

*In 1972, a crack commando unit was sentenced to prison by a military court for a crime they didn't commit. These men promptly escaped from a maximum security stockade to the Los Angeles underground. Today, still wanted by the government, they survive as soldiers of fortune.*

*If you have a problem, if no one else can help, and if you can find them, maybe you can hire--*

# THE A-TEAM

*Jump by Aehriman*

Welcome to the world of everyone's favorite fugitive mercenary modern-day Robin Hood figures. For ten years you'll be experiencing the best and worst the world has to offer from 1982-92. You might help the little guy being squeezed out by corrupt corporations or thieving competition. Or find some other way to entertain yourself.

To get by, have **1,000 commando points** (cp) to purchase goodies for yourself.

## ORIGINS

*Choose One.*

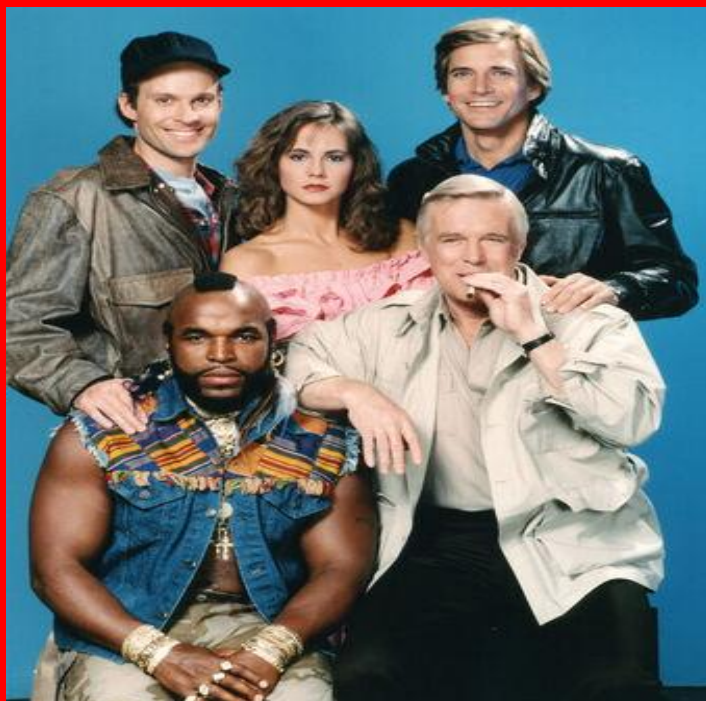
**Commander:** The boss of the team, the man with the plan. You're a skilled fighter, of course, but mostly a skilled schemer.

**Face:** The member of the team with the people skills. To you falls the scrounging and charming duties. It's a hard job but somebody has to do it.

**Heavy:** You're a big guy, no, *the* Big Guy, with a load of bad attitude and the ability to put a serious hurt on some fools.

**Fool:** You're easily overlooked, dismissed, the harmless nutjob. But you're crazy like a fox, the wild card in every deck.

**Hound:** You're not on the A-Team, you're not even their ally. You're hunting them down in the name of Uncle Sam and the US Army. Or possibly the CIA.



## FRIENDS

**Know A Guy** (-100 cp) Well, bring him in! Or her. You can import any number of Companions with 600 cp of their own to spend. Companions cannot import companions of their own, or take drawbacks for more points.

**Hired the A-Team** (-100 cp) Who doesn't want to see what the A-Team would make of the multiverse? You can recruit the gang, and anyone else you meet here.

## SKILLS

**Crack Commando** (free all) It's an action series, you'll only be a victim if you can't occasionally *fight*. You have accuracy, hand-to-hand skills and physical conditioning equivalent to Army Special Forces.

**From Maximum Security Stockade** (-100 cp) Harry Houdini, eat your heart out. It's not that no prison or trap can hold you, it's that none can hold you for

longer than a weekend or so. If you don't find or create an opportunity for escape, one will appear on its own, unbidden.

**To the LA Underground** (-100 cp) You know where people go who want to be hidden, the homeless and the criminals. You make friends and contacts easily with those whom society has given up on, and it makes it a whole lot easier to disappear when kindly Beryl will do your shopping and Joe the wino is willing to stall any MPs.

**If You Have A Problem** (-100 cp) Sometimes, we all struggle. When all hope seems lost, and all your skills fail, you seem to meet just the right person to help you out. Maybe in a material, direct fashion like some do-gooder ex-special forces types, maybe just someone with the perspective and wisdom you desperately needed to hear.

**If No One Else Can Help** (-100 cp) Kind of the reverse of the above. People in a desperate situation seek out *you* for help. At least you won't get bored, and are more likely to get involved with plot stuff. Can be toggled off, if desperate people finding you gets dull.

**Not One Casualty** (-300 cp) If you just shoot the bad guy, how will you have a dramatic fist fight? To say nothing of the message it sends to the kids. You can create a kind of field effect around you, where any bullet or ranged attack will miss. Simply will not harm a single living being, even if you empty the clip. Of course, this applies just as thoroughly to you and your allies, so have fun with that glorious melee combat. It also takes a minute or two to disable the effect, just so you can't flip it on and off whenever you're ready to shoot.

**Nice** (-100 cp, free Commander) Your men don't work for peanuts, but it always seems to mean the world to them when you acknowledge their efforts. Your 'attaboy' or just 'nice' puts a spring in people's step and steel in their spine.

**Certain Style** (-100 cp, free Commander) You have a keen sense of dramatic timing, and a knack for arranging things just so. The bad guys fall just as the police arrive, you trigger the trap at the perfect second to not just trap but humiliate your enemies.

**You Just Hired The A-Team** (-100 cp, free Commander) You are a master of disguise, able to completely transform your appearance in moments.

**The Aquamaniac** (-200 cp, discount Commander) It is one thing to change your face, but you can completely alter your voice and mannerisms to be consistent with the backstory and character you made up on the spot.

**Pragmatist** (-200 cp, discount Commander) Some may call you ruthless. It's not that you're cruel, or even mean, it's just that you can see how things work without involving emotion or sentiment whenever you need to, get at the logic of a situation.

**Flying A Tank** (-400 cp, discount Commander) The A-Team won by being sharp and *unorthodox*. You're great at coming up with unanticipated, unusual ways of achieving your objectives, whether collecting garbage to dump in someone's business, or turning a falling tank into an improvised aircraft.

**I Love It When A Plan Comes Together** (-600 cp, discount Commander) You sure live up to humanity's greatest generals. Not just in tactics and strategy though, your special genius is in frustrating and infuriating your opponents into making a fatal mistake.

**Moneymaker** (-100 cp, free Face) You've a particularly attractive and appealing face, something that makes other people intrigued by you, in all manner of ways. You rarely have a problem making friends or finding willing lovers.

**Old Flame** (-100 cp, free Face) You have a way about you, so your old friends and former lovers still think fondly of you, even decades later. At least as long as you're not an active jerk to them. Just living tends to litter the area with old friends willing to do you a small favor.

**Stock Portfolio** (-100 cp, free Face) You're a skilled accountant, banker, investor, and otherwise know how to handle money so it grows and grows for you. As a side bonus, you know how to pass as a businessman or stock broker and how to make polite conversation in fancy settings.

**Cynic** (-200 cp, discount Face) Always expect the worst, and you'll never be disappointed. You understand, on a deep level, how greedy and self-serving people think. All the better to trick them by showing them what they want or fear.

**Kansas City Shuffle** (-200 cp, discount Face) The best kind of con is one where the mark knows there's a con, but thinks they can get the best of you and walk away laughing. You're great at getting into people's heads enough to show them what they want to see, the better to surprise them when you pull the rug out.

**I Can't Leave Hannibal** (-400 cp, discount Face) Having a plan is nice, but sooner or later something goes wrong and you have to start improvising. This is your time to shine, as you make up lies or come up with workable plans on the spot.

**Anything, Anytime, Anywhere** (-600 cp, discount Face) How did you find a '53 Chrysler in the jungles of Vietnam? Or the materials to make an ultralight plane after crashing in the wilderness? Your skill and fortune in scrounging up the things you need are unbelievable, just never ask where or how you got them.

**Joie de Vivre** (-100 cp, free Fool) You're in touch with your inner child, able to find joy and wonder in everything, and make your own entertainment.

**Impressionist** (-100 cp, free Fool) What, like a Moliere? No, you are however very skilled in mimicking other people, whether Marlon Brando or Jack Nicholson. Always good for a laugh.

**Treaties** (-100 cp, free Fool) You're actually a really skilled cook. It isn't a useful skill in a fight, but great for making friends or turning away wrath.

**Optimist** (-200 cp, discount Fool) Perhaps too much sanity is madness, and worst of all, to see the world as it really is and ignore what the world could be. In even the darkest of times, you can always find a bright side. In even the vilest of villains, something to respect and love. Lots of people respond well to that.

**Had A Headache One Day** (-200 cp, discount Fool) and then you could speak every Asian language and Swahili fluently. In fact, you can speak any human language as well as your native one.

**He's A Nut** (-400 cp, discount Fool) Is there anything better than being consistently underestimated? People never arrest you, and assume you are harmless as a default. Oh how surprised they'll be.

**Looks Like We Gonna Crash, And Die** (-600 cp, discount Fool) If it has wings, or rotors, you can fly it. Even planes you've never heard of before. Even helicopters that are on fire and should have crashed twenty miles back. You get maximum performance out of your aircraft and even if you should get shot down, everyone inside will be miraculously unharmed.

**Bad Attitude** (-100 cp, free Heavy) You been in your share of fights, and are a heckuva brawler, able to take down three or four guys with ease, even if they were as strong and tough as you are.

**Big Guy** (-100 cp, free Heavy) You're a big one, aren't you? Taller and broader than most men, strong enough to walk while draped in four or five guys trying to stop you.

**Good With Kids** (-100 cp, free Heavy) You're great at talking with, watching over kids, and general parenting skills. You are at the least an ideal babysitter.

**Stoic** (-200 cp, discount Heavy) We, all of us, gotta accept death. That makes us fearless, gives us a power the enemy cannot match. You can accept and endure hardships others cannot imagine.

**Don't Touch My Van, Sucka** (-200 cp, discount Heavy) People don't mess with your stuff without your permission, unless they are seriously hostile to you. Even then, they will hesitate as if sensing they are about to do the unforgivable.

**Garage** (-400 cp, discount Heavy) How strange, but the brig is being fumigated, the villains hideout just burned down, and whenever you're captured the bad guys seem to have no choice but to lock you into an improvised prison. Like a tool shed, machine shop or garage. They'll forget to take the tools out too.

**Hands Off** (-400 cp, discount Heavy) Your blood boils when someone attacks your friends, even if you were going to strangle them yourself a moment ago. You become much stronger and more skilled when protecting others, more and more so the weaker or more helpless your charges are.

**Mechanical Genius** (-600 cp, discount Heavy) You might just be one of the best mechanics alive. With a pair of pliers and a little time, you can fix anything but

dinner. Drill a couple holes for connection, and you can armor-plate a car and then restore it factory new.

**Superb Marksman** (-100 cp, free Hound) You're an exceptional shot, easily able to shoot the tires out of a vehicle moving at speed, or hit someone in the arm or leg. Like Decker in his introduction, you can acquire a target and aim carefully faster than many could get off a snapshot.

**The Game's Afoot** (-100 cp, free Hound) When on the hunt, no trail can be completely obscured. No matter how many false trails and dead ends you run down, there will always be a clue, always be a way forward.

**This Seem Funny To You?** (-100 cp, free Hound) In your presence, snickering stops and chuckles die. Mocking you to your face would be like trying to give Darth Vader a wedgie. This may not help you capture the A-Team, but they will certainly treat you seriously.

**Military Business** (-200 cp, discount Hound) People just don't trust authority the way they used to, unless the authority is yours. You can wave around that military rank and have people defer to you even in areas where you should logically have no ability to issue commands.

**Took Us Ten Years To Break Lynch's Spirit** (-200 cp, discount Hound) When they made you, they forgot to put in the quit. Your will is boundless and if you have to hunt someone to the ends of the Earth and back, you will never, ever give up.

**Enhanced Intelligence Asset** (-400 cp, discount Hound) You know how the spy game is played, better than most. You can gather intelligence, blackmail or torture, follow, spot a tail, better than virtually anyone. In short, you have skills equivalent to Hunt Stockwell.

**Extreme Political Pressure** (-600 cp, discount Hound) You don't get to any high rank without learning how to play the game. Militaries, governments, spy agencies are all made up of people. People with competing interests, desires and fears. You know how to assure people you can get them what they want and keep their nightmares at bay... if they can get you what you want or need.





## STUFF

**Van** (free) A black, grey and red 1983 GMC Vandura with the usual trapping of Jumpchain. Infinite fuel, self-cleaning and repairing, and getting replaced in a week if destroyed. Nothing too fancy, but it is one of the iconic vehicles of fiction.

**Gold** (free) About twenty pounds of gold jewelry. Rings, earrings, and an absurd number of necklaces. You could sell it, or be the most fabulous person on the block.

**Stogies** (free) A replenishing box of cigars that do not harm your health, or anyone else's, smell perfectly pleasant, and actually help you think much better.

**Firearms** (-100 cp) Five assault rifles, one bolt-action hunting rifle, and six pistols. Self-cleaning and maintaining, limitless ammo.

**Funds** (-200 cp) Twenty thousand US dollars a month. Can be purchased multiple times, just add a zero to the end of that sum for each subsequent purchase.

**EIA ID** (-200 cp) A card proving your membership in a secretive spy agency not known to the general public and answering directly to the President. Grants you considerable leeway with law enforcement, intelligence and military assets though.

**Aircraft** (-300 cp) When in trouble, always know a pilot. This is less a tangible item and more the idea of an aircraft that is always available when you need it. That helicopter you run across in the jungle, or the Gulfstream that happens to be sitting unlocked just off the runway. When you need it, a plane or a chopper will be waiting for you to borrow it.





## COMPLICATIONS

**Oh Fudge** (+100 cp) This is a family program, you cannot use any filthy profanity here.

**Mesmerized** (+100 cp) Long ago you were hypnotized. The precise reasons don't matter, but you pass out for an hour or so whenever you hear the word 'eclipse.' Or a word that's close enough, particularly with a lot of audio confusion. Here's hoping you're never in earshot of someone running out of ammo in a pitched gun battle.

**Tell Him His Mother Wears Army Boots** (+100 cp) Your witty repartee... isn't. Your jokes fall flat, your insults are childish. Maybe it's best if you don't even try, but you will try.

**No Spoilers Now** (+200 cp) Any memory of the A-Team series or metaknowledge is just gone now, as surely as if you'd bumped your head.

**I Die Before I Fly** (+200 cp) You are deathly afraid of flying. You will attack your allies, try and take a slow boat around the world, anything to avoid the dread aircraft. This also applies to any faster form of travel, such as teleportation or super-speed. You've seen Star Trek, and the idea of running into a brick wall at Mach 7 doesn't appeal.

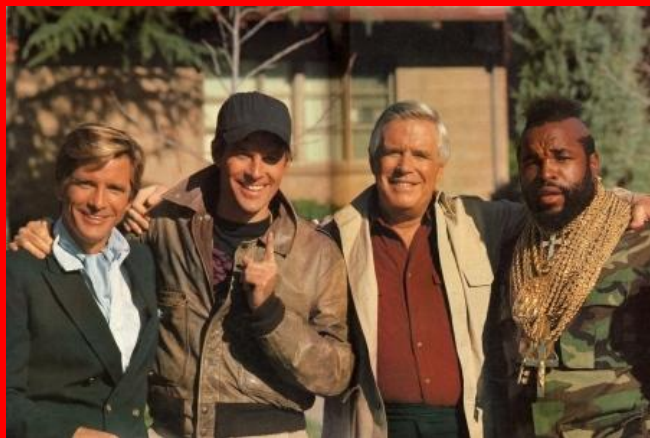
**On The Jazz** (+200 cp) You love it, man. The danger, the thrill of the chase. You might find yourself setting handicaps or making life more difficult, just for the rush of getting to style on your opponents. Safe to say, just settling down and living a quiet life in some city is off the table, how will you live without the rush that makes you feel alive?

**Fugitive** (+300 cp) You are wanted by the government, with a specially-formed task force dogging your heels every step of the way.

**Remade** (+300 cp) What's this? The A-Team were in Iraq? And they have tattoos? Welcome to the world of the A-Team movie, where computers and surveillance are everywhere, as is a massive CIA conspiracy. Everything's new and different, so by definition, worse. This is a gritty, fast-paced world with little of the friendly charm the franchise is known for.

**In Context** (+400 cp) Any strange powers or perks that don't fit in a standard 1980s Earth are disabled for the duration of your stay.

**Who Helps Them?** (+400 cp) Before your time in this world is up, you must clear the A-Team's name and free them from any form of bondage, say to the CIA, or chain-fail.



## FREEZE-FRAME

What Now?

**Move On:** Time to move on to the next adventure.

**Go Home:** Sooner or later, everyone has to go home.

**Stay:** It's a pretty nice world. Maybe it's time you settled down with a nice person?