

ADVANCE WARS

Welcome to Wars World!

Here, war isn't taken very seriously. People don't die most of the time, tanks and ships appear from nowhere if you pay enough money, and commanding officers (known as COs) have battles with each other for fun. However, peace is still preferable to war- don't forget that.

There are four countries in this world- Orange Star, Blue Moon, Yellow Comet, and Green Earth. They all have territory on each of the three continents- Cosmo Land, Macro Land, and Omega Land. The other countries are currently at war with Orange Star, but this will soon change (without intervention), and the four nations will become known as the Allied Nations.

You'll be here for ten years. You'll most likely become a CO of one of the four (well, five) armies on this world, and lead your armies to victory and glory. Good luck, and don't lose.

Backgrounds- You can pay 50 cp to choose your age and sex.

1- Drop-In: You drop into the world with no prior history or connections. If you don't actively avoid it, you'll eventually meet a CO in your country, and they'll offer you a job... Roll 20+1d8 for your age.

2- CO: You're a rising star in your country's army. You've just been assigned partial command of it, in fact- you're a CO. There's war brewing on the horizon- don't screw things up and you have a golden future ahead of you. Roll 20 + 1d8 for your age.

3- Soldier: You're a grizzled veteran with skills borne of experience. You've fought as part of nearly every unit, from infantry to tanks to copters. Your expertise has landed you a command position in your country's army. Roll 35 + 1d8 for your age.

4- Alien: You're not even from Wars World. Rather, you're a member of an alien race- the same race as the leader of Black Hole, Sturm. Trained in the art of war since birth, you've now ended up on Wars World. Perhaps you've been sent to help Sturm? Perhaps you've had a change of heart and want to help the Allied Nations fight him? Whatever the case is, you're here, and your enemies have a lot to fear. Roll 30+1d8 for your age.

Locations

Roll 1d8 to determine your location. Alternatively, pay 50 cp to choose.

1- Orange Star: Based off America, this nation in the north of Cosmo Land is currently at war with its neighbors over a... slight misunderstanding. Their COs tend to be well-rounded, with few specialists. Notable COs include Andy, Sami, and Max.

2- Blue Moon: This snowy country to the southeast of Orange Star is based off of Russia. It invaded Orange Star recently, though they believe Orange Star invaded them first. Notable COs include Olaf and Grit.

3- Yellow Comet: Led by the foolish emperor Kanbei and based off Japan, Yellow Comet occupies an archipelago to the southeast of Green Earth and Blue Moon. Notable COs include Kanbei and Sonja.

4- Green Earth: The country of Green Earth occupies the entire southern half of the mainland. It is based off of Germany, and it has specialist COs in most areas of warfare. Notable COs include Eagle and Drake.

5- Macro Land: Another continent on Wars World, where the events of the second game take place. Roll 1d4. You end up in the country you rolled's territory on the continent. Notable COs introduced in Macro Land include Hachi, Colin, Sensei, and Jess.

6- Omega Land: Omega Land is the third continent on Wars World, and a beautiful one to boot. Roll 1d4. You end up in the country you rolled's territory on the continent. Notable COs introduced in Omega Land include Jake, Sasha, Grimm, and Javier.

7- Lucky you! You get a free choice.

8-Black Hole: You've ended up in the militaristic and hostile territory of the Black Hole Army. This is probably not a good thing. Based off Nazi Germany and currently led by the mysterious alien known as Sturm, this army seeks to either conquer or destroy the world. They don't seem to particularly care which. Notable COs include Sturm, Lash, Hawke, and Adder.

Perks

All backgrounds get their 100 perk free and the rest at 50% off.

Undiscounted

Free- Andy's Anthem: You get a cool musical theme in the style of Advance Wars. You can also hear other CO's themes. You can toggle whether it plays or not.

[Variable]- Dual Strike: Despite the name, you don't get to only import one companion. Rather, you can import up to eight, spending 50 CP on each companion. This gives them 500 points to spend each.

Drop-In

100- Sun Tzu: You've read the Art of War. You have a comprehensive grasp of military strategy, and how to correctly apply it. This will be pretty useful, especially against certain COs who seemingly have no idea what they're doing.

200- Tag Team: You fight best with another CO by your side. You can give your partner good advice and inspire them to do better in the midst of battle, and they can do the same for you. This increases both of your capabilities in combat. It also makes it slightly easier for you to make friends and bond with people.

400- Chameleon: You adapt very quickly to the fighting style of your opponents in battle. After you've fought someone once, you can come up with a strategy to effectively counter theirs. After you've fought them a few times, you can even mimic what they do in battles. The skill of this mimicry increases with the amount of time you fight the opponent.

600- Cold Analysis: At any point during a battle, you can seemingly freeze time. (This doesn't actually freeze time, it just makes you think very quickly.) You can take as much time as you'd like to consider your strategy and how your opponent might respond to it, and just generally think about the battle.

CO

100- Gimmick: You have a specialty when fighting. This might mean saving money when producing units, a flair for aerial combat, or ease of movement. Whatever it is, you can do it, and do it pretty well.

200- We Can Do This: Leadership comes very easily to you. You can inspire people you are in charge of to new heights, increasing their loyalty and sometimes even their abilities.

400- Top Tier: You're the best there is at what you do. You gain a flair for fighting and a tactical sense that is nearly peerless. If you have a Gimmick, it also becomes stronger- you can either take another Gimmick or increase the strength of your previous one.

600- CO Power: Over the course of a battle, you feel a strange energy building up, with speed depending on how well you fight/how much damage you take. When this energy reaches half power or full power, you can release it to boost yourself and any allies you have with an effect based off of your gimmick (if you have one) and a general strength/speed/toughness boost.

+300 (no discount)- Tag Power: In battle, if you're fighting with an ally by your side, you can grant them the CO Power perk for the duration of the battle. If both of your energies hit maximum, you can use a Tag Power. This not only activates both of your Super CO Powers, but doubles your speed, allowing you to strike twice where you could only strike once before.

Soldier

100- Experienced: You're well trained in the arts of combat- both command and more personal fighting. You know how to handle yourself in a fight, you know your way around a machine gun, and you could pilot a fighter if you had one.

200- Hit Its Weak Spot: You have a gift for exploiting the weaknesses of your enemies. From experience, you know what works best against what kind of unit, and how best to take advantage of the enemy CO's blind spots. If you're fighting Eagle, you know to bring out the anti-airs.

400- Lead From the Front Lines: Who's that in the tank, charging towards enemy lines? Oh, right- it's you. In battle, if you choose to join a unit under your command and enter the battle yourself, your troops will gain morale and fighting strength from your presence. If your unit is destroyed, you can slip away back to your command post relatively unscathed, although your troops will take a hit to morale.

600- Thermopylae: Stuck in a rough spot? It looks like you're going to lose? It doesn't matter. Your enemy is weak, and your troops are strong- you'll get through this. You get a boost to both military competence and luck when your back is to the wall. You can often grab victory out the jaws of defeat, and even punish your opponent for overextending their forces.

Alien

100- Alien Physiology (Alien only): Your unique biology makes you pretty difficult to kill. You have a few hearts, and enough redundant biology that a couple of gunshots won't remove anything essential. The downside is that you have to wear a mask like Sturm's to regulate your breathing in this atmosphere. (This mask is provided, and you have a few backups. It's also nearly indestructible.)

200- Every Last Drop: You can make the most of the resources you have. You can produce vehicular units at a 10% discount, and infantry units at a 15% discount. Out of jump, you can make things with less materials than what would seem necessary.

400- We Have The Technology: You can supplement your troops with units this world doesn't have yet. Black bombs, neotanks, megatanks, etcetera. You have the know-how and the blueprints to manufacture them in other jumps as well. However, your enemies are capable of reverse-engineering these units if they get their hands on one, so be careful with how you use them.

600- Meteor Strike: Just like Sturm, your power is vast and cosmic. Once every month, you can call in a relatively small meteorite from space to strike down your foes. It's precise and will hit extremely hard, doing massive damage to your foes. It may be on the small side for a meteor, but it's still very

large- don't be too close to your enemies when you use it. Alternatively, you can call down a paralytic beam of electricity about the same size as the meteor from orbit.

Items

50- War Games: You get the whole Advance Wars series, with the appropriate systems to play them on. Have fun practicing.

50- Stylish Outfit: A cool signature outfit, perfect for commanding during a battle.

100- Assault Rifle: You get an M16 assault rifle. Its clip refills with ammo when it is pulled out of the rifle, so you can use it to shoot things to your heart's content.

100- Andy's Spanner: You get a cool-looking (and suspiciously familiar) spanner. When you touch something broken with it, you get a general sense of how to fix it. This doesn't give detailed instructions- rather, it gives you a hunch of how to fix the issue and a vague idea of what materials you would need.

300- Tank: You have a tank now. Isn't that fantastic? Coming with a sweet paint job in the colors of your desired country, you have enough shells in your cannon for 9 shots, 2 shots regenerating every day. You also have machine guns that don't run out of ammo, though they still need to be reloaded. You can drive it by yourself, and it doesn't run out of fuel.

500- HQ: You have a personal HQ that travels with you from world to world. It has been in the world for a long time in jumps where it would make sense, and appears in the most inconspicuous place possible in jumps where the first option wouldn't make sense. It's very defensible, customizable to your liking, and can produce land units in the same way as a base- by feeding it a corresponding amount of money. You cannot produce Neotanks unless you have the perk We Have The Technology, and you cannot produce Megatanks.

600- Megatank: Oh shit. You've somehow come into possession of a personal Megatank. This nigh-invincible tank packs a serious punch, ripping through nearly anything with ease with its megacannons. If that isn't enough, it also comes with machine guns. The only downside is its relative slowness- it doesn't need fuel, though. Your megacannons have enough ammo for three barrages, one regenerating every day. Your machine guns don't run out of ammo, though they still need to be reloaded on occasion. You can pilot it by yourself, and the interior is comfortable and relatively large.

600- Black Crystal: ...Are you sure? Alright then. This crystal has the power to completely heal the living and repair the mechanical within a few yards of it... by sucking the life energy out of a world. A few uses won't hurt the planet too much, but more than that and you'll start to see deserts in places there shouldn't be. Please don't use it excessively.

Drawbacks: No more than 600 points worth of drawbacks can be taken.

100- Black Coffee: It seems like you haven't gotten a good night of sleep in about three years. You're constantly yawning, and you can't concentrate on commanding your troops when your pillow looks so inviting. You probably won't fall asleep at really bad times, though. (Probably.)

100- Endless Tutorial: People show you how to do things. Repeatedly. You'll be treated as a newbie no matter how long you've been a CO, and will be forced to learn the simplest concepts over and over again over your time here.

200- Rebellious Troops: Your troops don't like you initially. In fact, they downright hate you. They think you're incompetent and expect less effectiveness in combat and a rare mutiny. You can eventually win them over, but it will take serious time and effort.

200- War Room: You're nearly always at a tactical disadvantage in combat. This could come from being outnumbered, outfunded, ambushed, or simply outplanned. There's usually a way to win, but it's a lot more difficult.

200- Fog of War: What's that purple fog over the battlefield? Most of your battles will be fought in the blight known as the Fog of War. You'll have to rely on your soldiers' vision to see the battlefield, often getting ambushed by enemies hiding in forests or the like. To make matters worse, it seems like only your side is hampered by it- your enemies know exactly where you are.

300- HQstuck: You can't seem to leave your headquarters in battle. This will be a major problem if you lose a battle. You'll have no chance to flee, instead being caught in your own HQ as your enemy storms it. The solution to this? Don't lose.

300- Only War: The cartoonishness of war in this world is gone now. The world is much more grimdark- war is awful and near-constant, your soldiers brutally die instead of simply being unable to fight, and your tanks and soldiers must be built/recruited from the populace of your country. They don't come from nowhere, after all- not now, anyway.

300- What's An Airport?: Oh, no. You're completely clueless on how to fight battles in this world. Your knowledge of strategy simply doesn't apply here, every tactic and mechanic seeming completely alien. When you become a CO, you'll be completely out of your depth. You'll have to learn how to do everything the hard way- and trust me, it will be hard.

600- Total War: You are alone with only a small army against the full armed forces of all four nations. They will coordinate intelligently with each other and hunt you to the ends of the Earth. They won't negotiate and they won't stop until you are dead and your army is crushed. By the way, your powers and items from other jumps? Locked away until you defeat and conquer them all. Good luck, jumper.