

Army Men Jump

Version 1.01

By Fallout10mm

Welcome to a world where plastic soldiers fight seemingly unending wars. The heroic Green, led by Col. Grimm, in a constant struggle against the militant Tan, led by the evil General Plastro. Seeking a way to break the stalemate, the Tans have found strange portals to another world, one that looks awfully a lot like one you might be familiar with. A world built for giants, giants that don't seem to be around. In this new world the Tans have found various items that can easily shift the war in their favor, permanently. You'll be a plastic person in this world for 10 years.

Here's 1000cp to get you situated, good luck out there jumper

Locations

Roll 2d6-1 for your starting location.

1. The Desert: Mostly sand and rock, several ancient ruins in the area have been excavated by the Tan recently. Tans blend in well with the terrain.
2. The Alpine: Temperate forests seperated by mountains, the alpines are where the Green and Tan have war factories and supply depots. Greens have a natural camouflage here.
3. The Bayone: Thick swamps surround the small Gray towns and cities in this area, making for natural chokepoints.
4. The Pacific: A series of tropical islands, the Tan and Green have occupied most of the area and control surges back and forth between them often.
5. The Trenches: Two series of fortified trenches sperated by a bombed out no-man's land.
6. The Ruined City: A bombed out Gray Nation city, occupied by the Tan. Green forces will likely assault it soon.The Capital: The most important city in your nation, likely where the officers in charge of the military are based. Far behind the front lines, it sees little direct combat other than raids by the opposing army.
7. Plastic 'Nam: The dense jungles here can hide numerous enemies and traps. The Green and Tan both routinely launch helicopter assaults on the villages here, though the Gray natives have long since gone into hiding.
8. The House: To a human this is just an average american two story home, with basement and attic, but to the average plastic soldier this is a strange humongous land full of wonders and terrors. Large monstrous bugs lurk in the dark corners, waiting to prey on unsuspecting victims.
9. The Yard: Outside of the House, beyond the kitchen lies the yard. a grass covered battlefield littered with fortifications and discarded toys. And both armies seek to exploit anything they can find here, from forgotten fireworks to indigious life like the ants.
10. Alien Planet: Seems you're a little lost, friend. You stumbled into a portal that immediately closed and left you stranded on this inhospitable planet. The Aliens are friendly but there is a Galactic Commando HQ hidden somewhere nearby that can help you get back home if you can find them.
11. Free Choice: You can choose any location above or seen in the games.

Origin:

Age and sex may be chosen freely, as may your color. Any origin may be used as a drop in, with you just appearing in your starting location with whatever paperwork required but no new memories.

Civilian (Free): A citizen who got lost or perhaps a war reporter like Vicky?

Soldier (Free): The fighting men and women in uniform, the brave troops who throw themselves into the raging inferno of battle.

Pilot (Free): The Air Cavalry, pilots of the recently invented helicopter. You're now part of one of the elite air units of your military, like the Green's Alpha Wolf Battalion.

Officer (Free): Every army needs officers to lead them to victory, you are now a commissioned officer in your military, perhaps as a unit leader or working directly under Col. Grimm or General Plastro.

Project Omega (200cp): You're not just a regular plastic toy, you're the result of years of genetic experimentation to create a super soldier capable of destroying an army on your own. This origin may be bought in addition to the others.

General Perks:

It ain't easy being Green (free, mandatory): Or Tan. or Blue. or Gray. Anyway you're now a 2.5cm tall plastic toy of some sort. Stay away from any lit flames. Post jump this becomes an altform.

Basic Training (free): Knowledge of how to operate and maintain any weapons used by the military. Includes basic driving and operating of most vehicles.

Hard Plastic Man (400cp): When they made you they literally broke the mold. You're made of much harder than normal plastic, taking twice the beating a normal soldier would.

Civilian:

Linguistics (100cp, free Civilian): Can't be much of a reporter (or spy for that matter) if you can't understand what people are saying. You can quickly pick up new languages.

Medic (200cp, discount Civilian): While soldiers get the glory, medics are the true heroes of the battlefield. Grants knowledge and skill in field surgery, as well as a slight, say 25% boost in all healing done.

Blue Spy (400cp, discount Civilian): A good spy can get in and out of enemy territory without anyone knowing they were even there. You have expert training with infiltration information gathering and a nose where to find the best information. Also dampens your footsteps and shadows help hide you.

Enchanted arrows (400cp, discount Civilian): You have a mystical and/or magical ability to enchant arrows and with enough experience and training you may enchant other projectiles. Types of enchantments include: Fire, Water, Ice, Explosive, Lighting, Golden, and Piercing. Check notes for details.

Soldier:

Marksman (100cp, free Soldier): All that time at the range has paid off, granting increased accuracy with any ranged weaponry.

Scorched (200cp, discount Soldier): Like a certain pyromaniac you're resistant to fire and heat, while you can't just expect to lay down on a lit stove, fire and heat based threats do half what they should to you, and any flame based weapons you use cannot hurt you.

Demolitions Expert (400cp, discount Soldier): You know exactly where to put that bundle of explosives to cause chain reactions that can destroy entire structures. Applies to other forms of explosives such as grenades and mortars.

Sarge's Tenacity(400cp, discount Soldier): You possess Sarge's unbreakable willpower, unwilling to wallow in despair.

Pilot:

Molded to Perfection (100cp, free Pilot): Much like Captain Blade, the opposite sex sure does seem to like you, they're more liable to do small favors.

Stick Jockey (200cp, discount Pilot): You aren't just some fresh from boot pilot, you know how to fly in style! An instinctual knowledge for doing various high risk maneuvers, and with a grace that will impress anyone watching. This also helps with winching objects below your helicopter.

Good Intentions (400cp, discount Pilot): Screw the rules, you're doing what's right! You'll never get much more than a dressing down when you violate orders, so long as you are intending to do what's right, even if it doesn't work out. Abusing this will cause this protection to be forfeit for a time.

Wild Card (400cp, discount Pilot): A knack for coming up with insane but workable plans at the spur of a moment that just happen to work great. Also gives such plans a luck boost, ensuring as long as they are logically sound the little pieces will fall in place.

Officer:

A Few Good Men (100cp, free Officer): Organizations you join, create or own never seem to lack for manpower. You'll always end up getting enough competent recruits.

Adaptable (200cp, discount Officer): Your plans are highly flexible, allowing them to be adapted to the always changing situations you encounter, your forces will always be thinking even on the move.

Grimm Situation (400cp, discount Officer): Your troops never seem to have morale issues. If you give a speech, which by the way you're now excellent at, you can cause them to fight harder despite being outmanned, outgunned and outmaneuvered at every turn.

Plastro's Luck (400cp, discount Officer): He just never seems to stay down for long does he? Now you won't ether. Betrayed by a subordinate and left stranded? He'll be conveniently killed by one of your enemies soon after and you'll be rescued by a loyal ally. Just don't go backstabbing said ally or your luck might just run out quicker than you think.

Omega Subject:

There are no discounts on perks for Omega Subjects.

Super Soldier (free, restricted to Project Omega only): Infusing you with the best attributes of the most exceptional soldiers in your nation's military has made you a step further than peak condition, giving you enhanced senses, agility, strength, endurance and speed. You take half the damage from attacks. You can choose to have your eyes glow a pure white.

Weapon Pickups (100cp, Project Omega Only): In combat you sometimes find pickups that will enhance one of your weapons for a short time, making the weapon fire faster or multiple rounds at a time, or submunitions for grenades for example.

Biostrike (200cp, Project Omega only): You can perform a Bio-Strike, an attack that temporarily causes you to become invulnerable to all forms of attack and unleashes a circular pulse of energy that quickly expands and damages anything in its wake. The invulnerability only lasts 5 seconds. Two charges a day, will recharge faster if in intense combat.

Super Omega Metamorphosis (200cp, Project Omega only): A stronger but unstable physical transformation that makes you taller, stronger and more resilient to all attacks. Lasts up to 5 min. Two charges a day, will recharge faster if in intense combat.



Items:

Most items are in a toy form, made of plastic. Post jump they become real, full sized weapons. All vehicles have an infinite amount of ammunition and fuel. All items will self repair and respawn in the Warehouse or nearest convenient location within 24 hours of their loss or theft. You receive two discounts for 50, 100 and 200cp tiers each and one for 400 and 600cp tiers. 50 and 100cp items discounted are free and you may apply higher tier discounts on lower tiers. You may freely import items as long as they are similar.

Media (Free): You now have a copy of every Army Men series game, all with bug fixes, enhanced controls, graphics and gameplay, as well as a console and flat screen tv to play them on.

Uniform (Free): a set of standard issue fatigues, boots and helmet, all made from plastic.

Disguise (50cp): A simple but very effective disguise that will fool the naked eye. Will wear off immediately if you attack.

Bow and Arrows (50cp): A plastic bow and an infinite quiver of arrows that are surprisingly easy to enchant.

Laser/Disintegrator pistol (50cp): A retro looking energy weapon used by the aliens and galactic commandos. Has infinite energy but only really deals the same amount of damage as a rifle.

Rifle (Free, 50cp, 100cp): For free you have a fully automatic rifle that seems to be a M-16. For 50cp you instead get a vulcan high powered assault rifle. For 100cp you get a sci-fi laser gun. All come with infinite ammo and a nice unbreakable bayonet.

Portable Medkit (100cp): A small shoebox sized container that holds 3 full heals. Refills daily.

Arms Cache (200cp): A couple of boxes filled with assault rifles, grenades, mortars, bazookas, flamethrowers , machine guns, plastic explosives and sniper rifles, as well as ammunition and fuel for all.

Luv Gun (200cp): An alien pistol-like device that will cause the target to fall in love with the user, though those with high will can resist the effects for a time and true love's kiss will stop it completely.

Medical Tent (200cp): A simple portable structure that will automatically start healing any wounded that enter it. Can be packed down to easily fit in its complementary backpack.

Anti-Plastifaction Serum (200cp): An invention of Dr. Madd, this chemical cocktail prevents soldiers from becoming paralyzed over time in the real world. It's also used to bring toys in the real world to life, granting them intelligence, though they'll still be made of whatever they were made of before. You receive the formula as well as a 12 dose applicator that refills once a week.

Portal (400cp): A portable mystic portal linking the 'Real' World with the Plastic one. It can make a two way portal to a toy themed verse, just by placing it near toys of the same theme.

Army Mold (400cp): A set of soldier molds that can create an unlimited supply of soldiers and vehicles in any color you choose. You can also use this to create 'Zombies', mindless plastic soldiers who use their enhanced strength to tear people limb from limb. Unfortunately neither will become 'real' or get any bigger post jump but I'm sure you can find some use for them.

A Key and a Cupboard (600cp): Well this is odd. When you place a toy of any sort into the cupboard, close and then lock and unlock it, the toy inside becomes real. Action figures become flesh and blood and their weapons work as they would, vehicles function, magic and other powers also work but are scaled down to the person's size.

Nuclear Golfball (600cp): A golf ball that has been hollowed out and turned into a Army Men scaled nuclear bomb. Payload is equal to 1 megaton. Respawns once a year. Post jump it's about the size of a wrecking ball.

Jeep (50cp): An open topped plastic Willies jeep with a pintle mounted .50 cal machine gun. Room for five, including driver and gunner. Alternatively you may instead take a unarmed deuce and a half cargo truck that can carry up to 20 soldiers or cargo in the back. A second alternative is a bitchin unarmed 30s military stock car/roadster the Tan officers seem to enjoy.

Halftrack (100cp): A M3A1 halftrack, lightly armored, armed with a forward pintle mounted .50 cal machine gun and can carry up to 12 troops and haul a utility trailer. For 50cp more you can get a utility trailer of your choice, ranging from cargo to artillery to anti aircraft guns or swap out the troop bay on the half track and slap in a quad .50, perfect for tearing up aircraft or infantry alike.

Tank (200cp): M48 patton tank, used by all sides. Has a powerful main cannon, coaxial and pintle mounted machine guns. Alternatively you can get a WW-2 German Panther that the Tan seems to enjoy using.

Armored Train (400cp): A military train, with 8 cars plus engine. Two cars are heavily armored and equipped with a cannon and twin .50 caliber machine guns.

Helicopter (100cp, 200cp): For 100cp you get a Bell UH-1 Iroquois helicopter with a built in nose gun, two side mounted machine guns and four pylons for additional weaponry. It can carry up to 6 infantry and has a sling hook that can lift tanks easily, even in the midst of battle. For 200cp you can choose between the Super Stallion, Blackhawk helicopter, Chinook, or AH-64d Apache attack helicopter or the King Cobra.

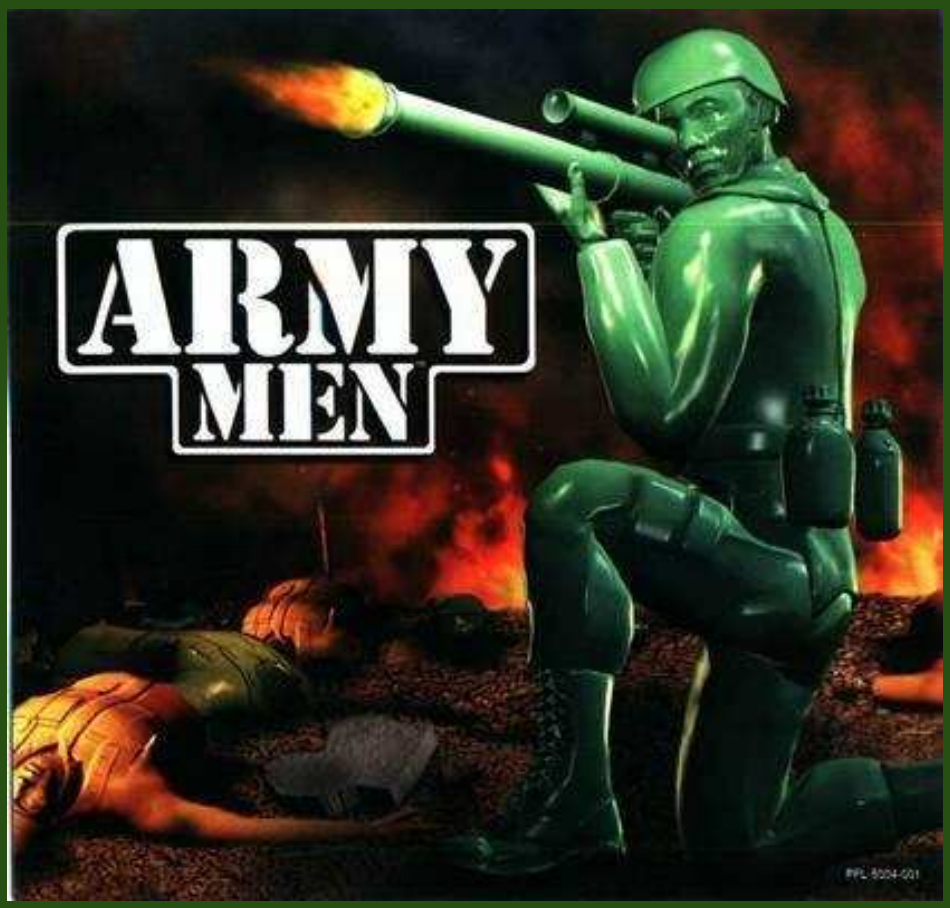
Fighter (100cp): A P-51 Mustang armed with 4 .50 caliber machineguns and can mount bombs or rockets. Very fast and reliable. Alternatively you can get Baron Von Beige's WW1 era Gawker, heavily armed and maneuverable.

Bomber (100cp): A B-24 Mitchel Medium Bomber, armed with two twin .50 caliber machine guns in top and mounted bottom turrets that provide excellent coverage. It also has a bomb bay that can drop a endless supply of 500lmb bombs.

Patrol Boat (50cp): Ocean going recon boat armed with two twin .50 cal machine guns and a pair of devastating torpedo launchers. You may alternatively take the Riverboat version which is smaller and removes the torpedo launchers but is faster and has a much smaller draft allowing it to go up shallow rivers.

Submarine (100cp): What appears to be an early cold war or late world war 2 US submarine. Has 4 forward and two aft torpedo tubes, as well as a deck gun. Alternatively you may take the dreaded Shark submarine, which has two forward launchers, a remotely operated deck turret, and looks like a shark.

Battleship/Carrier Hybrid (600cp): What appears to be a Iowa class battleship with the rear turret removed a flight deck and hanger welded onto the side. Comes with a full crew, and 8 fighters.



Companions:

Jumper's Heroes (100cp for 8, 300cp for ALL): Got a crack team of friends? For 100 cp you can import up to 8 with 600cp each. For 300cp you can instead import *ALL* your companions with 600cp each.

Sarge (100cp): The main hero of the series, Sergeant 'Sarge' Hawk is the toughest Green Army soldier ever made and leader of Bravo Company, a squad of the best soldiers they have. Idolized by the troops, he's known to have little tolerance for slackers and expects strong discipline in his troops.

Private Green (50cp): A nondescript green soldier who has the potential to be one of the best.

Vickey Grimm (100cp): Daughter of the leader of the Green army, Vickey is a Green Army embedded reporter who frequently flirts with Sarge while digging up any secrets the Tan have. For some reason she's grown quite...interested in you, and every secret she discovers makes her want more.

Captain William Blade (100cp): Leader of the elite Alpha Wolf Helicopter Battalion. He and Sarge have a shaky relationship due to Blade's cocky attitude and tendency to disregard orders to do what's right.

Lt. Felicity 'Bombshell' Wanamaker (100cp): A member of the Alpha Wolf Battalion, Bombshell is an excellent copilot that typically works with Captain Blade.

Sarge's Heroes (200cp, discount with purchase of Sarge): Riff the anti tank specialist with a cool head, Scorch the childish and possibly psychotic pyromaniac , Hover the cowardly minesweeper, Thick the tough heavy weapons specialist with a two digit IQ, Shrap the stereotypical surfer dude artillery specialist, and Bullseye the cold and often forgotten about sniper.

Omega (200cp): A green supersoldier spliced from the DNA of the troops of Bravo Company, he once single handedly fought through the entire tan army. He went MIA after defeating general Tannenberg, presumably waging an unending guerrilla war on the Tan. That is until now.

Tina Tomorrow (100cp): A Galactic Commando, who's been reassigned as your personal assistant. This light blue colored beauty runs around in a rather skimpy outfit armed with a laser pistol.

Bridgitte Bleu (100cp): Blue Army femme fatale working as a spy for the Tan army with a rivalry with Vickey Grimm. While spying on the Greens she came across your file and her curiosity got the better of her.

Baron Von Beige (100cp): Also known as the Tan Baron, he's the best pilot in the Tan military. He went missing, presumed dead by Blade's hands, until he appeared in front of you.

Major Mylar (100cp): Tan Army officer who lead an unsuccessful coup against General Plastro, he faked his death and is now looking to work with you.

Col Blintz (100cp): A Green Army officer who was dealt a massive disfiguring head wound and then disappeared without a trace. Years later he would resurface, now leading his own faction of the Tan Army.

Field Marshal Tannenberg (100cp): Second in command of the Tan Republic, he is significantly more competent than General Plastro but is constantly overruled by him. Frustrated by the lack of progress, he's decided instead to work with you.

General Plastro (50cp): The Commander of the Tan military, Plastro is a conniving, double dealing backstabbing coward. but if you want you can have him for a small price. Why does he cost anything? Because we have to replace him with someone just as incompetent else the Tans will conquer everything.

Dr. Madd (100cp): Gray Nation scientist working for the Tans, who's notable accomplishments include the Zombie Mold and the Anti-Plastification serum. Considered quite insane, he wishes to discover the truth of your nature and join you on your journey.

Lord Malice/Major Gooding (100cp): A former Green Army officer who was accidently left for dead during a mission to the real world. He vowed revenge against Sarge and joined the Tans, painting himself tan and going by Lord Malice. When Plastro finally decided to surrender to the Greens, Malice went rogue, stealing the Tan Army soldier molds and launching a massive attack on the surrender ceremony, seemingly killing the leadership of both nations, bravo company and Vickey, leaving Sarge as the sole survivor.

Canon Character (50cp): Know of a character that isn't listed here, such as most of Blade's copilots or the commandos from team assault? Go ahead and recruit them.

Toy Animal (50cp): A toy animal of your choice brought to life. While it can't speak, it is very intelligent and can understand you perfectly. You may also import a pet to give it a toy form, and the intelligence boost.

The Beast From Behind The Fridge (200cp): Compared to you this giant cockroach is the size of a tractor trailer. It has the intelligence of a dog and is quite loyal. Can easily rip apart tanks.

Drawbacks:

Specific Game (+0cp): You may choose to be inserted into any of the continuities, most have scattered portals between the Army Men World and the Real one, though some don't.

Barbie Doll Anatomy (+100cp): Well hope you weren't looking for lovin' because now everybody is anatomically... non-existent.

Familiar Voices (+100cp): Everyone, including you and your companions, will now sound like Jim commings doing a passable but still noticeable impression of them.

Plastication Syndrome (+200cp): While in the 'Real' World you will eventually turn into a statue. Anti-Plastification serum will return you to mobility and stave off the effects, but you will be utterly helpless until you get help.

Portal Runner (+300cp): Oh boy, ignore your start location, instead you arrive in an unknown place. You'll have to find a well hidden portal to escape and get back to the fight.

Short Render (+400cp): you can only see 200 or so meters away, everything beyond that just doesn't show up to your eyes.

Soldier of Misfortune (+600cp): Aww instead of the war between the plastic soldiers, you are instead a human child imagining it. None of the soldiers are real, your companions new and old are just unmoving toys and you'll have to go to school and deal with all the other annoyances with growing up. Cannot be taken with any other drawbacks.

After 10 years of plastic based warfare its time for a choice:

Mission Accomplished: Go Home.

Reenlist: Stay here.
Through the Portal: Continue Jumping.

Notes:

1: First off I'd like to say I've been a huge fan of the Army Men series ever since I first played it on the Playstation 1. While they were generally below average, I loved the concept so much that I disregarded the obvious flaws. That said, some of them were absolutely terrible pieces of shovel ware crap that I should demand my full time and money back.

2: Yes the Key and Cupboard is from Indian in the cupboard, specifically the movie version since I saw that around the same time I got army men and they've been linked in my mind since. Compared to the book version it's both buffed and nerfed: in the book the toys brought to life were real people, usually from the past, brought to the present and shrunk down to toy size and they would be in a coma for the same amount of time. This also could be used in reverse, sending someone to the past, as long as they had a similar toy near the person they used as a reference. In the movie fictional toys could be brought to life, as seen with a Jurassic Park T-Rex and Darth Vader (who had a working lightsaber).

3: While there are other colored armies, such as the Gray, Blue, and Red, they are rarely seen outside of individuals like the Blue Spy. The Greens are based off the US and are the default 'good guys' while the Tans are a hodgepodge of every axis power, soviet russia and Sadam hussain's Iraq. The Blues are substantially the French but their allegiance shifts constantly. The Grays are a mix of the Viet Cong and (I kid you not) the Confederacy. Reds were only seen in two games and had little characterization, I'd guess they'd be Communist China. There were also the Olive, and Purple armies but nothing is known outside a small cameo.

4: The Vulcan isn't really described as anything other than...a vulcan. its certainly not a minigun, it just seems to be a slightly faster firing and damaging auto rifle, perhaps a light machine gun?

5: Yes Hard Plastic Man stacks with Super Soldier. It would mean you take 4 times the damage to kill.

6: Animals such as cats, dogs and birds are present in the 'real' world but rarely interact with the plastic soldiers. Humans on the other hand seem to have all disappeared, other than one cutscene and the implication that the magnifying glass and aerosol weapons were humans assisting the greens. I'll leave it up to you to decide if all this is just happening under the human's noses or not.

7: Enchanted arrows: Fire sets things on fire obviously with a basketball sized fireball. Ice can freeze smaller targets solid and with enough arrows can freeze things the size of a t-rex or tank. Water hits a target with a bathtub sized sphere of water which works great with a followup ice arrow. Explosive is pretty much equivalent to a grenade. Lighting is basically a bolt of lighting. Golden dispels magical barriers. Piercing triples the damage and can pierce up to 3 targets in a row.

8: It's unclear what kind of damage a plastic soldier can survive, as some have had massive head wounds where they literally lost 3/4s of their brain and still function properly (if gone a bit crazy) or had a limb blown clean off and had a new one reattached, yet you can also just stab someone with a bayonet and they'll keel over instantly.

9: Plastification is a major theme in sarge's heroes 2 but in every other game it is seemingly forgotten. If you took the drawback it takes about a week to totally affect you, with any dose of anti-plastification serum giving another week and you can always go through a portal back to the plastic world or one of the toy worlds and stay there for 24 hours which will reset your clock back to one week.

10: All the helicopters have a forward gun, 4 hardpoints and slinghook/wench. The Huey, Superstallion, Chinook, and Blackhawk have troops carrying capacity and the Apache and Cobra have stronger armor, and main guns. In game the later two can carry the same amount of troops but it's never said how.

Version History:

1.0: First Release.

1.01: Spelling and grammar error pass.