSun) –** In the modern age, the gun reigns as king of the battlefield, but sometimes you feel the urge to embrace the past. You are now able to make a dramatic gesture, such as ripping away your coat or vest, in a one-on-one situation. Doing so will convince an enemy combatant to forgo their weapons and engage in hand-to-hand combat with you.

- **Spartan II Program (-600 CP, Discount for ActivistSun) –** It would appear that you were not originally part of ActivistSun or Outer Heaven. Rather, you were a high-ranking member of the PMC known as HALO. The elite members of this PMC all underwent a series of enhancements within the Spartan II program which include a dramatic increase in visual acuity, greatly increased bone strength, enhanced bone and muscle mass growth, dramatic increase in muscular strength and endurance, and a 3x increase to reflexes.

- **A Robotic Shell!? (-600 CP, Discount for ActivistSun) –** Piloting a mech of any size can be a dangerous affair. So it makes sense that you would take some precautions. When piloting either a form of power armor like Modern Gear or Metal Warfare, or a Mech like a Metal Gear, you have an extra degree of protection that no one counts on. When the object you are piloting is destroyed in a way in which the pilot would be killed, you may be able to effectively leap out of it, and use the destruction as a brief window of opportunity to flee the battlefield.

General Items

- **Snake and Ghost Collection (FREE) –** You will find in your warehouse a DVD Box Set called "Snake and Ghost." This box set contains the entirety of Modern War Gear Solid as well as additional material such as "Keyboard Snake," "Double Rainbow," "Ghost Ninja FAIL," "Snake and Ghost Save Santa Claus," and many more!

- **Generic Henchman Tactical Gear (-100 CP) –** PMCs everywhere seem to buy from a wholesale outfitter and armorer. Upon purchase, you will receive a fitted and sized pair of boots, tan fatigue pants, black shirt (Sleeve length optional), tan tactical vest/plate carrier, tactical gloves, elbow pads, and kneepads, and a primary and secondary weapon. Your primary weapon may either be a G36C or FAMAS F1 and a Beretta 92FS.

- **Beans of The Patriots (-200 CP) –** Oh? Looking to branch out into other avenues of revenue? Say no more! You are now the legal owner of Beans of The Patriots, a chain of coffee stores similar to Starbucks with better prices and quality. You may easily set up this chain in a country you begin your Jump within and make steady profit off of its proceeds. Please note that every store enforces a strict no smoking policy.

- **MGSTV (-200 CP) –** A news channel you are the technical owner of. While you cannot personally influence the news or stories the channel shows, the channel will compile news and PMC related stories that you have a connection to, early enough so that you may act on that news.

Philanthropy Items

- **Shades (-100 CP, FREE for Philanthropy) –** A pair of generic sunglasses originally provided to Task Force 141 by ActivistSun. When worn, they greatly protect against glare without impacting vision and it will be impossible for others to see where your eyes are pointed.

- **CODEC (-100 CP, FREE for Philanthropy) –** A nanotech implant that stimulates the small bones in one's ears. The CODEC acts as a radio system that allows the user to easily and instantly call others when needed, without fear of interference or interception.

- **Skull Mask (-200 CP, Discount for Philanthropy) –** A half-mask with an iconic skull design that can be worn over a standard balaclava or by itself. When worn, enemies who see it will experience a fair degree of intimidation upon seeing it.

- **Cardboard Box (-200 CP, Discount for Philanthropy) –** A large cardboard box marked with the words "THE ORANGE." Despite its size, it can hold a shocking degree of items, from various weapons, craft supplies, and at least two people.

- **Solid Dog (-400 CP, Discount for Philanthropy) –** Is it a puppy? No. This is actually a custom 7.62x51 NATO DSR-1 bullpup rifle. While not as cool as a puppy, you will find that it comes with two pre-loaded magazines. Each magazine has a different plate attached to it; Red for lethal ammunition, Blue for Tranquilizer ammunition. Any ammo loaded into these magazines will be converted into its corresponding type.

- **Skeleton Gloves (-400 CP, Discount for Philanthropy) –** Are… are you serious? Ok, well it seems that the folks at Philanthropy have given you a pair of skeletally themed gloves to go on ops with. While they pair exceptionally well with anything skull or skeleton related, you will find that while wearing them, you will never lose your grip on anything, whether it's guns or people.

- **Metal Warfare (-600 CP, Discount for Philanthropy) –** A prototype project that Otacon worked on before the funding was pulled. While functionally identical to Modern Gear, Metal Warfare is a bit different. While it is equipped with a plasma sword and shields, the main, shoulder-mounted guns on Metal Warfare are considerably weaker. However, the shields and armor on Metal Warfare are much stronger, able to take sustained fire from power armored units like Modern Gear for extended periods of time.

- **Box Armor (-600 CP, Discount for Philanthropy) –** A set of powered(?) armor and weapons made from a humble cardboard box. While the armor can take a few rounds from the main gun of Modern Gear, the true draw is its weapons. Box Gun is a hip fired rocket launcher that can greatly stagger power armor and/or mechs and can be loaded with all modern man-portable rocket munitions. The Box Cutter is a Buster-style sword that is surprisingly sharp despite being made of cardboard. Unlike the original version, this Box Cutter is highly resistant to plasma, allowing it to be used in duels against Modern Gear.

ActivistSun Items

- **Colt SAAs (-100 CP, FREE for ActivistSun) –** Upon being hired by ActivistSun, you received a sign on gift, a pair of Colt SAAs. They come with an adjustable belt and holsters that have been designed for quickdraw firing.

- **Power Suit (-100 CP, FREE for ActivistSun) –** While you are expected to wear your uniform while on shift, it's important to show the Private nature of your PMC. You own a simple, black business suit that is incredibly resistant against wrinkles. Perfect for both corporate meetings and war crimes.

- **FOXHOUND Trench Coat (-200 CP, Discount for ActivistSun) –** A dark brown trench coat with arched-shoulders, sporting a FOXHOUND emblem on the right sleeve. When worn, you will find yourself to be rather comfortable in hot or cold environments. More interestingly, you can easily rip the coat of your body by taking your dominant hand and pulling on the sleeve of the opposing shoulder.

- **Interrogation Garage (-200 CP, Discount for ActivistSun) –** A small garage found off to the side of your corporate office. While the sides are filled with various clutter, it's large enough for two people to stand in and one person to be tied to a chair. The clutter contains various tools that can be used for 'enhanced interrogation.'

- **Corporate Office (-400 CP, Discount for ActivistSun) –** Even a PMC considered a terrorist group by the UN needs a corporate office. You now own a two-to-three story corporate office in a nice semi-forested area, complete with a full, if unfurnished basement. The utilities take care of themselves, and the dress code defaults to tactical gear and firearms.

- **Pawns on The Board (-400 CP, Discount for ActivistSun) –** Any PMC needs soldiers to undertake missions. You now have a force of 100 loyal, low-level mercenaries who are willing to fight and die for you as Followers. Should you recruit others under your PMC banner, they may be counted as new followers and members of this group.

- **Mjolnir Mark IV (-600 CP, Discount for ActivistSun) –** When ActivistSun acquired HALO, there were some unfortunate budget cuts. Still, you are now the proud owner of a set of Mjolnir Mark IV armor. Though lacking the breakthrough features seen in the Mark V and VI series, such as the rechargeable shields, the armor is still more than good enough to protect the wearer from small arms fire and mob-based physical attacks. In addition, the armor also enhances your physical strength and speed by a substantial degree.

- **Modern Gear (-600 CP, Discount for ActivistSun) –** Developed by ActivistSun, this suit of powered armor would have made them one of the strongest PMCs in the world. While similar to Metal Warfare, this is *much* more offensively inclined, sporting a plasma sword, a specialized, double barrel, anti-material gun linked to a targeting system found in the helmets visual system, and a series of artificial muscles that enhance the wearer's strength. In addition to its various offensive capabilities, the armor present on Modern Gear makes it utterly immune to small arms fire, though explosives can still stagger and even damage it.

Companions

All companions purchased in this section will be given +600 Character Points to make their own purchases with.

- **Personal Team (-50 CP to -400 CP) –** Interested in assembling your own team, are you? Well, with this option, you may import one to eight of your companions into this jump.

- **Canon Character (FREE) –** If you have the time and silver tongue, you may utilize this option to convince one character from this setting to join you in your travels. To further add to this, you will encounter your chosen individual multiple times and create a strong bond with them.

- **Mature Viper (-200 CP, Discount Philanthropy) –** A member of the Philanthropy PMC, this soldier has seen many years worth of action. A bit goofy with her love of cardboard boxes and more than a little perverted, she is still a legend when it comes to sneaking missions and close quarter battle.

- **Spectre (-200 CP, Discount Philanthropy) –** A survivor of ActivistSun's restructuring, she is more than pissed at her former parent company. As a former member of the PMC group "Kingfisher," she is an expert in anti-terrorism operations and a borderline, rabid football fan, she is rarely, if ever, seen without her skull half mask.

- **Hailey "Sakuracon" Emmerson (-200 CP, Discount Philanthropy) –** A technical expert working for the Philanthropy PMC. While somewhat socially awkward, she is incredibly knowledgeable when it comes to mechanized units such as power armor exoskeletons, Metal Gear, and mecha anime.

- **Dr. Noel Hawker (-200 CP, Discount Philanthropy) –** A medical expert in the field of nanomachines, he has been a regular employee of Philanthropy for quite some time. A bit of an unknowing flirt, Dr. Hawker has a wealth of medical knowledge available but can hold a grudge like no one else.

- **Stechkin (-200 CP, Discount ActivistSun) –** A high-ranking member of ActivistSun, this former Russian Ultra-nationalist is a force to be reckoned with when it comes to leading various PMCs. A shrewd and cunning woman, she will do anything to get the upper hand on her opponents, regardless of the lives lost in the crossfire.

- **Fluid Serval (-200 CP, Discount ActivistSun) –** While older than many of her compatriots, she is still an effective member of the former PMC, Outer Haven. That being said, she has a great deal of experience when it comes to using classical revolvers, CQC, and interrogation techniques. That being said, she has a weird habit of arguing to herself, often adopting a British accent when doing so.

- **Spartan 711 (-400 CP, Discount ActivistSun) –** A high-ranking member of the HALO PMC that stayed on after ActivistSun's acquisition. Even without her physical enhancements and powered armor, she would still be considered hyper lethal. That being said, she is a real demon of the battlefield.

- **Private First Class, James Ramirez (-400 CP) –** It seems that Uncle Sam has grown concerned over the rise of PMC conflicts and has sent in the one individual needed. While a private in the 75th Ranger Unit, Ramirez showed great distinction in the American-Ruso, completing a total 56 separate objectives involving high value targets in the defense of Washington D.C. Give this man an order, and by God, he'll see it done.

- **Santa!? (-600 CP) –** You better be nice, or he'll slit your wrists and leave you in a twist! Sporting gear with a Christmas cheer, the original operator himself has decided to join you in your various missions. He's not just an expert when it comes to sneaking operations or combat. He is THE EXPERT and more than capable of eliminating a small company of soldiers with nothing more than his trusty bag of gifts and his immaculate list!

Drawbacks

- **Supplement Mode (+0 CP) –** Oh, there seems to be an issue with your document. I see, you only wish to benefit from the various perks and items and not partake in the events here. Fair enough. With this option, you may supplement this Jump with another and take with you the various perks and items you purchased into that new world or, you may supplement another Jump into this world should you desire.

- **Crossover Mode (+0 CP) –** Another paperwork issue? Wait a minute, do you want to merge this world and another? Ballsy, I like that. With this option you may merge this Jump and another together to make a coherent whole. Be aware though, that by merging these Jumps, you will be walking into uncharted territory.

- **Replacement (+0 CP) –** Think you can do a better job than the characters in this setting? Well fine, show me. With this option, you may take the role of one character whose origin matches your own and directly involve yourself within the story. While you will have access to their abilities and items for the duration of this Jump, anything not purchased will not follow you into the next Jump.

- **Early Retirement (+0 CP, Cannot Be Taken With 'Season's Greeting') –** Modern War Gear Solid, despite being a fusion of two very long-standing universes, is only really a 40 or so minute film. With that in mind, you may leave this Jump should you wish when Ghost and Snake finish their mission and eliminate Bobby Kotichovich and Modern Gear.

- **Prior Engagement (+0 CP) –** Have you been to either a Metal Gear or Modern Warfare jump in the past? Well, if you have then know that with this option, the changes or events you were involved with in those universes will be reflected here.

- **Let Me Borrow Your Shades (+100 CP) –** Jumper, you can't help yourself. Whenever you meet with an attractive individual that you feel attracted to, you cannot help but stare at their "assets." Wearing a pair of sunglasses will help in these instances, but there will usually be a person wanting them for matters less important than what you are using them for.

- **No Smoking Area (+100 CP) –** Ughhhh, all you wanted was to light up in peace. It seems that with the continued existence of the PMC systems, surgeon general warnings have become more widespread. That probably doesn't seem that bad. However, you are a habitual smoker, and unfortunately new laws have dictated that smoking in public places, like coffee stores, is not allowed.

- **Second Time That's Happened (+200 CP) –** So, there you are Jumper, moving through a building, clearing enemies, when all of a sudden someone manages to utilize CQC and take away your rifle. Ok, fine. You draw your pistol and… it's dismantled, forcing you to engage in hand-to-hand combat. You will find that there are now soldiers trained in CQC scattered among enemy forces who will disarm at least once per mission.

- **His Name Is… (+200 CP) –** Wait, he was just about to tell you! Sometimes, an enemy soldier can be incredibly chatty and whether through sheer stupidity or arrogance begin to tell you key details about their higher ups. Unfortunately for you, they just so happen to die before they can give actual names. If you want any information on key personnel, locations, or plans, you will have to find documentation or files relating to them.

- **Season's Greetings (+200 CP, Cannot Be Taken With 'Early Retirement') –** Uh… what's this about Saving Christmas? It seems that you have been assigned to missions falling on holidays that have specific figures tied to them such as Christmas, Easter, or Halloween. Your task is to save said individual from a high-risk hostage situation. Expect the AO to be brimming with enemies, but hey, at least you'll get some goodies from it should you regularly succeed.

- **Corporate Unit (+400 CP) –** Jumper, it seems that your record has warranted extra forces to be assigned to the AO. These individuals are the elite of the elite and will act as a well-oiled machine of death and destruction. If you are allied with Philanthropy, you will have to face members of the B&B unit. If you are allied with ActivistSun, you will have to face members of RAT PATROL and Team Metal.

- **Procure On Site (+400 CP) –** Jumper, you've amassed quite a deal of Perks and Items, haven't you? Well, unfortunately they and your warehouse do not seem to be compatible with the SOP system and ID controls. As a result, all Perks, Powers, Items, and Access to your Warehouse from outside this Jump will be stripped from you for the duration of this Jump.

- **Modern Army, New Gear (+600 CP) –** Jumper, you wasted too much time! It seems that Modern Gear was fully tested before your arrival here! Due to this, Modern Gear has entered mass production and an army of ActivistSun PMCs have begun to utilize the new system with great effect. As one might imagine, this has made ActivistSun one of if not the strongest military organizations on the planet. If you think you can get around this by being aligned with ActivistSun, think again. In this case, Hal "Otacon" Emmerich revived his Metal Warfare project and disseminated the blueprints to the UN for peacekeeping purposes.

- **FOXDIE (+600 CP) –** You're… pretty good… Those were the last words you heard before your opponent suddenly and without warning, suffered a fatal coronary. While shaken, you didn't think much of it until you were notified that your opponent had contracted the nanomachine virus known as FOXDIE… and passed it on to you. Be warned, there is no cure, the virus will strike randomly with a higher chance in stressful situations and will require specialized nanomachine inhibitors to suppress during an attack and never before. Can you survive your time here with that nightmare in your system?

Afterward

Well, Jumper, it has been ten years, and you have a choice.

- **Move On –** Something about the universe has stirred your desire for the next mission. You may continue onto your next Jump.

- **Stay –** There's still so much to do, so many more battles to prepare for. You have decided to stay in this universe and call it your new home.

- **Go Home –** You feel as though you have hit your limit and decided that enough is enough. You are returning home, Jumper. It was a pleasure.

Notes

General

- Below please find the entire series as well as the two holiday specials.
    - Modern War Gear Solid - Entire Saga
    - Snake and Ghost Save Christmas
    - Santa Saves Snake and Ghost

Philanthropy Perks

- These are primarily based on how Old Snake and Ghost are portrayed with the last two perks taken from Hal Emmerich and Dr. Naomi Hunter.

ActivistSun Perks and Items

- These are primarily based on how Makarov and Liquid Ocelot are portrayed with the last two perks taken from Master Chief and Bobby Koticovich.

Companions

- Expies
    - Solid Snake → Mature Viper
    - Ghost → Spectre
    - Hailey Emmerson → Hal Emmerich
    - Noel Hawker → Naomi Hunter
    - Stechkin → Makarov
    - Fluid Serval → Liquid Ocelot
    - Spartan 711 → John 117
- Thank you Fallout10mm for making the Ramirez reference, and yes Ramirez in this Jump is the memetic Ramirez. He will defend Burger Town if ordered to.
- Santa is… well watch the holiday specials to understand just how dangerous MWGS Santa is.

Changelog

- **8/2/2025 –** Version 0.9 Created
- **8/12/2025 –** Version 1.0 Created
    - Multiple spelling and grammatical changes as well as spacing corrections have been made.
    - I would like to thank everyone who offered their feedback for this document, especially Shintada 2. I cannot begin to express my appreciation for you all.