

GENERATION KILL

A JUMPCHAIN CYOA

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You're shipping out with the U.S. Marine Corps' 1st Reconnaissance Battalion, Bravo Company, 2nd Platoon for Operation Iraqi Freedom aka Gulf War II.

You'll insert at the commencement of Operation Iraqi Freedom (20 March 2003), spend the next 8 years, 9 months and 2 weeks on military duty in Iraq until the Iraq War finishes, and then get the last year and 3 months(-ish) on leave.

Bravo Company's a bunch of cocky motherfuckers, and now they've got a journalist attached to them for their mission – and it's a long way to Baghdad.

Stay frosty, and don't waste your bullets on Bravo Three's commander.

You have +1000 Charlie Points.

LOCATIONS & AGE

Age: 16+3d8. Free gender swap to male, but if you think you can handle it, stay as you are.

You won't be rolling for location – you're definitely going along with these guys into Iraq, starting at the Forward Staging Area in Kuwait. That said, you do get to pick whose Humvee to ride in.

Hitman 1 Sergeant “Iceman” Colbert, Corporal Person, Lance Corporal Trombley, Corporal Hasser and Evan Wright, a Rolling Stones journalist.

Hitman 2 Sergeant "Poke" Espera, Corporal Lilley, Corporal Christopher, Corporal Leon & Corporal "Gabe" Garza.

Hitman 3 Sergeant "Pappy" Patrick, Sergeant Rudy "Fruity" Reyes, Corporal Chaffin, Sergeant "Budweiser" Brunmeier & Corporal "Manimal" Jacks.

Hitman 4 The command vehicle – First Lieutenant “Nate” Fick, Gunnery Sergeant "Gunny" Wynn, Corporal "Q-Tip" Stafford & Private First Class Christeson.

Hitman 5 Sergeant Steven Lovell, Sergeant "Shady B" Baptista, Corpsman 2nd Class “Doc" Bryan, Corporal "T" Holsey & Corporal Stinetorf.

Hitman 6/7 Jumper's team – See Companion Options
You're in an additional team in Bravo Company, and that team is made of a new bunch of fuck-ups (the ***best*** kind of Marines!).

Godfather Battalion Command – You get to ride with the command staff. Usually only Officers are here, but maybe you work the radio or read maps or something.

ORIGINS



Embedded Civilian – Free (Drop In Option)
You're a civilian attached to the unit for some reason. You might be a journalist documenting the Marines' push into Iraq, or a translator, or maybe some kind of intelligence operative. You may optionally have no extra personality, dropping straight in 'as you are'. Battalion command still has paperwork saying you're attached to Bravo Company.

Grunt - Free
You're a fucking Marine in Force Recon. Do as you're ordered and don't get shot.



Sarge - 100cp
You have command of a team of Marines - a Humvee's worth, exactly, and maybe an attached civilian. The problem is, if they fuck up so bad an Officer hears about it, it means you fucked up too.

Officer - 200cp
You're much higher up the chain – a Lieutenant, a Captain or Major under Lieutenant Colonel Ferrando's (Godfather's) command.

PERKS

Boot Camp – Free All
You've passed Boot Camp and the general fitness requirements for military service. You've been taught how to do your job. In the case of civilians, you meet the basic health requirements to be embedded with an active unit – you're not going to fall over.



Whiskey Tango Foxtrot – Free All
Any conflict you enter will present its own absurdities, between the usual moments of panic, sheer horror and being bored as shit. Whether that's a portaloo being flung by 70 mile/hour winds into the command staff's tent, a cow in a minefield, or one of your team wearing a hitler-stache, goose-stepping and nazi-saluting behind your CO's back as he chews you out, you've got something to laugh at and blow off a little steam.

Fruity – 100cp
You're one goddamn photogenic specimen; ruggedly handsome or pretty as appropriate. People are not afraid to admit you're the most goddamn attractive man (or woman) for miles around, even if that carries some seriously homoerotic subtext.



Get Some – 100cp
You didn't just pass Boot with flying colors – you're in exemplary physical shape, among the best in the company. Running in your MOPP suit with a pack full of rocks is a daily warm-up for you.

Busy Doing Nothing – 100cp
You instinctively look busy as a social defense mechanism against being assigned a job that actually requires effort. Your companions can usually tell when you're avoiding things.

Wrote for Hustler – 100cp Free Embedded Civilian
You have something of a reputation in the wider world – a reputation that opens doors and might be the difference between being just "that Jumper" and being *the* Jumper.

Translator – 200cp, Discount Embedded Civilian
You can read and speak a couple of the local langauages – Arabic and Kurdish- and get by passingly in most tribal dialects.



Winning Hearts and Minds – 400cp, Discount Embedded Civilian
The locals seem to like you - offering you free shit all the time. Or at least letting you take shit. Out of friendship? Out of fear? Doesn't matter, that guy just gave you a goat! The stuff they give you is never particularly valuable, but they'll also cooperate with you, usually giving you decent intel, posing for a photo, whatever – unless they have a good reason to dislike you or the group you're with.

Heart of the Matter – 600cp, Discount Embedded Civilian
People tend to hide their issues; some bury them deeper than others. With time and conversation, you can peel those layers back and find out what really drives people, find out who they really are. You'll make a hell of a journalist, or maybe an interrogator.

"Dear Frederick..." – 100cp, Free Grunt
You have the gift of the gab – the trouble is not coming up with a huge rant on the spot. The trouble is shutting you up before you put your own foot in it.



Pack-rat – 200cp, Discount Grunt
The secret to keeping well-supplied is scrounging. You have a habit of finding supplies you can use, maybe even enemy weapons and equipment, or just plain begging the embedded civilians to buy you shit from the PX outside of official channels.

Pure Warrior Spirit – 200cp, Discount Grunt, Sarge, Officer
You don't need god. You don't need patriotism. Your pure warrior spirit is all the religion you need. When you need to believe in something, you can believe in your ability to kill or at least fight until death.

Specialist Training – 400cp, Discount Grunt
Select one specialty from the following:



Corpsman: Trained in first aid and battlefield surgery. Treating bullet wounds is old hat for you, as well as most other battlefield injuries – shrapnel, heatstroke, burns, sprains and broken arms. If you can get to someone in time, they'll almost certainly pull through with your care.



Sharpshooter: Trained to use a long-ranged rifle to take out threats beyond the typical engagement range, or in dense cover. You can hit a moving target almost as easily as a stationary one, and you can hit a damn small target at long range.



Gunner: Trained to suppress the enemy with automatic fire. Keeps the enemy's heads down and lets your guys get into position. You operate a SAW, .50 cal or Mk 19 and keep the big guns in working order. The enemies you rain fire down upon will be almost paralyzed with the shock and awe you dispense.

Solidarity – 600cp, Discount Grunt
With enough support from your fellow soldiers, you can protest orders from your commanding officer and even get them reversed. You can inspire quiet rebellion in even loyal groups if you can persuade them something is seriously wrong. Unless you actively raise your hand against the higher-ups, nobody will be able to pin insubordination on you.



Funvee – 100cp, Free Sarge
Long road trips never get boring. You and anyone riding with you always have a few new crude jokes, impersonations, hilarious stories or out-of-tune sing-a-longs that everyone knows the words to.

Fear and/or Respect – 200cp, Discount Sarge
When you threaten someone, they know you mean it (even if you don't, really). Puts the fear of you into them. They'll shut up when you tell 'em to.

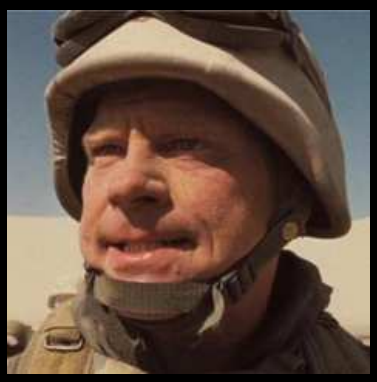
Creative Requisitioning – 400cp, Discount Sarge
You always get your hands on the best stuff – modern electronics for your Humvee, shields for the gun turret. Find top quality goods when everyone else is making do with second hand, even in markets where that kind of thing is simply unavailable.



The Ice Man Cometh – 600cp, Discount Sarge
When the gunfire starts, you pack away your emotions until the dust settles. Until the end of the battle, the enemy is just shapes in your sights, gunfire is just noise, fear does not exist, and a wound is just a physical impairment. Later, though, there may be issues. You have a thousand-yard stare that tells others you are not to be fucked with.

Ain't your first Rodeo – 100cp, Free Officer, Sarge
You have previous combat experience in a similar environment. Maybe you were in Gulf War I? Or just finished a tour in Afghanistan? Incoming fire is old hat and you know a good place to get ambushed when you see it.

Unfucked Comms – 100cp, Free Officer
Your communications are five by five – clear, with barely any static, and a strong signal regardless of old equipment, background noise or natural interference. This applies to all forms of electronic communication. If comms are fucked, you can be sure it's due to deliberate enemy action.



KILL ON THREE – 200cp, Officer
You can manage a fighting force in garrison and keep them from ~~killing each other out of boredom~~ going soft over time – keep them fit, keep them lean, mean and hungry for combat.

POG – 200cp, Officer
Shifting blame is a fucking art form around here. Blame and you are like water and a duck's back – it just seems to slide right off on to some other poor asshole.



Regulation Nazi – 400cp, Discount Officer
When you set a rule, by god you know when it's broken. You have a sense of who in the immediate vicinity is breaking a rule or regulation, even if it's not visible, and you get hunches when things are happening out of your line of sight. You might not catch them in the act every time, but your continued vigilance will probably keep the latrine roster full. "The Rules" don't have to be rules you personally set, they can be rules set by a third party.

Earn Our Stories – 600cp, Discount Officer
Your command inspires those below you to be the best – to be always vigilant, to be loyal to the chain of command, and not fuck up too much. To your troops, you're a genuine inspiration, an ideal to strive for, and disobedience is not only so rare as to never be heard of, but the troops themselves will keep their own discipline.

EQUIPMENT

Frankly, you're going to get all the "standard" gear you'll need – military issue, and all that. But if you want something special, or guarantee its persistence, select from below. You may buy Equipment options multiple times if you like.



PPE - Free All
A Kevlar helmet & vest, a woodland camo MOPP suit and gas mask. Embedded Civilians get a proper desert MOPP suit, but the helmet and vest aren't military issue.

Camera & Notebook – 100cp, Free Embedded Civilian
The camera will somehow survive years in the sandpit, and the notebook will allow you to jot down a full-speed rap battle with correct (as heard) spelling and punctuation.



Pimpin' Aviators - 200cp, Discount Embedded Civilian
Gold-rimmed aviators, J-Lo glasses, or some equally classy eyewear. Flawlessly enhances your wit, charm and style...so long as you swear your fuckin' head off.

Pizza Hut Convoy - 400cp, Discount Embedded Civilian
A phone number on the back of a Pizza Hut business card. Calling it will summon a convoy of 20 Pizza Hut cars packed with pizzas. It's a once-a-month deal.



Standard Issue - 100cp, Free Grunt, Sarge, Command
An M16 or M4 rifle and a bunch of spare mags, standard issue selection of combat uniform, knives, NVGs, and all the assorted gear you'll have on loan from Uncle Sam for this weekend invasion. Consumables resupply monthly.

Ripped Fuel – 200cp, Discount Grunt
A stimulant-packed fat-burner that is guaranteed to keep you up and shooting your mouth off for at least 36 hours. The can just doesn't get empty, but prolonged use is inadvisable.

Little Luxuries – 400cp, Discount Grunt
A pouch for your webbing. At the start of each day, it will contain three self-sealed baby wipes, some loose cigarettes, AAA batteries for your optics, and a half-empty tin of dip.



Tricky Shit – 100cp, Discount Sarge
A better-than-average weapon, such as an M4/M203, an M16A2 with a fancy night vision scope, M249 SAW, M14, M40, or something along those lines.

Care Packages – 200cp, Discount Sarge
Once a week you and your companions will get a care package. There's a package for you and every active companion. What comes in the package varies each time, but is always appropriate for the setting – you might get new socks, soap, candy bars, smokes, letters from schoolkids, that kind of thing in this setting.



Victors 1 & 2 – 400cp, Discount Sarge
Two Humvees, one with an M2 Browning MG on the roof mount, the other with a Mk 19 Grenade launcher. Comes with desert camo paint jobs, a tactical display, titanium shields for the gun turrets and enough fuel to drive to Baghdad.

Sidearm – 100cp, Free Officer
An M9 Berretta or M1911 Colt handgun. An exceptionally accurate sidearm, you never notice its weight or bulk.



Support Radio – 200cp, Officer
Use this radio to call in artillery or air strikes on target locations. Support fire can only be called down on positions held by openly hostile forces.

The Lost Supplies – 400cp, Officer
You know that truck of supplies they abandon? Yeah, turns out the Iraqis didn't get it after all. Jump-chan did, and stuffed it into your warehouse. This truck full of supplies has enough to keep a Company of Force Recon Marines rolling on war footing for a few weeks. M16 rifles, C4, claymores, medical supplies, fuel, ammo for every weapon they use, spare MOPP and uniforms, batteries, tents and MREs. Resupplies yearly.

COMPANIONS

You may purchase companion options multiple times.

Jumper's Team – 50cp each, 200cp for 4 (inc. Sarge upgrade), 300cp for 8 (inc. up to 2 Sarge upgrades)
Imports up to eight existing companions as Marines, either replacing members of Bravo Company or adding onto them as Hitman 6 and/or Hitman 7. They get the option to take the free gender swap to male, and 400cp for perks and gear (with the Grunt freebies and discounts). Alternatively, they may be new companions – OC 1st Recon Marines from this setting.

If you import/create 4 or fewer companions, they will make up Hitman-6.
If you import/create 5 or more companions, they will be divided into Hitman-6 and Hitman-7.

Each Humvee must have a Sarge. Any Humvees without one must have one of the Grunt companions upgraded to Sarge for 50cp (they get the Sarge background, freebies and discount instead of the Grunt ones) or as part of the group discounts (see costs, above).

If you don't want to import companions, but need to fill up a Humvee and don't want to take the OC guys with you once this jump is over, this option is free.

Canon Companion – 100cp
Feel like taking someone you know along for the ride? This is your ticket. Buy as many as you like.



DRAWBACKS

Select up to +600cp worth of drawbacks.
Companions cannot take drawbacks.

Lucky Charms, +0cp (Mandatory Drawback)
If you ever let anyone with Charms onto your Humvee (or other vehicle) it will become cursed - the weapon malfunctions, oil leaks, the gear stick sticks. Finding and tossing the offending Charms will cause the curse to gradually fade away.

Maintain Readiness +100cp
Normally they drop the MOPP suits when it becomes clear Saddam doesn't have any chemical weapons, but with this drawback, you never get that order. Paranoia among the upper echelons means the entire Operation Iraqi Freedom will be conducted as though chemical weapons could be used at any time - so maintain MOPP Level 1 at all times or your CO will chew you out and assign you to latrine detail.

Passed Around +100cp
You will foolishly hand someone a photo of your waifu(s)/husbando(s) and it will get...passed around. You won't get it back. You probably don't want it back.

Grooming Standard +100cp
Someone from the command staff will constantly chew you out, give you pushups and assign you to latrine duty for trivial uniform or grooming violations.

Marines Make Do +200cp
"Supply issues" doesn't begin to describe it. Without creative rationing, you'll be lucky to have enough fuel, food, and water just to keep going – let alone fighting along the way, getting replacement parts or care packages. Any goods you have that are "infinite" or resupply over time (food, ammo, fuel, power) no longer replenish, and that asshole Ops Chief probably takes a few off the top for his own use.

Dangerously Incompetent +200cp
Your immediate CO is dangerously incompetent. Ordering airstrikes on mirages, wearing an Iraqi helmet instead of the US one, opening fire without positively identifying the target, etc.

Friendly Fire +200cp
Blue-On-Blue contact is dangerously commonplace. You'll shoot someone by accident at least once, and other friendly units will periodically mistake your unit for Iraqi forces.

Glory Hounds +300cp
The other Lieutenants and Command staff are in it for the promotions - they'll do tactically inadvisable shit if they think it'll get them a medal. Calling in artillery at 'danger close', capturing enemy positions they could have ignored, and just keep them the hell away from heroic last stands.

Intel Was Right +300cp
Turns out Saddam does have WMD-tipped Scuds, the will to use them, and his army is both loyal and competent to the last man. History takes a hard left turn, and there's no guarantee this war's going to be over by the time your ten years are up.



You made it to the end of your tour; here's a little something to remember things by.

Camcorder Montage Tape – Free All
At the end of every jump, you will receive a tape - a montage of handycam-style footage giving the highlights and lowlights of your time in the jump. The footage is starkly introspective and always captures the core of events during the jump as they really happened, no matter how much you'd like to pretend otherwise.

You have a choice to make now.

Stand By: Same Shit, Different Day. Retire in this universe.

Tour Over: Go home. Not that much of a difference, if this Marine is being honest.

Oscar Mike: Move on to the next jump.



Jump by Myrmidont

Unless you're doing nothing but driving 24/7 for days and days, the Humvees in the Victor 1, 2 option won't run out of fuel.

You can take Specialist Training once for each specialty.

Outside of the events of the show, it can be assumed that the rest of the events during this jump take place as they did in the real Iraq War, unless you took "The Intel Was Right", in which case: Have a nice war.

Changelog:
v1.0
Released to the wild
v1.01
Touched up Specialist Training
Adjusted companion costs
Cooldown on Pizza Hut Convoy now 1/month
Unfucked Comms applies to all electronic comms
Formatting and image touch-ups
Widened Solidarity's use a little.
probably one or two other things.
v1.02
Unfucked formatting on Corpsman.
v1.03
Unfucked more spelling/grammar mistakes, changelog and converted to a possibly friendlier document format. Be advised the Camcorder Montage Tape jump reward was added in 1.01 but forgot to mention it in the changelog.
v1.04
Fixed start date. Made side images uniform dimensions. Rolled the two companion options into one, and gave option for Hitman-6/7 to have companion Sarges run the show. This does change imported companion costs – imported companions get 400cp instead of 300cp, and up to two will be Sarges instead of Grunts. Sorry about that.