



Soldiers of Anarchy Jump
By Fallout10mm

In 2005, humanity was devastated by the appearance of the Spontaneous Genome Degeneration Syndrome which was pretty much The End of the World as We Know It. A group of soldiers decided to ride out the catastrophe in the hermetically sealed bunker of the Russian military base they all served at as part of a multinational personnel exchange program. Inside, they could do nothing but watch as the world crumbled into anarchy, with billions dead, governments collapsing and radio stations going silent one after the other.

Ten years after they completely lost communication with the outside world, the group could take their isolation no longer and decided to go take a look at the outside world, even if breathing the unprocessed air would kill them.

You start a week before the bunker opens
Here's 1000 cp to get you started.

Locations:

Roll a d6 for your starting location

1. Small trading town: Nameless small russian town not far from the bunker, will soon be overrun by a gang called the slingers then freed by the soldiers.
2. New Boston: Town run by the Slingers, has a large slave market and also their headquarters.
3. Bergstadt, Thriving trading town where the three major gangs hold an uneasy truce.
4. Smolensk: There's a nearby nuclear reactor and a NOAH base.
5. Monastery: A small monastery with several outposts and a nearby military base, all occupied by the COTUC.
6. Free choice, May choose to start anywhere in the world (though the main story is in Russia)

Origins

Gender and age may be freely chosen. Any origin may be used as a drop-in.

Civilian: Those that lived through the crisis quickly adapted or perished. Often exploited and enslaved by the various gangs.

Scientist: An educated individual, such as a teacher or researcher who survived the collapse and has very valuable skills that most factions would gladly take in.

Soldier: Whether a street thug or a military survivor, angry men (and women) with guns are the main power these days.

Seeker: Post-SGDS traders, these guys are the reason the world hasn't completely collapsed, they sell everything from sour drops to tanks.

Perks

Matching origins get the 100cp perk free and 50% discount on the same tree.

General

Death Knight Conversion (400cp): Cybernetically enhanced supersoldier, easily strong enough to lift a metric ton and it takes anti tank weapons or explosives to kill you. You've kept your mind though the process and show no outward signs of this enhancement. Post jump these enhancements can either be kept as is or become a 'natural' part of your body.

Civilian

Hunter (100cp): The destruction of civilization left millions starving, but not you. As an expert, you're skilled in tracking, hunting, skinning and preparing animals, including how to make leather and other goods out from them.

Sharpshooter (200cp): Whether its natural talent or skill learned from years on the gun range you can snapfire and hit a target up to 500 meters away.

Salvaging (400cp): Sorting through bombed out buildings for supplies, repairing damaged equipment and clobbering together ad-hoc work arounds are the hallmarks of the more successful survivors.

Sanity Is Not A Statistic (400cp): Despair and madness have been the end of many otherwise successful survivors. You can always find hope to carry on even as the world around you burns to ashes and you're much more resistant to mental trauma and boredom.

Rise To Power (600cp): The collapse of civilization has led to a resurgence in tribalism and the smarter and charismatic of the survivors have used this to secure leadership positions in the emerging groups.

Seeker

Shiney! (100cp): Knowing what's valuable and what's junk is key for Seekers. You instinctively know the value of an object or good and the nearest place you can offload it for a tidy profit.

Who Run Barter Town (200cp): The other main skill for a Seeker knowing how to milk every last red cent out of your customers and still have them coming back for more. Trading, negotiating, bartering, you know it all like the back of your hand.

Size Them Up (400cp): You're able to figure out at a glance what a potential customer is looking for, what they actually need, and what you have in stock that best matches.

Wheel and Deal (400cp): Knowing what a customer wants/needs and having it are two different things. Luckily, you've got a sixth sense for finding the latter, whether through trade or salvaging.

Don't Shoot The Trader (600cp): Even the drugged up gangers know better than to mess with the Seekers, as they're the only ones who can get a hold of many of the things the gangs need. As long as you are not openly hostile, or specifically targeted, people won't steal, harass or raid you. Note this only affects people in a reasonable state of mind, you won't be protected from wild animals or the truly desperate.

Scientist

Dr Feel Good (100cp): While it probably would violate a lot of pre apocalypse laws, these days drug making is the bread and butter for a lot of the more educated survivors. You gain the knowledge on how to quickly and cheaply produce vast quantities of various recreational and pharmaceutical drugs.

Medical (200cp): Expert medical training in the field you can sew up wounds, set bones. With some supplies you'd be able to be a first class surgeon.

Professor (400cp): Another dying but necessary art in these dark times, the ability to teach others. Even with substandard supplies you can easily teach the uneducated the basics within weeks, and more advanced subjects in half the time they'd require in a full time university.

Up Armored (400cp): With the deaths of billions and the destruction of most cities, most manufacturing has long since disappeared, making vehicles much rarer and valuable. While it may not exactly have been your field of study, you have a talent for increasing the durability of vehicles by 50%, provided you have the tools and resources.

Brilliant Mind (600cp): Expert in biological warfare and cybernetics, able to come up with things like SGDS, thumpers and the Death Knight conversion process.

Soldier

Athletics: (Free soldier, 100cp): Unlike those lazy officers, you've kept yourself in peak condition, able to run a marathon in full MOPP and a heavy ruck, while barely breaking a sweat and still beat the company record.

Fell Into The Cockpit (200cp): Vehicles are the name of the game in the post apocalypse, every two bit gang from the slingers up to the Church of the Undying Child sport military grade hardware and somehow know how to use and maintain it, as now so do you. You instinctively know how to get the most out of any vehicle you get behind the wheel of, including military helicopters and fixed wing aircraft.

Demolition Man (400cp): Years of experience handling military, civilian and home made explosives. You can easily set up, disarm and build potent explosives, given proper supplies. You also have a knack for knowing exactly when they will go off.

Fire For Effect (400cp): When calling for indirect fire support or close air support, the rounds will always be right on target.

Hormone Therapy (600cp): Thanks to Pre-SGDS cutting edge medical technology, you're tougher, recover from wounds faster, disease resistant and any genetic defects you have are cured.

Items

All items and vehicles here will respawn within 72 hours if lost/stolen/destroyed. Ammunition and fuel respawns weekly. 300cp item/vehicle/property stipend.

Beretta 92fs (one free, additional 50cp): Standard issue 9mm pistol for NATO personnel, will never jam. Comes with a box of 500 rounds and several magazines.

Kevlar Plate Carrier (100cp): Military-grade bullet proof vest. Will stop anything 7.62mm and below and seems to attract most rounds to the vest that would hit you otherwise.

Hunting Supplies (100cp, free Civilian): A bolt action rifle with 200 rounds or heavy crossbow and an endless quiver of bolts, and a nice knife perfect for skinning.

Arms Cache (200cp, free soldier): A dozen assault rifles, various grenades, and several thousand rounds of ammunition.

Death Knight Gear (300cp, free with Death Knight Conversion): First: a handheld minigun with an attached power and ammunition backpack, shreds infantry and light vehicles but is rather heavy and requires strength beyond human norms to operate effectively. Second: a sealed NBC suit of advanced armor, able to deflect most small arms with integrated comms and an optical stealth system.

High Times (100cp, free Scientist): A large assortment of recreational drugs, including Fly, a combat drug that enhances your physical and mental abilities for a short time. And since you're buying with cp these have no side effects and can't be overdosed on.

Trade Goods (200cp, discount Seeker): Valuable commodities like ammunition, fuel, canned food, medical supplies, clothing and parts. In other jumps becomes equally valuable items suitable to the setting. Restocks once a week.

Crawler Mines (200cp): 30 anti-tank mines capable of subterranean movement and are attracted to vibrations caused by surface movement. Have a sophisticated IFF system that will not target allies. Comes with decoys and a remote disarm.

Enhanced SGDS (600cp, discount Scientist): The virus that destroyed the world, enhanced by COTUC scientists and the cure. Be careful with this jumper.

Vehicles:

The Bull (100cp, free Civilian): A military dirt bike, has a hydrogen engine that runs on plain water. Extremely fast and reliable. Comes with a free helmet and riding leathers.

UAZ (100cp, free Seeker): four door russian jeep. No armor, unarmed but rugged and reliable, it seats six. Comes with a ushanka and leather trench coat.

Humvee (100cp, free Soldier): Standard NATO transport, can carry up to five, including driver and gunner. Comes by default with a M2 browning machine gun, but you may take the 40mm automatic grenade launcher or TOW versions for the same price. Very lightly armored. Comes with a set of mirrored sunglasses.

Ural (200cp, discount Seeker, Civilian): Russian transport truck with a generous cargo hold. Yours seems to be able to pack twice as much cargo and never runs out of gas.

BTR-80 (200cp, discount Soldier): an armored vehicle that can carry eight men, packs a 7.62mm machine gun in an enclosed turret and is amphibious.

BMP-1 (300cp): Russian armored personnel carrier, mounting a 73mm cannon, a coaxial machine gun and an AT-2 anti-tank rocket launcher on a treads. Carries up to 8 infantry. Amphibious.

Vulcan (200cp, discount Soldier): Nato Anti air vehicle sporting a 14.5mm rotary cannon. Based on the M117 APC this vehicle still can carry up to 8 (including crew). Amphibious

ZSU-23-4 Shilka (200cp, discount Soldier): Soviet anti air vehicle. lightly armored Soviet self-propelled, radar guided anti-aircraft weapon system. Sports 4 23mm anti aircraft guns mounted in a turret.

BM-21 Katyusha Rocket Artillery (200cp): Nicknamed the finger of god this truck is armed with 40 122mm rockets at a rate of 2/s and can pick up and move within two minutes and set up to fire within 3. This particular vehicle is extremely accurate, able to hit any target in its 35km range with pinpoint accuracy. Comes with an easy to use artillery computer and several boxes of different kinds of rockets, including high explosive, HEAT, smoke, anti personnel mines and anti tank mines.

2S3 (200cp): Self Propelled artillery vehicle, sporting decent armor and a 152mm cannon. Comes with HE (for hard targets), Smoke (for distractions), Mine (for laying mines from a distance) and Flare (to light up the sky) as well as a more sophisticated artillery computer than the BM-21.

T-55 (300cp): Long since replaced, vast quantities of T-55s were mothballed or sent to the junk heap but have since been restored to fighting condition in the chaos of the post apocalypse. Armed with a 125mm canon, coaxial 7.62mm machine gun and a top mounted .50 DSK heavy machine gun.

M1A1 (400cp): Nato cold war main battle tank. Sports a 125mm cannon, coaxial machine gun, remotely operated 40mm automatic grenade launcher and heavy armor. Bit of a gas hog.

T-80 (400cp): Modern russian main battle tank, very heavily armored and sports heavy firepower. Armed with a 125mm canon, coaxial 7.62mm machine gun, a top mounted .50 DSK heavy machine gun and a flamethrower.

MD 500 'Little Bird' (100cp): Scout helicopter, virtually no armor and only equipped with a light machine gun, best used for rapid transport or as a spotter for artillery.

Bell OH-58 Kiowa (200cp): Another scout helicopter, this time with light armor and sporting a m134 minigun and rocket pod for direct fire support.

Mi-8 Hip (300cp): Superseded by the M-24 but still in use russian gunship and infantry transport, equipped with a nose mounted 12.7mm nose gun, and six pylons for various weapon systems, such as unguided rockets, air to air or air to ground missiles and 250kg bombs. You receive six of each weapon system. Can also transport up to 10 infantry.

Mi-24 Hind (400cp): Famous and deadly russian gunship and infantry transport. A flying tank armed with a nose mounted 12.7 gatling cannon and six pylons for various weapon systems, such as unguided rockets, air to air or air to ground missiles and 250kg bombs. You receive six of each weapon system. Can transport up to 8 additional infantry.

Properties:

Abandoned Base (400cp, discount Soldier, Scientist): Comes with barracks, firing range, armory, garage, hangers, small hospital, airstrip, helipads and a NBC proof bunker. While the supplies have been mostly salvaged, there's still fuel in the underground tanks and a solar power grid to supply electricity and pump clean water from underground. Post jump the supplies are restocked at the beginning of every new jump. May import a property.

Trading Town (400cp, discount Civilian, Seeker): A small town of 500 people surrounded by a wooden wall, produces basic crops and wood. May import a property.

Companions

Import/Create (100cp) Import or create up to 8 companions for 100cp. Each comes with 800cp for perk, 200cp for items and any freebies.

Canon Companions 50cp each: Take one of the locals back home with you. They come with 800cp for perks and any freebies

Death Knight (100cp): A human cybernetically enhanced against their will and mindwiped, a glitch in the programming has freed their mind. Comes with death knight conversion, death knight gear and 600cp of perks. May import companions instead.

Drawbacks

Stuck In A Bunker +100cp: Now you get to wait out the apocalypse, sealed in a doomsday bunker (along with your companions if you have any, who also gain 100cp) for 10 years. Hope brought something to read. If taken with any other drawbacks (Except 2005) you'll start in 2005 and spend 10 years in the bunker before being allowed out at the normal start time (20 years total in jump)

Trouble Magnet +200cp: You just can't help sticking your nose into other peoples business. You'll get roped into freeing towns under control by bandits, which in turn leads to attacking their bases and eventually destroying them entirely and starting an open power struggle between the other gangs.

And I Must Scream +200 and free death knight perk: Brainwashed and turned into a Death Knight. You'll eventually have a chance to overcome your programming and have a shot at freedom/revenge but for now you're stuck following the orders of the COTUC and used as a death squad. Hope all the innocents you'll murder dont haunt you. Companions can take this.

Hunted by NOAH or COTUC +200cp: One (or both if you're feeling greedy) of the most well equipped factions left have identified you as a major threat and have decided to use everything at their disposal to eliminate you. Expect assassins, ambushes, all out assaults and any other trick in the book. Even if eliminated remnants will pop up every so often to continue the attacks.

2005 +600cp: Instead of starting a week before the game's events you're stuck in the midst of the outbreak of SDGS. Nothing you have will cure it and the world is crumbling around you. If taken with Stuck In a Bunker you'll be forced into the bunker at the normal start time and be there for 10 more years (20 total).

Outro:

After 10 (or 20) years of post apocalyptic hell it's time to make a choice.

Go Home: Had enough and just wanna see home again?

Stay Here: Looking to rebuild the world to its former glory or under your iron fist?

Continue Jumping: Once more into the breach.

Notes

1. Slingers: Drug pushing (and using) slaving gang

The Claws: Survivors formerly part of the russian mafia.

The Final Revolution: Remnants of the russian military banded together into a somewhat heavy handed but ultimately very efficient gang.

2. NOAH: Pre-SGDS Company that developed SGDS and planned on selling the cure, only the virus mutated and the cure was no longer effective. Now they seek to repair the destruction they wrought. No idea what NOAH stands for though.

3. COTUC Church of the Undying child: A pre-SGDS cult that used the apocalypse to seize power, have a cure for SGDS and have developed an enhanced version of SGDS that kills in minutes, painfully.

4. It's not really stated if nuclear war broke out or it was mainly SGDS and a conventional conflict that destroyed most of the cities and population. Fan Wank as needed.

5. There wasn't much in the game to go off of, as it was mainly a 3d RTS game that focused a lot on vehicles. I tried my best to make it interesting at least.

Version history:

1.0 first release version.