

World War II Jump

Well, this is a little different. You're not in some far-off fantasyland, or the far future, or, in fact, another world at all. This time, you land in your own world, just a little off in time. This jump will test not only your powers and intellect, but your capacity for leadership and your ability to suffer through grueling battle day after day in the Greatest Conflict. This Jump, is World War II.

You are a freshly-minted Lieutenant, in charge of a platoon of soldiers in the Second World War. You will appear just as the conflict begins for your nation, and will be expected to serve your nation. Displays of extreme abilities or technology may save your life, but they will also greatly increase interest in your unit from both your own leaders and those of your enemy, and beware; superhuman though you may be, even the toughest Jumpers will be killed by a direct hit from an 88, not to mention the effects of saturation bombing, and do remember this is the war where atomic weaponry is born. The End of your time in this world is also unusual; rather than ending in precisely ten years, you leave this jump at midnight on the night all the powers on one side of the war surrender. You may be here just a year or three, or you may have a decades-long slog ahead of you...

Here, go ahead and outfit yourself and your unit. +1000 CP

Places:

Roll 1d8 to determine with what nation you serve. Alternatively, you may pay 100 CP to choose any of the listed nations.

1. Britain: Your platoon is a member of the British Expeditionary Force. You assume command on May 10, 1940. The retreat from France, the Battle of Britain, and the entirety of war in the European Theatre is ahead of you, or you may be assigned to serve in North Africa.
2. American: Your nation has just been attacked by the Japanese. It is December 7, 1941, when you take command of your platoon. You have enough pull to get yourself assigned to one of two theatres; the war in the Pacific is brutal, but then again, so are the battles in North Africa and Europe.
3. Australian: It is September 3, 1939, when you gain command of your platoon. Your nation has just declared war on Germany. You may end up assigned to the European Theatre where you will serve with the rest of the Commonwealth Nations, or you may continue to defend Australian soil in the Pacific from the Japanese.
4. New Zealander: Similar to the Australians, it is September 3, 1939 when your nation declares war with the rest of the Commonwealth. Depending on how much pull you have with High Command, you might find yourself serving in Greece or North Africa, or remaining in the Pacific with the Second NZEF.
5. Canadian: Your newly-minted platoon is currently on a ship in Convoy HX-1 on its way to reinforce the British, on September 16,

1940. The Dieppe Raid and the invasion of Sicily will probably be your first taste of battle.

6. French: You are serving with your platoon in the Ardennes when you take command on May 10, 1940. You will probably be unable to prevent the German occupation of your nation, so your platoon should probably evacuate with the British or begin forming some sort of Resistance...

7. Russian: Your platoon has just been assigned to be part of tomorrow's invasion of Poland, on September 17, 1939. After dealing with that, you may have to survive the Winter War, and the horrors of the Eastern Front hold plenty of danger for even the most wary.

8. Free Choice: You may serve with any nation you desire, from those above to Germany to Finland to Sweden.

Your age is 1d8+16. Your gender is whatever you started with, though you may freely change it to male. You may pay 100 CP to select your age or gender, but beware that choosing to have a female gender may make your men, and High Command, very suspicious of you. You freely speak any native languages of your home nation, as do all companions you import.

Backgrounds:

Drop-In: Line Infantry: Free

You simply appear out of the mists of your nation's personnel system one day, assigned to a bog-standard platoon of line infantry. You have the basic skills a Lieutenant is expected to have, but your men are simple volunteers or draftees, with no special talents beyond those you provide. Of course, it's always much easier to find new recruits...

Marines: 100 CP

Your unit is made up of Marines, or some other equivalent amphibious assault force. Trained and equipped for maneuver warfare and amphibious assault, your soldiers are ready and willing to get up close with the enemy. Though you may be lighter in heavy weapon support, your soldiers are deadly at close range, and may have are trained and equipped to clear bunkers and secure landing zones.

Airborne: 100 CP

A new innovation in warfare, you are the commander of an Airborne Platoon. Willing to jump out of perfectly good airplanes at your command, your unit is trained and equipped to take and hold important territory even behind enemy lines. Recipients of a some extra training beyond your average trooper, your soldiers are also deployed with some heavier weapons to allow them to hold positions far from armored support.

Commandoes: 200 CP

Your platoon is beyond the elite. Having survived rigorous training under your command, your men are masters of even unconventional forms of warfare. You have the best training your nation can provide, and some truly unusual equipment available to you. However, you're most

likely to draw the toughest jobs, and holding ground with light infantry is always a difficult task.

Your Platoon:

Now, you've graduated some form of Officer Command School, so you know what your platoon's likely to look like. Just as a reminder, though, here's the structure of the 39 men you command. All those not otherwise noted are armed with a mix of semiautomatic rifles and carbines, such as the M1 Garand.

Headquarters Squad = 4 men

- 1 Platoon Leader (You, the man in charge of the platoon.)
- 1 Platoon Sergeant (The head Non-Commissioned officer, he's in charge of discipline and tactics while you're busy with the long-term plans)
- 1 Runner (Someone to keep you safe, and also to get orders to the men while you're busy)
- 1 RTO (Radio-Telephone Operator, with equipment to stay in contact with high command and make sure you're going the right direction)

3 X Rifle Squad = 12 men each

- 1 Leader (Armed with a submachine gun, the Squad Leader keeps his squad together and relays your orders)
- 1 Assistant Squad Leader (Armed with a BAR, the ASL helps keep the squad in order and commands part of the squad when split into fire-teams)
- 10 Riflemen (The bread and butter of the army, your average soldiers armed with grenades, a rifle, and some serious guts)

You may freely have any companions "imported" as members of your platoon, either as standard soldiers, as your sergeants/leaders, or as any attachments you purchase. If they are not human, they gain "human" as an alternate form; if they are female they remain so, but expect large amounts of suspicion from fellow soldiers and High Command unless you find a way to conceal their status.

Platoon Upgrades:

While every soldier you command has survived Basic Training, not all platoons are equal. Here's your chance to decide what special training or equipment your platoon has been equipped with.

Polly Oliver: 100 CP:

You, and your entire platoon, are skilled at use of disguises both for warfare and... other activities. You can easily disguise yourself as the opposite gender, and irregularities such as elven ears are simple to hide. Utilizing captured enemy weapons and equipment to get behind enemy lines and cause havoc is also effective, though be sure to let your allies know!

Die Hards: 100 CP, Free Marine

Your soldiers are astonishingly tough. Though not superhuman, you certainly don't have any wimps in your unit. Expect a lot of "adrenaline" rushes allowing soldiers to ignore minor wounds, and as long as you have medical support a bullet in the gut isn't even a death sentence. Of course, there are plenty of things no amount of toughness will let a man survive...

Runners: 100 CP, Free Airborne

Your unit LOVES PT. 5-Mile runs are a nice wakeup, even in full kit. More useful than you'd think, as trucks and Jeeps are only useful until you're actually engaged. Your unit makes the 100-yard dash to cover much faster, which is an amazing survival trait in itself.

Marksmanship: 100 CP, Free Commandos

While all platoons have made it through basic training, yours excelled in one key area for survival; they're all excellent shots. Any one of them could expect to graduate American sniper training with flying colors, without even taking the training (not that that's saying much...). No matter the weapon, your soldiers are lethal at distances where most units are praying for artillery support.

Assault Training: 200 CP, Free Marine

Sometimes combat gets up close and personal, and your soldiers excel at that kind of action. Your entire platoon is trained in hand-to-hand combat and is of masterful skill with the bayonet. In addition to this extra training, some of your men are also equipped differently; up to one man in four may replace his M1 Rifle or Carbine with a Thompson, Grease Gun, or another similar submachine gun.

Amphibious Assault: 200 CP, Free Marine

Perhaps the most difficult type of operation is the amphibious assault; forced to advance unceasingly and without cover into withering enemy fire, dealing with unexpected depths of water while wearing gear up to 60% of your body weight, and simply praying your vulnerable transport is ignored. However, this is the thing you and your unit were made for. They never get seasick, can all swim despite heavy gear, and have the guts to advance no matter the situation.

Airborne Wings: 200 CP, Free Airborne

Your platoon is trained in jumping out of airplanes. Any fear of heights has been removed, and they're able to adapt to being separated from command far better than you'd expect. Further, such troops have at least been in a plane before (even if they've never landed in one) and thus will be far more willing to accept future tasks involving travel in advanced vehicles, possibly including space travel.

Demolitions: 200 CP, Free Commandos

You, and your men, have had training from a member of the Engineering Corps. Or maybe you just have a natural talent for making things go boom and fall down. In any case, your platoon is skilled with explosives of all shapes and sizes, from grenades to dynamite, and can even improvise on the fly. You have a heavier demolitions load, and

are experts at taking down bridges and buildings. In a real pinch, your men may even be able to rig up AT weapons out of socks and whatever explosives you've got lying around.

Concealment Training: 200 CP, Free Commandos

Some say stealth has no place on the modern battlefield. Your men would disagree, but that would mean breaking cover. Masters of concealment and misdirection, you and your unit are able to get to point-blank range before even alert sentries spot you, and your defensive strategies employ remarkable wood duplicates of your units to misdirect enemy fire.

Foxhole Artists: 200 CP

Your men are geniuses at defensive warfare. You're brilliant at picking positions and emplacements for overlapping fields of fire, and your men are able to follow through; they are skilled with pick and spade, and once they're dug in they'll never leave. Expect your laagers to quickly turn into fortresses.

Extra BARs: 200 CP

Based on designs by John Browning and refined by a man serving time for manslaughter, the Browning Automatic Rifle is the supreme light machine gun of the day. Firing .30-06 ammunition at high velocity, this weapon is perfect for setting up a base of fire OR killing your platoon's enemies. Your platoon now has twice as many light machine guns, enough to equip each squad with two. While cursed with a chronically undersized magazine, these machine guns pack enough punch to even threaten light vehicles.

M1919: 200 CP, Discount Airborne

Now, those light machine guns are nice. But sometimes you need to lay down a real base of fire. And for that, you need some heavy belt-fed weapons. All Light Machine Guns in your platoon add the tripod to his carrying weight, but allows you to suppress the enemy quite effectively without worrying overmuch about magazine changes.

Double Combat Load: 200 CP

Sometimes, you just need more stuff. Your platoon is overequipped in all of the essentials (which, according to your men, means they're actually just about right). Your men might have connections in the Quartermaster's Corps, be excellent scroungers, have... creative access to the requisitions files, or just be kleptomaniacs. In any case, you've got twice as much ammunition and food as you should, as well as many more grenades and a much larger fuel supply. Those materiel acquisition abilities will carry on to any future battlefields, as well.

Academy Trained: 200 CP

While all Lieutenants have at least passed the basics of officer training, you're a member of the elite. You may have been a pre-war graduate of West Point or Sandhurst, or you may just have natural ability, but you have true talent as a tactician and a leader. Your

men are far more willing to follow you into desperate situations, and you have excellent instincts for terrain and operational decisions.

Priority Fire Support: 200 CP

You have uncanny luck when calling for artillery support. The battery usually happens to not be busy, and is unusually accurate. While not guaranteed, you'll usually be able to get support from the rear even during pitched battles. Even in other worlds, allies backing you up rarely get distracted or told to do more important things.

Unshakeable: 300 CP

While most soldiers have a breaking point, when the horror of battle becomes too much, your men don't. They will follow you into the very mouth of hell (or Fortress Europe) with nary a flinch. Either due to your inspirational leadership or to their native toughness, they are resistant to things that would shatter the morale of lesser men, including even truly supernatural foes.

Runs on Electricity: 300 CP

Strange technology and powers are second nature to your platoon. They're highly intelligent or intuitive with advanced or alien tech or other weird abilities that may somehow show up. Expect them all to be able to handle any superhuman abilities you and your companions have or grant them, and given a few days of familiarization they can be power-armored badasses if you train them right. Explaining things to the rest of the Army might still be a problem...

Reinforced Platoon: 400 CP, Free Line Infantry

Your platoon is very fortunate. Through some form of oversight, or perhaps just due to your charming personality, you have one more squad than you should. They are fully equipped like the rest of your platoon, starting out as a 12-man squad with 1 Light Machine Gun and 1 SMG, and with their own deuce-and-a-half and jeep; all other equipment upgrades are also slightly upsized to cover your larger-than-normal strength. As a famous leader will soon say, "quantity has a quality all its own."

Battle Buses: 600 CP

While every platoon has their deuce-and-a-half trucks and jeeps to get to the AO in, those vehicles aren't exactly usable in battle. Your platoon, however, is mounted in M3 Half-Tracks. Armored and armed with a M2 Machine Gun, your battle taxi can take your men right up to the front lines in (relative) safety. Able to traverse even difficult terrain due to the half-track system, your men are at least safe from potholes (though artillery and air support can still be dangerous, given the lack of a roof). Even in the thick of battle, you may be able to use your machines as a hard-point to build a defense around.

Attachments:

While general extra training for your platoon is helpful, sometimes you need a specialist to come in and show them how it's done. These

Platoon Attachments have been assigned to your platoon for the duration of the war, and are added to your standard structure. If you are importing any Companions, they may be imported as any Attachment you choose as well.

Interpreter/Guide: 100 CP, Free Commando

You have a "civilian" attached to your platoon. He, or she, is a native of your primary area of operations. They may be a member of the French Resistance, a Kachin Tribesman, or just a local who knows their way around Stalingrad. In any case, they speak any languages you might encounter, and have all kinds of expertise in the local area. Further, they're generally very good at finding shortcuts, and can bring that skill and their other social talents to any area in which you operate.

Sniper Support: 200 CP

Company Command must think you're important, because your platoon's been assigned a pair of expert sharpshooters. These master marksmen are armed with a bolt-action rifle, and given their advanced training, can hit far-away targets even using the simple 2x or 4x scope. They will help hit high-value targets, and can often pin down the enemy while the rest of your platoon moves in for the kill. Further, the Axis powers often use snipers, so having a counter-sniper option short of artillery is sure to be useful.

Medical Aid: 200 CP

Your platoon is fortunate enough that you don't need to rely on the vagaries of the Army to get medical aid for your injured soldiers. You have added to your platoon one fully-trained Medic, male or female and capable of fixing almost anything, and two First Aid Men or Stretcher Bearers to keep your men alive till the Medic can see them. They have a sufficient supply kit to staunch most wounds, but it's not as though they can carry around a full OR. Fortunately, your Medic has connections with a nearby MASH, so injuries he can't fix are not quite CERTAIN death.

Forward Observers: 200 CP

While you and your RTO can call in fire support, you often have better things to do, and you're not really trained in it anyway. These two fine gentlemen, however, have been assigned to do that for you. One from the Army Air Corps and one from a nearby Artillery group, they are trained to call down fire from anything from a battleship to a Lightning, and can make any mortars far more efficient.

Flamethrower Section: 200 CP

It's really time to turn up the heat! Perfect for clearing a perimeter or forcing your enemies to evacuate a building or bunker, the M2 Flamethrower is effective at up to 120 feet. Do beware, though; the backpack tanks are highly explosive, and you don't want to be anywhere near one of these if the person using it isn't highly trained! Fortunately, three of your men are. You've had three

Flamethrowers and three operators assigned to your platoon. Use them wisely!

Intelligence Officer: 200 CP

Your platoon has another LT attached. Not a leader of men, however; this officer is from the Intelligence Branch. He's excellent at deciphering fragments of communication or interrogating any captives you may find, and is intelligent and quick at learning languages. His ability to glance at aerial photography and figure out what's REALLY going on may well save your life, and his connections in the Intel Branch make it far more likely that you'll GET some aerial photography.

Engineers: 300 CP

The Corps of Engineering has sent a trio of trained combat engineers to aid your platoon. They have an excellent eye for terrain, and will help your men set up defensive positions far more quickly and effectively. Also skilled and equipped for demolitions work, should you need to blow up any buildings, bridges, castles, or tanks. Further, they've got talent and ingenuity in surpassing obstacles, from bridging rivers to finding a good route up a cliff.

Anti-tank Section: 300 CP

The new emphasis on armored warfare has begun to shape the infantry war, as well. When steel beasts roll across the battlefield, your troops have an answer. Four men have been assigned to your platoon with training in an anti-tank weapon, probably the M1 Bazooka or a similar recoilless rifle platform. While they may not stop truly heavy armor, they'll certainly make them cautious enough that you can survive to call for backup.

Mortar Squad: 400 CP

The Company Commander doesn't want you filling up his time with requests for "fire support," so he's provided you with your own. Your platoon includes a small Mortar squad, consisting of 4 men, two operating the 60mm mortar and two more providing security. With a range of up to 2000 yards and the ability to fire HE, illumination, and WP (both to produce smoke and to produce casualties) shells, this mortar will certainly help keep your enemies' heads down. Or take them off.

Armored Support: 400 CP

Sometimes boots on the ground are all you need, but often some heavier support is required to survive and hold ground. Fortunately, that's within your reach. A single "stock" tank has been assigned to support your platoon, along with its crew and a mechanic. A Sherman, a Churchill, or another armored vehicle, ranging from the ultra-heavy KV2 to superlight recon tanks, the choice is yours. While heavier tanks may appear unable to support you in some situations, such as an airdrop, an intelligent commander will find a solution.

Hero: 500 CP

All your men are heroes, of course, but one of your men is truly special. A legendary hero from WWII has somehow become attached to your unit, and refuses to leave. He may be a humble Texan with burning rage and a talent for war, an unparalleled Finnish sniper, or a mad Briton carrying a claymore and longbow into battle. As with other attachments, the Hero will become a Companion, though the greatest risk for you is failing to hold him back.

Specialty Armor: 500 CP

Not all tanks are created equal, and yours is even less equal than others. You have an armored attachment that is truly unusual; a flamethrower-equipped Firefly, an aquatic "Funny" tank, or a mine-clearance vehicle with cannon, flail, and plow. You may instead have a field gun capable of breaking through even the most hardened fortifications. These vehicles come fully equipped, with a trained crew and a mechanic to maintain them.

Drawbacks:

While the War's never easy, yours is harder than others. You can select up to two drawbacks totaling no more than 600 points to give you some extra choices above.

Grayscale: +100 CP

For some reason, you can't quite see properly. Your vision is like the newsreels, in shades of grey. While that's annoying, it's also a real threat on the battlefield; a second's delay in identifying a uniform can spell death, and you'd best hope that nobody orders you to fire on a target designated by green smoke...

Sad Sacks: +100 CP

Your platoon is filled with perennial discipline problems. Though your troops will obey you on the battlefield, they probably won't off of it. They steal from neighboring units, are constantly out of uniform, have nonregulation hair, and will often "wander" off base. If you don't want to see some courts-martial, you may need to be very careful to keep your unit isolated from others.

Super-Powered Butterfly: +100 CP

Somewhere, a butterfly flapped its wings, and the course of the whole war changed. Don't expect things to turn out the way you remember from history. From the moment you arrive, things are different, even without your direct involvement. Perhaps Hitler decided not to invade Russia? Perhaps the carriers were docked on December 7 1941? Maybe Sea Lion got off the ground successfully? Your future knowledge will rapidly become mostly useless.

Green Platoon: +100 CP

While your platoon has survived Basic and theoretically has some specialist training, you can't really see much evidence of it. They will need serious support and encouragement to reach the training level of the rest of your unit, and even once trained they'll have

morale issues the first few times they hit combat. They might as well be fresh meat, at least until you pound some sense into them.

Battle Fatigue: +200 CP

You and most of your platoon are subject to horrific shell shock. After the first battle of the war, you'll suffer PTSD. The noise, the smell, and the sights just got to you, and you can't take it. Expect to have traumatic flashbacks at the worst times, and you probably won't sleep very well either. Your men will still obey you most of the time, but there are situations that they just can't handle.

Hated by the War Department: +200 CP

The War Department, or whatever logistics bureau your nation has, seems to hate you. Your resupply is never right, but that's okay because it's always late anyway. Expect full shipments of nothing but prophylactics and maps of Tanzania while you slave away invading Guam, and your infantry unit will probably have more Aviation fuel than you know what to do with. Hope you have a way to get ammo from elsewhere!

Nazi Super-Science: +300 CP

You remember hearing stories about crazy super-science experiments performed by the opposing powers, like flying battleships built by the Nazis and zombie soldiers deployed by the Japanese. Well, those insane gambits paid off for the enemy, but not for your nation, in this war. You may run up against functioning Maus and Ratte Tanks, under battlefields shaded by Jet Bombers, and you'd best pray someone stopped the research on atomic weaponry and attempts to capture the Spear of Destiny. Or maybe that's what you're here for?

Target of the Fuhrer: +300 CP

Adolf Hitler, or another extremely high ranking leader on the opposing side, has "realized" that your platoon is a morale booster for your entire nation. Therefore, they'll stop at nothing to wipe you out. Expect assaults on your line to center directly on your platoon, even in the midst of a 100-mile front, and spies and saboteurs will make your unit a top priority.

THE END

Congratulations, you've survived World War II. The last opposing power just declared their surrender, and now it's time to decide what you're doing next. In any case, all of your Drawbacks recede, and any implanted memories are reduced to just that; implanted memories that you can call upon if needed.

Stay Here:

You've preserved the free world with your sweat and blood, now it's time to live here. You can get mustered out or stay in the military, but you're here to stay. The government will probably give you a pension, and you can expect some medals.

Go Home:

The long war has taught you how valuable your life back home really was. You wake up at home, in the real world. You still have all your memories and training, and your companions can come with you as you like. It is worth noting that this WWII is not quite yours, but a very close alternate, so changes you may have made do not affect your home timeline.

Keep Going:

There's always a new place to go and new battles to fight. You can take your training and allies and keep moving. Any surviving members of your platoon and attachments are now Companions, able to come with you from world to world.