

Grave/Digger Gauntlet



V1.0

by HwangOfTheSon

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The Sleepless War was a conflict of unimaginable proportions.

Dynasties fell, and anarchy reigned.

In the aftermath of this catastrophe, two factions rose to prominence, practically slitting the Earth and its populace in two...

The **Golden Empire**, and the **Royal Nation**.

Come extreme ideological differences and reckless escalation, the **Queen** and **Kings** war began.

Wanton brutality ensued in the blink of an eye, culminating in the first bombs being dropped.

The already-scarred Earth was ravaged beyond repair - in the wake of these cruel bombs, everyone was forced beneath dirt.

The world went underground, but the war did not rest.

A Brief Introduction

The history of Grave/Digger follows the real life timeline of World War 1 until its conclusion, after which the surface of the world was split between two sides: the **Golden Empire** and the **Royal Nation**.

Come differences in both the **Empire's** ideology as well as the assassination of Prince Leido of the **Royal** throne, the first bombs were dropped on **Golden Empire** territory, sparking the **Queen** and **Kings** war.

Soon the surface was ravaged and became un-inhabitable due to the bombings leaving the world in some state of fallout, forcing them underground. Despite this the war continues on with no signs of stopping.

Every soldier in this war is either part of the **Golden Empire** or the **Royal Nation**. Ignoring the deserters and pacifists who have joined the Solace Coalition, or the many loathsome bandits that wander aimlessly in their vile pursuit of robbery, you are required to pick between the two factions in this war:

The **Golden Empire** is composed of several Eastern countries ruled by a single **Queen**. The diverse populace of the Empire collectively follows an unusual offshoot of Christianity that, in summary, believes the **Queen** to be the Virgin Mary. They see those from the **Royal Nation** to be violent anarchists and heretics that must be purged from the face of the Earth.

The **Royal Nation** is composed of a coalition of several Western nations ruled by a group of elected **Kings**. The Nation in general holds a much more secular and exclusive mindset, emphasizing modernization over religion or diversity. They see those from the **Golden Empire** as delusional fanatics that must be eradicated from the face of the Earth.

Regardless of which side you choose, you will soon wake up in the middle of this terrible period of warfare and suffering with 0 CP.

The Campaign

Your victory condition is simple: participate in a full campaign from start to finish. This means that you must fight in several consecutive battles taking place over a specified section of territory before one of the following occurs:

- Your side wins four battles and successfully captures the territory after one last push.
- Your side loses four battles and must abandon the territory after a last stand.
- Both sides win three battles and agree to a ceasefire in that territory.
- Both sides win three battles but continue to fight over the territory, resulting in a **complete massacre**.

All your perks and items are disabled for this gauntlet, and your companions cannot join you here. Fortunately, or perhaps unfortunately, whenever you inevitably die from some stray bullet or a knife in your back, you simply wake up as another insignificant soldier on your side, ready to charge to your death once more. Do keep in mind though that death in this world is almost never quick or painless.

You will automatically fail this gauntlet if you attempt to abandon your faction or surrender for any reason. Deserters will be shot!

If you want to leave this hellscape with more than just trauma and PTSD, you're going to need some CP to spend by taking some Drawbacks.

Drawbacks

- **Onto The Next Campaign! [+100 CP]**
 - You must finish an additional campaign before you can leave.
 - You can take this drawback as many times as you like.
- **Gilded [+100 CP]**
 - You cannot leave this gauntlet until you have achieved 1,000 kills with a specific weapon. Any weapon will do: guns, knives, maces, even mining picks.
 - You can take this drawback as many times as you like.
- **I'm Lancing It! [+200 CP]**
 - Your natural bloodlust and recklessness is something that goes beyond even those of most lancers. For the entirety of your stay, you will always charge straight into battle and find it impossible to retreat. Even if it would be strategically beneficial to go around an enemy or wait for a mere second, your impatience and stubbornness will not allow you to do so.
- **I Can't See In This Thing! [+200 CP]**
 - You find it hard to breathe under your helmet. Or perhaps it's too small for your head. Or maybe you can't see inside of it. In any case, you've taken it off. For the entirety of your stay, you will be unable to wear a helmet.
- **Armsmen Army/Private Platoon [+300 CP]**
 - You find that your side is absolutely incompetent and inexperienced, often letting an otherwise equal army overrun them with ease. With so many fresh recruits, it'll take a miracle to shape them up into combat readiness.
- **Crippled [+300 CP]**
 - You are crippled in a way that severely limits your ability to fight. This can mean a missing eye, an amputated limb, hearing loss, etc.
- **Conscript [+400 CP]**

- You are a conscript, freshly recruited for the sole purpose of being a meatshield. You are restricted from picking a class and are unable to buy or use special equipment.
- **Solace Supply Shortages [+400 CP]**
 - Supply shortages from reduced industrial production have impacted what weapons are available in the armory. You are unable to buy or use standard heavy weapons.
- **Hippocratic [+500 CP]**
 - You have taken a vow of pacifism. For the entirety of your stay, you will be unable to use any weapons or take a life by any means. You'll have to find some other way to contribute on the battlefield.
- **Cursed [+500 CP]**
 - You are cursed. For the entirety of your stay, you will suffer severe PTSD, insomnia, and paranoia. Flashes of death and violence will plague you when you try to sleep. Vivid hallucinations and whispers will haunt you when you are awake. Expect your experience here to be absolutely terrible.
- **Elite Slough [+600 CP]**
 - For the entirety of your stay, every battle will start with extra enemy shocktroopers- elite soldiers with special training and equipment that puts them leagues above regular infantry. They will have one of each shock trooper. Expect most of your battles to end in a brutal loss.
- **Dreadful [+600 CP]**
 - For the entirety of your stay, every battle will start with an extra enemy Dreadnought- a heavily armored juggernaut with a powerful machine gun that never seems to run out and is almost impossible to kill. Expect most of your battles to end in a brutal loss.
- **Grave/Digger [+1000 CP]**
 - You will only have one life. If you die at any point, the gauntlet will end in a failure. Tread carefully.

Classes

There are a few different roles that soldiers take up in the war. Choose one class to start as. Each class takes their special equipment kit for free. Naturally, each class also obtains the knowledge and skill required to perform their duties.

- Soldat
 - The Soldat is a frontline infantry class focused entirely on combat.
 - As a Soldat, you may also take one Perk for free.
- Rook
 - The Rook is an engineering class, capable of setting up fortifications and blowing through the underground.
- Mortician
 - The Mortician is a support class that can administer a variety of stims to allies and enemies.
- Officer
 - The Officer is a support class that focuses on scouting and recon, along with maintaining discipline and issuing orders.
- Jaegar
 - The Jaegar is a hunting class that specializes in traps and picking off distracted enemies one by one.
- Lancer
 - The Lancer is a close quarters specialist that always charges into the middle of the fight, even in the face of certain death.
- Vanguard
 - The Vanguard is a defensive class which serves to protect others from danger, almost always sticking close to their comrades.

Perks

If you wanna survive a war, you'll need to pick up a few tricks pretty fast. Each perk costs 300 CP. Soldats can pick one Perk for free.

- Perkless [Free]
 - This perk disables all other perks that you possess. You can toggle this on/off. With enough creativity, you might be able to make use of this.
- Greyhound
 - You can break into a sprint or stop to a halt immediately. You will never trip or get stuck on uneven terrain while running.
- Apparation
 - You can see in the dark, with your vision as clear as it would be in the light.
- Butcher
 - You are instantly restored to full health upon killing with a mace or knife.
- Chemist
 - You can successfully perform first-aid and surgery on yourself in 2 seconds flat, no matter how severe or intense the procedure might be.
- Tunnel-Rat
 - Your footsteps, and any mining you do, are completely inaudible to anyone beyond 5 feet from you.
- Ambidextrous
 - You are ambidextrous and can use both hands with equal ease. When dual wielding identical firearms, you gain a 50% boost to the fire-rate of each firearm.
- Leatherneck
 - You no longer flinch under any circumstance. Even if you were shot and wounded, or if an explosive went off near you, you would still be able to calmly shoot back without trembling. You would still feel every ounce of pain, and an

obviously fatal wound would kill you, but you would be able to move your body like you want it to before you succumbed to your injuries.

- Marksman
 - You have perfect accuracy with firearms. If your firearm is capable of hitting a target, you can shoot it exactly where you want it to shoot.
- Snake Eyes
 - You can survive an otherwise lethal non-head shot from a firearm. This leaves you in a critical state where even the slightest wound would kill you, but you would still be alive. You also always land safely when falling from any height.
 - This perk has a cooldown period of 30 seconds.
- Devil Dog
 - You can track people's footprints, which will appear to you as a white trail fading into red as time passes. This trail vanishes if the person dies.
- Veteran
 - You can reload any firearm in under 2 seconds no matter what. You also know and remember the exact ammo count of any equipped firearm.
- Black Hand
 - You can instantly swap or equip any firearm on your person in under 0.2 seconds, no matter what.
- Survivalist
 - You can store any single item in an extradimensional space unique only to you. Such an item must be an inanimate object you can hold and lift with one hand. Time still passes as normal, so don't hide any perishables in there.

Items

Standard Equipment

Every soldier is provided these essential items to fight in the war for free.

- Helmet [Free]
 - Helmets save lives! Most soldiers are given a standard-issue helmet that holds well against glancing shots or a rough fall. A well-placed bullet can knock it clean off, though, or dent it enough to warrant a replacement. Thankfully, you can easily find a replacement helmet close by, either in a supply cache or simply just lying around.
- Combat Knife / Trench Mace [Free]
 - Each soldier carries a knife or a mace on them at all times. It's small and takes a few swings to kill, but it's reliable and never breaks. Just don't swing it against metal or stone.
 - You can choose to take one or both weapons.
- Mining Pickaxe [Free]
 - Each soldier carries a mining pick with them at all times, given the nature of underground warfare. Great for digging out of a tight spot, as cave-ins happen quite frequently.
- First Aid Pouch [Free]
 - Each soldier carries a first aid kit with them at all times. While scratches and bumps are commonplace underground, more serious injuries require immediate first aid. As such, this first aid pouch contains all that you need to treat bullet wounds, burns, pox and sickness, deep cuts, broken limbs, and more.

Special Equipment

Each class is equipped with support items to help win the war. Each special equipment costs 300 CP.

- Soldat's Kit
 - The first item in a Soldat's Kit are ammunition pouches. These pouches instantly refill a soldier's ammunition reserves and can be used on yourself or handed out to other friendly soldiers when you're running low and you don't want to run all the way back to a supply cache. These take half a minute to replenish.
 - The second item in a Soldat's Kit is a combat harness. While this was primarily designed to help carry an extra weapon around, it actually increases a Soldat's maximum carrying weight by 50%, providing an extra amount of strength to lug around another large rifle or perhaps even carry a wounded comrade to safety.
- Rook's Kit
 - The first item in a Rook's Kit is a heavy pickaxe. This two-handed tool can mine a larger area and pierce through helmets in a tight spot while still possessing the same ease of use and lightness as its smaller, standard-issue model. You also receive a sharpening stone for maintenance.
 - The second item in a Rook's Kit is a mining bomb launcher that is designed for clearing large chunks of dirt and rock from a distance. A mining bomb's explosive force also lends itself well to fighting, although it's rather meager when it comes to inflicting actual damage on enemies. In combat, it's better off concussing an unfortunate soul, rendering them vulnerable while they are on the ground. Mining bombs take half a minute to replenish.
 - The third item in a Soldat's Kit is a hammer that can be used to build fortifications with a few swings: barricades, palisades, barbed wire, sandbags, and more. It doesn't do anything that a handy builder couldn't do, but it definitely speeds up the construction process.

- Mortician's Kit
 - The first item in a Mortician's Kit are medical syrettes, which can be injected into injured soldiers to treat their wounds instantly. This doesn't bring them back to full condition, but it definitely brings them out of the danger zone. These take half a minute to replenish.
 - The second item in a Mortician's Kit is a stimulant kit. This pack of dissolvable tablets can be mixed into a vial and thrown at a target, splashing its contents on them. The following stimulants are available by default:
 - Bicaridine boosts passive healing from minor injuries.
 - Synaptizine slightly increases general movement speed.
 - Mephedrone slightly increases physical strength which often means faster melee swinging speed.
 - Hydrocodone acts as a slight painkiller to reduce knockback from being shot and help with recoil control.
 - Haloperidol provides a stabilizing effect that helps with weapon handling and steady aiming.
 - Amatoxin causes pox build-up, which induces sickness, color blindness, and coughing.
- Officer's Kit
 - The first item in an Officer's Kit is a Trench Whistle. Aside from signaling an advance or retreat or whatever order is given in battle, this whistle somehow provides actual support to you and all your allies who hear its sound. An "Advance" order slightly increases general movement speed, a "Defence" order slightly reduces the severity of injuries taken in combat, and a "Focus" order increases weapon handling and aiming accuracy.
 - The second item in an Officer's Kit are recon tools. You gain binoculars, a telescope, and a flare gun, all used to spot enemies or mark certain locations for your allies. Somehow, you can mark enemies that you spot while using your recon tools, which appear as visible red dots to you and your allies.

- Jaeger's Kit
 - The first item in a Jaeger's Kit is a hunter kit, which features an assortment of deployable traps:
 - The Mantrap, which is a modified beartrap that can easily snap shut at the slightest touch.
 - The Tin Bomb, which can explode into deadly shrapnel when triggered by a tripwire.
 - The Gas Shell, which, when shot or triggered by a tripwire, sprays a cloud of deadly gas that induces sickness and slowly kills untreated victims.
 - The Shotshell Trap, which holds buckshot in a tiny tube that fires when triggered by a tripwire.
 - The Dynamite Stack, which detonates violently when shot or even mishandled.
 - The Lantern Lure, which mimics the lantern of a soldier and can explode into flames if damaged.
 - The second item in a Jaeger's Kit is a smokescreen grenade that simply produces a large amount of thick smoke over time. Inhaling too much of this will induce pox build-up, which induces sickness, color blindness, and coughing. These take half a minute to replenish.
 - The third item in a Jaeger's Kit are Pox Toxication rounds, which coats all the weapons you use to induce pox on biological targets you hit.
- Lancer's Kit
 - The first item in a Lancer's Kit is a Heavy Lance. This is a lancer's primary weapon that can be used to swing wide or thrust forward with deadly effect. Many lancers charge forward at high speeds with this weapon, impaling any unfortunate soul in their path.
 - The second item in a Lancer's Kit are their Throwing Axes. Given that a lancer is limited to close range melee and often roam without a firearm, these axes are

perfectly weighted to throw at range with deadly effect. These take half a minute to replenish.

- The third item in a Lancer's Kit is their Painkiller Injector. This specialized stim enhances your general movement speed and heals you back to full health. These take half a minute to replenish.
- Vanguard's Kit
 - The first item in a Vanguard's Kit is their Bulwark's Shield. This shield is large enough to cover the user and is indestructible, with three foldout flaps on each side and the top that, while also indestructible, can be knocked off its hinges if enough force is applied (such as a hail of bullets). Due to its bulky nature, using a firearm with it is a bit cumbersome, and a solid kick or swing can be enough to knock you flat on your back. For some reason, any friendly comrade hiding behind a Vanguard and their shield will receive a boost to their firearm's fire-rate.
 - The second item in a Vanguard's Kit is their Rally Banner. Somehow, this banner is inspiring enough to encourage you and your allies. When deployed, this banner provides a boost to firearm handling and first aid treatment to all friendlies nearby.

Standard Heavy Weapons

A soldier is useless without a weapon. Each heavy weapon costs 200 CP.

- 'Prince' Long Rifle [Free]
 - A standard issue battle rifle- and for good reason. It's high powered and will heavily injure up close. The damage retention and accuracy at distance makes it the most reliable rifle available, but its slow fire rate and poor moving accuracy makes it a little less useful in tight spaces.
- 'Adjudicator' Repeating Rifle
 - A rifle designed for a burst of bullets in exchange for slightly-below-average damage and terrible reload efficiency. Otherwise, it's a decent weapon as a whole.
- 'Okhotnik' Hunting Crossbow
 - A single-shot hunting crossbow that is deadly silent and deceptively powerful, with its weighted arrows dealing lethal damage at all ranges. It might be outdated, but it's still quite viable.
- 'Crestfall' Lever Rifle
 - A lever rifle reminiscent of cowboys and the Wild West. It has a high ammo capacity and a pretty good rate of fire. Just don't dump all your shots in one go, unless you wanna spend all day reloading.
- 'Equine' Riding Shotgun
 - A classic double-barrel shotgun with decent range and spread. It's quite devastating in tight spaces, if you can land your shots.
- 'Hellion' Automatic Shotgun
 - A semi-automatic shotgun that inflicts lower damage with worse spread, worse handling, and slower reloading in exchange for more ammo capacity and a crazy fire rate. Perfect for slaying large groups close up.
- 'Jesse' Combat Rifle

- A popular rifle with good handling and pretty efficient reloading. It's less reliable at range, but it makes up for it by featuring two rifle grenades that can be fired by loading blanks.
- 'Judgement' Breech Rifle
 - A close quarters firearm with a long barrel. It only holds one bullet, but it's one shot of pure lethality. Do mind the poor accuracy, unwieldy handling, and long reload. It also features a bayonet that is handy for stabbing or charging down any victim that somehow manages to survive the initial shot.
- 'Kingslayer' Percussion Revolver
 - A challenging weapon to use with a slow and complex reloading system that makes it only viable with experienced soldiers. In addition, its accuracy is quite poor at range. But make no mistake: six shots of pure lethality is enough to kill six enemies in a row.
- 'Volk' Scoped Rifle
 - A specialized high powered precision rifle with a scope. It's unique for having an inverse damage profile: it performs better at range as a marksman rifle. It's quite reliable at range, despite its low RPM, average handling, and below average 5-round clip.
- 'Whisper' Silenced Rifle
 - A specialized high powered rifle with a suppressor. It retains damage over range excellently, but has a poor fire rate and a small magazine. Alternatively, one could attach a Pedersen device, firing handgun cartridges at high RPM instead. Be aware that the Pedersen device will jam frequently.

Standard Light Weapons

Sometimes a soldier needs a backup weapon. Each light weapon costs 100 CP.

- 'Grace' Service Revolver [Free]
 - A standard issue revolver- and for good reason. It's high powered and will reliably injure up close. The damage retention and accuracy at distance makes it the most reliable handgun available, though not as much as a rifle, and its slow fire rate impacts its performance a bit. You can twirl this gun around to show off... if you know how to safely do so without shooting off your foot.
- 'Auclair' Lever Pistol
 - A rifle cut down into a pistol. It features great damage for a sidearm, but it has poorer movement handling than most pistols. Additionally, it's less effective in one hand than it is in two hands.
- 'Honour' Duty Pistol
 - A fast firing pistol with a sizable ammo capacity. It might hit like a peashooter, but you can easily fire off several shots in quick succession. It comes with an attachable stock to improve its accuracy and rate of fire, although it cannot be holstered with the stock on. You might spill some ammo reloading this thing.
- 'Negotiator' Pocket Shotgun
 - A 1-slot, break-action, single-loading, single-barrelled, sawn-down shotgun. It's terribly inaccurate with a wide spread and should only be used at close range. For some reason, though, it's perfectly weighted to be an improvised throwing weapon in case of an emergency.
- 'Knell' Silenced Revolver
 - A silenced revolver with good damage in its intended range, albeit with a poor rate of fire. This gun can be fired in double action for better rate of fire but with a trigger delay, or toggled to single action to manually prime the hammer with a slower rate of fire.
- 'Talon' Army Revolver

- A revolver designed for burst damage while on the move. You can easily fanfire from the hip or steady your aim with a quickdraw stance. Reloading afterwards is quite the hassle, though.
- 'Union' Military Pistol
 - A typical pistol with good damage retention, focusing on calm shots from range. Its rate of fire and accuracy is solid, but it has trouble performing when shooting on the move.
- Calvary Sword
 - A sword with superior reach and lethality over mere knives and maces, killing with one or two swings. It's easy to (un)sheathe, it never rusts, it never dulls, and it never breaks. Just don't expect it to cut through metal or stone.

Scenarios

Weapon Modifications

Requirements: None

Experienced soldiers know when to tailor a weapon to their needs. Luckily for you, many cunning engineers and devious bandits have left their masterpieces scattered throughout the underground.

In order to complete this scenario, you must simply find the modifications to whatever weapons you own, which will also be your reward. (You must first own the baseline weapon to obtain its modification).

Rewards:

- 'Union' Stocked Pistol
 - This modification converts the baseline light weapon into a heavy firearm with an extended magazine and a stock for better handling.
- 'Hellion' Heavy Shotgun
 - The Heavy Shotgun modification uses a different ammunition type which increases up close damage to lethal proportions but reduces ammo capacity and reserves, increases recoil, and worsens the fire rate.
- "Negotiator" Long Shotgun
 - The Long Shotgun modification converts the baseline light weapon into a heavy firearm with an extended barrel that you can no longer throw. Otherwise, it's quite the light weapon.
- 'Volk' Frontline Rifle
 - The Frontline Rifle modification does not have the inverted damage profile its baseline model has. In addition, the removed scope provides better handling and fire-rate in exchange for lower precision and higher recoil.

- 'Crestfall' Ranger Rifle
 - The Ranger Rifle modification has a smaller ammo capacity, better damage, and improved handling compared to its baseline model. The precision is worse because of its removed sights, which also forces the user to hipfire only.
- 'Whisper' Flyboy Rifle
 - The Flyboy Rifle modification increases the magazine size by five times, but it removes the suppressor and Pedersen device, leaving you with a slow but steady firearm.
- 'Equine' Sawed Shotgun
 - This modification simply improves weapon handling in exchange for worse spread.
- 'Judgement' Incendiary Rifle
 - The Incendiary Rifle modification reduces the lethality of the Judgement in exchange for adding a burning effect that slows down and damages hit targets over time. It has better accuracy and handling than the baseline weapon.
- 'Talon' Cavalry Revolver
 - This modification simply has a wire stock and stronger ammunition that converts it from a light revolver to a heavy one which you can no longer spin or quickdraw.
- 'Jesse' Precision Rifle
 - The Precision Rifle variant features a bipod which allows the user to shoot faster and more accurately when braced over objects. However, its performance is worse and slower when it is not braced.
- 'Knell' Bandit Revolver
 - This modification simply removes the suppressor to increase the firing rate and improve the handling at the cost of inferior range, accuracy, and recoil control.
- 'Honour' Insurgent Pistol
 - The Insurgent Pistol modification is quite the crude modification, increasing the ammo capacity and fire rate with abysmal accuracy. This forces the user to kill

an enemy through sheer volume of fire, as opposed to precise placement of shots.

Revolver Ocelot

Requirements: None

“You’re not a Snake, and I’m not an Ocelot. We’re men, with names.”

In order to complete this scenario, you must kill an enemy in these specific conditions:

- You must not be wearing a helmet.
- You must be [Perkless].
- You must not be carrying any firearm except a single 'Talon' Army Revolver.
- You must not be injured.
- You must only have one bullet in the chamber and land a headshot kill with it from a fanfiring stance.

Reward:

- Ocelot Trooper Kit
 - The first feature from the Ocelot Trooper Kit is its cosmetic changes. Whenever you equip this kit, a cowboy hat and red scarf will automatically manifest on your person and replace any helmet you might have worn. You also passively play music that cannot be turned off ('Metal Gear Solid 3 Ocelot Theme'). These will disappear when you unequip this kit.
 - The second feature from the Ocelot Trooper Kit is its affinity with the 'Talon' Army Revolver. While using this kit, you gain a significant increase in drawing speed, accuracy, and fire-rate when using the Talon. Whenever you draw a Talon from your holster, another one will appear in its place, effectively granting you an unlimited amount of revolvers.
 - The third feature from the Ocelot Trooper Kit is its innate ability to grant you the effects of [Greyhound] and [Snake Eyes] while equipped.

Lord, Help Me Get One More

Requirement: [Hippocratic]

Duty calls, but you'll win the war your own way, bloodshed be damned. After all, good does not defeat evil with evil, but by overcoming evil with good.

In order to complete this scenario, you must simply save 1,000 lives. This includes (but is not limited to) performing surgery in an active battlefield, carrying a wounded soldier to safety, or shielding a comrade from certain death.

Reward:

- Medal of Honor
 - To honor your efforts in the war, you are awarded a medal of the highest possible caliber. Whenever you wear this medal, all members of a military or an equivalent fighting force, former or current, will automatically feel and give you the greatest amount of respect possible, as expected for a war hero. Even civilians will feel a slight positive attitude towards you. While this might not stop an enemy soldier from shooting you and doing their job, at least they'll do it with a heavy heart and maybe a bit of hesitation.

Sacrifice

Requirement: [Cursed]

There was once a man named Kyle Weller. He's dead now, but he had one hell of a story to tell. It's one of immense sorrow and suffering. If you can uncover his story and dig up a few memories (and a certain grave), you might be able to learn the secret to surviving the war. But you'll have to get your hands dirty to do so.

In order to complete this scenario, you must find three items that will also be your reward.

Rewards:

- 'Sacrifice' Knife
 - This makeshift knife has a strange handle adorned with dogtags from both sides of the war. This knife grants you the effects of [Butcher] whenever you kill someone with it. It also induces a light sensation of bloodlust and an urge to kill, so do be mindful when wielding it.
- 'Escape' Prince Rifle
 - This rifle is identical to its baseline model aside from the fixed bayonet at the end of the barrel. This gun grants you the effects of [Apparition] whenever you carry it. It also induces a light sensation of fear and an urge to flee, so do be mindful when wielding it.
- 'Hope' Automatic Pistol
 - This pistol is a magazine fed, semi automatic pistol with a decent damage up close, a fast fire rate, and an exceptionally swift reload speed.
 - You also obtain Kyle Weller's dogtag, which grants you... nothing?

Shock And Awe

Requirement: [Elite Slough]

Shock troopers are specially trained soldiers promoted from their respective classes to change the tide of a battle. It wouldn't be an exaggeration to say that each shock trooper is worth more than 10 men, if not more. Bring in an entire squad of shock troopers, and you'll have a bloodbath on your hands.

Even so, they are still human, and if they can bleed, they can be killed.

In order to complete this scenario, you must kill one of each shock trooper, all in a single battle. Employ every tactic and dirty trick you know to kill them all. Your reward will be their corpses- all of their gear now in your possession.

Rewards:

- Storm Trooper Kit
 - The Storm Trooper Kit features a powerful MP-18 Submachine Gun that is capable of unleashing a wall of lead by laying down fully automatic fire. With great marks in every aspect of its testing, it's widely considered as the perfect gun for a soldier and would be standard issue if it wasn't so difficult and expensive to produce. Just don't expect to outshoot a Dreadnought with this. While the weapon does require reloading, you will never run out of ammunition reserves while using this kit. The Empire calls this gun 'Breath of God' while the Nation calls it 'The Reaper'.
- Anti-Material Trooper Kit
 - The Anti-Material Trooper Kit features a 'Remover' Anti-Materiel rifle with a massive ammunition caliber that allows it to destroy just about anything in its path. Shooting it at dirt and rock will instantly clear out a sizable chunk while shooting it at most soldiers will instantly kill them, blasting through armor and

helmets alike. Any poor Vanguard with a shield who gets hit with this will be knocked flat on their back. Firing this powerful weapon is insanely loud with massive recoil that might even stagger you. The only thing that can take a shot from this and stay standing is a Dreadnought. While the weapon does require reloading, you will never run out of ammunition reserves while using this kit. The Empire calls this gun 'Heaven's Door' while the Nation calls it 'Hell's Gate'.

- Flame Trooper Kit

- The Flame Trooper Kit features a Flamethrower that admittedly has many downsides to it. It's limited in range, limited in fuel, difficult to aim, sluggish to wield, and is a walking fire hazard. That said, there's nothing else that can wipe an entire wave of enemies like this weapon can. Any poor victim that is caught in a stream of fire from this will immediately burn up into a crisp, suffering a rather painful death. Only a Dreadnought could endure the pain of burning alive. Refueling takes an extensive amount of time that renders it impractical to do so in battle, hence the large fuel tank. The Empire calls this weapon 'Lamentations' while the Nation calls it 'Crematorium'.

- Radio Trooper Kit

- The first feature from the Radio Trooper Kit is its cosmetic changes. Whenever you equip this kit, a pair of headphones and a radio receiver pack will automatically manifest on your person and replace any helmet you might have worn. You also passively emit radio signals and noises that cannot be turned off. These will disappear when you unequip this kit. This radio pack applies all three possible Officer Orders at the same time to you and your allies nearby. It also automatically marks enemies close to you. This is obviously less useful if an enemy doesn't need to hide, such as a Dreadnought.
- The second feature from the Radio Trooper Kit is a semi-automatic carbine rifle that is a direct upgrade from the 'Honour' Duty Pistol with precise, fast-firing shots. While the weapon does require reloading, you will never run out of

ammunition reserves while using this kit. The Empire calls this gun 'Commissar's Gift' while the Nation calls it 'Commander's Will'.

- Geist Trooper Kit

- The first feature from the Geist Trooper Kit is an innate ability to stalk and hunt down high-priority targets. Whenever you equip this kit, enemies will find it difficult to spot or see you. Instead, you will have enhanced vision that functions well both in the dark and in the light. In addition, you will be able to sense and see a single enemy nearby- even through walls and obstacles. If there are multiple enemies, you will automatically track the most dangerous one first. If your prey dies or flees far enough, a new prey will be tracked instead. This is obviously less useful if an enemy doesn't need to hide, such as a Dreadnought.
- The second feature from the Geist Trooper Kit is a Silenced Rifle that does not produce any muzzle fire or leave any bullet trails and is deadly quiet from a distance. Its accuracy and powerful rounds are perfect to swiftly assassinate an enemy. While the weapon does require reloading, you will never run out of ammunition reserves while using this kit. The Empire calls this gun 'Der Albtraum' (The Nightmare) while the Nation calls it 'Der Verfolger' (The Stalker).

- Trench Trooper Kit

- The Trench Trooper Kit features a powerful Trench Gun fitted with the blade of a Heavy Lance as a bayonet. This shotgun uses high-velocity buckshot and is capable of instantly shredding enemies from a deceptively long distance by slamming shot after shot at a large area. Do mind the slower reloading time and don't try to trench slam a Dreadnought. The hefty bayonet is strong enough to instantly cleave anyone who isn't in top condition or hospitalize anyone who is. In addition, charging with this bayonet allows you to skewer multiple enemies at a time. While the weapon does require reloading, you will never run out of ammunition reserves while using this kit. The Empire calls this gun 'Pax Aeterna' while the Nation calls it 'Law of War'.

- Bulwark Trooper Kit

- The first feature from the Bulwark Trooper Kit is a deployable shield that cannot be penetrated or destroyed in any way. Unlike a Vanguard's shield, which covers the entire body and is vertically longer than wide, this shield reaches up to the chest and is horizontally wider than tall, making it the perfect height to mount any weapon with a bipod.
- The second feature from the Bulwark Trooper Kit is a heavy Machine Gun that has a bipod, an impenetrable gun-shield on the front that covers a portion of your face, and an absurd amount of powerful ammunition to mow down anything along its sights. Attempting to fire this weapon without mounting it will create a horrible amount of recoil, while the sheer volume of firepower this gun produces makes it impossible to move while firing it. The only thing that can outshoot you is a Dreadnought. While the weapon does require reloading, you will never run out of ammunition reserves while using this kit. The Empire calls this gun 'Sword and Shield' while the Nation calls it 'Heart of Steel'.

Death Before Dishonor

Requirement: [Dreadful]

A Dreadnought is a juggernaut of immense power and is normally impossible to kill. They are immune to chemicals and melee damage. Their armor is completely impenetrable and impervious to anything. The only way a Dreadnought typically dies is keeling over from their own overexertion. This is a combination of burning alive from the heat of their own gun and poisoning from the lethal dose of painkillers they receive when donning the armor.

In order to complete this scenario, you must find a way to do the impossible and kill a Dreadnought. Simply waiting for them to die is not enough. You must kill them directly. Your reward is their corpse- obtaining their dreadnought armor and gun.

Rewards:

- 'The Iron Coffin'
 - Nicknamed 'The Iron Coffin', the 'Dreadnought' armor is a heavy set of armor, layers upon layers of steel strapped as tightly as possible, meant as an alternative to the tanks, which are difficult to operate and maintain underground. The armor is immune to bullets, explosives, flames, slashing cuts, bludgeoning blows, and more. Even if something were to hurt you, you wouldn't even feel it, as equipping this armor automatically applies a lethal dose of painkillers that slowly kills you over time. In short, if you find a way to not die from the armor itself, then it will be essentially impossible to kill you.
- 'Devil's Kiss' Machine Gun
 - The 'Devil's Kiss' Machine Gun is an experimental weapon with a belt box of an infinite supply of ammo. It might occasionally jam, but it will never need to be reloaded, is highly accurate with low recoil and an impressive fire rate, can easily be fired while on the move, and will slaughter anyone caught in its way.

Grave/Digger

Requirement: [Grave/Digger]

The Sleepless War earned its name from the bloodbath of casualties it produced on both sides. As the saying goes: “only the dead can rest.” However, that isn't entirely true.

This scenario is fairly simple: kill at least one enemy combatant. However, you are encouraged to kill as many enemies as possible. Every enemy that you kill will be added to your reward...

Reward:

- Corpse/Walker Army
 - You now have a personal undead army equipped with alternate-WWI armor and weapons. These undead soldiers have all the intelligence, personality, physicality, and equipment that they had when they were alive, with a few exceptions. These soldiers are completely loyal to you; you can command them with a passing thought or a single word, and they will immediately and faithfully carry out your orders. These soldiers are also undying; while they can be crippled and killed like regular people, their corpses and gear will quickly decay before their freshly resurrected corpse crawls back out of Hell itself to fight once more. In fact, it is better for a crippled Corpse/Walker to be put out of their misery in order to expedite their return and restore them to full condition. You can freely summon and dismiss this army anywhere, anytime.
 - Note: You cannot add more Corpse/Walkers to your army once you have obtained this perk. So if you only killed a few conscripts, then you would only have those few inexperienced conscripts. If you killed an entire squad of shocktroopers, then you would have a deadly squad of elite soldiers. If you somehow managed to do the impossible and kill a Dreadnought...

Notes

- Shoutout to Archeximus/Red for creating the game in the first place.
- Almost all of the original lore was taken from the game Trello and fan wiki.
- Video game mechanics are difficult to implement in a Jumpchain/Gauntlet, so some liberties were taken with the descriptions and abilities of the perks, items, classes, etc.
- Officers, Radio Troopers, and Ocelot Troopers typically do not wear helmets. On the other hand, Lancers and Trench Troopers wear helmets that are impenetrable to every weapon except an Anti-Material Trooper's rifle. All (other) Shock Troopers also have helmets that are personally ordained and custom-fitted to them, so they are typically irreplaceable when lost. That said, it is up to the Jumper whether or not they choose to wear one or not, how effective the helmet's protection might be, and whether or not a helmet can be replaced.
- The Sacrifice scenario is directly referencing the three-part Sacrifice easter egg in the game, which is almost impossible to do without a guide... unless you're a secret-finding fanatic who checks everything for clues. You can try it for yourself, or you can watch a video online like a sane person would do.

Changelog:

v1.0:

- Created the gauntlet.