



PLAYBOOKS AND GUIDES



## Contents

This PDF contains a number of printable items to be used with the *MASHED* RPG.

### Included are:

- 7 playbooks (Angel, Corpsman, Cowboy, Cutter, Doc, Grunt, Padre)
- 1 character creation guidebook
- 1 moves summary playsheet (basic and medical)
- 1 patient playsheet (including 4 patients; 2 per side)
- 1 tent playsheet (including instructions and handout; 2-sided)
- 3 CO field manuals (quick reference guidebook, first session workbook, event workbook)

## Printing Instructions

Print all pages in landscape format, on 8.5" x 11" paper, at 100% size (do not select 'shrink to fit' or similar when printing), and double-sided.

### Sheets

Any of the above items labeled as a 'playsheet' (*i.e.*, moves, patient, tent) are designed to remain flat and unfolded.

### Books

Any of the above items labeled as a 'book' (*i.e.*, playbook, guidebook, workbook) have been designed with a front cover that mimics vintage Army field manuals and guides. After printing, fold these in half to enhance that effect.



*print double-sided and fold*

**SERVICE DATA**

Service Number ..... Date of Service .....  
Rank & Pay Grade ..... Date of Rank .....  
Monthly Pay \$ ..... Sent Home % ..... Savings \$ .....  
Position, Field, or Specialty .....

**PB 16-1**

**MASHED    ROLEPLAYING    GAME    PLAYBOOK**

**PERSONAL DATA**

Last Name ..... First Name .....  
Middle Name ..... Nickname .....  
Race ..... Sex ..... Blood Type .....  
Age or Date of Birth ..... Homefront .....  
Dependents .....  
.....  
Obligations .....  
.....  
.....  
Other Remarks (Awards, Special Possessions, etc.) .....  
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**OFFICIAL COPY**

**THE  
ANGEL**

**UNCLASSIFIED**

**DESCRIPTION** (select or create one for each)

Uniform: *immaculate, out of, pressed, rumped, stained, untucked,* .....  
Face: *attractive, cheerful, dimpled, freckled, plain, round, soft, worn,* .....  
Eyes: *beady, dancing, darting, distant, piercing, kind, tired, twinkling,* .....  
Hair: *bobbed, braid, bun, close cropped, curly, pixie cut, unkempt,* .....  
Build: *athletic, hourglass, lanky, large, pear-shaped, petite, slim,* .....  
Voice: *accented, flat, honeyed, husky, loud, monotonous, nasal, shrill,* .....



**8099    ARMY    UNIT**  
**MOBILE    ARMY    SURGICAL    HOSPITAL**

## ANGEL MOVES (start with one; gain others from advancement)

**Beside Manner:** Choose one Influence action (manipulate, pull rank, or seduce). Replace the rolled stat with +skill.

**Brass Tactics:** When you file a report on someone, roll +tough. On 10+, that person can expect an official inquiry and a visit from an investigating officer. On 7-9, you change how some rear echelon officers regard that person. On a miss, your report may be dismissed or lost, give you a bad reputation, or even make the situation much worse.

**I Can Do It!:** Once per phase, take command of a situation where a male is failing, then Push Your Luck and advance.

**Nervy:** You get +1 Nerve (max Nerve +4).

**Words Not Deeds:** If someone tries to use your sex or gender against you, take +1 forward to Pierce them.

Choose the ..... move from the ..... playbook.

## ROLE MOVE (change your role on advancement or when Stress reaches 6)

**The Bully:** Intimidate someone into answering a question and roll +tough. On a 10+, they tell you everything they know. On 7-9, what they know is not entirely accurate. On a miss, what they know—or don't know—is bound to land you in trouble.

**The Casanova:** When you have sex with someone, hold two. You can spend those holds, one for one, to take +1 forward to Influence the other person.

**The Glown:** When you Pierce someone, roll +nerve. On 10+, hold two. On 7-9, hold one. Spend your holds, one for one, to choose an additional nearby person to back you up. Players may refuse, but they take +1 Hx on you if they take your side.

**The Gray:** When you avoid doing something, roll +luck. On 10+, you get away with it. On 7-9, you deflect the charge so that someone else takes the blame—and knows what you did. On a miss, you get caught passing the buck and end up in worse trouble.

**The Misanthrope:** When someone asks for a favor, and you do it, roll +luck. On 10+, take +1 ongoing for all interactions with them until they do you a similar favor in return. On 7-9, take +1 forward, and they eventually do you a smaller favor in return. On a miss, they never repay the favor, or they do so in a way that makes trouble for you.

**The Operator:** When you Scrounge, seek out a contact (like your counterpart in another camp, or a black marketer) and roll +luck. On 10+, your contact has what you want, or close enough. On 7-9, you're told about someone else who may have what you want, but with strings attached. On a miss, you may get no help at all, or your attempts may get you in over your head with the Army or some less scrupulous organization.

**The Sky Pilot:** Choose one temptation: alcohol, drugs, money, or sex. When you resist it, take +1 forward. When you succumb, you can remove a condition, but you're Pushing Your Luck.

**The Stickler:** If someone fails to follow your direct order, hold one. You can spend your hold to either take +1 forward to cause a problem for that person, or cause them to take 1-stress.

## STATISTICS

**Luck** influence/manipulate  
maneuver  
push your luck  
scrounge/search

shaken

**Nerve** influence/seduce  
pierce  
relax  
scrounge/haggle

shaken

**Skill** assist  
diagnose (dx)  
eyeball  
prescribe (rx)  
treat (tx) [1- to 2-harm]

shaken

**Tough** clobber  
influence/pull rank  
scrounge/red tape

shaken

### STARTING STATS (use in any order)

Lieutenants: +1, +1, 0, 0 [or] +2, 0, 0, 0

Captains: +2, +1, 0, -1 [or] +2, +2, -2, -1

Majors: +3, 0, 0, -1 [or] +3, +1, -1, -1

## STRESS

0 1 2 3 4 5 6

When you take stress, roll +nerve. On 7-9, choose 1 condition. On 6-, choose 1 and take another 1-stress (don't roll +nerve for this one).

**EMOTIONAL:** afraid, angry, aroused, bored,  
conceited, humiliated, irritable,  
jealous, lazy, sad, shy, stubborn,  
.....

**MENTAL:** alcoholic, anxious, depressed,  
flashbacks, forgetful, impulsive,  
insomnia, nightmares, paranoid,  
.....

**PHYSICAL:** chest pains, diarrhea, dizziness,  
headaches, nausea, rapid breathing,  
rash, sweating, vomiting,  
.....

At 6-stress, choose 1: personality shift (change Role, then remove 3-stress or 2 conditions); be shaken (-1 ongoing to highest stat until Stress returns to 0); or play out a severe mental breakdown.

## HARM

0 1 2 3 4 5 6

You can make Treat (Tx) moves on yourself at 1-harm only.

## HISTORY (Hx) Roll +Hx. On 10+, give them +2 to Help or -2 to Hinder them. On 7-9, give +1 or -1.

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

Examples: You have -1 Hx with Captain Lacey, or +1 Hx with Casanovas.

## ROTATION POINTS Earn 2/month; you may transfer to Japan at 20 pts or go home at 36 pts.

01 02 03 04 05 06 07 08 09 10 11 12  
13 14 15 16 17 18 19 20 21 22 23 24  
25 26 27 28 29 30 31 32 33 34 35 36

**SERVICE DATA**

Service Number ..... Date of Service .....  
Rank & Pay Grade ..... Date of Rank .....  
Monthly Pay \$ ..... Sent Home % ..... Savings \$ .....  
Position, Field, or Specialty .....

**PB 16-2**

**MASHED    ROLEPLAYING    GAME    PLAYBOOK**

**PERSONAL DATA**

Last Name ..... First Name .....  
Middle Name ..... Nickname .....  
Race ..... Sex ..... Blood Type .....  
Age or Date of Birth ..... Homefront .....  
Dependents .....  
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Obligations .....  
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.....  
Other Remarks (Awards, Special Possessions, etc.) .....  
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**UNCLASSIFIED**

**THE  
CORPSMAN**

**OFFICIAL COPY**

**DESCRIPTION** (select or create one for each)

Uniform: *immaculate, out of, pressed, rumpled, stained, untucked,* .....  
Face: *angular, delicate, handsome, plain, round, rugged, soft, worn,* .....  
Eyes: *beady, dancing, dazed, distant, piercing, steely, tired, twinkling,* .....  
Hair: *bald, crew cut, curly, flattop, graying, slicked-back, unkempt,* .....  
Build: *athletic, chubby, gawky, lanky, large, skinny, stocky, wiry,* .....  
Voice: *accented, flat, husky, loud, monotonous, nasal, shrill, soft,* .....



**8099    ARMY    UNIT**  
**MOBILE    ARMY    SURGICAL    HOSPITAL**

## CORPSMAN MOVES (start with one; gain others from advancement)

**Anticipator:** At the beginning of a session, roll +luck. On a 10+, hold 2. On a 7-9, hold 1. At any time, you can spend your hold to appear where you're needed, with the proper tools and/or information, with or without any clear explanation why. On a miss, the CO holds 1, and can spend it to have you already be there, but caught with your pants down, unprepared, or embarrassed in some way.

**False Flag:** Once per phase, lie about acting under orders from a superior, then Push Your Luck and advance.

**Frontline Medic:** When in the field with no assistance, you can Treat 3- to 5-harm wounds.

**Priority Request:** When you make an official request to Scrounge medical supplies, you may roll +skill instead of +tough.

**Technician:** Choose one: dentist (Diagnose), laboratory tech (Diagnose), optician (Diagnose), pharmacist (Prescribe), radiology tech (Diagnose), or surgical tech (Assist). Take +1 ongoing to that move when used in that field.

Choose the ..... move from the ..... playbook.

## ROLE MOVE (change your role on advancement or when Stress reaches 6)

**The Bully:** Intimidate someone into answering a question and roll +tough. On a 10+, they tell you everything they know. On 7-9, what they know is not entirely accurate. On a miss, what they know—or don't know—is bound to land you in trouble.

**The Casanova:** When you have sex with someone, hold two. You can spend those holds, one for one, to take +1 forward to Influence the other person.

**The Clown:** When you Pierce someone, roll +nerve. On 10+, hold two. On 7-9, hold one. Spend your holds, one for one, to choose an additional nearby person to back you up. Players may refuse, but they take +1 Hx on you if they take your side.

**The Gray:** When you avoid doing something, roll +luck. On 10+, you get away with it. On 7-9, you deflect the charge so that someone else takes the blame—and knows what you did. On a miss, you get caught passing the buck and end up in worse trouble.

**The Misanthrope:** When someone asks for a favor, and you do it, roll +luck. On 10+, take +1 ongoing for all interactions with them until they do you a similar favor in return. On 7-9, take +1 forward, and they eventually do you a smaller favor in return. On a miss, they never repay the favor, or they do so in a way that makes trouble for you.

**The Operator:** When you Scrounge, seek out a contact (like your counterpart in another camp, or a black marketer) and roll +luck. On 10+, your contact has what you want, or close enough. On 7-9, you're told about someone else who may have what you want, but with strings attached. On a miss, you may get no help at all, or your attempts may get you in over your head with the Army or some less scrupulous organization.

**The Sky Pilot:** Choose one temptation: alcohol, drugs, money, or sex. When you resist it, take +1 forward. When you succumb, you can remove a condition, but you're Pushing Your Luck.

**The Stickler:** If someone fails to follow your direct order, hold one. You can spend your hold to either take +1 forward to cause a problem for that person, or cause them to take 1-stress.

## STATISTICS

### Luck

shaken

influence/manipulate  
maneuver  
push your luck  
scrounge/search

### Nerve

shaken

influence/seduce  
pierce  
relax  
scrounge/haggle

### Skill

shaken

assist  
diagnose (dx)  
eyeball  
prescribe (rx)  
treat (tx) [1- to 2-harm]

### Tough

shaken

clobber  
influence/pull rank  
scrounge/red tape

### STARTING STATS (use in any order)

Privates: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Corporals: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Sergeants: +2, +1, 0, -1 [or] +2, +2, -2, -1

## STRESS

0  1  2  3  4  5  6

When you take stress, roll +nerve. On 7-9, choose 1 condition. On 6-, choose 1 and take another 1-stress (don't roll +nerve for this one).

**EMOTIONAL:**  afraid,  angry,  aroused,  bored,  conceited,  humiliated,  irritable,  jealous,  lazy,  sad,  shy,  stubborn,  .....

**MENTAL:**  alcoholic,  anxious,  depressed,  flashbacks,  forgetful,  impulsive,  insomnia,  nightmares,  paranoid,  .....

**PHYSICAL:**  chest pains,  diarrhea,  dizziness,  headaches,  nausea,  rapid breathing,  rash,  sweating,  vomiting,  .....

At 6-stress, choose 1: personality shift (change Role, then remove 3-stress or 2 conditions); be shaken (-1 ongoing to highest stat until Stress returns to 0); or play out a severe mental breakdown.

## HARM

0  1  2  3  4  5  6

You can make Treat (Tx) moves on yourself at 1-harm only.

## HISTORY (Hx)

Roll +Hx. On 10+, give them +2 to Help or -2 to Hinder them. On 7-9, give +1 or -1.

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

Examples: You have -1 Hx with Captain Lacey, or +1 Hx with Casanovas.

## ROTATION POINTS

Earn 2/month; you may transfer to Japan at 20 pts or go home at 36 pts.

01  02  03  04  05  06  07  08  09  10  11  12  
 13  14  15  16  17  18  19  20  21  22  23  24  
 25  26  27  28  29  30  31  32  33  34  35  36



**SERVICE DATA**

Service Number ..... Date of Service .....  
Rank & Pay Grade ..... Date of Rank .....  
Monthly Pay \$ ..... Sent Home % ..... Savings \$ .....  
Position, Field, or Specialty .....

**PB 16-3**

**MASHED    ROLEPLAYING    GAME    PLAYBOOK**

**PERSONAL DATA**

Last Name ..... First Name .....  
Middle Name ..... Nickname .....  
Race ..... Sex ..... Blood Type .....  
Age or Date of Birth ..... Homefront .....  
Dependents .....  
.....  
Obligations .....  
.....  
.....  
Other Remarks (Awards, Special Possessions, etc.) .....  
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**UNCLASSIFIED**

**THE  
COWBOY**

**OFFICIAL COPY**

**DESCRIPTION** (select or create one for each)

Uniform: *immaculate, out of, pressed, rumpled, stained, untucked,* .....  
Face: *angular, delicate, handsome, plain, round, rugged, soft, worn,* .....  
Eyes: *beady, dancing, dazed, distant, piercing, steely, tired, twinkling,* .....  
Hair: *bald, crew cut, curly, flattop, graying, slicked-back, unkempt,* .....  
Build: *athletic, chubby, gawky, lanky, large, skinny, stocky, wiry,* .....  
Voice: *accented, flat, husky, loud, monotonous, nasal, shrill, soft,* .....



**8099    ARMY    UNIT**  
**MOBILE    ARMY    SURGICAL    HOSPITAL**

## COWBOY MOVES (start with one; gain others from advancement)

- Charlie Foxtrot:** Once per phase, put yourself in harm's way to help someone, then Push Your Luck and advance.
- Dustoff:** When driving or piloting, add your vehicle's [power] to Maneuver rolls.
- Fast Mover:** When you deliver casualties, roll +skill. On a +10, hold 2. On 7-9, hold 1. Spend your holds, one for one, to take +1 forward or remove one consequence from a medic's Diagnose move.
- Rabbit's Foot:** While you're transporting casualties, you and everyone in your vehicle get +1 Luck.
- Sitrep:** When you Eyeball a person or situation, you may ask one extra question and take +1 forward to act on the answer.
- Choose the ..... move from the ..... playbook.

## SPECIAL: MEAT WAGON (start with both)

- Transporter:** Choose 1 requisitioned vehicle:  Jeep  Truck  Helicopter  
Harm\_\_\_ Power\_\_\_ Looks\_\_\_ Armor\_\_\_ Weakness\_\_\_
- Quick Fix:** To repair your vehicle, roll +skill. On 10+, you get it moving again and remove 1-harm. On 7-9, it works barely long enough to get where you need to go, and you add one weakness. On a miss, you can't repair it or your fix is unreliable in the extreme.

## ROLE MOVE (change your role on advancement or when Stress reaches 6)

- The Bully:** Intimidate someone into answering a question and roll +tough. On a 10+, they tell you everything they know. On 7-9, what they know is not entirely accurate. On a miss, what they know—or don't know—is bound to land you in trouble.
- The Casanova:** When you have sex with someone, hold two. You can spend those holds, one for one, to take +1 forward to Influence the other person.
- The Glown:** When you Pierce someone, roll +nerve. On 10+, hold two. On 7-9, hold one. Spend your holds, one for one, to get an additional person to back you up. Players may refuse, but they take +1 Hx on you if they take your side.
- The Gray:** When you avoid doing something, roll +luck. On 10+, you get away with it. On 7-9, you deflect the charge so that someone else takes the blame—and knows what you did. On a miss, you get caught passing the buck and end up in worse trouble.
- The Misanthrope:** When someone asks for a favor, and you do it, roll +luck. On 10+, take +1 ongoing for all interactions with them until they do you a similar favor in return. On 7-9, take +1 forward, and they eventually do you a smaller favor in return. On a miss, they never repay the favor, or they do so in a way that makes trouble for you.
- The Operator:** When you Scrounge, seek out a contact and roll +luck. On 10+, your contact has it, or close enough. On 7-9, you're told about someone who may have it but with strings attached. On a miss, you may get no help, or get in over your head.
- The Sky Pilot:** Choose one: alcohol, drugs, money, or sex. When you resist it, take +1 forward. If you succumb, you can remove a condition but Push Your Luck.
- The Stickler:** If someone fails to follow your direct order, hold one. Spend your hold to take +1 forward to cause a problem for them, or give them 1-stress.

## STATISTICS

Luck	influence/manipulate maneuver push your luck scrounge/search
<input type="checkbox"/> shaken	
Nerve	influence/seduce pierce relax scrounge/haggle
<input type="checkbox"/> shaken	
Skill	assist [take -3] eyeball treat (tx) [1-harm]
<input type="checkbox"/> shaken	
Tough	clobber influence/pull rank scrounge/red tape
<input type="checkbox"/> shaken	

**STARTING STATS** (use in any order)  
Privates: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Corporals: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Sergeants: +2, +1, 0, -1 [or] +2, +2, -2, -1  
Warrant: +2, 0, 0, 0 [or] +2, +1, 0, -1

## STRESS

<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
When you take stress, roll +nerve. On 7-9, choose 1 condition. On 6-, choose 1 and take another 1-stress (don't roll +nerve for this one).						
<b>EMOTIONAL:</b> <input type="checkbox"/> afraid, <input type="checkbox"/> angry, <input type="checkbox"/> aroused, <input type="checkbox"/> bored, <input type="checkbox"/> conceited, <input type="checkbox"/> humiliated, <input type="checkbox"/> irritable, <input type="checkbox"/> jealous, <input type="checkbox"/> lazy, <input type="checkbox"/> sad, <input type="checkbox"/> shy, <input type="checkbox"/> stubborn, <input type="checkbox"/> .....						
<b>MENTAL:</b> <input type="checkbox"/> alcoholic, <input type="checkbox"/> anxious, <input type="checkbox"/> depressed, <input type="checkbox"/> flashbacks, <input type="checkbox"/> forgetful, <input type="checkbox"/> impulsive, <input type="checkbox"/> insomnia, <input type="checkbox"/> nightmares, <input type="checkbox"/> paranoid, <input type="checkbox"/> .....						
<b>PHYSICAL:</b> <input type="checkbox"/> chest pains, <input type="checkbox"/> diarrhea, <input type="checkbox"/> dizziness, <input type="checkbox"/> headaches, <input type="checkbox"/> nausea, <input type="checkbox"/> rapid breathing, <input type="checkbox"/> rash, <input type="checkbox"/> sweating, <input type="checkbox"/> vomiting, <input type="checkbox"/> .....						
At 6-stress, choose 1: personality shift (change Role, then remove 3-stress or 2 conditions); be shaken (-1 ongoing to highest stat until Stress returns to 0); or play out a severe mental breakdown.						

## HARM

<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
You need a medic to Treat (Tx) any harm you take.						

## HISTORY (Hx)

Roll +Hx. On 10+, give them +2 to Help or -2 to Hinder them. On 7-9, give +1 or -1.

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

Examples: You have -1 Hx with Captain Lacey, or +1 Hx with Casanovas.

## ROTATION POINTS

Earn 2/month; you may transfer to Japan at 20 pts or go home at 36 pts.

01  02  03  04  05  06  07  08  09  10  11  12  
 13  14  15  16  17  18  19  20  21  22  23  24  
 25  26  27  28  29  30  31  32  33  34  35  36



**SERVICE DATA**

Service Number ..... Date of Service .....  
Rank & Pay Grade ..... Date of Rank .....  
Monthly Pay \$ ..... Sent Home % ..... Savings \$ .....  
Position, Field, or Specialty .....

**PB 16-4**

MASHED    ROLEPLAYING    GAME    PLAYBOOK

**PERSONAL DATA**

Last Name ..... First Name .....  
Middle Name ..... Nickname .....  
Race ..... Sex ..... Blood Type .....  
Age or Date of Birth ..... Homefront .....  
Dependents .....  
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Obligations .....  
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Other Remarks (Awards, Special Possessions, etc.) .....  
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**OFFICIAL COPY**

**THE  
CUTTER**

**UNCLASSIFIED**

**DESCRIPTION** (select or create one for each)

Uniform: *immaculate, out of, pressed, rumped, stained, untucked,* .....  
Face: *angular, delicate, handsome, plain, round, rugged, soft, worn,* .....  
Eyes: *beady, dancing, dazed, distant, piercing, steely, tired, twinkling,* .....  
Hair: *bald, crew cut, curly, flattop, graying, slicked-back, unkempt,* .....  
Build: *athletic, chubby, gawky, lanky, large, skinny, stocky, wiry,* .....  
Voice: *accented, flat, husky, loud, monotonous, nasal, shrill, soft,* .....



8099    ARMY    UNIT

MOBILE    ARMY    SURGICAL    HOSPITAL

## CUTTER MOVES (start with one; gain others from advancement)

**Choice Cut:** Choose one location: head, chest, or abdomen. Take +1 ongoing to Treat moves to operate on this location.

**Gut Instinct:** Once per phase, override normal triage procedures to bump a patient forward or backward in line, then Push Your Luck and advance.

**Reputation:** When you meet a flag officer or influential civilian, roll +luck. On 10+, they've heard of you and you take +1 forward for dealing with them. On a 7-9, they've heard some juicy gossip about you. On a miss, they've heard of you, but what they've heard is not flattering.

**Steady Hands:** When you take stress during surgery, you may roll +skill instead of +nerve (to see if you take a stress condition).

**Yours to Reason Why:** When you try to Influence a target that outranks you, take +1 forward to do so.

Choose the ..... move from the ..... playbook.

## ROLE MOVE (change your role on advancement or when Stress reaches 6)

**The Bully:** Intimidate someone into answering a question and roll +tough. On a 10+, they tell you everything they know. On 7-9, what they know is not entirely accurate. On a miss, what they know—or don't know—is bound to land you in trouble.

**The Casanova:** When you have sex with someone, hold two. You can spend those holds, one for one, to take +1 forward to Influence the other person.

**The Clown:** When you Pierce someone, roll +nerve. On 10+, hold two. On 7-9, hold one. Spend your holds, one for one, to choose an additional nearby person to back you up. Players may refuse, but they take +1 Hx on you if they take your side.

**The Gray:** When you avoid doing something, roll +luck. On 10+, you get away with it. On 7-9, you deflect the charge so that someone else takes the blame—and knows what you did. On a miss, you get caught passing the buck and end up in worse trouble.

**The Misanthrope:** When someone asks for a favor, and you do it, roll +luck. On 10+, take +1 ongoing for all interactions with them until they do you a similar favor in return. On 7-9, take +1 forward, and they eventually do you a smaller favor in return. On a miss, they never repay the favor, or they do so in a way that makes trouble for you.

**The Operator:** When you Scrounge, seek out a contact (like your counterpart in another camp, or a black marketer) and roll +luck. On 10+, your contact has what you want, or close enough. On 7-9, you're told about someone else who may have what you want, but with strings attached. On a miss, you may get no help at all, or your attempts may get you in over your head with the Army or some less scrupulous organization.

**The Sky Pilot:** Choose one temptation: alcohol, drugs, money, or sex. When you resist it, take +1 forward. When you succumb, you can remove a condition, but you're Pushing Your Luck.

**The Stickler:** If someone fails to follow your direct order, hold one. You can spend your hold to either take +1 forward to cause a problem for that person, or cause them to take 1-stress.

## STATISTICS

### Luck

shaken

influence/manipulate  
maneuver  
push your luck  
scrounge/search

### Nerve

shaken

influence/seduce  
pierce  
relax  
scrounge/haggle

### Skill

shaken

assist  
diagnose (dx)  
eyeball  
prescribe (rx)  
treat (tx)

### Tough

shaken

clobber  
influence/pull rank  
scrounge/red tape

### STARTING STATS (use in any order)

Lieutenants: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Captains: +2, +1, 0, -1 [or] +2, +2, -2, -1  
Majors: +3, 0, 0, -1 [or] +3, +1, -1, -1

## STRESS

0  1  2  3  4  5  6

When you take stress, roll +nerve. On 7-9, choose 1 condition. On 6-, choose 1 and take another 1-stress (don't roll +nerve for this one).

**EMOTIONAL:**  afraid,  angry,  aroused,  bored,  conceited,  humiliated,  irritable,  jealous,  lazy,  sad,  shy,  stubborn,  .....

**MENTAL:**  alcoholic,  anxious,  depressed,  flashbacks,  forgetful,  impulsive,  insomnia,  nightmares,  paranoid,  .....

**PHYSICAL:**  chest pains,  diarrhea,  dizziness,  headaches,  nausea,  rapid breathing,  rash,  sweating,  vomiting,  .....

At 6-stress, choose 1: personality shift (change Role, then remove 3-stress or 2 conditions); be shaken (-1 ongoing to highest stat until Stress returns to 0); or play out a severe mental breakdown.

## HARM

0  1  2  3  4  5  6

You can make Treat (Tx) moves on yourself at 1-harm only.

## HISTORY (Hx)

Roll +Hx. On 10+, give them +2 to Help or -2 to Hinder them. On 7-9, give +1 or -1.

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

Examples: You have -1 Hx with Captain Lacey, or +1 Hx with Casanovas.

## ROTATION POINTS

Earn 2/month; you may transfer to Japan at 20 pts or go home at 36 pts.

01  02  03  04  05  06  07  08  09  10  11  12  
 13  14  15  16  17  18  19  20  21  22  23  24  
 25  26  27  28  29  30  31  32  33  34  35  36

**SERVICE DATA**

Service Number ..... Date of Service .....  
Rank & Pay Grade ..... Date of Rank .....  
Monthly Pay \$ ..... Sent Home % ..... Savings \$ .....  
Position, Field, or Specialty .....

**PB 16-5**

MASHED    ROLEPLAYING    GAME    PLAYBOOK

**PERSONAL DATA**

Last Name ..... First Name .....  
Middle Name ..... Nickname .....  
Race ..... Sex ..... Blood Type .....  
Age or Date of Birth ..... Homefront .....  
Dependents .....  
.....  
Obligations .....  
.....  
.....  
Other Remarks (Awards, Special Possessions, etc.) .....  
.....  
.....  
.....  
.....  
.....  
.....

**UNCLASSIFIED**

**THE  
DOC**

**OFFICIAL COPY**

**DESCRIPTION** (select or create one for each)

Uniform: *immaculate, out of, pressed, ruffled, stained, untucked,* .....  
Face: *angular, delicate, handsome, plain, round, rugged, soft, worn,* .....  
Eyes: *beady, dancing, dazed, distant, piercing, steely, tired, twinkling,* .....  
Hair: *bald, crew cut, curly, flattop, graying, slicked-back, unkempt,* .....  
Build: *athletic, chubby, gawky, lanky, large, skinny, stocky, wiry,* .....  
Voice: *accented, flat, husky, loud, monotonous, nasal, shrill, soft,* .....



8099    ARMY    UNIT  
MOBILE    ARMY    SURGICAL    HOSPITAL

## DOC MOVES (start with one; gain others from advancement)

**Call Me Doctor:** When you brag about your ability to do something, true or otherwise, roll +nerve. On a 10+, you take +1 forward the next time you attempt it. On 7-9, you take +1 forward but have to Push Your Luck when you attempt it.

**Prognosis Positive:** When you make a Diagnose (Dx) move, you can ask one extra question and take +1 forward to act on the answer.

**Second Opinion:** Once per phase, convince someone to act on your advice, then Push Your Luck and advance.

**Specialist:** Choose one: anesthesiology (Prescribe), dentistry (Treat), infectious diseases (Prescribe), psychiatry (Treat), or radiology (Diagnose). Take +1 ongoing to that move when used in that specialty.

**Where It Hurts:** When you inflict harm, inflict +1 harm.

Choose the ..... move from the ..... playbook.

## ROLE MOVE (change your role on advancement or when Stress reaches 6)

**The Bully:** Intimidate someone into answering a question and roll +tough. On a 10+, they tell you everything they know. On 7-9, what they know is not entirely accurate. On a miss, what they know—or don't know—is bound to land you in trouble.

**The Casanova:** When you have sex with someone, hold two. You can spend those holds, one for one, to take +1 forward to Influence the other person.

**The Glown:** When you Pierce someone, roll +nerve. On 10+, hold two. On 7-9, hold one. Spend your holds, one for one, to choose an additional nearby person to back you up. Players may refuse, but they take +1 Hx on you if they take your side.

**The Gray:** When you avoid doing something, roll +luck. On 10+, you get away with it. On 7-9, you deflect the charge so that someone else takes the blame—and knows what you did. On a miss, you get caught passing the buck and end up in worse trouble.

**The Misanthrope:** When someone asks for a favor, and you do it, roll +luck. On 10+, take +1 ongoing for all interactions with them until they do you a similar favor in return. On 7-9, take +1 forward, and they eventually do you a smaller favor in return. On a miss, they never repay the favor, or they do so in a way that makes trouble for you.

**The Operator:** When you Scrounge, seek out a contact (like your counterpart in another camp, or a black marketer) and roll +luck. On 10+, your contact has what you want, or close enough. On 7-9, you're told about someone else who may have what you want, but with strings attached. On a miss, you may get no help at all, or your attempts may get you in over your head with the Army or some less scrupulous organization.

**The Sky Pilot:** Choose one temptation: alcohol, drugs, money, or sex. When you resist it, take +1 forward. When you succumb, you can remove a condition, but you're Pushing Your Luck.

**The Stickler:** If someone fails to follow your direct order, hold one. You can spend your hold to either take +1 forward to cause a problem for that person, or cause them to take 1-stress.

## STATISTICS

### Luck

shaken

influence/manipulate  
maneuver  
push your luck  
scrounge/search

### Nerve

shaken

influence/seduce  
pierce  
relax  
scrounge/haggle

### Skill

shaken

assist  
diagnose (dx)  
eyeball  
prescribe (rx)  
treat (tx) [1 to 2-harm]

### Tough

shaken

clobber  
influence/pull rank  
scrounge/red tape

### STARTING STATS (use in any order)

Lieutenants: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Captains: +2, +1, 0, -1 [or] +2, +2, -2, -1  
Majors: +3, 0, 0, -1 [or] +3, +1, -1, -1

## STRESS

0  1  2  3  4  5  6

When you take stress, roll +nerve. On 7-9, choose 1 condition. On 6-, choose 1 and take another 1-stress (don't roll +nerve for this one).

**EMOTIONAL:**  afraid,  angry,  aroused,  bored,  conceited,  humiliated,  irritable,  jealous,  lazy,  sad,  shy,  stubborn,  .....

**MENTAL:**  alcoholic,  anxious,  depressed,  flashbacks,  forgetful,  impulsive,  insomnia,  nightmares,  paranoid,  .....

**PHYSICAL:**  chest pains,  diarrhea,  dizziness,  headaches,  nausea,  rapid breathing,  rash,  sweating,  vomiting,  .....

At 6-stress, choose 1: personality shift (change Role, then remove 3-stress or 2 conditions); be shaken (-1 ongoing to highest stat until Stress returns to 0); or play out a severe mental breakdown.

## HARM

0  1  2  3  4  5  6

You can make Treat (Tx) moves on yourself at 1-harm only.

## HISTORY (Hx)

Roll +Hx. On 10+, give them +2 to Help or -2 to Hinder them. On 7-9, give +1 or -1.

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

Examples: You have -1 Hx with Captain Lacey, or +1 Hx with Casanovas.

## ROTATION POINTS

Earn 2/month; you may transfer to Japan at 20 pts or go home at 36 pts.

01  02  03  04  05  06  07  08  09  10  11  12  
 13  14  15  16  17  18  19  20  21  22  23  24  
 25  26  27  28  29  30  31  32  33  34  35  36

**SERVICE DATA**

Service Number ..... Date of Service .....  
Rank & Pay Grade ..... Date of Rank .....  
Monthly Pay \$ ..... Sent Home % ..... Savings \$ .....  
Position, Field, or Specialty .....

**PB 16-6**

MASHED    ROLEPLAYING    GAME    PLAYBOOK

**PERSONAL DATA**

Last Name ..... First Name .....  
Middle Name ..... Nickname .....  
Race ..... Sex ..... Blood Type .....  
Age or Date of Birth ..... Homefront .....  
Dependents .....  
.....  
Obligations .....  
.....  
.....  
Other Remarks (Awards, Special Possessions, etc.) .....  
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**UNCLASSIFIED**

**THE GRUNT**

**OFFICIAL COPY**

**DESCRIPTION** (select or create one for each)

Uniform: *immaculate, out of, pressed, rumped, stained, untucked*, .....  
Face: *angular, delicate, handsome, plain, round, rugged, soft, worn*, .....  
Eyes: *beady, dancing, dazed, distant, piercing, steely, tired, twinkling*, .....  
Hair: *bald, crew cut, curly, flattop, graying, slicked-back, unkempt*, .....  
Build: *athletic, chubby, gawky, lanky, large, skinny, stocky, wiry*, .....  
Voice: *accented, flat, husky, loud, monotonous, nasal, shrill, soft*, .....



8099    ARMY    UNIT  
MOBILE    ARMY    SURGICAL    HOSPITAL

## GRUNT MOVES (start with one; gain others from advancement)

- At Ease:** When you Relax, subtract your Skill (instead of -1) from your Stress.
- Courage Under Fire:** When you Clobber, you may roll +nerve instead of +tough.
- I & I:** Take +1 forward to Relax with intercourse or intoxication.
- Insubordinate:** Once per phase, disobey a direct order from a superior, then Push Your Luck and advance.
- Yes, Sir!:** When you immediately obey a direct order without objecting to it or questioning it, take +1 forward to carry it out.
- Choose the ..... move from the ..... playbook.

## SPECIAL: POGUE (start with both)

- **Section:** Choose 1:  Chemical,  Engineering,  Mess,  Military Police,  Ordnance,  Personnel,  Quartermaster,  Registrar,  Signal
- At the beginning of a session, your section is:
- Choose 1:  overstaffed,  shortstaffed,  severely understaffed
- Choose 2:  slow,  dishonest,  overly hardworking,  accident-prone,  sloppy,  irritable,  depressed,  arrogant
- **Luck of the Draw:** When your section is given a task, roll +luck. On 10+, take +1 ongoing on rolls pertaining to its completion. On 7-9, take +1 forward to complete the task, but the CO adds a problem (such as cost, equipment, time, or conflict).

## ROLE MOVE (change your role on advancement or when Stress reaches 6)

- The Bully:** Intimidate someone into answering a question and roll +tough. On a 10+, they tell you everything they know. On 7-9, what they know is not entirely accurate. On a miss, what they know—or don't know—is bound to land you in trouble.
- The Casanova:** When you have sex with someone, hold two. You can spend those holds, one for one, to take +1 forward to Influence the other person.
- The Glown:** When you Pierce someone, roll +nerve. On 10+, hold two. On 7-9, hold one. Spend your holds, one for one, to get an additional person to back you up. Players may refuse, but they take +1 Hx on you if they take your side.
- The Gray:** When you avoid doing something, roll +luck. On 10+, you get away with it. On 7-9, you deflect the charge so that someone else takes the blame—and knows what you did. On a miss, you get caught passing the buck and end up in worse trouble.
- The Misanthrope:** When someone asks for a favor, and you do it, roll +luck. On 10+, take +1 ongoing for all interactions with them until they do you a similar favor in return. On 7-9, take +1 forward, and they eventually do you a smaller favor in return. On a miss, they never repay the favor, or they do so in a way that makes trouble for you.
- The Operator:** When you Scrounge, seek out a contact and roll +luck. On 10+, your contact has it, or close enough. On 7-9, you're told about someone who may have it but with strings attached. On a miss, you may get no help, or get in over your head.
- The Sky Pilot:** Choose one: alcohol, drugs, money, or sex. When you resist it, take +1 forward. If you succumb, you can remove a condition but Push Your Luck.
- The Stickler:** If someone fails to follow your direct order, hold one. Spend your hold to take +1 forward to cause a problem for them, or give them 1-stress.

## STATISTICS

Luck	influence/manipulate maneuver push your luck scrounge/search
<input type="checkbox"/> shaken	
Nerve	influence/seduce pierce relax scrounge/haggle
<input type="checkbox"/> shaken	
Skill	assist [take -3] eyeball treat (tx) [1-harm]
<input type="checkbox"/> shaken	
Tough	clobber influence/pull rank scrounge/red tape
<input type="checkbox"/> shaken	

**STARTING STATS** (use in any order)  
Privates: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Corporals: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Sergeants: +2, +1, 0, -1 [or] +2, +2, -2, -1

## STRESS

<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
When you take stress, roll +nerve. On 7-9, choose 1 condition. On 6-, choose 1 and take another 1-stress (don't roll +nerve for this one).						
<b>EMOTIONAL:</b> <input type="checkbox"/> afraid, <input type="checkbox"/> angry, <input type="checkbox"/> aroused, <input type="checkbox"/> bored, <input type="checkbox"/> conceited, <input type="checkbox"/> humiliated, <input type="checkbox"/> irritable, <input type="checkbox"/> jealous, <input type="checkbox"/> lazy, <input type="checkbox"/> sad, <input type="checkbox"/> shy, <input type="checkbox"/> stubborn, <input type="checkbox"/> .....						
<b>MENTAL:</b> <input type="checkbox"/> alcoholic, <input type="checkbox"/> anxious, <input type="checkbox"/> depressed, <input type="checkbox"/> flashbacks, <input type="checkbox"/> forgetful, <input type="checkbox"/> impulsive, <input type="checkbox"/> insomnia, <input type="checkbox"/> nightmares, <input type="checkbox"/> paranoid, <input type="checkbox"/> .....						
<b>PHYSICAL:</b> <input type="checkbox"/> chest pains, <input type="checkbox"/> diarrhea, <input type="checkbox"/> dizziness, <input type="checkbox"/> headaches, <input type="checkbox"/> nausea, <input type="checkbox"/> rapid breathing, <input type="checkbox"/> rash, <input type="checkbox"/> sweating, <input type="checkbox"/> vomiting, <input type="checkbox"/> .....						
At 6-stress, choose 1: personality shift (change Role, then remove 3-stress or 2 conditions); be shaken (-1 ongoing to highest stat until Stress returns to 0); or play out a severe mental breakdown.						

## HARM

<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
You need a medic to Treat (Tx) any harm you take.						

## HISTORY (Hx)

Roll +Hx. On 10+, give them +2 to Help or -2 to Hinder them. On 7-9, give +1 or -1.

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

Examples: You have -1 Hx with Captain Lacey, or +1 Hx with Casanovas.

## ROTATION POINTS

Earn 2/month; you may transfer to Japan at 20 pts or go home at 36 pts.

01  02  03  04  05  06  07  08  09  10  11  12  
 13  14  15  16  17  18  19  20  21  22  23  24  
 25  26  27  28  29  30  31  32  33  34  35  36



**SERVICE DATA**

Service Number ..... Date of Service .....  
Rank & Pay Grade ..... Date of Rank .....  
Monthly Pay \$ ..... Sent Home % ..... Savings \$ .....  
Position, Field, or Specialty .....

**PB 16-7**

**MASHED    ROLEPLAYING    GAME    PLAYBOOK**

**PERSONAL DATA**

Last Name ..... First Name .....  
Middle Name ..... Nickname .....  
Race ..... Sex ..... Blood Type .....  
Age or Date of Birth ..... Homefront .....  
Dependents .....  
.....  
Obligations .....  
.....  
.....  
Other Remarks (Awards, Special Possessions, etc.) .....  
.....  
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.....

**OFFICIAL COPY**

**THE  
PADRE**

**UNCLASSIFIED**

**DESCRIPTION** (select or create one for each)

Uniform: *immaculate, out of, pressed, ruffled, stained, untucked,* .....  
Face: *angular, delicate, handsome, plain, round, rugged, soft, worn,* .....  
Eyes: *beady, dancing, dazed, distant, piercing, steely, tired, twinkling,* .....  
Hair: *bald, crew cut, curly, flattop, graying, slicked-back, unkempt,* .....  
Build: *athletic, chubby, gawky, lanky, large, skinny, stocky, wiry,* .....  
Voice: *accented, flat, husky, loud, monotonous, nasal, shrill, soft,* .....



**8099    ARMY    UNIT**  
**MOBILE    ARMY    SURGICAL    HOSPITAL**

## PADRE MOVES (start with one; gain others from advancement)

**Counselor:** Your comforting words can even aid a surgeon in the OR; if you Help, you may give them the modifier or have them remove 1-stress.

**Evangelist:** Once per phase, try to convert someone to your point of view, then Push Your Luck and advance.

**Good Shepherd:** Ask someone for charity and roll +luck. On 10+, they offer personal assistance and donate cash or goods. On 7-9, they offer limited personal assistance, or a small donation of cash or goods. On a miss, they refuse to help. Players may always refuse, but other people may treat them poorly if it's discovered that they did so.

**Holy Joe:** You get +1 Luck (max Luck +4).

**Martyr:** When someone you have Hx with takes stress in your presence, you may take up to 2 of the stress on yourself instead. For each 1-stress, also take +1 forward.

Choose the ..... move from the ..... playbook.

## SPECIAL: ASSISTANT CHAPLAIN (start with this)

**Helping Hands:** When you send your assistant chaplain (an NPC Grunt) to aid the locals or enlisted, make a Help/Hinder move and take that modifier on your next roll pertaining to their situation. At the beginning of a new session, your assistant is:

Choose 1: slow, dishonest, overly hardworking, accident-prone, sloppy, irritable, depressed, arrogant

## ROLE MOVE (change your role on advancement or when Stress reaches 6)

**The Bully:** Intimidate someone into answering a question and roll +tough. On a 10+, they tell you everything they know. On 7-9, what they know is not entirely accurate. On a miss, what they know—or don't know—is bound to land you in trouble.

**The Casanova:** When you have sex with someone, hold two. You can spend those holds, one for one, to take +1 forward to Influence the other person.

**The Clown:** When you Pierce someone, roll +nerve. On 10+, hold two. On 7-9, hold one. Spend your holds, one for one, to get an additional person to back you up. Players may refuse, but they take +1 Hx on you if they take your side.

**The Gray:** When you avoid doing something, roll +luck. On 10+, you get away with it. On 7-9, you deflect the charge so that someone else takes the blame—and knows what you did. On a miss, you get caught passing the buck and end up in worse trouble.

**The Misanthrope:** When someone asks for a favor, and you do it, roll +luck. On 10+, take +1 ongoing for all interactions with them until they do you a similar favor in return. On 7-9, take +1 forward, and they eventually do you a smaller favor in return. On a miss, they never repay the favor, or they do so in a way that makes trouble for you.

**The Operator:** When you Scrounge, seek out a contact and roll +luck. On 10+, your contact has it, or close enough. On 7-9, you're told about someone who may have it but with strings attached. On a miss, you may get no help, or get in over your head.

**The Sky Pilot:** Choose one: alcohol, drugs, money, or sex. When you resist it, take +1 forward. If you succumb, you can remove a condition but Push Your Luck.

**The Stickler:** If someone fails to follow your direct order, hold one. Spend your hold to take +1 forward to cause a problem for them, or give them 1-stress.

## STATISTICS

### Luck

shaken

influence/manipulate  
maneuver  
push your luck  
scrounge/search

### Nerve

shaken

influence/seduce  
pierce  
relax  
scrounge/haggle

### Skill

shaken

assist [take -3]  
eyeball  
treat (tx) [therapy]

### Tough

shaken

clobber  
influence/pull rank  
scrounge/red tape

### STARTING STATS (use in any order)

Lieutenants: +1, +1, 0, 0 [or] +2, 0, 0, 0  
Captains: +2, +1, 0, -1 [or] +2, +2, -2, -1

## STRESS

0 1 2 3 4 5 6

When you take stress, roll +nerve. On 7-9, choose 1 condition. On 6-, choose 1 and take another 1-stress (don't roll +nerve for this one).

EMOTIONAL: afraid, angry, aroused, bored, conceited, humiliated, irritable, jealous, lazy, sad, shy, stubborn, .....

MENTAL: alcoholic, anxious, depressed, flashbacks, forgetful, impulsive, insomnia, nightmares, paranoid, .....

PHYSICAL: chest pains, diarrhea, dizziness, headaches, nausea, rapid breathing, rash, sweating, vomiting, .....

At 6-stress, choose 1: personality shift (change Role, then remove 3-stress or 2 conditions); be shaken (-1 ongoing to highest stat until Stress returns to 0); or play out a severe mental breakdown.

## HARM

0 1 2 3 4 5 6

You need a medic to Treat (Tx) any harm you take.

## HISTORY (Hx)

Roll +Hx. On 10+, give them +2 to Help or -2 to Hinder them. On 7-9, give +1 or -1.

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

You have ..... Hx with .....

Examples: You have -1 Hx with Captain Lacey, or +1 Hx with Casanovas.

## ROTATION POINTS

Earn 2/month; you may transfer to Japan at 20 pts or go home at 36 pts.

01 02 03 04 05 06 07 08 09 10 11 12  
13 14 15 16 17 18 19 20 21 22 23 24  
25 26 27 28 29 30 31 32 33 34 35 36

*8b) Determine your Time in Service (TIS)*

Your TIS is how long you've served in the Army. Having this knowledge in hand will prepare you for any questions of seniority that might arise in the conversation. You can choose a date or simply a time period (e.g., 4 years). Sample TIS per rank are: privates (4 mo-1 yr), corporal (6 mo-3 yrs), sergeants (3-10+ yrs), warrant officers (5 mo-6+ yrs), lieutenants (1 mo-2 yrs), captain (4 yrs), major (9-11 yrs), colonels (15-23 yrs). To pick a date, choose any day/month/year that's appropriate for your age. If you were drafted, this is probably the same as your time in grade (TIG).

*8c) Note your Rank & Pay Grade*

This is your military rank and pay grade abbreviation. There are three groups of pay grades: enlisted (E), warrant officer (W), and officer (O). Sample ranks and pay grades include: private first class (E-3), corporal (E-4), sergeant (E-5), first lieutenant (O-2), captain (O-3), and major (O-4). For example, if you are a captain, you could write "Captain (O-3)" or "CPT (O-3)." The full list appears on page 103.

*8d) Calculate your Time in Grade (TIG)*

Your TIG is how long you've served in your current rank and pay grade. You can choose a date or simply a time period (e.g., 18 months). To pick a date, ask your CO what day your game starts on, then work backwards to pick a date that falls within the next rank's required (TIG) as shown on pages 46-52. For instance, let's say you are a captain and your game starts on April 22, 1951. Since the TIG requirements to become a major require 3 years as a captain, that indicates you've probably been a captain less than 3 years. Your date of rank might then lie between April 22, 1948 and April 22, 1951.

*8e) Note your Monthly Pay*

Your monthly pay is determined by your pay grade, as shown on page 103. List your monthly pay here. You should receive a pay packet at the middle and end of each month.

*8f) Choose your Sent Home %*

If you left a spouse, dependent, or other obligation back home, consider what percentage of your Army wages are going back home, and what percentage goes into your savings (see next step).

*8g) Update your Savings*

Indicate how much money you have in military scrip (or other denominations) available to spend in Korea. Update this each time you receive your pay packet.

*8h) Note your Position, Field or Specialty*

Players are often part of the unit's Command Section. If the CO assigns you a position, write it down here. Further details appear starting on page 96. You can also use this section if you want to note any particular field or specialization.

**9) Rotation Points**

Personnel earn between 1 and 4 rotation points each month, depending on how close they are to the front line of combat. In a MASH, you earn 2/month. Unless your CO says otherwise, you start with no rotation points. Each time a month passes, check off two boxes. When you reach 20 points you can take your character out of the game, or stay in until 36 points. At 36 points, you can request to stay six more months, but you must rotate home after that.

# FG 1-CC

MASHED ROLEPLAYING FIELD GUIDEBOOK

## CHARACTER CREATION

INSTRUCTIONAL MATERIAL;  
A STEP-BY-STEP REFERENCE

REGRADED **UNCLASSIFIED** BY  
AUTHORITY OF CO \_\_\_\_\_  
FOR PLAYER \_\_\_\_\_

**RESTRICTED** - DISSEMINATION OF RESTRICTED MATTER. The information contained in character creation documents and the essential characteristics of restricted material may be given to any person known to be in the service of the 8099 Army Unit and to persons of undoubted loyalty and discretion who are cooperating in such work, but will not be communicated to outside agencies except as authorized by the commanding officer. (See also chap. 2, pgs. 23-57, MASHED RPG.)

8099 ARMY UNIT



25 JUNE 1950

### 1) Choose a Playbook

There may be multiple Angels (nurses), Corpsmen (corpsmen), Cowboys (drivers and pilots), Cutters (surgeons), Docs (non-surgical physicians), or Grunts (non-medical enlisted); there can be only one Padre (chaplain). In a typical MASH, women are only nurses. However, *MASHED* is also historical fiction, so you can make exceptions in your unit; see pages 10-11 and 28 for discussions of sex and gender.

#### 1a) Select your Starting Playbook Move

Choose one playbook move and fill in the dot next to it. You cannot select a move from another playbook as your starting move.

### 2) Adopt your Role

Your starting role indicates your primary personality trait: Bully, Casanova, Clown, Gray, Misanthrope, Operator, Sky Pilot, or Stickler. Fill in the dot next to your role move.

### 3) Select your Rank

Your rank is your position in the Army chain of command. Corpsmen and Grunts start as privates, corporals, or sergeants. Angels, Cutters, and Docs start as lieutenants, captains, or majors. Cowboys are warrant officers or any enlisted rank. Padres start as lieutenants or captains. Your rank provides a series of numbers that you'll assign to your stats in the next step.

### 4) Assign your Stats

Your statistics are numerical representations of basic physical and mental abilities, specifically Luck, Nerve, Skill, and Tough. Take one of the two sets of numbers given by your rank and apply them to your stats in any order.

### 5) Define your Background

Your character description includes your name, race, sex, appearance and other background qualities. Complete the Personal Data section on the back of your playbook. Note that characters who are not heterosexual, white, or male may face prejudice and discrimination from NPCs; discuss with your group if exploring and overcoming these issues will be part of the game.

#### 5a) Choose your Race

Write the modern term if you prefer, since US Army racial classifications of the 1950s include only: American Indian, Caucasian, Mongolian, Negro, Unknown, and Not Reported. See pages 12-14 for a discussion of racial content.

#### 5b) Select your Blood Type

You may need to donate or receive blood at some point, so choose your blood group (A-, A+, B-, B+, AB-, AB+, O-, or O+). Note that group A can donate red blood cells to As and ABs, while Bs can donate to Bs and ABs. AB is a universal receiver, but can only donate to other ABs. Os are universal donors, but can only receive from other Os. The most common is O+, and the rarest is AB-.

#### 5c) Determine your Age or Date of Birth

Insert your character's age or date of birth here. Sample ages per rank are: privates (18-19), corporal (20), sergeants (22-61), lieutenants (25-26), captain (27-32), major (33-38), colonels (39-61). Mandatory retirement is age 62. If you want to pick a birth date, determine your age and count backwards from the game's starting date.

#### 5d) Choose your Homefront

Your homefront is the place you left behind. Pick an actual city/state or create a fictional one.

#### 5e) Note your Dependents/Obligations

You left something back home. It might be a parent, child, spouse or fiancée, other relative, or close friend. It could be a promising career, a financial or personal obligation, a pet, or something else.

### 6) Describe your Appearance

Use the Description section on the back of your playbook to define your Uniform, Face, Eyes, Hair, Build, and Voice. Choose from the list or write your own.

### 7) Share your Character

Starting with the player to the CO's left, go around the table clockwise and describe your character for the other players. As each player speaks, write their character name in the History (Hx) section of your playbook, along with their role.

#### 7a) Write your Role Modifiers to Hx

Some roles work well with you, while others are more abrasive. Find your role on pages 42-45 and apply the listed modifiers to the characters you listed on the History section of your playbook. Modify this as needed when you or someone else change roles.

### 8) Complete your Service Data

Your service data is your military record, and appears on the back of your folded playbook. If you're playing a one-shot game, you may not need to complete this section – or it may have already been completed for you. Check with your CO if you're unsure.

#### 8a) Select your Service Number

You received an US Army service number when you were enlisted or drafted. Choose a number between 50 000 001 and 56 999 999, then modify it by homefront. If you were already a veteran when the Korean War started, instead of using the 50-59 prefix, use: 10-19 (Regular Army), 20-29 (National Guard), 30-39 (WWII draftees), or 40-49 (special duty enlisted).

50 0: HI

50 1: PANAMA, PUERTO RICO

50 2: AK

51: CT, DE, ME, MA, NH, NJ, NY, RI, VT

52: IN, KY, MD, OH, PA, VA, WV

53: AL, FL, MS, NC, SC, TN

54: AR, LA, NM, OK, TX

55: CO, IL, IA, KS, MI, MN, MO, NE, ND, SD, WI, WY

56: AZ, CA, ID, GA, MT, NV, OR, UT, WA

57-59: Restricted to enlisted NPCs in the Army Reserve or assigned to special duties, or for player characters seconded from another country's unit (see page 101).

# BASIC MOVES — SUMMARY

## Globber

To use physical force, roll +tough. On a 10+, they do what you want or suffer harm. On 7-9, they can instead choose to do one of the following:

- + Maneuver to make a retreat.
- + Take -1 forward.
- + Make a counteroffer.

## Eyeball

To take a closer look at a person or a situation, roll +skill. On a 10+, hold two. On 7-9, hold one. Spend your holds one-for-one to ask the CO a question from the list. Each hold also gives you +1 forward, but only when you act on the answer to the question:

- + What do I think this person/situation needs?      + Who is in charge here?
- + How can I help or hinder this person/situation?      + What should I look out for?
- + Are they telling the truth?/Is this situation what it seems?
- + How can I avoid this person/situation?
- + How can I get this person/situation to \_\_\_\_\_ ?

On a miss, you hold none and take nothing forward, but can ask one question immediately. However, the CO may answer with a lie or half-truth.

## Help/Hinder

To aid or interfere with another player with whom you have history, roll +Hx. On 10+, you choose whether they take either a +2 (for help) or -2 (for hindering) modifier to their roll. On 7-9, you give them a +1 or -1 instead. On a miss, you put yourself in a dangerous position, but the other player receives no modifiers.

## Influence

If you're trying to Influence someone to get what you want...

- + ...by manipulating them, roll +luck.
- + ...by seducing them, roll +nerve.
- + ...by pulling rank, roll +tough. Add a cumulative +1 for each step by which you outrank them. Steps are: junior enlisted, NCOs/warrant officers, officers, and flag officers.

For NPCs: On 10+, the person does what you ask. On 7-9 when pulling rank, the NPC does what you ask only grudgingly, with the minimum amount of effort. On 7-9 for manipulation or seduction, the NPC requires a *quid pro quo* favor or some sort of payment in goods or cash. Whether you break the agreement later is up to you.

For PCs: On a 10+, choose both. On a 7-9, choose one. Their follow-through is up to them.

- + If they do it, remove 1-stress from yourself.
- + If they refuse, they're Pushing Their Luck.

## Maneuver

When you need to retreat to a safe location or journey between two locations, roll +luck. On 10+, get there without delay or incident. On 7-9, the CO chooses one:

- + Accidentally leave someone or something behind.
- + Have an unexpected encounter along the way.
- + Be slowed by terrain and/or weather.
- + It takes a lot out of you; take 1-stress.

## Pierce

When you want to perform a verbal jab, roll +nerve. On 10+, you cut them to the quick; you give them a condition of your choice. On 7-9, you blister them but expose your ugly side; you each give a condition to the other, and they choose one:

- + They get +1 forward on their next move against you.
- + Both of you take -1 Hx on each other.
- + They Maneuver to make a retreat.

## Push Your Luck

If you've got to do something while you're under fire, or need to do something risky and dangerous, you're Pushing Your Luck. Some moves have a miss condition where you can Push Your Luck in order to avoid the consequences of that miss. If your CO allows, you can make this move when you want to roll and there's no other move that covers it.

When you Push Your Luck, roll +luck. On a 10+, you do it. On a 7-9, you barely manage it, and there's a cost; the CO may offer a worse outcome, hard bargain, or ugly choice.

## Relax

When you're building up stress and need to release the tension, do something relaxing and then roll +nerve. On 10+, choose two. On 7-9, choose one:

- + Remove 1-stress.
- + Remove one emotional condition.
- + Someone you relaxed with removes 1-stress.
- + Ensure that you suffer no consequences for this action.

On a miss, take 1-stress; your relaxing has unexpected consequences.

## Scrounge

There are times when you're going to need something from another unit's supplies, or even from somewhere else in your own compound. When this problem arises...

- + ...roll +luck if you're just going to poke around until you can find what you need.
- + ...roll +nerve if you're going to haggle or steal.
- + ...roll +tough when placing an official request through military channels.

On a 10+, you get just what you need. On a 7-9, get what you need with a consequence:

- + You have to pay or do something extra.
- + Someone finds out what you did.
- + The item is of lesser quality or is partly incomplete.



# MEDICAL MOVES — SUMMARY

## Assist

Roll +skill whenever the surgeon makes a Treat move. On a 10+, hold two. On a 7-9, hold one. Spend your holds, one for one, to take +1 forward on this patient or eliminate any one consequence that resulted from the surgeon's Treat move. On a miss, the surgeon's consequence occurs and the countdown clock fills by 1 segment.

## Diagnose (Dx)

Use this move to identify the nature of a patient's illness, or triage them for surgery.

**In General Practice:** To diagnose a patient, roll +skill. On a 10+, hold two. On 7-9, hold one. You can spend your holds one-for-one to ask the CO a question from the list. Each hold also gives +1 forward, but you can only use it when you act on the answer to:

- + What do I think is wrong with this patient?
- + Does this patient need a prescription (Rx) or treatment (Tx)?
- + How serious is this illness?
- + Am I overlooking something—and if so, what?

On a miss, you hold none and take nothing forward, but can ask one question immediately. However, the CO may answer with a lie or half-truth.

**Before Surgery:** When a wounded casualty arrives, roll +skill. On a 10+, you take +1 forward on your first Treat roll for this patient, and the CO hands over the casualty sheet for your perusal (and supplies any other information such as the type of wound and whether stock is limited). On a 7-9, you may see the casualty sheet, but the CO chooses a consequence:

- + The patient's wounds are worse. Each wound's trauma clock fills by 1 segment.
- + It took too long for this patient to arrive. The countdown clock fills by 2 segments.
- + You disagree on the diagnosis (you and all medics on this patient take 1-stress).
- + The patient's blood pressure is too low (you and all medics on this patient take -1 ongoing for Treat moves).

On a miss, the CO chooses two consequences, and you make Treat rolls without seeing on the casualty sheet. The CO will describe the wounds to you instead.

## Prescribe (Rx)

Use this move to prescribe drugs (immediate reaction) or medications (long-term health).

**In General Practice:** To prescribe, roll +skill. On 10+, the prescription has the desired reaction and there appear to be no negative side effects. On 7-9, the patient still reacts as intended, but the CO chooses one symptom (which persists for days, or as long as one month, after the final dose):

- + Emotional condition (anxious, depressed, mood swings, etc.)
- + Mental condition (addiction, hallucinating, impulsive, etc.)
- + Physical condition (diarrhea, drowsiness, nausea, rash, etc.)

On a miss, the prescription takes effect, but the patient suffers a severe adverse reaction (e.g., a heart attack, seizure, or allergic reaction with swelling and difficulty breathing) requiring immediate medical attention. The CO chooses whether this reaction is immediate or delayed.

**Anesthesia Before Surgery:** You must be an anesthesiologist, dentist, or nurse-anesthetist. To supply anesthesia, roll +skill. On a 10+, hold two. On a 7-9, hold one. Spend your holds, one for one, to take +1 forward on this patient or extend the countdown clock by 1 segment. On a miss, fill 1 segment of the countdown clock.

**Triggered During Surgery:** When the surgeon causes a consequence that is not eliminated by an Assist move, roll +skill. On a 10+, you regulate the patient and keep the consequence from occurring. On a 7-9, you take corrective steps and keep the surgeon's consequence from happening, but the countdown clock fills by 1 segment. On a miss, both the surgeon's consequence occurs and the countdown clock fills by 1 segment.

## Treat (Tx)

You use this move to provide therapy for a mental illness or addiction, or in hopes of healing a physical wound.

**For Therapy:** To begin therapy, roll +skill. On a 10+, you can remove one condition and return the patient to duty within 48 hours. On a 7-9, you can remove one condition and return the patient to duty within 72 hours, but in the meantime the CO chooses one setback as the patient causes trouble while:

- + Rebeling against treatment and avoiding therapy.
- + Overidentifying with you; doing things simply because you ask.
- + Talking to you about problems but not attempting to change.

On a miss, the CO chooses one, and may give stress, a stress condition, or (for NPCs) a debility.

**First Aid (1- to 2-harm):** Roll +skill. On 10+, remove up to 2-harm (as established by your playbook). On 7-9, remove 1-harm. On a miss, inflict 1-harm or Push Your Luck.

**In Surgery (3- to 5-harm):** Roll +skill. On a 10+, heal (remove) two segments from a trauma clock. On a 7-9, heal one segment and the CO chooses one:

- + The patient worsens suddenly. Add 1-harm to one wound.
- + Fill one segment on the countdown clock.
- + You make an error that someone points out. Take 1-stress.
- + Treatment takes longer than expected. The next patient to arrive on your table fills one segment on the countdown clock.

On a miss, trigger Complication, or spend 1-stock to Push Your Luck. If you choose to Push Your Luck, roll +luck. On a 10+, the CO chooses one of the above consequences. On a 7-9, take 1-stress and the CO chooses one consequence from Complication. If you Push Your Luck and miss, trigger Malpractice.

After resolving, if you think the patient can be saved, make another Tx move.





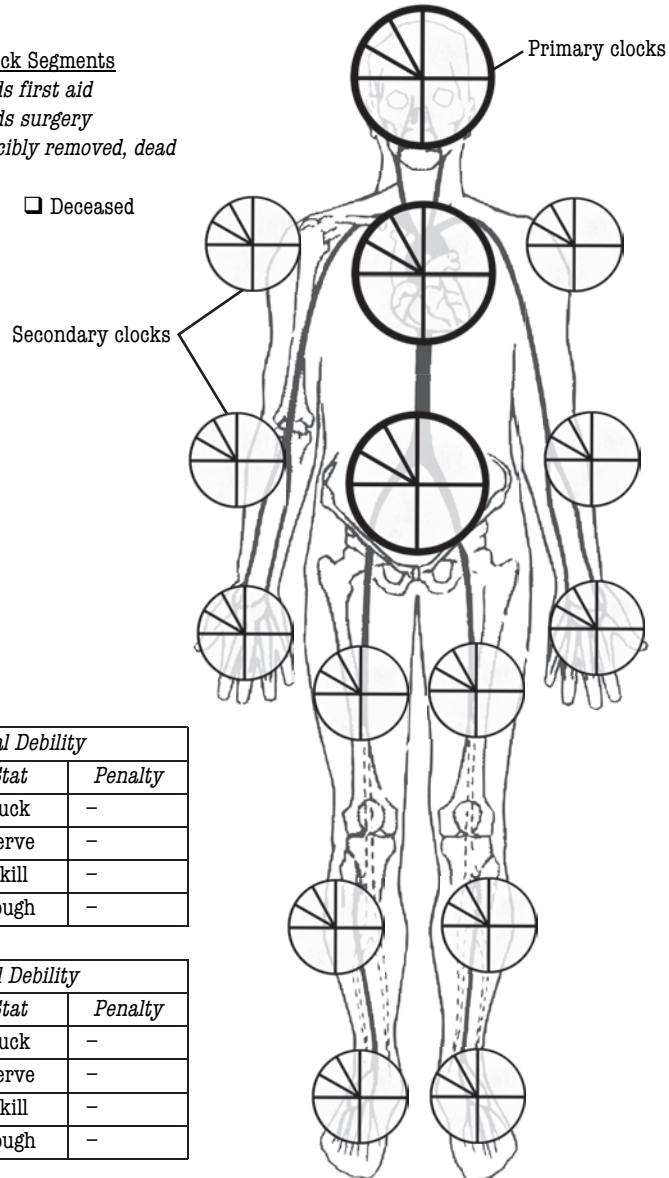
Figure 1. Countdown Clocks (4-fast, 6-standard, 8-slow)



Figure 1. Countdown Clocks (4-fast, 6-standard, 8-slow)

Trauma Clock Segments  
 1-2: Needs first aid  
 3-5: Needs surgery  
 6: Amputated, forcibly removed, dead

Stabilized  Deceased



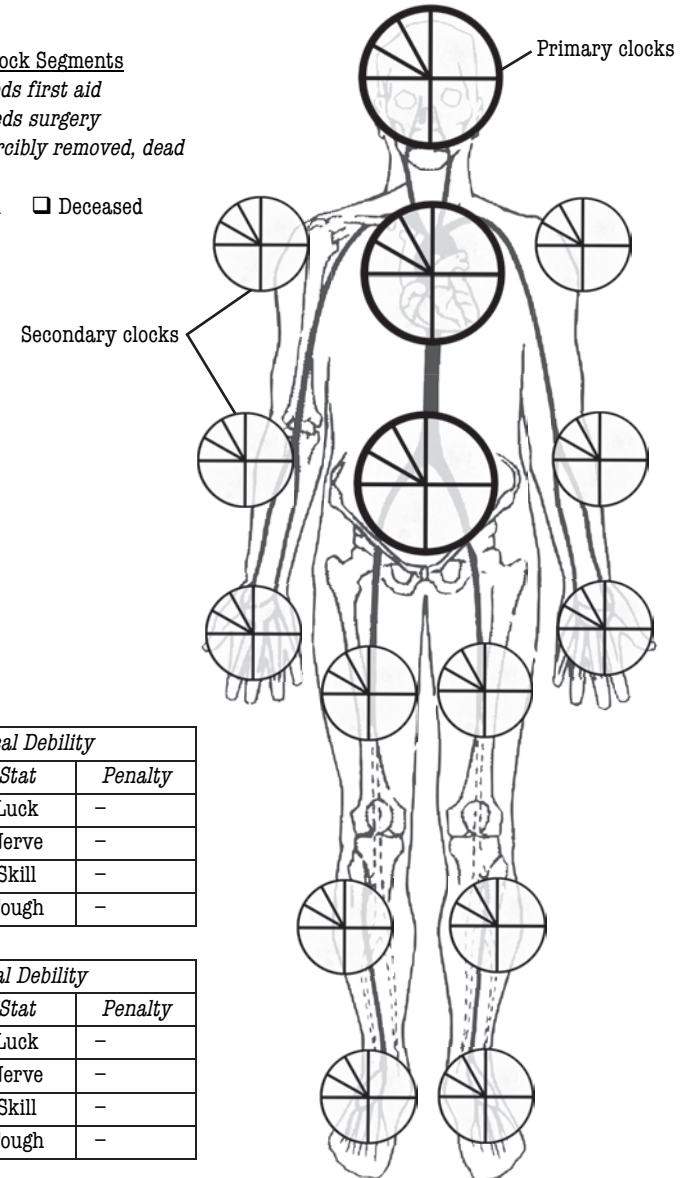
Physical Debility		
Type	Stat	Penalty
Disfigured	Luck	-
Shattered	Nerve	-
Broken	Skill	-
Crippled	Tough	-

Mental Debility		
Type	Stat	Penalty
Disturbed	Luck	-
Depressed	Nerve	-
Impaired	Skill	-
Anxious	Tough	-

Figure 2. Body with Trauma Clocks

Trauma Clock Segments  
 1-2: Needs first aid  
 3-5: Needs surgery  
 6: Amputated, forcibly removed, dead

Stabilized  Deceased



Physical Debility		
Type	Stat	Penalty
Disfigured	Luck	-
Shattered	Nerve	-
Broken	Skill	-
Crippled	Tough	-

Mental Debility		
Type	Stat	Penalty
Disturbed	Luck	-
Depressed	Nerve	-
Impaired	Skill	-
Anxious	Tough	-

Figure 2. Body with Trauma Clocks



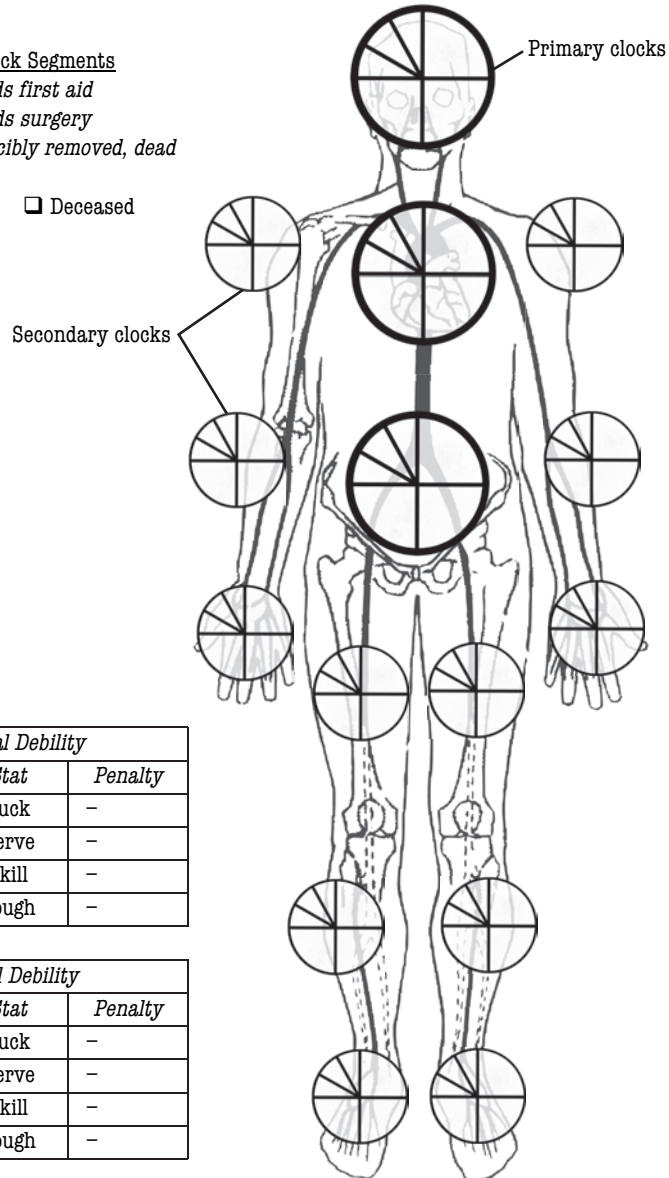
Figure 1. Countdown Clocks (4-fast, 6-standard, 8-slow)



Figure 1. Countdown Clocks (4-fast, 6-standard, 8-slow)

Trauma Clock Segments  
 1-2: Needs first aid  
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 6: Amputated, forcibly removed, dead

Stabilized  Deceased



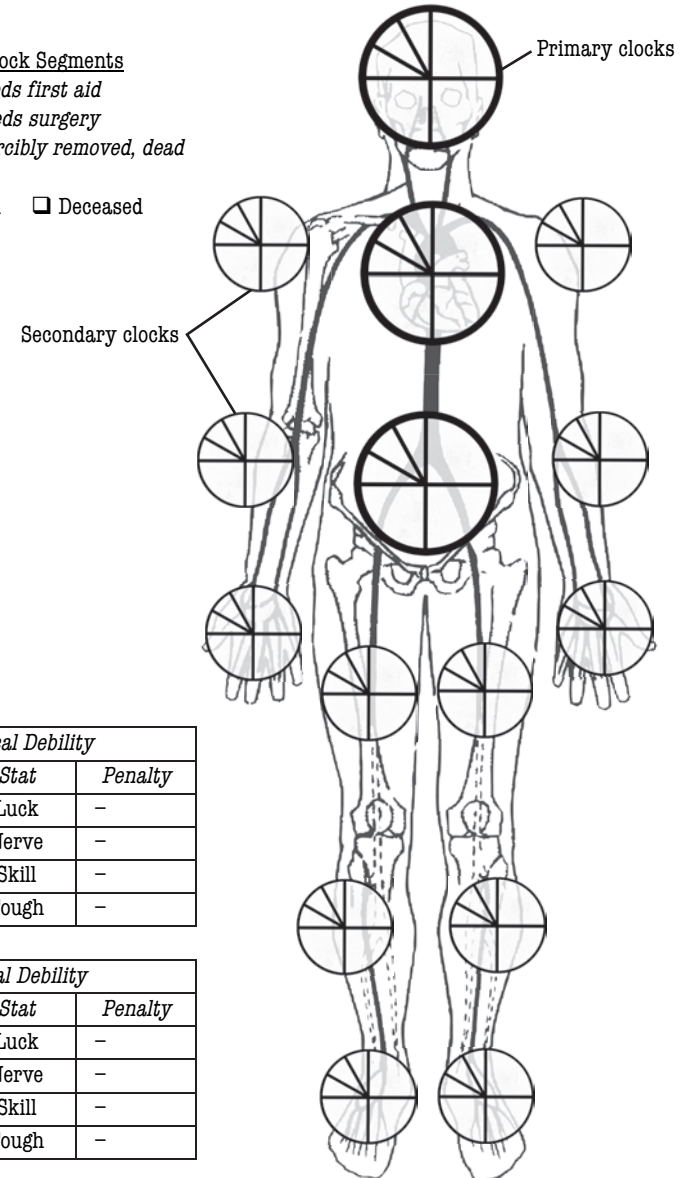
Physical Debility		
Type	Stat	Penalty
Disfigured	Luck	-
Shattered	Nerve	-
Broken	Skill	-
Crippled	Tough	-

Mental Debility		
Type	Stat	Penalty
Disturbed	Luck	-
Depressed	Nerve	-
Impaired	Skill	-
Anxious	Tough	-

Figure 2. Body with Trauma Clocks

Trauma Clock Segments  
 1-2: Needs first aid  
 3-5: Needs surgery  
 6: Amputated, forcibly removed, dead

Stabilized  Deceased



Physical Debility		
Type	Stat	Penalty
Disfigured	Luck	-
Shattered	Nerve	-
Broken	Skill	-
Crippled	Tough	-

Mental Debility		
Type	Stat	Penalty
Disturbed	Luck	-
Depressed	Nerve	-
Impaired	Skill	-
Anxious	Tough	-

Figure 2. Body with Trauma Clocks

# TENTS AND TENT PITCHING

Figure 3. Tent, GP (occupancy 3-4)

1 square = 6 inches

This section contains information and instruction for the care and handling of your tent. It is an aid for training personnel as well as a handy reference and guide in the field. Use figure 3 to sketch the placement of beds, footlockers, desk, and any other equipment.

## Standard Items

- + Tent, GP (general purpose),  
16' x 16', 256 sq ft.
- + Cot, folding, wood and canvas,  
78" l x 30" w x 17" h
- + Footlocker, regular, wood and metal,  
32" l x 16" w x 13" h
- + Stove, M-1941, multifuel wood, coal, or  
[w/conversion kit] oil, 17" h x 16" dia.
- + Desk, folding,  
52" l (24" folded) x 17" w x 27" h
- + Table, folding, wooden,  
36" l x 28" w x 24" h
- + Table, folding, wooden, small  
12" l x 12" w x 30" h
- + Chair, folding, wooden,  
14" l x 16" w x 32" h

Figure 1. Tent, GP, sample 3-person floor plan

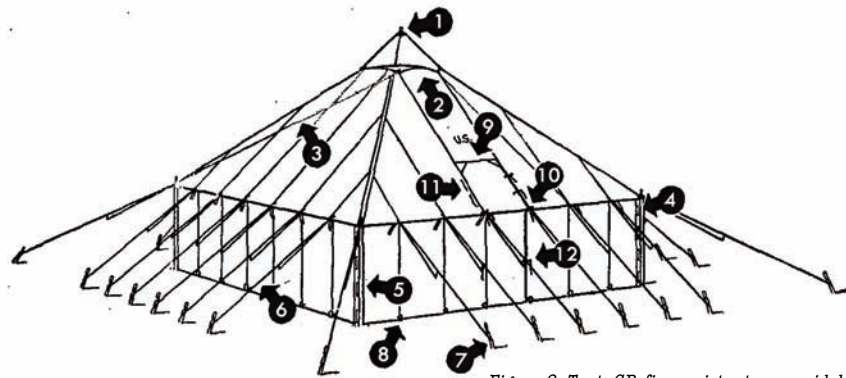
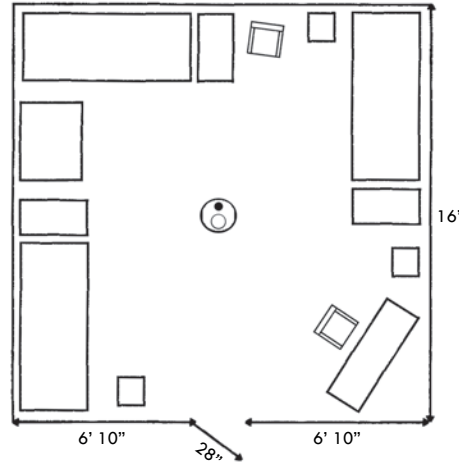
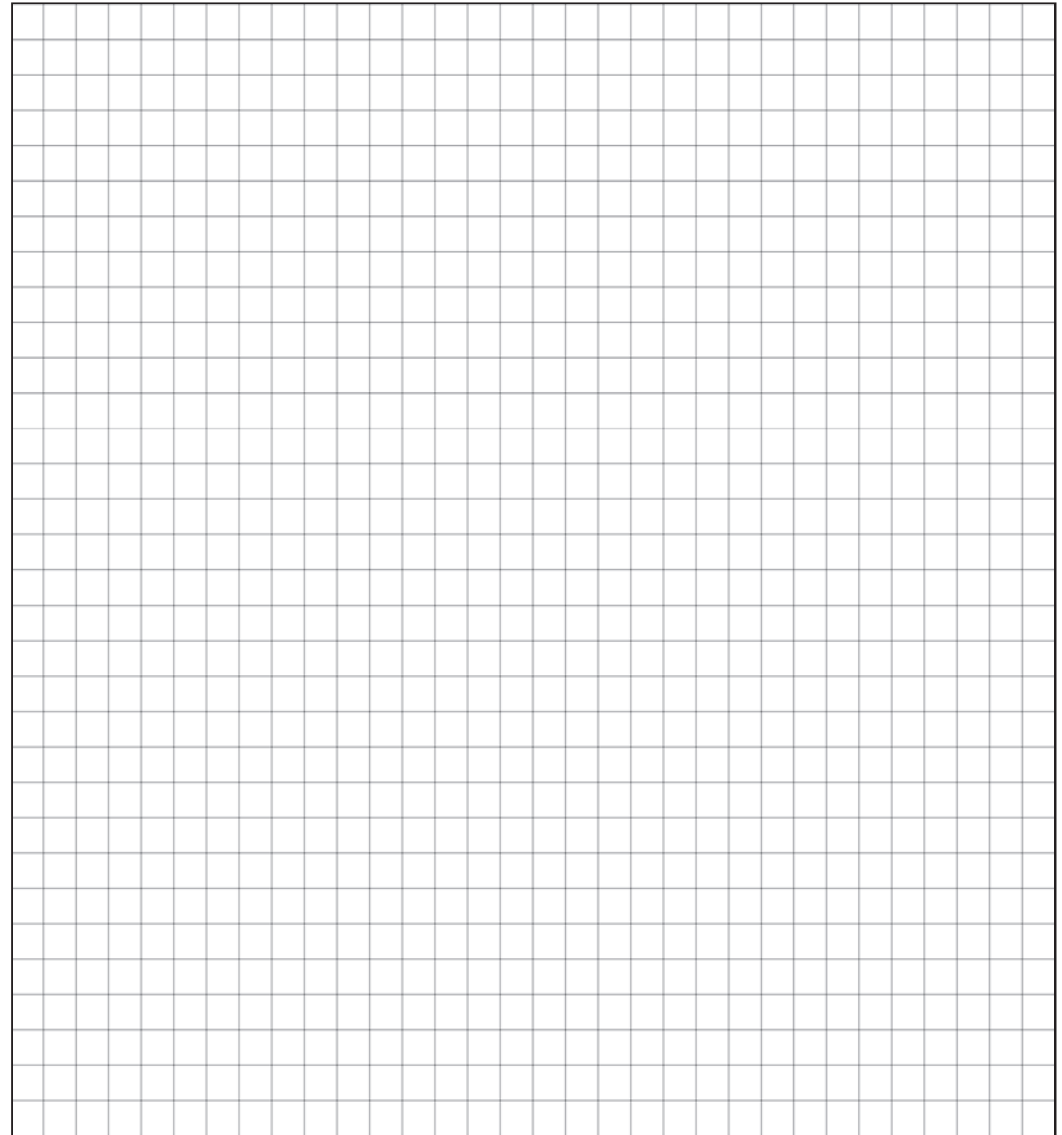


Figure 2. Tent, GP, fire-resistant, pyramidal

- |   |   |
|---|---|
| <ol style="list-style-type: none"> <li>1) Spindle</li> <li>2) Hood, pyramidal (1)</li> <li>3) Lines, 13' 6", sewed-1-end, 1/4" dia. (hood line) (6)</li> <li>4) Lines, 6', sewed-2-end, 1/4" dia. (lacing line) (4)</li> <li>5) Poles, upright, 4' 9" (4)</li> <li>6) Lines, 10', w/eye, 1/8" dia. (eave line) (24)</li> <li>7) Pins, 24" (28)</li> <li>8) Lines, foot stop, 1/4" dia. (foot stop) (24)</li> <li>9) Door flap, cut back into roof (may replace w/screen door)</li> <li>10) Lug (3" x 2" canvas to secure open door flap)</li> <li>11) Lines, 2' 6", sewed-2-end, 1/4" dia. (door fastener) (6)<br/>Lines, 3' 4", sewed-1-end, 1/4" dia. (door fastener) (10)</li> </ol> | <ol style="list-style-type: none"> <li>12) Lines, 3' 4", sewed-1-end, 1/4" dia. (door flap line) (2)<br/>Lines, 14', w/eye, 1/8" dia. (corner line) (4)</li> <li>Pole, upright, 12' 3", complete, jointed (1)</li> <li>Pins, 16" (28)</li> <li>Chain and plate, pyramidal, 16 1/2" x 17" (1)</li> <li>Hooks, end, pyramidal, 1/8" (4)</li> <li>Hooks, S, pyramidal, 1/8" (4)</li> <li>Slips, wire (28)</li> </ol> <p>Notes: Peak ht 12' 3", wall ht 4' 2". Uses one multifuel tent stove, M-1941, for heat. The 4" dia. stove pipe is put through the center opening. Four men can erect this tent in 30 min.</p> |
|---|---|



## Personnel

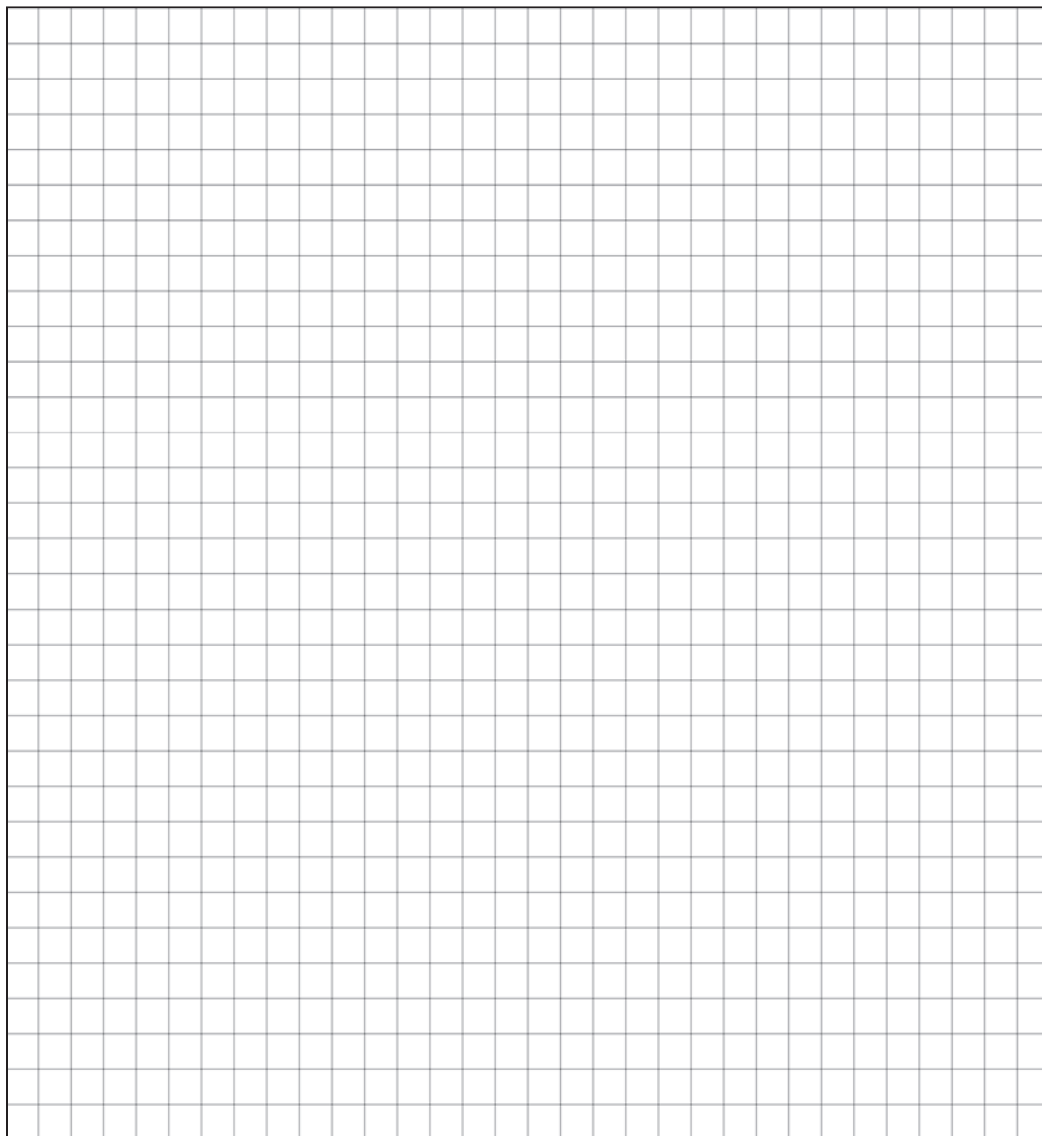
Rank..... First Name..... Last Name .....

Rank..... First Name..... Last Name .....

Rank..... First Name..... Last Name .....

Rank..... First Name..... Last Name .....

**TENT № :**



**OCCUPANCY**

Rank ..... Surname .....

First Name..... Nickname.....

Rank ..... Surname .....

First Name..... Nickname.....

Rank ..... Surname .....

First Name..... Nickname.....

Rank ..... Surname .....

First Name..... Nickname.....

**REMARKS**

# PERIPHERAL MOVES — SUMMARY

## Stress

When you take a point of stress, mark it on your playbook and roll +nerve. On a 10+, you keep it under control. On a 7-9, choose one. On a miss, choose one and take another 1-stress (don't roll +nerve for this one).

+ Take an Emotional Condition. Examples include: afraid, angry, aroused, bored, conceited, cowardly, frustrated, grieving, guilty, humiliated, irritable, jealous, lazy, obsessed, panicked, sad, scared, selfish, shy, stubborn, etc.

+ Take a Mental Condition. Examples include: alcoholism, anxiety, delusions, depression, eating disorder, flashbacks, forgetfulness, hoarding, impulsive, indecisive, insomnia, mania, nightmares, obsessive-compulsive, paranoid, restless, shameless, etc.

+ Take a Physical Condition. Examples include: chest pains, diarrhea, dizziness, headaches, nausea, rapid breathing, rash, sweating, vomiting, etc.

## Harm

When you take harm, mark it on your playbook and roll +tough. On 10+, the CO may choose one. On 7-9, the CO may choose two.

+ You're unconscious or otherwise unable to act (trapped, panicked, etc.)

+ Your wound is worse than it looks; take another 1-harm.

+ You stumble and drop whatever you're holding.

+ You lose your sense of direction, and go the wrong way.

+ Something important happens, but you don't notice it.

Anyone can Treat 1-harm wounds with basic first aid, but 2-harm wounds require greater training. Roll +skill. On 10+, heal up to 2-harm (as established by your playbook). On 7-9, heal 1-harm. On a miss, inflict 1-harm or Push Your Luck. Whenever your harm threatens to reach 3-harm or higher, you may halt the damage at 2-harm by taking a physical debility instead. At 3-harm or higher, go under the knife.

## Vehicle Harm

Vehicle harm is cumulative, and means:

+ 1-harm: Cosmetic damage only. Apply [-1 looks]

+ 2-harm: Minor damage. Apply [-1 looks]

+ 3-harm: Functional damage to one area (*e.g.*, fuel line, tires, engine, brakes, etc.).

Apply [-1 looks] [+1 weakness] [-1 armor]

+ 4-harm: Serious damage. Apply [-1 looks] [+1 weakness] [-1 armor]

+ 5-harm: Significant damage. Requires a garage for repairs. Apply [-1 looks] [+1 weakness] [-1 armor] [-1 power]

+ 6-harm: Totaled. Cannot be repaired.

When you add a [weakness], add a cue tag like [loud], [cramped], [unreliable], [fragile], [slowed], [broken], [leaking], [smoking], [blinded], and so on.

~~RESTRICTED~~

CO-01

COMMANDING OFFICER

MASHED FIELD MANUAL

QUICK REFERENCE GUIDEBOOK  
MOBILE ARMY SURGICAL HOSPITAL

OFFICIAL COPY

*Dissemination of restricted matter.* The information regarding unit operations contained in restricted documents and the essential characteristics of restricted material may be given to any person known to be in the service of the MASH Army Unit and to persons of undoubted loyalty and discretion who are cooperating in such work, but will not be communicated to outside agencies except as authorized by the commanding officer.



# BEING IN COMMAND

## Your Agenda

Throughout character and camp creation, and all parts of the conversation, continue to ask questions. Use leading questions and invent scenarios to provoke or encourage further detail, instead of asking a simple “yes” or “no” question. For example: “*Why is Captain Walters angry at you? What did you do?*”

- + Keep life interesting
- + Make the war feel real
- + Play to discover what happens

## Your Principles

- + Speak to the characters, not the players
- + Move through the fiction
- + Allow for insubordination
- + Treat the NPCs like people
- + Bring changes
- + Give them a break

## Your Moves

- + Should flow from the fiction
- + Set up scenes and situations (this is a ‘soft move’)
- + Prompt the player to react (you say “what do you do?”)
- + Narrate an immediate consequence (this is a ‘hard move’)

## Sample Moves

- + Clear the stage
- + Announce surgical complications
- + Inflict stress (as established)
- + Impose a condition (as established)
- + Inflict harm (as established)
- + Make it about sex/gender/race
- + Make it about rank/power
- + Introduce a dilemma
- + Demand discipline
- + Put them together/pull them apart
- + Make them spend
- + Foreshadow
- + Threaten

# BEING IN COMMAND

## Threats

### In Your MASH

- Casualties
- Confession
- Homefront
- New Recruit
- Promotion/Medals
- Sex Symbol
- Supplies

### Other People

- Black Marketer
- Brothel Madam
- Displaced Korean
- Petty Thief
- Racist
- Rear Echelon
- Soldier

### Afflictions

- Addiction
- Disease
- Propaganda
- Regulation
- Sacrifice
- War

### Landscapes

- Hill/Mountain
- Minefield
- Ravine
- Roadblock
- River/Swamp

### Weather

- Fire
- Flood
- Fog
- Frostbite
- Heatwave
- Mud
- Snow
- Wind

## Events

- Animal Farm
- Bug Out
- Ceasefire
- Celebration
- Celebrity Appearance
- Clerical Error
- Conversion Day
- Court Martial
- Crime Wave
- Disappearance
- Equipment Failure
- Excess
- Fame
- Glory Hound
- Hostage Situation
- Inspection
- Lull
- Mail Call
- Oh, Baby
- Outbreak
- Overload
- Paranoia
- Pay Day
- Prohibition
- POW Swap
- R&R
- Refugees
- Replacement
- Shortage
- Shutdown
- Star-Crossed Lovers
- Stranded
- Suicide
- To the Front
- Under Fire

## Phases

The end of a phase always means the following:

- + Players advance
- + Players may choose to change their role

When a new phase begins:

- + Ask about any unresolved situations from the previous phase
- + Pursue your agenda by asking questions about anything new (*e.g.*, something that happened since the end of the previous phase)
- + Ask “What do you do?”



# UNIT COMMAND STAFF

## COMMANDING OFFICER/CHIEF MEDIC

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

## CHIEF SURGEON

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

## CHIEF NURSE

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

## CHIEF OF MEDICINE

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

## EXECUTIVE OFFICER

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

## HOSPITAL CHAPLAIN

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

## FIRST SERGEANT

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

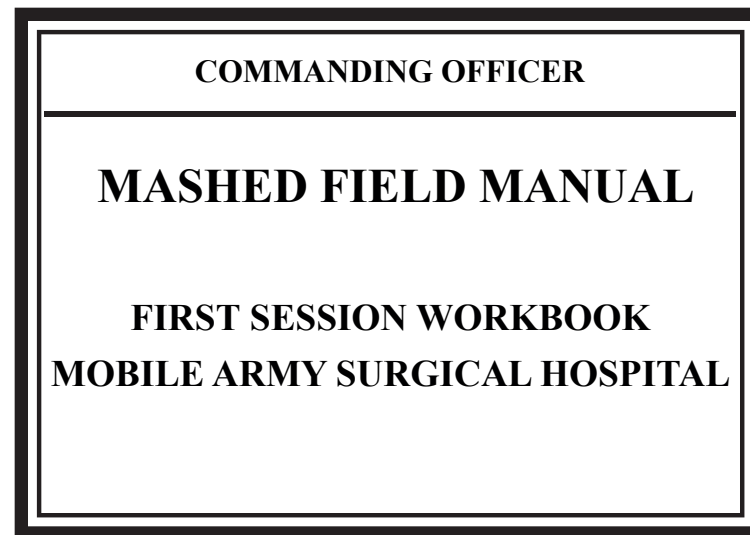
## COMPANY CLERK

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

~~RESTRICTED~~

CO-02



**UNCLASSIFIED**

*Dissemination of restricted matter. The information regarding unit operations contained in restricted documents and the essential characteristics of restricted material may be given to any person known to be in the service of the MASH Army Unit and to persons of undoubted loyalty and discretion who are cooperating in such work, but will not be communicated to outside agencies except as authorized by the commanding officer.*



**First Session Ideas**

- Make Introductions
- Build the Camp
- Assign Positions
- Introduce an Event
- Announce Incoming Wounded
- Bug Out

**Landmarks/Landscape Threats** (circle direction(s) from camp)

- Building *north nw ne south sw se east west*
- Ravine *north nw ne south sw se east west*
- Hill/Mountain *north nw ne south sw se east west*
- Rice Paddy *north nw ne south sw se east west*
- Landing Zone *north nw ne south sw se east west*
- River/Swamp *north nw ne south sw se east west*
- Minefield *north nw ne south sw se east west*
- Road *north nw ne south sw se east west*

**Other Threats**

**In Your MASH**

- Casualties
- Confession
- Homefront
- New Recruit
- Promotion/Medals
- Sex Symbol
- Supplies

**Other People**

- Black Marketer
- Brothel Madam
- Displaced Korean
- Petty Thief
- Racist
- Rear Echelon
- Soldier

**Afflictions**

- Addiction
- Disease
- Propaganda
- Regulation
- Sacrifice
- War

**Weather**

- Fire
- Flood
- Fog
- Frostbite
- Heatwave
- Mud
- Snow
- Wind

**Notes**

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**Notable NPCs**

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

Looks .....

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

Looks .....

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

Looks .....

Rank ..... First Name ..... Last Name .....

Nickname ..... Race ..... Sex .....

Looks .....

**Camp Morale**

- Abysmal
- Poor
- Average
- Good
- Excellent

**Notes**

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**What the Camp Needs**

**Entertainment**

- Alcohol
- Cards
- Films
- Games
- Music
- Sports
- USO Show
- .....

**Supplies**

- Beds
- Blankets
- Blood
- Clothes
- Drugs
- Firewood
- Food
- Generator
- Heater
- Lights
- Medical Equipment
- Spare Parts
- Vehicles
- Water
- .....

**Other**

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**Threat #** \_\_\_\_\_  
 Summary \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Stakes \_\_\_\_\_

**NPC**

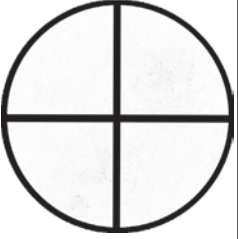
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 Nickname \_\_\_\_\_ Race \_\_\_\_\_ Sex \_\_\_\_\_  
 Description \_\_\_\_\_

**NPC**

Rank \_\_\_\_\_ First Name \_\_\_\_\_ Last Name \_\_\_\_\_  
 Nickname \_\_\_\_\_ Race \_\_\_\_\_ Sex \_\_\_\_\_  
 Description \_\_\_\_\_

**Countdown**

1:00 \_\_\_\_\_  
 2:00 \_\_\_\_\_  
 3:00 \_\_\_\_\_  
 4:00 \_\_\_\_\_  
 5:00 \_\_\_\_\_  
 6:00 \_\_\_\_\_  
 7:00 \_\_\_\_\_  
 8:00 \_\_\_\_\_  
 9:00 \_\_\_\_\_  
 10:00 \_\_\_\_\_  
 11:00 \_\_\_\_\_  
 12:00 \_\_\_\_\_



**RESTRICTED**

**CO-03**

COMMANDING OFFICER

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**MASHED FIELD MANUAL**

**EVENT WORKBOOK**

**MOBILE ARMY SURGICAL HOSPITAL**

**CONFIDENTIAL**

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**Threat #** \_\_\_\_\_  
Summary \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Stakes \_\_\_\_\_

**NPC**

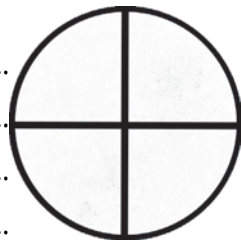
Rank \_\_\_\_\_ First Name \_\_\_\_\_ Last Name \_\_\_\_\_  
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Description \_\_\_\_\_

**NPC**

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\_\_\_\_\_  
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**Countdown**

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