



**STRIKE WITCHES JUMPCHAIN**

*V1.04 By Strike-Chan*





No. 6,436

Monday, September 04, 1939

ONE PENNY.

## Britannia Expects That Every Witch Will Do Her Duty.

### WAR INVADERS FROM BEYOND THE STARS THREATEN HUMANITY

Yesterday at 11 o'clock, the NAZI Nation of KARLSLAND surrendered it's territories to humanities enemy, the NEUROI. Their military might covered their civilian population as they escaped into GALLIAN territories. From there the KARLSLAND Navy, along with aid from the FUSO and LIBERON Navies will ferry the population to SOUTH LIBERON where a territory has been set aside for them.

### FIRST ALLIED VICTORY

Following the KARLSLAND retreat the NEUROI attempted to push our lines back even further, making roads into GALLIAN territory. The combined might of the KARLSLAND, GALLIAN and BRITANNIAN militaries turned their guns on the NEUROI fighting machines, destroying one and crippling another too.

### "OUR ARMIES ARE OUT MATCHED" – Say Soldiers from the Front

"For all our military might, the NEUROI weapons are too powerful." says KARLSLAND Wehrmacht officer CPT. BEHREND. "Beams of light rain down from their fighting machines and obliterate our air force. Our tanks provide us some protection, but once you've got their attention it's no use trying to run, your only hope is to hide. "It took the combined might of KARLSLAND, GALLIA and BRITANNIA to even dent one of those monsters. "We need to come up with a new strategy soon." Reports coming from scouts beyond lines say the NEUROI have already begun fielding new designs since the ALLIED victory

### "OUR LATEST WEAPON WILL ENSURE A HUMAN VICTORY."

Developed in secret in a joint project by BRITANNIA and FUSO , the STRIKER UNIT will allow young women with magical powers to take flight. Called STRIKE WITCHES, these girls use a combination of offensive magic, big guns and aerial acrobatics. And don't worry about your girl if she is one, a STRIKERS shield projection is the first viable defence against the NEUROI. (More on pg. 6)



Welcome to the year 1939

The Great Depression is in full effect, the Nazi party is in control of the German public, and an alien race is invading earth.

World War 2 will have to wait, as these ravenous creatures called NEUROI, who consume and destroy everything they touch, threaten to drive humanity to extinction. They have already taken Germany, and are quickly pushing into France, Russia and Austria.

However this common enemy has drawn all the forces of humanity together in an effort to drive them back. And the key to this defence are Witches, women with magical powers that use their powers to defend humanity.

With mundane aviation technology devices known as Striker Units have been developed to take a Witches fight to the skies. Often described as next generation broomsticks, these devices fit over a Witch's leg and allow for areal feats impossible in a normal fighter. Not only do Striker Units allow a witch to fly but also improve their other magical abilities, allowing for greater control and precision when casting.

They women who fly Strikers are known as-

## ***STRIKE WITCHES***

They are the last hope to drive the alien menace from Earth and save humanity from extinction.

You are one of them, with access to magical powers and are about to be thrust into the front lines of this conflict. You have joined the Air Force, Navy or Marine corps of your nation who have granted you the equivalent the rank of Flying Officer. Your first posting is with the 501<sup>st</sup> Joint Fighter Wing.

You will be here for the next 10 years and have 1000cp to spend on abilities and equipment to help you survive.



**+ 1000CP +**





## Starting Location

**Starting Location determines your nationality and familiar. When using magic the ears and tail of your familiar will sprout from your head and back, retracting when you're no longer casting. The particular animal in question may take a liking to you and you can keep them as a companion as a normal pet Roll 1d8 or pay 100cp to determine your starting location.**

**1. Japan – In this reality Japan is known as Fuso. You can join the Imperial Fuso Army Air Service as an officer. Your Familiar is the Shiba.**

**2. United States – The USA is known as Liberon and a position has just opened in the Liberon Navy Air Command. Your Familiar is the Bald Eagle.**

**3. United Kingdom – You have a position in the Britannia Royal Air Force, and your home town isn't far from the 501<sup>st</sup>'s base. Your familiar is the English Fox Hound**

**4. Germany – You can join the Karlsand Luftwaffe as an officer, though your homeland is under enemy occupation they've set up a temporary recruitment station in Gallia. Your familiar is the Alsatian**

**5. Russia – You have the option to proudly serve your motherland Drussia in the Soviet Air force which has boarders on the front lines. Your familiar is the Husky**

**6. France – You come from the nation of Gallia, the current beach head of the Neuroi invasion and are a member of Gallian Army Air Command. Your Familiar is the Chartreux Cat**

**7. Italy - You are a member of the Regia Aeronautica Romangia which currently has a boarder with the Neuroi front. Your familiar is the Red Fox.**

**8. Free Choice – You can choose the nation in which you start (Any nation, even those not listed). On top of this you also get to pick any animal to be your familiar.**

# Background

Roll 1d8 + 12 to determine your age. Magic is only practiced by women in this universe, so you're a girl during this jump. By spending 100cp you can change your gender to male and choose your age. If you choose this you are still a witch.

## - Ace - 100cp

Your family has a proud military tradition, your father fought as an officer in the Great War while your mother served as his adjutant. With the invention of the Striker they repealed the age restriction on witches to join the Air Force. You were the first down the recruitment office the next day. You like to fly fast, push your Striker and your body to its limits and have a competitive spirit. You are the tip of the spear in almost all sorties.

## - Night Witch - 100cp

Your parents ran a shop in a rural town. It was bombed to hell by the Neuroi one day, and your mother died. Your abilities tend to centre around early warning and detection, and you're so in tune with your abilities that it's almost like a second sight. You rely on these abilities more than sight, so you are assigned regularly to the night time Combat Air Patrol. Combined with the fact that you can communicate with other Night Witches over vast distances you're a bit of an outsider in your squadron, probably closer to other Night Witches from other bases that you talk to during your long night flights.

## - Witch Doctor - 100cp

Your family has a long line of doctors that worked as hospitals around the country. Your mother runs a clinic in the capitol. You didn't want to fight in the war, but the desire to protect people spurred you into the service. Your protection spells are very powerful and you have a strong aptitude for healing. You have a tendency to be a little naive and idealistic, and it rubs some of the squadron the wrong way.

## - Drop in - Free

You are dropped into the universe with no history holding you back, or connections helping you forward. This allows you to join any military fairly easily providing you can get to a recruiting station.







Left, G1  
Fighter  
Strike  
unit  
Below,  
G4  
Bomber  
based off  
the A-10



# Spotlight: Strikers

“Using a combination of innovative engineering and a witch’s broomstick we have create a device capable of fighting back the NEUROI menace” –  
Dr. ICHIRO MIYAFUJI

The new strategy behind allied defence has at it’s core the Striker. Compared to other weapons platforms the magically powered Striker has a much lower loss per kill ratio. A Strike Witch would just be a Witch with out her Striker so they all have one, though some have differing designs based on roles and manufacture. Our girls fly Strikers manufactured by Super Marine, and look very similar to the Spitfire, but you’ll see plenty of Liberon Witches flying P-51 Mustang Strikers.

Engineers have developed 3 basic types of Striker; Fighters, Bombers and Super Fortresses.

**Fighter** - Prioritizing speed and manoeuvrability over payload, fighter strikers are used as interceptors and the witches who fly them often have prestigious reputations. They have an average combat range of 1000 Kilometres without support, though that can be extended when flying in formation or with a support craft. Cannot support heavy weapons without Enhanced Strength.

**Bomber** - These Strikers are designed for endurance, sacrificing some of the speed and manoeuvrability for longer flight times. They have a combat range of around 1500 Kilometres without support. Designed specifically to carry heavy weapons without sacrificing too much speed, Night Witches favour them for the long Combat Air Patrols they must endure with little support.

**Super Fortress** - Build for long range missions and heavy ordinance, the Super Fortress is big, bulky and slow to manoeuvre. They can carry a lot of ordinance a distance of 4000 kilometres and can fly in very low density air. Super Fortresses also have the facility for a 4 turret set up.

Above: SR71 Black Bird Striker, Classed as a super fortress because of it’s sheer size

# Upgrades are Already Planned

As a strike Witch you are give one free striker in the aforementioned class. By spending more CP it's technology can be upgraded.

First generation Striker - Free - A basic propeller driven Striker unit. Very agile but unable to break the speed barrier.

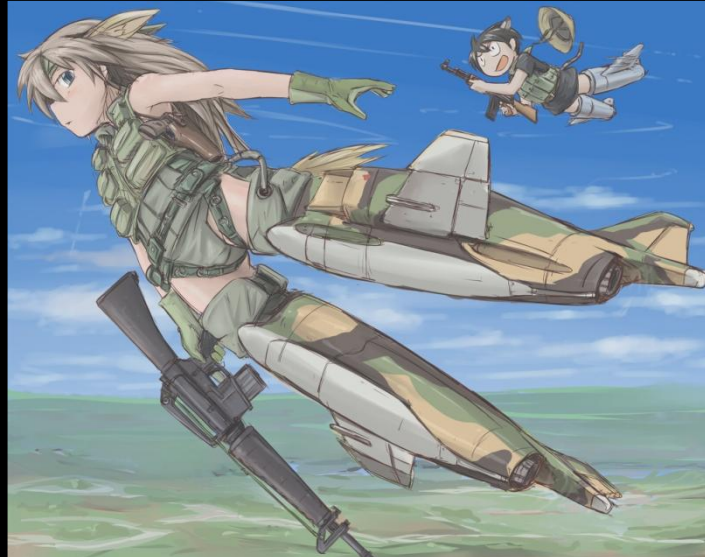
Second Generation - 200cp - You receive a Strike unit equivalent to the technologies in a First Generation Jet Fighter. Your manoeuvrability will suffer a little bit, but you'll be able to break the sound barrier with a maximum speed of 1,300KPH.

Third Generation - 400cp - Your Striker will handle like a brick, but it will be the fastest brick ever made. The striker comes with provisions for Radar and Infrared guided missiles, which you will have to purchase separately. By taking a discount of 200cp this upgrade gives the world the equivalent technology of the 1960's, meaning that your enemies and allies will be using technology of a similar calibre.

Fourth Generation - 600cp - While expensive, the fourth generation has all the benefits of the third generation, being fast and able to utilize missiles, while also being incredibly agile. For a discount of 200cp this upgrade also gives the world the equivalent technology of the 1990's, meaning that your enemies will be fighting you with technology of a similar calibre.

Fifth Generation - 800cp - Fifth Generation Strikers further push the limits of the Striker by reducing the radar cross section. While still visibly detectable it will be incredibly difficult to locate you via radar. Can utilize missiles which are hidden away in the air frame. For a discount of 200cp this upgrade also gives the world contemporary technology, meaning that your enemies will be fighting you with technology of a similar calibre and some will be able to counter your stealth.

Close  
Right:  
G2  
Striker  
Far  
Right:  
G1  
Striker



Above: G3 F4 Phantom Striker, Below: G4 F15C Striker, Right: G5 F22 Striker





# Perks

Witches have a wide array of abilities at their disposal. All of them have the ability to produce a shield and power a Striker. These are a few common ones that many have.

## -Defensive Sign “Directional Shield” – Free

All Strike Witches are trained to produce a 2 dimensional circle of energy a short distance directly in front of them which can deflect light attacks. You cannot fire a weapon through a shield.

## -Swordsmanship – 100cp

Sword wielding is a common military training regiment for officers, though with this perk you'll become well known for your prowess with a blade. Not only have you been trained, you're very good.

## -Restoration Sign “Top Gun Conditioning” – 200cp

All strike witches build up some level of tolerance to G forces, but yours is high, possibly the highest, allowing you to pull off some of the craziest aerial stunts with ease. With the use of magic you can increase this passive resistance 10 fold, though it will quickly deplete your mana if you push your limits. You shouldn't notice and depreciation during your manoeuvres.

## -Perception Sign “Ballistic Stabilization” – 300cp

Even for a Strike Witch, turbulence and wind make it very difficult to fire accurately at range while flying. Witches can channel some of their mana to help them aim and compensate for the discrepancies to the point that firing in a category 2 hurricane is no different to them than a sunny day at the range.

## -Offensive Sign “Static Discharge” – 400cp

Your body collects and stores static electricity it generates as you fly through the air. Channelled with magic you can create an AOE electric attack which can take down multiple smaller enemies and potentially cripple larger ones by electrocuting them. Allies can be protected if you plan the sortie ahead, though their hair will become a mess. Affects everything within 25 meters that's unshielded.





# Perks- Ace

These are perks that come most naturally to the Ace. Though any one of any background can take them, an Ace gets them at a 50% discount.

## -Restoration Sign “Blur” - 200cp

You have perfected the skill of channelling your mana into your engines, meaning that when you focus the thrust to weight ratio of your striker increases significantly. So much so that it might be possible for you to get a Generation 1 Striker to break the sound barrier. You can use the same skill to increase your running speed.

## -Perception Sign “Precognition” - 400cp

Strike Witch magic has shifted your consciousness slightly out of phase with time and you now have the rare gift of being able to see 3 seconds into the future while in combat. It might not sound like much, but it's enough to be able to dodge almost all but the most overwhelming attacks.

## -Offensive Sign “Light Heat Attack” - 600cp

With your fast paced lifestyle you've run into your fair share of poles. You know the pain of a light impact, and you shudder to think what would happen if you hit a wall flying a Striker. Because of this your shield is far more powerful. Though it's not any bigger, almost anything coming into contact with it is vaporised. You no longer fear midair collisions and now fly straight through all but the densest material.



# Perks: Night Witch

These are perks that come most naturally to the Night Witch. Though any one of any background can take them, a Night Witch gets them at a 50% discount.

## -Restoration Sign “Enhanced Strength” - 200cp

Night Witches often fly a night Combat Air Patrol or a defensive Patrol all by themselves with very little back up. Because of this they train their bodies hard so they can carry more ordinance, heavier weapons or fly further. With this perk the restriction on heavy weapons is lifted on Fighter Strikers and they can carry an additional Medium Weapon. With a standard load out your combat range is increased by 25%

## -Illusion Sign “Chameleon” - 400cp

With their long range reconnaissance runs and the occasional interdiction mission Night Witches have discovered a way to optically camouflage themselves using their magic. It takes a bit of concentration, depletes your Mana quickly and is broken the instant your fire your weapon but for the short time it is active there is nothing that can detect you. Not in this universe anyway. Useful for breaking a missile lock.

## -Perception Sign “RADAR” - 600cp

A Night Witches primary role is as part of the Early Warning and Interception System. They are generally selected for this role because their magic gives them the innate ability to transmit and receive almost all bands of radio waves. Though not enough to cause damage (Unless at extremely close range) They can use Microwave pulses to detect and range contacts so accurately its like a second sight. They can also use Skywave Propagation of the lower bands to see over the horizon, though it's not as accurate. Taking this perk will also give you the ability communicate through normal radios in range with your magic. When using this power a glowing antenna hovers around your head.





# Perks: Witch Doctor

These are perks that come most naturally to the Witch Doctor. Though any one of any background can take them, a Witch Doctor gets them at a 50% discount.

## -Restoration Sign “Genki” - 200cp

Witch Doctors have traditionally been called upon to operate for long hours with out rest, go to sleep and then do it all over again, especially during times of plague and war. Their mana pools are naturally larger than most other Witches and while they're awake they operate at 110% until they run out of energy which is normally a full 16 hours, at which point they are dead to the world for 8 hours. They also can eat a ridiculous amount with out putting on weight. With this perk it will often be joked that you should lay off the sugar. If there is an emergency you will be alert until it is passed, but you will have to make up the sleep loss eventually.

## -Restoration Sign “Heal” - 400cp

The core power of a Witch Doctor is healing. It's a rare gift that's normally passed on by blood, though it has been known to be taught. Witch Doctors skilled in healing magic have the ability to transfer their mana for buffing the magical abilities of other witches. They can also heal all but the most grievous wounds and illnesses given sufficient mana, and that mana can be donated by other willing witches.

## -Defensive Sign “Formation Aegis” - 600cp

All Strike Witches can cast a shield, but some Witch Doctors can do something special. With concentration they can create a massive barrier, big enough to protect an entire squadron from a directional attack if they're flying in close enough formation and powerful enough to defend against all but the most powerful attacks. While you'll be able to easily protect your formation from light attacks, more powerful attacks make it difficult to maintain the barrier. Willing witches can help you maintain it.



# Perks Drop-In

A set of perks that might be useful to an outsider. Though any one of any background can take them, Drop-ins get them at a 50% discount.

## -Technomage - 200cp

Strike Witches generally rely on service crews to tune and repair their striker, but not you. You'll be able to do the job much better and be able to modify your Striker to aid you focus your speed, defence or attack if you have offensive magical abilities. If you have technology from other jumps you'll be able to incorporate them into your striker and with enough time make one from scratch.

## -Perception Sign "Flawless Awareness" - 400cp

Now that Witches are being thrust into the front of war Officer Colleges around the world have been working on using magic to improve a commander's ability to observe the battlefield. Flawless Awareness gives a Strike Witch a spherical field of innate situational awareness 1 kilometre in diameter based on line of sight. Cloud cover and physical obstructions will hinder this ability, but you'll innately know the position of every visible enemy and ally within a 1 kilometre radius of you should you take this perk.

## -Enchanted Eye - 600cp

Based off the need to quickly identify new Neuroi threats, the war colleges have been working to turn magic into a tool of analysis. Enchanted eye is an optical upgrade to a single eye, giving its owner the ability to see spectra normally invisible to the naked eye. With this perk you'll be able to zoom in on any object up to the horizon and can see through light cloud cover, water up to ten meters and concrete up to two meters. It can only be used on one target at a time but it can help a Witch quickly identify the enemy's weak spot. The enchanted eye will change colour to Magenta and glow.





# Allied Weapons of War

As Strike Witches are the lynchpin to the war effort they very rarely have to worry about replenishment. They can only fight with what they take with them but there will always be a replenishment stock pile back at the hanger or in extreme cases a resupply plane ready to hand over some more ammunition.

Weapons themselves are divided into categories, Light, Medium and Heavy. 2 Light weapons are equivalent to 1 Medium weapon and 2 medium weapons are equivalent to 1 Heavy which is equivalent to 4 Light weapons

Fighter Strikers can carry the equivalent weight to 1 Heavy Weapon (But not a Heavy Weapon it's self). Bomber Strikers can carry the equivalent of 1 Heavy and 1 Medium weapon and Super Fortresses can carry up to 4 Heavy weapons.

Strike Witches can purchase as many weapons as they want but can only sortie with the right weight.

## Light Weapons

Assault Rifle – 50cp - An automatic rifle or submachine gun, capable of firing .45 rounds (Or 5.56 Nato/7.62 Soviet if your tech level is higher) in automatic, single shot or burst fire. (The time period you've selected determines what rifle you get based on what they or your nations allies supplied to their forces at the time.)



Rifle – 50cp - A semi-automatic rifle, capable of firing .30-06 (Or .308) rounds. (The time period you've selected determines what rifle you get based on what they or your nations allies supplied to their forces at the time.)



Pistol – 50cp – The quintessential side arm manufactured by your nation. Can fire 9mm rounds or .45 calibre rounds depending on your preference. (The time period you've selected determines what rifle you get based on what they or your nations allies supplied to their forces at the time.)



Katana – 100cp - Created from diligently working carbon steel, the Katana is the only melee weapon hard enough to damage the air frames of the enemy. Be careful though, that hardness makes it brittle. You may want to do some training.



## Medium Weapons

Anti Tank Rifle – 100cp - A highly accurate weapon capable of firing .50BMG rounds with a range of 2.5 kilometres on hard targets. Moving targets might take some skill though.



General Purpose Machine Gun – 100cp - Considered the standard ordinance of a Strike Witch, they fire powerful rounds like the .308 at a rate of 1,200 rounds per minute. During extended use the barrels tend to overheat and may need to be replaced in the field. - Considered a medium weapon.



# Medium Weapons

## Continued

Guided AAMs – 100cp - An unlimited supply of guided Air to Air Missiles. 6 missiles is equivalent to a medium weight but you only have to purchase this once. For example the Super Fortress can carry 48 missiles with this one purchase. Must return to base to reload. Requires Third Generation Striker or higher. Comes with an electronic range finder for targeting.



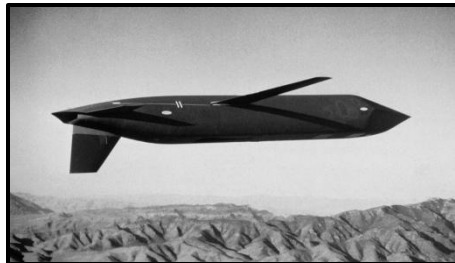
Guided Penetration Bombs – 100cp – Bombs that use computer software to guide their descent more accurately. 6 GPBs are equivalent to a medium weight but you only have to purchase this once. For example the Super Fortress can carry 48 GPBs with this one purchase. Requires Third Generation Striker or better. Comes with an electronic range finder for targeting. Good for taking out protected targets.



Unguided bombs – 100cp - Does what it says on the tin. You drop the bomb and it explodes where ever it hits. Sometimes it doesn't, but that's pretty rare. You have an unlimited supply but must return to base to reload. 6 UGBs are equivalent to a medium weight but you only have to purchase this once. For example the Super Fortress can carry 48 UGBs.



Cruise Missile – 400cp – A long range anti ship missile that does massive amounts of damage to it's target, allowing a Witch to take out a target from extreme range providing that they can get an accurate lock. 1 Cruise missile is equivalent to a medium weight but you only have to purchase it once. For example the super fortress can carry a maximum of 8 Cruise Missiles for this single purchase. Can be configured with High Explosive or Thermo-baric Ordinance. Requires Generation Four Striker or better.



# Heavy Weapons

GAU-8 Minigun – 200cp - The GAU-8 is a large anti tank Mini-gun capable of firing 4,200 rounds per minute. Strike Witches Equipped with the GAU receive additional training so they can land all of the rounds fired in a 3 second burst in a radius no bigger than 1 meter from a distance of 400 meters.



Fliegerfaust Rocket Launcher – 100cp - A man-portable multi-barrelled rocket launcher that can hold up to 9 unguided rockets. With Third Generation technology the launcher is updated to either the Soviet S5 pod or the NATO Hydra 70 pod.



Dual Linked Turret System – 200cp – A pair of 2 .50 cal twin linked browning machine gun turrets linked to a range finder. Available to all Striker technology levels, though units Generation 2 or under must manually calibrate the range finder before firing.







## Bomber Jacket - Free

Discount Army Surplus offering customised bomber jacket for free to any and all of our STRIKE WITCH HEROS. Call through and give your Regiment, Call-sign and Address and will mail out in a day with Regiment patch and Call-sign embodied.

Go get 'em girls!  
Ph: 123-456-7890



# CLASSIFIEDS

Monday, September 04, 1939

*Got something to sell? Call or write to our head office to organize an advert with us!*



## ULB Bracelet – 200cp

Met someone in this universe that you couldn't continue on without? Buy the latest in Universal Locator Beacons guaranteed to allow your friends to find you no matter what universe you end up in (Each ULB Bracelet purchase allows you to bring 1 person from the Strike Witches universe with you.)

Order Now! Ph 042-562-1345



## Compressed Space Weapons Bay – 200cp (50% off for G5 Strikers)

Local Witch looking for Strike Witches to test advancements in compressed space. Guaranteed to increase your ammunition and provision carrying capacity by a factor of 5!

**SPECIAL DEAL for G5 Strikers!** Installing the enchantment in your weapons bay will increase the carrying capacity for missiles and bombs by a factor of 5. (G4 and lower strikers get 30L backpack that can hold 150L on the inside and negates the weight of all cargo within.)

Sign up today! 0512-324-645



## Call sign - Free

Attention all military personnel, due to the recent alliances several documents of low importance have gone missing. It is important that you announce your call sign to your direct superior as soon as possible. All your comrades will know you by it, and if you don't tell us one will simply be appointed to you during your next Sortie.



## Avionics Watch -100cp

Complete Avionics system miniaturise to fit onto your wrist. Can be connected to any range finder.

## Striker Artificer tool kit – 100cp

Professional Quality Toolkit for sale. Never used. All the tools you need to make a Striker. Act Quick, Limited Stock. O'Malley's Tool Mart.

# Drawbacks

**Not enough perks or equipment? Gain more points if you're willing to make your life harder you can take Drawbacks to a maximum total of 600cp .**

## **-Strike Witch's Quest - +0cp**

Rather than going to the canon universe you're going to Planefag's Strike Witches Quest universe. Same basic premise but better writing.

## **- Rival - +100cp**

There is always that one girl who seems to hate your guts. You have no idea what you did to deserve it, but no matter how many times you offer your hand in friendship she always slaps it away. Anything you're good at she goes out of her way to be better at and take it from you.

## **-Gremlins - +200cp**

You never seem to make it back to base and you're lucky if you manage to finish a sortie without dropping out of the sky. Through no fault of your own your Striker inevitably fails, even when you watch the maintenance team, even when you do the work yourself, there's something working against you.

## **-Stuck in the past - +300cp**

Any knowledge you have about technology and history beyond that of the 1930s is removed from your memory. You cannot purchase anything higher than a Generation 2 Striker and cannot use any technology from your warehouse that was created with engineering processes that came into use after 1939. Any technology that you rely on for basic survival remains operational unless damaged, and that damage can be fixed by your Artificer if you get to them in time.

## **- No pants allowed - +100cp**

Maybe you think pants reduces your flexibility, maybe you like the look of your thighs, or maybe you're just a pervert. It doesn't matter, you'll only ever wear pants if the temperature is below freezing and wear shirts that are always guaranteed to give anyone a good look at your pantsu.

## **- Discipline - +200cp**

For some reason you can't fathom your commanding officer has it in for you. If you simply have to be standing next to some kind of incident or prank she will blame you and have you perform some endurance punishment. On the plus side your upper body strength will probably go up. If she discovers the truth she'll apologize, but she'll never learn to trust you. Actual offenses have the potential for legislative punishment, and it will invariably be severe.

## **- Unyielding Enemy - +300**

Almost every day you will have to confront the enemy. They are undaunted, numberless and incredibly deadly. Any respite you do get will be undermined but poor morale, meaning that any shenanigans you plan will fail as one by one your fellow witches are shot down in battle, only to be replaced by another with a death count down looming over them.

## **- Forbidden love - +100cp**

Girls can't love girls! But that's not going to stop you. Unless the situation is serious you'll ogle all of your fellow airmen at every opportunity, often drooling. Witches also have a tendency to go sky clad, so you risk an aneurysm. May lead to disciplinary measures if it becomes an issue, though the girls in your squadron are fairly tolerant when it comes to groping and light petting.

## **- Not enough energy - +200**

You have a mana reserve half that of the average witch, meaning that you find it difficult to use magic and your combat range is reduced by half. You'll also nap a lot and only barely pass your competency tests. Your commanding officer will be understanding if you can perform during a sortie, but your comrades will think you're a liability (Can't be taken with Genki.)

## **- Man is the worst monster of all - +300**

There is no alien invasion, no common enemy to unite humanity. World War 2 happens, only this time both the Allies and the Axis have their own opposing Corps of Strike Witches. Whichever nationality you roll is who you're affiliated with, but nothing is stopping you from defecting. Defectors will find it difficult to be trusted by their host nation.





**STRIKE WITCHES DESTROY THE LAST ENEMY STRONGHOLD. WORLD LEADERS DECLARE**

# THE WAR IS OVER!

You've fought a hard and long war. Now you're at the end of it you've got some things to take into consideration.

All Drawbacks are rescinded aside from Strike Witch's Quest. You have the one time opportunity to change your gender back.

You and the companions you've made now have a choice to make.

<p><b>Return Home</b></p> <p>You can go back to your original world, you wake up in your bed at the moment you left it. You get to keep all your powers and abilities as gear and warehouse access.</p> <p>You can no long continue the chain if you pick this choice.</p> <p>If you died you can only choose this option</p>	<p><b>Stay Here</b></p> <p>Staying in a squadron filled with beautiful women does sound tempting, and with the threat gone new boarders will need to be drawn. That's going to cause all sorts of strife and your abilities will be needed.</p> <p>If you decide to stay here you can never return home.</p>	<p><b>Continue the Chain</b></p> <p>You move on to your next adventure with the abilities and any new companions you've made with a ULBs. Time is still paused at home.</p>
---	--	---

# Notes

- Any companions you bring in with you are given the freebies and a striker of the Generation as you. They can be outfitted with a different type of Striker (IE if you have a Fighter they can have a Super Fortress or a Bomber). You can also give them weapons to their maximum carrying capacity. You cannot exploit this, and any weapons assigned to your companions that you haven't bought for yourself cannot be used by you. You can import the maximum amount of companions Jumpchain allows for. They default to female unless you've paid the 100cp amount to change your own gender and age. They will change back at the end of the jump.
- If you take the gender perk you are still a Strike Witch, though the correct name might be Strike Warlock.
- Generation 1 Strikers are equivalent to prop driven planes up to 1945. – Think P51 Mustang or Super Marine Spitfire
- Generation 2 Strikers are equivalent to Generation 1 jet fighter. – Think Gloster Meteor. Generally built between 1942 and 1950.
- Generation 3 Strikers include Generation 2 and 3 jet fighters, their main advantage over G2 Strikers being IR guided missiles. – A good example would be the MiG-21 or the F4 Phantom II. Generally considered to consist of models built between 1950 and 1975.
- Generation 4 Strikers include Generation 4 and 4.5 jet fighters (Also known as Legacy Jet Fighters), their main advantage over G3 Strikers being better Avionics and higher manoeuvrability. Good examples would be the Su27, Su35, MiG29, F14, F15, F18 and Typhoon. Generally considered to be planes built between 1975 to 2005, The SR71 and the F114 are considered G5 officially, they are considered G4 for the purposes of Strike Witches Jumpchain.
- Generation 5 Strikers are equivalent to Generation 5 jet fighters, their main advantage being Reduced RADAR Cross Section stealth. Generation 5 jet fighters also have super cruise, increasing engine efficiency at higher speeds, this increases your combat range by 25%. – Examples of these are the F22, PAK FA T-50 and the F35.
- For further information about specific models of fighters and planes how they correspond to the various generations please check Wikipedia
- You can equip heavy weapons while flying fighter strikers if you already have a similar ability to Restoration sign "Enhanced strength"
- You have a perk that allows you to function without sleep you can take Restoration Sign "Genki" as a free drawback
- All striker units rely on the mana of their witch to operate any speed enhancing perks you have from other jumps have the same effect as Restoration Sign "Blur".
- At the end of the jump people with the Restoration Sign "Genki" perk have their sleep cycles go to normal, though still operate at 110% while conscious.
- Perks from Ace Combat totally apply.